Wandering Knights

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Special Thanks
Cindy Richer
Every public beta players!

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freeware n.

      [common] Free software, often written by enthusiasts and distributed by users' groups, or via electronic mail, local bulletin boards, Usenet, or other electronic media. At one time, `freeware' was a trademark of Andrew Fluegelman, the author of the well-known MS-DOS communication program PC-TALK III. It wasn't enforced after his mysterious disappearance and presumed death in 1984.

Source: http://www.everything2.com/

This is some small gibberish text that you can obviously not read. By using this software, you agree that you enjoy rock'n'roll, heavy metal, along with Doom 2 and any other game ID Software ever made. Apogee was cool. Please encourage independent game developers. "The machinery of gaming has run amok. Instead of serving creative vision, it suppresses it. [...] It is time for revolution.

Walk into your local bookstore; you'll find tens of thousands of titles. Walk into your local record store; you'll find thousands of albums. Walk into your local software store; you'll find perhaps 40 games. Yet thousands of games are released each year.

Encourage people like Julian Gollop, Sid Meier, Ian Currie, Chris Sawyer, and all those nice people out there, that create games out of nothing. I support them, are you with me?

Don't let them buy you...

The world is shaking...

A powerful daemon emerged from hell.

Rumors say that he roams the land in quest of
souls, devouring them and killing the physical
body with an ease never seen before.
Horrific visions haunt all inhabitants of this
damned world.

It is also said that this daemon carries a real
treasure, hundreds, thousands of golds! A demonic
lure? Or is it purely his own riches?

Others claim that he travels the whole world
in a mere year, a notch less than 400 days.

Sounds exciting for a Wandering Knight like
yourself, doesn't it?

If your goal is to chase and exterminate it,
you have this time to prepare yourself and
confront it. You will need to become strong,
if you want to put it down.

However, if you are more looking toward
avoidance, you will need to be dexterous to
run away from this monster.

Or again, maybe you want to lure it and become
its ally? Put it on your side and you might
be able to dominate the world. But for this,
you will need all your mental abilities.

Choose your way, Wandering Knight, choose
it appropriately. Strong or weak, swift or
slow, dumb or wise, good or bad, you are
free...

Installation

To install Wandering Knights, simply run the installation file, **WKSetup.exe**, which you probably downloaded from the Internet. Once the installation is started, follow the simple steps to a successful installation. It will automatically create a Nuloen program group for you. When you want to start Wandering Knights, follow those steps:

1. Click the **Start** menu button on the taskbar.
2. Go to **Programs**.
3. Select the **Nuloen** program group.
4. Select the **Wandering Knights** group.
5. Click **Wandering Knights**.
6. **Enjoy**!

If you want to uninstall Wandering Knights, follow the steps above to go to the Wandering Knights program group and select Uninstall Wandering Knights, which will guide you to a complete uninstallation.

Configuration

If you want to configure Wandering Knights, simply go to the Nuloen program group and select Configure Wandering Knights, or run **WKConfig.exe** in the Wandering Knights installation directory.

Full Screen: The game will be played full screen or windowed.

Debug Info: Display some useful info for debugging.

Messages: Change the default colors of the display messages shown while you play, to customize your Wandering Knights copy.

System Requirements
Windows 95/98/Me/2000/XP, DirectX 7.0
500MHz CPU, 128MB RAM, 25MB Disk space
3D Card, Sound Card, Keyboard, Mouse

Main Menu

Play: Select this option to create a character and start a new game.
Load: Load a previously saved game.
Exit: Terminate the application and return to Windows.

Character Creation

The character creation process goes through an 18 questions life path that will shape your character's statistics. Some questions will affect stats grandly; others won't change them at all. The questions reflects what your character lived previously to starting in Wandering Knights, and also his personal background.
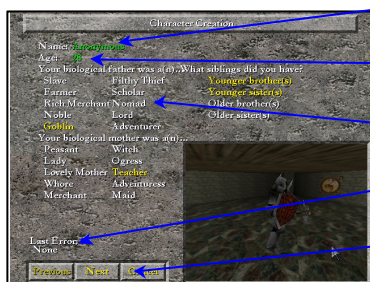
Name: Type in the name of your new character.
Age: Type his age, ranging from 20 to 70.
Questions: The questions that will shape your character.
Last Error: If an error occurs, it will appear there.
Previous/Next/Cancel: Click those buttons to go through the character creation.

Tips and Tricks

The age of your character is really important. A younger character will make him more physical than psychological, and the inverse is true for aged characters.

You can also check Appendix A, B and C for three main archetype of characters (Warrior, Thief, Merchant), and steps on how to create them.

Character Screen

The character screen is where you can see exactly what the stats of your character are.

Base Stats: Base stats are what shapes a character's personality and physical state. There are six base stats: Power, Resistance, Coordination, Speed, Mind and Awareness. The base stats are split in the three archetypes: Warrior (Power and Resistance), Thief (Coordination and Speed) and Merchant (Mind and Awareness).

Derived Stats: Derived stats are stats calculated from the base stats, which represent your current state (physiological and psychological). The four derived stats are Move, Morale, Health and Carrying Capacity. Move is used when you enter turn-based combats; it represents how much you can move before ending your turn. Morale represents how up or down you are, which affects how hard you hit your enemies. Health is your physical health; how much damage you can sustain before dying. The Carrying Capacity represents how much stuff you can carry around before you are affected.

Skills: Skills affect how well you perform a certain task. Every action you do uses a proper skill, and this decides if you succeed or not. The more you use a skill, the more it raises and the more you get better at it. There are three skills (one for each archetype): Strength, Dexterity and Mental.

Possessions: Possessions are what your character has with him, which are his Golds, Potions, Weapon and Armor (and also the inventory, which is on a separate screen).

Volatile Stats: The volatile stats are stats that change a lot through game play. The three volatile stats are Alignment, Damages and Absorption. Alignment represents how good or evil you are. Damages and absorption are calculated from your weapon/armor and base stats.

Inventory: In the character screen, press "I" to go to the inventory screen (or press the inventory buttons), where you can see any valuables your character has.

The Game

? Main View:

   The main view shows what the world of Wandering Knights looks like, in a 3D perspective. It is your eyes to guide you through the maps, spot the NPCs and treasures, go to the stores and such. This is where you see all the action of the game.

✍ Target Window:

   The target window shows you important information about the NPC you are currently targeting (more info on how to target an NPC in the Actions (✍) section. First of all, the name of the NPC is displayed at the top. Next, is an image of the NPC and its alignment (**Satanic**, **Evil**, **Mean**, **Neutral**, **Polite**, **Good**, **Angelic**), how evil or good the NPC is. Under that, the name of the group the NPC is part of appears (if the name of the NPC or the name of the group is truncated, you can leave your cursor over it, and the full name will show up). After this, you have its Health and Morale level in percentage form, which let you estimate how much of each it has remaining, to better your strategy. When the Health reaches 0% or less, the NPC dies, and when his Morale reaches 0% or less, it runs away. Next is the reaction of the NPC in regard to your character: Hate, Doubt, Tolerance, Trust, Admiration. Its reaction level changes the actions and reactions toward your character. If he hates you, he will invariably attack (and if you attack him, he and all member of his group in the zone will attack you), and try to kill you. Doubt and Tolerance let you talk a bit with the NPC, but you cannot trade. If he trusts you, he will talk and trade, and if he admires you, you will get trade bonuses. The last thing down the target window is the Consider factor. The consider is a percentage ratio over your character (100%). If the NPC has 124% of consider, he will be likely to get the upper hand. However, if he has 28%, you will kill it in no time.

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? **Radar**:

The radar is simply the map the surrounding region. If you click on the radar, you will be brought to the map screen, where you can see the whole world map.

? **Derived Stats**:

In this specific area is shown your three basic derived stats: Health, Morale and Movement. It is a graphical bar representation of your stats in regard to the total. You can know the exact value of the stats by leaving your cursor over the proper bar for a second.

? **Messages**:

The messages area is a description of what your character sees, and is the only way the system can describe correctly what you can see going around, and also vital information such as how much damages you took when the goblin hit you. The colors of the message can be configured through the Configuration Utility. Watch carefully what goes around in there, you might miss something important...

? **Actions**:

This is where you can actually control what actions your character can perform. To perform an action of the control buttons, simply click on it when it is available.

Change Target (Spacebar)

When you hit Change, it will look for available targets in your range (so that you can perform other actions on it). If it finds a target, the Target Window will show up and you will be able the other actions. You can also click on a NPC to target it.

Attack (A)

When you hit Attack (and a NPC is currently targeted), you will attack it, making him hates you, as well as all NPCs from the same group in the zone. Turn-based combat will ends when no more aggressive NPCs will be in sight. It is not recommended to attack an NPC that has a greater consider than 100%.

Use Potion (P)

When you hit Use Potion and you have less than 100% or your health, at least 25% of your move (or in real-time mode), and at least one potion left, you will regain a small to a considerable amount of health and lose 25% or your move (if in turn-based mode). Make sure to always have a couple of potions on you, as they always prove to be handy.

Pickpocket / Backstab (D)

When you are in real-time and you hit this action, you will attempt to pickpocket your target. If he doesn't notice you, you will get some of his golds, however, if he does notice you, he will hate you. Then, if you strike him back, you will get his gang on your case. When you are in turn-based mode, you will attempt to backstab your target. Backstabs are hard to do, but they output tremendous amounts of damages. Once you backstab someone, you also get his gang on your case.

Talk / Reason (T)

In turn-based, this action is used when someone has you on his bad side, and you want to raise your reaction with him. In real-time, it is used differently, depending on your faction with the NPC. If you don't have a very good faction, you will only attempt to make him talk to you. If you have a somewhat good faction, you will be able to talk with him, but you won't be able to trade. If you have a good faction, you will be able to talk and trade with the NPC. Trading with NPCs is how merchant archetypes can make money easily, especially if they are brighter than the NPC. You don't trade weapons or stuff like that, you trade valuables, which are items that don't really have in-game uses, but that are worth something. You can bargain with those and make money out of it.

Rest (R)

Resting is used when you have a low health or you have a low morale. It makes the time go faster, until you are healed, or an aggressive NPC shows up. You can't do anything else while you rest.

Stats (S)

To go to the screen where you can observe what the stats of your character are, and his actual possessions, you simply hit this option and you will be brought there. You will be able to see all your stats, derived stats, possessions, volatile stats, etc.

Log (L)

As you play, various statistics are automatically logged in your logbook. Statistics such as monsters killed, golds looted, factions, etc, are present in it. Hit this option when you want to have a look at those statistics, they are nice to have.

Options (Escape)

Options are the usual Save/Load/Quit features of the computer games. You simply go there when you need to perform one of these operations. Nothing fancy, just plain options.

Other Controls:

There are other controls available through the game. Mainly, movement controls: to move your character around, simply hit the arrow keys and you will be able to navigate effectively through the zones. When you will go past a zone exit, you will automatically change zone and move to the next.

You can also look around with the mouse look mode. To enter (or leave) it, simply right click anywhere on the screen. This will give you easier navigations and a better view of what's going on.

Clicking on the middle mouse button will repeat the last action taken on an NPC (attack, steal/backstab, talk/reason).

Another last control is the screenshot option. To take a screenshot, hit the CTRL-S (hold Control down and press S) keys to make a bitmap (BMP) image out of it. It will be saved in the Wandering Knights directory, with a clear identifier of the current date and time it was taken.

Sometimes, when you are close to a shop or treasure, a proper button will show up, and you can then click on it. If it is a treasure (shortcut key: E), you will be given what's in the treasure. If it is a shop (shortcut key: H), you will get to the shop and will be able to buy and sell stuff.

Appendices

On the following pages, you will get appendices, which are quick reference sheets that might be useful for you. The first three of them are the three main archetypes (Warrior, Thief, Merchant) and how to create them (and optimize them at character creation). The last appendix is a quick reference for the controls.

Appendix A - The Warrior Archetype

The Warrior, big brute, no brain, slash what you can hack, hack what you can slash. If you want to create the perfect and strong Warrior, just select those answers for the life path questions:

You are **20** years old.
Your biological father was a **farmer**.
Your biological mother was an **ogress**.
You had **younger sister(s)**.
In your family, you had **alcohol problems**.
Your parents **educated** you.
Your father died **executed**.
Your mother died **executed**.
During your life, you always **worked** (from 6 through 20).
You lived the rest of your life up to now as a **fanatic**.
You are **muscular**.
You are **absent minded**.
You are **healthy**.
You have an **iron longsword**.

Using this, you should obtain a character with a profile in those ranges:

> **POW**: 78-86
> **RES**: 66-74
> **COO**: 44-52
> **SPE**: 44-52
> **MIN**: 26-34
> **AWA**: 19-27
>
> **MOV**: 131-155
> **MOR**: 63-87
> **HEA**: 141-156
> **CAR**: 90-98
>
> **STR**: 119-131
> **DEX**: 68-80
> **MEN**: 33-45

Appendix B - The Thief Archetype

      The Thief, sneaky shadow, pickpocket whenever you can, backstab when they turn their back to you. If you want to create the perfect and dexterous Thief, just select those answers for the life path questions:

You are **20** years old.
Your biological father was a **filthy thief**.
Your biological mother was a **maid**.
You had **older brother(s)**.
In your family, you had **heart problems, major psychological problems** and **giants**.
Your parents **abandoned you**.
Your father died **from a heart attack**.
Your mother died **while giving birth**.
During your life, you always **got beaten up** (from 6 through 20).
You lived the rest of your life up to now as a **robber**.
You are **agile**.
You are **absent minded**.
You are **fast**.
You have an **iron longsword**.

Using this, you should obtain a character with a profile in those ranges:

> **POW**: 37-45
> **RES**: 45-53
> **COO**: 65-73
> **SPE**: 64-72
> **MIN**: 34-42
> **AWA**: 32-40
>
> **MOV**: 224-248
> **MOR**: 91-115
> **HEA**: 73-88
> **CAR**: 49-57
>
> **STR**: 59-71
> **DEX**: 104-116
> **MEN**: 51-63

Appendix C - The Merchant Archetype

The Merchant, brainy but weak, feeble but intelligent. If you want to create the perfect and wise Merchant, just select those answers for the life path questions:

You are obviously **70** years old.
Your biological father was a **scholar**.
Your biological mother was a **witch**.
You had **younger brother(s) and sister(s), and older sister(s)**.
In your family, you had **religious people**.
Your parents **educated** you.
Your father died **of illness**.
Your mother died **of illness**.
During your life, you always **studied** (from 6 through 20).
You lived the rest of your life up to now as a **tradesman**.
You are **perceptive**.
You are **numb**.
You are **leading**.
You have tons of **golds**.

Using this, you should obtain a character with a profile in those ranges:

> **POW**: 31-39
> **RES**: 19-27
> **COO**: 16-24
> **SPE**: 32-40
> **MIN**: 91-99
> **AWA**: 88-96
>
> **MOV**: 78-102
> **MOR**: 290-314
> **HEA**: 41-57
> **CAR**: 25-34
>
> **STR**: 40-52
> **DEX**: 32-44
> **MEN**: 173-185

Appendix D - Weapon & Armor List

Weapons

Axe
Base damages: 2
Base weight: 4

Battleaxe
Base damages: 11
Base weight: 9

Mace
Base damages: 3
Base weight: 3

Broadsword
Base damages: 14
Base weight: 8

Longsword
Base damages: 7
Base weight: 5

Flail
Base damages: 20
Base weight: 14

Metals

Iron
Strength: 1
Weight: 4

Dwarven
Strength: 13
Weight: 5

Steel
Strength: 4
Weight: 2

Emerald
Strength: 19
Weight: 7

Mythril
Strength: 8
Weight: 3

Adamantium
Strength: 24
Weight: 6

Daemonic
Strength: 30
Weight: 10

Damage for weapons are calculated this way:
Base damage + metal strength + (Strength ÷ 5)

Weight for weapons is calculated this way:
Base weight + metal weight

Absorption for armors is calculated this way:
Metal strength + (Resistance ÷ 5)

Weight for armors is calculated this way:
Metal weight x 5

Appendix E - FAQ & Troubleshoot

Question: When I try to launch the game, it says: "Unable to create 3D scene." What is going on?

Answer: Wandering Knights needs a 3D accelerator card that supports DirectX & Direct3D. If you do have one however, you might want to update to the latest drivers. If you don't have one, though luck, you can't play.

Question: When I try to launch the game, it mumbles something about DLLs, DirectX or direct something. Can I do something about it?

Answer: Wandering Knights requires DirectX 7.0 or later installed in order to run properly. You should head to Microsoft's site (**http://www.microsoft.com/directx/**) and get it there.

Question: The game is WAY too slow! It's not even to a playable level! What can I do?

Answer: It requires a lot of processor to run Wandering Knights properly, however, especially if you have a new machine and Windows XP, it has been known that if you ALT-TAB out of WK and come back, it will go faster.

Question: When I start the game, it crashes saying that it cannot access a file, or that there was a memory error, what's the matter?

Answer: Do you have a soundcard? No. It is required, read the requirements carefully next time you buy a game for free.

If you have questions that are not answered here, don't hesitate to ask about them, and Nuloen will try to do it's best to help you out.

Appendix F - Controls

Arrow Keys	Move around
CTRL-S	Take a screenshot
Spacebar	Change Target
A	Attack
P	Use Potion
D	Pickpocket / Backstab
T	Talk / Reason
R	Rest
S	Stats
L	Log
Escape	Options
Q	Quicksave
O	Quickload
Left Click	Target an NPC under the cursor
Right Click	Enter/Leave the Mouse Look
Middle Click	Redo last NPC action
T	Talk (in *Talk & Trade* menu)
I	Inventory (in *Stats*)
N	Next screen (in *Inventory*)
P	Previous screen (in *Inventory*)