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
- Replay mode
- Various dungeon features (WIP)
- Weapons, scrolls, wands, potions and other objects (WIP)
- Magic (WIP)
- A unique magic system (planned)
- Many different classes and races (planned)
- Whatever drops into the developers' heads

Chapter 2. Setup

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 http://clisp.cons.org/ only (Anything else WILL require patching). There is one lisp library you need to install,

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

If you don't want to install this library 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 library mentioned above also has other dependencies. The `(inc ...` 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/

Editing `configure.lisp`

Before installation, you need to edit the file `configure.lisp`. This file contains the destinations of the binary and score file. It is well-commented (comments are set off by ;) but, a quick review won't hurt First, all options are written as

```
(option :option-name option-value)
```

To change an option, simply change the option-value part to what you would like Additionally, all filenames are in double-quotes.

Warning

All directories must have trailing slashes

The three options you are most likely to change are (with the

`:option-name`

given

- `:install-dir`

  which controls what directory the binaries will go in.

- `:score-dir`

  which controls what directory the score and help files will go in.

- `:score-group`

  which controls the group which owns the high-score file. Two good values for this group are **`games`** and **`users`**

Important

All users who wish to play Menace of the Mines MUST be in this group.

Installation

The installation procedures are simple. First, make sure that you have followed all the procedures in the section called "Editing `configure.lisp`". Then, type **make** followed by **make install** . This will compile and install the system. (You may need to run the **make install** command as root). To run the program, run the program `motm`

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 (windows)

Special modifications

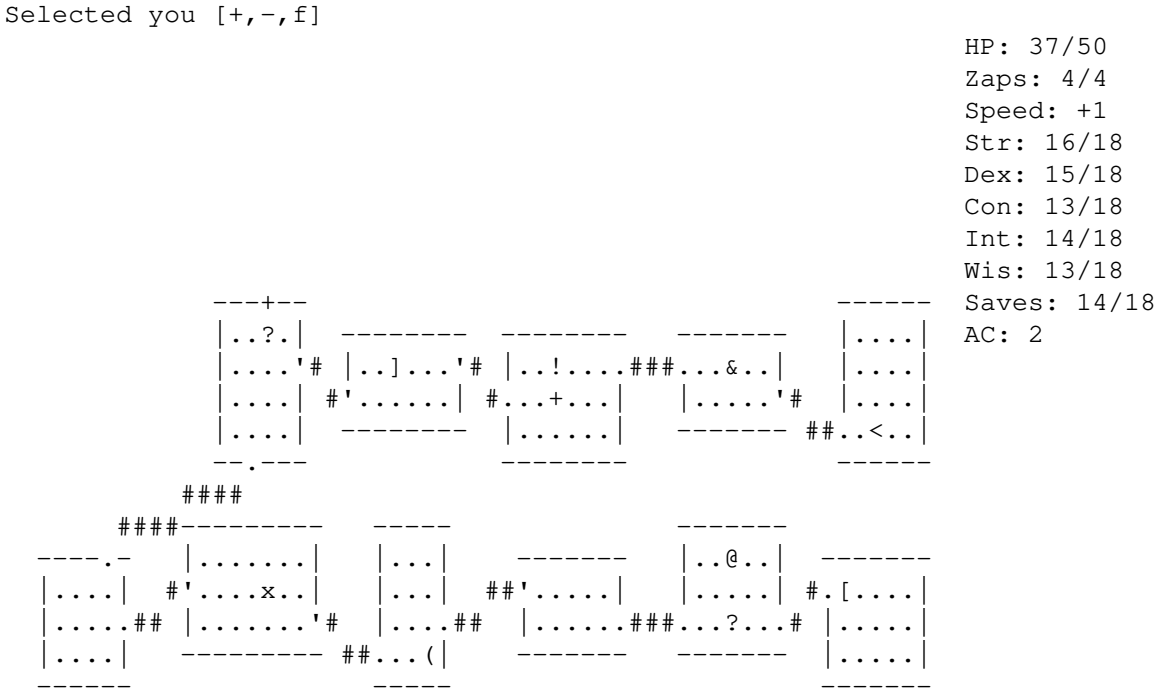
You will need to extract clisp 2.44 [http://sourceforge.net/projects/clisp/files/clisp/2.44/clisp-2.44-win32-mingw-big.zip/download]*into* the source directory. Then get ASDF [http://common-lisp.net/project/asdf/asdf.tar.gz] and extract it *into* the clisp-2.44 directory (you will need to be able to 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. Also, do NOT type **make install**
- 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.)



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 “Moving Around”)
`'`	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”
`@`	You, the hero of the game.
`(`	Weaponry, to aid you in your quest
`[`	Armor, to protect you during your journey

]	Bolts and arrows for your ranged weapons.
?	Scrolls with arcane magic inscribed upon them. Reading them can product a variety of effects.
!	Potions with loads of effects. Quaffing them (**q** key) can produce various effects.
+	Spellbooks. Reading these allows you to learn spells.
/	Wands, which allow you to zap monsters from afar.

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, on the right, you see the status window. In the status window, you see your stats, hit points, and other information (see the section called “Statistics”

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.

Moving Around

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
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.

Inventory controls

, Pick up an object from the ground.

d Remove an object from your inventory and drop it on the ground.

i Display all the items in your inventory.

E Display all the equipment you have on.

w Wield a weapon. This prompts you the weapon to wield.

W Wear a piece of armor. This prompts you the armor to wear.

T Take off equipment, either weapons or armor.

r Read a scroll or spellbook. This will prompt you for a scroll (or spellbook) to read and use up the scroll.

t Throw an item at a monster. If you're wielding the correct ranged weapon, you fire the item and do more damage.

q Quaff a potion, using it up and invoking it's effects. This prompts for a potion to quaff.

z Zap a wand. This prompts you for a wand to zap and a monster to target using the section called "Targeting"

Miscellaneous controls

s Show the skills you have, what level that are at, and how many uses of a given skill are needed to advane it to the next level.

Z Cast a spell. This will require mana or runes (depending on the type of spell) and also has a chance of failing dependent on many factors. The exact prompts given by this command are dependent on the spell selected.

S Save the game, leaving your character in the place it was the next time you start.

Q Quit the game, discarding your save.

H View the high score list.

Cntl+r Go to replay mode, where you can see the outcomes of previous games (the section called "Replay").

? 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.

@+l Light up the entire level.

Opening doors

When opening or closing doors, the directional movement keys outlined in the the section called "Moving Around" 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.

Also, selection in most other areas is handled by pressing the letter on the *left* side of the dash.

Gameplay

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.

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. This will use your currently equipped weapon to attack the monster.

There are also three ways to attack monsters from a distance. There are:

- Firing bolts and arrows. To use this option, first wield the appropriate ranged weapon, then throw (using the **t**, appropriate ammunition for the weapon.
- Also, you can use wands. To use a wand, press the **z** key, then select a wand. Afterward, select a target as described in the section called “Targeting”
- Your third option is to use spells. To use a spell, you must have first read the appropriate spellbook. Then, press the **Z** key and then select a spell from the list that pops up. Afterward, you should follow the prompts given to select a target for the spell (which will usually involve selecting a monster).

Statistics

Your character, has 6 essential attributes, or stats. There are: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Saves. Each of these attributes has a use, which you must discover.

Also, your character has three other characteristics. Hit points (HP), show how much life your character has left. When they reach 0, you die and the game is over.

Blessings and Curses

In Menace of the Mines, there are 7 degrees of blessedness or accursedness in which your items may be. If an item is blessed, it confers minor additional benefits to the user, BLESSED items bring greater benefits and *BLESSED* items, though extremely rare, can do almost anything except bring you back from the dead. Similarly, if an item is cursed, it causes minor complications for the user, CURSED items cause greater suffering and *CURSED* items, though extremely rare, will do anything in their considerable power to hurt you.

Replay

In replay mode, the moves of previous games are played back sequentially. There are three commands you can use to examine the state of previous games.

Q Stop the replay.

i View the inventory of the player at that time in the game.

E View the equipment of the player at that point in the game.

s View the skills of the player at that point in the game.

Z View the spells of the player at that point in the game.

Chapter 4. Developer documentation

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