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Barkley 2 - an RPG Sequel to Barkley Shut Up and Jam: Gaiden



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UPDATE #37

What's in the Game: Quests (Demo Upcoming)



Tales of Game's

Creator

June 12, 2019

Greetings, before I start with quests, I want to offer follow up from the previous update.

Demos

Going to have a demo soon, **pushing for this weekend**. We'll host on itch.io and I'll alert everyone when it is up and get you all a link for download. It will consist of the beginning of the game, which is far and beyond the most polished and stable. It won't be indicative of the overall completeness of the game as whole.

There was one big game-breaking bug that kept us from putting this out sooner. It was a screen scaling issue that is easily navigable in our Developer environment but would be difficult to impart how to fix to every person who installed the game. This required a bit of examination of the settings in the game, but we have pretty much locked it down now. In this time, we also had a few play testers run through the game and we've fixed some low hanging fruit while we worked on the big scaling issue.

The intention is to show backers the game in its current form so there will be bugs, possibly a fair amount of them! However, the game is stable enough, and you can progress through it. I'll accompany the demo with a basic cheat sheet so if you are not looking to immerse yourself in the entire game but want some guidance on where to get a taste of everything quickly, you can reference that.

Next week, we'll try to get out the **working version of Bball Tactics**. It's a standalone project right now, and once we make sure it runs and compiles, we can host a demo of that as well. I'll accompany that with design documents, and playthrough videos explaining it as well.

Quest and Story Status

Here is a synopsis of the game's quests, arranged by area, along with a little count of the quests that are in the game. Nearly all the quests listed have some amount of work to them, but I'll just list their status as "working" and

"completed." Don't take these descriptions too literally, as lots of quests are in varying states. "Working" means you can *more or less* play it from beginning to end. "Completed" means it's done as a "beta." Every quest in this game awaits play testing and possibly some assets and polish.

Barkley 1 - At the end of Barkley 1, Cyberdwarf and Hoopz Barkley are on an escape pod adrift in space as Charles and Balthios perish onboard an exploding Necron 5, taking with it all of B.L.O.O.D.M.O.S.E.S., Michael Jordan and Shadow Barkley. Barkley 2 is a sequel, but it takes place 4000 years in the future, year 666X.



Maybe a little too on the nose...

Game Start to Character Creation – When you start B2, you start with a long, character creation segment which we've showcased. All these questions tie into some part of the game such as increasing or decreasing stats, changing how some parts of the game look, or boosting the dominance of certain gun's genes during breeding. This is fully working but can be skipped for the demo.

Tutorial – Basic Controls are introduced as the Player Character is woken up with amnesia from a giant cybernetic egg. They are told that The Cyberdwarf is looking for them and are then promptly shuttled around by some Commando Dwarfs operating under the name L.O.N.G.I.N.U.S. Quickly, the Player Character is separated, shot by a Duergar and left for dead. Eventually they wake up in Tir na nOg with a new name: X114JAM9.

Tir na nOg and Sewers – Tir na nOg starts with a Quest to pay someone's rent, but the idea is that there are lots of other distractions that might keep you from completing it. Those other quests include robbing a bank, finding someone to work at a pet store, or collecting ballers for a game of bball. You can't freely exit TNN but there are a few ways to get out: mainly by impersonating the Governor or getting arrested (sends you to the Hoosegow).





Waiting in Line

Basketball Tactics - BBTX is not in the main single-player Barkley build as there was no AI for it. More on this when we have the demo ready.

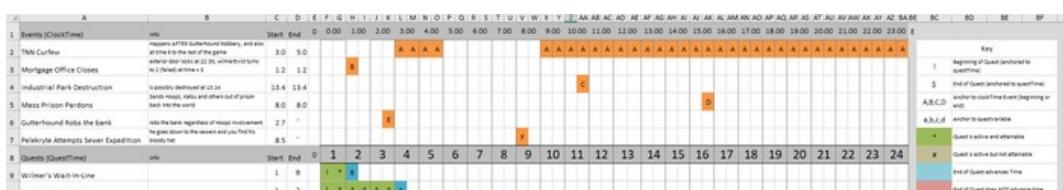
The Sewers - In the sewers, there are a few things for X1 to do: obtain their first Zauber, liberate some slaves from a grotesque Duergar and eventually find a path to the L.O.N.G.I.N.U.S. rebels.

Quests (QuestTime)	Complete	Working	Area
Aelfleda's Eviction	yes	yes	TNN
Booty Bass Contest	yes	yes	TNN
Cornrow's Errands	yes	yes	TNN
Eric's Pet Quest	yes	yes	TNN
Fede's Surgery	no	yes	TNN
Governor's Quest	yes	yes	TNN
Gutterhound Bank Robbery	yes	yes	TNN
Katsu's Bball Quest	no	yes	TNN
Lugner's List	yes	yes	TNN
Wilmer's Wait-In-Line	yes	yes	TNN

Quest Development of TnN and Sewers

Time System and Quests –For the demo, I plan to have some explanation of game systems to accompany that release. While I'm focusing on quests for this demo however, I would like to explain one system: quest time. Very simply, time moves forward dynamically - as you complete quests the game unlocks a "gate" that allows time to move past a certain hour. In this way, completing zero quests for a long time will see the ticks of the clock slow down and then eventually stop at one of those gates, let's say 12:00. (Time counts down, I'll explain below). But if you were then to complete two quests in rapid fashion, the time gate could jump down to 10:00 and the clock would start counting much faster as it raced toward the gate which is now 2 hours away. Progression would then slow again as it approached and eventually stopped and waited for you to complete more quests. Half of the experience you gain in the game is tied to the time that ticks by... as a sort of "growing up/aging" indicator. (The other half of experience is gained by playing vidcons found in the world and represents "exploration.")

This time system started *laughably* too ambitious, with all the quests above having checks for not only when they are completed, *but in what order*, which starts the permutations running rampant. It was drastically untenable, and the system was simplified. Quests still have "available times" but they are very basic. It was too difficult to get them all to work together, nor were there enough quests to really warrant such a system in the later areas.



Quest ID	Quest Name	Area	Map	Variables
11	Lugher's Lie	None		
12	Eric's Pet Quest	None		
13	Bosky Bass Contest	None		
14	Turk's Fish Chase Quest	None		
15	Uschi and Commissar Blaai Quest	None		
16	Priss Retrieval	None		
17	Governor's Quest	None		
18	Gutterbound Robbery	None		
19	Pelikyle Escort	None		
20	Baldomero's Seaver Room	None		
21	Joel's Notes	None		
22	Katya's Blaai Quest	None		
23	LGNS: Prison Quest	None		
24	ZM: Growth Elemental	None		
25	MQ: Access to Longinus	None		
26	MT: Turku's Fair Attireous	None		

A glimpse into the nightmare of our original Time System.

Top Secret Dossier – While your main mission is to simply “Find the Cyberdwarf,” there is a basic quest that has X1 moving from area to area delivering a Top-Secret document to certain characters (this starts with the Governor Quest). This Document eventually grants access to the end of the game but in the meantime, hopefully serves as a thinly veiled quest line towards the end of the game, and an anchor to anyone who is lost wandering around and unsure what to do.

The Hoosegow – If you are arrested, you get sent to the Hoosegow which must be completed by staging a prison break. This is in the demo as well.

The Wastelands – these maps are combat areas that connect the quest areas together. X1 journeys through them to get from place to place, battling mostly Cybergremlins. There are a few maps you can explore in the demo, and we can open it up more if backers want a fuller picture of the game after playing the more stable first part of the game.

Areas Not in Demo

The Social – in The Social, a walled collective of Wasteland survivors, there are a few quests that either advance time or point X1 in a new direction. It cannot be understated that the intricate and labored quest structure that exists in TNN does not exist in this area, or any other below. There are a few events that line up in the overarching Operation: Reverse Dunkirk path (the name of the Top Secret Dossier Quest), but various side quests like selling chups or stealing power from the Power Plant lack the interconnectedness of the original quests in TNN, for better and worse.

Quests (QuestTime)	Complete	Working	Area
Chup Selling Quest	no	yes	The Social
CS: Stealing the Cybergremlin Trash	no	yes	The Social
Cybergremlin Trash Quest	no	yes	The Social
Figbottom Murder Mystery	no	yes	The Social
Irmingard's Clispaeth Quest	no	yes	The Social
Sepideh Power Quest	no	yes	The Social

The Social functions mostly, but needs testing and logic verifications.

The Mountain Pass/Gilbert's Peak – Depending on how X1 got out of TnN, the Dossier could need to be delivered to L.O.N.G.I.N.U.S. with instructions to stage a Hoosegow break-out unless, of course you already did it by getting arrested. There is also a network of caves that contain Duergars in a mining operation.

Quests (QuestTime)	Complete	Working	Area
CS: The Mines (Kalevi+Duergars)	yes	yes	Mines
LGNS: The Rebel Mountain Outpost	no	yes	Mountain Pass
LGNS: Prison Quest	yes	yes	Prison

Most things here are based around the Hoosegow break in/out.

Swamp – The Swamps are another combat area, and path X1 from the Mountain Pass to Brain City. There is a single map where we were planning to add in some characters that seek refuge from wherever X1 first meets them. This is probably the only quest I'm listing in here that has absolutely nothing done for it. It's effectively cut already but listing it to show the state of the game now and how the scope has been slowly truncated over years.

Quests (QuestTime)	Complete	Working	Area
Safitou the Hard-Tac Salesman	no	no	Swamp
ZM: Frog Kid	no	yes	Swamp

Not much was every really planned in the swamp.

Brain City – Brain City is where the second half of the game would begin and is the location of L.O.N.G.I.N.U.S. and allows X1 to finally meet with the Cyberdwarf and learn about their destiny. The main quest has been written for a while, since the early development of the game. It required a lot of systems that were only designed (such as the ability to deliberate and choose your real Identity). That was what we were recently working on and won't be in the demo. The Arcade Quest is the other storyline in this area that has effectively no work done to it besides a resolution of a few previous storylines. It should be cut.

At this point in the game X1 also confronts Cuchulainn for the first time. And confirms the fears of more perceptive passengers on Necron 7: Cuchulainn, the Malevolent AI, intends to fly Necron 7 and all her inhabitants past the physical outer bounds of the Universe and into the Void of Hell. This is why all the clocks count downwards and puts a theoretical "time-limit" on saving the ship (even though there really isn't any way to fail due to the logarithmic time progression.) It is now up to X1, or whomever X1 decides to become, to stop Cuchulainn.

The second half of the game involves a few quests where X1 is tasked with searching out and collecting the Cyberspear, starting in the AI Ruins. This search then doubles them back through the most of the areas above and allows quests that were skipped or missed before to be completed, eventually gaining all the pieces of the spear, and advancing even closer to the end of the game (quests from areas above with CS: in the title are those Cyberspear quests).

Quests (QuestTime)	Complete	Working	Area
LGNS: Dwarf Zion Assassination	no	no	Brain City
Matthias (Dead Son)	no	no	Brain City
MQ: Access to Longinus	yes	yes	Brain City
MQ: Cyberdwarf and Trigal	no	yes	Brain City
Pelekyte's Observatory	yes	yes	Brain City
Susannah Arcade Quest	no	no	Brain City
The Chinchilla Jerkin	no	no	Brain City
The Dilapidated Zone	no	yes	Brain City
The Guilderbergs	no	yes	Brain City
Wedding Band Quest	no	yes	Brain City
MQ: The Cyberspear	no	yes	AI Ruins

Brain City was intended to be as big as Tir na nOg.

Icelands – one of the later areas would have been the Icelands which contains a Dojo protected by a vast expanse of tundra. Here is one of the Cyberspear pieces and also another crucial part to the ending of the game - this is where Charles Barkley appears and decides the greater fate of X1.



Ice Dojo

Cuchu's Lair – Here X1, armed with the Cyberspear, journeys to the 66X'th floor of the Necron 7 and finally completes Operation: Reverse Dunkirk, opening a path to the final confrontation. Firstly, they must confront the Duergars who protect Cuchu with their lives. There are 24 Duergars in the game that you can kill or incapacitate in some of the quests listed above. (about 2/3rd of these results are working, and the other 1/3rd was planned for the quests yet to be completed.) The more Duergars you are able to incapacitate in the main game through questing, the less you have to fight in Cuchu's Lair. This serves as a quest-based stat check of sorts.

End of Game – This is the end; a big battle was planned and then that's it, game end. The writing and basic event/cutscene structure is here, but this was always planned to be one of the last things we do so it is still in skeletal form.

Areas Cut from Game:

AI Akihabara – This was a desert town hidden within the Swamps. Most every idea from this town was either cut or migrated over to other ideas. It was a funny idea, but just never was effectively worked on.

Death Tower – There was a boss idea for the death tower and we even had some sprites drawn up for it, but it would have taken combat to get to a stage where we were making boss prototypes or Enemy Types that were stable in order to justify adding it in. There was a devised but uncoded tabletop-rpg simulated “battle” at the top of the tower. It would have been cool.







Death Tower would have had spooky occult guys on each floor.

Time to get to work on these demo documents.

Liam



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Justin Patterson
almost 6 years ago

Looking forward to it. I'd recommend including statements from some of the other past developers as a brief post mortem like yours, as it'll help them a cathartic chance to vent and provide an interesting lens into the game dev life cycle. Maybe that would be a good step to mend some of the burned bridges.



Liam Allen-Miller
almost 6 years ago

Quick question! Will my receipt from the Astral Lounge work in the character creator here? If not that's totally cool, it's such a frivolous thing, haha. <3



Joe Whittles
almost 6 years ago

This is going to be interesting. I'm impressed with how seriously you're taking this, but don't feel you have to burn yourself out for a project I think most would consider dead at this point. As it stands what you have here is already very valuable post-mortem materials for upstart game developers.



Razvan Florentin Popescu
almost 6 years ago

good job men. good works comes from dedicated people



jfrisby

almost 6 years ago

Since the game isn't finished anyway, can we add the death tower back in?



Razvan Florentin Popescu

almost 6 years ago

not for the demo



Imogen

almost 6 years ago

Do you have permission from the devs who did the work to release this? Would be very uncool if you shared their unfinished work without their blessing, and it seems like they've all cut ties from the project at this point.



Chris Conley

almost 6 years ago

FrankieSmileShow (the pixel artist) at least is on board and even ran a video stream this week where he fixed some bugs and got DwarfNET integrated into the main game. He says 3-4 others are working on putting the demo together this week as well, so it's not just Bhroom and his new coder doing this.



Name

almost 6 years ago

Haha, I am shocked to hear that there will be something, albeit a tutorial demo, to show from this mess.



Adam

almost 6 years ago

Hell, it's about damn time



DB

almost 6 years ago

Color me surprised.

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