PyLam

The Game

CHAPTERS

INTRODUCTION

SETTING

- ***Thupan Dungeon***: The dungeon of knowledge! Where young adventurers strive to learn the true history of the world.

- ***Four races***: human, dwarf, elf, orc.

- ***Enemies***: Goblins, Bugbear

FIELD ACTIONS

Each player can use two field actions each time he enters in a room.

MOVEMENT

- The general way an actor can move:
  - Straight
  - Back
  - Right
  - Left

SEARCH FOR TREASURE

- When entering a room the game gives the player the option: "Search for treasure?"

- If the player presses yes, then he searches the whole room, else he has only the movement option.

- In order to search again, the player must exit the room and enter again.
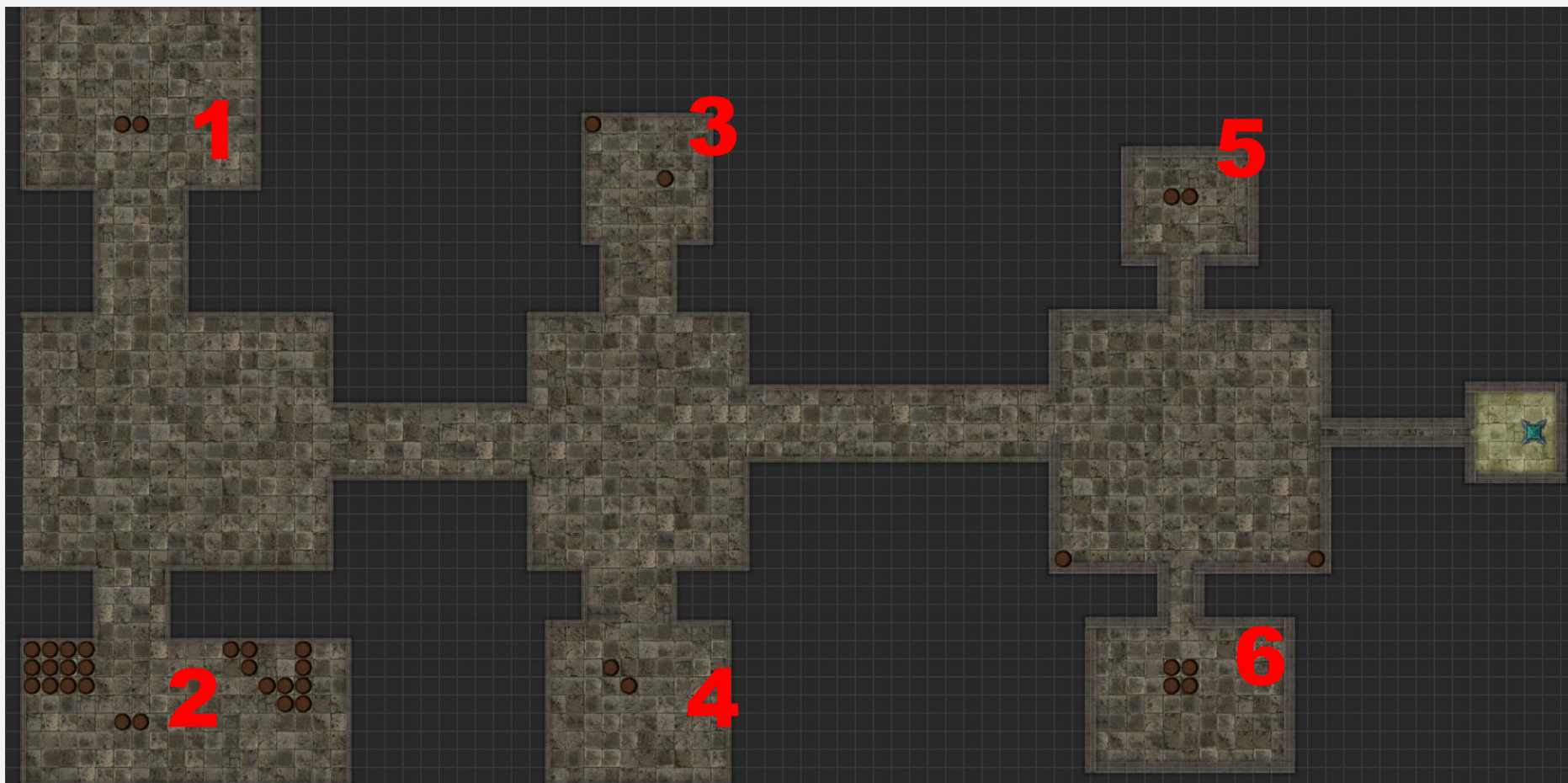
THUPAN DUNGEON ROOMS

All the rooms you will be venturing into…

THUPAN DUNGEON

THUPAN DUNGEON ROOMS

- 1st Room
- 1st and 2nd subrooms
- 2nd Room
- 3rd and 4th subrooms
- Final Room
- 5th and 6th subrooms

DUNGEON LAYOUT

FOUND ITEMS

- Each of the subrooms has 2 items.
- Subroom 1: potion, potion
- Subroom 2: potion, recovery
- Subroom 3: iron sword, leather shield
- Subroom 4: grand axe, long bow
- Subroom 5: recovery, scale shield
- Subroom 6: holy water, potion

ENEMIES PER ROOM

- 1st room: two goblins who will appear near the exit to the 1st corridor.
- 2nd room: two goblins who will appear near each of the subrooms.
- Final room: a goblin the and the boss, the bugbear near the end of the room.
- Additionally: a hobgoblin near the entrance of subroom 6.

ITEMS

Don't be greedy.

SUPPORT ITEMS

- Potion: restores 5 HP.

- Recovery: fully restores the player's HP.

- Medicinal herb: restores 2 HP.

- Holy water: when used in combat doubles the damage done on an enemy.

WEAPONS & ARMOR

- Copper sword: +3 attack.
- Wooden shield: +2 defense.
- Old axe: +4 attack.
- Hunter's axe: +5 attack.
- Rusted shield: +1 defense.
- Iron sword: +8 attack.
- Leather shield: +5 defense, -1 speed.

- Grand axe: +10 attack, -4 speed.
- Standard bow: +3 attack.
- Long bow: +6 attack.
- Scale shield: +10 defense, -2 defense.

STARTER PACKS

HUMAN STARTER PACK

- Copper sword: +3 attack
- Wooden shield: +2 defense
- Potion ×2

DWARF STARTER PACK

- Hunter's axe: +5 attack
- Wooden shield: +2 defense
- Potion ×2

STARTER PACKS

ELF STARTER PACK

- Standard bow: +3 attack
- Wooden shield: +2 defense
- Potion ×1
- Medicinal herb ×2

ORC STARTER PACK

- Old axe: +4 attack
- Rusted shield: +1 defense
- Medicinal herb ×3

EQUIPPING

- When finding a new item, you will be asked to equip the newly acquired item.

- If you equip them item, your old item gets dropped to the same place, and your stats change.

- If you want to reequip your old item, then you must go out of the room, return in and search for treasure, in order to reclaim your item.

RACES

Choose a race based on your preferences

RACES - HUMANS

- Base speed: 30 ft.
- Base Attack: 20
- Base Defense: 15
- Base HP: 25
- MP: 10
- Proficiency: swords, bows, fisticuffs
- Grimoire: heal, accelerate, defense, vatra, mana shock, full heal, explosia

RACES - DWARVES

- Base speed: 20 ft.
- Base Attack: 30
- Base Defense: 30
- Base HP: 30
- MP: 6
- Proficiency: axes, fisticuffs
- Grimoire: heal, defense, zemla, mana shock, full heal, zemlotris

RACES - ELVES

- Base speed: 35 ft.
- Base Attack: 20
- Base Defense: 10
- Base HP: 25
- MP: 15
- Proficiency: swords, bows
- Grimoire: heal, defense, accelerate, vetar, mana shock, full heal, tayfun

RACES - ORCS

- Base speed: 30 ft.
- Base Attack: 35
- Base Defense: 25
- Base HP: 35
- MP: 0
- Proficiencies: axes, fisticuffs
- Grimoire: -

ENEMIES

Those guys will be an obstacle during your journey

ENEMIES - GOBLINS

- Base speed: 40 ft.
- Base attack: 20
- Base defense: 10
- HP: 15
- Dropped items: potion, wooden shield.
- EXP: 10

ENEMIES - HOBGOBLINS

- Base speed: 30 ft.
- Base attack: 22
- Base defense: 15
- HP: 20
- Dropped items: potion, iron sword, iron shield.
- EXP: 15

ENEMIES - BUGBEAR

- Base speed: 10 ft.
- Base attack: 35
- Base defense: 20
- HP: 50
- Dropped items: treasure room key
- EXP: 20

COMBAT

Time to battle!!

BASIC COMBAT

- Basic combat occurs when an enemy attacks you.

- The enemy attacks you when you step on his tile. When you step on it, the combat begins!

- The combat is turn based. Turns are based on the initiatives each turn. The initiatives are calculated based on your and the creature's speed.

- The combat screen lets you choose between three options: attack, cast a spell, use an item and defend.

INITIATIVE

- Each initiative is calculated by comparing the speeds. The actor with the highest speed plays first. Speed can be boosted by certain items.

- Speed boosting methods: leveling-up, spells.

ATTACK & DAMAGING

- You can only attack during your turn.

- When choosing to attack, your attack gains a +1 bonus due to being hostile, and you attack your enemy during the same turn you chose the action.

- The damage done is equal to your attack minus your enemy's defense.

- Any additional damage is calculate separately (ex. Damage doubling).

USE AN ITEM

USE ITEM

- The player uses an item and ends his turn.

- Only support items can be used.

- More details about items in the "Items" chapter.

SPELLCASTING

- Instead of attacking, you can choose to cast a spell.

- Each character's spells are shown in the grimoire section of the race chapter.

- There are two types of spells: support spells and attack spells.

- Support spells alter your stat for one turn.

- Attack spells can inflict damage, like attacking with a weapon.

- After casting the spell, your turn ends.

SPELL CAPACITY

- Your spell capacity is actually the number of spells you can cast.

- Based on your MP, you can cast spells. Each spell consumes some MP so be careful.

- Your MP is restored after each battle.

- If your MP equals to zero, you can't cast any spells.

- For a spell to hit the opponent, your MP must be higher or equal than the enemy's defense.

SPELLS & COSTS

Spell name	Description	Cost
Heal	You bath yourself in green light. Restores 5 HP.	3 MP
Full heal	You bath yourself in blue light. Fully restores your HP.	6 MP
Defense	You coat your body with aura. Defense +3 for 1 turn.	3 MP
Accelerate	You coat your body with azure aura. Speed +3 for 1 turn.	5 MP
Mana shock	You unleashed pure magic energy. Inflicts 6 hp damage.	5 MP
Vatra	You launch a fire ball from your palm. Inflicts 5 hp damage.	3 MP
Explosia	You cause a huge explosion. Inflicts 10 hp damage.	10 MP
Zemla	You move the ground against your enemies. Inflicts 5 hp damage.	3 MP
Zemlotris	You cause a tremor. Damage = enemy's defense/2.	6 MP
Vetar	You launch a gust of wind. Inflicts 4 hp damage.	3 MP
Tayfun	You summon a typhoon. Inflicts 7 hp damage.	6 MP

DEFENDING

- When choosing to defend, then your defense gets a +1, and your turn ends.
- In the beginning of your next turn, your defense returns to normal.

FULL BATTLE EXAMPLE

- You are a lvl1 human, and you are attacked by a goblin. Both character stats are known. The battle begins:

- Initiative: your_speed = 30 the goblin's speed = 40, the goblin plays first.

- The goblin decides to attack, it has an attack of 20, with a rusted sword +1 = 21. Your defense is 15 + wooden shield = 17. The damage is 21 – 17 = 4 hp. Your current HP is 25 – 4 = 21. The goblin's turn ends.

- Your turn arrives, you choose to cast vatra. MP = 10, vatra requires 3 mp, so your mp fall to 7. The spell is an attack spell, so it inflicts damage (5 hp). The goblin's defense is 10, your MP before casting was 10, so the damage is inflicted. Goblin's HP 15 – 5 = 10. and so it continues until one's HP reaches 0.

LEVELING UP

Witnessing your experience.

LEVEL UP

- Each character begins at level 1, and with 0 experience points (EXP).

- After the level up the character's base stats increase.

- Each character's stats increment is done in a different way.

- The level up is explained by the following function:

  - Next_level = current_level × 10, this are the exp needed for the next level.

- All stat improvements must be **integers**.

STAT IMPROVEMENTS

HUMANS

- Each of the human stats are increased based on the level.

- New_stat = old_stat + ((level+1)*10)% + 2

- Example:

  - If you are a human, and reach level 2, then your attack gets increased by 20%. Initial attack 20, then new attack: 20 + 20*0.3 + 2 = 20 + 6 + 2 = 28.

DWARVES

- New_stat = old_stat + (level*10)% + 1

- Example:

  - Defense during lv.1 is 30. This means that during your level up in level 2 it becomes:

  - Ns = 30 + 20% + 1 = 30 + 6 + 1 = 37.

STAT IMPROVEMENTS

ELVES

- New_stat = old_stat + (level*10)%

- example:
  - An elf reaches lv3. During the lv1 → lv2, we had for defense, ns = 10 + 10*20% = 12.
  - Now we have ns = 12 + 12*30% = 12 + 3,6 = 12 + roundup(3,6) = 12 + 4 = 16.

ORCS

- New_stat = old_stat + (level*10)% + 3

- For example see dwarf level up.