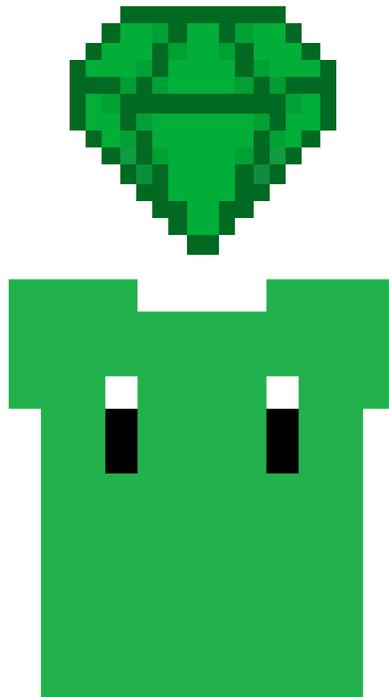


Sneak Thief

Art, code, and ideas all by:
Anthony Tesija

Made using:
C++
SDL (image and ttf)



Story:

You were once the greatest thief in the world. Every night you slept on a pile of gems taken from every corner of the world. But, someone thought they were a better thief than you. While you were asleep one night they stole every gem you had and left you with nothing. Now you must prove yourself. Infiltrate their high-tech vault and retrieve your gems. By doing so you will reassert yourself as the greatest thief the world has ever known.

Goal:

In each level there is a hidden gem. Using the items and power switches find your way to the gem and collect it. There are 50 levels total. Try to collect all the gems! Your progress will be displayed in the upper left of the level select. Any level you beat will also display a green gem above it in level select.

Installation:

(Make sure the entire folder is unzipped first!)

Windows:

Run SneakThief.exe located in the SneakThief folder.
Bam, game time!

Linux:

(easy way)

Using Wine, run SneakThief.exe in the SneakThief folder.

(hard way)

You must have SDL, SDL_image, and SDL_ttf installed.
Open up the terminal and navigate to SneakThief/sourcecode.
Type “make”
Return to the SneakThief folder and run SneakThiefLinux!

How to Play:

Menu:

Left mouse button: Navigate

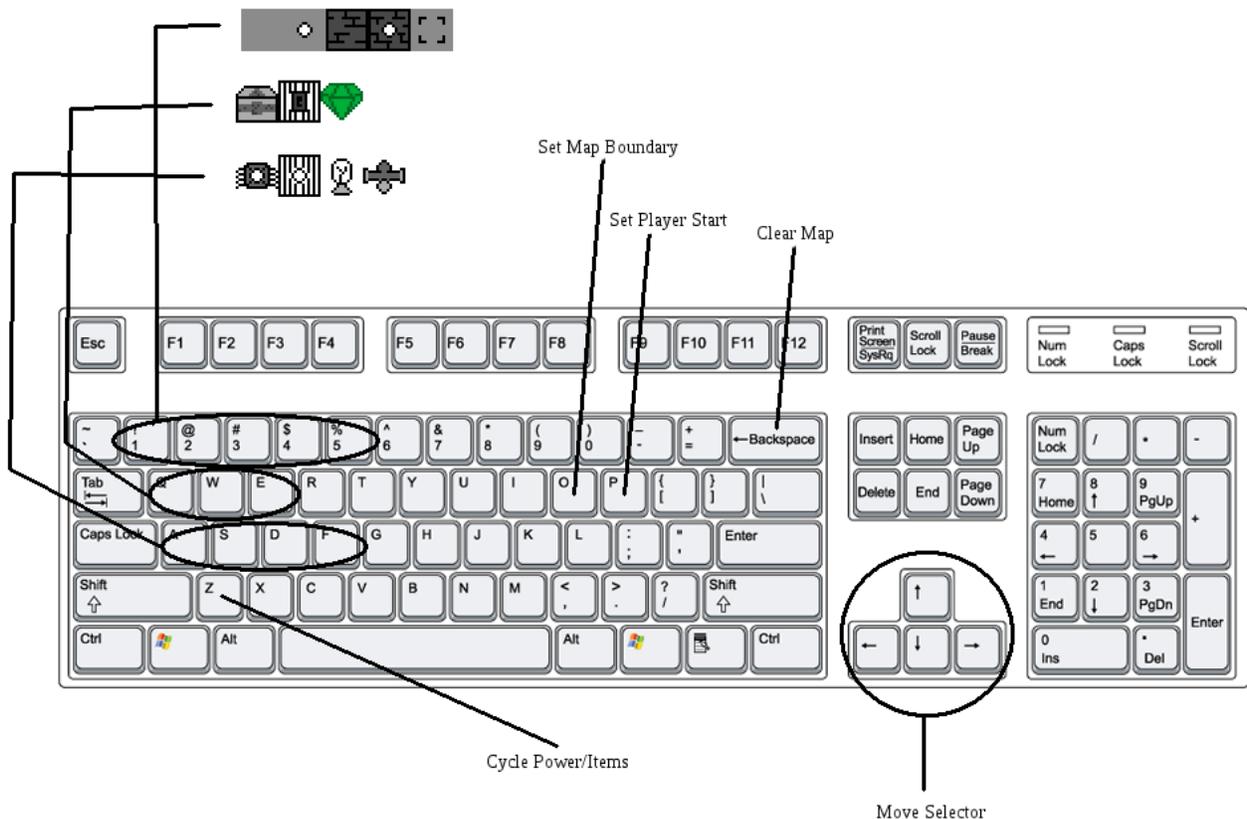
Game:

Arrow Keys: Move
Space: Interact
k: Restart level
Escape: Return to main menu

Editor:

1-5: Set tile
q/w/e: Add item (Only works on normal space / tile 1)
a/s/d/f: Add powered item (Works on power space / tile 2)
z: Cycle start power (For switches)
Cycle item (For boxes)
o: Set the level boundaries
p: Set player start
Backspace: Delete the current map
Escape: Save and exit to menu

Editor Cheat Sheet:



Items:



Boots:

The boots allow you to walk across trap tiles without them turning into walls.



Key:

The key allows you to open locked doors in the level (one key fits all).



Lantern:

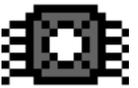
The lantern lights up the area around you allowing you to see hidden boxes and the gem.



Invisibility Potion:

The invisibility potion gives you the ability to walk through lasers.

Level Items:



Power Switch:

Use this to supply everything connected with power or to turn them off.



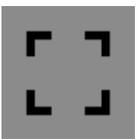
Light:

When powered it will illuminate the surrounding area revealing any boxes or the gem.



Locked Door:

This door will only open if you have the key.



Trap Space:

Walking across this space will turn it into a wall unless you have the boots.



Laser:

Touching an active laser will kill you. If you have the invisibility potion you can walk through them.



Power Door:

Supply this door with power to open it.



Box:

Boxes contain useful items or may be empty.

Cheats:

Here are some fun things you can do by modifying the info files (using a text editor) found in SneakThief/data.

first.info:

Switch the 0 to a 1 and it will replay the first time into the next time you load the game.

gem.info:

The first 50 numbers represent if you have gotten the gem for a specific level (0 = false, 1 = true). The last number is how many you've collected overall. If you can't beat a level and just want to cheat for sake of completeness then flip the 0 to a 1 and add one to the last number. If you wanted to start your game over just change each number back to a 0!

light.info:

This is where the game takes its information for the light game object and lantern. The numbers are the intensity of the light in the surrounding squares. By changing the numbers to higher values you could make the light radius larger. 0 is the lowest the numbers can go (If you make the light radius smaller than it is now it could make some levels unbeatable so watch out!).

custom.info:

This is explained in the next section.

Sharing Levels:

Sending a level:

Open up the SneakThief/customlevels folder. Pick the level you created that you want to share. Copy it and send it to a friend!

Receiving a level:

Open up the SneakThief/customlevels folder. Change the number of your friend's custom level to one that you haven't used yet (If they sent you custom1 and you already have a custom1 rename it to custom2). Place it in the folder and overwrite the existing file. Open SneakThief/data/custom.info in a text editor. Switch the 0 corresponding to your new level to a 1. Open the game and play!