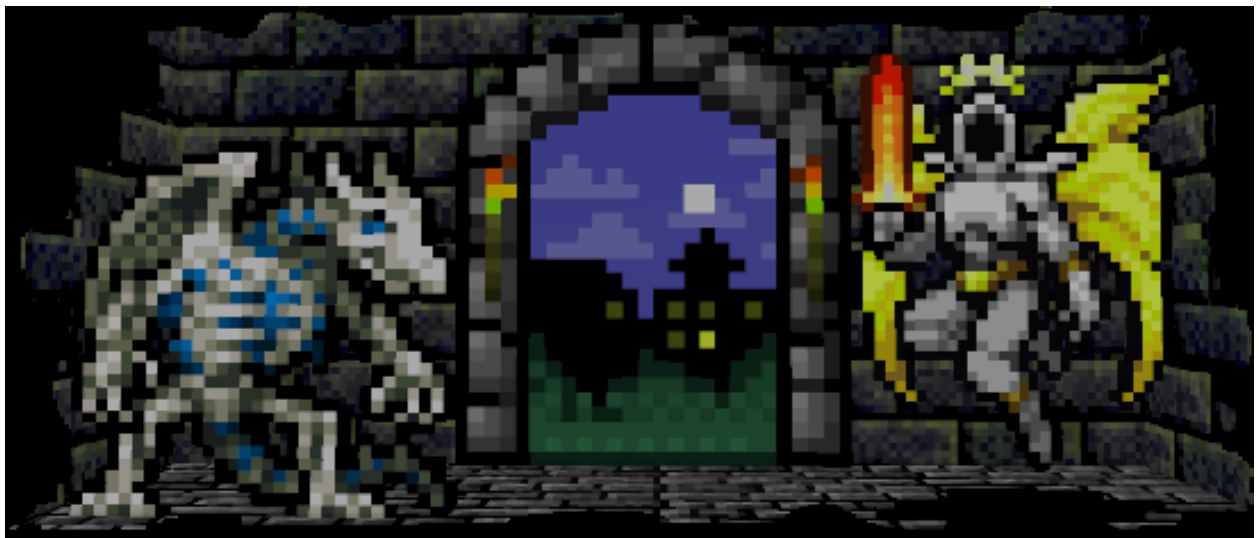


REALMS R&R RUINS

Game Manual



Realms & Ruins: Abencor Manual v0.1

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Introduction

Welcome to *Realms & Ruins: Abencor*!

I'm an indie developer who started working on this game in 2023 out of a lifelong love for dungeon crawlers like *Wizardry*, *Might & Magic*, and the classic Gold Box RPGs. I've also been a passionate tabletop RPG player for years, which heavily influenced the design and world-building in this game.

This project began as a Neverwinter Nights: EE module back in 2018 when NWN:EE released. I spent hundreds of hours learning the toolset, scripting and building out a world I wanted to play in. I eventually burned out and shelved the project but never deleted it. I found RPG in a Box in 2023 and it reignited my creative side and after playing around with the engine, decided I would pick the project back up. I had a good foundation of world and lore to 'lift and shift' over to RiaB and while the project looks a lot different now, the influences between my NWN module in *Realms & Ruins* are there. The maps are laid out mostly the same!

This is very much a labor of love, created in my spare time without any formal background in game design or development. I've sourced most of the art and music from websites like OpenGameArt.org and purchased indie asset packs, as my artistic talents aren't quite up to par. You'll find detailed attributions for the relevant assets in the credits document included with the game.

I hope you enjoy exploring the handcrafted world of Abencor, battling monsters, solving puzzles, and uncovering treasures. This game is my homage to the dungeon-crawling adventures that defined an era, and I'm thrilled to share it with you.

Thank you for playing,
Bonedude Games Studios LLC

Lore

Welcome to Realms & Ruins. You live in a land of ancient magic and mythical creatures. For centuries, the land has been ruled by three powerful leaders, ensuring peace and prosperity for their people. These rulers each hold an artifact of great power, which have been passed down through generations. These artifacts were used to lock away a great evil that once plagued the land.

Lord Cooprex, leader of the small town of Ivywood. Maintaining peace in the forest and supplying the rest of the kingdom with wood, furs and game meats. Ivywood's guards also keep creatures from the north at bay.

Queen Abbulon, great ruler of Mandora. Some call it the heart of the world, the main hub of civilization. Much trade goes on here and Mandoran armies keep guard at what is known as "The Breach", an area of great conflict where Mandora and the Orclands meet.

Lady Penryia, heiress to the throne in Culceth, the great kingdom in the sands. Culceth is a large port town on the sandy coast and provides much trade and goods to the rest of the world from foreign kingdoms.

But all that has changed. All three rulers have suddenly died under mysterious circumstances, leaving the civilized lands in disarray and the threat of monsters seems to be growing. The Orcs at The Breach are putting more pressure on Mandora, the animals in the forest are becoming aggressive and monsters are appearing where they were once seldom seen.

Your quest will take you through treacherous mountains, mysterious forests, and ancient dungeons, where you will face dangerous creatures and powerful magic.

Refer to the map on the next page for the major city landmarks. However, the rest of the world is yours to explore and discover!

World Map of Abencor



Dungeon Crawler Defined

What is a Dungeon Crawler?

The term *dungeon crawler* has evolved over time, but it often referred to first-person, grid-based games like *The Bard's Tale*, *Wizardry*, and *Dungeon Master*. These games were defined by their technical limitations, such as step-based movement and turn-based exploration. Many were rooted in and influenced by tabletop RPGs with their deep mechanics and challenging dungeons full of puzzles, monsters and loot.

Today, the definition of a dungeon crawler varies and this isn't an absolute statement by any means but I wanted to make R&R a dungeon crawler as defined by DungeonCrawlers.org summarized here:

- **First-Person Exploration:** R&R takes place entirely in first person, with some camera panning during cutscenes.
- **Grid-Based Movement:** Navigate the world of Abencor step by step with smooth transitions and 90-degree turning in the classic grid-based style.
- **RPG Elements:** Build up your character with loot, magic and skills found throughout the world. Search for treasure in dungeons or complete quests for the townsfolk, there's a lot to discover in R&R
- **Challenging Gameplay:** Combat, puzzles, and exploration come together in this hand crafted, open world RPG.

For more on the origins and definition of dungeon crawlers, visit DungeonCrawlers.org, an excellent resource for fans of the genre.

Boomer RPG

Like the term *boomer shooter*, a bRPG is a modern game that embraces the design philosophy of classic RPGs.

In-Game Controls

Input	Action	Input	Action
W	 Move Up	M	 Toggle Minimap
S	 Move Down	ESC	 Back/Return
A	 Strafe Left	F12	 Take Screenshot
D	 Strafe Right	Alt + Enter	 Toggle Fullscreen
Up	 Move Up	1	 Use Quick Slot 1
Down	 Move Down	2	 Use Quick Slot 2
Left	 Move Left	3	 Use Quick Slot 3
Right	 Move Right	4	 Use Quick Slot 4
Q	 Move Left	5	 Use Quick Slot 5
E	 Move Right	Ctrl + 1	 Use Skill Slot 1
LMB	 Interact (Cursor)	Ctrl + 2	 Use Skill Slot 2
Space	 Interact (Adjacent)	Ctrl + 3	 Use Skill Slot 3
Ctrl	 Attack	Ctrl + 4	 Use Skill Slot 4
I	 Toggle Inventory	Ctrl + 5	 Use Skill Slot 5

Character and Leveling Mechanics

Realms & Ruins: Abencor follows the classic cRPG formula where you battle monsters to earn experience and grow stronger. As you level up, you'll get to face stronger monsters, tougher quests, and explore more dangerous dungeons.

You start at level 1 with some basic stats. Each time you level up, you'll receive 1 stat point that can be spent at special altars (located in churches) to increase one of your core stats.

Statistics

Strength - Increases attack power with weapons and power of strength based skills. Increases physical defense against strength based monsters.

Dexterity - Increase chance to critical hit chance for double damage, attack speed with certain weapons and power of dex based skills. Increases reflexes, helping dodge fast monsters.

Intelligence - Increases mana, attack power with magic based skills and magic weapons

Statistics Information						
Strength	Dexterity	Intellect	Attack	Defense	Perception	Crit Chance
						
Increases damage with Strength based weapons.	Increases damage with Dex based weapons. Increases % chance to crit. Increases perception.	Increases mana pool. Increases damage with Int based weapons. Increases perception.	Increases damage with all weapon types.	Reduces damage taken. Shields block value reduce damage when using the shield block skill.	Chance to find fake walls leading to secret loot. Increased with dex, int and some items.	Chance to do double damage. Increased with dex and some items.

Leveling & Death

The current maximum level is 20. Each level provides 1 spendable point for the above stats. Spendable points are spent at any church at the statue. You can also pray at church altars to “bind” yourself which serves as a respawn point upon death.



Below you'll find the experience and stat progression table for levels 1 through 20

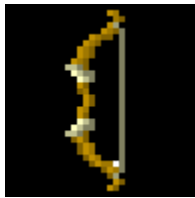
Level	Experience Required	Stat Increase
2	40	HP +10, MP +1, +1 Defense, Attack +1
3	150	HP +10, MP +1, Attack +1
4	300	HP +10, MP +1, +1 Defense, Attack +1
5	600	HP +10, MP +1, Attack +1
6	1200	HP +10, MP +1, Defense +1
7	2400	HP +15, MP +1, Attack +1
8	3600	HP +15, MP +1, Defense +1
9	5000	HP +15, MP +1, Attack +1
10	10000	HP +20, MP +1, Defense +1
11	15000	HP +20, MP +5, Attack +1
12	20000	HP +20, MP +5, Defense +1
13	25000	HP +20, MP +5, Attack +1
14	35000	HP +20, MP +5, Defense +1
15	40000	HP +20, MP +5, Attack +1
16	45000	HP +20, MP +5, Defense +1
17	50000	HP +20, MP +5, Attack +1
18	55000	HP +20, MP +5, Defense +1
19	60000	HP +20, MP +5, Attack +1
20	65000	HP +20, MP +5, Defense +1

Item & Equipment Codex

This section lists basic items you can mostly find in shops throughout the game. However, this list is far from comprehensive and there are over 100 items to be found throughout the world of Abencor.

Weapons & Armor

Bow



Description

A simple bow.

Statistics

Damage: 0-2

Range : 3-6

Cost: 30

Desert Shoes



Description

Provides little defense but protects your feet from the hot desert sand and maybe some other things.

Statistics

Defense: 0

Other: Prevents damage from walking on hot sand and poisonous surfaces

Cost: 250

Chainmail



Description

A set of sturdy chainmail.

Statistics

Defense: 3

Cost: 100

Dune Crusher



Description

A mace forged by the people of Culceth. It's effective against the dangerous insects of the desert.

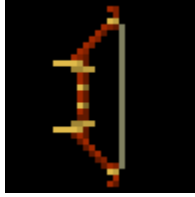
Statistics

Damage: 2-4

Other: Additional damage to insects

Cost: 400

Hunter's Bow



Description

A bow made out of oak. Good for hunting.

Statistics

Damage: 1-4

Range : 3-6

Cost: 60

Long Sword



Description

Similar to a short sword, but longer.

Statistics

Damage: 2-4

Attack: 1

Cost: 30

Leather Boots



Description

Some ordinary leather boots. Increases movement speed slightly.

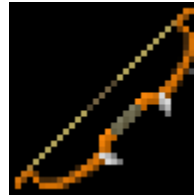
Statistics

Defense: 0

Speed: 1

Cost: 25

Longbow



Description

A sleek longbow. It can shoot pretty far.

Statistics

Damage: 1-4

Attack: 1

Range : 4-7

Cost: 150

Leather Gloves



Description

Leather gloves. Provides basic protection.

Statistics

Defense: 1

Cost: 25

Reinforced Leather Boots



Description

These leather boots offer stability for your ankles, making it easier to move around.

Statistics

Speed: 2

Cost: 50

Shield



Description

A basic shield.

Statistics

Defense: 1

Other: Allows use of the shield block skill
proving 2 defense

Cost: 25

???



Description

???

Statistics

???

Short Sword



Description

A plain sword.

Statistics

Damage: 1-2

Attack: 1

Cost: 25

Adventuring Equipment

Antidote Potion



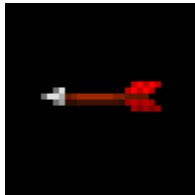
Description

A caustic, bubbling potion. It cures poisons and diseases.

Statistics

Effect: Cures poisons and diseases.
Price: 20

Arrow



Description

Wooden arrows with an iron tip

Statistics

Effect: Ammo for bows
Price: 2

Bandage



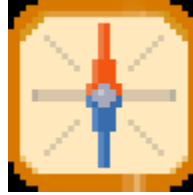
Description

A bandage used for binding wounds in the field.

Statistics

Effect: Allows use of the bind wound skill.
Price: 5

Compass



Description

A compass that can help point you in the right direction.

Statistics

Effect: Tells you the direction you are facing
Price: 250

Gold Ring



Description

It's a gold ring.

Statistics

Attack: 1
Price: 25

Healing Draught



Description

A larger healing potion.

Statistics

Effect: 10-20 HP heal
Price: 25

Portal Stone



Description

This magic stone creates a portal, returning you to your previously bound location.

Statistics

Effect: Teleports you to your previous spawn location, without penalty.

Price: 25

Small Healing Draught



Description

A sparkling potion. It tastes sweet.

Statistics

Effect: 5-10 heal

Price: 10

Small Greater Healing Draught



Description

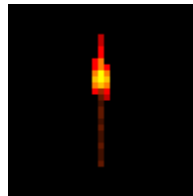
This potion bubbles as you uncork it. A sweet and salty flavor dances on your tongue when you drink it.

Statistics

Effect: 20-40 healing

Price: 50

Torch



Description

A wooden torch, wrapped with an oil soaked cloth

Statistics

Effect: Provides light in the darkness.

Price: 6

???



Description

???

Statistics

???

Bestiary

This bestiary will cover some of the early game and most basic enemies you will encounter in the game. There are far more monsters to challenge in the world of Abencor than are listed here.

Ivywood

Ivywood Forest consists mainly of wild animals, giant insects and kobolds. You will also encounter some undead in the crypts.

Kobold



Skeleton



Wolf



Zombie



Bear



Giant Wasp



Spider



???



Mandora

The plains of Mandora are overrun primarily by Orcs and Bandits. Further west through The Breach is the Orclands where the Orcs originate from.

Orc



Slime



Orc Archer



Thief



Orc Beastmaster



Thief Ranger



Ogre



???



Culceth

The great desert of Culceth is infested with poisonous creatures like snakes, scorpions and ants. The ruins scattered across the dunes are also haunted by undead.

Scorpion



Sand Wurm



Desert Snake



Sand Devil



Shooter Ant



Flaming Skeleton



Sand Wraith



???



Credits

DESIGN
Bonebrah

PROGRAMMING
Bonebrah

ANIMATION
Bonebrah

Please refer to attribution documents for other credits, attributions and license information for the game.

Special Thanks

There's a number of people and communities who have supported me along the way in one way or another.

My family for supporting me over these years, hanging out with me at developer conventions and overall just tolerating the journey.

My friends - Bookmight and Fshnurb specifically who helped QA and playtest the game over the years and offered suggestions and feedback from a player's perspective.

R&R Discord Community - Thank you to everyone who joined the Discord, playtested the demo, shared feedback, and supported the project. A special thanks to **grff**, whose thoughtful feedback and constant encouragement made development even more enjoyable.

The RPG in a Box community and the developer of RPG in a Box - Justin Arnold

DungeonCrawlers.org - A great group of folks who are super passionate about Dungeon Crawlers and a great place to hang out, talk about crawlers and get feedback on my game

OpenGameArt.org - This community gave me feedback on some of my own art along the way and the site itself provides tons of assets free to indie developers like myself.