

# **Nubb's Revenge**

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## **1 Acknowledgments**

I wanted to give special thanks to Tobias Robison who helped edit this manual. These edits have resulted in less spelling and grammatical errors, as well as clearer and higher quality documentation.

## **2 Installation**

Install the application on your device. If you are upgrading from the demo to the full version, you will be able to continue your game right where you were.

We encourage you to pass this product along to a friend. Please remember to register if you pass along the full version.

## **3 Background**

The evil wizard Emitria has taken over the land. From his fortress atop the deadlands plateau he has begun work on sinister magics designed to enslave the world. It is up to you to venture forth from your small village and defeat Emitria.

## **4 Winning the Game**

The goal of the game is to defeat the evil Emitria. Emitria lives in a heavily defended fortress, guarded by a large army of evil minions. In addition, the fortress is sealed by a powerful magic that can only be broken by collecting five magic crystals. These crystals will be found on a few powerful creatures in the world:

- Green Crystal – Blue Dragon
- Red Crystal – Pirate Captain
- Blue Crystal – Ice Queen
- Purple Crystal – Grim Reaper

- Yellow Crystal – Evil King

Each roll of the dice counts as one turn. The goal of the game is to defeat Emitria in the fastest possible time. The top 10 times are tracked on the highscore table.

## **5 Getting Started**

To start a new game choose New Game from the main menu. Enter the name of your player and choose a piece icon. The choice of icon does not have any impact on the character's skills or abilities. You start the game at your home in Nubb's Village with only a shirt, pants, shoes, and a few pieces of gold.

## **6 Preferences**

### **6.1 Reverse Screen Scrolling**

Turning this option on will reverse the directions that the map scrolls when dragging the stylus around on the map.

### **6.2 Center After Move**

Turning this option on will cause the screen to recenter on the player each time the player moves.

### **6.3 Map Edge Scroll Speed**

This option controls how fast the screen scrolls when attempting to drag the player piece off the edge of the screen.

### **6.4 Combat Screen**

This option controls how fast combat occurs.

## **7 Moving Around the World**

The player starts the game at his home in Nubb's Village. At any time during the course of the game, the player can return home to recover all his health and magic.

The player taps on the dice icon to start each move. This will highlight the squares the player is allowed to move to. To move the piece to one of these squares, either tap on the highlighted square, or tap on the player's piece and drag it to the target square.

If the piece is dropped on a square that contains creatures, combat will ensue. Once a player moves, all the creatures in the game get a chance to move. If a creature lands on a player then combat will ensue.

To move the view of the map, tap on an empty location of the map and drag the stylus in the direction you wish to scroll. An alternative method is to tap on the MAP icon at the bottom of the screen. This brings up a view of the current map with the player's location indicated by a blinking dot. Tap a location on the map screen to move the view to that location.

Tap on creatures to bring up a list of creatures in that location. You may tap on any of the creatures in the list to view detailed information about that creature. This happens automatically if there is only one creature present. On the creature information screen, you can tap on the information icons to find out what they mean.

Tap on the signs located throughout the world to read each sign.

## **8 Combat**

When a player lands on a creature, or a creature lands on a player, then combat will ensue. To fight, pick a type of attack from the list of attacks at the bottom of the screen. Then tap on the creature to attack. In the case of magic spells that affect all the opponents, tapping on any creature will cast the spell. Magic attacks always hit their target, but melee attacks have a chance to miss or get blocked, dodged, or parried. Characters with the dual attack skill have a chance to hit their opponent twice. Characters with the stun skill also have a chance to stun their opponent when a melee attack hits. Combat does not end until all the creatures are dead or the player is killed; running away from combat is not possible. After winning the

combat, the player earns experience for each creature killed, receives any gold coins the creatures were carrying, and gets the opportunity to pick up any items the creatures may have dropped.

## **9 Death**

You are killed if at any time your health drops to zero. If you are killed, you are sent back to your home, where you must restart your journey anew. You will still have all your goods and skills, but when you return to places you've already visited, you may find that your enemies have multiplied in your absence.

## **10 Magic**

Magic spells can be trained for use in combat. Unlike melee attacks, magic attacks cannot be defended against. Using spells requires magic points that are gained by increasing a player's intelligence. Spells cost 1 point of magic for each creature targeted. Magic points are recovered at the rate of one per turn. Some items in the game can increase this rate.

## **11 Training Skills**

When a player kills a creature, experience points are gained depending the creature's difficulty. If more than one creature was killed in a single combat, a percentage of the creatures' total experience points is awarded as a bonus. The percentage is an extra 10% bonus for each additional creature in the combat. For example, if a player fights and defeats 5 creatures, the experience awarded will be the total experience for all the creatures plus an additional 40%.

Experience points are spent to improve skills, by tapping on the TRAIN icon on the main map screen. Note that when training skills, the character's equipment does not count towards the level of the skill, only the character's base level in that skill. As a player trains a skill it becomes increasingly more expensive to train, as shown in the following table. Here's how to



read the table: if your strength skill (or any other skill) is currently level 7, you must pay 15 more experience points to raise it to 8.

Level	XP Cost
1	1
2	2
3	3
4	4
5	5
6	7
7	10
8	15
9	20
10	30
11	45
12	70
13	100
14	140
15	200
16	300
17	450
18	650
19	1000
20	1400
21	2000
22	3000
23	4500
24	6500
25	9500

## 11.1 Strength



A character's strength determines how much damage is dealt on a successful hit. Each level of strength increases the maximum possible damage by 1 point.

## 11.2 Dexterity



A character's dexterity improves the chance to hit their opponent in combat as well as to avoid being hit. Each level of dexterity increases the character's chance to hit by 1% and decreases the chance to be hit by 1%.

## 11.3 Intelligence



A character's intelligence is a measure of their knowledge and wisdom. Each level of intelligence learned increases the maximum number of magic points by 2.

## 11.4 Constitution



A character's constitution is a measure of toughness. Each level of constitution increases the character's health by 5 points.

## 11.5 Bandage



The bandage skill allows a character to attend to injuries sustained in battle. Each level of this skill allows the character to recover 1 point of health each turn.

## 11.6 Dodge



The dodge skill gives the character a chance to completely avoid a melee attack regardless of an opponent's dexterity. Each level of this skill offers a 1% chance to avoid a melee attack.

## 11.7 Parry



The parry skill gives the character a chance to deflect a melee attack with their weapon. If the character is wielding a weapon, each level of the skill offers a 1% chance to avoid a melee attack. Items like wands are not considered weapons. When wielding such items, a player will not be able to parry.

## 11.8 Block



The block skill gives the character a chance to block a melee attack with their shield. If the character is wearing a shield, each level of the skill offers a 1% chance to avoid a melee attack. Items such as magical orbs are not considered shields even though they are held in the shield hand. When using such items, a player will not be able to block.

## 11.9 Stun



The stun skill gives the character a chance to stun on a melee attack. A stunned opponent will not be able to perform any action the following

round. Each level of this skill offers a 1% chance to stun an opponent on a successful melee attack.

### 11.10 Dual Attack



The dual attack skill gives a chance to hit twice during a melee attack. Each level of this skill offers a 1% chance of getting a second hit.

### 11.11 Fire Bolt



The fire bolt skill gives the character the ability to cast the fire bolt spell against a single target. Each level of this skill increases the maximum possible damage dealt by 1 point.

### 11.12 Ice Bolt



The ice bolt skill gives the character the ability to cast the ice bolt spell against a single target. Each level of the skill increases the maximum possible damage dealt by 1 point.

### 11.13 Lightning Bolt



The lightning bolt skill gives the character the ability to cast the lightning bolt spell against a single target. Each level of the skill increases the maximum possible damage dealt by 1 point.

### 11.14 Fireball



The fireball spell hits all creatures in the room with a ball of fire. Each level of the spell increases the maximum damage dealt by 1 point. You cannot train this skill higher than your level of fire bolt. This spell costs 1 magic for each living opponent.

### 11.15 Ice Storm



The ice storm spell hits the area with a shower of ice. Each creature has a 50% chance to avoid being hit. Each level of the spell increases the maximum damage dealt by 2 points. You cannot train this skill higher than your level of ice bolt. This spell costs 1 magic for each living opponent.

### 11.16 Chain Lightning



The chain lightning spell casts a number of lightning bolts equal to the number of living opponents in the combat. Each bolt hits a random target. Each level of the spell increases the maximum damage dealt by 1. You cannot train this skill higher than your level of lightning bolt. This spell costs 1 magic for each living opponent.

## 12 Using Equipment

Tapping the ITEM icon on the main map brings up a screen to manage the various items the player has. Some items can be purchased in shops, and others are dropped by creatures after they are killed in combat. Items can be carried in inventory or used on one of several locations on the body:

Location	Kinds of equipment that can be worn in this location
Head	helmets, hats, etc...
Body	clothing, armor, etc...
Neck	necklaces, amulets, cloaks, etc...
Legs	pants, armor, etc...
Feet	shoes, boots, etc...
Held	shields, magic items, etc...
Wielded	Weapons, wands, etc...

To use body equipment, drag the desired item to the target location on the body. If another item is already there, it will be swapped out. You can also swap items between the body and the ground, and between the inventory and the ground.

Some items can be used without being placed on the body. The magic crystals that unlock the fortress, food items, and potions are used directly from the inventory. Drag an inventory item to the Use icon to use it directly. Any items that are left on the ground will be lost forever when the player moves from that spot.

## 13 Shops

There are a few shops in the game that buy and sell equipment. To purchase an item, drag it onto the buy icon. The cost of the item will be deducted from your gold. To sell an item, drag it onto the sell icon. The item will be sold, and half the item's value will be added to your gold.

## 14 Special Traits and Abilities

Some creatures in the game have special traits and abilities. Special icons on the creature information screens tell you almost everything about each creature's abilities. (In the game you can tap on these icons to be reminded what they mean.)

## 14.1 Flying



Flying creatures attack from the air, making them hard to attack. As a result of this flying creatures can only be hit once per attack regardless of a character's dual attack skill.

## 14.2 Invisible



Invisible creatures travel the world unseen. They are not normally visible on the map.

## 14.3 Detect Invisible



The detect invisible ability allows a player to see invisible creatures on the main map.

## 14.4 Aggressive



Aggressive creatures will move to attack the player if the player is in an adjacent square. Creatures will only attack creatures they can see, so if the player is invisible, the creature will need the detect invisibility trait to utilize the aggressive trait.

#### 14.5 Cold Resistance



Creatures with cold resistance take only half the normal damage from ice spells.

#### 14.6 Fire Resistance



Creatures with fire resistance take only half the normal damage from fire spells.

#### 14.7 Fire Sensitivity



Creatures with fire sensitivity take twice the normal damage from fire spells.

#### 14.8 Cold Sensitivity



Creatures with cold sensitivity take twice the normal damage from ice spells.

#### 14.9 Regeneration



Creatures with regeneration recover one point of health each full round of combat. Stunning a creature does not prevent regeneration.



## 14.10 Venom



When a creature with the venom trait hits a player with a melee attack, there is a 50% chance that the player will be poisoned. Poisoned characters lose 1 point of health each round of combat. Once combat is over, the poison wears off. If the poison drops the player's health to zero, the player dies.

## 14.11 Poison Resistance



Creatures with poison resistance cannot be poisoned.

# 15 Tips and Tricks

Defeating the evil Emitria will be tough, but there are a few things you can do to make your task a bit easier.

- When you start the game, you have 10 coins. It's a good idea to spend it on a dagger or a shield. Both can be purchased from the blacksmith's shop which is the middle of the three shops.
- When just starting, the best place to get warmed up is the forest to the west of town. Squirrels and owls should be easy to kill if you can engage them one at a time. Boars are a bit more dangerous, but once you gain some additional health, these should prove easy to kill as well.
- Early on, the most important skills to train are constitution and bandage. The extra health from constitution and the health restored per turn from bandage will allow you to explore without having to travel home to heal.

- As you get more experienced, consider training up strength and dexterity to improve your melee attack. Dual attack and stun are also useful.
- When you are ready to train magic, consider focusing on a single one of the three types: fire, ice and lightning. Some creatures have resistances or sensitivities to certain types of magic. For example, fire magic is useful against the creatures of the icy north, while ice magic does extra damage to some of the creatures in the fire caves.
- Consider carefully where you move. Moving too close to a large number of creatures increases the probability of getting attacked. Try lingering around the edges of large groups to pick off stragglers one or two at a time.
- Watch carefully for items that creatures drop. Remember, you must pick up items and place them in your inventory (or on your body), before you move again. Many creatures drop special items that are not available in stores. The chance for a creature to drop an item is random, so if the same kind of creature is killed again, it might drop something different.
- The crystals needed to unlock Emitria's fortress are found on special creatures throughout the world. If for some reason you drop or lose a crystal, you will need to wait for the monster that had that crystal to reappear and kill it again.