Banchom Legend of the Hellspawn

VERSION 1.2.1

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GENRE Role Playing Game

DEVICES TI-84+CE / TI-83 Premium CE

LANGUAGE eZ80 Assembly **RELEASED** October 2017

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 attempting 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 5 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 5 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, the Princess Sapphira, has not been seen for months. Wild creatures have been spotted lurking around Kingdom.

Few have had the courage to stand up to the King's newfound iron ruling, and those that 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, using the TI-Connect software package:

banchor.8xp (program file)

bancmaps.8xv (maps data file, can be located in Archive to save RAM space) bancsav.8xv (save game 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 Hearts, 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 need to gain access back your village by entering the castle proper and defeating the King.

Each attack from an enemy will deplete a portion of your Hearts. When a Heart becomes fully depleted, it will appear empty in the Inventory Screen. 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. You will also lose a quarter of your Gold each time you die.

Ultimately you must collect all 5 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 and 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. You can throw 150 Gold into one of these, and it will replenish all your Hearts.

CONTROLS

MAIN MENU:

[Y=] Load Game [GRAPH] New Game

IN-GAME:

Arrow Keys Move around

[2nd] Attack (once you have a sword)

[MODE] Inventory

[ALPHA] Read/Talk/Open Chest

[CLEAR] Save and quit

INVENTORY / 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!

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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 his 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 battles 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 5 Crystals of Zehos hold the power to cross through the portal to Hell. Without all 5, no one can enter the portal.		

ENEMIES

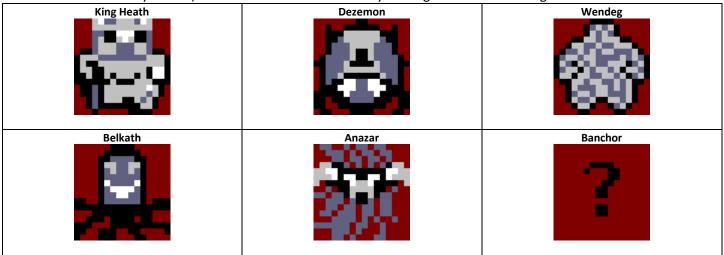
You will encounter many enemies along your journey to restore peace to Viridian. As you progress further across the lands, you will find stronger variations of each enemy – you will be able to tell the difference from their various shades of colour.

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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 5 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). Often it will be a new stairway leading down to an underground cave.



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 254 screens, but the Overworld is less than half of this. There are many underground caves and passages to explore, 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.
- Use the provided Overworld map 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.
- Pigmy Skeletons are impossible 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 the Diablo series (by Blizzard Entertainment).

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

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).

DISCLAIMER

This program is written in assembly language and therefore could crash your calculator, although it has been tested extensively and shouldn't cause any issues. In any case, I take no responsibility for the consequences of you using this program on your calculator. To avoid any potential data loss, I recommend archiving any programs/variables on 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 are used here from his Zelda86 demo.
- Clem Vasseur and David Phillips for the Grayscale engine and associated routines used on the original TI-86 version.
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