

Richy's TI-RPG readme

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Chapter 1

About this game

NOTE: This guide is also available in the the document itself.

Hi. Firstly, I would like to thank you very much for taking your time to read this manual and to play the game. My real name is Richard, (Thus the 'Richy' in the title) and other TI-RPG games inspired me into making this RPG. This used up a lot of my breaks, so have fun in this RPG! =D

Mini-fact: To me, it feels natural to program on the calculator instead of the computer. My computer would be lagging anyway. =)

Chapter 2

Updates

- Feb 12, 2010
 - Beta testing over, v1.0 released
 - James proposed a very hard boss, `boss.x_transition` was born, v1.1 released
 - Eliminated ‘-pheonix kills’ bug.
- Feb 13, 2010
 - Reworked the leveling system. Leveling is harder but exp is accumulated
- Feb 15, 2010
 - Refreshed storyline.
- Feb 17, 2010
 - Not gonna do an update today, I will have to do my programming project...
- Mar 12, 2010
 - Introduced new class, `class.beggar`, v1.2 released
- Mar 24, 2010

- Introduced `autofight` to immediately fight the monster after its encounter
- Apr 27, 2010
 - Programming project officially cleared! Can update more frequently now! Thinking of saving and loading the game...
- May 8, 2010
 - Fixed ‘-money’ bug
 - Introduced `savegame` and `loadgame`, v1.3 released
- May 9, 2010
 - Thinking of adding in achievements, might be doing that tomorrow..
- May 10, 2010
 - Basic achievement system done, introduced ‘`show.achievements`’, v1.4 released
- Jun 21, 2010
 - Introduced new class, ‘`class.ninja`’, v1.5 released
- Jun 22, 2010
 - Introduced `autofightvalue` so you can choose when autofight would stop. More info in basic commands.
- Jun 26, 2010
 - Rewritten some pages in the manual
- Jul 6, 2010
 - Fixed some bugs, v1.6 released
- Aug 17, 2010
 - Introduced ‘`resetachievements`’ to reset achievements.

- Sep 10, 2010
 - Made the storyline more ‘user friendly’ in terms of message boxes, v1.7 released

Chapter 3

In-game help

3.1 Basic stuff/ commands

Main goal:

Finish the game with as few deaths as possible. (We do keep track of deaths, mind you.)

Side goal:

Get all the achievements. (Note: **newgame** does not erase the achievements)

Continue the story with **story.continue**. The first few stages of the story is basically a tutorial. Thus, if you know how to play this game already and want to skip all the boring stuff, do **skiptutorial**.

newgame Starts a new game

story.continue Continues the story

skiptutorial Skips the boring parts of the story]

autofight Enables/Disables autofight. Autofight allows you to immediately engage in battle after meeting the opponent. Stops after you have killed the enemy or upon reaching 30% (default) or less. (Note: You may be killed even before reaching the 30% mark.)

autofightvalue(x) Allows you to decide the health mark (by percentage) whereby autofighting should stop. 'x' is a whole number from 0 to 99. Set to 30 by default.

savegame & loadgame Saves and loads (from saved file) the game. Note that saving the game DOES NOT save the document. You also have to save the document as well!

show.achievements Shows all the achievements you have gained. **resetachievement** resets them.

3.2 Game programs in detail

3.2.1 Classes

There are 5 classes so far, namely archer, warrior, expert, beggar and a very recent class I added, ninja. For choosing a class, you put **class.** and:

archer Archers are fast with 3 agility and have more health. The trade-off is, however, that they have a low strength level of 2 and a low defence level of 7. They also start off with 2 energy drinks.

warrior Warriors are more defensive with 4 strength and 10 defence. However, they have a low agility level of 1. They also start off with 2 health potions.

expert Experts are truly for experts. They start off with the lowest hp of 900, and have the lowest agility level of 0. Also, its strength and defence level is 1, and do not start out with any potions. It however, starts off with 10 skill points, which makes this class a 'custom' class. However, be warned: it may be possible to surpass a skill from some other class, but it will not be possible to surpass another skill of that same class.

beggar They beg and get a lot of money, but they don't train that much. They are rich and start off with 500 gold. They also already have the book of knowledge and the luck amulet. However, they have only 80 health, 1 defence, 1 strength and 4 agility that they trained during stealing.

ninja This new class, the ninja, are known for their agility and stealth. However, once caught, they are vulnerable. Thus, they only have 75 health and 1 strength with 12 defence and 5 agility.

So, take your pick!

3.2.2 Battle

Normal monsters

Battling gets you some good exp and cash. To fight a normal monster, you type `battle.` and:

`a_simple` pits you against a very weak slime.

`b_beginner` pits you against a weak skeleton.

`c_medium` pits you against a medium-leveled witch.

`d_hard` pits you against a hard ogre.

`e_insane` pits you against a harder phoenix.

`f_outrageous` You gotta be kidding. Fight a hydra?

and `fight.attack` to attack. Note that the normal monsters do not have any powers.

Boss monsters

Bosses are much powerful than their counterparts, getting you more exp and money than usual. To fight a boss monster, you type `boss.` and:

`a_slimes` Fight 50 slimes.

`b_skeletons` Fight 25 skeleton.

`c_witches` Fight 10 witches.

`d_ogres` Fight 15 ogres.(Double-hitter)

`e_phoenix` Fight a phoenix.

`f_medusa` Don't say I never warned you. FIGHT A MEDUSA!!!

`x_transition` Nothing is known about this boss.

and `bossfight.fight` to attack. There should be more monsters to come in the future, if there are any suggestions.

3.2.3 Shops

There are 2 types of shops so far, the weapon shop and the miscellaneous shop. They each have their own specific items to sell.

Weapon shop

For the weapon shop, you type **wepshop.** and:

look Look at merchandise of the weapon shop.

buy_armour(x) buy some armour which increases defence. 'x' to be the number of armour you want.

buy_dagger(x) buy some daggers which increases strength. 'x' to be the number of daggers you want.

buy_lightboots(x) buy some lightboots which increase agility. 'x' to be the number of light boots you want.

Misc. shop

For the miscellaneous shop, you type **miscshop.** and:

look Look at wares in misc shop

buy_bigpouch buys a big pouch. Increases your max items (max number of each potion you can store) to 50.

buy_largepouch buys a large pouch. Increases your max items to 100.

buy_hppot(x) buys health potions, where 'x' is the number of health potions to buy. Use with **use_hppot(x)**, 'x' being the number of hpotions to use. Restores 25 hp per potion.

buy_energydrink(x) buys energy drinks where 'x' is the number of energy drinks to buy. Use with **use_energydrink(x)**. Increases agility temporarily by 5.

buy_knowledgebk Increases the exp obtained after a win by 20%.

buy_luckammy Increases the money obtained after a win by 20%.

buy_luckbox(x) buys luck boxes where ‘x’ is the number of luck boxes to buy. Use with `use.luck.luckbox`. What will you get inside?

Chapter 4

Credits

Me! Richard, for doing the main programming

My older brother! Benjamin, for guiding me throughout the making of this RPG

My other older brother! Raymond, for giving me ideas on the monsters and bosses

My friends! James, Phinehas and Jing Wei, for Beta-testing this game & giving me bugs to fix

L^AT_EX! For its awesome report creator

The players! You, for entertaining yourselves with this game I created!

THANK YOU!!! =D

As thanks for reading this entire thing, you have unlocked an achievement. Type “zanunknownname” to unlock the achievement!