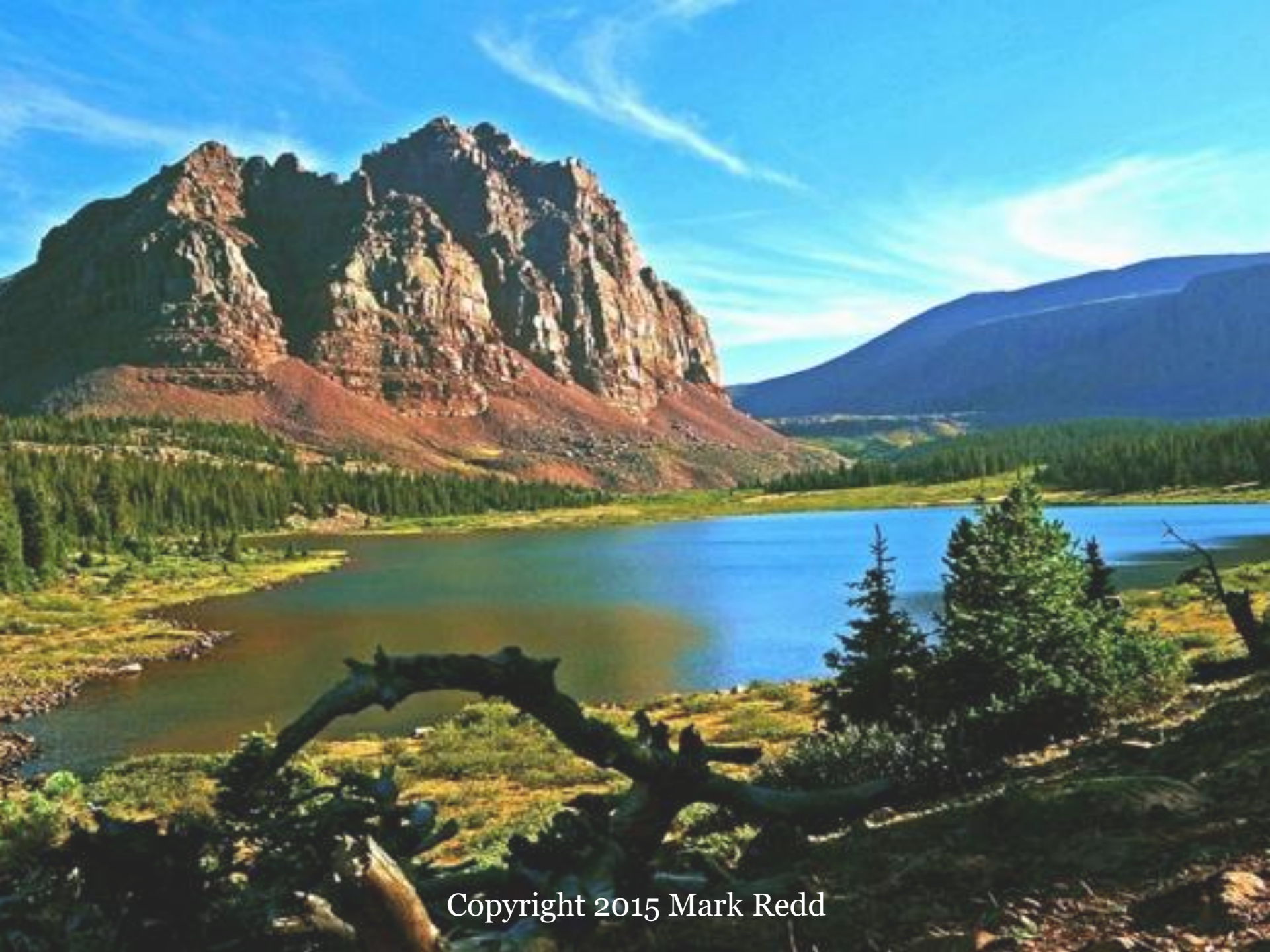


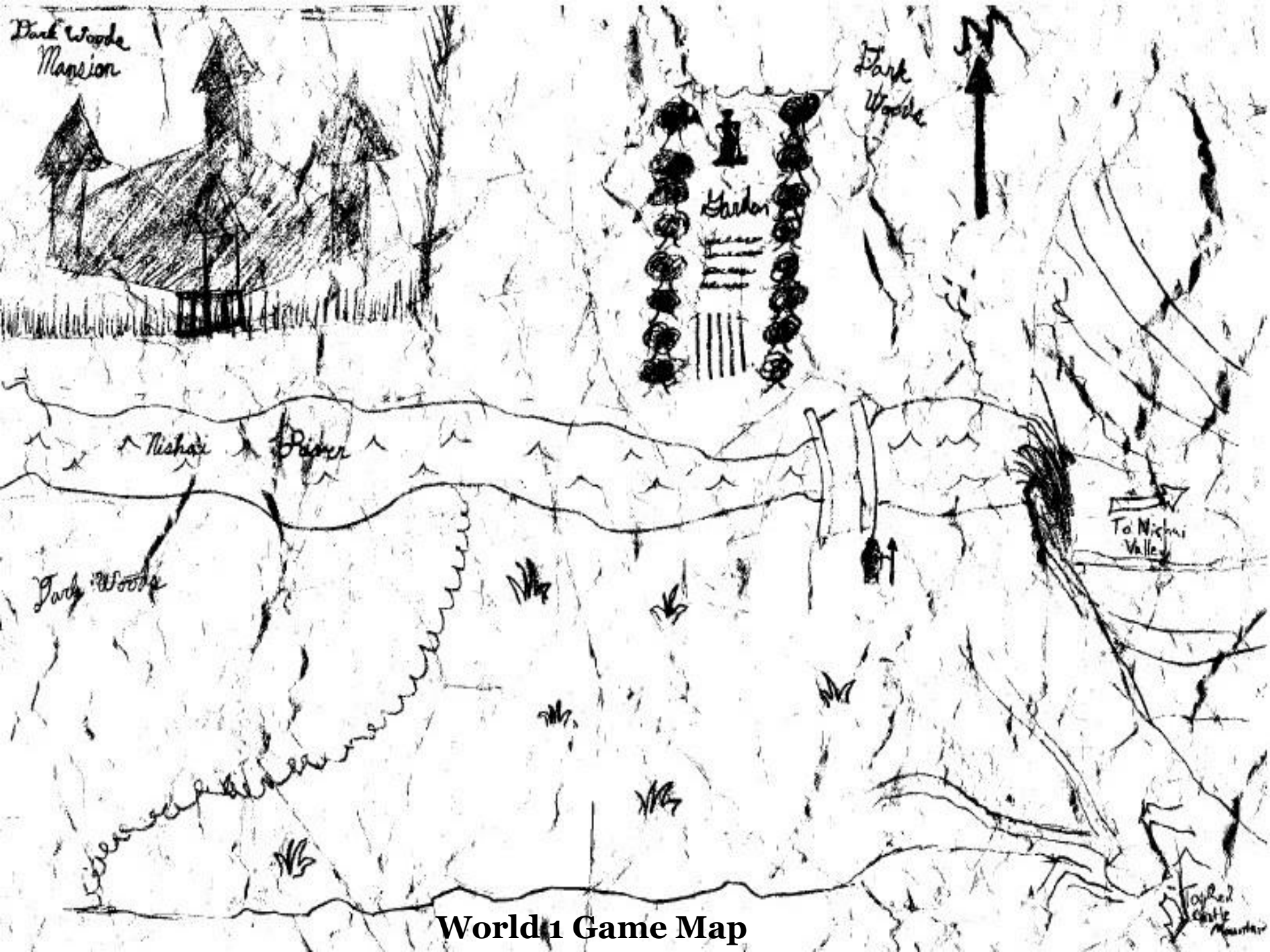
RED CASTLE AVENGER

WORLD 1: IN THE SHADOW OF THE MOUNTAIN





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World 1 Game Map

RED CASTLE AVENGER

World 1: In the Shadow of the Mountain

Welcome to RCA World 1! A world of exploring adventure and defeating evil awaits! You are the intrepid explorer/adventurer/evil defeater known throughout the land as "Larry". However, you are about to embark on your greatest quest yet in the shadow of Red Castle Mountain. Good luck adventurer!

STORY

The Nishai Valley, the most fertile and beautiful place in all the kingdom of Rouken, has fallen prey to the dragons that have come to conquer Red Castle Mountain which they claim as their own. They believe this as a result of the wickedness of their leader Rualt who killed the previous king of the dragons.

In the wake of their attack on Nishai Valley, the dragon army went onward to destroy those who would oppose them in the surrounding lands and left one to guard their victory at the valley. That one dragon has taken up residence in the ruined Dark Woods Mansion at the base of Red Castle Mountain. Dangerous creatures are now swarming the place and tormenting the citizens.

The devastation that has followed Rualt's army of dragons has claimed the lives of many who once lived happily in the valley. Now the village council has called on the adventurer Larry, to find a way to vanquish these monsters and drive them from Red Castle Mountain. So begins the quest of Larry, the *Red Castle Avenger*...

How to play RCA1: Gameplay

Here in the world of RCA you must figure out most things. Sometimes things are not what they seem. But you're tough! You can handle it!

You start in an unknown part of the game and have to feel your way around. Your objective is to vanquish the dragon that lies sleeping in the mansion. But how, you ask, do I do this? The answer is to remember that everything you need to beat the dragon at his own shabby game is available to you. It is just for you to find what you need. The most important thing is, when the time comes, don't do anything stupid. That will keep you alive.

In the game you will be given information or be asked a question to which you must respond. Usually the commands are one-word actions but sometimes you must get things or use things. You can look at what you have at any time in your inventory.

Once you move somewhere new you will see a description of your surroundings. This you should read carefully as it can give hints as to what your next move should be.

Finally don't be afraid to try things out! This is a game where you explore and find. Do plenty of both and you will find what you seek.

For a reference, a general lexicon on pg. 9 will give you common commands.

How to play RCA1: Using the parser

When using the parser:

- In most cases words that the parser can use are given text in all caps.
- Whatever words you find in all caps (e.g NORTH) usually indicates available words that the parser understands.

The first and basic commands used by the game are as follows:

- | | |
|-----------|---|
| go | - move in a direction (i.e. north, south, east, west) |
| look | - gives you a description of your surroundings |
| inventory | - tells you whats in your inventory |
| get | - pick up an item (indicate what item you want) |
| drop | - drop an item (indicate what item you want) |

The parser has been designed to figure out what youre saying even if it seems like jibberish.
Therefore try to be clear about what you want to do and the parser will figure it out.

Working out bugs, Feedback

Bugs

NOTE: This manual is updated for RCA_w1_v0-2beta. Information subject to change with different versions. For the most updated version of the manual and software please visit:

This game is still in beta and therefore may have bugs. I have done the best I can to remove all of these but I'm sure that you will find more as you play.

If you have problems or if the game doesn't work do the following:

- 1.) Try to recreate the problem then
- 2.) Send me an email with the subject RCA1 game bug (redddogjr@gmail.com) describing the problem.

I will attempt to fix this bug and send you back the game fixed.

Feedback

Please email me and tell me what you think of this game! I appreciate all feedback. Tell me what you liked, what you didn't, if you thought it was interesting or boring, too short too long etc.

I am trying to make things that you will want to use and will enjoy using!

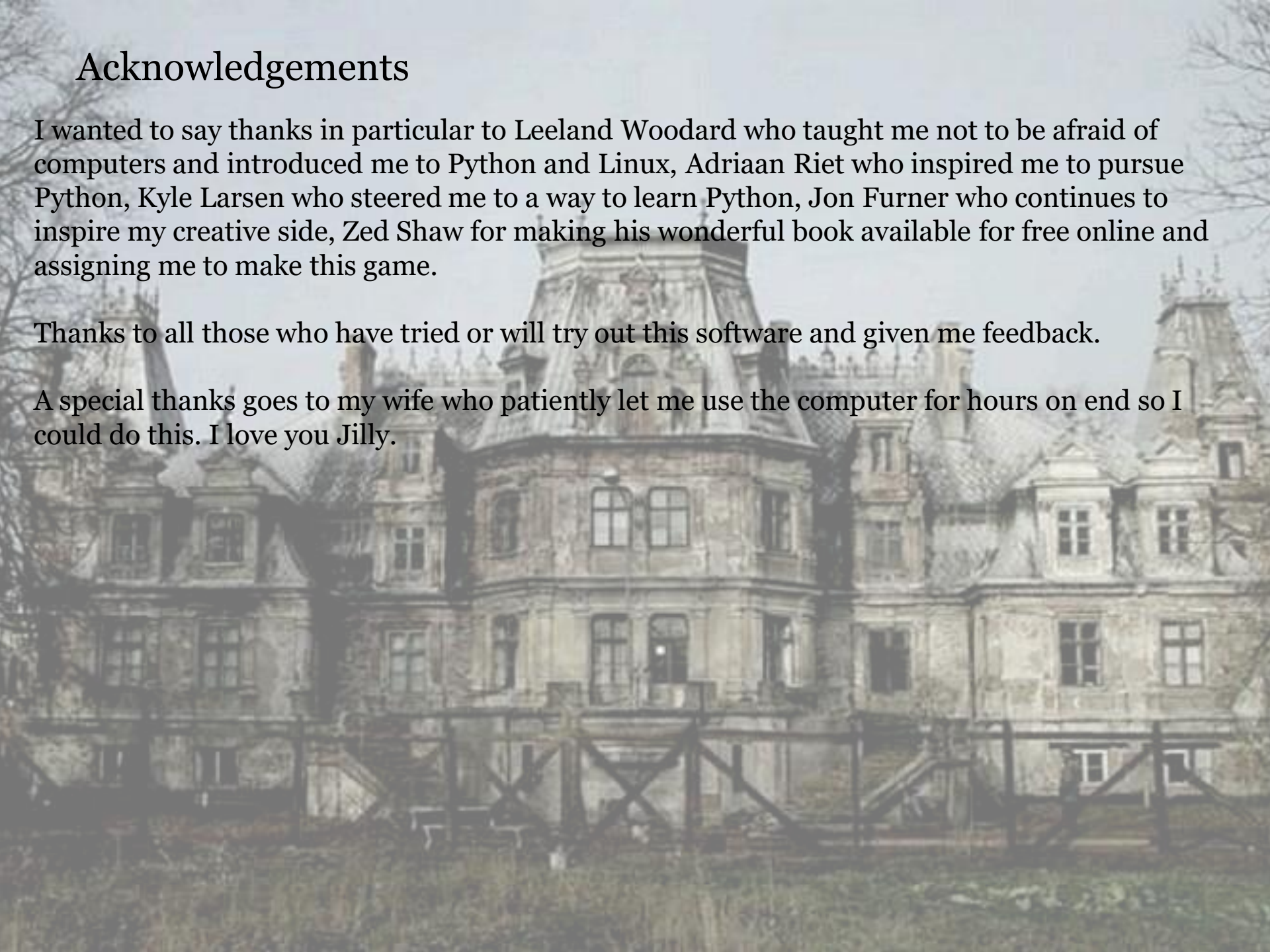
Thanks for trying out RCA1!

Acknowledgements

I wanted to say thanks in particular to Leeland Woodard who taught me not to be afraid of computers and introduced me to Python and Linux, Adriaan Riet who inspired me to pursue Python, Kyle Larsen who steered me to a way to learn Python, Jon Furner who continues to inspire my creative side, Zed Shaw for making his wonderful book available for free online and assigning me to make this game.

Thanks to all those who have tried or will try out this software and given me feedback.

A special thanks goes to my wife who patiently let me use the computer for hours on end so I could do this. I love you Jilly.



The following is the general lexicon for the game. All words in this lexicon will be recognized by the parser and processed. If during the course of the game you see words in all caps (e.g. “The path runs NORTH and SOUTH from here.”) they are also accepted words.

<directions: commands with feet>

- go: g, go, walk, enter, crawl, run
- up: u, up; down: d, down; north: n, north; south: s, south; east: e, east
- west: w, west

<commands with hands>

- get: get, gt, take, grab, steal, obtain
- drop: drop, d, put
- use: use, utilize, give,

<battle commands>

- punch, swing, stab, cut, defend, evade, dodge

<other commands>

- talk, inventory: inv, inventory; equip: equip, eq; unequip: uneq, unequip; look: l, look
- map, save, load

<items>

- bigkey, sword, shovel, pickle, key,

