

Kristik Saga 3

User Guide



Version 1.0.0.0

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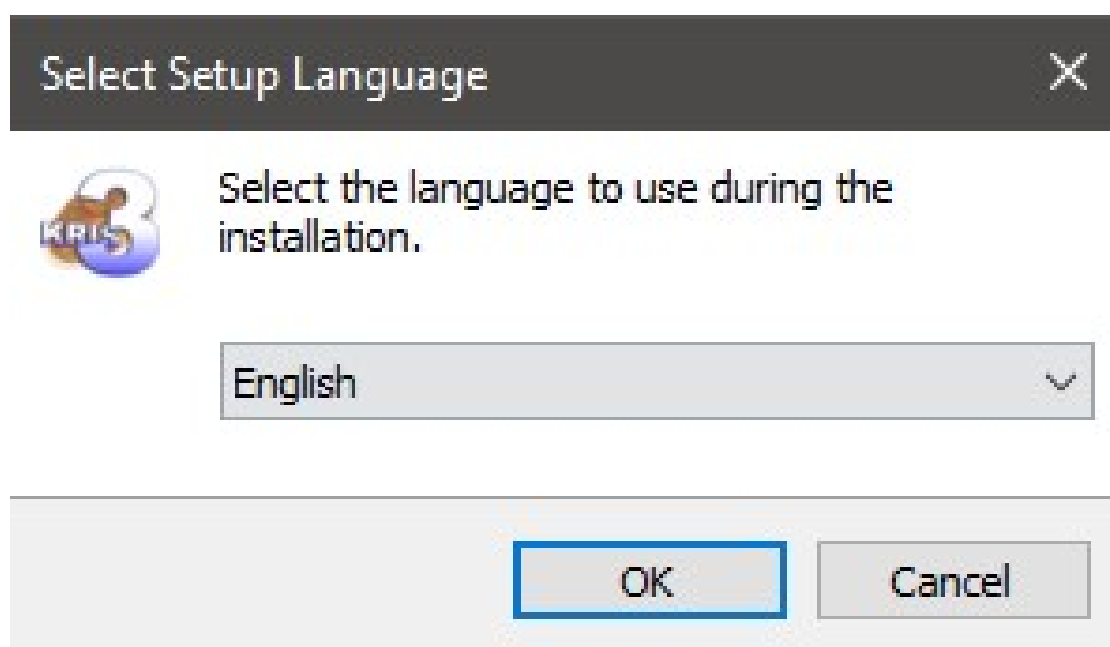
Installation

Running the setup program

Click to run kristiksaga3_setup.exe. Windows will ask you to run the program as an administrator. This is needed if the game will be installed in administrator-controlled folders like Program Files. A language box will ask what language you would like the setup to be in. Supported installer languages are:

- English
- Dutch
- French
- German
- Hebrew
- Italian
- Japanese
- Portuguese
- Russian
- Spanish
- Turkish
- Vietnamese
- Korean

Please note these languages are STRICTLY for the INSTALLER SETUP ONLY. The game does NOT support any of these languages besides English.



After selecting a language, the Welcome screen will appear. Click "Next" to advance to the EULA agreement page. You must accept the agreement to install the product. Once agreed, the setup will ask for:

- Name *
- Organization
- Serial Number *

*FIELDS ARE REQUIRED

After inputting a Name and correct serial number, the setup will ask where you would like to install the product. The default location is:

C:\Program Files (x86)\Kristik Saga 3

You are given the option to change the install location. Once completed, the setup will ask where to store start menu folders. You are given the option to change the folder name.

The setup will ask if the end user would like to create a desktop shortcut. This box is unticked by default. Tick the box if you would like to create a desktop shortcut.

Once all these pages have been advanced, the setup will ask the end user to verify any last installation options and will proceed with installation.

After installation, the setup will complete. Click the "Finish" button to exit the installer. A tickbox will appear asking if you would like to launch the game after successful installation.

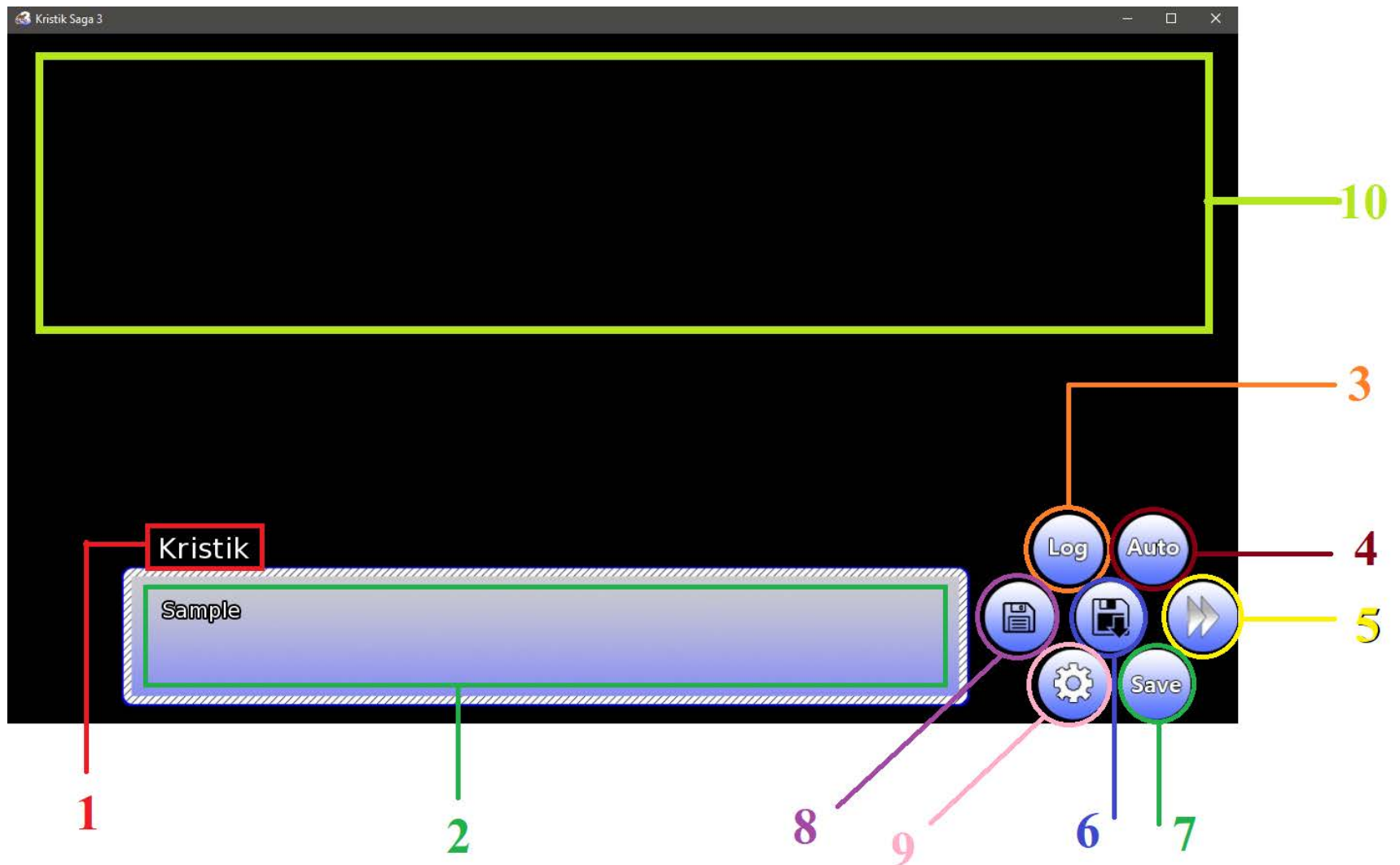
Once completed, the game is now installed and ready to use.

Uninstall

Uninstallation is simple. Open control panel and go to "Programs and features" and select "Kristik Saga version 1.0". At the top, click uninstall.

User Interface usage

The user interface is much like other Visual Novels. Refer to the legend below.



- 1 - Name header; This section is used for the names of characters
- 2 - Speech box; This section is used for character dialogue
- 3 - Backlog; This button brings the user to a backlog page to view past text
- 4 - Automatic mode; This button automatically advances the dialogue
- 5 - Fast forward/skip; This button skips/fast forwards the dialogue
- 6 - Quick Save; This button quickly saves the scene without having to go to the save menu
- 7 - Save menu; This button brings the user to the save menu
- 8 - Quick Load; This button quickly loads the last save without having to go to the load menu
- 9 - Preferences menu; This brings the user to the preferences menu
- 10 - Scene; This section is the scene

Possible endings

There are 10 possible endings as of version 1.0.0.0, these endings are:

8 Love interest endings:

- Asami Yamamoto ending
- Michiko Takahashi ending
- Kim Chung Cha ending
- Park Hui young ending
- Hannah Schroder ending
- Chiyoko Tanaka ending
- Yuan Changying ending
- Xian Dongmei ending

In order to achieve these endings, a player must have a point value of AT LEAST 22 points in order to achieve a love interest ending.

If the player cannot reach 22 points for any of the love interests by the end of the game, the player will achieve the "Forever alone" ending.

If more than one love interest has more than 17 points, their **Jealousy factor** rises between them. This could result in different scenes than just focusing on one love interest.

Decisions you make throughout the game affects your love interest's point value. The game purposely makes the point values ambiguous, so the player will have to make guesses on how the decisions affects the point values.

Miscellaneous endings:

- Explosion ending
- Forever Alone ending

The explosion ending is a result of choice. It is not a canon ending.

The Forever Alone ending occurs when the player hasn't reached at least 22 points by the end of the game.

A decision could increase or decrease the player's love interest value by more than 1. A decision could increase one love interest point's and could also lower a different love interest's point value. It is up to the end user to determine which decision is right for them.

Credits

Project manager	- Kristik Lal
Quality Assurance manager	- Kyle Nguyen
The guy who sits and drinks coffee	- Hung Phan
Editorial manager	- Bill Tong
Programmer/setup compiler	- Me
Storyline	- Me/Kyle Nguyen
Moral support	- Position open for hiring
3D modelling engine	- ROBLOX Studio
Game engine	- Ren'Py
UI generation	- Autodesk Scaleform
Sprites	- No idea
Music composers	- Wirescape/ワイウドスケープ Usami Hiroshi Okamiya Michio Ookoshi Kaori Christian Ehrmanntraut Heartson Fan

Append.

Modifying game files

The game assets can be modified using RPAExtract. Script modifying requires more work. Script editing requires decompiling the script.rpyc file. This can be achieved with CensoredUsername's unrpypc tool.

Launch a command prompt from the unrpypc folder. Use the command:

```
[python2] unrpypc.py -c C:\Program Files (x86)\Kristik Saga 3\game\script.rpyc
```

If you installed the game in a different location, make sure you point to the correct location. After that a decompiled rpy script will appear in the unrpypc folder. You can edit the file and change any dialogue.

Recompile requires a different software. Mainly, you can use Ren'Py to completely rebuild the distribution (effectively making a whole new game). However this requires you to decompile the archive and also gui, screens, and option scripts. These files are required for recompiling a new distribution.

Currently there is no standalone rpyc compiler (other than the Ren'Py module).

Python 2.7 is required in order to use the decompiler.

Modifying the Setup Installer

Statistic information for the setup installer can be done using a debugger tool like ollydbg. Ollydbg is an x86 debugger program that can edit and rebuild a binary by editing HEX values.

Decompiling setup data can be done with innoextract. Since files are not stored on a php server (due to the fact that paying web hosters for a php server is expensive)

It is much easier to extract files from the setup. There is no anti debugger (such as Thermida) so process editing will not be interrupted.

The serial number is stored locally on the setup executable and not on an offsite php server. It is defined on the define line. Open the .iss file with InnoSetup and you will be able to see the serial.

The setup can also be decompiled with HexRay's Interactive Disassembler (IDA) depending on your knowledge on C++ compiled assembly language. The game does not have a serial checker/DRM so once bypassed, the software is ready to use.