

Kopimon Game Guide

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1. Game Overview

1.1. What is Kopimon?

Kopimon is a 2D adventure RPG game set in modern-day Singapore, where you, the player, takes on the role of a helpful citizen. You will venture out to iconic places such as the Esplanade and Lau Pa Sat, take on quests and fight monsters with other players.

1.2. Before you start

Kopimon is a game made for desktop environments. You can run the game on Windows or MacOS. Create an account so that you can create rooms or join rooms created by other players. Below are the steps for registering an account in Kopimon:

1. First, start up the game and click on “Sign Up” to create your account



2. Enter your details and click on “Sign Up”



3. You will be redirected to the login screen, key in your account details and click on “Login”.



4. You are all set! Enjoy your adventure in the world of Kopimon!
5. If you forgot your password, click on the “Forgot Password” button to reset your password.

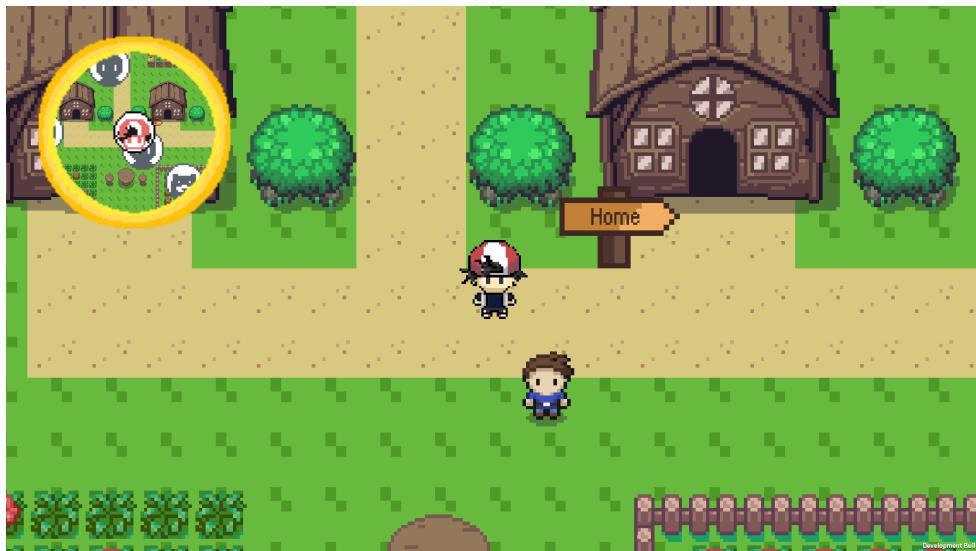
2. Gameplay

2.1. Main Objective

Complete a Covid-19 mission and defeat the boss monster.

2.2. HUD

The minimap on the top-left corner shows the player character, NPCs, monsters and surrounding environment. You can use this to navigate the area you are exploring. There are also road signs placed in various locations to help you with navigation.



To use the menu, press the “Enter” key. Navigate the menu using “WASD” or arrow keys. To confirm, press “Z”; to cancel, press “X”

2.3. Movement

In the world, use “WASD” or the arrow keys to move around. Walk over portals in the game world to enter other areas.

In battle, movements are slightly different, refer to the “2.5 Battle” section for more details.

2.4. Character interaction

Press “Z” when standing in front of an interactable character or object.

Some characters will automatically walk towards the player and start a battle when the player walks in front of them! These characters are “trainers”. You can battle with trainers to level up your party members.

2.5. Battle

2.5.1. Turn-based

This is the battle screen when you enter battle with a trainer or a wild monster. Each side will take turns to perform actions.



Take note of the following parameters

HP: when this reaches 0, the character engaged in combat will faint

EXP (only for player-controlled characters): when this reaches maximum, the current player-controlled character will gain a level and become stronger



There are 4 actions you can take. Select the actions using "WASD" or arrow keys. To confirm an action, press "Z", to cancel an action, press "X".

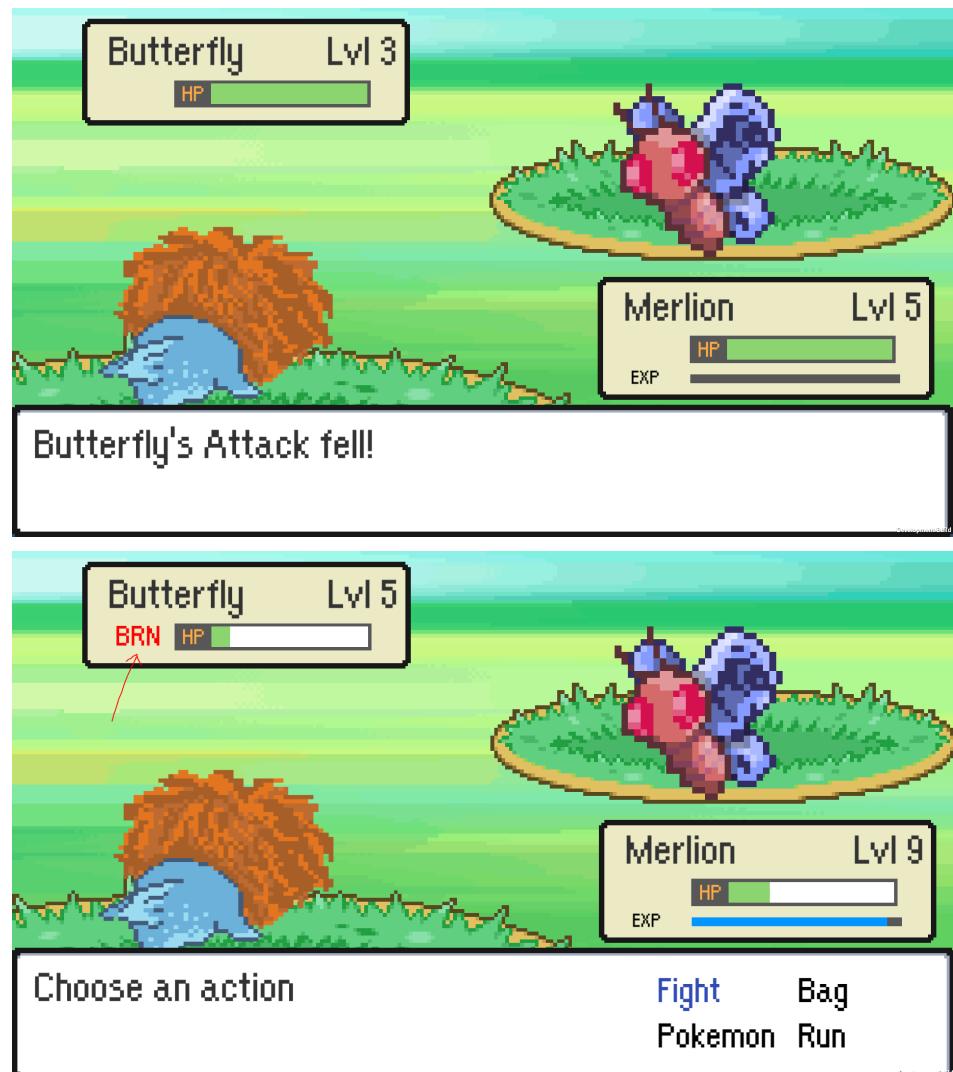
Fight : Attack or use a skill

Bag : Open your inventory

Pokemon : Change your party member

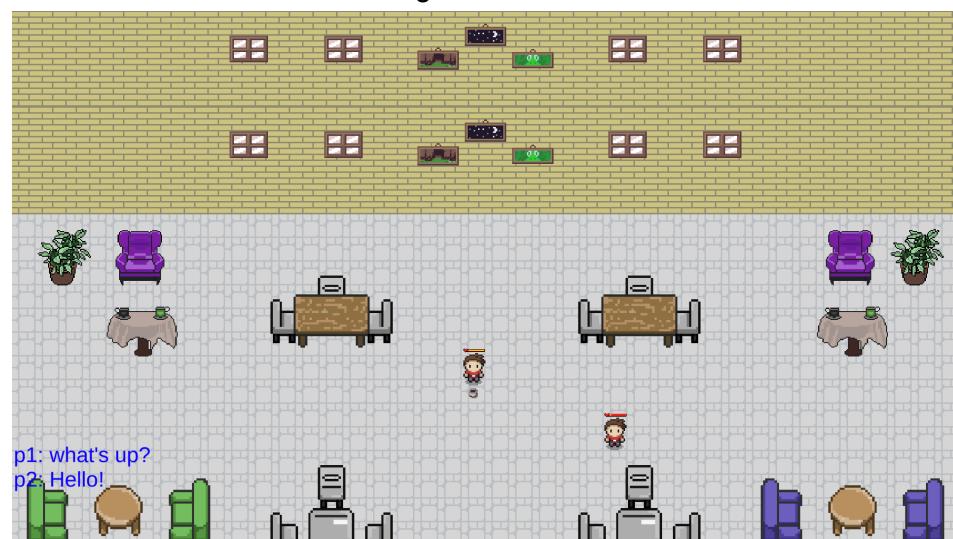
Run : Escape from current battle

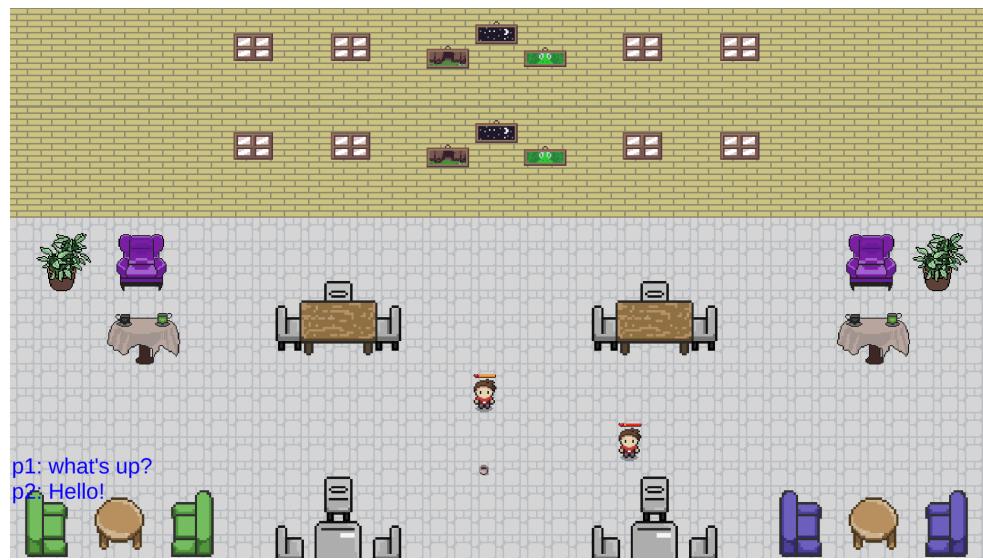
You can use skills to attack or apply status effects.



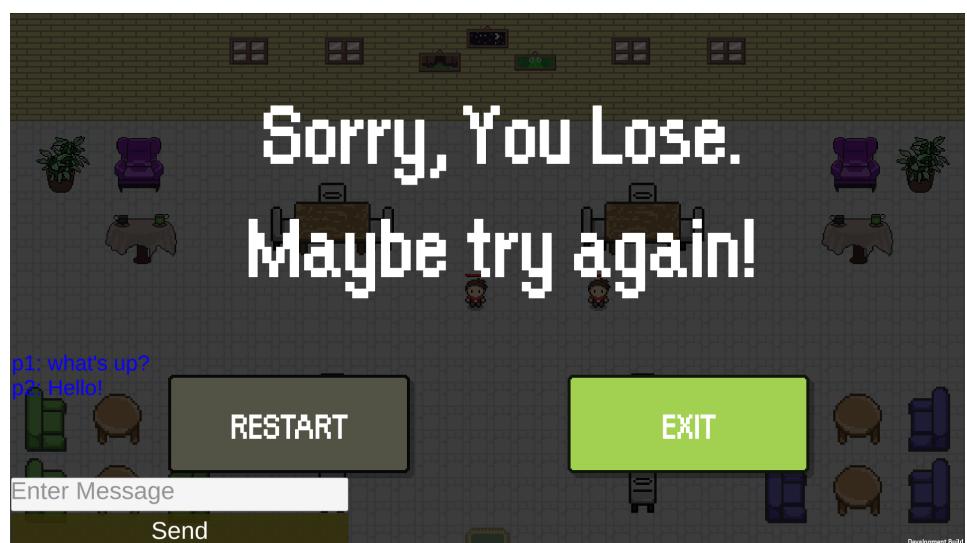
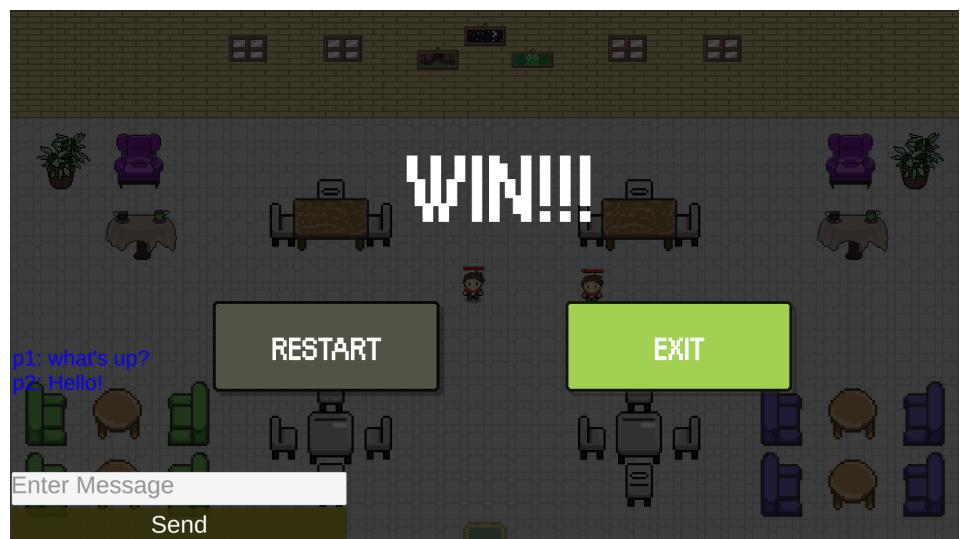
2.5.2. Multiplayer (Player vs Player battle)

In this type of battle, arrows keys control player movement while “WASD” keys control player projectile directions. Projectiles are fired along player’s direction of movement in a straight line.





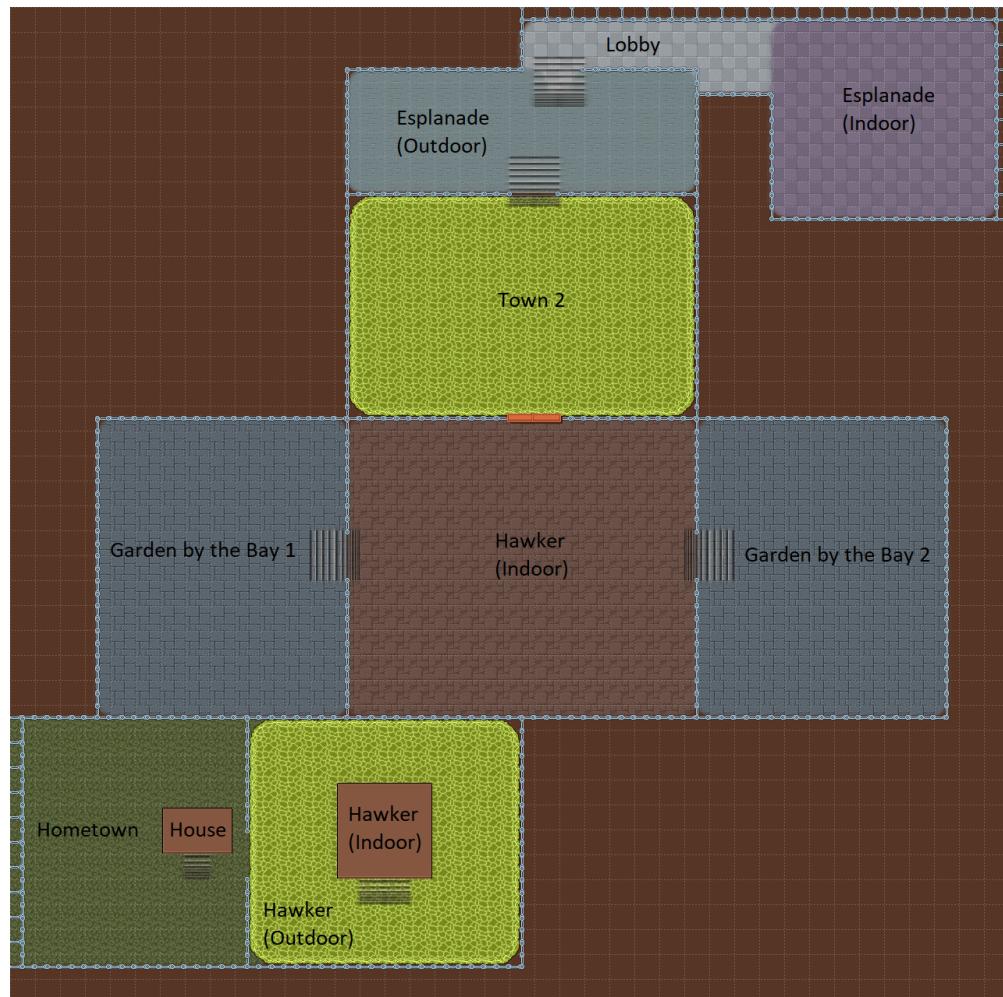
After getting hit by projectiles a few times, player's HP (the red bar above your character) reaches zero, ending the battle.



3. Game Scenes

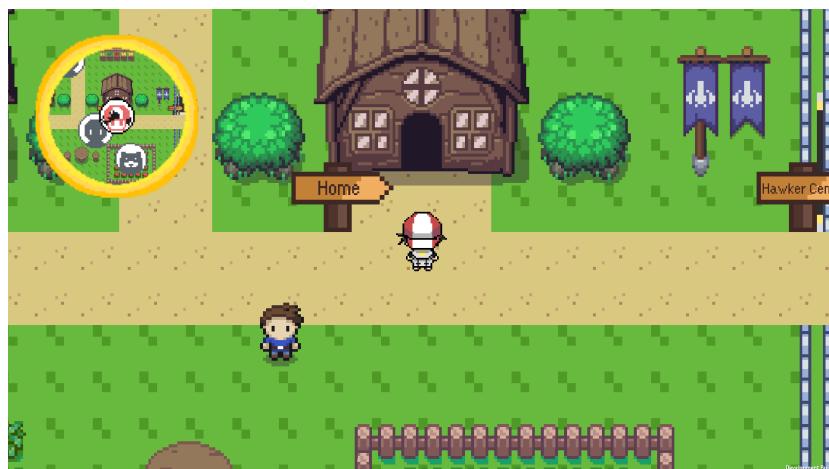
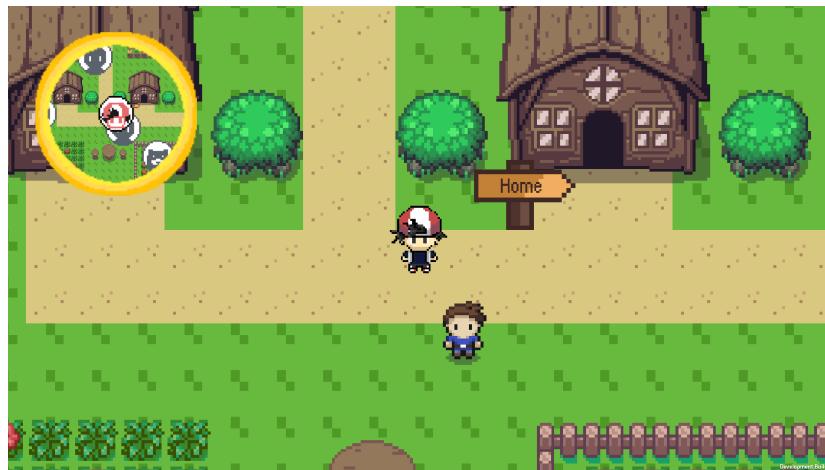
3.1. World map

This map shows you the layout and connection of different areas that you can explore.

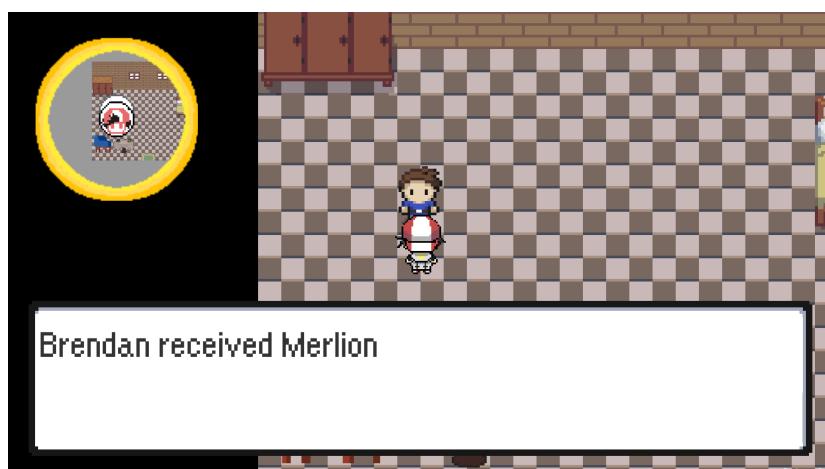


3.2. Hometown

This is the scene where you spawn



Walk into the house on the right side. You will receive a Merlion after talking to an NPC inside the house



There are a few NPC characters in this place that you can battle with to level up your Merlion.

3.3. Hawker Centre

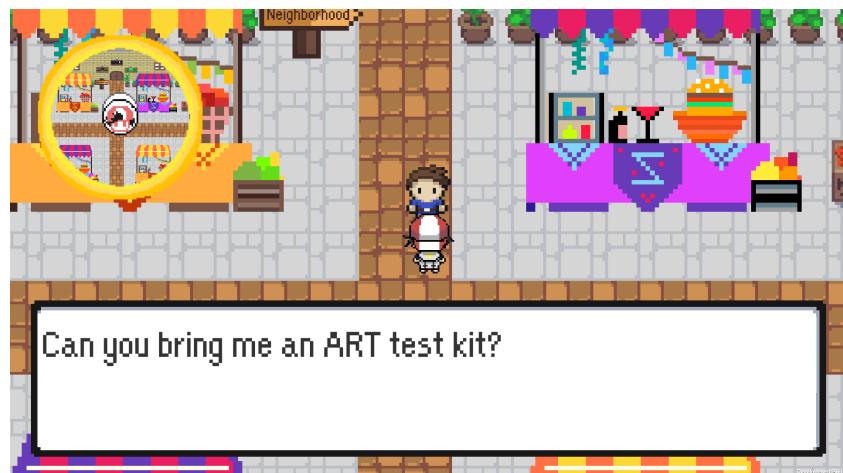
3.3.1. Outdoor

This is a scene where you can explore and battle with other characters to level up your party members.



3.3.2. Indoor

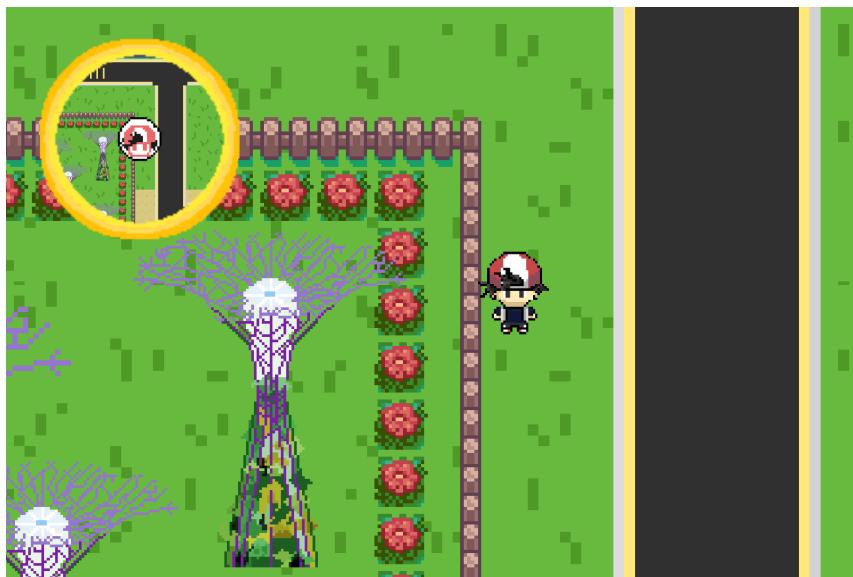
This is the main quest scene. You will receive a quest after talking this character:



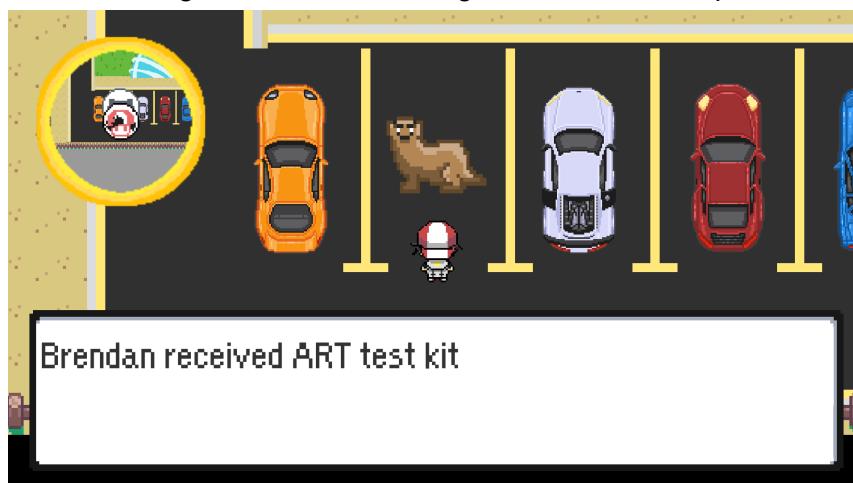
3.4. Garden by the Bay

Find the Otter in Garden by the Bay and defeat it to receive an item needed to complete the main quest.

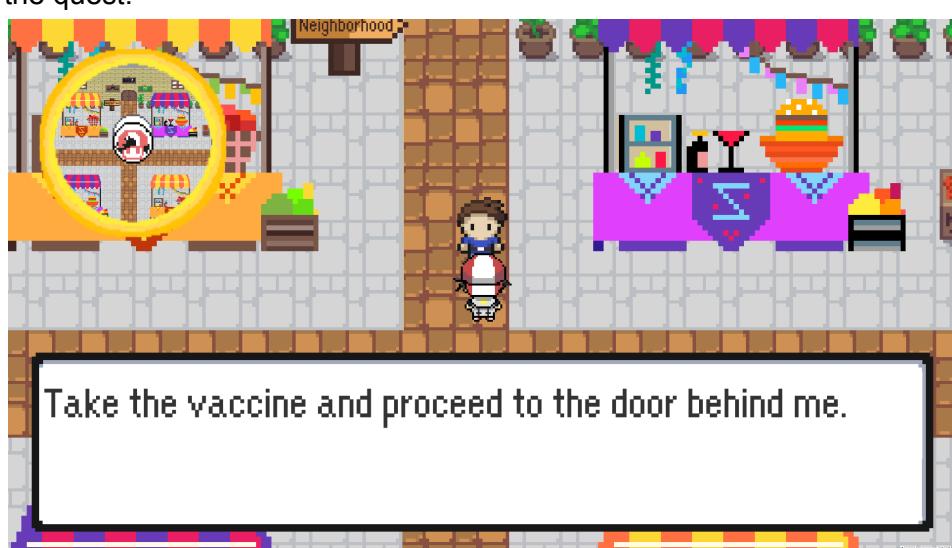
3.4.1. Left entrance



After defeating the Otter, talk to it again to receive the quest item.



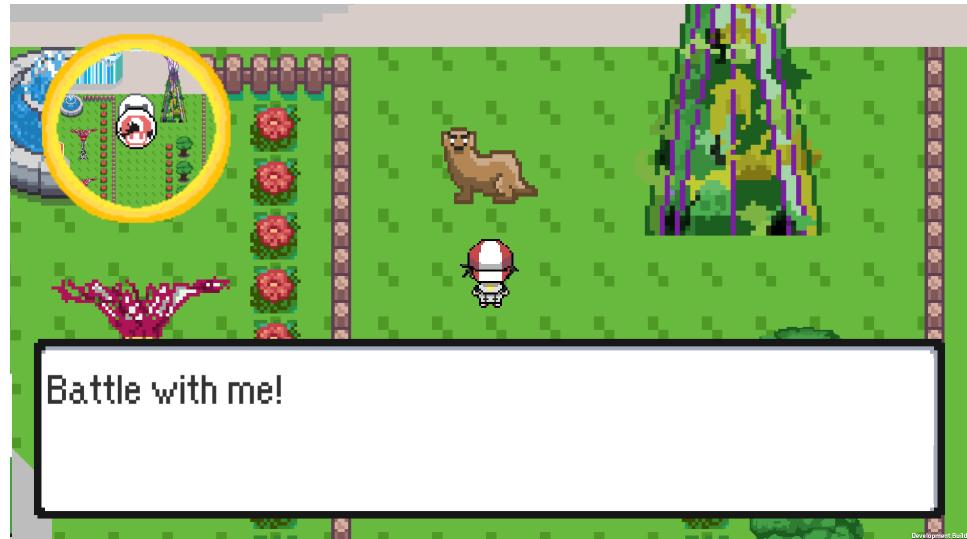
Return to the Hawker centre and pass the ART test kit to NPC to complete the quest.



After completing the quest.

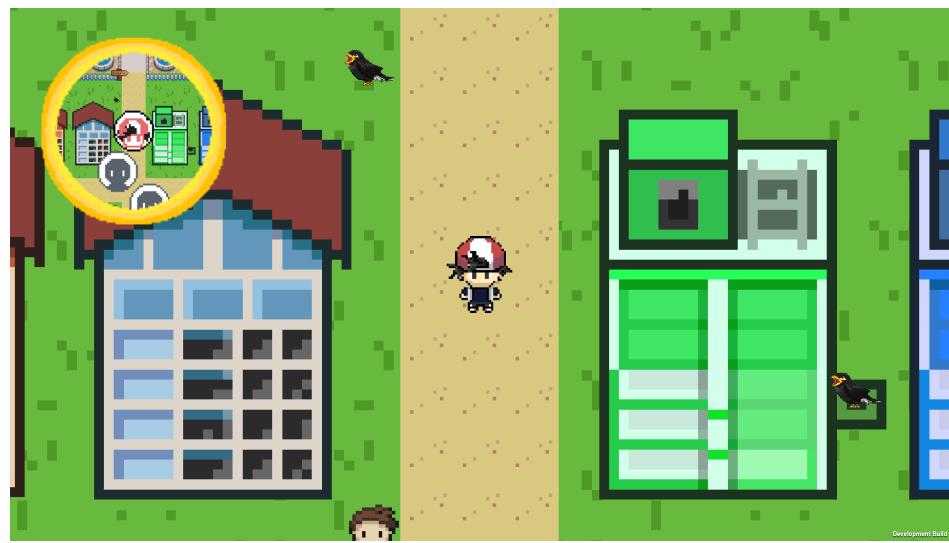
3.4.2. Right entrance

Alternatively, you can go to the right entrance in the Hawker centre and battle with this Otter to complete the quest.



3.5. Town 2

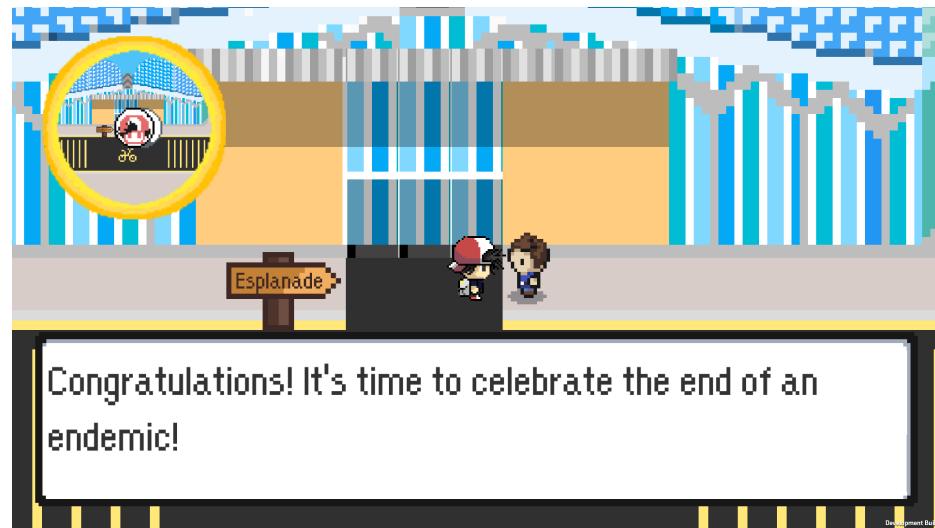
You will be able to enter this scene after completing the quest in Hawker Centre.



You can continue fighting the trainers or proceed to the Esplanade (North).

3.6. Esplanade

Walk into the building to enter the multiplayer lobby, where you and other players can battle together.



3.7. Lobby (Multiplayer)

Enter your character name. Click on “Go To Lobby”



Here, you can create rooms or join rooms created by other players. Key in the room name and click on “Create Room”



When you are the owner of a room, you will be able to start the multiplayer gameplay when there are at least 2 players in the room (including yourself).

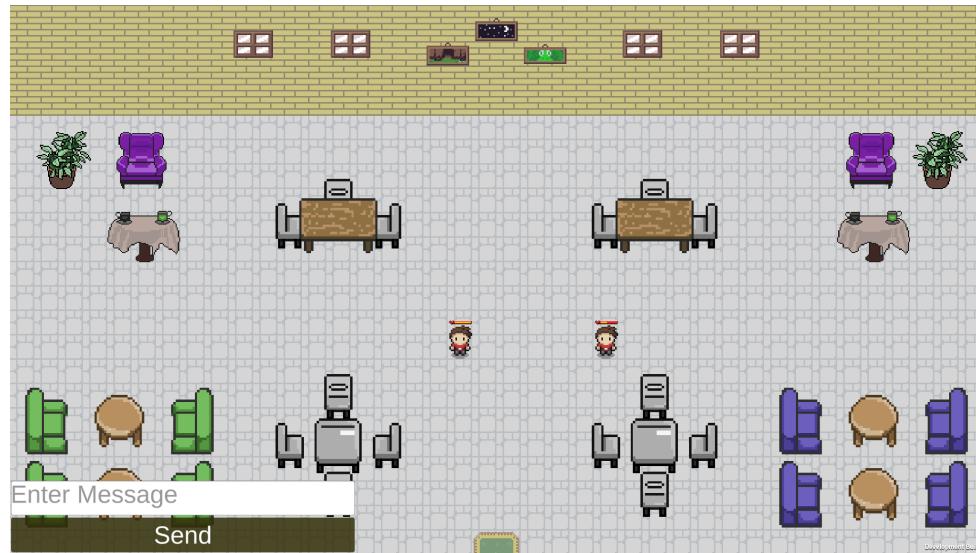


Another player joined our room, let's start the gameplay. Click on "Play".



3.8. Esplanade (Indoor)

After the room owner clicks on the “Play” button, all players will spawn in this scene. In this scene, the battle system is changed. Refer to “2.5 Battle” for more details.



Players can also send out text messages to one another using the text chat at bottom left corner.

