

PC DVD

The Adventures of Charles

Use the code below to activate your game!

ACTIVATION KEY

1234



⚠ Important Health Warning About Playing Video Games

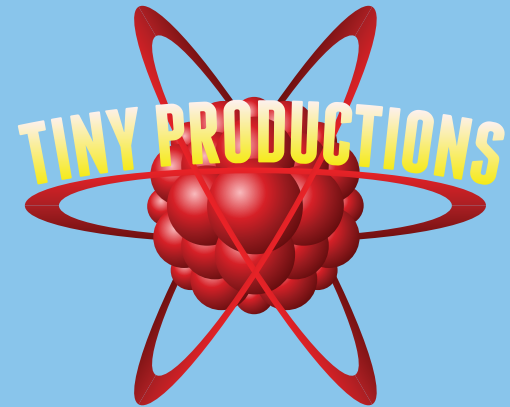
Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.



in association with
JOSEPH ROQUE

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GAME CONTROLS

IN THIS GAME, THERE ARE TWO DIFFERENT WORLDS TO EXPLORE - OVERHEAD AND 2D. IN THE OVERHEAD WORLD, YOU DO NOT NEED TO FIGHT AND SO THERE ARE LESS CONTROLS.

OVERHEAD WORLD

LEFT - LEFT ARROW
RIGHT - RIGHT ARROW
UP - UP ARROW
DOWN - DOWN ARROW
CHANGE MAPS - ENTER
TALK TO NPC - SPACE

2D WORLD

LEFT - LEFT ARROW
RIGHT - RIGHT ARROW
JUMP - SPACE
CROUCH - DOWN ARROW
DROP DOWN - SPACE + DOWN ARROW
CHANGE MAPS - ENTER
GO GANGNAM - G

THERE ARE ALSO HOTKEYS TO ACCESS IN-GAME MENUS AND ABILITIES. TO LEARN MORE, YOU WILL NEED TO FAMILIARIZE YOURSELF IN GAME.

BIBLIOGRAPHY

JAVA RESOURCES

LEEPOINT.NET - USEFUL INFORMATION ON GUI AND SWING
DOCS.ORACLE.COM - ALL THE SPECIFICS ABOUT EVERYTHING AVAILABLE IN JAVA
THENEWBOSTON.ORG - VIDEO TUTORIALS WHERE I FIRST LEARNED JAVA

CONTENT

[MYSELF](#) - FOR GRAPHICS, CODE, CONCEPT, SOUND EFFECTS
LUDUMDARE.COM - 48 HOUR GAME MAKING COMPETITION (INSPIRATION)
[PSY](#) - GANGNAM STYLE

OTHER HELP

[SARAH LEEVES](#) - EMOTIONAL SUPPORT
[MY PARENTS](#) - EMOTIONAL SUPPORT

DEVIN, ALEX, CAM, XAVIER, JAMESON, ADITYA, ANDY AND EVERYONE ELSE FOR A DAMN GOOD SEMESTER.

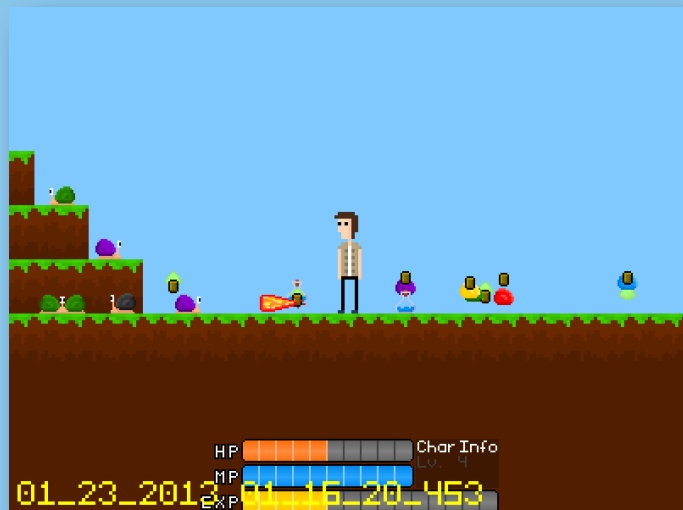
MR. BYERS FOR HIS MOTIVATION, GUIDANCE AND FOR MAKING ME FEEL GREAT ABOUT MY ABILITIES. THANK YOU.

OTHER OPTIONS

AN EXCITING FEATURE WHICH WE HAVE ADDED TO THE GAME IS THE ABILITY TO TAKE SCREEN SHOTS!

TO TAKE A SCREEN SHOT, PRESS THE F2 KEY. IT WILL EVEN PRINT THE DATE AND TIME THAT YOU TOOK THE PICTURE IN THE BOTTOM LEFT!

TO VIEW YOUR SCREEN SHOTS, GO TO THE GALLERY LOCATED ON YOUR COMPUTER AT: C:/TEMP/



ABOVE IS AN EXAMPLE SCREEN SHOT

IN-GAME MENUS

IN THE GAME, THERE ARE A NUMBER OF MENUS WHICH ORGANIZE THE DIFFERENT ASPECTS OF THE GAME FOR YOU. THE FOLLOWING MENUS CAN BE ACCESSED IN THE GAME:

INVENTORY
QUESTS
TRAITS
ABILITIES
MINIMAP
CHARACTER CUSTOMIZATION
KEY CONFIGURATION
SAVING / LOADING

ADDITIONAL INFO

MORE INFORMATION ON EACH OF THESE MENUS CAN BE FOUND ON THE FOLLOWING PAGES

INVENTORY MENU

WHEN YOU PICK UP AN ITEM OFF THE GROUND, IT IS PLACED IN YOUR INVENTORY, ACCESSIBLE THROUGH THE MENU BAR OR BY PRESSING "I".

THERE ARE THREE SECTIONS TO YOUR INVENTORY - USEABLE, EQUIPPABLE AND MISCELLANEOUS.

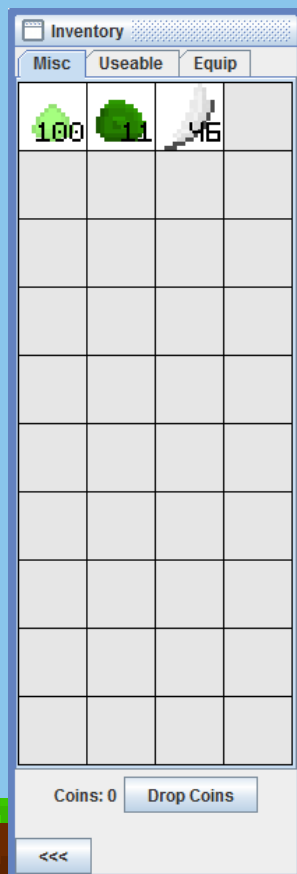
TO THE RIGHT, YOU CAN SEE THE "MISC" MENU. THE NUMBER ON THE ITEM REPRESENTS THE AMOUNT IN YOUR INVENTORY.

TO USE/EQUIP AN ITEM, DOUBLE CLICK IT.

TO DROP AN ITEM, LEFT CLICK AND DRAG IT OUT OF YOUR INVENTORY.

YOU CAN DROP ALL OF ONE ITEM BY RIGHT CLICKING AND DRAGGING IT OFF YOUR INVENTORY.

YOUR INVENTORY ALSO SHOWS THE AMOUNT OF COINS YOU HAVE, AND YOU CAN DROP THOSE TOO.



ENEMIES

THERE IS A WIDE RANGE OF ENEMIES TO ENCOUNTER IN THE GAME, SOME THAT EVEN HAVE COLOR AND POWER VARIATIONS!

SLUGS

FLIES

SNAILS (COLOR VARIATIONS)

SLIMES (COLOR VARIATIONS)

BEEES

SPIDERS (CAN POISON YOU!)

TURTLES

PENGUINS

PIGS

BOARS

SNOWMEN

FOXES

ARCTIC FOXES

BEARS

POLAR BEARS

FAIRIES

ALLIGATORS

ROBOTS

WHEELED ROBOTS

GOBLINS

OGRES

DRAGONS (COLOR VARIATIONS)

ABILITIES - CONT.

BELOW IS A DESCRIPTION OF EACH ABILITY

CALL OF THE WIND - INCREASE SPEED

DOUBLE SWIPE - STANDARD ATTACK

HEALER'S TOUCH - HEAL HP OVER TIME

MAGIC ARMOR - INCREASES YOUR DEFENSE

MP GUARD - TAKE DAMAGE TO MANA
INSTEAD OF HP

ENERGY BOLT - SIMPLE RANGED ATTACK

SHOCKWAVE - DAMAGE UP TO 3 ENEMIES

TELEPORT - TELEPORTS YOU SET DISTANCE

WIND BOLT - PUSHES ENEMIES AWAY

EARTHQUAKE - DAMAGE ALL NEARBY ENEMIES

BLAZE - POWERFUL BUT SHORT RANGE

FLAMETHROWER - SUPER LONG RANGE

FREEZE - FREEZES NEARBY ENEMIES

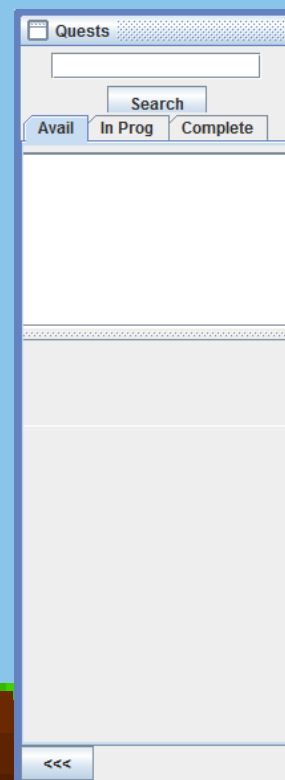
REVITALIZE - HEAL HP OVER TIME (NO COST)

MEDITATE - HEAL MANA OVER TIME (NO COST)
(THESE ABILITIES SHARE COOLDOWN TIME)

QUESTS MENU

IN THE GAME YOU ARE ABLE TO COMPLETE A VARIETY OF QUESTS FOR NPCs WHO WILL REWARD YOU IN RETURN.

TO VIEW THE QUESTS YOU CURRENTLY HAVE AVAILABLE, YOU CAN OPEN THE QUEST MENU WITH THE "Q" KEY. HERE, YOU WILL SEE THREE TABS.



THE FIRST TAB, "AVAIL", SHOWS WHICH QUESTS YOU CAN BEGIN.

THE SECOND TAB, "IN PROG" LISTS THE ACTIVE QUESTS.

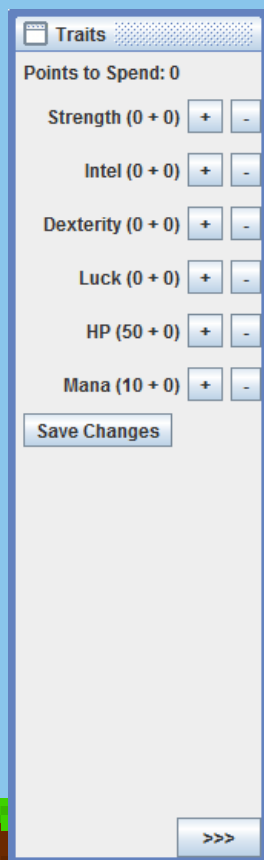
THE FINAL TAB, "COMPLETE" CONTAINS ALL THE QUESTS WHICH YOU HAVE ALREADY COMPLETED.

YOU CAN SEARCH EACH OF THESE TABS INDIVIDUALLY FOR MORE INFORMATION ON A QUEST.

TRAITS MENU

THE TRAITS MENU GIVES YOU THE ABILITY TO BUILD YOUR CHARACTER THE WAY YOU LIKE. FOCUS ON STRENGTH FOR ATTACK, INTELLIGENCE (INTEL) FOR MORE MANA EACH LEVEL, DEXTERITY FOR QUICKER ATTACKS AND LUCK FOR BETTER DODGING.

EACH TIME YOU LEVEL UP, YOU WILL RECEIVE ONE POINT TO SPEND ON A TRAIT. CHOOSE WISELY BECAUSE ONCE YOU "SAVE CHANGES", YOU CAN'T CHANGE YOUR CHOICES.



ABILITIES

IN THE GAME THERE ARE A MEDLEY OF ABILITIES AVAILABLE TO YOU AS A MAGE. THEY WILL UNLOCK AS YOU LEVEL UP AND WILL GET STRONGER WITH EACH LEVEL.

BEGINNER ABILITIES

WHEN YOU BEGIN THE GAME, YOU GET THE FOLLOWING ABILITIES:

CALL OF THE WIND HEALER'S TOUCH
DOUBLE SWIPE

MAGE ABILITIES

AT LEVEL 10, THE FOLLOWING ABILITIES ARE UNLOCKED:

MAGIC ARMOR SHOCKWAVE
MP GUARD TELEPORT
ENERGY BOLT

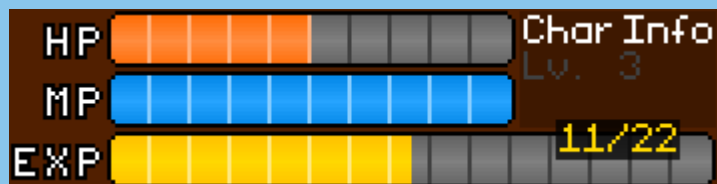
ARCHMAGE ABILITIES

AT LEVEL 25, THE FOLLOWING ABILITIES ARE UNLOCKED:

WIND BLAST REVITALIZE
EARTHQUAKE MEDITATE
BLAZE FREEZE
FLAMETHROWER

HEADS-UP!

THE HEADS-UP DISPLAY IS ALWAYS VISIBLE AT THE BOTTOM OF YOUR MAIN GAMEPLAY WINDOW, INFORMING YOU OF IMPORTANT, NEED TO KNOW INFORMATION!



ABOVE, YOU CAN SEE AN EXAMPLE OF A HEADS-UP DISPLAY IN ACTION! THE ORANGE BAR IS YOUR HEALTH AND CHANGES FROM GREEN TO ORANGE, THEN RED AS YOUR HEALTH LOWERS. YOUR MANA IS BELOW THAT, AND THE FINAL BAR IS YOUR EXPERIENCE BAR.

BY HOVERING OVER ANY OF THESE BARS YOU CAN SEE THE CURRENT STATUS OF THAT STAT AS WELL AS THE TOTAL AMOUNT AVAILABLE TO YOU/REQUIRED TO LEVEL UP.

THE FINAL PORTION IS YOUR CHARACTER INFO, NAMELY YOUR CHARACTER'S CURRENT LEVEL.

ABILITIES MENU

IN THIS MENU, YOU CAN VIEW THE ABILITIES WHICH ARE CURRENTLY AVAILABLE TO YOU AS WELL AS WHAT LEVEL THEY ARE AT. THE HIGHER AN ABILITY'S LEVEL, THE BETTER ITS EFFECT WILL BE. BE AWARE, HOWEVER, THAT THEIR MANA COST COULD ALSO GO UP, OR DOWN! (BUT HIGHER LEVEL ABILITIES ARE ALWAYS BETTER)

FOR MORE INFORMATION ON ABILITIES, GO TO PAGES 17/18

MINIMAP

THE MINIMAP IS VISIBLE ON ANY MAP AND PROVIDES YOU WITH A PREVIEW OF WHAT COULD BE WAITING FOR YOU UP AHEAD. TO OPEN THIS MENU, NAVIGATE TO IT THROUGH THE MENU BAR OR PRESS "M".

LEGEND

YOU, THE PLAYER, ARE SHOWN IN YELLOW

ENEMIES ARE SHOWN IN RED

NPCS ARE REPRESENTED BY PURPLE PIXELS (NOT PRESENT HERE)



QUESTS

IN ORDER TO GET ARMOR, BONUS EXPERIENCE AND COINS, YOU WILL NEED TO COMPLETE QUESTS.

STARTING A QUEST

YOU CAN START A QUEST BY CHECKING THE "AVAILABLE QUESTS" MENU AND TALKING TO THE CORRESPONDING NPC. YOU CAN ALSO GET RANDOM QUESTS BY SIMPLY CASUALLY TALKING WITH NPCs.

COMPLETING A QUEST

IN ORDER TO COMPLETE A QUEST, YOU WILL NEED TO FULFILL THE REQUIREMENTS. YOU CAN CHECK THE REQUIREMENTS OF A QUEST AT ANYTIME BY CHECKING THE "QUESTS IN PROGRESS" MENU. WHEN YOU HAVE THE ITEMS REQUIRED TO COMPLETE A QUEST, SIMPLY TALK TO THE NPC AND CLAIM YOUR REWARD!

NON-PLAYABLE CHARACTERS

WITHIN THE GAME THERE ARE A NUMBER OF CHARACTERS WHOM YOU WILL BE REQUIRED TO TALK WITH IN ORDER TO START AND FINISH QUESTS.

FINDING NPCs

NPCS ARE ONLY FOUND IN THE OVERHEAD WORLD. YOU CAN TALK TO AN NPC BY PRESSING THE SPACE BAR.



THIS IS PRINCESS CHARLOTTE. SHE WILL PROVIDE YOU WITH MOST OF YOUR QUESTS IN THE GAME AND IS THE MAIN NPC.

CUSTOMIZATION

WHAT'S A GAME WITHOUT A LITTLE MORE CONTROL IN THE USER'S HAND? SO WE'VE PROVIDED YOU WITH THE OPTION OF CREATING YOUR OWN CUSTOM CHARACTER APPEARANCE. CHANGE THE COLOR OF ANYTHING, FROM YOUR HAIR TO SHIRT AND EVEN USE OUR AUTO-SHADING!



CUSTOMIZING

CUSTOMIZING YOUR CHARACTER IS A VERY SIMPLE PROCESS. ALONG THE TOP, THERE IS A MENU BAR FROM WHICH YOU CAN SELECT PRESET STYLES, OR SPECIFY WHAT EXACTLY YOU WANT TO CHANGE.

USING THE OPTIONS BELOW, YOU CAN CREATE ANY COLOR, AS WELL AS CHOOSE SOME ADDED FEATURES SUCH AS AUTO SHADING AND A BOWTIE! COOL!

KEY CONFIG

IN THIS GAME, CUSTOM KEY CONFIGURATION IS A MUST-HAVE. WITH SO MANY ABILITIES AVAILABLE TO YOU, YOU'RE GOING TO HAVE PREFERENCES AND YOU'LL WANT TO MAKE THE BEST ONES THE MOST EASILY ACCESSIBLE.

TO DO THIS, START BY OPENING THE KEY CONFIGURATION MENU WITH "K". THEN SIMPLY DRAG AND DROP TO ORGANIZE THE KEYS AS YOU WISH! IT'S THAT SIMPLE! THEY WILL AUTOMATICALLY SAVE WHEN YOU DROP ONE SO THERE'S NO OTHER WORK TO BE DONE.

BE SURE TO TRY OUT SOME DIFFERENT LAYOUTS. YOU'LL FIND SOMETHING COMFORTABLE EVENTUALLY!

SAVING/LOADING

ON AN ADVENTURE LIKE THIS, THERE'S SIMPLY NO WAY YOU CAN COMPLETE IT IN A SINGLE NIGHT! (CHALLENGE ACCEPTED?) BUT FOR THE REST OF US NORMAL PEOPLE, WE NEED A WAY TO RELAX, GET BACK INTO THE REAL WORLD, PLAN OUT OUR CHARACTER'S BUILD.

THAT'S WHY WE'VE INCLUDED THE ABILITY TO SAVE YOUR CURRENT ADVENTURE AND LOAD IT AT A LATER TIME.

SIMPLY OPEN THE MENU WITH THE "TAB" KEY, CHOOSE A NAME FOR YOUR SAVE AND CLICK SAVE. WHEN YOU WANT TO LOAD A GAME, START THE GAME UP AND PRESS "TAB" AGAIN. THIS TIME, CHOOSE LOAD AND YOU'LL SEE A LIST OF ALL YOUR SAVES. YOU CAN EVEN SEARCH THROUGH YOUR SAVES AND SORT THEM BY NAME AND LEVEL.