

NOTES ON RJKTQ® PATCH 2.2.6.9

Profile

Players have to create an account or log into an existing one when the game is run. Admins have to enter the admin clearance key while logging in with / creating an account. The profile lists your level, no. of matches played by you, win-loss ratio, ranking, achievements, items, avatar etc. as a player or displays your admin pos. as an admin. The profile can be displayed whenever you want, from the menu.

Rankings

You can see your rank in the game by selecting 'Leaderboard' in the menu among others who played the game in the PC. Ranking will be based on highest scores earned in Quick Play, level and no. of achievements earned.

Achievements

By doing a special set of tasks, you can receive achievements that can enhance your profile.

Quick Play

Selecting 'Play' in the game menu opens a 1-round match which rewards EXP for levelling up. The EXP equals the score you gain. The game is played by answering a set of 20 questions, randomly selected. There are 3 lifelines provided that can be used during each attempt, providing with probable correct answers to the questions. The lifelines may not give you the right answers all the time.

Settings

The admin can manipulate stored data such as data related to questions, answers, leaderboard, buffer texts and accounts. The primary admin (system owner) has access to changing admin clearance key and editing admin activity.

What we are working on for the next patch update:

EXP and Levels

Increasing the EXP required to advance higher levels per each level. More EXP will be gained in Campaign Missions.

Story

Explore the story of the GAME by advancing through the story-line embedded in the missions that get tougher and tougher, the further you advance, requiring the expenditure of coins and receive upgrades. This is the only way to earn EXP in this game. (The story mode upgrades and develops, even after the release of the game.)

Currency

The currency is in the form of coins and can be collected by playing any mission. However, coins get expended in Quick Play, even though they can be a reward item. The currency will be labelled as RJ.

Upgrades

Players can upgrade their items by collecting the currency required. Certain upgrades can also be received by doing a Quick Play

Quick Play

Rewarding upgrades, coins depending on the upgrade received and no EXP; providing infinite play-time.

*EXP – Experience Points