

**C.  
KANE**

**Instruction Manual 2013 Super Walrus Games**

Thank you for downloading C. Kane!

For years, video games have been moving further and further away from “toys” and more towards their one true goal: To Be Art.

With C. Kane, the dream of a thousand indie game designers has finally been fulfilled. Critics have asked when games would get their own Citizen Kane; we have answered their question. The answer is right now, in this game whose manual you are reading. Thank you for supporting Games As Art!

## The Game

C. Kane is a short form turn-based RPG that streamlines the genre to its basics; fighting monsters, talking to people, playing dress up. Dungeons are minimalist, graphics are monochrome. Random battles are no more, bosses are numerous. A Shark guides the way. An original hip hop soundtrack provides the beats.

Use your directional pad to move around. You have two buttons, one to confirm and one to cancel. Use both wisely; the cancel button also brings up your menu while outside of battle. From here you can save freely and often.

## The Story

On his 18<sup>th</sup> birthday, a young Media Mogul begins a quest to save the world. The Earth is in ruins and the Dark Wizard Gettys rules from high atop the Dark Tower in the east.

With his father's sage advice safely in his mind, Charles recruits a band of brave warriors to cleanse the world of the Four Deadly Dungeon Masters.

Along the way, he may learn the truth about what destroyed this once beautiful world.

## Charles (C. Kane)



Age: 18

Occupation: Media Mogul

Blood Type: A

Charles is the son of a famous space captain. He awakes on his 18<sup>th</sup> birthday to disturbing news, as the Wizard Gettys' reign of terror continues.

Using his Journalism abilities, Charles can buff his and his allies' stats and debilitate enemies.

## Leland



Age: 22

Occupation: Beaver

Blood Type: O

Leland is a lifelong friend of the Kane family and has lived in the space beneath their porch for several years. Leland comes from a distant town unknown to humans and always has a positive attitude.

Leland's Wildlife abilities are used for a variety of situations; absorbing enemy health, foraging for food, or simply laying down massive damage.

## Emily



Age: 18

Occupation: Priestess of Resurrection

Blood Type: AB

Charles' wife. Emily belongs to an order which is responsible for finding new bodies for humans who have died of unnatural causes. This order is essential in maintaining the survival of Monorado, the last known human settlement.

Using her White Magic, Emily can heal wounds, revive the dead, and boost magical attack power.

## Susan



Age: 19

Occupation: Special Agent

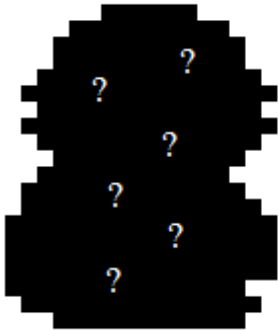
Blood Type: B

Once a pupil of the Dark Wizard Gettys, Susan is now part of a special force tasked with bringing him down. Susan is a stranger to the people of Monorado, living her life in the shadows outside of town. The Mayor trusts her completely.

Susan's Black Magic allows her to summon elemental allies to attack her enemies.



## Gettys



Age: ??

Occupation: Dark Wizard

Blood Type: ??

In the old days, Gettys was a friend of the Kane family. Now, he controls an army of the living dead and spreads disease across the land from his Dark Tower. No one knows how he controls this terrible power or for what purpose he wields his terrible magic.

## The Map

Speak to the citizens of Monorado to learn about the world, solve puzzles, and progress the story.



There are three shops in town where you can buy weapons, armor, and items. The weapon store becomes available once the first dungeon is completed.

## Battles

Combat is turned-based; once you've selected the move for each character to make, they will proceed in order according to their SPD stat. Each hero has a unique skills menu.



Each hero has a basic Attack, an Items menu, and a Defend command. Defending reduces physical damage massively but makes that hero unable to act for two turns.

## Character Stats

HP – Health. HP is restored after each battle. When HP reaches zero, the hero is unable to act unless revived by magic or an item.

MP – Magic Points. Allow heroes to use their special skills.

POW – Attack power. Physical damage rating.

AIM – Accuracy. Determines whether hits connect to enemies.

DEF – Physical defense. Protects heroes from normal attacks.

EVA – Evasion. Likelihood of avoiding enemy attacks.

MAG – Magic power. Determines how much damage magical attacks do. Healing spells and buff/debuff spells are not affected by MAG.

MGD – Magic defense. Protects heroes from magical attacks.

SPD – Speed. Determines order in which heroes and enemies act in battle.

## Equipment

Heros can equip weapons, armor, accessories, crystals, and emotions.

Weapons raise POW or MAG.

Armor raises DEF.

Crystals raise MGD.

Accessories have a variety of uses. Some have dangers associated.

Emotions determine elemental defenses and weaknesses.

Charles can equip Swords and Suits.

Leland can equip Axes and Hats.

Emily can equip Staffs and Robes.

Susan can equip Wands and Hairpins.

## Credits

Story/Game Design – Paul Harrington

Music – Mr. 8bit & Glock

OHR RPGCE Engine – James Paige

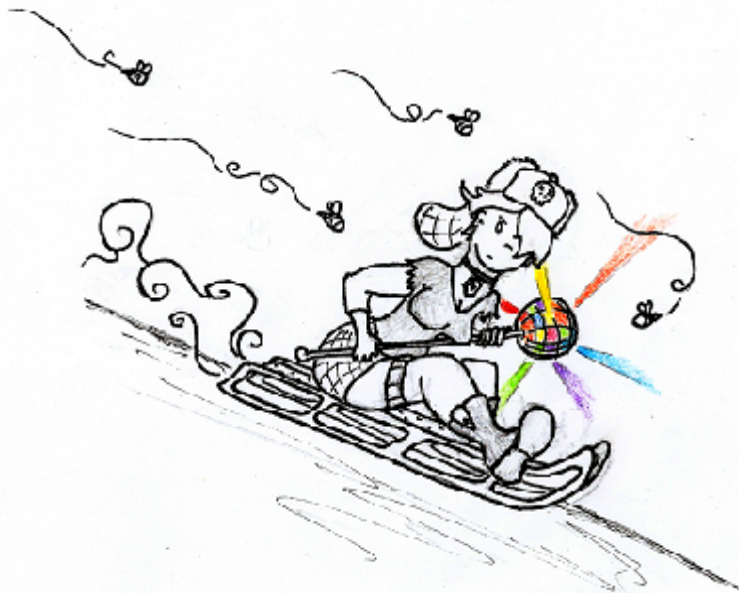
Sound Effects – Paul Harrington, Becki Harrington-Davis

Testers – Matt Edson, KF Harlock, Tom Laakso, Mark Mackenzie,  
Nathan Major, Brian O'Connor

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Visit [soundcloud.com/Glock-6](https://soundcloud.com/Glock-6) for more music by 8bit & Glock.

## Bonus Time Artwork



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