world:

The game is in a grid layout and you can only go north, south, west or east. There are 180 “years” which act like levels. They are completely separate from each other, and a player can teleport from year to year. Each year has a 30x30 total grid boundary. The geography should be sort of maze-like, fitting for a text adventure game, and vary from year to year. The very center grid space (0,0) of each year must be empty. When a player first starts out in the game, they start out in the central grid space. When a player teleports (travels) to a year, they teleport to the central grid space. It’s good to have the central area of most of the years be spacious to varying degrees so it doesn’t feel like you’re starting out in a corridor.

Navigation and movement:
Players can only go north, south, west or east. Players can teleport (travel) from year to year. The can initiate a travel from where ever they are, but can only travel to the central grid space of the desired year. They can also teleport to the same year they are in.

Classes:

There are five classes: warrior, mage, wizard, thief and priest. Each player has access to all five classes and can switch between them. I included .png files of each classes statistics. It shows their starting attributes and their progression track. After level 11, their progression continues linearly. For example, a Priest would need 10,800,000 Exp to reach level 12, and his strength would increase by 5 for each level after level 11, Int by 4, hit points (HP) by 5, and so on. The .png class files also show which spells they gain at which level. It also shows how many ions that class consumes per second.

Class selection menu:

In order to switch classes, the player must exit the game to access the class selection menu (see classmenu.png). The class selection menu shows each class type, level, and what year and grid coordinates that character was last in. The bury command can only be used in the class selection menu, and it resets a character to level 1. When the game is first launched, the player first sees the class selection menu.

Combat:

This game is turn based combat. Combat begins when a monster readies themselves to combat you and you see the monsters taunt. Before a player can hit a monster with an item or spell, that monster much be registered as their target with the “combat” command, ie “Combat [MONSTER NAME]. The same rule applies to monsters, and it consumes one turn. You can tell a monster has readied themselves to combat you because they will yell or say their taunt. There only exception is spells tagged as AOE (ie meteor swarm), which

can hit multiple enemies in the same room. After a monster makes an action during its turn, it can roll to see if it gets to take a second and third action. The potential success of that role depends on the stats of the monster.

Items:

All items can be wielded in melee. All items have a melee power rating and scale at damage vs AC ratio of 1 for 1 when wielded (ie +1 AC is 1 less damage taken). Ranged items have both a melee power rating and a ranged power rating (ranged power rating also 1 for 1 damage vs AC). All items can be converted to ions. Some items can be worn as armor.

Items that spawn: Certain items spawn onto the ground naturally. These are: Nuclear-Decay (85,000 ions, 60600 Riblets), Ion-Decay (18,000 Ions, 19140 Riblets, spell component for "Enchantment"), Nuclear-Rock (15,000 ions, 49,200 Riblets), Gold-Chunk (25,000 ions, 49,800 Riblets), Cheese (12,000 ions, 6060 Riblets), Light-Spear, Monster-Bait, Nuclear-thong (13,000 ions, 600 Riblets), Ion-Pack (20,000 ions, 6 Riblets), Ion-Booster (13,000 ions, 300 Riblets), Nuclear-Waste (15,000 ions, 55,200 Riblets), Cigarette-Butt (11,000, 606 Riblets), Bottle-Cap (22,000 ions, 606 Riblets). The game checks what real-world day it is at launch. There should be a mechanism that seeks to maintain about 5% of the ground littered with 1 of these items at random. So if you have a year with 900 grid spaces, about 40 of those grid spaces should have 1 of these items on the ground at random. They should not respawn too fast though. If you poach out a year for ion-decays, for instance, because you're stockpiling for a big enchanting job, it should feel poached for a good while. It should be very challenging.

Skulls – When a monster of player dies, their skull drops to the ground. You can look at the skull to see the monster name or player name it belonged to. Skulls cannot be enchanted or cloned. Skulls from very low level monsters only covert to like 2000-5000 ions, but skulls from lower-mid to high levels monsters all convert to 15000 - 25000

Keys – can lock or unlock gates. They are unbreakable and do not degrade. They cannot be enchanted. They don't convert to much ions.

Potions – can be consumed. Some will permanently increase a particular attribute (str, con, etc), but others will only poison you. They are unbreakable and do not degrade. They cannot be enchanted or cloned. They don't convert to much ions.

Monster-Bait – Monster-Bait is an item that attracts monsters. When a player picks it up, monsters already present in that year will travel directly to whatever room the player is in at

a rate of one monster per 10 seconds. Monster-Bait attracts monsters is a 20x20 area around the player. Monster-Bait cannot be cloned or enchanted or degraded.

Ranged items – items tagged as "ranged." They can shoot a bolt 4 grid squares in a straight line. A player has to be "ready to combat" a monster to hit the monster with the bolt being shot, and visa versa. Some ranged items shoot "poison bolts", and others shoot non-poisonous "bolts of lightning". Each one does an initial damage. All ranged items are unbreakable and do not degrade. They cannot be enchanted. Each type of ranged item have a set capacity of max charges. Some have only 1, some of have 4, rare ones have 100. They can be recharged at maintenance shops so long as they have at least 1 charge left. Some special passage-making ranged items can shoot a bolt which clears a grid space (can't go beyond the 25x25 boundary though). The damage done by a bolts initial strike is determined both by the ranged power rating of the ranged item in addition to the level of the player or monster. Poison bolts impart a poison effect. Any bolt does a minimum damage of 6 when struck by it. Armor does not degrade if the player wearing it is struck by a bolt, but armor class does reduce bolt damage as expected.

Armor – items that are wearable and contribute to armor rating. All armors are tagged with an armor rating. For every +10 AC it cuts 3.15 damage from items wielded or initial bolt damage (damage will be rounded to the nearest whole number)

Spell Components – Certain spells require these components when cast and will consume them when the spell is cast. They are unbreakable and cannot degrade. They cannot be enchanted, but they can be cloned.

Broken items – A weapon or armor which has been broken. If an armor or weapon cracks in battle it is immediately turned to broken-armor or broken-weapon. They have no monetary value and the city trading centre will not buy them. They cannot be enchanted, but they can be cloned. They cannot be degraded. Broken items will not drop to the ground on monster or player death. For instance, if a monster or player dies while wearing a broken armor and carrying an Sling-Sword, only the Sling-Sword will drop. If a monster or player dies while carrying a Broken item and a Trident, only the Trident will drop. Broken-Armor is the spell component for "Area Lock" and "Invisibility" and "Ice Wall" and "Ion Force Field" and "Pick Lock"

Enchanted items – these are items which carry an enchantment of at least +1, and can reach an enchantment level of up to +100. Enchanted items cannot be broken and do not degrade. Items can be enchanted with a spell by a player. For each level of enchantment, an item will convert to 10,100 more ions if converted. For example, a +2 Knife converts to 34,200 ions, and a +3 converts to 44,300. For every level of enchantment, an item weight

decreases by 10 pounds to a minimum of 10 pounds. For instance, if you have an item that weighs 20 pounds, and you enchant it to an enchantment level of +3, it will weigh 10 pounds and cannot decrease in weight further. If an item already had a weight of 10 or less pounds before being enchanted, the weight will not change by being enchanted. For each level of enchantment, an item will do 4 more damage. The following items cannot be enchanted: ranged items, spell components, degraded items, potions, and broken items. Armor will provide one more AC point per level of enchantment. If you try to enchant something that can't be enchanted a message will appear saying "Nothing happens!"

Money: The money in the game is called "Riblets". Money is earned either by killing monsters or selling items.

Ions: Ions are a bit like stamina and mana combined. Each class has a base ion consumption rate: Thief 250, Priest 150, Wizard 150, Warrior 200, and Mage 250. A class consumes their base consumption rate every 10 seconds starting at level 2, and then it doubles every 2 levels thereafter. So a level 12 Mage consumes 1500 ions every 10 seconds. Ions can be obtained in three ways: by converting an item into ions, by killing monsters, or by purchasing them with riblets from a maintenance shop. Casting spells will consume a certain amount of ions, and healing will consume a certain amount of ions. When a players ions reaches zero, they begin starving. The amount of ions an item converts into depends on its power rating.

Starving: When a players ions are at zero, every 10 seconds they will lose 1 HP per level and each time a message will appear saying that they are starving for ions.

Monsters: The monster population for each year will be around 50 monsters, and monsters will spawn to maintain that quota. They way monsters spawn is: Dust on the ground comes together to form an egg, and after a random amount of time (30s – 3 minutes) the egg hatches and a random monster for that year range pops out. Monsters are tagged with a year range. For instance, "monster A" is only found in years 2000-2400, but monster B is in years 9000-9600. You could find several of Monster Bs in year 9100 but none in year 9200. It should feel random. Monsters can cast some spells and use ranged items. Monsters cannot consume potions. Monsters can wield items the same as players can. Monsters have the same six attributes that the players do. Monsters only consume ions to heal or cast spells (they do not consume ions per second like players do). Monsters spawn into the world with an amount of riblets and ions depending on their level plus some randomization. Monsters can make themselves "ready to combat" players and other monsters. Some monsters carry a random item that is just there for thematic fun and immersion. Monsters can carry the same number of items that players can. When you look at monsters, it will give you a description of them including their level and their health

level. Every time a monster kills a player it gains one level. If a monster has full HP, they cannot die from a single wielded blow (it can take them down to one HP though). They can however die from offensive spells like meteor swarm even with full HP, if enough damage is dealt.

Monster combat behavior: When a monster readies themselves to combat you, they will yell their taunt at you. All monsters have a signature thing they do or say which is their taunt, like "I'm going to peel your flesh, [PLAYER NAME]!!!". This takes up a turn, the same as a players "combat [MONSTER NAME]" command takes up a turn.

Monsters in Aggro – A monster goes into it's aggro mode when it has made itself ready to combat a player or monster. It will pursue you wherever you are in that year as long as it is aggro'd to you. A player can have multiple monsters aggro'd to him.

Monster pursuit – Let's say you are in year 2100 and you are in a room 9 south and 1 west. Then you issue the command "travel 2100" which teleports you to room 0, 0 in 2100. That travel is one turn, and the monster will move one room in your direction. Then as you keep making actions, it will keep taking turns pursuing you (in general..i mean it might use a turn here and there to pick up something off the ground, convert something to ions, drop something, heal, yell something…you know, monster things)

Monster fleeing: If a monster gets low on hit points, they often flee by moving into an adjacement room. All monsters have the same flee-statment (see getaway.png. "Vindeiatrix" is my player name in the screenshots). Let's say the player pursues the monster and moves into that adjacent room. At that point, the monster will either continue to flee by moving again to an adjacent room, heal, pick up an item, drop an item, convert an item they are carrying to ions, remove their armor if it is broken, make an attack, or simply say their flee-statement. It should vary depending on the monsters AI. The monster will also yell at the player to get away from them. Any time a monster moves into an adjacent room while fleeing, they will make their flee statement before moving.

Monster death in combat: when a player kills a monster, the player gets experience points depending on the monsters level. They also get whatever ions and riblets the monster was carrying. The monster drops whatever it was carrying. See monsterdeath.png.

Entering the game: If you enter into the game from the class selection screen and a monster is in your room with you as you enter in, one of two things will happen: the monster will not have noticed you, or the monster noticed you and is automatically ready to combat you. The monster, however, is not allowed to hit you first (because if it were you could die simply from entering the game if you had bad luck and a monster happened to be in the same room where you were when you last exited the game).

Player death: when a player dies, everything they were carrying and wearing drops to the ground. All of the ions and riblets the player was carrying on them are transferred to the monster. The game goes back to the class selection screen, which reflects that the character is dead. If you try to select a dead character, you will get a message saying you have to resurrect them first. See playerdead.png.

Resurrection: A character can be resurrected by another character but it costs riblets. The higher the level of the character you wish to resurrect, the more it costs. Example scenario: my warrior dies and the game sends me to the class election screen. I re enter the game with my mage. I have enough riblets on my mage to resurrect my warrior, so I do so. Then I exit back to the class selection screen and re enter the game as my warrior, pick my belongings up off of the ground and carry on. When you use the resurrection command, you see a feedback message (see resurrectionmessage.png)

Poison: some items have the "poison melee" tag, and some ranged items have the "poison ranged" tag. If a monsters wields an item with the "poison melee" tag against a player, that player will become poisoned. If a monster shoots a bolt from ranged weapon tagged as "poison ranged" and the bolt hits a player, that player will become poisoned. There are no items in the game that have both the "poison melee" and "poison ranged" tags. Poison takes away hit points from a player every five seconds and a message is displayed, but the amount of HP lost decays each time. If you wait long enough, the poison will wear off. A player can spend riblets to cure themselves of the poison at a maintenance shop. Monsters cannot be poisoned. There is no such thing as an unenchanted item with the "poison melee" tag. If a weapon has the "poison melee" tag, it is of at least a +1 enchantment. Items with the "poison melee" and "poison ranged" tags are also tagged with a poison power rating. The strength of the poison depends on that poison power rating and nothing else.

Poison Mechanic

- On hit, poison starts at a **potency = weapon's poison strength**.
- Each second, deal damage equal to current potency, then reduce potency by the fixed decay sequence: **−9, −8, −7, −6, −5, −4, −3, −2, −2, −2…** until ≤1.
- Example: if potency = 100 → 91 → 83 → 76 → 70 → 65 → 61 → 58 → 56 → 54…
- All weapons use the **same decay profile**; stronger weapons just start with a higher potency and therefore last longer.
- Poison cannot kill (stops at 1 HP).

Hearing footsteps: Players can hear monsters moving within 4 grid spaces. There is a screenshot which shows the feedback.

Seeing shadows: A player can see shadows of monster(s) in adjacent rooms. This way, a player can tell if a monster is directly north of them, for instance.

Maintenance shops – there are maintenance shops scattered throughout the game. You can do the following actions at a maintenance shop: cure poison, buy ions, appraise items, fix degraded items, and fix (recharge) ranged items. All of those actions cost riblets. Using the appraisal command at a maintenance shop will tell you how much it will cost to fix the item. You can buy 1 – 999,999 ions at a time. Each ion costs 50 riblets. The cost for repairing items depends on their power rating.

Actions – While in combat, every command in the game is an action and therefore takes a turn.

Years – years are levels, separated by time. Players can time travel to the different years with a command. The first year is 2000, the second year is 2100, the third 2200, and so on all the way up to 19900. So, we call them years, but they're actually centuries.

Statefulness and persistence – the entire state of the game should be saved when I exit the game, and pick back up when I decide to start playing the game again. You don't manually "save", everything just saves as it happens.

Spells – all classes get certain spells at certain levels. Spells must be memorized before they can be cast. It takes a certain amount of time for a spell to be memorized. Ions are consumed upon casting a spell. Some spells, like meteor swarm, allow you to spend extra ions when cast to increase their effect. Some spells, like hide, consume a certain amount of ions per second, in addition to the initial casting of it. Some spells require a spell component which is consumed when the spell is cast. When a player dies or exits the game, they lose any spell they had memorized. A player can only have one spell memorized at a time. Monsters can cast spells too.

Player inventory:

A player can carry up to 10 items at a time, plus be wearing a piece of armor. If a player has multiple of the same item, it will enumerate at the end of the item. See inv.png.

Experience – players gain experience only by killing monsters. After level 11, experience to level gaining is linear.

Attributes: Players have six attributes.

Strength: Helps determine damage done when wielding. Determines how exhausted a player gets along with the weight of the item being wielded. Determines minimum weight of weapon a player can wield and minimum weight of armor they can wear.

Dexterity: Players can roll to dodge a monsters attack. Monsters cannot dodge a players attack. Dexterity also determines a players natural armor rating. A player gets 1 Armor Class point per 10 Dexterity. For example, a player with 30 dexterity would have an armor class of 3 even when not wearing any armor.

Wisdom: determines power of spells

Intelligence: how long it takes to memorize a spell

Charisma: increases chance of monster not taking a turn to hit you when they otherwise could have, or not noticing you if you enter their same grid space

Constitution: Effects poison. Poison is less powerful, taking less of your hit points per second.

Exhaustion: starts at 0, goes to 100 max. When it reaches 100, the player is too exhausted to wield anymore.

Exhaustion System

- Exhaustion ranges **0–100**.
- **Initial Exhaustion:** `WeaponWeight - Constitution` (min 0).
- **Recovery:** every 10s, exhaustion decreases by **Constitution** until 0.
- High CON → lower starting exhaustion + faster recovery.
- Low CON → higher starting exhaustion + slower recovery.
  Exiting and coming back into the game does not reset a players exhaustion.
  Monsters do not have the exhaustion mechanic.

Weight: all items have weight. A players current overall weight is displayed just before their inventory is listed. An armors weight does not count when worn, only when in inventory.

Encumbrance: If a player is carrying too much weight, they will become encumbered and cannot take any actions. It takes about five seconds for the encumbered effect to kick in. If they go back under their weight limit (such as by dropping items), it takes about 5 seconds for them to become unencumbered. A message will appear saying, see encumbered.png

Potions: monsters may carry potions. Potions either do one of two things: increase one of your six attributes permanently or poison you. Potions cannot be cloned via the clone

spell. Potions cannot be enchanted or degraded. When you drink a potion, a message will be displayed, see potiondrink.png.

The ground: the ground of each grid square can hold up to six items. If a player or monster dies and the ground is already maxed out with items, all of the players or monsters gear gets vaped (gone forever). If a player drops an item on the ground and the ground is already maxed out, a random item from the ground will pop into the players inventory. If a player throws an item into an adjacent room and the ground in that adjacent room is maxed out, then a random one of the items in that adjacent room will appear in the players inventory.

Gates: gates will be scattered around the world at random. They can be open or closed. Keys can lock a gate. Only the same type of key can unlock it. Certain monsters carry different types of keys. For example, a Devil-Swine might carry a Devil-Key. When a ranged item is shot into a gate, the gate absorbs the bolt. Monsters can make an intelligence check once to decide if they can open a closed gate. If the gate is locked, monsters can make another intelligence check to see if they can pick the lock. I want you to decide exactly how these intelligence checks will work.

City Trading Centres – These are scatter around the world. Players can buy or sell items here. They can stock up to 20 items at a time. They never run out of riblets. Using the appraise command at a city trading centre will tell you how much they will purchase the item for

Stores – stores for sale are scattered around the world. A player can buy a store for riblets, but taxes must then be paid, a certain amount of riblets per 15 minutes. The higher the year the store is in, the higher the taxes. Those taxes are taken from riblets in that stores safe. Monsters can buy and sell items at these stores. Players can stock the stores with items (up to 20). Players can control the markup and markdown of items being bought or sold to the store. Players can deposit and withdraw riblets into the stores safe. Players can also secure and unsecure ions in the ion store. See storestock.png and storeaccounting.png. When a player buys a store, the room description will change from showing “Store for sale [price], to saying “Store owned by [player]. If the riblets in the stores safe gets to zero, the store goes into a state of having been repossessed by the bank, and the description changes saying as much. Any items in the stores stock remain there. A player can buy back the store for 25x the stores original cost.

Monster names – all monster names have a unique number at the end. Such as, “Brontosaurus-588”. This is to ensure no two monsters in the game have the exact same name.

Monster AI – All monsters are aggressive inherently, but whether they try to combat you and hit you if you walk into their room depends on the monsters level and attribute scores, and the players level and attribute scores. If you are a high level and go to a low year, some monsters won't bother trying to combat you as you walk by. If you are a low level and go to a higher year, the same result might happen. However, when a monsters readies themselves to combat you, they will usually stay aggressive. Monsters may try to heal themselves if you've damaged them. If you crack their armor, they may try to remove their broken armor. If they need ions, they may try to pick up an item off of the ground and convert it into ions. They will never convert their own gear into ions, but will convert items they pick up into ions. If the monsters have a ranged weapon, they may try to shoot it at you, especially if you flee to another room. Sometimes a monster will waste a turn just taunting or yelling or shouting at you in a show of intimidation. All monsters have an innate attack and a verbal taunt. Sometimes a monster will use a turn to heal. Monsters will often try to flee if they have low hit points. If you try to flee, the monster will usually try to pursue you, unless it's almost dead. When monsters aren't in combat, they move around a little. Not much, they're very lazy. But, when they find themselves in the same room with another monster, they might fight each other. Their fights are also very, very slow. This because they don't engage in normal turn based combat with each other, but their death is the result of spontaneous monster actions. Whenever you walk into a room with a monster in it, a roll happens to determine if the monster notices you. If you redisplay that room using the "look" command, it is treated as if you reentered the room. All other commands or actions, however, are not treated as if you reentered the room. For instance, if I enter a room with a monster and the monster did not ready themselves to combat you (indicated by their taunt), I can safely assume the monster did not notice me, and I can use any commands or actions without fear except for "look".

Spontaneous monster actions: Every so often, a monster gets to just take an action, such as heal, pick up an item, drop an item, or if you are in the room, it might decide it wants to combat you. This depends on monster level. Higher level monsters are more active. But even then, it's slow, like maybe once every 5 minutes at most. It should feel random. Different monsters should have different these characteristics differently, to make the world feel oganic and alive, and to encourage the player to learn all of the different mosnters' behavior.

Levels: Players and Monsters both have levels. The higher the level, the better the stats (HP, attributes). Higher level monsters have better gear, and the gear is usually heavier. A very, very few high level monsters might have a piece of light gear, making it a sort of

treasure item. Such as, there could be one monster in year 13400 that carries a powerful enchanted blade, but it is lightweight, allowing a lower level player to use it without getting exhausted. Similarly with armor. This makes it like a treasure items and encourages exploration and creates a kind of monster/gear lore.

Fleeing: If you are in a room with a monster, whether you're in combat or not, you can move to an adjacent room I an attempt to flee. There are no opportunity attacks. The monster will either pursue you, shoot you if it has a ranged item, or maybe if it has low hit points it will not pursue you. So there is no discrete "flee" command or mechanic.

Telepathic blurbs: to help make the game world feel alive, you will occasionally see these blurbs come up on the screen. Such as, if a monster kills another monster, you'll see
"Telepathic Blurb: Ocean-Ruler-161 has slain Flame-Demon-481!"
"Telepathic Blurb: Visible-Man-206 has slain Walking-Dead-1486!"

Monster ecology – Higher level monsters have scarier names, say scarier things, and just are scarier. They are more likely to have poisonous items. The higher year, the higher the level of monsters in that year. Each monster has a particular set of gear that it spawns with that fits with the monster type thematically.

Scrolls – Scrolls can only be created with the "Write" spell. Scrolls can be read by any player class. When a scroll is read, the spell is instantly memorized. Monsters cannot use scrolls.

Degradation – Unenchanted weapons will degrade as you wield them against monsters, and unenchanted armor will degrade from taking hits while worn. There are 5 stages of degradation which you can tell by looking at the item. After that, it will crack and become "Broken-Weapon" or "Broken-Armor" and then can no longer do any damage if wielded or provide any protection if worn. "Broken-Weapon" or "Broken-Armor" cannot be sold, enchanted or repaired and only coverts to 100 ions. They can be wielded or worn but do no damage and provide no armor benefit. If an item cracks during combat, a message will appear. For each stage of degradation decreased, an item loses 10% of its value, to a maximum of 50%.

About commands and typing: You only have to type the first three letters of a command to use it. Also you only have to type the first letter of an item to do something with it. Ie, "wield lightning-sword" = "wie l". Or, "look west" = "loo w". If there are multiple items in your inventory or on the ground that start with the same letter, the command will act upon the first one listed.

Monster innate attacks: All monsters have an innate attack. This is their special attack and does not use an item. If you're fighting some type of lightning monster, they might

“electrocute you”, or a sea-monster might “drown you”. This attack is an action that takes one turn. Their innate attack is characteristically tied to the kind of monster they are descriptively and thematically. An innate attack always does a minimum of 6 damage unless dodged. Innate attacks damage vs AC scale at 1 for 1 ratio.

Below is a complete list of all commands:

Appraise - APPRAISE [item name]. Works when you’re at a maintenance shop.

Buy - Type BUY [item number] to purchase an item.
Type BUY by itself to see a list of items for sale.
Type BUY STORE to purchase a store.
At Maintenance shops you may purchase ions.
Type BUY IONS [Amount] - the shop will inform you of the cost
You cannot buy something if you’re inventory is maxed out, and you’ll get the message notenoughinvroomtobuy.png

Cast - Type CAST [item name, player name, direction]

Close - Type CLOSE [direction] to close a gate.

Combat - Type COMBAT [name of monster] to ready yourself to fight that monster. This is considered an action.

Convert - Type CONVERT [item name] to convert an item to ions.

Cure - You may cure yourself at Maintenance shops from poison.
Type CURE at a maintenance shop for the price, or type CURE ME
at a maintenance shop to go ahead with the curing.

Deposit - When you own stores, you may deposit Riblets into the vaults
of your store. When you are in one of your stores, type:
DEPOSIT [amount of Riblets]

Dispell – if you are under the effects of a spell that you have cast on yourself, such as invisibility, type “dispel” to remove the effect and stop the spell.

Drink - From time to time, you will encounter potions.
Type DRINK [potion name]

Drop - You may drop any item you are carrying. If the ground is maxed out with items (can hold 6 total), one of the items will appear in your inventory
drop [item name]

Fix - Type FIX [item name] to fix item. Ranged items must have at least one charge left to be fixed (reset to full charges). “Broken-Weapon” or “Broken-Armor” cannot be fixed. When you fix an item, a message will appear (fix.png). If it isn’t in need of repair, a message will appear (noneedofrepair.png). If you attempt to repair a broken item or a ranged itemwith zero charges left, a message will appear (cantfix.png)

Get - Type GET [item name] to "get" an item into your possession (see get.png)

Heal – type “heal” to heal a set amount of hit points depending on your level. It will consume ions. The more hit points you heal, the more ions it consumes. The higher your level, the more hit points you can heal with the heal command. At level 1 you can heal 6 hit points, at level 11 you can heal 16. After level 11, it goes up by 1 each level. If you use the heal command with full hitpoints, no ions are consumed.

Inventory – Type inventory to see what you’re carrying (see inv.png)

Items – displays the ground (see ground.png)

Last – will repeat the last command you entered

List – type list to see your available spells and how many seconds it takes to memorize them, see list.png

Lock - Type LOCK [direction] [Key name] to lock a gate. Example “Lock North Brass-Key"

Look - You can look around you, look in directions, look at items, or monsters.
Type LOOK by itself to see where you are

Type LOOK [direction, monster name, item name]

Markdown - When you own a store, you will want to sell and buy items, at a certain trading value of their original value.
Type MARDOWN [-3000 to 3000] to make the items cheaper. Range is -3000 to 3000.

Markup - Type MARKUP [-3000 to 3000] to make the items more expensive. Range is -3000 to 3000.

Memorize - You must first memorize the spell before it can be cast. Depending on your intelligence, some spells take longer to memorize than others. As you grow in power, the length in time shortens.
Type MEMORIZE [spell name]

Open - Type OPEN [direction] to open a gate.

Read - Type READ [scroll name] to memorize a scroll.

Remove - Type REMOVE to remove your armor.

Report – get accounting report of store you own. See storeaccounting.png

Ressurect - You may resurrect your dead characters, provided you have enough Riblets on the character doing the resurrect command.
Type RESSURECT by itself to see a list of dead characters.
Type RESSURECT [character number] to resurrect a character.

Secure - Type SECURE [amount of ions] when you are in your store.

Sell - Type SELL [item name] to sell an item to a city trading centre.

Stat – Type Stat to see your stats plus inventory. See stat.png

Stock - In stores that you own, you may stock it with items you've found while adventuring.
Type STOCK [item name]

Throw - You may throw items in any direction. It will land in an adjacent room. If the adjacent rooms ground is maxed out with items (can hold 6 total), one of the items will appear in your inventory
Type THROW [direction] [item name]

Travel - You can travel through time by typing:
TRAVEL [year]
The years you can travel from is 2000 to 19900 A.D. Your travel will be rounded off to the closest century
Traveling costs 3,000 ions per year (century) you want to travel. For instance, if you're in year 2000, and you travel to year 2200, it will cost 6,000 ions. If you don't have enough ions to travel to your desired year, you will travel to a year somewhere randomly in-between your origin and destination and it will consume all of your ions (see travelgonewrong.png feedback message).

Unlock - You can unlock gates, provided you have the right key.
Type UNLOCK [direction] [key name]

Wear - Type WEAR [armor name] to wear armor.

Wield - You can wield your weapon at a player you are combating.
Type WIELD [weapon name]

Withdraw - You can withdraw riblets from the vaults of your stores.
Type WITHDRAWAL [amount]

For screenshots combatexample1_1 – combatexample1_7, you see the following: I travel to the year 2800 and travel 4 rooms north. I encounter a monster, Key-Master-2410. It says a taunt to me (which is an indication that the monster has readied to combat you), and makes an innate attack.

For the Wall of ice spell, you can shoot it with a ranged weapon and it will break, unlike the ion force field spell. in the screenshot I noticed there's a bug. There was a wall of ice to my east, but when I shot it, the feedback said that I heard a loud noise to the West, which is the opposite direction.

For the Area Lock spell, you can only lock an area that is a store you own. Otherwise the spell will fail. If you lock an area, monsters cannot enter it (they will be struck back). It will remain area locked unless your store goes back for sale. Bolts will go through the area lock.

For the Summon Creature spell, you can summon any creature in the same year as you. The monster makes an intelligence check against the player, and if they fail the check, they will go into a "summoned" mode and pursue the player (just the same as if it were aggro'd to the player). As long as the monster is in the summoned mode, they will not make any actions without being commanded to, other than moving to be in the same room as the player. Every 20 seconds the monster will remake their intelligence check. If any of the monsters' intelligence checks succeed, the monster will go aggressive and be automatically ready to combat that player.

For the command spell, the command spell only works when the monster is in the "summoned" mode. The player can command to monster to: pick something up, drop something, combat another monster, wield an item, shoot a ranged weapon, remove an armor, or don an armor.

The hide spell is like invisibility except you don't need a spell component. For both spells, you have to roll every 10 seconds to keep it active, or it will dispel.

The dispell magic spell can remove invisibility from a monster in the same room as you, or dispel darkness in a room. A roll is made to determine if the dispell magic spell is successful.

The spell Meteor Swarm does 80 base damage and scales up at 1 damage per point of wisdom. Meteor Swarm does not degrade or crack armor. Meteor swarm damage vs ac

scaling is: each **+4 AC** shaves **~1 damage**; +100 AC ≈ −25 damage. The lightning bolt has the exact same scaling but a base damage of 25. The poison bolt works the same as the lightning bolt spell but of course it includes the poison effect (please determine an appropriate poison power rating for the poison bolt spell).

Darkness will last forever until dispelled with the "dispell magic" spell.

The ion force field is unbreakable, unlike a wall of ice

The clone spell is generally used to weapons. Armor and spell components. Certain items cannot be cloned, such as potions (that would enable players to become overpowered too easily). If an enchanted item is cloned, it the clone retains the enchantment level of the original. The ion cost of cloning is tied somehow (i think) to the power rating of the item, and also its enchantment level. Cloning a +100 hell-blade costs about 2,255,000 ions. Cloning an ion-decay costs 40,000 ions. Cloning a +3 hell-blade costs 294,560 ions. Cloning a +3 armor which grants 54 AC costs 282,600 ions. Cloning a +1 Knife, which is a weapon carried by very low level monsters in the few lowest years in the game and does 23 damage to an AC of 6 when wielded with a strength of 172, costs 148,200 ions to clone. I'm fine if we don't recreate this from the original game perfectly, just do the best you can and come up with a scaling model that makes sense.

Anti-rodding: In the original BBS mutants game, there was a cheese tactic called "rodding". Here's how it would go: You would ready to combat a monster, get a monster aggro'd to you, and then lead the monster 5 grid spaces away from central grid. Then you would travel to the same year you're already in, landing you in 0,0. The monster would use a turn to move one grid space toward you. Then you have an opportunity to shoot it 4 times before it gets to your room in the central grid. Then you simply repeat until the monster is dead. This is a cheesy mechanic and I want it to be eliminated in our recreation.

Room Interface Layout

- **Top line:** context or ownership info in **red** (e.g., "STORE OWNED BY Vindy").
- **Second line:** compass coordinates (`xE : yN`) in **green**.
- **Next lines:** exits, one per line, in **cyan**, format: `<direction> – <description>` (e.g., "east – open gate.").
- **Divider:** line of three asterisks `***`.
- **Ground items:** line in plain white text, `"On the ground lies:"`, followed by one line with a comma-separated list of item names in **cyan**.