



SOPHOKLES

RPG-Demo-Level

© 2008 by René Unger

Using Nighthawks RPG 2.0 Templates

Sophokles the classic greek tragedian

Created with 3d Gamestudio Version 7

Preface

SOPHOKLES is a Diablo style roleplaying game level.
You will find similar game elements like in other fantasy roleplaying games.

Setup

Unzip the Sophokles.zip and open the Sophokles.cd folder, there you can start the Sophokles.exe.

Gamestart

The game needs DirectX 9.30 or higher. **SOPHOKLES** will need some seconds to load. Wait until you see the **SOPHOKLES** Startupscreen:



Mainmenu

When you press ESC you open the mainmenu. Here you can save a game, load a game, quit and open the optionsmenu.



Options

SOPHOKLES uses a resolution of 800x600 pixel. You can adjust the Brightness and the Contrast with sliders in the options menu.

Story

You are an adventurer travelling through a kingdom and recognised that evil forces gain more and more influence.

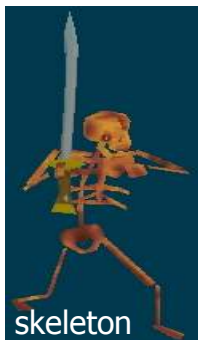
You decided to save the kingdom, although you heard that there are dragons on the side of the evil forces.

The Kingdom

You are in a part of a kingdom, where you will find a farm, a miners' house, a timber house, hills, high mountains and a chasm. At the western part of the chasm you can see lava and man-high flames come out of the ground.

In this part of the kingdom you will meet wolves, skeletons, orcs, scouts, cursed knights, golems, wizards and dragons.

You will meet most of the npc's near the houses.



In the Game



When you press **c**, you will open and close the characterpanel. Here you can add statuspoints with the Plus-Buttons and look at the levelmap.

When you press **i**, you will open and close the inventory. Here you can equip weapons and armour.

At the beginning of the game you own a damaged sword.

When you click the sword with the left mousebutton, you can drag the sword to the circle next to the hand of the figure you can see in the inventory. If you drop the sword there your playermodel will equip the sword.

Drag a helmet into the circle around the head and an armour into the circle at the body of the figure in the inventory to equip these items.

When you press **e** or **q** you can toggle the camera.

When you press **r** you can change from walking to running and from running to walking.

If you attack an enemy-npc please switch to walk because if you do not, the playermodel will run to the enemy and away from the enemy and will not attack the enemy.

When you press the **left mousebutton** the playermodel will do actions like attack enemies, pick up items and walk or run to the place you clicked on the terrain.

When you press the **right mousebutton** the playermodel will cast a spell.

At the bottom of the screen you see **Spell:**, here you can toggle between the spells with the arrowbuttons.

At the beginning of the game you can cast a fire bolt- and a heal-spell.

At the beginning of **SOPHOKLES**

You are at a farm where the farmer, if you click with the left mousebutton at the farmermodel, will ask you to get rid of the rats at the second farmhouse you can find north from here.

You do not have to fight the rats, but because of the random dropitem-function of the templates, you can find the best equipment when you fight easy enemies like rats. You can see an armour, that you can pick up, on the ground and a skull from a cursed knight.



On the barrel is a potion that will increase the health of the playermodel if you pick it up. You can find potions that increase your health-, mana-, defence- and damage-values. You also can find spells.

Like the farmer other npc´s will give you some hints.

Close the dialog with the close-button on the right side of the dialogpanel.

Hints

Explore the terrain to find all potions and spells.

To fight the strongest enemy-npc you will need high health-, damage- and defence-values.

If you walk up a hill or mountain a bit you get an overview over the terrain.

Do not forget to save and load a game.

Bugs

Please read the readme-file.

Enjoy the **SOPHOKLES** RPG-Demo-Level!