

DEVIL RONIN

an original game in the style of the Commodore 64
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STARTING THE GAME

Devil Ronin requires **Java 1.5** or later. Most computers have this installed by default.

You can start *Devil Ronin* with one of the RunDevil scripts included. Use the .bat file on Windows computers and the .sh file on Mac & Linux computers. If you have a different OS or have trouble with the scripts, trying running the startup command inside them directly on the command line.

THE STORY

This game takes place during Japan's Sengoku Era, a time of great civil war. Intertwined in the war are the forces of mythology, as the monsters have risen up in this time of strife and bloodshed.



You will take on the role of Kuruhito, an *oni* (ogre or demon) who onced served the Demon Shogun, the greatest of the monsters. He has come to sympathise with humanity and as a result has turned on his master, becoming a ronin. He now seeks to bring down the Demon Shogun, even if he has to cross all of Japan to do so.

GAMEPLAY

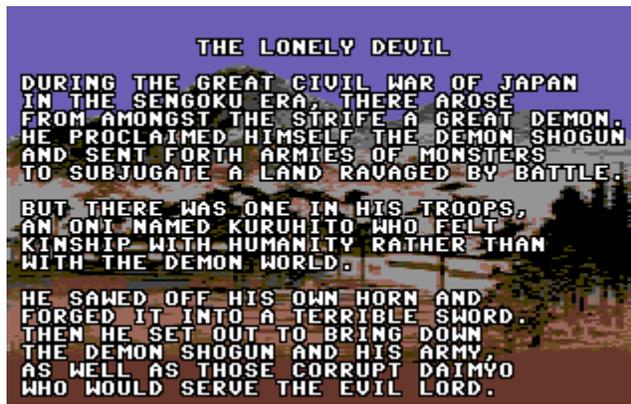
Devil Ronin plays out the quest of Kuruhito on a map of the prefectures of Sengoku Era Japan. Each Prefecture is a game stage. There are four kinds:



Scenic Combat - Here Kuruhito rides his horse and fires a long bow at the monsters that attack him. Move Kuruhito back and forth to position his shots and avoid enemy attacks, and fire to bring them down.



Castle Combat - Some of the *daimyo* (lords) of Japan have pledged loyalty to the Demon Shogun, hoping to profit under his lawless reign. You must break the power of these daimyo by entering their castles and subduing their soldiers. Kuruhito can walk, jump, and use ladders in these levels, and his strikes at his foes with the massive sword he forged from his own severed horn.



Story Scene - Story scenes tell of encounters Kuruhito has along the way. Often he will gain a gift during these scenes, such as healing or a suit of armor. There are no controls here, just press the fire key when you have finished reading the story text.

Oni Combat - The final battle against the Demon Shogun. This acts much like Scenic Combat, except the Demon Shogun is a more difficult enemy. He also takes multiple hits from your bow before he is defeated.

The Prefecture Map



When you enter a Prefecture the map will give you some information about what to expect there. If the Prefecture contains monsters, then you will also be shown the monster name and how many of them are in the Prefecture. As you approach the Demon Shogun the number of monsters will increase, and they will attack in larger groups.

Kuruhito's current Prefecture is indicated by a yellow square. There are blue arrows on the surrounding Prefectures that he can travel to. The names of these Prefectures, as well as the current one, are also shown. There are icons as well that tell you what to expect in each Prefecture (a scroll for Stories, a building for Castles, and a monster icon for each type of Scenic). Completed Prefectures show a grey ring. Simply press the arrow key that corresponds to the Prefecture you wish to travel to. For example, if a Prefecture shows a blue arrow below its icon that points to the left, then press the left key to travel to that Prefecture. Not every Prefecture can be reached directly from a neighbor, sometimes a more complex route must be taken.

You do not have to complete every Prefecture in order to reach the Oni battle at the northmost point of Japan. You can select a route that corresponds best to your play style, and even investigate new routes each time you play. You are free to travel back through Prefectures you have already cleared.

When in combat, the bottom of the screen displays the current Prefecture name, the monster

type (if in Scenic combat), and a guage that shows Kuruhiro's life points. Kuruhiro has 10 life points at the beginning of the game. He loses these from taking damage, typically 1 point per hit (though ninjas do 2 points of damage with their poisoned shurikens). If he loses all 10 points then his journey ends, along with your current game. He can recover life points at some Storys. He can also gain armor, which gives him a second bar of 10 armor points. Armor points are lost before life points, and are not recovered from healing. Finally, Kuruhiro may find a shrine that gives him a *shikigami*. The shikigami is a blessed paper "sacrifice doll" who dies in the place of its owner. If Kuruhiro has found the shikigami and he loses all his life points, the doll will vanish and he will get his life points back once more.

CONTROLS

Devil Ronin is controlled from the keyboard with a simple set of keys.

SHIFT or **X** - Fire Key

- 1) Begins game
- 2) Fires arrow in Scenic Combat
- 3) Uses sword in Castle Combat
- 4) Exits Story screens
- 5) Skips opening/closing screens

SPACE or **Z** - Jump Key

Causes Kuruhiro to jump in Castle Combat

ARROWS - Move Keys

- 1) Selects next Prefecture
 - 2) Left & Right keys control movement in Scenic Combat
 - 3) Left & Right are walk keys in Castle Combat
 - 4) Left & Right also move Kuruhiro during jumps
 - 5) Up & Down keys allow Kuruhiro to move up and down ladders
- NOTE: You can jump onto ladders but not off of them.
Ladders are exited by reaching the floor at either end.

ESCAPE - Exit Key

Quits the game

ENEMIES

Monsters (Scenic Combat)



Kappa - Turtle-like water spirits who can be peaceful or brutal. The war has driven them into a violent frenzy.



Tengu - Crow-like beings that inhabit the mountains, they are both warriors and scholars. They have come down to partake of battle and prove their superiority.



Katawaguruma - Ogre heads mounted on the hubs of great rolling wheels, these chaotic beings spew fire and delight in inflicting suffering.



Yurei - Wailing ghosts, often of women who died terrible deaths. They seek out others to drag down into the darkness with them.



Tsuchigumo - Intelligent giant spiders that draw their power from the earth. They are ancient enemies of humanity and capable of great malice.



Storm Oni - Barbarous demons that live in the clouds and bring forth storms by beating on their drums. They are unpredictable and wild.



Chochinobake - Some items that have been around for 100 years may develop a spirit of their own. Such is the case with these paper lanterns who have transformed into trouble-making imps.



The Demon Shogun - The greatest of the oni warlords, he is encircled by magic shields and he hurls scorching energy from his mouth. He is devoted to the subjugation of humanity and the reclamation of Japan for demonkind.

Humans (Castle Combat)



Swordsman - A skilled fighter, he wields a katana and strikes quickly at close range.



Guard - Unswerving from his duties, he patrols the castle and hits intruders first with his long naginata.



Archer - These keen-eyed soldiers use light but powerful bows to pierce their targets from afar.



Priest - A trained Shinto exorcist, he throws talismans which contain curses that slow any demon so that his compatriots can deal with them. (Slow effect lasts for duration of current Castle.)



Ninja - Secretive assassins, they excel with their poison-coated shurikens that can bring down even one with the strength of a devil.

HINT: A swift sword can knock projectiles out of the air if timed right, helping to prevent damage from arrow, shuriken, and talisman.

NOTES

This game was created for the Retro Remakes (<http://www.retroremakes.com/>) 2008 Competition. It is freeware and may not be sold, lent, distributed, or altered without the express and written permission of the author.