Menace of the Mines User Manual

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Chapter 1. Overview

Menace of the Mines (or motm) is a fast-paced roguelike has tons of monsters, many different classes and races and a unique magic system. (Well that's the goal anyway). This will be written in Common Lisp. The project is hosted at http://www.sourceforge.net/projects/motm/

The game's setup is documented at Chapter 2, *Setup*

Features

Many of the game's features are not implemented yet. These features are marked by (planned), and will be implemented by release 1.0. Also a feature marked (WIP) is being worked on currently and should be finished in trunk shortly. So, without further ado... *The features list*

- A flexible input system
- Various types of monsters (WIP)
- A level generator
- Combat
- Various dungeon features (WIP)
- Weapons, scrolls, wands, potions and other objects (planned)
- Magic (planned)
- A unique magic system (planned)
- Many different classes and races (planned)
- Whatever drops into the developers' heads

Chapter 2. Setup

From binary packages (Windows only)

If you have downloaded a windows binary .zip (motm-X.Y-bin.zip) you simply double-click on motm.exe. The game will then start. Follow the instructions in Chapter 3, *User manual* to run the game

From sources (everyone else)

SVN Users

Important

If you are using SVN, you MUST copy `configure.lisp.default` to `configure.lisp`.

Dependencies

You will need a Common Lisp implementation. Any should do, however, this is being tested with Clisp and SBCL only (Anything else WILL require patching). There are two lisp libraries you need to install,

- cffi http://common-lisp.net/project/cffi/

If you don't want to install these libraries system-wide, place them in a directory of your choosing and add a line resembling

```
(inc "/path/to/library/directory/")
```

to `configure.lisp` replacing `/path.to/library/directory/` with the path to the *directory* where the library resides.

Note

The libraries mentioned above (specifically CFFI) may also have other dependencies themselves. The

```
(inc "/path/to/library/directory/")
```

scheme will work for those too

To get the help system working you will need a platform-specific help viewer. On Unix this is the **info** program and on Windows you need **hh.exe**. If you don't have these, you have bigger problems then my game not running.

To build the help system files you will need some additional tools

- The latest htmlhelp.zip (windows only (extract to top of source tree))
- hhc.exe (WIndows only) http://msdn.microsoft.com/en-us/library/ms669985
- docbook2x (UNIX only) http://docbook2x.sourceforge.net/
- Texinfo (UNIX only) http://www.gnu.org/software/texinfo/

The actual build is as follows. On UNIX, type **make info**. On Windows, your make.bat invocation will take care of things.

Installation

The installation procedures are simple. First, make sure that you have followed all the procedures in the section called “Dependencies”. Then, simply type **make <your lisp implementation>**

Important

Be SURE to replace <your lisp implementation> with the name of your lisp implementation (for example **clisp** or **sbcl**)

To run the program, execute the `motm` file that appeared in the compilation directory.

Note

Windows users will see a `motm.exe` instead of a `motm`

From sources (windows)

Special modifications

You will need to extract clisp 2.44 [http://sourceforge.net/projects/clisp/files/clisp/2.44/clisp-2.44-win32-mingw-big.zip/download]*into* the source directory. Then get ASDF [http://common-lisp.net/project/asdf/asdf.tar.gz] and extract it *into* the clisp-2.44 directory (you will need to be able to extract .tar.gz files. Then proceed to the section called “From sources (everyone else)” and continue. However, keep these modifications in mind:

- In the section called “Dependencies” the / characters in paths need to be replaced by \\
- In the section called “Installation” the **make** command needs to be replaced by double-clicking on make.bat
- You need to go to the `clisp-2.44\full\` directory and copy all the `.dll` files to the top of the source tree

Chapter 3. User manual

The screen

A typical Menace of the Mines screen might look like the example below. (Your screen will be in color, but that can't be reproduced here.)

```
Selected the other test monster [+,-,f]
                                                        HP: 50/50
                                                        Zaps: 4/4






              -   ------               -----   ---------
             x+@##.....|            ###'...|   |.......|
              |   |....|    #########  |...|  #'.....<.|
                  |.....####           |...'## |.......|
                  ------               -----   |.......|
                                               ---------
```

This may seen strange to you. So a list of what all the symbols mean follows below

`.`	A floor file, on which you can stand.
`|` and `-`	The walls of rooms.
`#`	The tiles of dark corridors, which you can't see much in.
`+`	Closed doors, which can be opened with the **o** key (see the section called “Controls”)
`'`	An open door, which you can waltz right through.
`Any letters of the alphabet`	Enemy monsters who resent that fact that you're in *their* dungeon and are trying to find and kill you (so kill them first as described in the section called “Combat”

Two other parts of the screen need to be gone over. First, the top line of the screen is the message line, in which messages from the game to you are displayed. (If there's a --More-- at the end of the message, hit Space for more information). Also, at the right, you see the status window, where your HP and # of zaps left is displayed.

Controls

In this document, if you see keystrokes of the form something/something or something/something/something, that means *any* of those keystrokes will work. Also Alt+key and Ctrl+key means to *hold* the Alt of Control key and press the key indicated, then release both keys. Windows users, hoverer, should press Escape, release it, and *then* press the given key instead of Alt+key. Lastly, @+key means press @ release it and then hit key

Also, if you accidentally press Escape or @, press that key again to get back to the game. Also, pressing Escape when a game is waiting for input will probably cancel the action, after a few seconds, tops.

These are the controls for Menace of the Mines

`h/4/left arrow key`	Move your character left
`j/2/down arrow key`	Move your character down
`k/8/up arrow key`	Move your character up
`l/6/right arrow key`	Move your character right
`y/7`	Move your character northwest
`u/9`	Move your character northeast
`b/1`	Move your character southwest
`n/3`	Move your character southeast
`+`	Increase your speed, making you able to preform actions quicker.
`-`	Decrease your speed, making you less able preform actions quickly.
`S`	Save the game, leaving your character in the place it was the next time you start
`Q`	Quit the game, discarding your save.
`o`	Open a door. This prompts for the direction of the door.
`c`	Close a door. This prompts for the direction of the door.
`O`	Open a door and keep trying to open the door until the door is open. This prompts for the direction of the door.
`z`	Zap a monster, hitting it with a ranged attack and using 1 ammo. This prompts for a target using targeting mode.
`?`	Activate the in-game help system. This will invoke a help-viewing program appropriate for your platform (**info** on UNIX, HTML help on windows) with this manual.
`Alt+d`	Activate debug mode, which displays a bunch of developer-specific information
`@+e`	Evaluate an arbitrary lisp expression. Coders only.

Opening doors

When opening or closing doors, the directional movement keys outlined in the general controls serve as answers the question "In what direction"

Targeting

Targeting has a simple three-key structure

`+`	Go to the next monster
`-`	Go to the previous monster
`f/Space/Return`	Select the monster currently selected, as shown in the message area and by the flashing cursor above it.

Combat

So, a big scary monster is coming after you, and you need to kill them. What do you do? Well, there are two options. First, if you're brave enough, trying to move into a monster (using the movement keys from the section called “Controls” will trigger hand-to-hand combat. If you still have zaps left, you can zap the opposing monster from afar using the **`z`** key and the controls from the section called “Targeting”. The eventual goal of combat is to reduce your opponent to 0 HP. When a monster (or you) hits 0 HP, they die. When *you* die, the game ends.

Chapter 4. Developer documentation

There isn't any, but I'll write some if you ask on the mailing list