

Percy's Last Stand

A Post-Apocalyptic RPG

Copyright 2019 - PDS



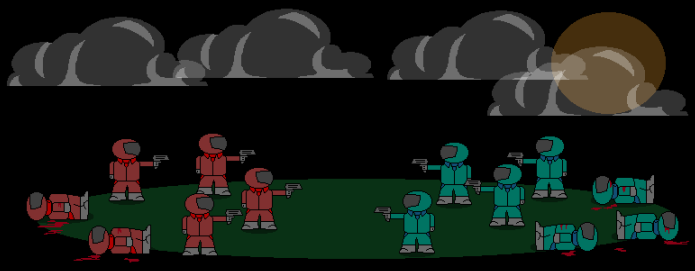
Instruction Manual

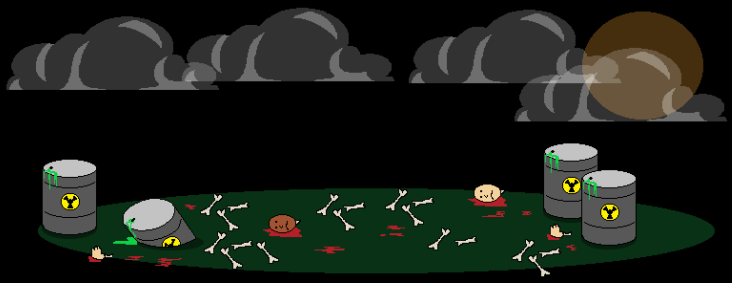
The Story So Far: In 2032, the first American colonies arrived on Mars, soon to be followed by many other countries seeking to gain an advantage in the fight for space dominance.

Ten years later, the first children on Earth were born with some psionic powers. By 2050, about one in twenty were born with some psionic ability.

2062 saw the beginning of the first world war to extend into space, as many countries were eager to try out their new space, AI and psionic capabilities against each other.

The war lasted for eight years before ending in a stalemate, with large sections of Earth, the Moon, and Mars ravaged from nuclear and laser weaponry.

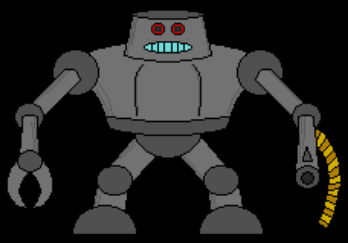




After an uneasy truce was called, countries began pushing all their resources into technology designed to ease and sustain life. Bioengineering became the forefront of development and life became easy.

In 2083, a computer virus from an unknown source took over the world's information systems, putting the entire world offline while corrupting the AI and bioengineered resources. Society immediately degraded into different groups and tribes.

The military held land for the last bastions of civilizations while mutant and cannibal armies rose up and fought for dominance. Most of the world became inhabitable from the bioengineered mutants and corrupted robots that patrolled the land, killing any surviving humans.







Near the dawn of the year 3000, the military began to push forward, hoping to regain control of civilization. Two of those soldiers would engage in a much bigger fight that would extend far beyond any countries borders…





Installation:

Windows
The program installs like any other windows application in the Program Files folder.

Saved game files are stored in the folder **C:/Users/%username%/Saved Games/pls/**

Screen resolution is 1600 x 900 and can be adjusted in Settings/System

MacOS and Linux coming soon!

Controllers:
This game utilizes LWJGL for controls (lwjgl.org). For optimal performance, use a controller with a dedicated D-Pad. For best results, plug in the controller prior to launching the game. If the game does not detect the controller, click on the OPTIONS button on the title screen and click the button to scan for the controller.



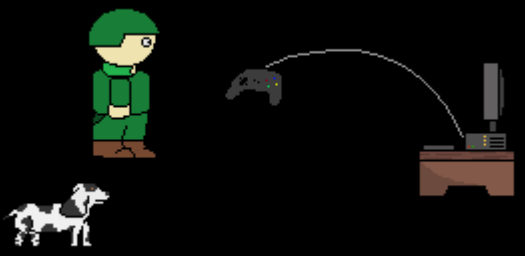
This game can also be played with a keyboard and mouse alone. Use the arrow keys, and the A, S and D buttons for all controls.

Note: For best performance in playing with only the keyboard and mouse, unplug any controllers before launching the game.

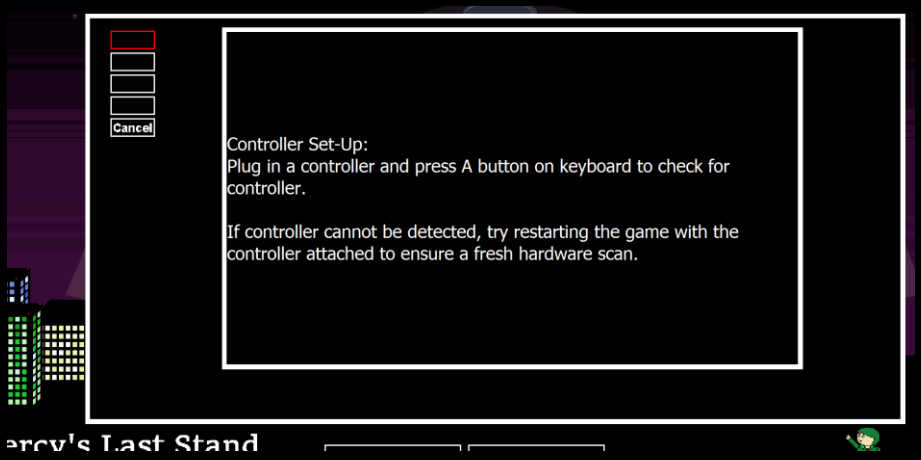
Controllers (continued):

Step-by-Step instructions for setting up a controller

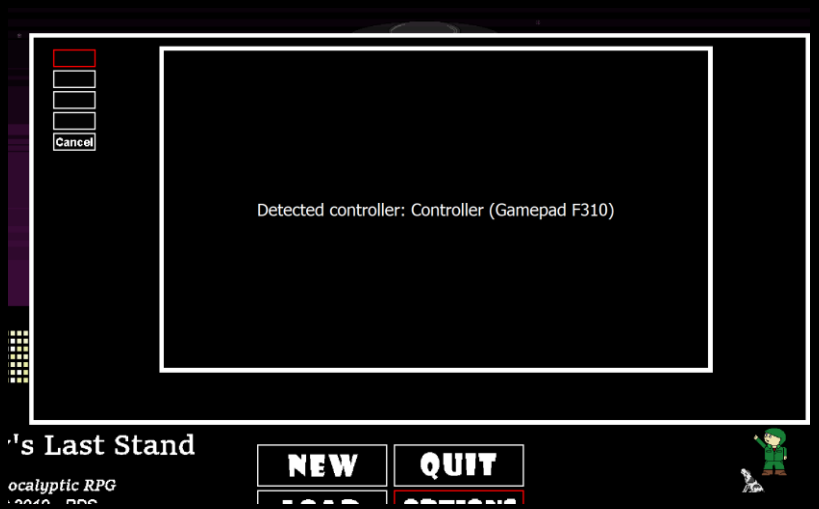
1. Plug controller into a USB slot on the PC.



2. Go to the Options Button on the Title Screen and select the first choice.



3. Click on the button or press A to scan for controllers and wait. Once the scan is complete, you will get a message saying if the controller was found.



4. Play the game. Press P anytime in the overworld to rescan.

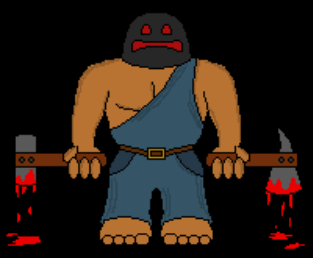


Launch / Title Screen: On the title screen, you can start a new game, load a save file, set options, or safely shut the game down.

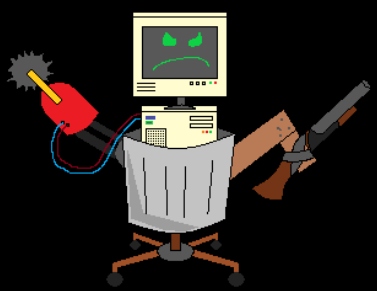


- Set screen resolution to 1600 x 900 for optimal display
- Attached controllers are scanned for on launch. To refresh the controller, plug in the controller, go to the options menu and click the refresh controller button using the A button on your keyboard.

Keyboard Controls:
Arrow Keys – Move
A – Select

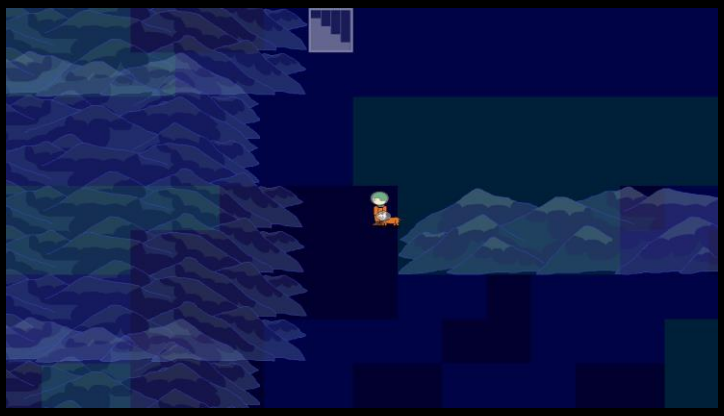


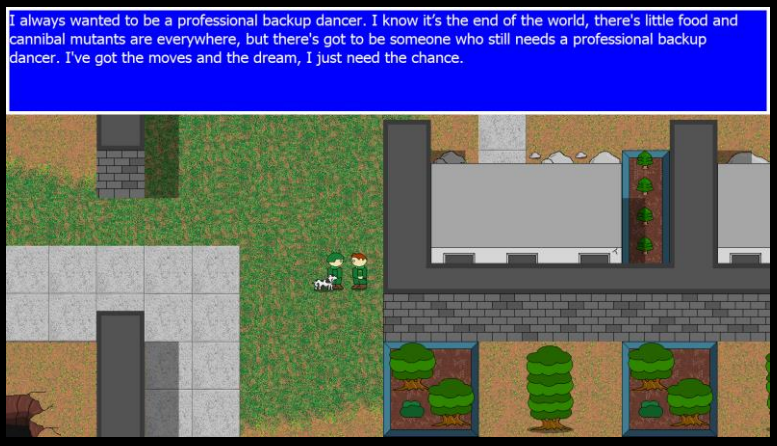




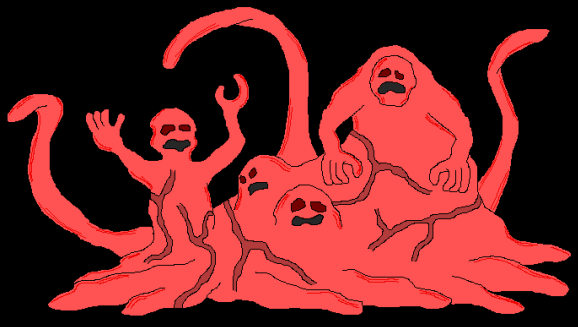
Overworld: The overworld view is the main view for towns, some dungeons, and many other places.







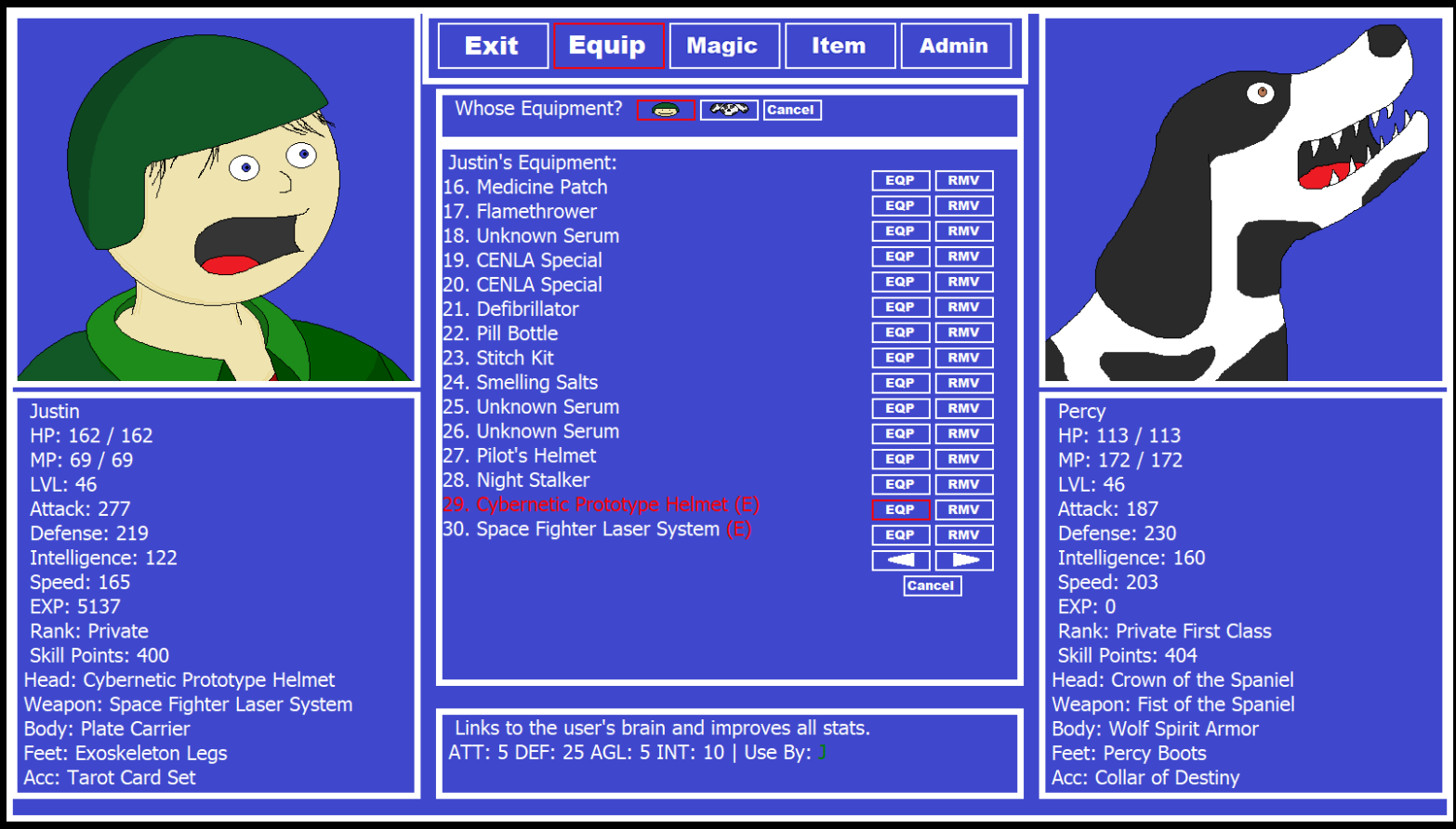
Keyboard Controls:
Arrow Keys – Move
A – Select / Launch Menu
S – Talk / Read
D – Open Chest / Interact with Item
P – Refresh controllers (Press this button if 3rd party controller fails in order to rescan for input devices)







Status Menu: The status menu can be accessed anytime in the overworld or in dungeons.

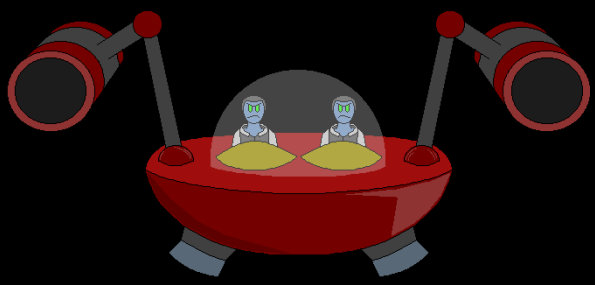


Equip: Add or remove equipment
Magic: View magic or use healing magic
Item: Use, give or drop items
Admin: View cyber equipment, save game, increase stats with skill points, view key items.

- When you gain a level, you earn skill points that can be used to increase stats.







Keyboard Controls:
Arrow Keys – Move
A - Select
S - Cancel

Battles: Battles occur randomly throughout the world and in dungeons.



1. Hero status
2. Enemy status
3. Menu

Attk – Conduct a physical attack with equipped weapon
Skill – Use psionic magic or special skills
Item – Use item from inventory
Parry – Take a defensive stance and receive ¼ damage from all attacks
Run – Use turn to try and escape

Keyboard Controls:
Arrow Keys – Move
A – Select

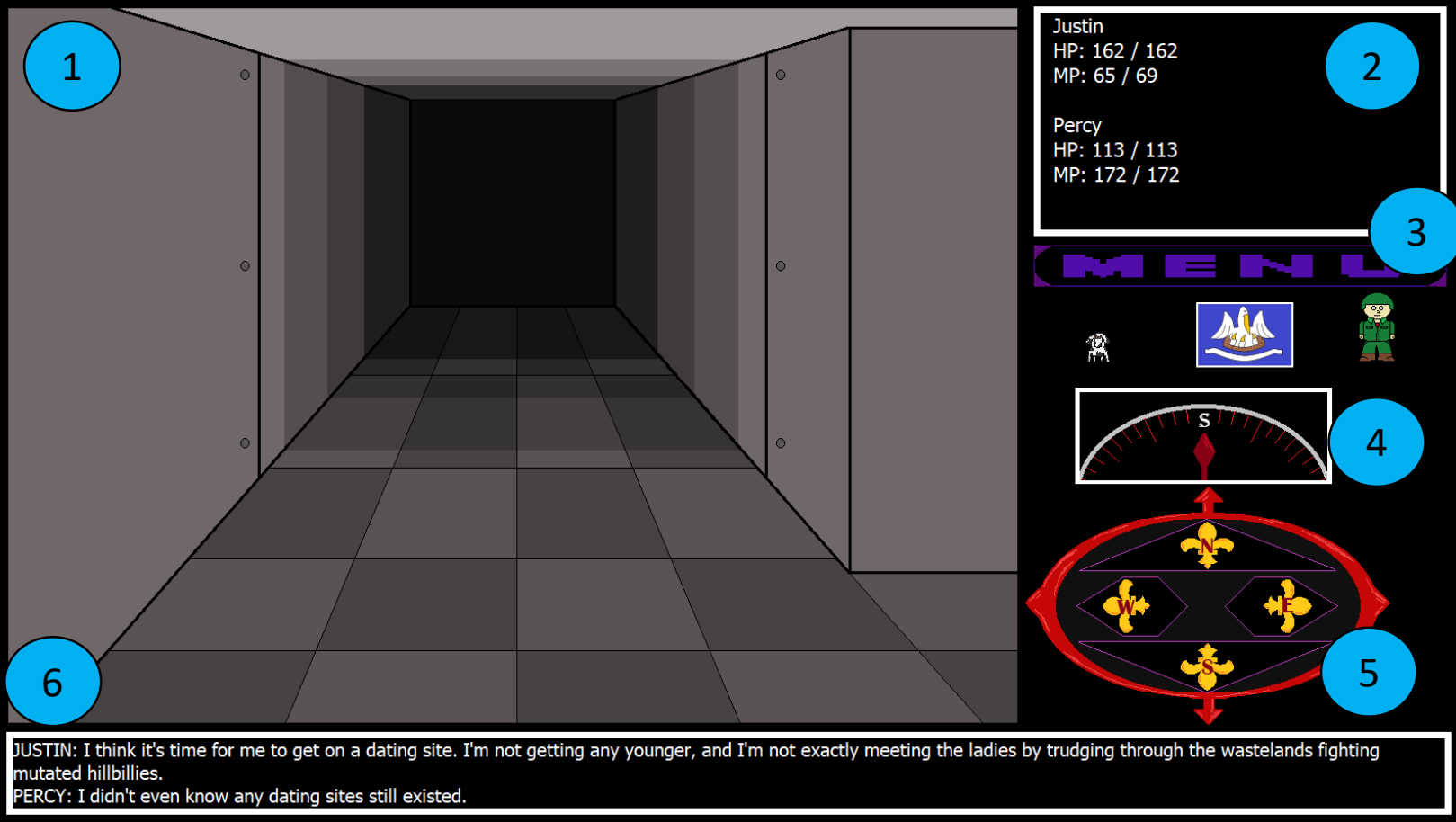
Status Effects:
Shocked – lose turn 

Poisoned – Heal spells have no effect 

Wounded – Lose HP each turn 

Attack, Defense, Agility Up/Down – adjust physical stats 

Dungeons: Some areas will switch to a first-person view. The gameplay mechanics will stay the same, but the area is navigated using the first person mode.



1. Main screen
2. Status
3. Status menu button
4. Compass
5. Movement buttons
6. Dialogue box – Sometimes, Justin and Percy will engage in conversation

Keyboard Controls:
Arrow Keys – Move / Turn
A – Access menu

