Rogue Prince™ Player's Guide

By Stephen Gose

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For my students

@ Culpeper Public Schools, Culpeper, VA;

@ ITT Technical Institute, Tempe, AZ;

@ Early Career Academy, Tempe, AZ; and

@ University of Advancing Technology (UAT), Tempe, AZ

1.1 Licensed Main Menu

From the Adventurers of Renown™ gaming series

Licensed Game Main Menu

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1.2 Language versions

Splash and Languages for Licensed Game version

If your game administrator has configured language versions, you will see this screen. Otherwise, the Licensed game will show only a specific language. The Demonstration game only has "English" as its default language.

The language version requires your game administrator to purchase additional support modules. You might consider helping your favorite website purchase these additional language modules through donations?

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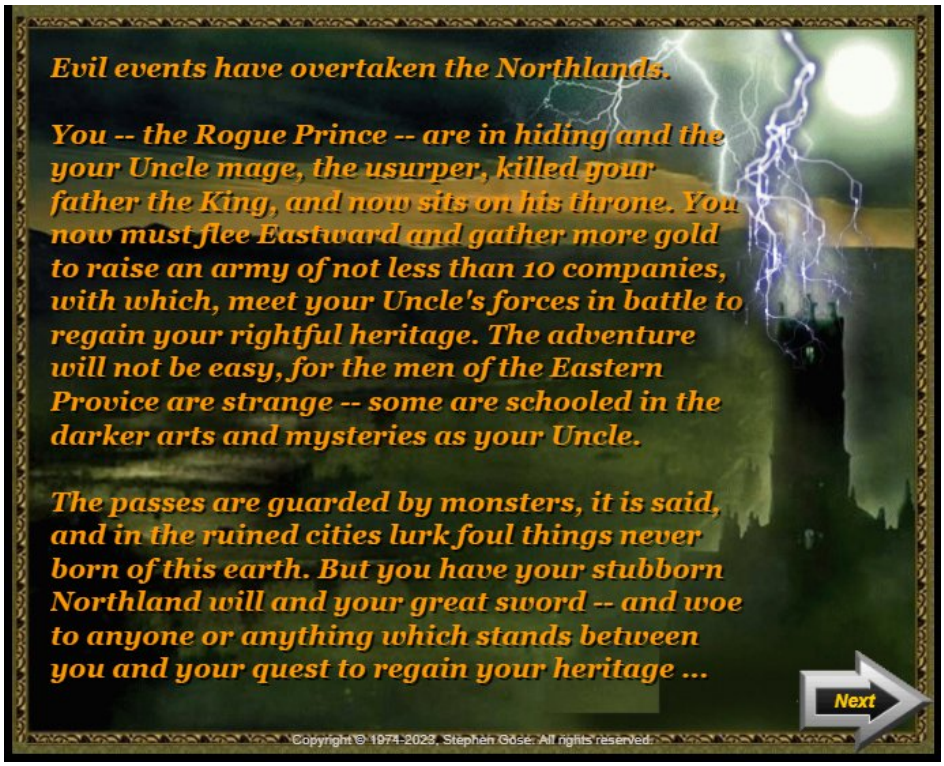
1.3 Demonstration & Licensed versions



Chapter 1 — Raising An Army

The game starts with ***Chapter 1 — Raising An Army.*** The game administrator will set the game objectives — How many troop companies and heroes to hire. ***Or*** they might allow you to choose or create private multi-player access for you and your friends.

Chapter 2 — Securing a Kingdom. While playing "Chapter 1", it would be wise to earn the loyalty and fealty of as many settlements and neutral garrison that you can find throughout the "Eastern Province". Your Uncle is a shrewd diplomat and knows that capturing towns and cities in the Eastern Province weakens your chances to raise enough troops for an army. It also poses a threat of hostile forces on your flanks and rear supply lines.

Chapter 3 — The Final Conflict. The Rogue Prince has little time to recapture his inheritance and "home province". The "Great Convergence" is merely days away; this will magical seals his fate. The Rogue Prince's newly formed army must cross the "Great River" and re-enter his homeland province. He must find and defeat his Uncle forces to win back his birthrights. A savvy player will also capture more town, castles, and Royal Peers diplomatically, to gain their additional heroes and troops for the upcoming Final Conflict.

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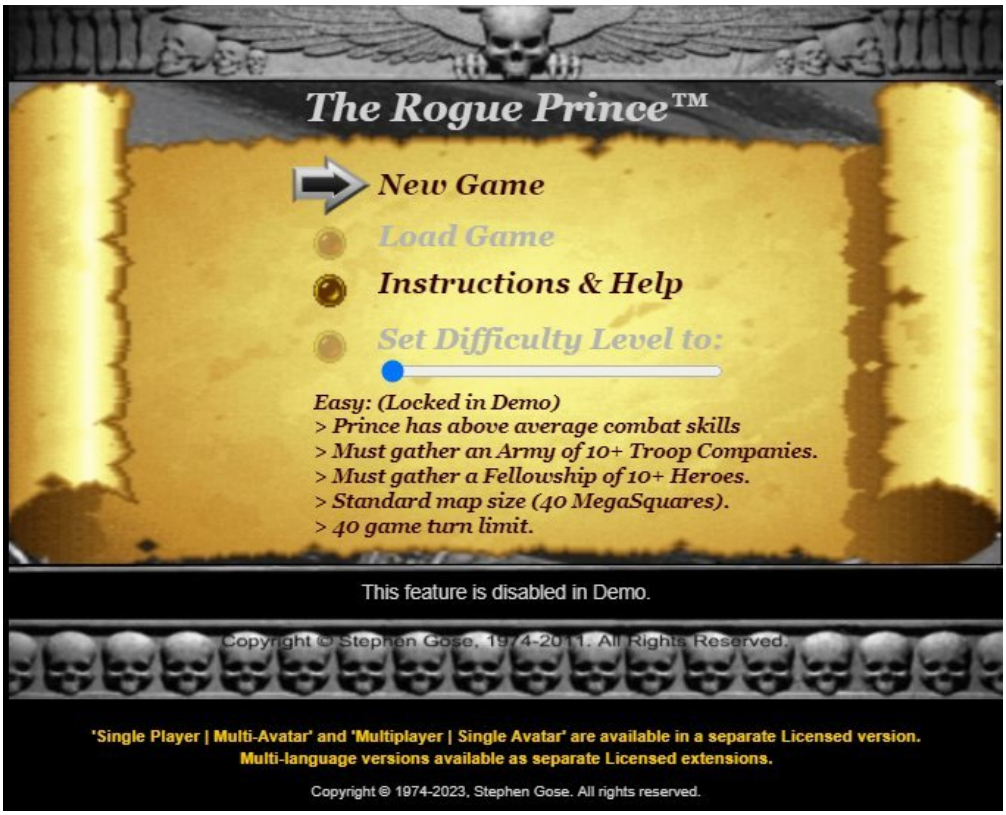
> Game Settings



Demonstration Game Settings

The default setting in the demonstration game is locked on the "Easy Settings" with its game's objectives to hire a minimum of 10 troop companies and a fellowship of not less than 10 heroes. The game administrator may permit you to set your own "Difficulty Level", "Save", and "Load" game session in either the Demonstration or Licensed game. The administrator might have other requirements for registration, logon, and multi-player games.

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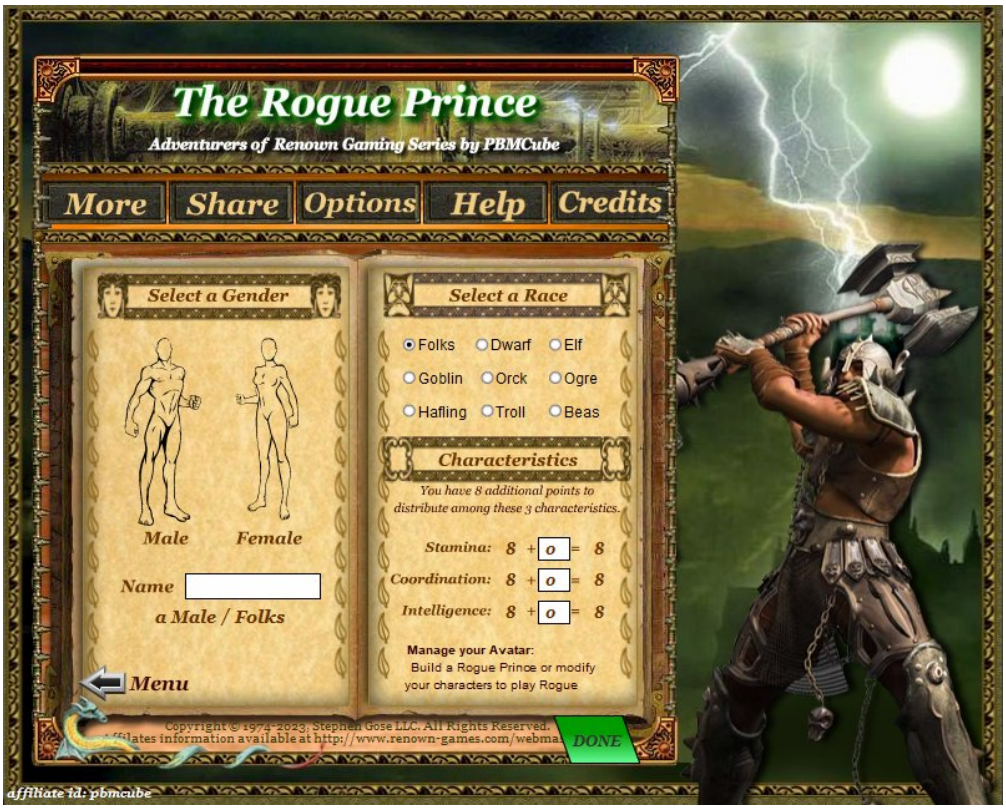
> Game Editors (Licensed version only)

The Licensed game has two editors —

- an ***"In-Game Quest" (IGM)***[1] generator for ***Construct3***[2] — your game administrator may appreciate your help creating additional adventures?
- a ***Character Editor*** for Role-Playing Customizations. You may also import characters from other SGGS Affiliates.



RPG Avatar Generation in the Licensed Game

[1] https://www.construct.net/en/game-assets/tools/dynamic-mini-quests-in-game-3650
[2] https://www.construct.net/a/405491?t=construct3tour

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1.4 Game Map — Demonstration or Licensed versions

Licensed Game Maps are different for each new game.

The Strategic Map, neutral garrisons, troop capabilities, hero's skills, opposing forces, and settlements are randomly generated ***for each new game.*** The Licensed game permits you to save your gaming sessions. The Demonstration game does not allow saved games unless modified by the game administrator. Battle Fields, in the Licensed games are determined by the terrain your army meets an opposing force. In the demonstration game, the "Battle Field" is purely random.

At the bottom of the Main Menu screen is the menu options. Beginning on the left ...

- ***Avatar/Player selection arrows*** — if this is a ***Licensed Multi-Avatar game*** the arrows change focus to the next avatar. If this is a ***Licensed Multi-Player game*** those arrows change focus to the next gamer — you can see where and what they're doing! You can also change your Rogue Prince's name and heraldic shield design. Just click on the shield to open the "Journal" layout. Inside the Journal, you can rename the Rogue Prince, change your heraldic shield design, review your "Inventory", hired "Followers", "Loyal Locations", and any discovered quests.

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- ***"Options"*** — are available only in Licensed games and, by default, disabled in the demonstration game ***unless activated by the game administrator.***
- ***"Camp"*** — you must end each game turn by "Camping". Doing so, preserves your game session and the progress you've achieved.
- ***"Troops"*** — takes you to a new scene to manage your growing army and collection of hired heroes.
- ***"Explore"*** — thoroughly searches the current "Mega-Square" to reveal any hidden villages, lairs, treasure hoards, roaming mercenaries, and wandering monsters or heroes.
- ***"Move"*** — allows your avatar to travel in any of the 8-directions with some "configurable restrictions" found at the map's edges. Use your ***keyboard arrow keys*** or the ***"Number pad"*** to move in those associated directions. If the arrow keys or number pad is not available, simply click an arrow on the compass.

1.5 Neutral Settlements & Garrisons

Neutral Garrisons & Population Settlement Actions

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Click on any population settlement or a garrison to learn about: their troops and heroes for hire, their diplomatic/hostility toward your avatar. Clicking on those listed icons inside any settle or garrison, reveals their military capabilities, and "cost to hire".

You can only hire troops or heroes while in the same "Mega-Square". A "Gold button" will appear under each icon. Click the "Gold button" to hire that unit or hero. Your avatar's gold is limited, so purchase wisely.

- ***Diplomatic Actions*** — you can use your Diplomacy skill to "capture" settlements and garrisons.
- ***News & Rumors*** — provides you with hints about the Eastern Province and gameplay tips.
- ***Trading with Merchants & Craftsmen*** — provides a means to purchase rare artifacts. The "Sword of Destiny" and the "Northern Crown" secures your rightful claim without dispute or going to war!
- Occasionally, other random options become available.

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1.6 Troop Management

Troop Management scene

Clicking the "Troops" button on the main menu, brings you to this scene. On the left is a scroll listing of the first troop unit in the Army Roster. Your current collection of heroes and troop companies is displayed in the right panel. Clicking on any icon in the Army Roster displays that icon's information. Using the "two silver arrow keys" navigates sequentially through either the unit or hero records.

> Troop Management Menu

At the bottom of the Troop Management screen is the menu options. Beginning on the left ...

- ***"Left Arrow"*** — returns to the Strategic Map scene.
- ***"Combine"*** — troop unit companies into larger battalions. Select a unit. If a similar race, armament, and combat mode (i.e.: Infantry or Cavalry) exists in the roster, those units will combine their muster, average their combat skills and create a new unit.

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- ***"Dismiss"*** — deletes this record from the Army roster.
- ***"Garrison"*** — assign this icon into this local region as the Sheriff's Posse and "law enforcement".
- ***"Train"*** — improves a single combat skill by exchanging experience points.
- ***"Deploy"*** — navigates to the "Battle Plans" scene.

> Issuing Hero Orders

Hero Management and issuing orders

Hired heroes can do many things:

- help your Army recover demoralized units,
- go on "Quests",
- conduct "Night Operations" during battle(s),
- cast either battle or strategic spells,
- fight as unit Champions,
- collect taxes and tributes,
- raid enemy units, monster lairs, and treasure hoards,
- steal valuable artifacts.
- scout an entire region for hidden locations.
- assume Battle sector, Archery, or Cavalry command assignments.

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1.7 Battle Plans

Neutral Garrisons & Population Settlement Actions

You arrive at this scene by clicking the "Troop Management > Deploy" button. This is your battle preparations and deployment scene. It does not save any battle formation information; you must click the "right arrow" to apply each unique deployment to the upcoming battle.

On the left is the "battle plan" scroll. You select a battle strategy, assign commanders, and arrange your troop units into their assigned echelons.

- Choose a "battle strategy" by using the "silver arrow keys" to navigate across the various maneuvers.
- Assign heroes into command position ***by first clicking*** on a qualified hero (with sufficient "Military Skill") ***and then click*** on a command position. ***DO NOT "Drag-and-drop".*** A hero's military skill is the total number of units a hero can successfully control and manage during battle. Military skill "0" or "1" may only fight as unit Champions. Military skill above "2" may assume any command assignments.

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- Assign troop units into a battle echelon position ***by first clicking*** on any unit ***and then click*** on an echelon position. ***DO NOT "Drag-and-drop".***

> Battle Plan Menu

- ***"Left Arrow"*** — returns to the "Strategic Map" scene. (All information is not saved.)
- ***"Recon"*** (aka "Reconnaissance") — ***available only in Single-Player games*** — reveals the enemy force and their battle deployment for the upcoming battle. The enemy forces and deployment are randomly generated **each time you enter this scene.**
- ***"Troops"*** — returns to the "Troop Management" scene. (All information is not saved.)
- ***"Raid"*** — disabled in the demonstration game — In Licensed games, this sends selected heroes on ***day-time*** skirmish and harassment missions.
- ***"Cast"*** — disabled in the demonstration game — In Licensed games, this tells the selected hero to cast "Strategic Spells". Strategic spells could change the battle field terrain (mages or priests), summon hordes of wild beasts (priest only), change weather conditions (mages or priests), etc. Strategic spells cause effects on a massive (i.e. possibly map-wide) scale. These spells are extremely powerful and drain the magi or priest of nearly all their magical powers. A hero that cast such a strategic level spell should not perform any other magic for the remainder of the day. See "Mages of Renown" gaming series.
- ***"Quest"*** — disabled in the demonstration game — In Licensed games, this tells the selected hero to fetch alliance troops, steal rare artifacts from the enemy encampment, or fetch mercenary wizards, priests, and troops, etc.
- ***"Right Arrow"*** — goes to the "Battle Field" scene with the current battle deployment formations, and enemy forces with their deployment.

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1.8 Battle Field

Neutral Garrisons & Population Settlement Actions

You arrive at this scene by clicking the "Battle Plans > TO WAR!" Right Arrow. The Left Panel is the ongoing battle narrative. The battle field is shown in the center, and the Right Panel displays your Army Roster and uncommitted reserves.

- ***"Begin Battle"*** — issues the command to attack. You must continue clicking this button to see the battle progress for each hour. There are 12 "Advanced Rules" that a game administrator could select and activate.
- ***"Auto Run"*** or ***"Manual"*** — is a toggle button. "Auto" uses the AI control all the units, missile fire, melee, withdrawals, and routs. "Manual" reveals menu buttons for each battle sector. You are taking control of your units only; the AI still controls the enemy forces. You may issue: attack, hold, or withdraw command. The "X" rescinds an issued order.
- ***"Speed x1"*** or ***"Speed x2"*** — controls the visual feedback display.
- "Troops" — optional button — this button will appear if the battle is ***NOT*** going well for your troops. The game administrator sets a pre-configured "Casualty & Loss" percentage. If your Army casualties and "Killed-In-Action" (KIA) meets or

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exceeds this setting, this button will appear. This give you a chance to conduct an orderly retreat from this battle, and return to the "Troop Management" scene.

1.9 RPG Adventurers & Quests

Neutral Garrisons & Population Settlement Actions

Your game administrator has an ***"In-Game Module"***[3] (IGM) that generates miniature dungeon quests and adventures for any theme. It uses ***Construct3***[4]. If you would like to add your own adventurers, then consider purchasing it. I'm certain your game administrator would appreciate your help.

Play a sample Quest[5] in the Scirra Arcade.

[3] https://www.construct.net/en/game-assets/tools/dynamic-mini-quests-in-game-3650
[4] https://www.construct.net/a/405491?t=construct3
[5] https://www.construct.net/en/free-online-games/dynamic-mini-quests-in-game-55864/play

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