

EckerdQuest User Manual

Here is some information about the different contents in the game:

Battle Information

There are three types of battles in this game. There are Social battles,
Wild Battles and Academic Battles

----- Social Battle Help ----

Social Battles can be run into randomly when going between locations and at the
Party location on the Map.

----- Social Battle Help ----

and Social battles start with the NPC, or Non Player Character, attacking you for 1 HP
then they will ask you a question or say a statement that you
must respond to. You are given 4 choices to choose from: Joke, Tease, Assist and

Run

----- Social Battle Help ----

Based upon the hint that is given to you at the start of the battle you have to choose
the correct response to do damage to the enemy player.

Joke will say a joke to the NPC, Tease will tease the NPC, Assist will 'help' the NPC,
and Run will end the battle by running away from the NPC.

----- Social Battle Help ----

the NPC. You must choose between these choices and find out which choice does damage to

the correct response is random each time but once you find the correct
answer it will always be that answer. The Battle will end once the NPC or the

Players

health reaches 0

----- Social Battle Help ----

increase After you have won the battle you will receive a Heart Piece which is used to

your maximum Health

to

Wild Battles are also randomly run into when going to locations on the map, similar to the Social Battle. Wild Battles will have you run into an animal, a fish, a squirrel, and there is a secret animal as well

----- Wild Battle Help -----

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At the start of the battle you will lose 1 Hp because they will attack before you have

turn, after that you are given 4 choices to choose from: Feed, Fight, Picture, and Run. Feed will throw out food or bait for the animal. Fight will try to catch the animal or stare challengingly at the animal. Picture will show a picture of the animal. Run will end the battle with you running away.

----- Wild Battle Help -----

During the battles with fish you should try to Feed first to bait them in before you try to catch them. The Fish will try to escape you reeling it in but Never Give Up

----- Wild Battle Help -----

During the Battles with squirrels, It is a risk vs. reward battle. Feed gives you a lower chance of winning but also a low chance at losing. However, Fight gives you a higher chance at winning but a higher risk of losing.

----- Wild Battle Help -----

The final secret animal can only be taken a picture of, if you fight you lose, if you feed nothing happens. All you can do is hope to get a majestic picture to take home with you.

----- Wild Battle Help -----

After you have won the battles, you will receive a heart piece for your troubles that can be used to increase your maximum Health.

The Final types of battles are the Academic Battles, there are quizzes and tests. You have 6 quizzes and 1 Final exam on the last day of the game.

The quizzes will take place on Day 3, 5, 9, 11, 15, 17. The Final exam will be on Day 19.

----- Academic Battle Help -----

The way that these battles will work is the battles will have questions that they ask you. You must choose the best response to these battles, you will have 4

choices: Give up, Guess, Remember, and Common Sense. Give up will make you answer the

question wrong. Guess is a 50/50 chance to get the right answer.

Remember is based on your Literacy stat. Common Sense is based on your Wisdom stat.

----- Academic Battle Help --

You should always use the answer with the highest stat to have the best chance of answering the question correctly. Quizzes will have 5 questions in which you need 3 to pass. The Final exam will have 10 questions in which you need 7 to

pass.

----- Academic Battle Help --

If you win the quiz battles you win obtain a Heart scale and if you win the Final exam battle, you win the game.

// This is here for the Stat help questions that people may have during the game
You have Chosen 'Stats' help.

There are a bunch of stats that are used in this game you should know. They are Literacy, Wisdom, Stamina, HP, or Hit Points, Social, Maximum HP, and Maximum
Stamina.

These stats are very important to know and understand what they do for you and how to increase them. The first stat is Literacy.

----- Literacy Help --

Literacy is one of the main stats that you use for all of the battles and one of the easiest to obtain. Literacy is used to help you in your Academic battles that you have through out the game.

----- Literacy Help --

The Best way to obtain the Literacy stat is by going to Class and going to the Library. Both of these locations give you an increase of 1 in Literacy. The Class will always give you 1, however the Library is a 50/50 chance

----- Literacy Help --

----- Wisdom Help --

it is The Next stat is Wisdom. The Wisdom Stat is used in tandem with the Literacy stat,
 also used for the Academic battles that you will have.

----- Wisdom Help --

Library. The ways to increase your Wisdom stat is by going to Class and going to the

Both of these locations give you an increase of 1 in Literacy. The Class
will always give you 1, however the Library is a 50/50 chance

----- Wisdom Help --

----- Stamina Help --

and The Next stat is Stamina. This stat is broken down into two types: Current Stamina

Maximum Stamina. The Current Stamina is used whenever the Player goes to
different locations.

----- Stamina Help --

This Current Stamina is only refilled by going to the Dorm. The Player will be forced
to go to the Dorm when their Current Stamina is 0

----- Stamina Help --

----- HP Help --

The Next stat is HP. This stat is broken down into two types: Current HP and Maximum HP.

The Current HP is used in the 3 types of battles: Social, Wild, and Academic. This stat can be refilled by going to the Caf and eating there.

----- HP Help --

If the Player's Current HP is 0 they will be forced to go to the caf, and if the Player's Current HP reaches 0 during the Final Exam it is a GAME OVER.

----- HP Help --

----- Social Help --

The Next stat is Social. The Social stat is used in Social battles as your attack power. Depending on the Player's Social stat is how much damage they will do to the enemy in a social battle.

----- Social Help --

that are The Social stat can be increased by going to Party and winning the social battles there. The Player can also increase their social stat by being lucky and having it increase at the Caf.

----- Social Help --

----- Maximum HP Help --

HP, The Next stat is Maximum HP. The Maximum HP is a different stat than the Current because the Maximum HP does not decrease during battles. However, it can be increased through winning battles.

----- Maximum HP Help --

After the Player wins a battle, they are rewarded with a Heart Piece that can be used to increase their Maximum HP. Once the Player obtains 3 Heart Pieces their Maximum HP is increased by 1.

----- Maximum HP Help --

----- Maximum Stamina Help --

The Final stat is Maximum Stamina. Like Maximum HP, Maximum Stamina is a different stat

than Current Stamina, because the Maximum Stamina doesn't decrease when the player moves to different locations.

----- Maximum Stamina Help --

that However, it can be increased through visited the Waterfront. There is an equation

calculates when you should increase your maximum stamina. Don't worry trust my math. :

----- Maximum Stamina Help --

// This is here for the General help questions that people may have during the game
You have Chosen 'General' Commands Help

----- General Help --

If the Player has 0 Stamina, they will be forced to go to the Dorm.

----- General Help --

The Only commands that the Player can use is Stats, Map, and Help

----- General Help --

on

After typing Map, the player must select a number that is less than 7 to go anywhere

the map

----- General Help --

You can run into battles by going to different locations, only the Devs know how often it may be.

----- General Help --

The images that come up from the map can be closed for your convenience.

----- General Help --
