# ZERK

Zerk is a Zork type game created by Marc Fabián;

It's a survival game, like the original Zork, with similar playstyle;

There are 2 npc (Bob and Lizz) that are constatly moving around the map freely;

The main objective of the player is to kill Lizz, by fighting her with objects you can find in the map or by paralyzing her (stated below how to do it);

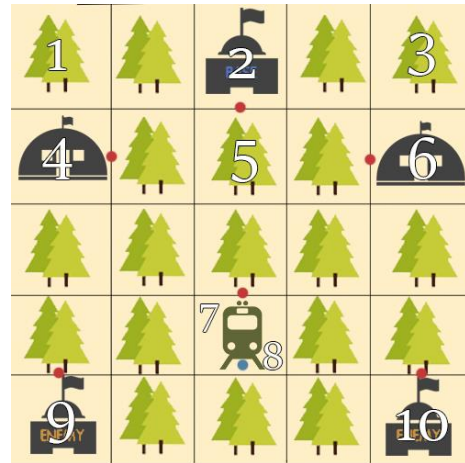The games runs at real time with some exceptions (stated below) for gameplay purpouses;

- Here is the map:
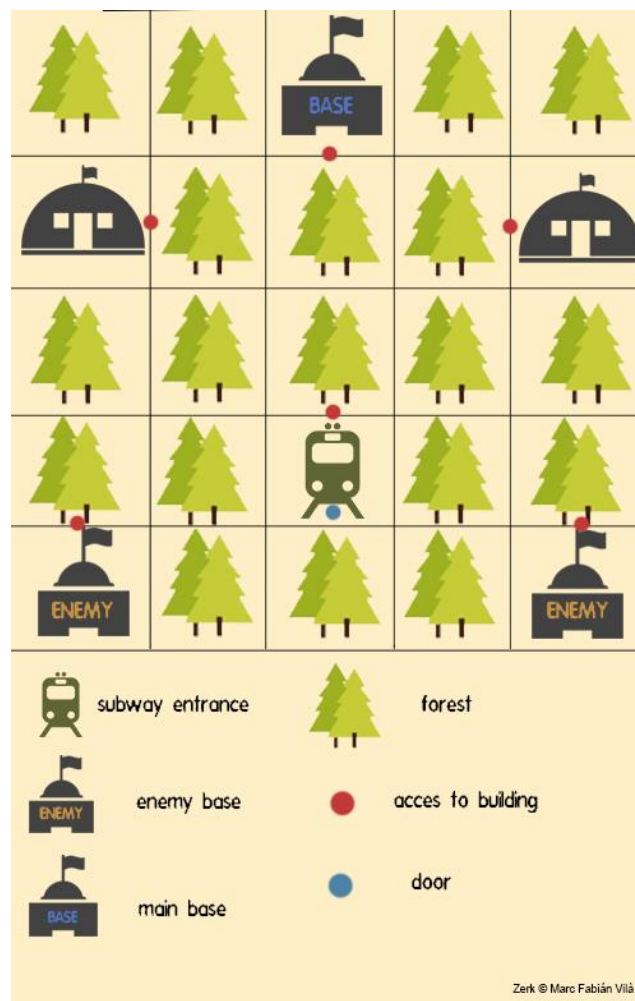
· List of items with their location:

1- **Black emerald**
1- Rock
2- Torch
3- Gloves
4- Dagger
5- Wad of cash (100$)
6- Brass knuckles
7- NOTHING*
8- Kevlar helmet
9- **Green emerald**
10- **Red emerald**

*In order to acces number 8, you have to go to the subway entrance (number 7) and open the door in the south direction.

- Bob and Lizz spawn in number 9 and 10 respectively and player starts at Base (2).

- Most items give you more attack or/and defense (combined items give you both extra stats when equiped).

· Every Character in the game has the following stats:

- Attack
- Armor
- Crit chance OR special attack
- Cash

· Shop system:

- Shop is in nº2 (your base) and there you can buy some powerups or sell your items;

- How to paralyze Lizz:

You need to have all emeralds picked (nº 1, 9 and 10), once you have them, combine green and red ones and equip the black emerald, with this, the black magic of Lizz will die and she won't be able to move or fight, and you just have to find and kill her to win the game.

Anyway, you can just grab some items and try to kill her, but it will be tought.

- Lizz interaction:

Lizz moves freely around the map, making a move or attacking every 1 second, although she has only a 33% chance to hit, and if it does, a 20% crit chance (crit attacks deal x2 damage).

Lizz stats: 150HP, 40 ATTACK, 60 ARMOR, 0$;

- Bob interaction:

Lizz moves freely around the map, making a move or attacking every 4 second, although he will only attack you if you have attacked him before; Bob has the same chance to hit and critchance than Lizz and is also inmune to your special attack.

If Bob is friendly (you haven't attacked him) and you are in the same room or place than him, he will use his mage to link you with the shop so you will be able to buy and sell items from distance.

Bob stats: 300HP, 80 ATTACK, 90 ARMOR, 300$;

- Player stats: 150HP, 5 ATTACK, 0 ARMOR, 30$;

Real-time gameplay exceptions: The game runs on real time EXCEPT when you are combining items or buying/selling items, to have a fair option against Lizz.

That means that the npc will be moving or attacking if you are doing any other thing.

You can use your special attack to reduce oponent armor by 50%.

If you are not at max hp, you will recover 1 health every 4 sec.

All of the attacks (enemy ones included) deal damage equal to the character attack but reduced by his oponent armor, although, if the armor is too high, the attacks deal a minimum of 5 damage.

HARDCORE MODE

If you decide to play on hardcore mode once the game starts, there will be a few changes to the gameplay stated above:

- Player starting cash = 0 (down from 30)
- Player starting hp = 100 (down from 150)
- No hp regen
- Lizz gains 1 attack EVERY second
- You can't use Bob as a seller anymore
- Bob is no longer friendly
- Enemies crit chance up to 33% from 20%
- Enemies can escape the fight if they have lower hp tan you
- You can't see your stats

· Commands:

- Movement: north/n, south/s, east/e, west/w

- Look description of your base and items on the floor: look/l

- Look to a direction: look north/look n, look south/look s…

- Open/Close a door: open, open north/open n, open south/open s…

- Quit: quit/q

- <u>ITEM COMMANDS:</u>

- Picking and item: Use pick/p and when asked for the item, type item name

-->(ej. -pick +Wich item do you want to pick? -sword)

- Droping and item: Use drop/d and when asked for the item, type item name

- Equipping and item: Use equip/eq and when asked for the item, type item name

- Unequipping and item: Use unequip/u/un it will automatically unequip the item you are holding

- Combining items: Use combine/combin/comb and when asked for the items to combine, type their name

-->(ej. -combine +Put: -sword +Into: -bag)

- Uncombining items: use unc/uncombine/uncomb and will automatically uncombine the items you combined

- Inventory: i/inv/inventory, it shows inventory items and descriptions

- Stats: stats/stat, it shows your stats as a palyer (HP/ATTACK/ARMOR/BAG CAPACITY/CASH)

- Caps allowed in commands in final release!

- NOTE: YOU CAN ONLY HAVE 1 ITEM EQUIPED AND 1 ITEM COMBINED AT A TIME, GAMEPLAY RESTRICTION

<u>New commands from last version:</u>

- Attack: Use "a/att/attack" for attacking enemies in the same room that you
- Special attack: Use "special attack/attack special/s a" for reducing enemy armor by 50%
- Buy/Sell: Use "buy/b" or "sell/sel" for shop interaction