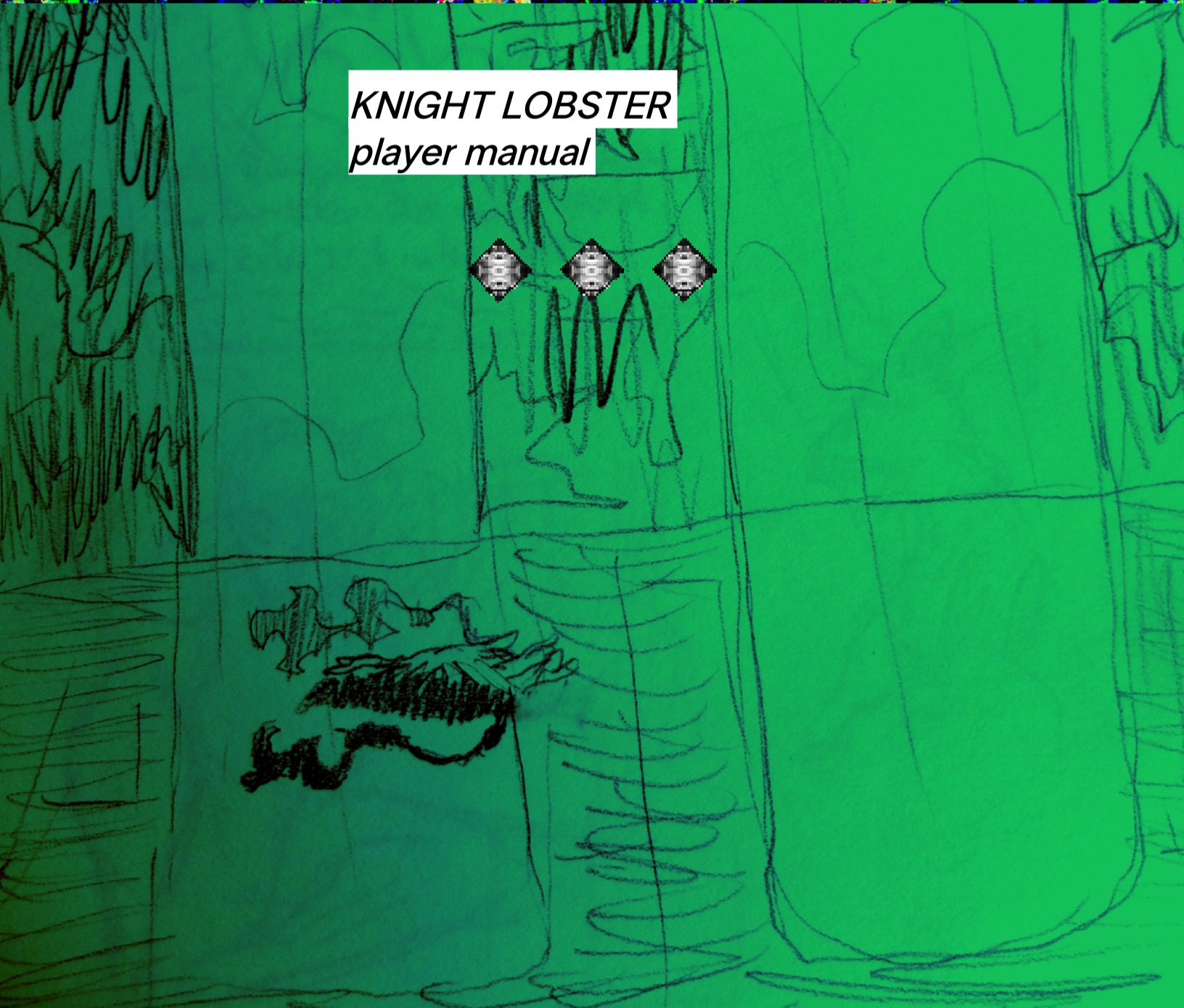


KNIGHT LOBSTER
player manual





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
ICHOIR FLOOD THE EARTH

NOW YOUR SUMMIT I WILL REACH.

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

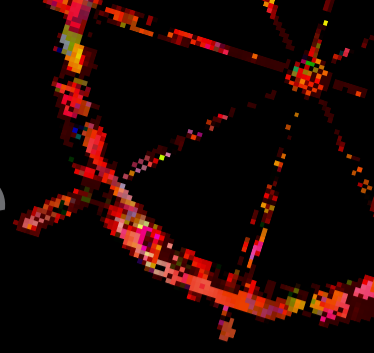
THEN, AND ONLY THEN
FOR ETERNITY ALL WILL SLEEP.



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 or Manual :

Left Shift

Open menu, cancel in menus :

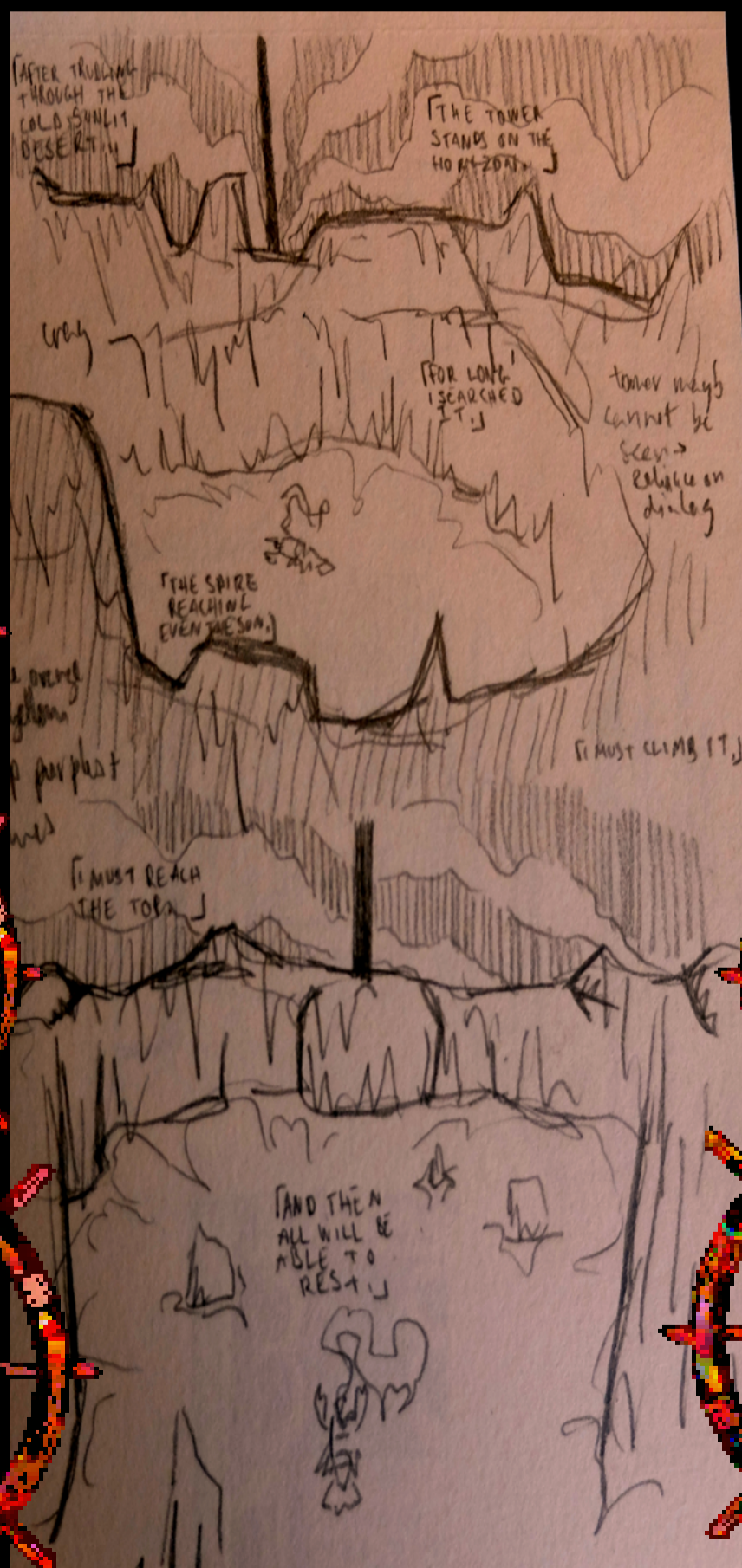
Right click, X



The mouse can be used to navigate through menus quickly.

The tower

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

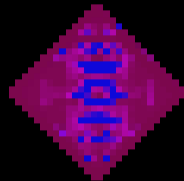


Skills

You can get new skills from Business Knight, the rat. You will find them in a stall.

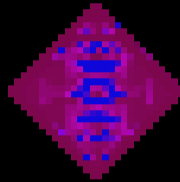
To get a skill, simply buy it, and you will learn it. If you don't want a skill, you can sell it for the amount you bought it for.

Buying a skill multiple times will do nothing but waste money.

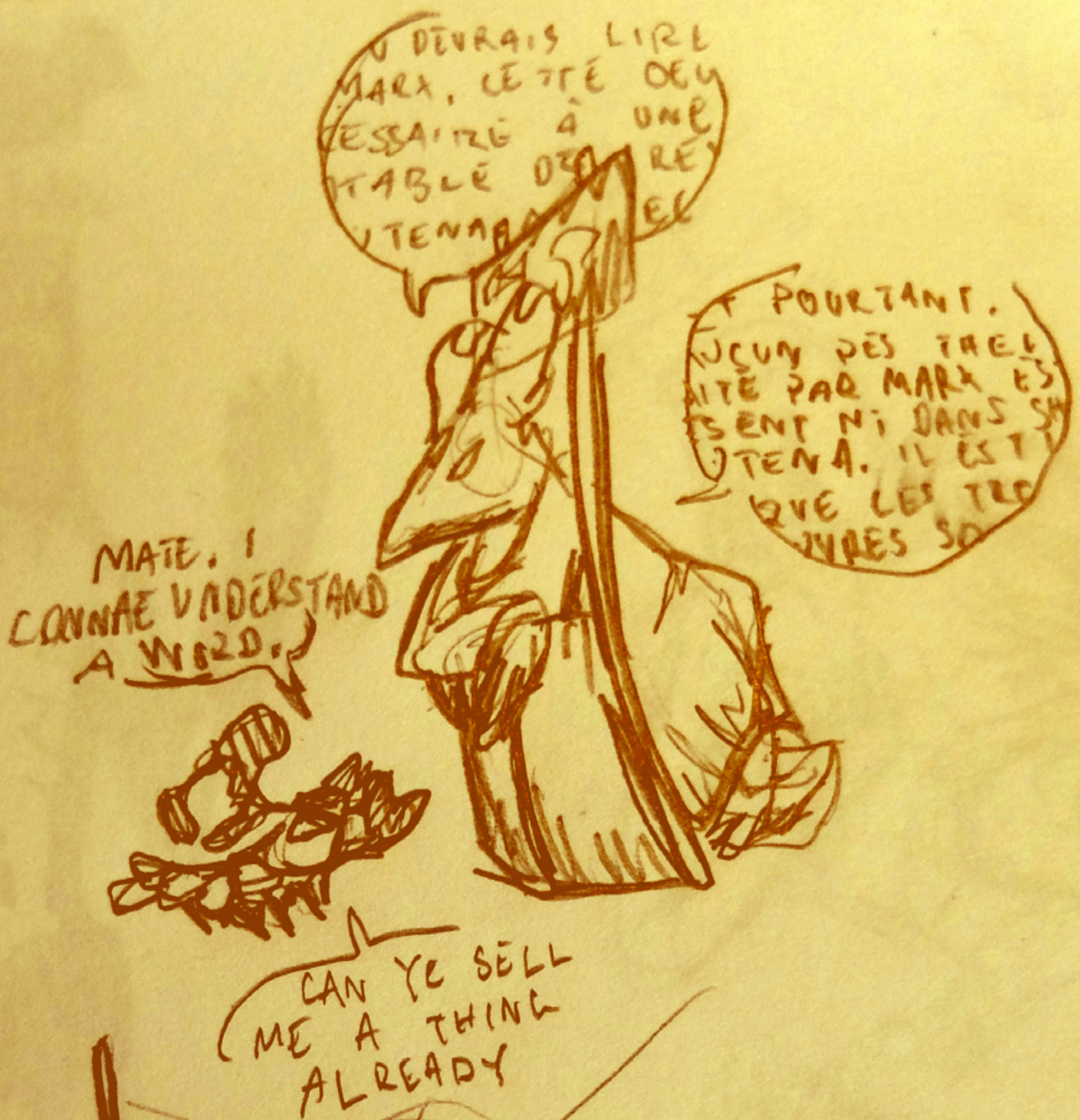


Skills

Everytime you find Business Knight in a new location, they will give you money and have new skills available.



Casting any skill will use MP.

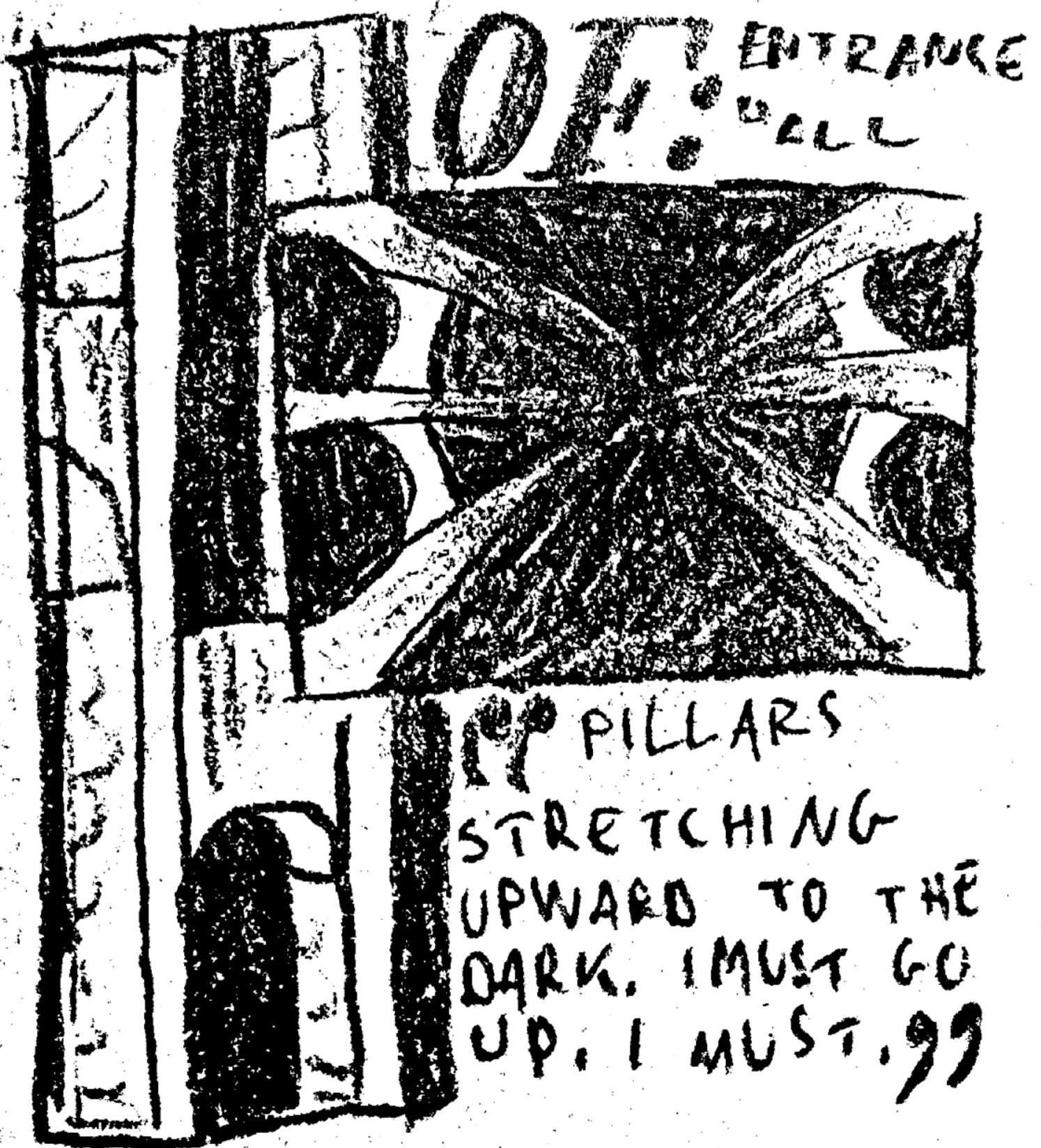


Stats



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.



Stats

The different stats are :

CLW (*Claw*) : Used for attacks. Usually, claw attacks use it.

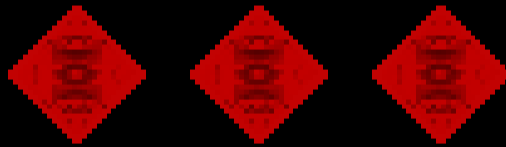
TRI (*Trickery*) : Used for attacks. Usually, magic attacks use it.

FOC (*Focus*) : Used for attacks. Usually, continuous attacks use it.

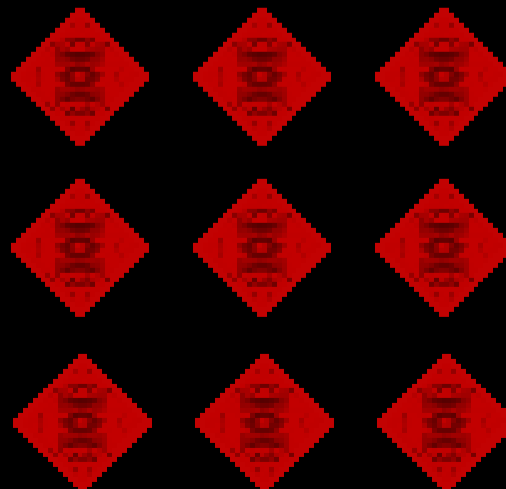
MEL (*Melee*) : Used for attacks. Usually, melee attacks use it.

DEF (*Defense*) : The higher the defence, the less damage taken.

DEX (*Dexterity*) : Determines turn order. Highest dexterity moves first.



Offensive skills can use multiple stats. You can see which stats and how they interact in [brackets] at the beginning of the skill description.



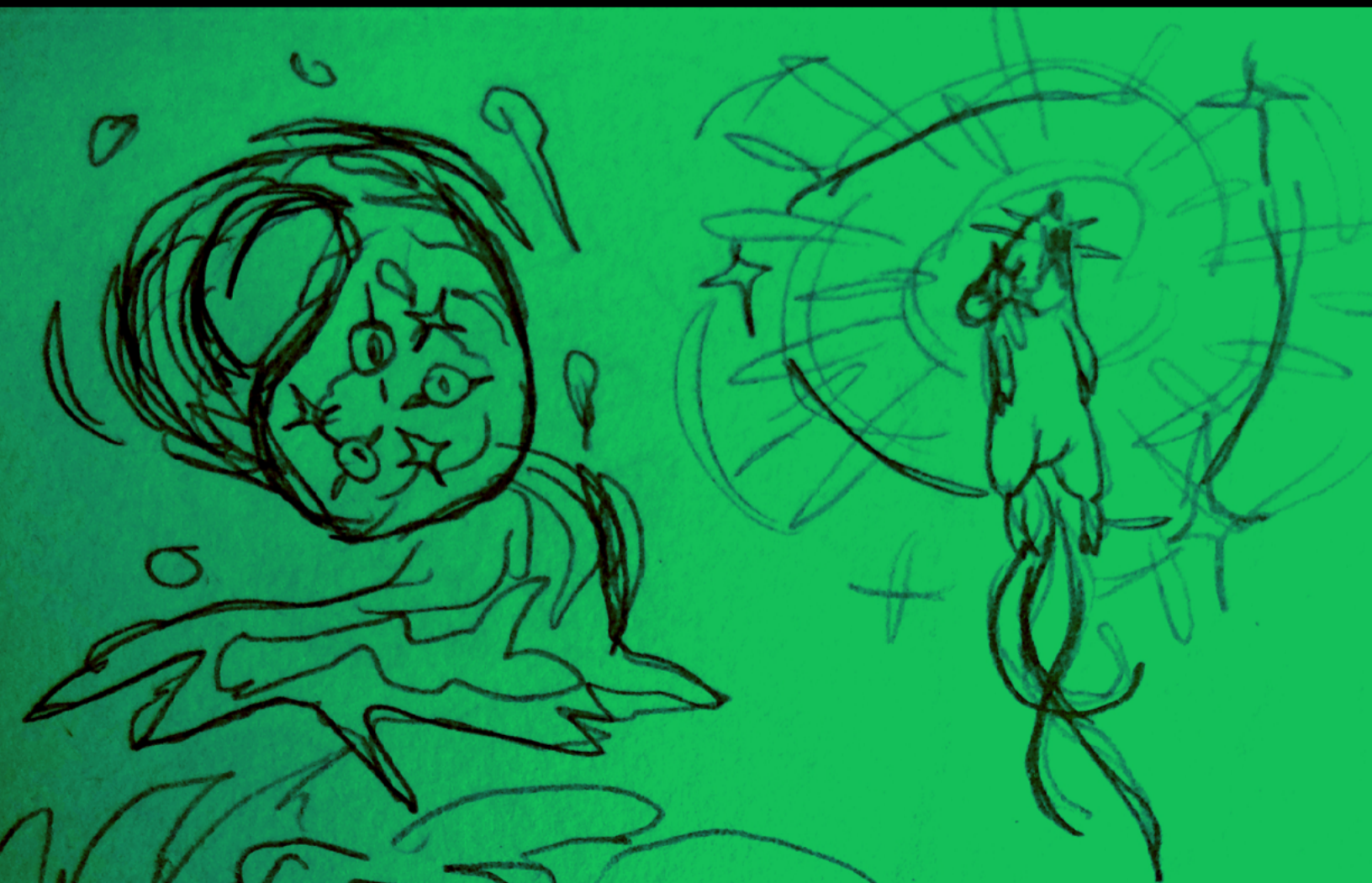
Combat



Knight Lobster fights alone.

You have two turns. The first turn will always happen before the second one.

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



Combat

Using an attack will raise your score multiplier.

Depending on how many of your two turns are used for attacks, multiple things can happen :



2 attacks : Multiplier increases twice.

1 attack : Multiplier increases once, then lowers at the end of the turn.

0 attacks : Multiplier is reset to the minimum. The percentage of HP/MP healed by RESTORE lowers.

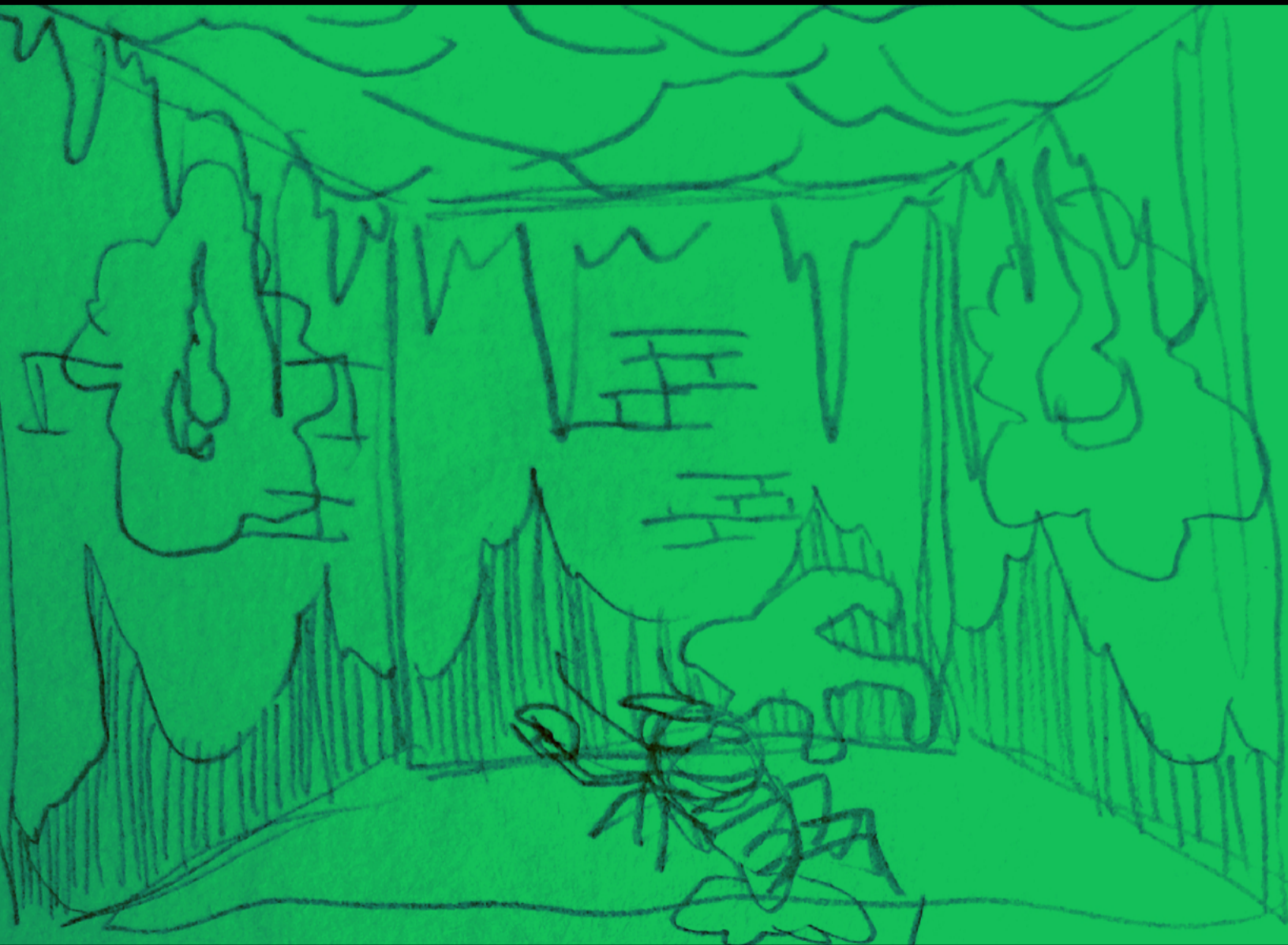


You can see the percentage healed by RESTORE to the right of the HP and MP gauges in combat.

It starts at 10%, and will always lower by 2%. Note that HP and MP can be fractional.



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. The percentage healed by RESTORE will also be set back to 10%.

Be sure to search for secrets. They may not be marked by anything.

You must reach the top.

Interface

Number of foes that will give score on this floor

Current multiplier

Current score

HP and MP gauges



Minimap

Current coordinates

Current room

Log

Interface

Stat and buff/
debuff indicators

Current
multiplier

Current
score



SKILLS

RESTORE

ITEM

Command
window

DUALITY OF HALLS

MOSS SLIME APPEARS
NUCLEARAT APPEARS

memory

HP: 100/100 +10

MP: 20/20 +2

10%

AREA 1:
MOSSY DEPTHS

HP/MP
gauges

Battle
Log

Autoheal
gauge

Percentage
of HP/MP
healed by
RESTORE

Scoring

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

All points sources are multiplied by your multiplier. You gain multiplier by attacking enemies repeatedly, and lose it 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, 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.

