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Tutorial - SQL-Alchemist

Oh look what the cat dragged in! The fat Lady let you in? Unbelievable, Perenelle treats this laboratory like an amusement park. I do need to get rid of her. So what is your deal? Are you looking for Nicolas Flamel? Well, as you see, the great alchemist is not around, so you might as well shove off.

C: I need to find him, where is he?

Where he is? He is in the dungeon. Do not even think about it. The Dungeon is really dangerous.

C: Why did he go there?

Why he went into the dungeon? Well, like in every RPG the dungeon is littered with treasures. Among them „The Golden Codd”, an ancient artifact able to grant the gift of life. Nicolas was looking for it.
He has not returned yet.

C: I will save him.

I do not think you will even get to the second floor, but with the guidance of a magical cabinet/database you maybe can get to „The Golden Codd”.
Alright, I should give you a little tutorial... I mean, a little tour around the laboratory.

In this mirror you can choose your avatar.

(Spotlight on mirror: Click on mirror)

If you have an enchantment you can upgrade your attributes here. Enchantments can be found in the dungeon. They are white Scrolls. You can pick them up!
To go back to the laboratory, just click on the visible laboratory in the background.

(highlight laboratory)

Let's see how well you do down in the dungeon. To enter, click on the door. Here are some lifesaving hints: With the space bar, or by clicking on the screen, you can jump. Enemies will hurt you if you don't jump over or directly on to them. The “M” and “N” keys and the buttons on the upper left corner control the music and sounds. So, off you go!

(highlight door)

[First Run: Character dies.]

This didn't go too well, but I wasn't expecting much anyway. This, by the way, was Vincent. The lovely dude with the axe. But at least you picked up a potion-scroll. Go back to the laboratory by clicking next, hurry up!

(Next button clicked)

With this Scroll you can brew a potion. Drinking them might get you hooked and you run the risk of building up a serious drinking habit, never the less chuck those suckers down as much as you can, you do need every help you can get. To brew the potion you have to visit the potion-collection.

(Spotlight on the Belt)

There you see the defense potion. You can get the ingredients out of my drawers. The problem is, the only language I accept is SQL. So if you click on the potion, I will give you a task you have to solve in order to receive your potion. You will be awarded with points and additional potions according to the time it took you to solve the task. Once you finished the task, you will receive the potion which you afterwards can use in the dungeon.

(Click on the potion bottle)

(Correct Answer given)

(next clicked)

Well, you could have been faster of course, but you get the potion anyway. To use it, you have to attach it to your belt. To put them into your belt, you simply have to click on the arrow under the number and it will go into the first free slot in your belt. Click on the potion in your belt and the potion goes back to your potion-collection.

(Clicked Back)

Now that you attached the potion, don't forget to use it! You can activate the potion by clicking "1" or the potion itself on the lower left corner. So kiddo, that really was an explanation for 3-year-olds. So do not screw this up. Do not get me wrong, it is funny to see you die, but we do not have all day.

(Clicked Dungeon)

(Starts second Run)

(Not beaten the tutorial)

For Franks sake, how can you have been beaten again, just use the potion.

(Clicked Dungeon or Potion-Collection)

On the one hand you get past Vincent, but you died later. So use your Scrolls to get new potions or upgrade your attributes in the character sheet.

Boss Comments:

After 1st Bossmap:

Haha, the itsy bitsy student climbed up the castle. Well you need to get the weak jump-potion. You have collected the Scroll with the red ribbon. But do not forget that you can only get 3 Scrolls a day.

After 2nd Bossmap:

Great this little birds really have torn you to shreds, to put Vincent inside there was a little over kill, I suppose.

If you can not overcome an level, don't worry just start drinking.

After 3rd Bossmap:

Wow, what a hole. You might know, in order to jump a certain distance you have to evaluate your acceleration, the resulting momentum multiplied by your time air borne, which of course is the square root of your vertical acceleration times the current gravitation which is by default 1. Yes, the physics engine is not really realistic, but you have a hole to worry about.

After 4th Bossmap:

Do you know the saying: Give a man a potion and he finishes a map, give a man a scroll he will finish the whole level or leave him alone and he will figure it out, I like that one, so have fun.

After 5th Bossmap:

The burnt child dreads the fire. Maybe but we still need to get past this, so sweep yourself together.

By the way, fire always hurts you ignoring your defense.

After 6th Bossmap:

DRAGON! Now we finally are getting somewhere! Little hint be aware of the tail.

After 7th Bossmap:

Wow, what an other hole. Remember the lecture I gave you like 20 levels ago, so make a run for it.

After 8th Bossmap:

Out of the frying pan and into the fire. All this heat is probably the reason why I do not go down there, because I am a cabinet and we tent to light up easily and no having legs part is although a hindrance.

After 9th Bossmap:

Are you serious? Come on, it's not that hard! Go faster!

After 10th Bossmap:

Come on, give me your best shot.