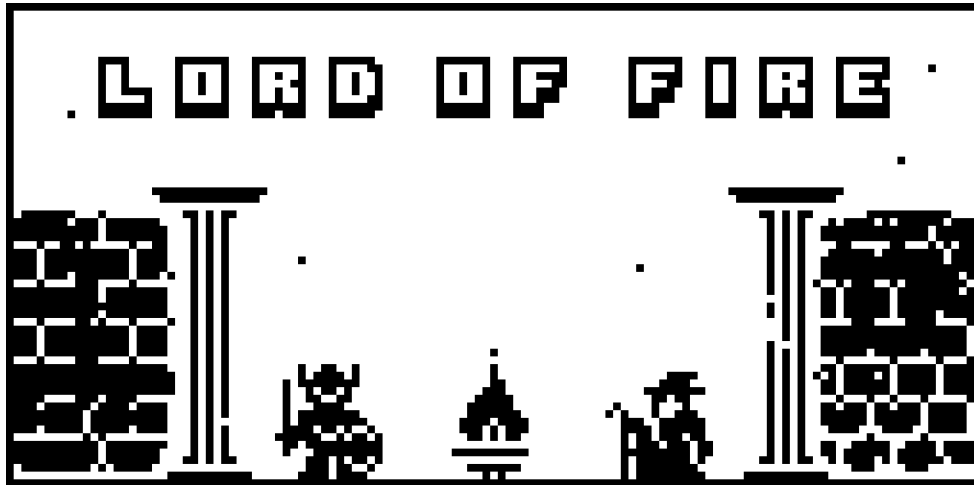


# Gameplay Manual



Dark Owl Studio  
Created by Chidi Ozurumba

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# Story

**Long ago, in a land of lore and legend, there was a great evil known as the Firelord.**

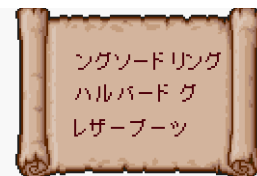
**Many heroes traveled from afar to defeat the Firelord but only found death and despair.**

**A letter has been sent out summoning more heroes to the town Pravus, which is not far from the Firelord's Dungeon. It reads:**



**“ Hear Ye Hear Ye  
Calling all heroes to the town of Pravus.  
A great evil thrives here known as the Firelord.  
Fame and fortune await you!  
The weak and faint-hearted need not volunteer.”**

**-The Mayor of Pravus-**



# Lets Begin

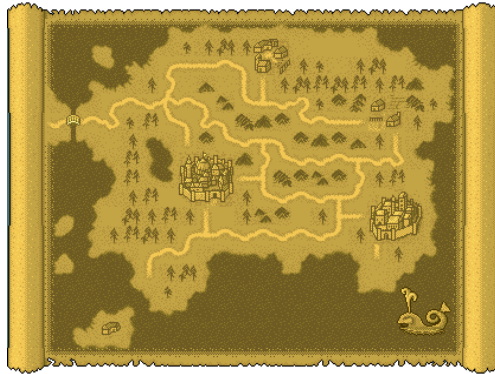
**Step 1: This game is TI-86 only, ensure you have one**

**Step 2: This is a large game! Reset your TI-86 calculator**

**Step 3: Copy the LoF files from the code folder over to your TI-86. There are 179 total files in total**

**Step 4: Run the program LoF and choose New to start a new game**

**Step 5: Have Fun!**



# Select a Race



- **Human** – The most common race of the land. They are protective and often very spiritual. Humans start with 1 point in *Defense* and *Bless*.
- **Wood Elf** – These elves live most their lives in the forest regions. They have a knack for using plants to make potions and can camouflage. Wood Elves start with 1 point in *Alchemy* and *Sneak*.
- **Gnome** – The gnome is small but tough. Their size makes them hard to strike in combat and they love to tinker with objects. Gnomes start with 1 point in *Burglar* and *Dodge*.
- **Dwarf** – Dwarves are short and stout. They love a good fight, and their strong will makes them very resistant. Dwarves start with 1 point in *Health* and *Resist*.
- **High Elf** – The most noble of the elven race, pale skinned and blond haired. This race is very magical and starts with 1 point in *Heal* and *Mana*.
- **Hafling** – This small race makes the perfect thief. You can often find them living in the hills. They start with 1 point in *Sneak* and *Ambush*.
- **Orc** – They are green skinned, ferocious, and usually live in harsh lands. Orcs start with 1 point in *Attack* and *Crit*.
- **Dark Elf** – This magical elven race dwells in dark caves across the land. They start with 1 point in *Fire* and *Resist*.
- **Fairy** – Sightings of this race are rare as they are untrusting of outsiders. They mostly live in forest regions. Fairies start with 1 point in *Stun* and *Regen*.

# Skills



## Warrior

- **Attack** – Each point will raise your total Attack by 10%
- **Defense** – Each point will raise your total Defense by 10%
- **Health** – Each point will raise your total Health by 10%
- **Dodge** – Each point will raise your total Defense by 9 points

## Mage

- **Fire** – Each point will raise your total Fire spell damage by 10%, must have at least 1 point to learn this spell
- **Mana** – Each point will raise your total Mana by 10%
- **Stun** – Each point will increase Stun spell duration by 1 round, must have at least 1 point to learn this spell
- **Alchemy**– Each point increases effectiveness of Heal/Mana Potions and Rage potions

## Thief

- **Burglar**– Each point increases effectiveness of Picking Locks and Disarming Traps
- **Sneak**– Each point increases effectiveness of Fleeing from enemies and Surprising enemies
- **Ambush** – Add two damage to Crit attacks
- **Crit** – Each point will raise your total Crit by 9 points

## Priest

- **Resist** – Each point will raise your total Resist by 9 points
- **Heal** – Each point will increase the effectiveness of your Heal spell, must have at least 1 point to learn this spell
- **Bless** – Each point will increase the effectiveness of Blessed items at the altar
- **Regen**– Allows you to recover HP every move within a dungeon

# Character

## Character Info

- **Name:** Your character's name
- **Level:** Every time you achieve a new level, your character gets stronger
- **Experience:** When you kill an enemy you get experience which allows you to level
- **Hit Points (HP):** Your character's health, if it reaches 0 you die!
- **Mana (MP):** You need this to cast magic spells
- **Gold:** This is the in game currency to buy things
- **Status:** If your character has a disease it will show up here

## Stats

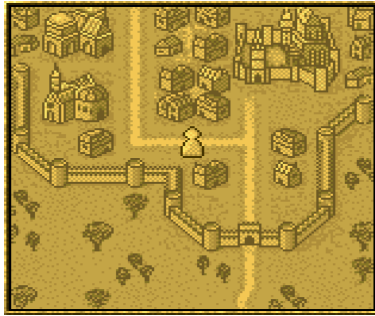
- **Strength (STR):** Increases your Attack
- **Attack (ATK):** how much melee damage you deal
- **Agility (AGI):** Increases your defense
- **Defense (DEF):** How much melee damage you prevent
- **Intelligence (INT):** Increases spell damage
- **Critical (CRIT):** Chance to deal higher damage
- **Dodge (DOG):** Chance to avoid melee damage
- **Resist (RES):** Chance to avoid spell damage and avoid being stunned

## Items

- **Food:** Each Move and each time you Look in a dungeon it uses up 1 food. You start taking Starvation damage if you run out of food.
- **Lock Picks:** Used to pick locks in the dungeon.

# Tutorial

## Town:



- After selecting a race and choosing a name you will be taken to the Town screen
- You start with 35 gold, so you will want to spend it wisely before going into the dungeon.
- Go to the [Guild] and look at the different skills you can buy.
- If you have money left over, head over to the [Shop] and buy some potions and food.
- You start with 2 Heal Potions, 2 Mana Potions, 2 Cure Potions, 15 Food, and 10 lock picks
- If you want to boost some of your items for some coin, visit the [Altar]
- To view your character go to [Info]
- Once you are ready to start the Dungeon, go to [Quest!]

# Tutorial

## Dungeon:



- On the top left of the dungeon screen you will see your name, H for health and M for Mana. On the top right you will see your food meter, the meter goes down every time you Move or Look around a room
- The main action you will be taking is Moving from room to room. You do this by selecting the [Move] option.
- After selecting [Move], a Map will come up. On the Map you will see squares. Each square represents a room. You will see your character's position inside of a room.
- You can move to room to room opening doors and discovering what is inside.
- Sometimes an enemy will be inside and you will have to fight them.
- You are able to cast spells and use potions while in the Dungeon, use them wisely.
- After clearing a room you will be given the option to [Look] around the room. While looking you can discover loot but be careful it can also be dangerous.
- At the end of each dungeon is a boss, they are more difficult than normal enemies and drop good loot.
- After defeating the boss you will be able to return back to town, which will automatically recover your HP and MP to full health.



# Credits

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