

Castle Index

Overview of the Game

Background

Screen Layout

Keyboard Commands

Mouse Commands

Menu Commands

Inventory and Stores

Magic

Beastuary

Glossary

Overview of the Game

Castle of the Winds is a Windows based graphical adventure game. While still in the early stages of development, enough of the game is implemented to make a great waste of time. The current object of the game is to explore the dungeons below the city, killing the foul monsters that lurk there, and gathering the money and magical treasure to be found. You are on a quest to retrieve the Crown of Storms, a potent artifact to be found on the deepest level of the dungeon. Castle of the Winds is loosely based on Dungeons and Dragons, and draws much inspiration from such character based adventure games as Larn, Rogue, and Moria. The Windows graphical interface, however, provides the opportunity for a much richer game.

To start a new game, choose **Restart** from the **File** menu. This will allow you to "roll" the statistics of a new character, and choose such things as the player's name and sex. The game then starts out with the player at the south gate of the City of Crossroads. The city is layed out in quadrants, and eventually there will be stuff in all of them. Currently only the NE quadrant has much in it, and you'll find a half dozen or so stores there. Just open a door and go in, and you'll bring up the store window. These stores will be happy to sell you equipment to aid you in your quest, and will often buy back used or found equipment from you (at a much lower price, of course). The entrance to the dungeon is in the SE corner of the city. Once I get countryside implemented, I'll probably move it out of town, but for now there is just a set of stairs leading down in one corner.

Screen Layout

The screen is divided into three windows, the **Dungeon Window**, the **Status Window**, and the **Description Window**.

The Dungeon Window shows the player and the area immediately surrounding him or her. This window will scroll to keep the player on the screen. Once the dungeon is entered, only areas the player has previously seen will be shown. The scroll bars can be used to move this window around to see other parts of the dungeon, but it's usually easier to use the Window Zoom command instead. This will draw a condensed view of the entire level, showing you a map of where you've been (so you can figure out how to get out!).

The Status Window, along the left side of the screen, shows the current state of your character. **HP** (hit points), tells how much damage you can stand before being killed. If this reaches zero, you're toast. **Mana** shows spell points. Each magic spell takes a certain number of mana points to cast. Simple spells, such as Magic Missile, take only one, but a Fireball spell takes 3. Your mana is restored every time your player goes up a level in power, and certain magic items will restore you mana as well. **AC** is your armor class, which is a measure of how much damage your armor can absorb (the higher the better). The next 6 items show your current player statistics. **Plus to Hit** and **Plus to Damage** show the bonuses your character gets when attacking a monster. High (or low) strength and dexterity, and magical items can give you greater or lesser fighting abilities than normal. **Speed** is how fast your player can move. This affects how long it takes you to perform most actions, and how fast you can move relative to different monsters. **Copper** is how much money you are carrying. It doesn't include how much you have deposited in the bank. **Weight** isn't implemented yet. Eventually it will tell you how much you are carrying, and you won't be able to wander around carrying 100000000 copper pieces and a dragon hide... **Level** is a measure of how powerful your character is. Your character gains "experience points" for killing monsters, disarming traps, etc. After gaining various amounts, you go up a level. This allows you to cast more spells, fight better, and you gain more hit points.

The Description Window is one the bottom. Combat descriptions, site descriptions and the like go here. You can scroll back through the last 30 or so messages. These windows are resizable using the Window Move command.

See background for more information

Yech! I sound like I'm in marketing!

Your statistics are a measure of your character's Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma. These statistics are measured on a scale of 3-18 (initially), and affect how well your character can fight, cast spells, bargain, etc.

Background

I'll fill in some inspiring story here about saving the world when I get time to write one. Suffice to say that if you get out with the Crown alive, you'll be powerful enough to rule the land...

Keyboard Commands

There are two different sets of movement keys in Castle, the extended VI set, and the numeric keypad set.

<u>Direction</u>	<u>VI</u>	<u>Numeric</u>
North	k	8
NorthEast	u	9
East	l	6
SouthEast	n	3
South	j	2
SouthWest	b	1
West	h	4
NorthWest	y	7

Running is done by holding down the shift key and then using the movement keys.

Other Keyboard Commands:

Stairs Up	<
Stairs Down	>
Search for traps and secret doors	s
Disarm traps	d
Zoom out to see entire level	z
Inventory	i
Rest	.
Look at a site	x
View the dungeon	v

Several commands require a target or a direction. In this case you'll get a command pending message in the description window, and the cursor will change to cross hairs. Use the movement keys (or mouse) to target the cursor and hit return. The view command allows you to use the movement keys to scroll the dungeon window from the keyboard.

Mouse Commands

You can left click and drag the player icon to move the character with the mouse. Mouse movement will be aborted if the player is attacked or hits a trap. If you right click and drag instead the player will execute a search command for every step. This uses a LOT more game time. Double clicking on the player will go up and down stairs. Left clicking not on the player does a look command on that site. Right clicking on an adjacent door will open/close the door, and right clicking on an adjacent monster will attack the monster.

Menu Commands

File

Inventory

Magic

Activate

Verbs

Options

Window

Help

File Menu

The file menu allows you to save and restore games, and to start new games.

- Load** Load a saved game from disk.
- Save As** Save the current game to disk.
- Restart** Start a new game
- Exit** Exit Castle of the Winds

Magic Menu

The magic menu allows you to cast spells. There is room for 10 spells of your choice on the Magic menu. The first 10 spells you learn appear on the menu. Any spells you learn beyond that can be accessed through the spells dialog. The spells dialog presents a listbox of all the spells the character knows. The spells that are currently on the magic menu are marked with an *. You can add (up to the limit of 10) and delete spells from the menu by selecting the spell and pressing the appropriate button. You can also cast any spell from this dialog by choosing the spell and pressing the **Cast** button. For more information on spells and spell casting see **Magic**

Activate Menu

The activate menu allows you to use objects you are carrying about your person, either in one of the inventory slots or on your belt (Objects in you pack cannot be activated). Objects such as potions, scrolls, and wands typically appear on this menu. In addition, objects that you have not yet identified that may or may not have activatable properties will appear here. Identified objects that have no activatable properties will be removed (blank scrolls, potions of water). To use an object, simply select it from the menu.

Some objects, such as potions and scrolls, disappear when you use them. Others, such as wands and staves, have a limit number of charges. If further information or targeting is required, the program will prompt you. Some objects also have a "class identify" property. This means once you've identified an object of a particular type once, you'll recognize any other objects of the same type. In the case of a wand you will not know how many charges are left, but you'll at least know it's a Wand of Fireball. Typically these objects are also marked as "identify on use". After you use a Wand of Fireball for the first time, you know what it is...

Verbs Menu

All the items on the verbs menu duplicate keyboard commands. They are here to allow an easy mouse interface. Maybe someday I'll implement an icon bar a la WinWord, but for now this is it.

Go Up

Go Down

Search

Get

Look

Options Menu

Not much here yet. I'll add more options as time goes on.

Save Levels To Disk: If you want castle to use less memory when running, this option will cause the program to save all the levels you've visited to disk rather than far memory. Memory is faster, but the disk is better if you have lots of other apps running and don't want Castle to hog resources.

Stop Running On Special Sites: This option toggles whether a run should stop on sites that aren't empty floor. It'll stop for objects, doors, etc. There really need to be an option to stop when you are next to something interesting as well, but I haven't implemented that one yet.

Window Menu

This is info about the window menu

Zoom: Zoom uses the entire screen to draw a map of the entire level. Only the places you've seen so far are shown (except in town where you can see everything). It's useful for finding your way back to stairs, and seeing where you have yet to explore.

Move The Move command allows you to resize the three main windows. Be careful of making things too big or small, however, as I haven't gotten all the limit checks in yet. There should be a hotspot to do this as well, but windows won't let me have a size box if I don't have thick borders...

I'll capture the hit testing and fix this eventually.

Arrange All The Arrange All command returns the three main windows to their default sizes.

Help Menu
Help Index
Help Keyboard
Help Mouse

Takes you to the top level of this help file.
Takes you directly to the keyboard help
Takes you directly to the mouse help

Inventory and Stores

The inventory in Castle of the Winds is based on a click and drag model. The group of boxes (or slots) on the left side of the screen represent the characters current equipment. Each slot will display either the icon and name of the object in that slot, or the name of the slot itself. There will eventually be a picture of the character in the middle with lines connecting the slots to the player, but I haven't gotten that artistic yet.

The right side of the screen is taken up by several Object List Windows. Each window has icons for all the objects in a particular container. There is typically one for the Floor, one for your Pack, and optionally one for your Belt. To pick up an object off the floor and put it in your pack you simply click on the icon in the floor window and drag it to your pack. The reverse drops items. To start using an object you drag it from where ever it is and drop it in the appropriate slot. The Weapon, Belt, and Ready hand slots are general purpose, so you can put any object type there. The rest of the slots can only take objects of a specific type. You can carry armor in your ring slot, or vice versa.

The belt slot is special. If you put a belt in the belt slot you can then stick extra items into your belt. If you double click on the belt it will open a Object List Window for it, with a fixed number of slots available. Two and three slot belts are common, but the "Bat Utility Belt" with 10 slots is more rare. This is a valuable item! Since objects on your belt appear on the Activate Menu, you can have a lot more objects ready for instant use. Digging through your pack for that scroll of teleport while the Ancient Red Dragon is breathing down your neck (literally) is a good recipe for roast adventurer.

Stores are implemented as an extension of the inventory. When you enter a store the inventory window appears, but with the floor replaced by the contents of the store. Clicking and dragging out of the store window buys an item, dragging into the store window sells an item. In either case a dialog with the price asked/offered appears and you are given a chance to accept or reject the offer. The Sage is a special case. Dragging an object into the store window there is a request that he/she identify the object. Once again a price will be quoted and the character will be given the chance to decline.

Magic

There are several different classes of spells. Missile type spells (Magic Missile, Cold Bolt, Fire Bolt, Lightning Bolt, Cold Ball, Fireball, and Lightning Ball) are offensive spells to damage monsters from a distance. The ball spells will cover a 3 by 3 square area and damage all the monsters there-in. The monster in the center takes the most damage. Detection spells (Detect Traps, Object, or Monsters) allow you to see things in places you haven't been yet, or can't currently see. Using Window Zoom after a detect spell is a useful way to see what's around.

Attribute spells (Resist foobar, Levitation, healing, restore foobar) modify your attributes or statistics. A spell of Resist Fire, for example, temporarily gives you the attribute of resistance to flame attacks. Dragon breath will do less damage. There are often magic items that mimic spell effects, such as Amulets (for the resist spells), or potions and scrolls for most things. Some of these are one shot effects, others are timed (a potion of levitation for instance), and others last as long as you are wearing the item.

Beastuary

NYI. I'll fill in some background on the different monsters here.

Glossary

AC Armor Class. A measure of how good your armor is at deflecting attacks. The higher the better.

CP, SP, GP, PP Copper, Silver, Gold and Platinum Pieces. Money conversion is currently 1000 cp = 100 sp = 5 gp = 1 pp. All prices will be listed in cp, but you may find coins of different types in the dungeon. The bank also keeps them seperately, as I'll probably have a moneychanger at some point.

STR Strength. Higher strength allows you to do more damage per hit, and eventually carry more (NYI)

INT Intelligence. Higher intelligence allows you to cast more spells, and have a better chance of disarming traps.

WIS Wisdom. Higher wisdom allows you to cast more spells. I'll implement stuff with undead someday too.

CON Constitution. How robust and healthy you are. High constitution gives you more hit points.

DEX Dexterity. How nimble and coordinated you are. High dexterity improves your AC, your chance to hit, and your chance to disarm traps.

CHR Charisma. A combination of looks and personality. High charisma is currently useless. Some day soon I'll make it affect the prices you can get in the stores.

Mana Mana is a measure of your mystical power. Each spell you cast uses up 1 or more mana points, and when they are gone you can't cast any more spells. Mana is replenished by going up a level in experience, or by using certain magic items.