

# Racanhack

A graphical dungeon exploration game for Linux by Teruaki Gemma

## 1.Requirements

- X
- SDL
- GTK+.

## 2.How to Run

Enter your favorite shell and type in the following stuff (in the directory you extracted the Racanhack source)

```
> ./configure
> make
> src/racanhack
```

## 3.How to Play

The map

```
@ Your character
> Stairs down: a way to the next level.
< Stairs up: a way to the previous level.
) A weapon.
] A shield.
: Something edible.
? A scroll.
! A potion.
# An amulet.
a-zA-Z Monsters.
```

Commands

```
[yuhjklbn] Go one step in the direction indicated.
[YUHJKLBN] Go in that direction until you hit a wall
            or run into something.

y k u
¥ | /
h- . -l
/ | ¥
b j n

[f] Fight with monster.
[d] Fire arrow(if equiped).
[s] Pressing [s] and press [yuhjklbn], Change direction on the spot.
[a] Go down to the next level (if you are on a down-staircase).
[A] Go up to the previous level (if you are on a up-staircase).
[r] Pick up some things.
[i] Open inventory list.
    [j] selection forwards.
    [k] selection backwards.
    [f] select.
    [i] close inventory list.
[shift] Display the lookdown-radar.
[space] Rest on the spot.
[return] Quit the game.
```

## 4.Feedback

- Webpage: <http://racanhack.sourceforge.jp/>

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