Banchor: Legend of the Hellspawn

VERSION	2.0.0
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GENRE	Role Playing Game
DEVICES	TI-84+CE / TI-83 Premium CE
LANGUAGE	eZ80 Assembly
RELEASED	March 2021

THE LEGEND OF BANCHOR

In the Kingdom of Viridian, legend tells of a powerful demon from the depths of Hell named Banchor. According to the legend, centuries ago he wreaked havoc upon the denizens of the world. Many bold warriors lost their lives trying to slay the evil creature, but to no avail.

Finally, a great wizard named Zehos summoned enough power to cast the demon back to the fiery depths, and sealed the portal between the mortal plane and Hell. The power to open this portal was put into 7 magical crystals. As long as these crystals were kept safe, Banchor could no longer have a physical presence on the mortal plane.

For many centuries, the people lived in peace. The 7 crystals were lost and long forgotten to the common folk, and soon their existence became nothing but a myth, along with the terrifying story of Banchor.

Now across the Kingdom, evil is again showing its presence. King Heath, known throughout the Kingdom as a kind and peaceful ruler, has become a dark and brooding man. His daughter, Princess Sapphira, has not been seen for months, and wild creatures have been spotted lurking around the lands.

Few have had the courage to stand up to the King's newfound iron ruling, and those who have seem to have gone missing. Supplies to the local villages have been cut off, and the Port has been closed to stop outsiders from entering the Kingdom. Furthermore, the King's guards have begun capturing warriors from the villages and imprisoning them in the castle dungeons.

You are Rex, a young and crafty warrior from the neighbouring village of Brill Haven. After spending weeks imprisoned in the castle dungeons with nothing but the rags you are wearing, your chance to escape has come. One of the guards has betrayed the King and unlocked your cell.

You must escape the dungeons and find a way to return to your village to protect the townsfolk from the evil that is overrunning the land. There are whispers that the evil Banchor has somehow been set loose again on the mortal plane, and that he has unleashed his most powerful minions to take over the Kingdom.

Hurry, before it is too late!

INSTALLATION

The following files need to be sent to your calculator:

banchor.8xp	(program file)
bancgfx.8xv	(graphics data file, can be located in Archive to save RAM space)
bancmaps.8xv	(maps data file, can be located in Archive to save RAM space)
bancsav.8xv	(save game & achievements file, can be located in Archive to save RAM space)

To run Banchor from the home screen, press **[2nd]+[0]** and select "**Asm(**" from the Catalog menu. Then press **[PRGM]** and select "**BANCHOR**". The full command should read "**Asm(BANCHOR**", then press **[ENTER]**.

PLAYING BANCHOR

You begin the game in the castle dungeons with 3 Heart Containers, no items and no Gold. As you progress through the game, you will be able to purchase extra Heart Containers. You can also make more by collecting Heart Pieces.

You need to find a weapon and fight your way out of the castle dungeons. Once you've escaped, you will need to enter the castle proper to defeat the King, so that you can gain access back your village.

Each attack from an enemy will deplete a portion of your Hearts. When all your Hearts are empty, the game is over. You will be revived with half of your Hearts full at a nearby Well of Life, and you will also lose a quarter of your Gold each time you die.

Ultimately you must collect all 7 Crystals to enter the portal to Hell, so that you can defeat the evil Banchor. Along the way you will encounter various people, signs, etc. that you can talk to/read. Additionally, the spirit of Princess Sapphira will appear in certain locations with useful tips and valuable information.

You will find many Chests that contain valuable items as well as Gold. If your Hearts are getting low, you can visit one of the Wells of Life that can be found around the lands. If you throw 150 Gold into one of these, it will replenish all your Hearts.

DIFFICULTY SETTINGS

When you start a New Game, you can choose from one of 4 difficulty settings:

EASY	Enemies have less health, and cause less damage to you.
NORMAL	The game is balanced around this.
HARD	Enemies will spawn more often and hit harder, the Gold death penalty is increased to half, and when you die you will respawn back at your house in Brill Haven (or in the Castle Dungeons if you haven't made it to your house yet).
HELL	Same as Hard, but you only have one life. Once you die, the game is lost.

CONTROLS

GAME SELECT:

[2nd]	Select Game Slot
[DEL]	Delete Saved Game
[CLEAR]	Quit

INTRO:

[2nd]	Hold down to speed up text
[CLEAR]	Skip intro

IN-GAME:

|	
Arrow Keys	Move around
[2nd]	Attack (once you have a sword)
[MODE]	Pause
[ALPHA]	Read/Talk/Open Chest/Use Well of Life
[CLEAR]	Save and quit

PAUSE / TALK TO PERSON / READ SIGN:

[2nd]/[ENTER]	Return to game

PURCHASE ITEM:

[Y=]	Yes
[GRAPH]	No

ITEMS

There are various special items that you will be able to find/purchase throughout your adventure. You will need them to complete your quest!

Item	Description	Item	Description	Item	Description
Blunt Sword	This is the first weapon that you will find on your journey. Bear it well, as you will need it to survive against your enemies.	**Heart Piece**	There are plenty of these scattered around the Kingdom hidden in Chests. When you accumulate two of these, you form an extra Heart Container.	**Heart Container**	These are available for purchase, often after defeating a Demon. They enable you to have an extra Heart of health.
Wooden Shield	Rex's trusty Wooden Shield, found in Rex's House. This allows you to block bullets fired by Bees and Octopuses.	**Light Armor**	This armor slightly reduces the damage done by your enemies.	**Superior Sword**	The Superior Sword is powerful. With it, you will defeat your enemies much faster.
Ring of Might	This ring gives its wearer the strength to crush white stones with their sword!	**Aqua Boots**	These boots give you the ability to walk on water. They will greatly aid your travels.	**Iron Shield**	This extra strength shield allows you to block bullets from all enemies, except Banchor's Demons.
Legendary Sword	The Legendary Sword has been carried in battle by many, many heroes. Its power exceeds that of any other sword!	**Heavy Armor**	This armor will reduce the damage from your enemies by half.	**Ring of Thunder**	More powerful than the Ring of Might, this ring gives you the strength to crush more solid dark rocks!
Winged Boots	The Winged Boots will let you walk on land, over water, trees, rocks, and even lava!	**Crystal**	The 7 Crystals of Zehos hold the power to cross through the portal to Hell. Without all 7, no one can enter the portal.	**Well of Life**	Visit one of these at any time and throw in 150 Gold for your life to be fully replenished!

ENEMIES

You will encounter many enemies along your journey to restore peace to Viridian. As you progress further across the lands, you will find stronger variations of each enemy – you will be able to tell the difference from their various shades of colour.

Stone Knight	Octopus	Potato Bug	Jellyfish	Bat	Snake
Bee	**Frog**	**Spider**	**Mummy**	**Pigmy Skeleton**	**Troll**
Tree Monster	**Mudman**	**Shadow Beast**	**Death Lord**	**Koranda**	**Midget Demon**

BANCHOR'S DEMONS

These are the demonic minions of Banchor (with the exception of King Heath, who has been drawn under his influence). Each is strong and fierce, and only by defeating them in combat will you be able to find the 7 Crystals to open the portal to Hell.

After you defeat each demon, the way to their respective crystal will open up in the Overworld (which you will need to locate). It will always be in the same Overworld area (eg. Dezemon is in the Rocky Desert, and his crystal is also located somewhere in the Rocky Desert). Look for a stairway leading down to an underground cave that wasn't there before!

King Heath	Dezemon	Wendeg
Belkath	**Anazar**	**Margoth**
Durcrux	**Banchor**	

KINGDOM OF VIRIDIAN

Included in this zip file is a map of the Overworld showing the layout of the Kingdom. The entire game comprises of 255 screens, but the Overworld is less than half of this. There are many underground caves and passages to explore, plus castles, pyramids and dungeons. These contain loot as well as Banchor's demons.

HINTS & TIPS

- Be wary at the beginning of the game when you are unarmed and also of enemies that shoot bullets before you have a shield.
- Certain enemies drop more Gold than others. Then is useful to check when gathering Gold for those expensive powerful items!
- Always consult Sapphira when you see her to see what advice she has. She will give you a clue in each area as to where to find the Crystal once the demon is defeated.
- You can use the Overworld map in this zip file to keep track of where you are. Some Chests/People might be inaccessible until you have a certain item later in the game. Take note and go back for them later.
- Sometimes demons need to be killed for the path forward to be cleared, eg. you cannot leave the first area until King Heath has been defeated.
- Bats, Pigmy Skeletons and Midget Skeletons are very hard to shake off once they catch up to you – beware!
- Take note of the locations of each Well of Life, as they are very useful.
- For a stronger attack, hold down the attack button and your sword will do continual damage for a portion of time.
- Walls aren't always as solid as they appear… If a cave or dungeon appears to be empty, there is probably a hidden passage.

PROJECT NOTES

This game was initially my 3rd attempt at re-creating a Golvellius (Sega Master System) style game for the TI-86 back in the early-mid 2000's. It also drew some inspiration from early Zelda games, as well as story ideas from Diablo II.

Seeing as it was released on the TI-86 in 2006, 2 years after the TI-86 was discontinued, I decided in 2017 to do a quick port over to the TI-84+CE, the current TI device of choice. Much of the game was unchanged, with the exception of a few minor improvements, and the story was slightly tweaked.

Following this, I considered going further and converting to colour graphics with an expanded play screen. I started this in 2018 but didn't get very far, then eventually in early 2021 picked it back up to finish. The core of the game remains the same but with many improvements (see history.txt).

SOURCE CODE

The source code to this game is included in the zip file, and you are free to use any bits of code if you find them useful. However, I would appreciate if credit is given where due (either to me for my code or others for bits of code that I've borrowed).

Also included is the World Editor tool (and its source code, written in C#) that I created to build the maps. If you wanted, you could potentially create your own version of the game with this, although there would be some limitations. Eg. whilst you can set where certain "talking" interactions occur and which text message is displayed, you can't edit the actual text in the World Editor, you would have to go into the game source file "talktxt.asm".

I don't expect there to be much interest in doing so, but if you want information on how to edit the world, my email is at the top of this readme, or you can find me on Cemetech (below).

DISCLAIMER

This program is written in assembly language and therefore could crash your calculator and/or result in loss of data. It has been tested and no bugs are known of the time of release. However, I take no responsibility for the consequences of you using this program on your calculator. To avoid any potential data loss, I recommend backing up your calculator before running this or any other assembly program/application.

THANKS TO…

- David Phillips for the many ideas, portions of code and sprites that were used here in v1.x, some of which has carried over into v2.x.
- Clem Vasseur and David Phillips for the Grayscale engine and associated routines used on the original TI-86 version.
- Patrick Davidson for the collision detection routine.
- Jimmy Mardell for the Huffman compression tools.
- Brandon Wilson and all the contributors for WikiTI.
- Matt "MateoConLechuga" Waltz (and all the other contributors) for CEmu, and also for ConvImg.

CONTACT/UPDATES

If there are any future updates, I'll post about them over on Cemetech in the below forum:
https://www.cemetech.net/forum/viewforum.php?f=83