

KNIGHT LOBSTER

player manual





*LANDS OF EMPTINESS
I HAVE JOURNEYED UPON
YOUR CURVING ROADS*

*AND SO HERE I FIND THEE,
TOWERING ROCK AROUND WHICH
ROTATES THE WORLD,*

*MY QUESTING NOW FIRSTLY
DONE,*

*BUT NOW, TOWER THAT
STABS THE SUN AND LETS ITS
ICHOR FLOOD THE EARTH*

NOW YOUR SUMMIT I WILL REACH.

*WITHIN YOUR HALLS I SHALL DANCE,
FRENZIED BY THE UNENDING WAR
WITHIN*

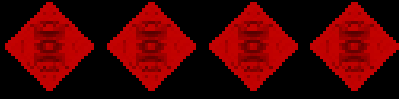
*THEN, AND ONLY THEN
FOR ETERNITY ALL WILL SLEEP.*





Welcome to KNIGHT LOBSTER !





Controls

Move forward, up in menus :

Z, T, Up arrow, Numpad 5

Move backward, down in menus :

S, G, Down arrow, Numpad 2

Turn left, left in menus :

Q, F, Left arrow, Numpad 1

Turn right, right in menus :

D, H, Right arrow, Numpad 3



Interact, confirm in menus :

Space, Left click, Numpad 0

Open Compendium :

Left Shift

Open menu, cancel in menus :

Right click, X

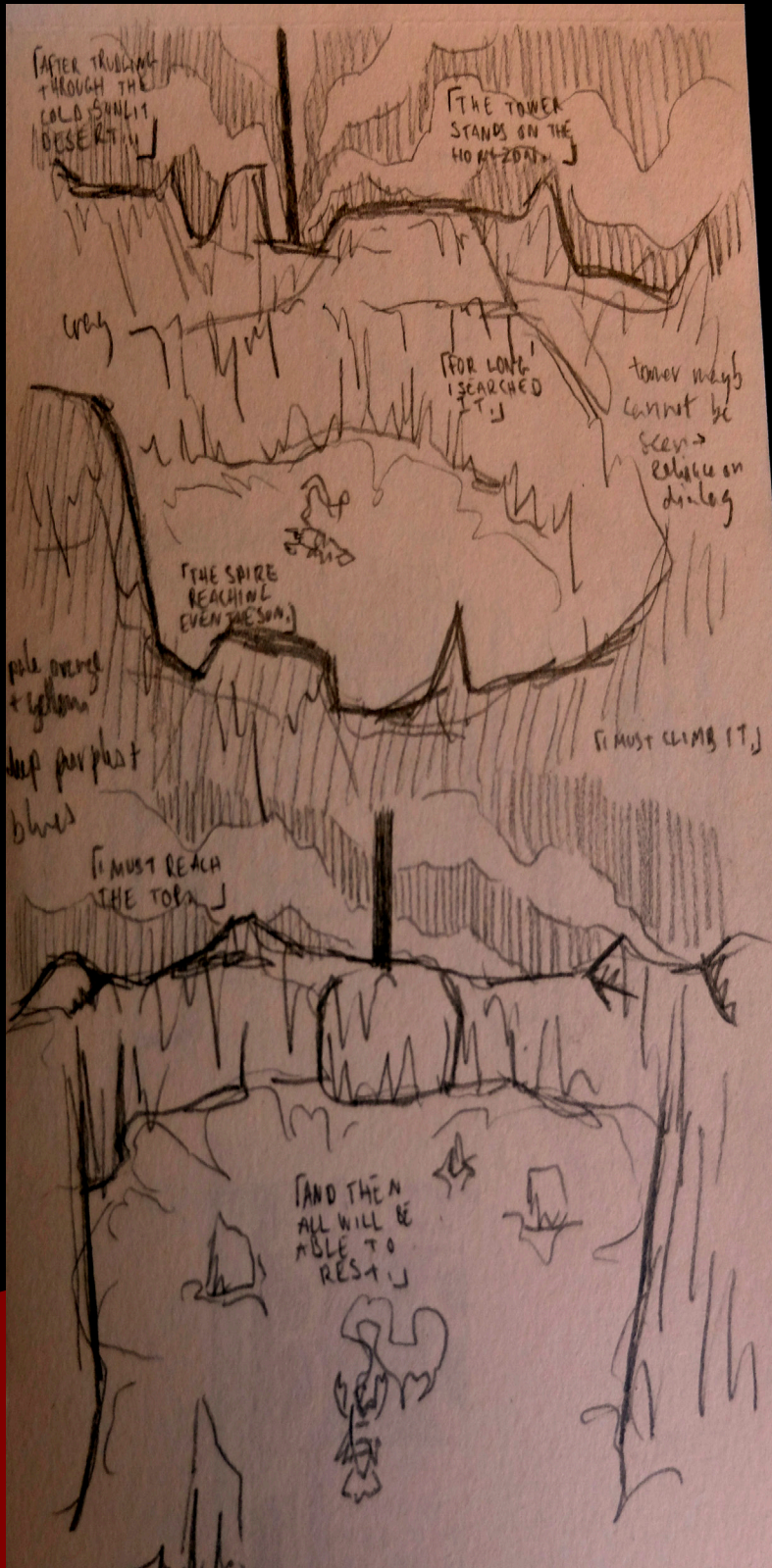


The mouse can be used to navigate the world, as well as to go through menus.



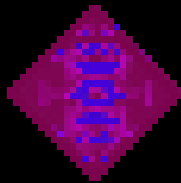
The tower

You are a lobster, from the rest of the world. You have sought out this tower for years, and finally you arrive. Step inside, and climb to the top...

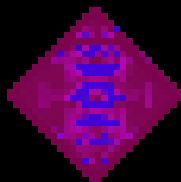


Skills

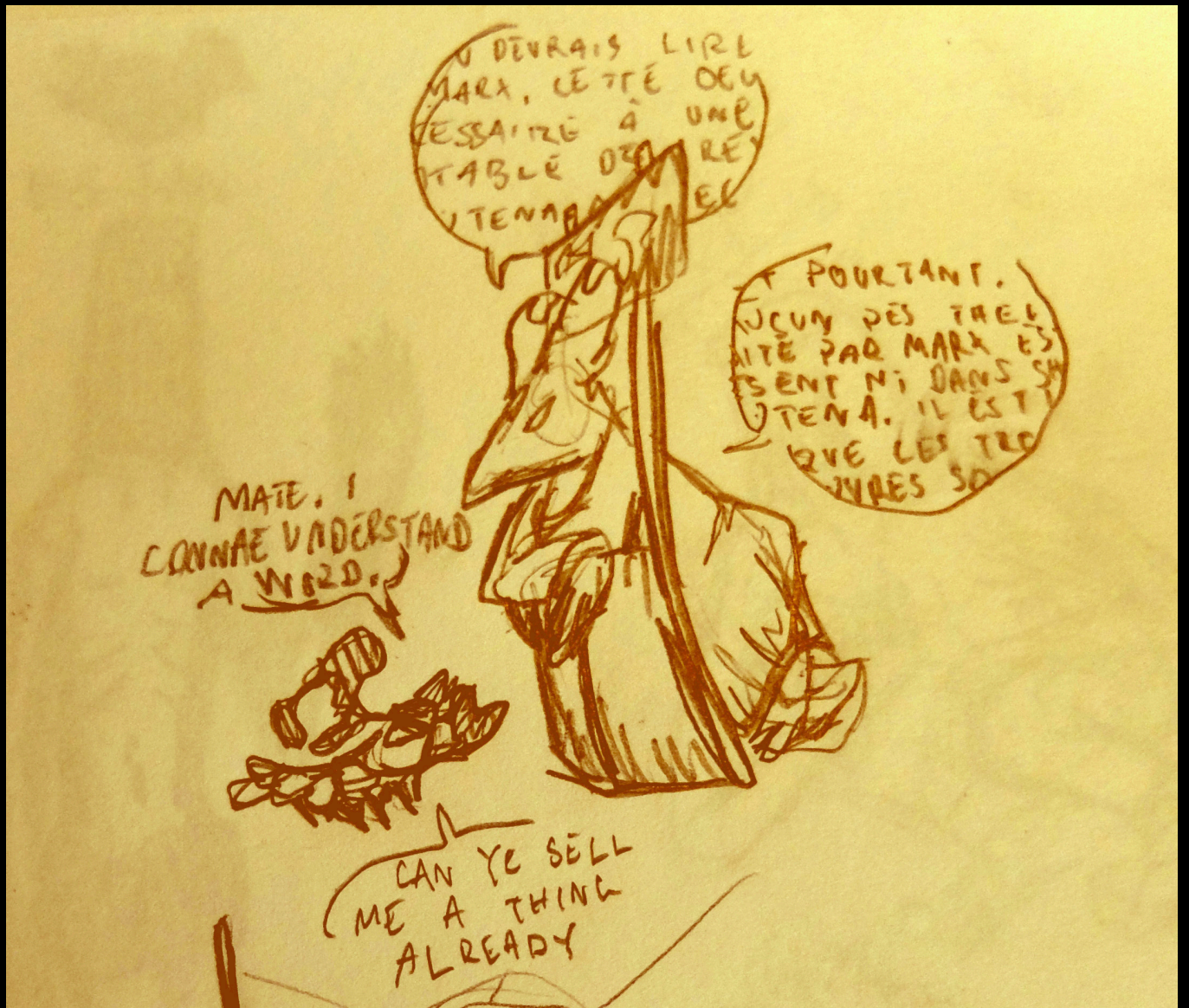
You can get new skills from Business Knight, the rat. You will find them in a stall. To get a skill, simply buy it, and you will learn it. If you don't want a skill, you can sell it for the amount you bought it for. Everytime you meet Business Knight again, they will let you buy more skills as well as have a wider selection.



There are 3 types of skills. Tricks are magic, and rely on the TRI or FOC stat. Melee are close combat skills that rely on ATK or FOC. Commands are healing skills and buffs/debuffs. They mostly do not rely on a stat.

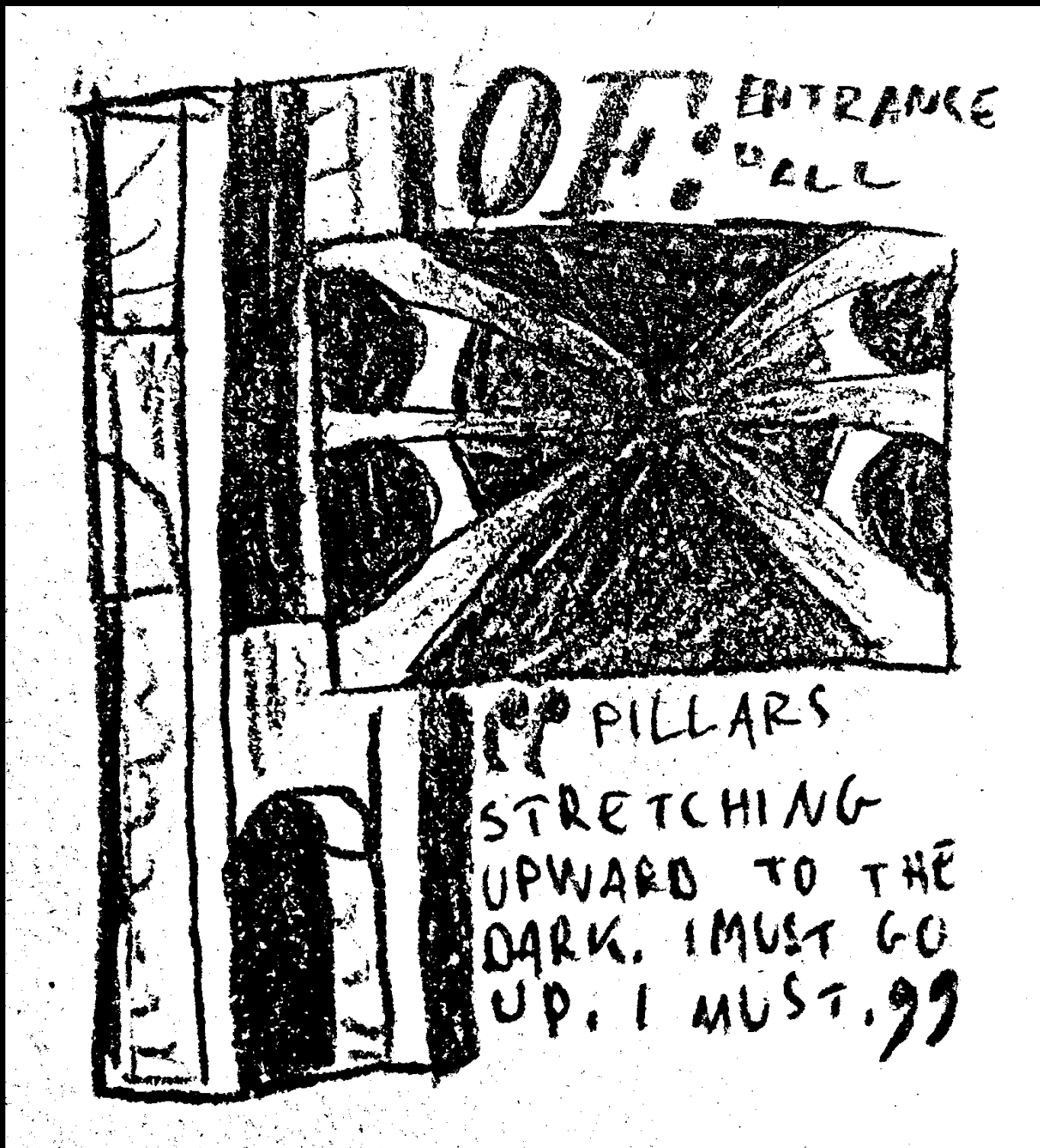


Casting any skill will use MP.



Stats

When you reach the end of a floor, you will level up. It is the only way to level up. You will be able to allocate points in stats. If you do not allocate right then and there, you can also do it in the BUILD menu option.



The different stats are :

CLW **Claw** : Increases the strength of the main attack.

DEF **Defense** : Reduces how much damage you take. You cannot upgrade this.

TRI **Trickery** : Increases the damage from TRICK skills.

FOC **Focus** : Increases the damage of Continuous Attacks.

DEX **Dexterity** : Influences how early you act in battle.

ATK **Attack** : Influences the damage of MELEE skills.

You can also increase your **Max HP** in increments of 5.

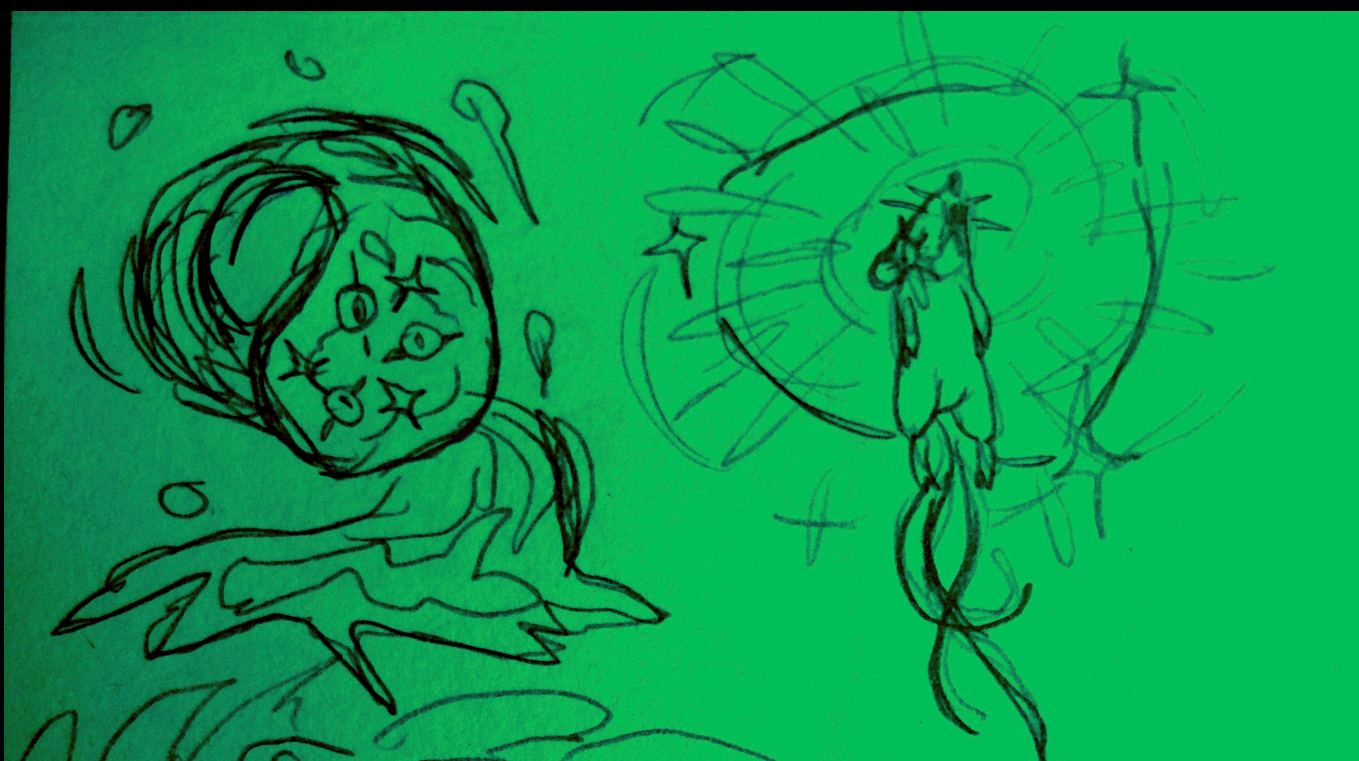
Combat



Knight Lobster will always fight alone.
You have two turns. The first turn will
always happen after the first.

The RESTORE option will make you
regain 10% of your Max HP and MP.
You can use it infinitely.

Be careful not to end a battle by
scraping by. The next battle will be
harder to fight, maybe even impossible.



Exploration



When you finish an enemy battle, your AUTOHEAL gauge will fill up. When that gauge is full, you will receive a full HP and MP heal, as a reward for fighting so well.

You are not the first one to enter this place. You will find many traces left by your predecessors. Some may be obvious, some may be hidden.

The way forward is always up.
You must reach the top.

Interface



1. *Hits display* : Shows the current combo

2. *Highest floor* : Displays the highest floor reached by the player

3. *Current floor* : The floor the player is on currently.

4. *Souls* : Shows how many souls the player has. Souls are found in dungeons and can be exchanged to open certain gates.

5. *Secrets* : How many secrets the player has.

6. *Scorebattle gauge* : If this gauge is not full and the player is on their highest floor, regular battles will award score upon completion.

7. *Score* : The player's score

8. *HP/MP* : How much HP and MP the player currently has

9. *Player portrait* : Who the player is controlling. Changes depending on HP level.

10. *Autoheal gauge* : When this gauge is full, a jingle is played and the player is fully healed.

11. *Precious thing* : Never lose sight of your goal.

12. *Direction indicator* : Which direction the player is facing.

13. *Map* : A map of your surroundings. More of the map is unveiled as you explore. However, it can happen that Knight Lobster forgets where they have been and that the map darkens once more.

Scoring

This game has a scoring system. Your score is displayed at the top of the screen.

All points sources are multiplied by your HITS number. You gain HITS by attacking enemies repeatedly, and loose them by guarding or using defensive options.

Discovering secrets will add a hefty amount of points to your score. Secrets may be hidden things, peaceful enemies, other travellers, or souls.

Can you hear it ? The hymn behind the walls. The era of the shit-eating roaches ?



Message

Thank you for playing Knight Lobster !
This game is one I've been working on
for a while, and will work on for a while.
Progress is steady, but slow. If you want
updates when they arrive, please join the
discord server!

Equally important to me, and even more
so, please spread this game around ! Talk
about it with your friends, or just spam a
link to it everywhere you can, whichever
works best for you.

