

# Strategy Tactics: Knights of the Ream

## User's Guide

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### 1 Storyline

In the game, the player controls a band of sleep-depped and ill-tempered knights who are frantically trying to turn in a large coding assignment on time. Unfortunately, hours before the due date, CVS has a complete meltdown and in the chaos that ensues, one of their lowly serfs steals the source code and spirits it away. Undaunted, the group of three heroic knights sets out from their castle to find this malcontent and bring him to justice. To their dismay, they find that all the peasants look exactly alike! From this realization, their course is clear - to kill every peasant they come across until they find the one that has their source code.

The game follows the knights' zany travails and massed butcherings as the go through the countryside in search of the dastardly peasant who made off with their source code, killing all the peasants that tye spy along the way. Will this band of intrepid adventurers find the source code in time for their 2pm presentation? Only you can decide!

### 2 Game Mechanics

The game consists of The bulk of the game takes place on various battlefields throughout the countryside. During each battle, the player moves and attacks with his units in an attempt to best the upstart peasants. The units take turns, each of them acting a few times in a given round.

The game can be played with either the mouse or the keyboard or both. The holding the right mouse button allows the player to rotate the cameras position about the battle. Mousing over a square highlights it with a shining pillar of light from the heavens. Clicking the left mouse button brings up a menu with information about the highlighted square and any unit residing thereupon. If it is the unit's turn to act, an additional menu will appear allowing the player to select an action for the player to perform.

Every action has a range which is a measure of how far away the action can be performed. For example, the range of a movement is simply how far a player can move in a given turn. The range of a fireball is how far away from the character it can be detonated. This first step allows the player to choose where the action will occur on the battle grid. All the valid locations are demarcated by small blue balls that rest anywhere within the valid range of the action, as seen below.<sup>1</sup>

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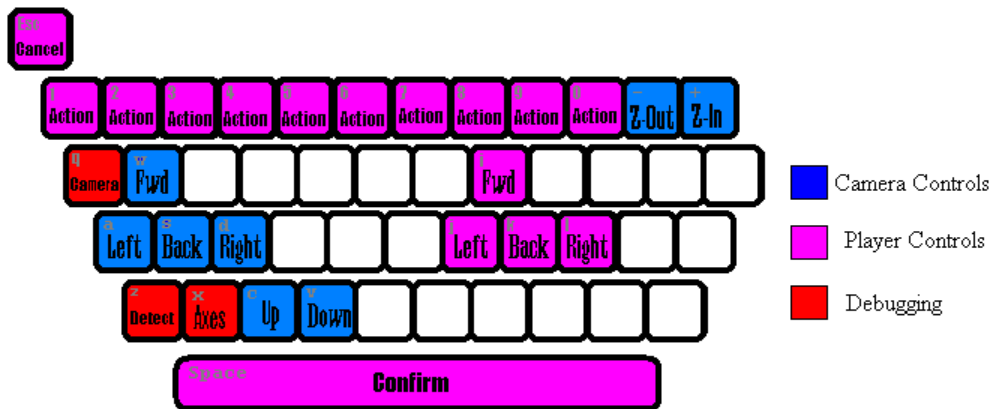
<sup>1</sup>Notice the yellow ball above the acting unit's head. This exists solely to identify the unit currently acting.



While mousing over any valid squares, red balls appears over the blue ones to designate the area that will effected if the given square is chosen as the target of the action. After clicking on the desired square, the game asks to player to confirm their choice of targets. At this point, the player can either confirm our cancel out using the menu, as seen in the figure below.

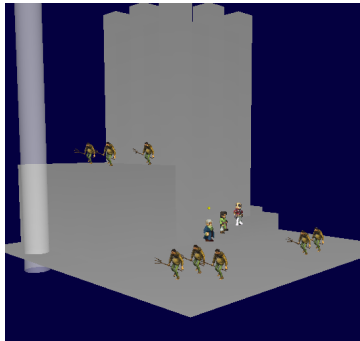


The above command was carried out using only mouse actions. However, the keyboard can also be used to accomplish the same ends. In fact, the keyboard includes a few options that are not available with the mouse menus.

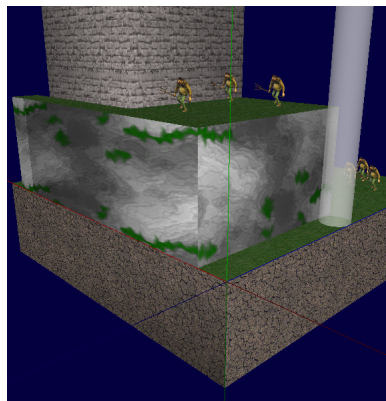


Each of the key commands in the picture above is described in greater detail below

- *a, s, d, w, c, v* - Used to maneuver the camera. Their layout mirrors typical first person shooter controls.
- *j, k, l, i* - Move the selector around, eliminating the need to mouse over grid squares. The directionality of these controls varies as the camera changes angle ensuring that they will always behave in as intuitive a manner as one can reasonably expect.
- *Esc* - Cancels out of the selected action.
- *Space* - Confirms the selected action.
- *-, +* - Zoom camera in and out.
- *q* - Prints camera positioning information to the console.
- *z* - Disables normal site drawing and instead draws the detection fields for the mouse input. These detection regions are gray blocks as seen below.



- *x* - Draws multicolored axes at the origin as seen below.



### 3 Characters

All characters have three main ability scores: body, mind and spirit. Body is a measure of how strong, agile and physically fit the character is. Characters with high mind are not only smart but quick-thinking and generally witty. Spirit measures how in touch the character is with the mystical realm which is invaluable when either obtaining holistic peace of mind or reigning fiery death on all who oppose you.

In addition to these ability scores, each player also has hit points (HP) and spell points (SP). When a character runs out of HP, they die and are reduced a suspended clot of blood,<sup>2</sup> as seen in the lovely figure below.



Some abilities, especially the powerful ones, require a certain amount of SP to use. These are required each time that ability is used, and once a character drains all his SP using these abilities, he must wait till the next battle for them to replenish.<sup>3</sup>

### 3.1 Player Characters

The initial three characters under the players control are named Paul, Cal and Ryan each of whom as their own various strengths and weaknesses. Additionally, Jeff joins the band of heroes after the second battle who also has his own unique abilities.

Character	HP	SP	Body	Mind	Spirit	Abilities
Paul	50	20	6	3	3	Saunter, Fist From Behind, The Mighty Rod, Call A Meeting
Cal	50	30	4	6	2	Run, Sword Thrust, Magic Missile, Break Wind
Ryan	50	25	4	4	4	Move, Sword Slash, Lob Cheese, Cut Cheese, Mass Heal
Jeff	50	40	2	4	5	Sprint, Leap, Poke, Shoot Arrow, Acquire Rare Item

### 3.2 Enemy Characters

Despite what the opening dialogue would lead you to believe, there are, in fact, several different sorts of enemies, each of which has their own unique set of abilities.

Enemy Character	HP	SP	Body	Mind	Spirit	Abilities
Peasant	20	10	2	2	2	Mosey, Pitchfork
Burly Peasant	50	15	6	1	1	Move, Punch, Acquire Rare Item
Female Peasant	15	50	0	5	4	Move, Poke, Leap, Mass Heal, Magic Missile

## 4 Actions

There are three general categories of actions: moves, attacks and heals. In the first category, there is not much variation. The only real difference is how far each of them allows the character to move. Below, each of the movement commands are listed with the distance (in squares) that they allow the character to move.

Sprint - 7    Run - 6    Move - 5  
Saunter - 4    Mosey - 3    Leap - 2

<sup>2</sup>Characters that are dead still occupy the square of the death, rendering it inaccessible for the duration of the battle.

<sup>3</sup>Like SP, HP is also replenished at the beginning of each battle.

The only outlier in the group is “Leap,” which, unlike the other movement actions, allows the character to raise a great deal of elevation over a short distance. In other words, a leaping character can either jump off cliffs or straight up over them.

The second category of commands are attacks which allow characters to damage and kill each other. Attacks vary from the standard melee attacks to giant firestorms that consume all the enemies on the level. Refer to the descriptions below for specifics on each of the attacks.

### Melee Attacks

These attacks can only hit other characters that are directly adjacent to the acting character. This range is best evidenced in the figure below.



- Pitchfork - Basic peasant attack that does 5 damage
- Poke - Does 5 damage plus a bit if you are stronger than your opponent
- Punch - Does 5 damage plus a substantial amount if you are stronger than your opponent
- Fist From Behind - Compares the body of the two characters and deals great deal damage to the weaker one.
- Sword Slash - 7 damage plus a bit if you are stronger than your opponent
- Sword Thrust - 10 damage plus a bit if you are stronger than your opponent

### Ranged Attacks

- Shoot Arrow - Shoot an arrow that deals 15 damage. Unfortunately, arrows cannot be fired at opponents point blank.
- Cut Cheese - The noxious fumes from Ryan’s own bleu cheese deal 5 damage to enemies who are too close.
- Break Wind - Another noxious fumes attack but of a different sort. Any nearby enemies suffer 15 damage, an amount which can be modified subject to the hardness of the foe.
- Magic Missile - This D+D throwback does 5 damage to any one enemy.
- Lob Cheese - Another of Ryan’s patented cheese attacks. He throws cheese and deals 12 damage to everyone in a radius.
- The Mighty Rod - The shortest of the ranged attacks, Paul employ a long, hard pole to whack an enemy for 15 damage plus a bit for being stronger.

## **Healing Actions**

The final type of action heals characters curing them of damage sustained in combat. These are few and far between because who really needs to heal when the purpose of the combat is to kill people.

- Mass Heal - Heals 15 damage to all friendly units, plus a bit for high spirit.
- Call A Meeting - Within a radius, heals friend and foe of 25 damage.
- Acquire Rare Item - Heals the caster of 15 damage, plus a bit for high mind.