

Knight's Quest



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Version 1.0 Beta
An Epic Role Playing Game
For Casio Pocket Viewer
By Walter Ariel Risi,
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Freeware

Table of Contents

TABLE OF CONTENTS.....	3
INTRODUCTION.....	5
ABOUT THE GAME	5
ABOUT THE ENGINE	5
ABOUT THE AUTHOR.....	5
PURPOSE OF THE ENGINE.....	5
AVAILABILITY OF THE ENGINE.....	5
GAME DISTRIBUTION	5
ACKNOWLEDGEMENTS	5
ABOUT THIS VERSION.....	6
AVAILABLE FEATURES	6
FEATURES THAT ALLOW ENHANCEMENT	6
GAME INTRODUCTION.....	7
THE BEGINNING OF THE AGE OF PEACE.....	7
THE BOOK OF CONSCIOUSNESS	7
THE AWAKENING BEGINS.....	7
THE KNIGHT'S QUEST.....	7
GAMEPLAY.....	9
THE MISSION.....	9
INTERACTING WITH CHARACTERS	9
MANAGING ITEMS.....	9
EATING AND RESTING	9
FOOD	9
TRAINING.....	9
STATUS	10
USER INTERFACE BASICS	11
MAIN MENU	11
CHARACTER MOVEMENT.....	11
ACTION MENU.....	11
MANAGEMENT MENU.....	12
INVENTORY	12
WEAPONRY	12
FOOD	12
GOLD	12
INTERACTION MENU	13
TALK.....	13
GIVE	13
TAKE.....	13
TRADE	13
FIGHT.....	13
TRAIN	13

EXAMINATION MENU	14
EXAMINE YOURSELF	14
EXAMINE OBJECT	14
EXAMINE CHARACTER	14
EXAMINE PLACE	14
OTHER OPTIONS MENU.....	15
EAT.....	15
REST	15
GAME OPTIONS MENU	16
SAVE CURRENT GAME.....	16
QUIT CURRENT GAME.....	16

Introduction

About the Game

Knight's Quest is an Epic Role Playing Game. The game is based on the Pocket Venture Engine. Both the game and the engine were designed and developed by Walter Ariel Risi

About the Engine

Pocket Venture is an Adventure / Role Playing Game (RPG) Engine for the Casio Pocket Viewer family of Pocket Digital Assistants (PDAs).

The engine supports most of the features commonly found in RPGs, such as item handling, character interaction, environment examination and combat.

About the Author

This game and its engine were designed and developed by Walter Ariel Risi.

Walter Ariel Risi has developed several games for the Pocket Viewer platform. He has also participated in the Casio Developer's League several times. All his previous games are available in the major Pocket Viewer web sites.

Suggestions, comments and bug reports can be sent to the author's e-mail address: walter_ariel_risi@hotmail.com.

Purpose of the Engine

This engine was designed with the purpose of bringing true RPG gaming to the Casio Pocket Viewer platform. Up to now, there are very few games of this kind for this machine.

Pocket Venture was designed as an application framework, in such a way that new games can be created just by instantiating the framework. The game author only has to define the game-related issues, while the game mechanism is handled by the engine.

Availability of the Engine

The Pocket Venture application framework has not yet been released to the public. The public release of the framework itself is planned for mid-2002.

Game Distribution

This game is freeware. You can freely distribute the game package as long as you do not modify the package contents in any way.

Acknowledgements

The author thanks Juan Segura from Duefectu Corp for the useful tips on file management.

About This Version

Available Features

This version of the game is complete in every aspect of gameplay. It is fully playable. Game can be saved and restored successfully and every option is completely functional.

Features That Allow Enhancement

In this Beta version, sound effects are very simple. The final version will include better sound effects. In case users report bugs about this version, they will be corrected in the final release.

This instruction booklet is also in its Beta phase. The final version will be more comprehensive about the game options.

Game Introduction

The Beginning of the Age of Peace

From the real beginning of our world very few know, but of the beginning of The Continent's Age of Peace our rulers have cared to remember of.

Two hundreds years have passed since the last remains of darkness were vanished from The Continent. However, the lords of the New Land were taught by generations about the day of the awakening.

Evil will return small. Small towns and reigns will be the first the experience the new appearance of the enemy. Dark forces are patient, and they shall move town to town, reign to reign, until they recover The Continent which they claim theirs.

The Book of Consciousness

The founders of the Age of Peace thus created The Book of Consciousness. This book stands above all principles of the rulers of our land, and enounces the principles of The Age of Peace.

Ever since The Foundation initiated the Age of Peace, rulers of our land have relied on the book to ensure that principles of Primal Darkness do not show a sign of awakening.

But the book prevents the rulers about the unavoidable intent of the Primal Darkness to return. Small signs of real evil will appear in small reigns first, and is up to the rulers of those lands to perceive and destroy evil while small. Shall evil move outside its initial small confinement, it will never be defeated again.

The Awakening Begins

Though doubtful because of apparent insignificance, Lord Liolard of Normannia perceives one day that the Principles of the Age of Peace have been disturbed in his land.

Once a wise man, Zahn, mage and astrologist, retires misteriously to the Forbidden Caverns to never return. After his departure, weird creatures of evil never seen in Normannia appear in the forest.

But now Lord Liolard is sure about the fate of his land. He received the call from Zahn to join him in the Old Order that will soon return to The Continent.

Cautious but loyal to The Continent's ideals, Lord Liolard sends a messenger to the kigndom of Sajonnia, where the Principle Guardians patiently wait for the awakening.

The Knight's Quest

The Principle Guardians already knew about the beginning of The Awakening. Wise and prepared, they had already began to look for the one in charge of eliminating this first sign of Primal Evil...

And therefore emerges the order of Principle Knights. From the bravest knights of The Continent, the Principle Guardians choose those with the strongest spirit and highest virtue.

And here our story begins, when Sir Roland of The Knight Order of Principles, travels to Normannia. His mission is to discover the Primal Evil Artifact that gives power to Zahn. Only by retrieving and destroying this artifact, the Principle Guardians will be able to stop the menace from evil... The Knight's Quest begins here...

Gameplay

The Mission

In Knight's Quest, you guide Sir Roland through Normannia in search of the Primal Evil Artifact. Your mission is basically to find this object.

Your quest will take you through castles, forests and caverns. You will meet friendly people and fight evil creatures. You will also find several items, and some of them can be very useful for completing your mission.

But above all, you will travel to a fantastic land only with a little help from your Pocket Viewer!

Interacting with Characters

Most characters in Normannia are aware of your mission and are eager to help you. Some of them have useful items to give you. Of course, some of them also need something from you and will help you only after you help them!

Note that some other characters are not that friendly. Actually, enemies will attack you whenever you approach them! You can examine enemies whenever you encounter them. If you survive the fight, at least you will know your foe for the future.

Managing Items

Items are crucial for completing your quest. Not only you will need powerful weapons to fight evil, but you will also need other items to help the people in Normannia. You may receive valuable items in return!

Eating and Resting

Of course, your quest is hard and demanding. Remember to rest and eat periodically. You may die of exhaustion or starvation if you don't care about these two very important aspects.

Food

Obviously, to eat you need food rations. You start with some food rations, but will probably need to get more. You can buy some food rations from merchants.

Training

As you fight enemies, you will gain experience. When you reach a certain amount of experience, you will go up a level and receive training points. Find a trainer and tell him to train you. He will help you in enhancing your abilities.

Status

When examining yourself, you will see your current status. Remember always to check your status regularly. Your status reflects your health points, your attack performance, your defence performance, your agility, your experience and level, your training points, your hunger and your fatigue.

User Interface Basics

Main Menu

The Main Menu allows to launch a new game, continue with a saved game and set some options of the game, such as turning on/off the sound effects. It also has information about the game and the engine.

Character Movement

The player controls the movement of the main character using the stylus. Pointing the stylus in the desired direction moves the character in that direction.

Action Menu

The most important user interface element of Knight's Quest, apart from movement, is the Action Menu. The Action Menu allows the player to trigger the available game actions, such as interaction, item management, etc. The Action Menu is the main menu, from where more specific menus can be launched.

The Action Menu is launched by pointing the stylus inside the main character, as shown in the following figure.

The specific submenus available from the action menu are the following:

- Management Menu: used for management of items.
- Interaction Menu: used for interacting with other characters.
- Examination Menu: used for examining the world.
- Other Menu: used for other options, such as eating and resting.
- Game Option Menu: used for game options, such as saving and quitting.

These menus are described in detail in the following sections.

Management Menu

The management menu allows the handling of the items found in the game. This section provides an overview of each of the available options in this menu.

Inventory

The inventory menu allows the basic handling of the items found in the game (e.g. picking up objects, dropping objects, etc).

Weaponry

The weaponry menu allows the character to wield weapons and wear armours, as well as unwielding and unwearing current weaponry. Wielding a weapon enhances the character's attack effectiveness. Wearing an armour enhances the character's defense, and may decrease or increase agility, depending on the armour.

Food

Selecting this option shows the current number of food rations.

Gold

Selecting this option shows the current number of gold coins.

Interaction Menu

The interaction menu allows interacting with the characters found in the game.

Talk

Talk to a character.

Give

Give an object in the inventory to a character.

Take

Take an object from a character.

Trade

Buy something from a character.

Fight

Attack a character.

Train

Ask a character to train you.

Examination Menu

The examination menu allows to examine the environment, objects, characters and even yourself.

Examine Yourself

Examine your role in the game or your current status.

Examine Object

Examine an item. Some objects have some properties (e.g. a weapon has a particular attack effectiveness) that can be also examined.

Examine Character

Examine another character. Some characters (e.g. enemies) have a perceivable status that may be relevant in combat.

Examine Place

Examine the environment. Appart from their appearance, places have some properties (e.g. some places allow resting and some not).

Other Options Menu

This menu provides several other options required in the game.

Eat

Eat some food rations. This reduces hunger and increments health.

Rest

Camp and rest. This reduces fatigue. You can rest only in some places.

Game Options Menu

This menu has options related to aborting or saving the game.

Save Current Game

Save game to resume it later.

Quit Current Game

Exit the current game.