

Rise
OF THE
Knight

GAME MANUAL

RNDM_Project

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Game Installation

To be able to play Rise of the Knight we will need an emulator, RVM or WINEAPE 2.0 BETA 2 are the most used.

There are several ways to play Rise of the Knight but this is one of the many:

- Using the file *RiseOfTheKnight.sna*:
 - a. Open WINEAPE.
 - b. Select File > Load Snapshot >
RiseOfTheKnight.sna

History

In a kingdom dominated by the undead, a knight has made the decision to perform one of the greatest feats in history, to exterminate all the undead that have taken over his homeland. To do this, he will have to clean the castles of the undead throughout his kingdom.



All this will be possible thanks to the family heirloom of his lineage, Marüram, the most difficult to handle legendary sword in history.



Objetive

The main objective of the game is to go forward killing enemies getting as many points as possible.

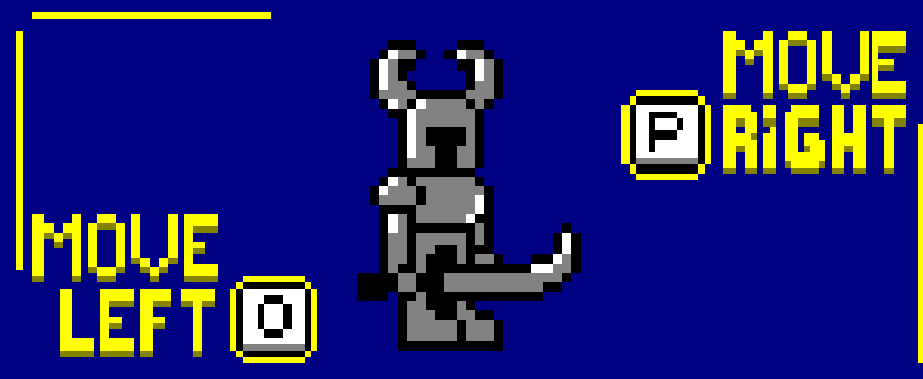
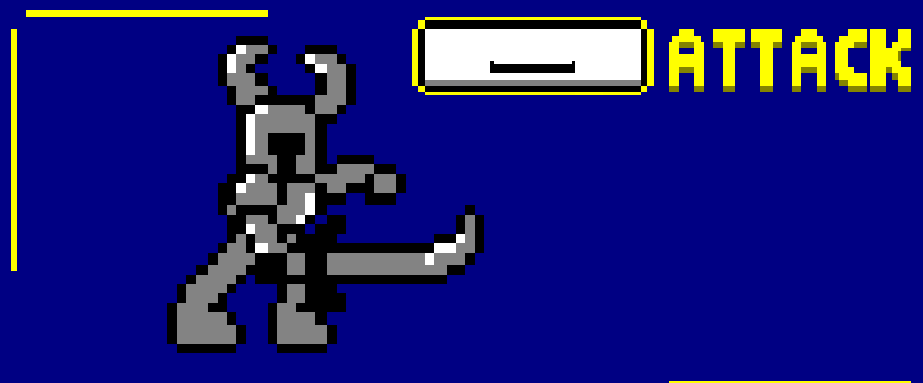
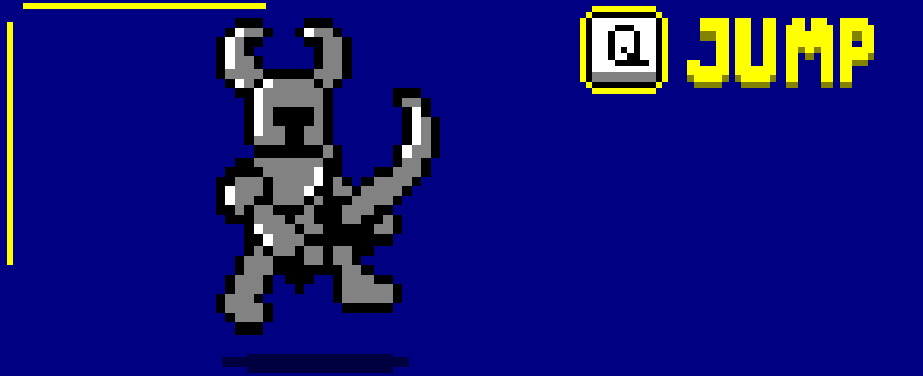
For this there are different ways to get points:

- Hitting enemies with:
 - o Normal attack: + 100
 - o First combo: + 200
 - o Second combo: + 400
- Obtaining the chest when finishing a castle: + 2000

The game will only end when the player loses all lives, if this does not happen the player will go from castle to castle increasing the difficulty of the enemies.



How to play



Enemies

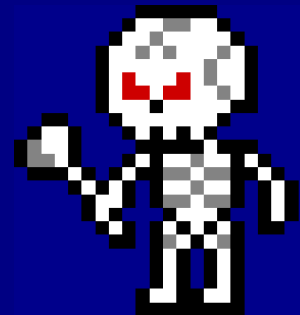
Zombie:

- Attack Type: Melee.
- The life of the zombie is changing according to the level of the castle; also, their number increases.
- The behavior of the zombie consists of him standing looking for the player, when the player enters the zombie's field of vision, it will start chasing the player.



Esqueleto:

- Attack Type: Ranged.
- The only thing that changes about the skeleton as you level up is the rate of fire of its sharp bones.
- The behavior of the skeleton consists of being in a static position looking for the player, once the player enters its firing range the skeleton will shoot its sharp bones towards the player.



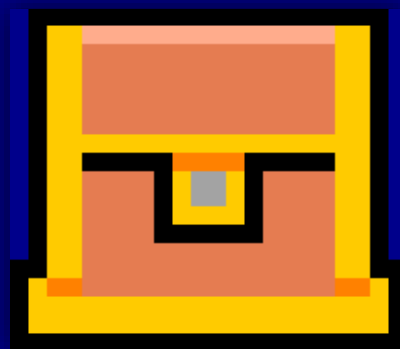
Combos

The main mechanic in Rise of the Knight is combos. When the player makes an attack there will be a moment where you will turn yellow, this means that if you press the attack button again at that moment you will perform another phase of the combo, which does more damage and gives you more points.



Chest and yellow hearts

Chests appear at the end of each castle, which will reward you with 2,000 points; also, it will mark the end of the current castle and the beginning of the new castle.



The player has at the beginning of the game a total of 5 lives, but if you lose any when you get a total of 9999 points you will get a golden life, the marker will put 0 points, but you will have 10000 points.

