XPLOQUEST

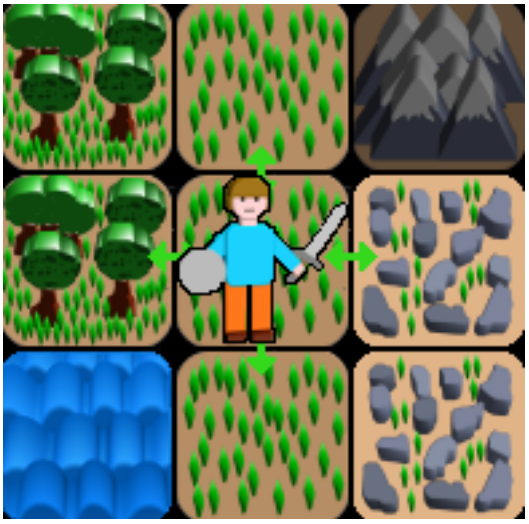
Guidebook

English



Game help 3
Interface: 3
Character characteristics: 4
Character skills: 6
Cities : 7
Combat: 9
Dungeons: 10
Caves: 11
Potions: 12
Scrolls: 13
History 15

Game help



In Xploquest, you move from zone to zone to explore the map. This corresponds to one travel day for each passage from one zone to another.

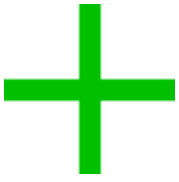
A green line between the player and a nearby area means that the area is accessible.

To move, just click on an accessible area around the character.

Interface:



Map button: This button switches to "map" mode. It allows to move on the map by sliding the finger on the card. This mode also displays unresolved quests.



Allows you to see the destination of a quest.



Inventory: Provides access to inventory.



This button accesses the character information screen.



Dungeon: Access the Dungeon



Cave: This button appears when a Cave is present at the location where the character is located. Click on it to explore the Cave.

Character characteristics:



Hit Points: When this characteristic is less than 0, the character dies.
This characteristic increases automatically with each level change.



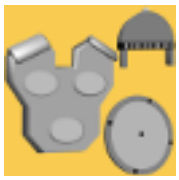
Concentration Points: This feature allows you to cast scrolls.
This characteristic increases automatically with each level change.



Food: Represents the amount of food rations. Food is essential to survival. Every move on the map uses a ration.



Combat: This characteristic represents the character's ability to fight. The higher it is the more the character is effective in combat. This characteristic increases automatically with each level change.



Armor Class: This feature represents the protection of the character against enemy attacks. It depends on the equipment worn (armor, helmet, shield).



Damage: This characteristic represents the amount of damage the character inflicts on these enemies. It depends on the equipped weapon.



Amount of experience: This characteristic represents the experience accumulated by the character. Combats as well as quests gain experience.



Character level: From a certain amount of experience, the level of the character increases by 1, making it more powerful.



Amount of gold. The gold allows to make purchases in the shops in town.
Battles and quests earn gold.

Character skills:



Attack: This skill permanently increases the combat characteristic by 1 point.



Exploration: This skill allows access to places previously inaccessible.



Picklock: This skill allows to open colored chests (blue, red, yellow) without key.



Trade: This skill allows you to pay less for equipment and resell at a better price.



Scroll +: This skill increases the power of Scrolls.

Cities :



Cities allow you to rest, shop and accept quests.
Each time you enter or leave a city, your game is saved automatically.



Shop helmets and armor.



Shop weapons and shields.



Shop potions, scrolls and keys.



Academy: This place allows you to buy skills



Inn: Allows you to retrieve hit points and concentration points.



To buy rations.



List of available quests. There are 2 types of quests: message delivery and battle. Each quest brings back gold and experience.



Message type quest.



Fight type quest.



In shops, this button switches to sales mode. To return to purchase mode, simply click on the store icon.

Combat:

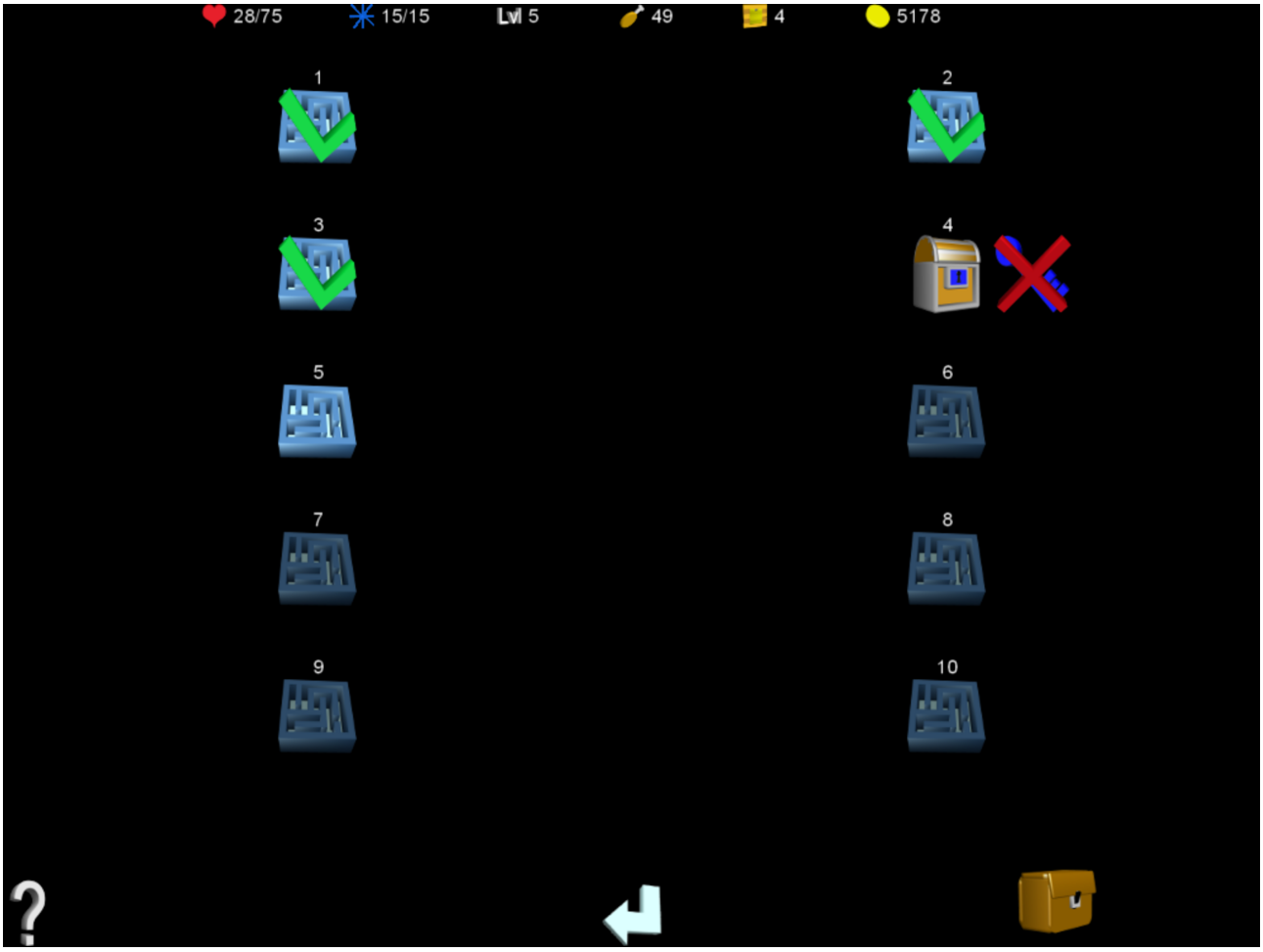


Fighting in Xploquest takes place on a turn-by-turn basis. Each turn you can attack an enemy by clicking on its icon at the top of the screen. You can also drink a potion or use a scroll. All the equipment you can use during a fight appears automatically below the icon of your character.



Quick Combat Button: This button allows you to automatically unfold the combat by pressing it. It is advisable to use it when facing weak enemies.

Dungeons:



Each Dungeon consists of 10 floors to explore. To explore a floor, click on its icon and fight the enemies present on this floor. When the fight is won, a safe is available and access to the next floor is opened.



Open floor for exploration.



Chest available when the fight is won.

Caves:



In the caves, the character moves in space by space and can see enemies and chests.

When the character touches an enemy, the battle begins.

To access a chest, it is necessary to position the character on it, which reveals a icon of the chest at the bottom of the screen on which it is necessary to click in order to try to open the chest.

To get out of the cave, position the character on the staircase icon.

Potions:



Potion of Life: Allows to recover 50 life.



Concentration Potion: Allows 20 concentration points to be recovered.



Life / Concentration Potion: Recover 50 health and 20 concentration points.



Attack Potion: Increases the combat characteristic by 10 points for 5 turns.



Resistance Potion: Increases armor by 10 points for 5 turns.



Attack / Resistance Potion: Increases combat character and armor class by 8 points for 5 turns.

Scrolls:



Healing scroll: Recover 30 health. The scroll+ skill allows you to recover up to 120 life.
Concentration cost : 2 (this cost is multiplied according to the scoll+ skill)



Invisibility Scroll: Makes invisible for 2 turns. Enemies have more difficulty touching you. The scroll+ skill increases the duration up to 8 turns.
Concentration cost : 3 (this cost is multiplied according to the scoll+ skill)



Line of Fire: Inflicts 10 damage to all monsters on the same line. The scroll+ skill increases damage up to 40.
Concentration cost : 6 (this cost is multiplied according to the scoll+ skill)



Fireball: Inflicts 20 damage to target and 10 enemies to side. The scroll+ skill increases damage up to 80 and 40.
Concentration cost : 5 (this cost is multiplied according to the scoll+ skill)



Vision: Allows you to observe the entire map.
Concentration cost : 10



Teleport: Allows you to teleport to all cities that have been visited at least once.
Concentration cost : 10



Camp: Allows you to set up a camp anywhere (except in a city) and recover all life and concentration points.
Concentration cost : 5

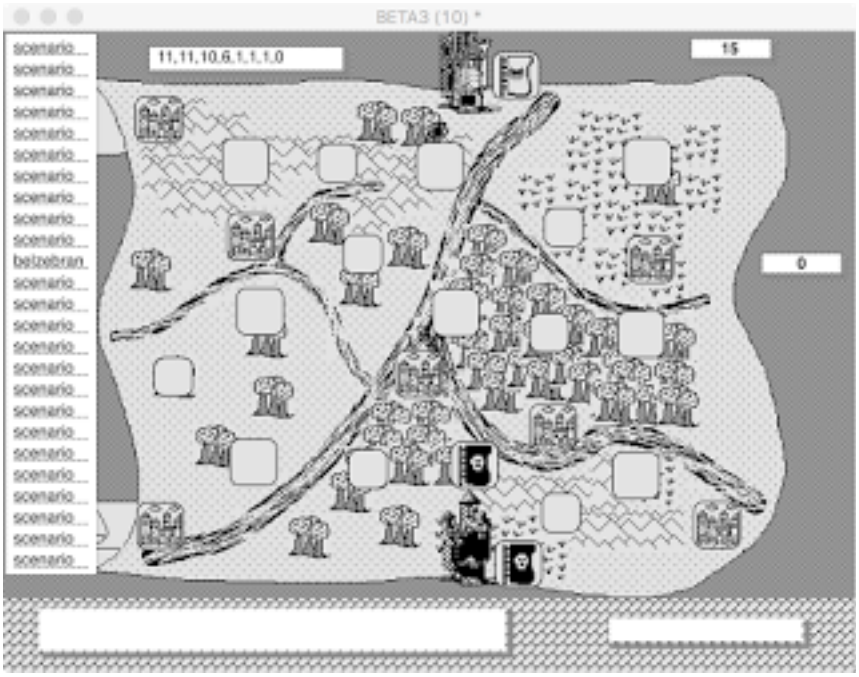
History

Xploquest is a project that started 20 years ago. Here is its story.

I'm a fan of role-playing games and especially video games. I have very good memories of the sagas Ultima, Wizardry, Might and Magic but also Zelda in a rather adventurous type. I still play of course. Right now for example, I spend a lot of time on the last Zelda, Breath of the Wild.

I always wanted to develop games but I lack patience, especially with coding, not to mention the graphics.

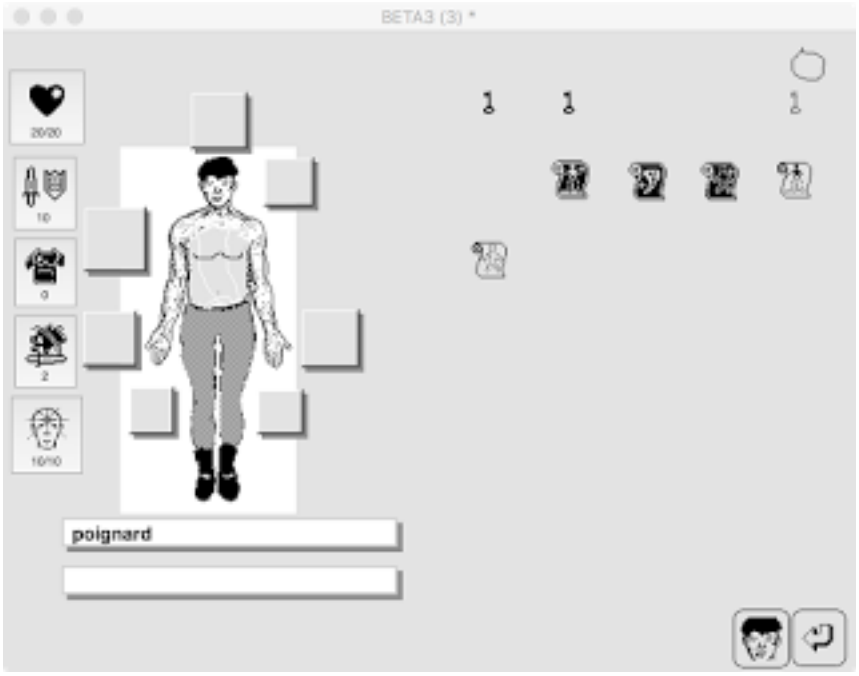
My first game is a text-only role-playing game, developed in basic on a PC. Subsequently I devoted myself mainly to the writing and the realization of film, leaving the development of video game.
And then I got the idea of Xploquest, a simple idea in fact: A role-playing game with lots of exploration and where you have to manage your gold. The map is divided into zones and each movement is actually a trip of one or more days.



As I wanted to develop quickly, I decided to work on Hypercard, a very accessible tool.

So I spent several months developing my game and I got to a first prototype.

My prototype worked quite well but several things were frustrating.



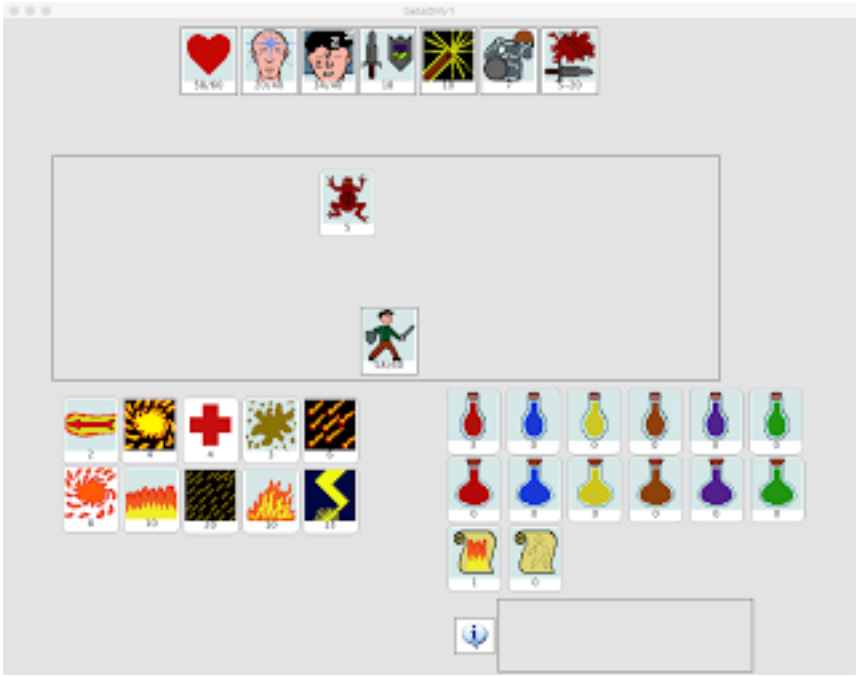
First, Hypercard managed very badly the color and it seemed difficult to release a game in black and white, even 20 years ago. In addition, I felt unable to make quality graphics, which seriously undermined my motivation (what good to make an ugly game).
So I decided to drop the project and dedicate myself to something else.
It was only 13 years later that I took over the project.
I had free time and I was still thinking about this game that I had not finished.

Hypercard no longer existed but a software took over (there was even a reduced price for Hypercard owners): Runrev which later became Livecode.

It had many advantages over Hypercard:
- He managed the color without problem
- It allowed to compile on several platforms (Window, Mac, Linux, Ios, Android)
- The development language is the same as Hypercard



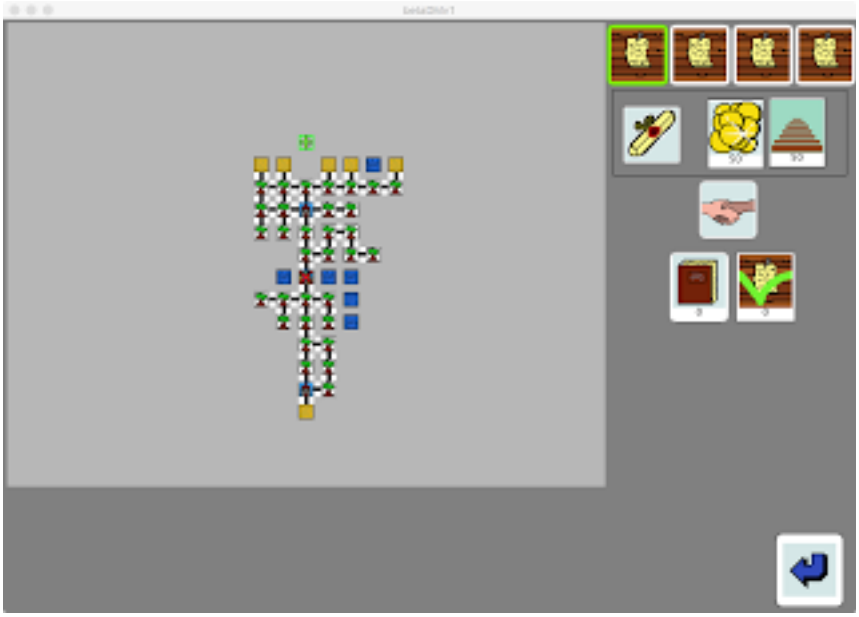
So I bought Runrev and I resumed the development of the game. I took advantage to modify a little the design of the game and I pushed the management aspect of the character.
I finished my game and I had it tested to several people of my entourage. The feedback was rather positive and as I was motivated, I decided to make a new version more ambitious.



The new version had a much larger map, caves to explore in addition to dungeons and some interface improvements. I also added quests.



I spent several months on this version.
I also decided to broadcast the game in web mode, which required the installation of a plug-in on the browser.



I created a blog to broadcast the game. In parallel, I was starting to work on a new version with new features because I was still far from what I wanted to get.

Obviously my game did not really move the crowds and my motivation began to decline seriously. I decided to take a break and dedicate myself to other projects.

I decided to resume the project about a year ago. I always thought about the concept and especially the fact that being old I no longer have the time or the motivation to do long, complex RPG, with lots of dialogues that bore me most of the time. I liked the idea of a game that is played quickly and that that one can return several weeks later without feeling lost.



My concept lent itself well to this type of player that I am and I decided to redo my game by adapting it this time for smartphones.

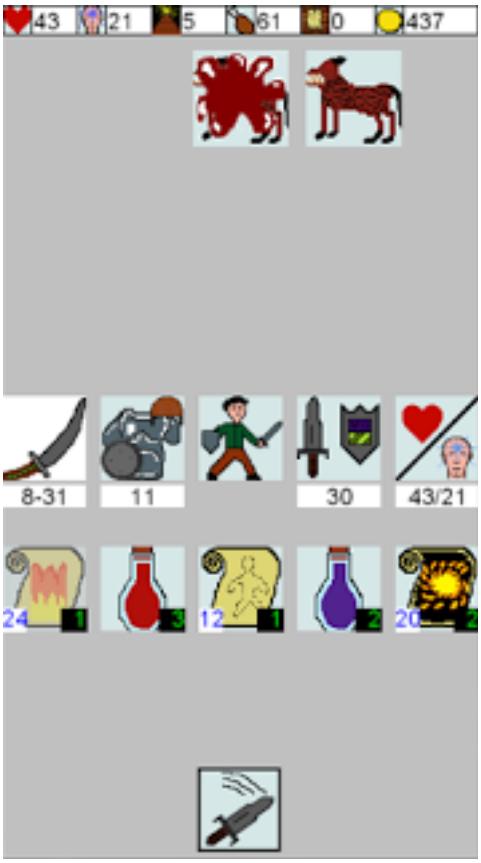
I left Livecode to switch to Gamemaker, cheaper and more suitable for video games.

So I went back to zero to develop Xploquest.

For the first version, I re-used the graphics of previous versions to save time.

I also simplified the game and made some interface changes.

I spent about 5 months developing on Game Maker to get an Ios version and an Android version.

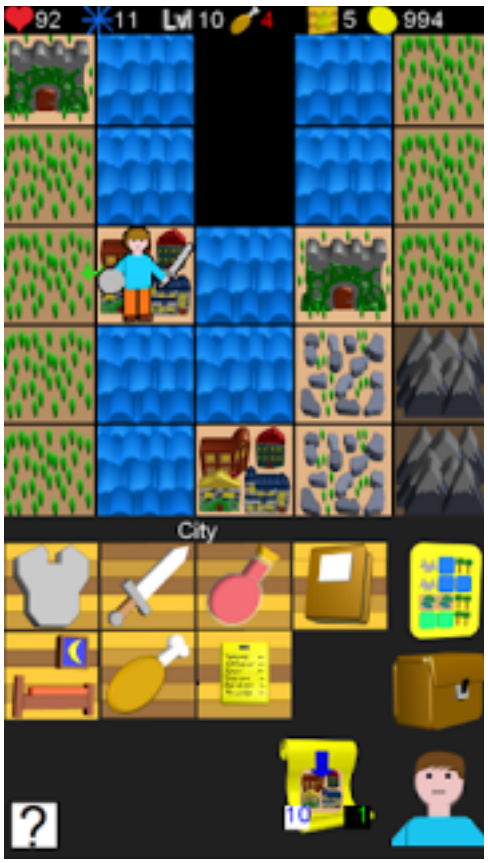


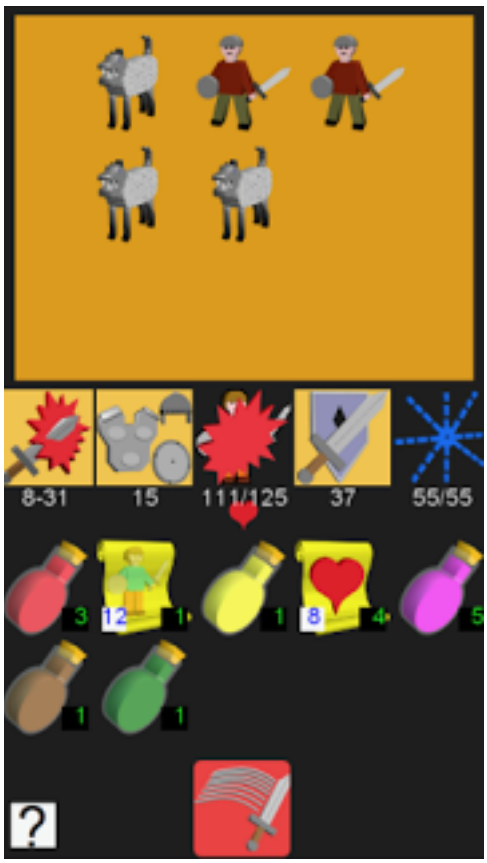
After a test phase, I decided to publish the game on the stores at the end of January 2017.

I made some additions and improvements quite quickly following the returns of some players.

Looking at the game, I realized that visually it was not good at all, the game was rejected by the vast majority of sites I asked to talk about. I thank the only one who spoke about the game and very positively (rpg-site.com).

So I decided to completely redo the graphics and design of the game. I spent about 3 months in order to obtain a result that seems acceptable to me for a free and independent game.





I released this new version, V1.2 at the beginning of May.
Then I decided to develop iPad and PC versions. The game is now available on Steam.

Now i'm working on Xploquest 2…