

# Reclaimed

Reclaimed, a uDevGames 2008 entry by Andy Korth

Reclaimed was originally entered into the uDevGames 2008 contest, held by iDevGames.com. If you like Reclaimed, please vote for it by visiting <http://www.udevgames.com/>

## What is Reclaimed?

Reclaimed is a multiplayer role playing game. You are given an open world, and it is yours to explore and build in, however you'd like. Unlike many traditional RPGs, Reclaimed focuses on building and player interaction over combat. Reclaimed is influenced by games such as A Tale in the Desert, Dwarf Fortress, Eve Online, and various muds.

## How to Play:

Once you start up the game, create a new character and log in. Then take a moment to familiarize yourself with the layout. Once you've got it down, you pretty much understand everything you need to know.



**Main Commands:** Click on these buttons or press the letter in parenthesis to invoke this command. Try each one of them out.

**Message Box:** A variety of text messages will show up here. When people talk to you, or when you pick things up you will see a message here.

**Command Box:** Hit return to activate the command box. Then you can type in a variety of command or messages. Hit return again to send the message. This text box operates the same way as chatting in games like Warcraft or Starcraft, or many MMOs.

**Context Commands:** These commands show up when you can somehow interact with the object in front of you. Stand in front of grass and click the button (or hit 1) to cut the grass. Chop down trees, gather mud, and make things at the carpenter's shop with these type of contextual commands.

## Quickstart Tips:

- \* Type /ooc <message> to send a message to all logged in players. Otherwise only people near you will hear you.
- \* There's lots to try. Find a questgiver and complete his quests.
- \* Make mud bricks in wooden brick molds. You'll need to cut some grass and gather mud from a river or lake.
- \* Dig out a passage in a mountain. Use the stone for statues or sturdy walls.

From here, feel free to explore! There are a few quests for you to try, and you can build the workshops you need to build your own house!

## Advanced Tips:

Once you have played around for a while, try some of these:

Try out the socials. Click on someone, and type /hug, /smile, or 100s of other commands. (Type /social to see a list).

Check out the command list, there's a lot of neat stuff in the list.

Build something grand! Send Andy your requests for new items or craftable items.

**Credits and License:**

The code is released as GPL Version 2.0. Copyright Andy Korth.

A huge thanks to everyone on the iDevGames IRC channel for their help, testing, advice and friendship.

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I made the music in garage band in about 20 minutes.

Contact me at andy (at) howlingmoonsoftware.com, or in irc.freenode.net on #idevgames, or on AIM as andykorth.