

Kobold Slayer Manual & Guide Book v0.2

Thank you for purchasing Kobold Slayer. This document serves as the manual and guide to the game.

Introduction

To those that are used to playing RPG's aimed towards the mass consumer market, they might find Kobold Slayer and similar games daunting and hard to get in to. This guide is designed to guide the beginner of the genre into the world of hardcore dungeon crawling. As an introduction below is a list of characteristics of the hardcore 3d dungeon crawler RPG genre (I.e. Games like Kobold Slayer)

- All characters are built and customized by the player from scratch
- Enemies are extremely dangerous even on the very first levels and must be dealt with great caution otherwise players will find their entire party being sent to the graveyard very quickly.
- Rare items are obtained from treasure boxes that are randomly dropped by the enemy which are most of the time booby trapped and need to be disarmed by a Thief or Ninja.
- Risk of permanent death of characters (Dead characters need to be revived at the temple and face the risk of turning into ash during the revival incantation)

Character builds

Unlike most RPGs there is no readily prepared heroes or heroines with a backstories in Kobold Slayer, that is all created by you the player, using the character build system (The Tavern) and your imagination. Not only will you name your character, you must decide his/her trait (Average, Strong, Smart, Faithful, Cunning), and what class/job he/she will take on. Combining the different traits and jobs the players will think up of their own strategy on how to defeat the enemies in the dungeon. Although entirely optional players can even make up a backstory for each of their characters enhancing the role playing element of the game.

Traits

Average – A character with an average trait is suitable for almost any job. But being average he won't excel at any of his jobs either. The fact that his piety is low from the start makes him unsuitable for the priest class.

Strong – The strong trait gives a character high strength which allows one to deal a greater amount of damage upon enemies and pierce through their armor. A character with a strong trait is most suitable for the fighter class, but also has high piety making him/her a good priest/priestess as well.

Smart – Smart characters have high intelligence and piety, making them suitable for mages or priests. However they start off with very low vitality making them vulnerable members of the party.

Faithful – Characters with this trait have high piety making it the best for the priest class. It also gives high agility which could be useful for a Thief character.

Cunning – The cunning trait gives the character high agility and luck which is best for the Thief class and successfully identifying and disarming booby traps.

Jobs/Classes

Fighter – The fighter mows down his enemies with brute force with his high strength levels. He/she can't use spells, but can equip most of the strongest weapons/armor in the game.

Mage – the mage casts powerful spells to defeat the enemies he faces. The mage is unable to equip armor, and can only wear a cloth or cape making him/her very vulnerable in combat. With only melee characters in the party though it could be difficult or even impossible at times to survive in the dungeon without the help of mage spells so it is a good idea to bring a mage within the party at all times.

Priest – Priests specialize in healing spells to revive party members and to protect them with various protection spells. Priests can wield weapons such as maces and also wear heavy armor allowing them to survive longer in combat. Every party should have at least one priest to heal wounded members and to cure poison and paralysis which are both serious ailments that could lead to an entire party being wiped out very quickly.

Thief – The thief isn't a good melee fighter, nor can he use magic, but it is the only profession that can identify and disarm traps on treasure chests with a high success rate. The thief can also steal gold from enemies which is a good way to make money in the beginning stages.

Bishop – The bishop is essential to identify unknown items. The Bishop can also cast both magery and priest spells with the downside being that he/she is much slower to train.

Samurai – A special class that a character can change to using a job scroll. The samurai is a fighter as well as a mage. The samurai can also equip the strongest sword in the game, the Murasama.

Lord – A special class that a character can change to using a job scroll. The lord is a fighter as well as a priest.

Ninja – A special class that a character can change to using a job scroll. The ninja is a killing machine that can use both mage, and priest spells. The Ninja also has the ability to steal from enemies and disarm traps efficiently just like the thief. Ninja is only class that can equip the poisonous shuriken rare drop. There are high stat requirements for a character to change to the ninja class.

Each job has a minimum stat requirement. When players roll a new character they must place the stat points in the correct attributes to obtain the job they want. The following shows the minimum required attributes a character must have to use each class. (Note: Samurai, Lord, and Ninja can only be obtained with a job scroll)

Fighter	11 or more Strength.
Mage	11 or more Intelligence.
Priest	11 or more Piety.
Thief	11 or more Agility.
Bishop	12 or more Intelligence and Piety

Samurai	STR >= 15/INT >= 11/PIE >= 10/VIT >=14/AGI >=10
Lord	STR >= 15/INT >= 12/PIE >= 12/VIT >=15/AGI >=14/LUK >= 15
Ninja	STR >= 17/INT >= 17/PIE >= 17/VIT >=17/AGI >=17/LUK >= 17

Hardcore Enemies

In Kobold Slayer enemies that appear in the early areas of the dungeon should not be engaged in a careless manner as one would in most other RPG's. In most other RPG's enemies at the start are usually weaker and easy to defeat as to not to scare off beginner players. This is not the case in Kobold Slayer. Kobolds, giant rats, imps and zombies will give no mercy to beginner players. They will even find ways to pierce through heavy armor and badly wound even a high level party member. They might even gang up and set up an ambush which could quickly send an entire party to the graveyard. This is why the player must go into battle prepared with a strategy to defeat their foes, even if its a rat or a kobold. As an example the player might decide to outright run away from a gang of enemies and instead engage combat with lone weaker opponents.

Treasure Boxes and Rare Drops

The strongest weapons in the game aren't sold in stores. One must obtain these rare weapons from treasure boxes dropped randomly after defeating enemies. The deeper one traverses into the dungeon the rarer the drops. At the deepest levels enemies will start dropping the most powerful weapons and spells, as well as extremely rare items such as job scrolls. The treasure chests themselves are almost always booby trapped, and need to be disarmed by a thief or ninja to safely open. Failing to disarm could trigger one of the following traps:

Poison Needle – The disarm-er will be poisoned and constantly reduce his/her HP in and out of battle.

Gas Bomb – Random members in the party will be poisoned.

Crossbow Bolt – Significant hp loss dealt to the disarm-er.

Exploding box – Deals a significant amount of damage to the entire party.

Stunner – Paralyzes the disarm-er

Teleporter – Teleport the party to the start of the dungeon and loses the treasure.

Mage Blaster – Deals damage against the disarm-er . If the disarm-er is a mage it will paralyze him.

Priest Blaster – Deals damage against the disarm-er. If the disarm-er is a priest it will paralyze her.

Disarming Chests

To disarm a chest the player will either use Identify or use the Reveal spell to find out what trap is on the chest. Identify can be used by any member of any class. If you're character is not a thief or ninja with a high luck attribute he/she might guess wrong. The reveal spell can also be used to identify traps with a high success rate if a character has learned that spell. After identifying the trap, the player will then choose to disarm the chest from the menu. If the trap was identified (either right

or wrong) the corresponding trap will be already selected. If the player guesses right the treasure box will open without setting off the trap and safely obtain the treasure.

Risk of Permanent Death

Death is a common thing in Kobold Slayer. Unlike other RPG's though, death has severe consequences. As mentioned before dead characters need to be revived at the temple but will be facing the risk of turning into ash and buried. Once a character gets buried he/she is permanently dead and cannot be revived. Players must take caution not to let their characters die, and should retreat to the surface when there is a low chance of survival.

Navigating the 3D Dungeon

The player will use the arrow keys to navigate the dungeon. Pressing the up arrow key or up on the controller will move the player forward. Pressing the down arrow key or down on the controller will make the player step back. Pressing the left arrow key or left on the controller will make the player turn left in place. Pressing the right arrow key or right on the controller will make the player turn right in place.

Sometimes the dungeon layout can get confusing and the player might get lost. In these times it is a good ideal to bring a 'Floor Map' which can be bought at the trade shop in town. Once a floor map is used within the dungeon it will display a live map of the current floor. Note that the floor map will disappear if a player leaves the floor or uses a teleport so players must use it conservatively. There are also spells and rings available that the player can obtain from drops that will display a map.

Doors

Players will encounter doors in the dungeon which can be opened by pressing the 'Z' on the keyboard or the action button on the controller.

Event Boxes

Within the dungeon are 'event boxes'. They are depicted as blue glowing boxes. Whenever a player steps on an event box an event will activate. The type of events range from stairs, keys, teleports, puzzles to boss encounters.

Short-cuts

Players will discover shortcuts to the lower levels of the dungeon as he/she progresses. Since you are expected to go back and forth many times from town to a certain level of the dungeon shortcuts can save time and reduce the tedious game-play.

Spells

Classes that can use spells can learn them from spell-books. Spell-books can be bought at the temple spell shop. Overtime as the player progresses deeper into the dungeon the spell shop will sell higher level spells so one should often visit the temple shop and see if new spells are in stock. Spells can also be found as rare drops within the dungeon. The deeper levels of the dungeons

contain stronger spells. To learn a spell players select the spell-book from their inventory and choose a character with the correct class for. Red spell-books are for mages, blue spell books are for priests. Classes that can use both mage and priest spells can use both.

Combat

Players will randomly enter combat after opening doors or stepping on an event. The combat in Kobold Slayer isn't much different from the standard turn based RPG system where players navigate a menu and command the members of the party to do various actions. One added difference in Kobold Slayer though is armor class. When an enemy or player has a higher armor class than the attackers strength no damage will be dealt. Sometimes there is an exception where damage does get through but this is very rare. If you find yourself unable to deal damage to a certain enemy, your character needs to raise his strength points or obtain a weapon that deals more hits in a turn (dealing more hits raises the chance of dealing a damaging blow which ignores the armor class). Another strategy would be to lower the enemies armor class using spells.

Leveling

When a party defeats enemies they will gain experience. Once a character has gained a certain amount of experience he/she will feel the need to meditate and rest. By resting the character at an Inn he will level up and gain (or possibly lose) stat points.

The Town

The town is the base for your party that provides various recover and healing services as well as shops to buy equipment before entering the dungeon. There is also the tavern to create new characters.

Tavern

This is where players can create, erase, add, or remove new party members. A party can also equip weapons and armor here. Whenever a new character is made at the tavern the party will be rewarded 500 Gold to get started.

The Temple

If a character has died in the party he/she will need to be revived by the temple monks. When being revived there is a chance the monks will fail the spell and the player will be permanently buried. Once a character is buried he can never be revived. The temple also provides curing services. If a player has equipped a cursed weapon or item and is in a cursed state (he/she will be unable to unequip the weapon or armor) the temple monks will gladly help you get rid of the curse. The monks also provide a cure ailments service free of charge that can be used when a character has been poisoned or paralyzed.

Town Inn

After returning to the surface your characters will probably need to be healed before re-entering the dungeon. To recover character HP and MP players can use the town inn. To recover any HP the party must pay a fee to stay in a proper room. The higher class the room is the more expensive it will be to stay there. If you find yourself unable to afford the prices you can always sleep on a cot free of charge. However sleeping on a cot does not recover any HP it will only recover MP. The destitute party will need to resort to priest spells in order to heal their wounded.

The Inn is also where characters will stay to level up if they feel the need to ‘meditate and rest’

Saving

In Kobold Slayer saving can only be at the tavern, inn and at the pathway. It is not possible to save within the dungeon so make sure not to get your party annihilated or you will lose all the progress you have made since the time you entered the dungeon!

The developers of this game hope this guide was helpful in explaining the game system in Kobold Slayer. If you still have questions please feel free to ask in the steam community forums for this game. Enjoy and have fun slaying Kobolds!