A GENTLEMANLY ADVENTURE

A Gentlemanly Adventure

PLAYER HANDBOOK

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A GENTLEMANLY ADVENTURE

You are Sir Reginald Cadwaller.
A noble lord of your fine estate.
An esteemed member of the gentry.
A bit of a coward.

This is your journey.

The morning had begun wonderfully, you played polo with the other fine members of the gentry, and after a brunch of cucumber sandwiches, you decided it was high time you tested your wits with your favourite pastime.

You, Reginald Cadwaller, had slipped on your favourite hunting attire, your gun was freshly cleaned and polished, your clothes were crisp and fine smelling, and your favourite walking stick felt comfortable in your hands.

You calmly made your way out the gates of your estate, and down towards the fields where you knew foxes usually liked to laze about.

Getting Started

A Gentlemanly Adventure is a text based adventure RPG.

All of your commands can be done by typing them into the console window.

Many actions available have been incorporated into buttons for ease of use, but there are occasions where you will need to type to navigate certain parts of the terrain, or solve puzzles.

You can find a complete list of commands at the end of this manual.

Character Traits

Your character in A Gentlemanly Adventure has a simple 3 trait system for tracking your stats.

Brawn: This is how physically imposing you are. Brawn effects your maximum HP, the damage of your Brawn based abilities, and your ability to get past brawn based obstacles.

Vision: This is how keen your eyes are. Higher vision lowers your chance to miss and increases your chance to crit. While also increasing the damage of your Vision based abilities, and your ability to pass vision based obstacles.

Charm: This is how charming you are. Charm effects your maximum MP, and increases your chance to find more powerful items. It also increases damage done by charm abilities, and effects your ability to sweet talk certain NPCs.

The Not-So-Basics

On top of your basic character traits there are a few others that directly effect how your character progresses.

Defence: This measures your ability to absorb incoming enemy damage. The higher this stat is the better.

Brawn Lvl: Each time you use a Brawn based skill you gain a small amount of brawn XP. As your skill goes up, your skill level is directly applied to your brawn statistic. Upon reaching certain skill levels you will unlock new abilities, which generally do more damage, and grant more skill XP than earlier ones.

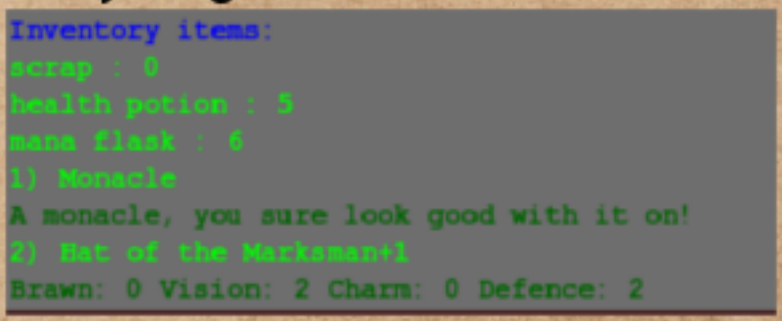
Vision Lvl: Functions the same as Brawn Lvl

Charm Lvl: Functions the same as Brawn Lvl

The Not-So-Basics

Inventory Management.

During your playthrough you will notice several things start to pile up in your inventory, here is an example of your inventory, and what everything means.



Scrap - Scrap is the remains of items you have broken down. It's purpose is to be crafted into potions and flasks to help you adventure.

Potions and Flasks - these are used to restore HP and MP respectively.

Items - If you wanted to equip the 2nd Item in the list you could type equip hat of the marksman+1
Or alternatively, equip 2.
If you didn't want that item, you could type scrap 2, to remove it. Or alternatively, scrap all, to scrap every item. Each item turns into 1 scrap.

The Not-So-Basics

Combat

Combat is a large part of the game, and there are a few important things to pay attention to to get the most out of your character.



The Not-So-Basics

Combat
In the above image you can see what is attacking you, and every event that occurs. You can see the damage you hit the target for, and how much each target hit you for. It then recaps who you are fighting, and which one you are currently targeting, before showing your updated HP and MP.

Below the text you can see the abilities you have access to. The brightly lit whack is currently selected, while the other lit buttons are available to use. Greyed out butons are not available.
You can change your target by typing 'target [number]' or by simply pressing the select button under the enemy you want to hit.



The Not-So-Basics

Combat - Continued

During the game you will unlock multiple abilities. It's important to your survival to use them all, and regularly. A balanced character is a strong character.

Brawn Skills:

Whack - Whack the enemy with your staff.
Base Damage 10.

Pummel - Bash the enemy repeatedly.
Base Damage 8. Hits: 1-4 times.
3 Turn Cooldown. Unlocks at Brawn lvl 7.

Smash - A powerful overhead strike.
Base Damage: 10
6 Turn Cooldown. Unlocks at Brawn lvl 15.

Vision Skills:

Shoot - Quickly shoot one enemy.
Base Damage: 10

Aimed - A carefully aimed shot to a weak spot.
Base Damage: 80.
3 Turn Cooldown. Unlocks at Vision lvl 7.

Barrage - Rapidly fire your rifle at all enemies.
Base Damage: 15. Hits 1-8 Times.
6 Turn Cooldown. Unlocks at Vision lvl 15.

Charm Skills:

Daze - Dazzle your enemy.
3 Turn Stun. 5 Turn Cooldown. 20MP.

Confuse - Confuse your enemy, giving them a chance to hurt themselves for 6 turns. 8 Turn Cooldown. 50MP.

Shock - Unleash a devastating attack.
Base Damage: 200. 6 Turn Cooldown.
100 MP.

Command List

There are many commands that you are able to use during the course of the game. Here they are!

Out of Combat.

North, South, East, West, Up, Down. N, S, E, W, U, D- Moves you in the desired direction.
Move [object] - will move a moveable object in game.
Inspect [object] will inspect a vision locked object.
Look - refreshes a room description.
Inventory, inv - will open your inventory.
Character, Cha - will open your character sheet and equipped items list.
eq - will open only your equipped items list.
equip [item name], equip [item number] - will equip an item from your inventory.
use potion, use flask - will use a health potion or mana flask.
Get [item], Pickup [item], Pick up [item] will collect the desired item and add it to your inventory.
use [item] - will use a desired useable item from your inventory to get past blocked or locked terrain(generally a key)
Craft Potion, Craft Flask - will attempt to craft a potion or a flask.
Map - Will open or close the map
talk [name], talk to [name] - begin conversation with an npc

Command List

In Combat

whack, shoot, daze, pummel, aimed, confuse, smash, barrage, shock. - will attempt to use the corresponding ability.

Use potion, use flask - will attempt to use a potion or flask.

target [number] - will target the corresponding enemy.



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A special thanks to everybody who supported and encouraged us to persue this project.

We wouldn't be here without you, and we hope we can entertain you for years to come.

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