Hero U

Rogue to Redemption

Technical Manual

TABLE OF CONTENTS

Getting Started With Hero-U

Hero-U is a fantasy adventure role-playing game. It is a game of exploration, discovery, character development, story, fantasy combat, and puzzle-solving.

In Rogue to Redemption, your character is Shawn O'Conner, a young man who has grown up poor, but aspires to be successful and important. You can help him reach his goals. Or we should say "your goals", since much of that is up to you. When you first run the game, you'll see an introductory screen, then the Main Menu:

Start by clicking the New Game button. Your other choices are to load a game you previously saved, see the game credits, or exit Hero-U. It's a little soon for that last choice!

The opening cinematic will give you some context for Shawn's first adventure in the thriving coastal city of Caligari. Danger has come to this formerly-peaceful town.

But meanwhile, Shawn has a job to do, and it's up to you to guide him through it. He says he's trying to become a thief - just roll with that for the moment. Advance the text by clicking in the box or pressing the spacebar or the Enter key.

A notification flashes in the top right corner - "Journal Entry added. You also have a new menu on the left side of the screen. We call this the "RPG Bar" because it lets you look at the things that make Hero-U a role-playing game as well as an adventure.

Move the mouse cursor around the room. Each time it passes over an interesting object, you will see a "tool tip" with the name. Right-click will describe the object under the cursor. Left-click lets you interact with it. There is a painting near the window. Left-click on the painting, then choose, "Look at the Painting." Shawn will walk to the painting, and this is what you will see...

Hero-U is all about exploration and trying things out to see what happens. You'll never know what surprises you might discover or how much fun there is to find until you play the game.

Interacting with the Game

You do most game actions by interacting with the on-screen environment. Mouse over an object to see what it's called. Right-click on it to get a description. Those actions use no game time and don't cause Shawn to move.

Left-click is used for everything else. Clicking on an empty place on the floor causes Shawn to walk (or run or sneak) there. Clicking on something that has a mouseover moves Shawn to it, then allows him to interact with the object. Interaction is usually done with text in the box at the bottom. After you read the text, advance through it by pressing the spacebar or by clicking in the box.

Often you will get an "interaction menu" in the same box. Click on your choice of action or dialogue, or type the number next to your choice. Many menus have "Done" as the last option; clicking Done exits the menu without taking time or doing anything.

Oh yeah, that "time" thing. Moving takes time. Most menu choices, including dialogue, take time. Shawn will rarely have enough time to do everything he wants to do. That comes down to your choices, and also hopefully will give you a reason to play Hero-U: Rogue to Redemption many times to discover what happens if you play the game a little differently.

By the way, even though the school administration thinks that students should be on a strict schedule, Shawn is a rogue. Just because he's sent to bed at 10:00 at night doesn't mean he has to stay there. You may find yourself trying to squeeze one more practice session into every precious hour of Shawn's life.

Ever-Changing Menus

Never become complacent that you've seen every option with a character or object. As Shawn accomplishes tasks in the game and acquires items, menus will change. A simple example is in the first room - Shawn's options with the desk change depending on whether he has enough light to see what he's doing. Later on, he will acquire lockpicks, keys, and other items that open new ways of interacting with the game.

Character dialogue also changes constantly. Hero-U uses a state-driven dialogue system. This means that people will have different things to say depending on the game day, what Shawn has done so far, Shawn's reputation with the character, and other factors. To get the full story, gain experience, and build reputation, talk to the other staff and students every day.

It is impossible to see all of the character dialogue in a single play-through. If you choose to have Shawn make a charming response to something another character says, he can't go back and try a smart or a snarky answer.

Other characters react to Shawn's attitude based on their own character and their opinion of Shawn - sometimes they like the snarky approach more than the charming one. Don't try to "get it right" every time, because often there is no right or wrong approach. Instead, get into the role you want Shawn to play. Decide whether he's smart, charming, or willful (full of moxie). You will get better results picking an interaction style and sticking with it than by acting inconsistently.

1. Talk With Joel
2. Browse the Shop
3. Compliment Joel
4. Give a Gift
5. Done

Movement

You can ask Shawn to move anywhere on the game screen by clicking the left mouse button there. If there is an interesting object where you click, Shawn will move to it and give you some choices of what to do with the object. If you click on an an empty place, Shawn will move to it, or as close as he can get.

In the bottom left corner of the game window is another bar that lets you choose between three movement "modes" - Walking, Running, and Sneaking. You won't see this bar in the first room because Shawn hasn't yet learned Stealth and there is no room to run. Running would get him caught anyway.

Click on the Walk icon to walk around at a normal speed. Click on Run if you're in a hurry, as long as you don't mind getting some demerits for running in the hallways. Click on Sneak - once Shawn learns the Stealth technique - to move slowly and carefully. Sneaking improves Shawn's Stealth skill and allows him to avoid many encounters with monsters and school administrators. But you have to be patient to use stealth effectively.

The RPG Bar - System and Character Menus

Day 9

From top to bottom, the RPG Bar has a clock, the current game day, and some icons - a computer disk, Shawn's face, a head surrounded by hearts and flames, a backpack, a torso, and a book.

The Clock and Game Day. Time is Shawn's most precious asset in Hero-U. The game lasts 50 days, and there are a lot of choices to make on every one of those days. Move your mouse over the clock to see the exact time. You'll be using that "mouseover" technique throughout the game. The clock is not a button, so clicking on it or on the day won't do anything.

The computer disk (remember those?) icon is your System Menu. Click it to Save your progress, Load a previously-saved game, adjust the music and sound setting, or Quit back to the Main Menu.

The other five buttons bring up game pages. All of them have a top menu bar that duplicates the game page icons. In order these are Character, Reputation, Inventory, Equipment, and Journal. There is also a Back button that will return you to the game.

The Character Sheet shows Shawn's current health and status, his abilities, and his skills. Arrows show you stats that have changed since you last looked at the sheet.

The Reputation Screen gives you a visual look at Shawn's relationship with other characters in the game.

The pack brings up Shawn's Inventory. Right-click an item for its description, or left-click for other options.

Use the Equipment screen to equip and remove clothing, weapons, and accessories.

The Journal helps you (and Shawn) remember important events at Hero-U. It also includes a record of Shawn's tasks and achievements.

| Back | Character | Reputation | Inventory | Equipment | Journal |

The System Page

Clicking on the "disk" or System Icon brings up the System Page. This is where you can save your progress, reload an older saved game, change game settings, or leave the game.

First look at the top menu bar. Every page you bring up from the RPG Bar has a "Back" button in the top left. Clicking on Back closes the page and takes you back into the game.

The Saved Games page comes up first when you click on the System Icon. This page allows you to save the game, load a previously saved game, or delete a saved game that you no longer need.

There are three buttons on the bottom right - Save, Load, and Delete. Clicking on Save will suggest a name for your saved game with the current game day, time, and scene. You can change the name to make it easier for you to remember. Click Save to save it, or Cancel to not save it now.

On the left side is a list of all of your saved games, with the most recently saved at the top. Use the scroll bar on the right side of the list to scroll through your saved games to find the one you want to load.

Note: Which saved game is selected does not affect saving the current game. Saved games are always added to the top of the list; they do not replace existing saved games.

Click on the desired saved game, then on the Load button (bottom, right side) to reload that game. Warning: Loading a saved game will lose track of your current game status. If you think you will want to return to the current game later, make sure you save it before loading a different saved game.

If you select a saved game by clicking on it, then click the Delete button, you will be asked to confirm the deletion (Yes or No). Once you delete a saved game, there is no way to recover it.

The Settings button allows you to change the volume of music and sound effects in the game. The game will remember your settings if you quit and restart the game or load a different saved game.

The Quit Game menu gives you the choice of whether to Save the current game, then quit, or to quit immediately. If you choose Save and Quit, your game will be saved with the default name (day, time, and scene). In either case, you will find yourself back on the starting menu. Click Exit to close Hero-U: Rogue to Redemption and return to the desktop.

What if you decide you didn't mean to quit? The Back button is still active. Click it to return to the game. You may also click the other top menu buttons - Saved Games or Settings - to cancel quitting.

The Character Sheet

Back	Character	Reputation	Inventory	Equipment	Journal

Status

Healthy
Stamina 52/52
Demerits 35

Abilities

Agility	35
Charm	42
Fitness	61
Luck	28
Moxie	52
Perception	60
Smarts	58
Magic	5

Skills

Climbing	52
Combat	40
Defense	37
Tool Use	45
Stealth	63
Throwing	41
Gaming	30

Resistances

Poison 0   Magic 0   Undead 0

Clicking on Shawn's head brings up his "character sheet", a term from paper role-playing. This page lets you see Shawn's current status and how he is progressing in building up his skills and abilities. The range is 0-100, where a skill of 0 can't be improved without special training, and 100 is the maximum "cap". Equipment and temporary buffs can raise a skill or ability above 100.

If a skill or ability has improved since the last time you looked at the character sheet, it will have a green "up arrow". Arrows also show temporary changes to abilities from using a "buffing" pill or potion or from equipping or removing magical armor or weapons.

We've divided Shawn's character sheet into four sections - Status, Abilities, Skills, and Resistances.

Status is the most important. That section tells you whether Shawn is healthy, sleepy, hungry, poisoned, and so on. Take a nap if Shawn is sleepy, grab an apple in the dining room if he's hungry. Stamina is Shawn's current and maximum health. His maximum Stamina is based on Fitness, Agility, and Moxie. The easiest way to build up Stamina is to work out with the weights in the practice room every day.

You will also find Demerits in the Status section. If this number ever reaches 100, Shawn will be unceremoniously yanked out of Hero-U and sent back to the streets. It is nearly impossible to avoid getting some demerits, but don't worry about that unless they get close to 100.

Closely related to status are Shawn's Resistances. These are the result of magical items or potions Shawn uses. They are pretty rare in this game.

ABILITIES define Shawn's character. Agility helps him do things like use tools and climb ropes. Fitness also helps with the latter, and it improves Shawn's Stamina. Charm helps with getting along with others.

Luck helps in games of chance and in combat. Moxie represents Shawn's brashness, willpower and strength of character. It helps him get away with "snarky" and otherwise rude actions.

Perception helps Shawn spot traps and hidden clues. Smarts helps him learn and pass tests, or at least get away with trying to appear intelligent. A Magic ability appears on the character sheet if Shawn has enough innate magical talent to activate magical runes.

SKILLS are very similar to abilities, but help with specific activities. Climbing in Hero-U mostly applies to climbing and crossing ropes; it's important in the Sea Caves. Combat and Defense are obvious to experienced role-playing gamers. The difference between an RPG and a "twitch" game is that Shawn's combat success comes from his skills and abilities as much as from player skill.

Tool Use combines lockpicking and trap disarming. It is a measure of Shawn's ability to work with small, delicate mechanisms. Disarming traps in Hero-U requires both Shawn's Tool Use skill and player ability to solve word puzzles.

Stealth improves Shawn's ability to avoid detection when he is sneaking. To make this work, you will have to be careful where he moves - no amount of stealth will save Shawn if he walks right in front of a hungry monster or angry school administrator.

Throwing is useful in combat for damaging enemies at a distance and for "pulling" them to you one at a time without getting too close to other enemies. It also improves Shawn's darts game results. Practice throwing daggers in the practice room near the Disbarred Bard classroom. The practice room also features target dummies for combat and defense practice, climbing ropes, and weights.

Gaming skill improves Shawn's success at Poobah and other games. It's useful for making money (or minimizing losses) and for having fun in the Recreation Lounge.

Reputation Page

The theatrical mask icon (face with hearts for love and flames for hate) brings up the Reputation Page. This shows how much each character in the game likes or dislikes Shawn. At the beginning of the game, Shawn doesn't know anyone else at the school, so the page is blank. As he meets people, they appear on the page.

The first people Shawn will meet are Mr. Terk, the school administrator, and Master von Urwald, the rogue - er, disbarred bard - instructor. (There are no rogues at Hero-U.) For reasons of their own, Mr. Terk starts out disliking Shawn, while Master von Urwald has a neutral attitude towards him.

As Shawn does things that characters like or dislike, their attitudes towards him will shift. Doing favors, having friendly conversation, and giving gifts can all raise Shawn's reputation. Dressing well and bathing regularly is also helpful. (Shawn's starting outfit is pretty ratty. Hey, he's poor!)

Some game achievements are based on Shawn's reputation with other characters by the end of the game. There are even several possibilities for romance and true love.
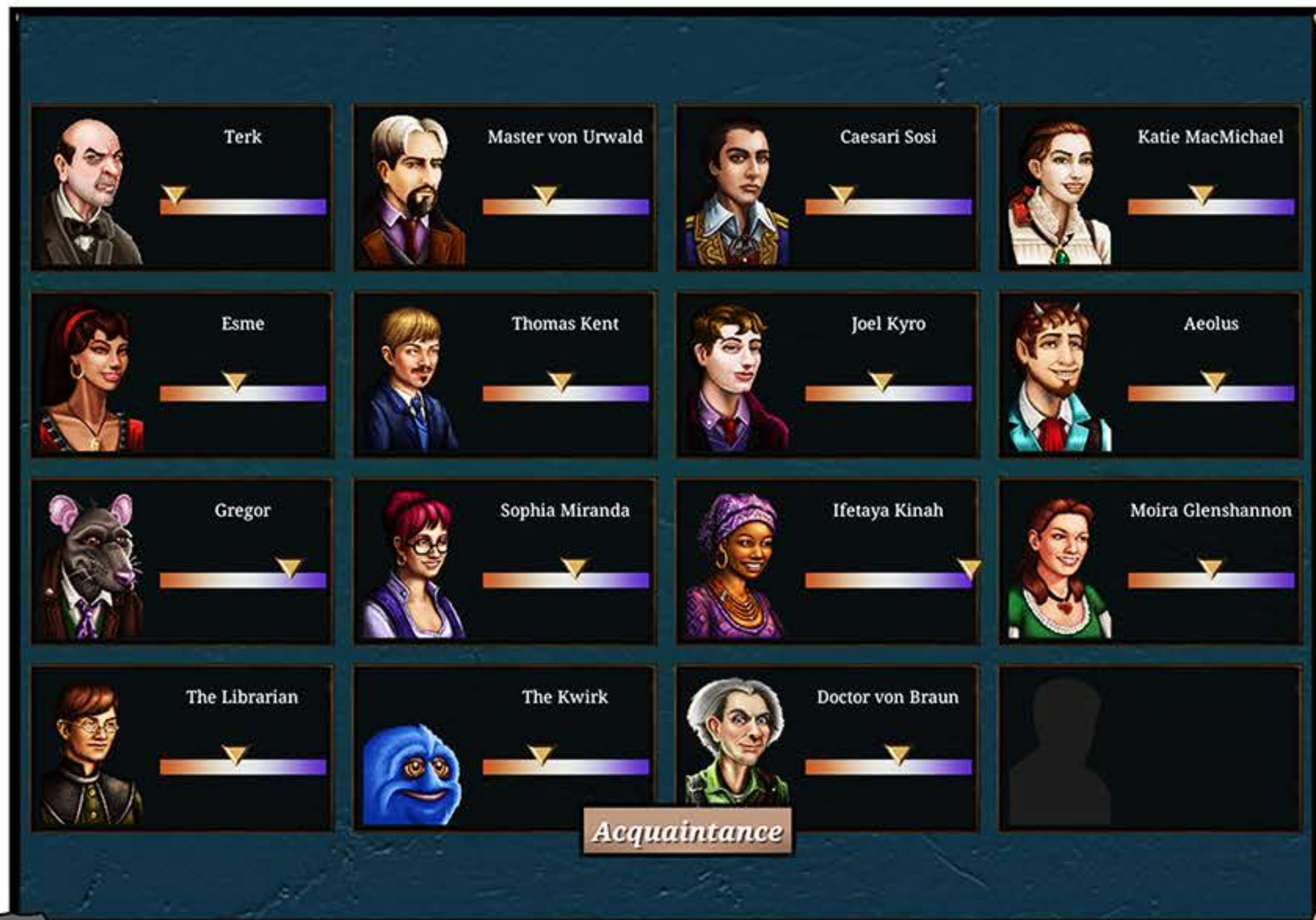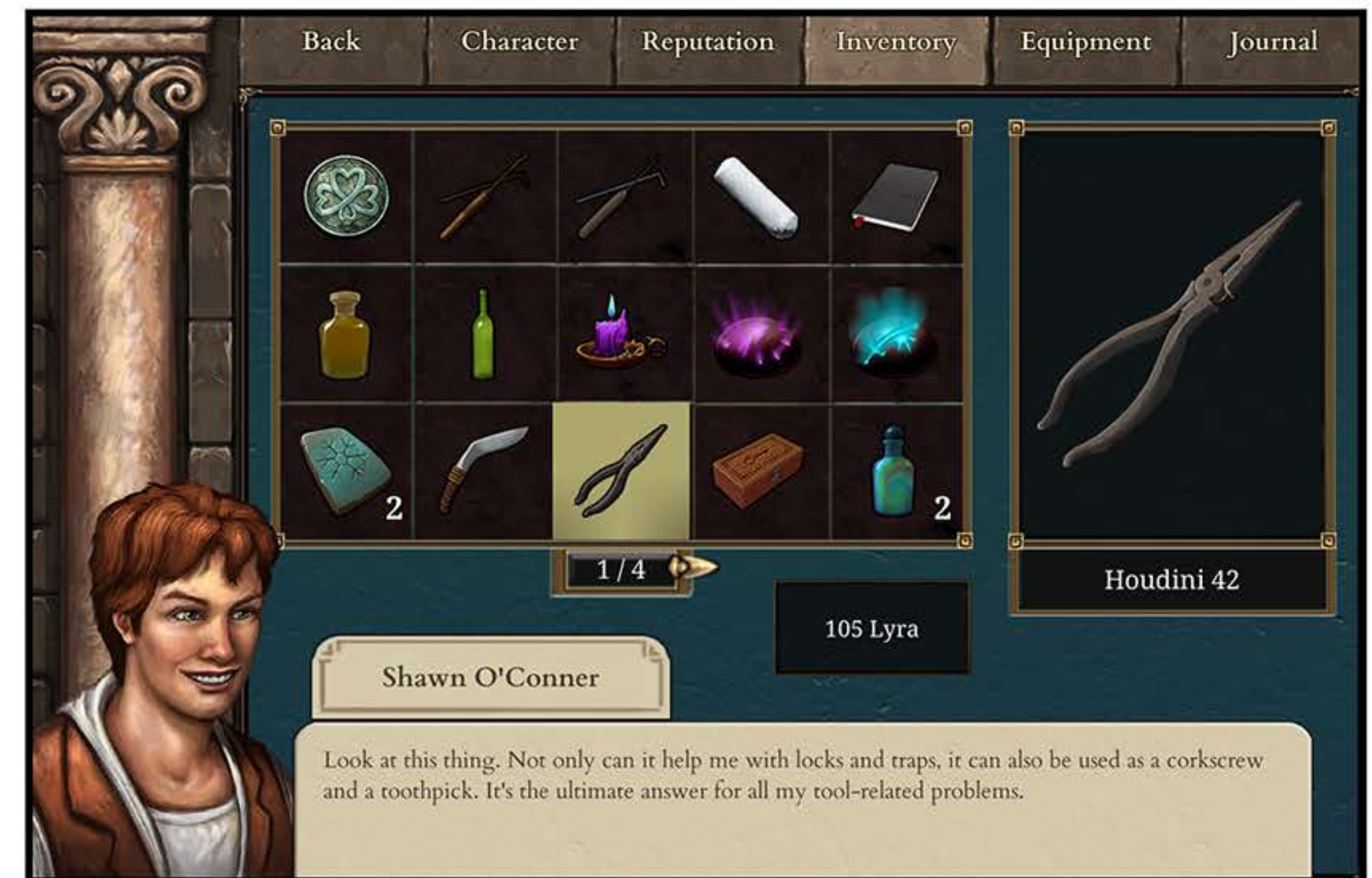

Inventory

The messenger bag icon lets you see all of Shawn's inventory. As the school semester progresses, Shawn will pick up a lot of useful items, so the inventory can take up several pages. Once Shawn has more than 15 items, small arrows will appear to let you scroll through his inventory.

The inventory page works much like the rest of the game - mouseover an item to see its name, right-click to get a description, and left-click to examine it closely or use it.

Hero-U uses a different approach to inventory than previous adventure games. Rather than using an inventory item on something on the screen, just click on the screen object. If there is something Shawn can do with it with an inventory item he is carrying, you'll get an option to use that item.

Shawn can use healing and "buffing" items such as bandages, agility pills, and the Spark Rune directly from the inventory screen. Most of those items can also be used in combat, but it often pays to prepare before entering mortal danger.

Clothing and Equipment

Below the Inventory icon is the Equipment icon. Once Shawn starts to acquire wearable items, you can use that to change them on the equipment screen. Sometimes he'll need to wear the school uniform, but it isn't ideal for life and death (and usually messy) combat.

The items in boxes on the top left are things Shawn could equip. As usual, you can mouseover an item to see its name. Click on it to put the description in the large box. You can do the same things with your equipped items.

To equip an item, you need to drag it onto the paper doll. Point at the item, press the left mouse button, and keep the button held down while you move to the paper doll. When you release the button, the item will be equipped in the appropriate slot.

Unequip an item the same way - drag it from the paper doll into the extra equipment boxes. This takes away the benefits of the item, but also removes its penalties. For example, wearing thick gloves may improve Shawn's combat defense, but they aren't great when he wants to pick a lock. Some items also raise or lower Shawn's Charm ability depending on how "cool" he looks wearing them.

NOTE: Shawn's in-game image may not accurately reflect his current equipment. Check the Equipment page any time you want to know what he is currently wearing.

Violet Amulet
This necklace is carved from polished violet stone surrounding a smooth red gem. The Arcanulet greatly improves the wearer's resistance to magic.

Shawn's Journal

Back | **Character** | **Reputation** | **Inventory** | **Equipment** | **Journal**

Diary

News Flash!
Day 14 at 3:33pm
Today in Science Lab, we made Flash Powder. You throw the bag down on the ground and it blows up with a flash of light. It blinds everything around it. Unfortunately I'd better remember to shut my eyes when it hits...

Speaking to the Dead
Day 15 at 11:32am
Okay that was an interesting talk with the Chef. Somehow I got talked into making a charm to speak with the dead. Why? That's a good question. Guess I'll find out.

According to Chef Knah I need to bring her three things so that I can speak with the dead - some dead man's hair, some Death's Head mushrooms, and the dust of the dead.

Page 47

Page 48

The book icon brings up the journal. This is Shawn's personal journal where he keeps notes from his experiences and his task list. He also records his feats and accomplishments, big and small.

The journal has three bookmarks when the game starts, and a fourth that will be added later. Click on any of the bookmarks to open that section of the journal - Diary, Tasks, Achievements, or Map.

The Diary (open book icon) contains Shawn's notes to himself about events he considers important. These can remind you of things you may have forgotten, and Shawn's notes occasionally add a bit to the story in his words.

As the journal entries grow, small "page turns" appear on the bottom left and bottom right of the pages. You can use these to page through the diary and other journal sections.

Bookmarks
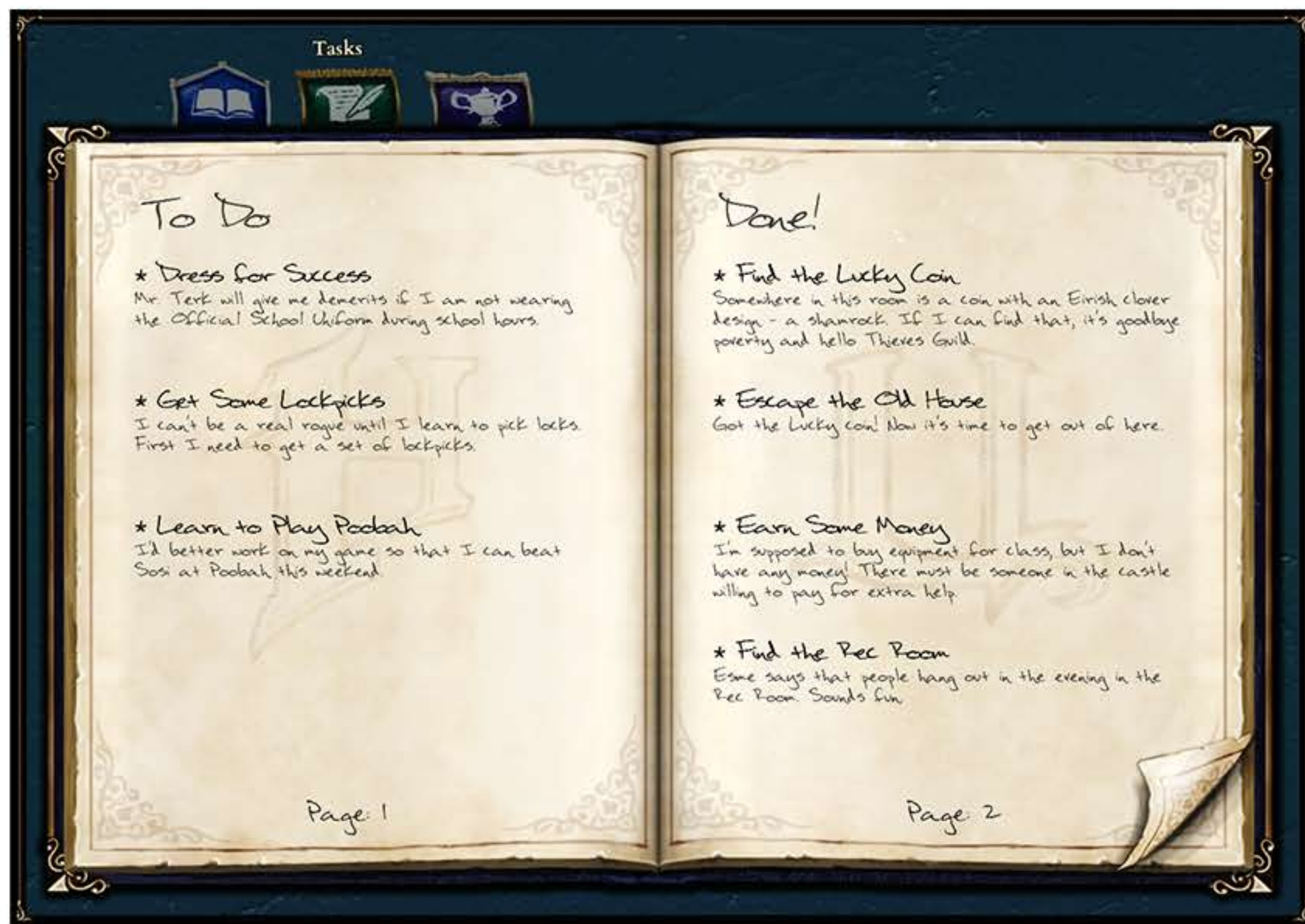
Clicking the quill pen and parchment bookmarks brings up the Tasks/To Do list.

Shawn starts out with just one task - Find the Lucky Coin. Once he has accomplished this mission, the task will move over to Done! page. Many tasks are optional, but they are useful game hints if you aren't sure what to do next.

Some tasks can take quite a while to accomplish; they will stay in the journal as long as it's possible to finish them. By the way, if Shawn fails to complete a task, there is no penalty - it is simply removed from both the To Do and Done pages.

The next tab (the trophy icon) brings up the Achievements page. If you are using Steam, the achievements on this page will be the same as your Steam Achievements, except only ones that you've earned in this play-through of the game are on this page.

Achievements are much like Tasks, but most of them are for bigger and more difficult accomplishments. The game also does not reveal achievements until you accomplish them.

The final tab is a map icon, and you won't see it until Shawn acquires one or more maps. Clicking on the tab brings up a full-window image of the map. Click on the map to dismiss it and get back to the rest of the journal.

Combat

While the Hero University strives to offer a safe learning environment, some students seem to consciously seek out danger. Not all lessons are learned in the classroom; some need to be perfected under practical and stressful conditions. Most combat is avoidable by staying out of dangerous areas and by using stealth whenever possible. In fact, there is an Achievement available for completing the game without fighting any unnecessary combats. Even though combat may be dangerous, it can also be rewarding.

In Hero-U, combat begins when a hostile creature ("enemy") detects Shawn's presence, or when Shawn selects an enemy by clicking on it. The combat continues until all nearby enemies have been defeated, Shawn is defeated, or Shawn successfully escapes from combat.

Once in combat, Shawn and nearby enemies politely take turns - no time passes while you are deciding what Shawn should do. Click anywhere within the inner or outer circle to have Shawn move. Once he takes any other action, no more movement is allowed until Shawn's next turn.

Combat Action Bar

In the above image, we've just clicked on a Revenant. Shawn and his health bar are shown on the left side, while the enemy and its health are shown on the right. The Combat Action Bar shows five icons and a text line. A double circle around Shawn shows the close-in combat ("melee") range and the maximum distance for movement, melee attacks, and traps.

When more than one enemy is in sight, you may click on any of them to focus attacks, spells, and traps towards it. This is a "free action" - you may change focus as often as you wish during Shawn's turn.

Use the dagger icon to "Attack" the current enemy. If necessary, Shawn will move into melee range, then he will attack with his currently-equipped weapon.

Use the crossed daggers icon to throw something at an enemy. This action may be used on any targeted hostile even if it is outside the combat circle. Most throwing weapons do damage; some have special trap-like effects. Clicking on this icon brings up a list of every item Shawn can throw in combat.

Use the hand icon to "use" an inventory item. Items usable in combat include healing items, "buffs" such as Fitness Pills, traps, and magical runestones. Clicking on the hand brings up a list of all items usable in combat. Later in the game, this can be quite a long list; arrow icons allow you to scroll through the list to find the item you want Shawn to use.

Traps are a critical part of a Rogue's combat toolkit. A trapped enemy takes a small amount of damage from the trap each round and cannot attack Shawn until it breaks free from the trap. Mighty Traps last longer, do more damage, and are necessary when fighting very large opponents. Magical runestones can provide protection, damage enemies, or trap Undead enemies.

The hourglass icon has two meanings depending on whether actual combat has started. If you accidentally clicked on a monster that has not yet spotted Shawn, click the hourglass to close the Combat Action Bar and exit combat. Once combat has begun, you can't simply decide to stop fighting. Once in combat, clicking on the hourglass will end Shawn's turn. This is useful if Shawn has "pulled" an enemy by throwing a dagger at it, and he doesn't want to move to it and possibly attract other nearby enemies.

Use the "chicken" icon on the right side of the text bar to run away from a losing combat. Shawn will temporarily lose most of his stamina, but will escape to a safer place in the castle.

If Shawn stays in normal combat and is defeated, he will be sent to the infirmary, then to his bedroom. He will not be able to do any more exploration or adventuring that night. However, if Shawn is defeated by a boss, well, we hope you saved your game. Boss fights are single elimination.

Preparing for Combat

As important as combat itself is preparation for fighting. Before going into a dangerous situation, make sure to equip Shawn with his best combat gear. If he has several weapons, pick an appropriate one - some are better against regular enemies, and some are stronger against Undead creatures.

There are a number of "buffs" available in the game, most lasting one hour. Fitness pills will temporarily improve Shawn's fitness and stamina. Agility pills improve attack and defense. The Spark Runestone and Eau d'Enchant increase weapon damage and allow Shawn to attack ethereal Undead creatures even if he doesn't have a magical weapon. Most of these buffs "stack" - for example, Shawn can use both Spark and d'Enchant at the same time.

Use stealth and throwing attacks to position Shawn before battle. It is always safer to fight enemies one at a time, rather than in a group. If more than one enemy does get in range, trap one or two of them while trying to defeat the rest.

Special Interfaces

When you interact with something in Hero-U, we will often show a closeup of the object so you can see it more clearly. In a few cases, a menu will give you the chance to interact directly with the closeup by clicking on places in the closeup. This will be obvious when it happens.

Two special interfaces deserve attention - the Trap Tapper interface for disarming traps, and the Puzzle Floor in the dungeon. On the puzzle floor, start by clicking anywhere on the puzzle, then click to move Shawn to an adjacent square of the puzzle. Which square? That would be telling. There are clues in nearby locations and in another a little farther away.

An experienced Rogue will always check for traps before attempting to open a locked door or chest. If you find one, it's time to use the trusty Trap Tapper to disarm the trap.

The Trap Tapper is a triumph of science and magic brought together for roguish purposes. When applied to a trap, it translates the trap mechanism into a keyword. Guess the word to disarm the trap. Incidentally, pay attention to where Shawn finds the trap and to who may have set it; that will often suggest what word may have been used to set the trap.

Note that some letters are automatically blacked-out when you bring up the trap tapper. These are letters that definitely are not part of the word. The number of blocked letters depends on Shawn's Tool Use skill.

Guess a letter that isn't in the word, and you'll get a bigger penalty and a "buzz" noise; the letter will be blacked out on the wheel. Finally, if you guess correctly, the letter will appear in the word and some of your penalties will be removed. Note that some words have the same letter more than once. In that case, if you get it right, the letter will appear in the word, but will not be blacked out on the wheel. That's an important hint that you need to use that letter again in a different position.

If you get too many penalties - watch the "thermometer" gauge - Shawn has failed to solve the trap and will set it off. This can be quite painful. If you don't think you're solving the trap correctly, you can usually back out of it by clicking the "X" in the top left corner of the Trap Tapper interface.

Elective Classes

If Shawn stays in good standing in Master von Urwald's Disbarred Bard class and passes his examinations, he will be allowed to choose an elective class. Shawn may either take beginning and advanced classes in the same subject, or may study two different electives during the semester.

It's ok if he doesn't qualify for one of the electives or chooses not to take one. As with all of Hero-U, Shawn's time is at a premium. If he doesn't take an elective, Shawn can spend his afternoons exercising, practicing rogue skills, studying, and exploring.

However, there are distinct advantages that Shawn can gain if he does take one or both elective classes.

Magic Class

For the next two classes, we will construct combat runestones that create fields of magical energy around you.

Professor Silvia's "magic for mundanes" elective teaches the use of basic magical skills to qualified students. All students will learn to Sense Magic, detecting the use of enchanted items and spells. They also learn how to craft basic Runestones. Advanced students will construct more powerful Runestones that allow them to create spell-like effects helpful in combat.

Eau d'enchant - Adds Damage to Weapons
Glow for It Runestone - glows, Improves Perception
Spark Runestone - Adds Damage to Weapons
Frigida Runestone - Slows and Reduces attacks
Sol Runestone - Damage to Undead
Incendia - Damage to corporeal critters
Claustra - Trap for Ghosts
Null Runestone - Prevents spellcasting in an area

Science Class

Dr. Emmental von Braun teaches all branches of Science at Hero-U. Besides basking in the radioactive glow of his well-equipped laboratory, Science students learn to make useful and powerful items. Most scientific devices require collecting minerals such as sulfur, phosphorus, and charcoal.

Crafted Items

Gooey - Acts as a temporary non-damaging trap
Super Gluey - A more powerful trap that can be thrown at distant enemies
Boom - An explosive, incendiary device for fun and profit
Big Boom - A powerful explosive that can remove obstacles
Flash Powder - Temporarily blinds non-Undead enemies
Flambe - A throwing weapon that deals fire damage
Geek Fire - A more powerful fire that does area damage
Science Friction Belt - Creates a powerful defensive force field
Zap Gun - Does powerful damage to enemies at range
Spot Top Hat - Spiffy headwear that improves Perception

First Aid

Students in the First Aid elective learn to create helpful pills, potions, and bandages. Besides saving money by making your own potions, many of the first aid pills are unavailable in any store. Crafting pills and potions requires collecting exotic mushrooms. Students also learn which mushrooms can be safely consumed for useful effects.

Crafted Items

Bandages - Minor healing
Magical Bandages - Significant healing
Puffball Mushroom - Very common, restores Stamina
Chanterelle - Common, reduces poison damage
Morels - Common, improves Agility
Indigo Caps - Uncommon, improves Stealth
Faerie Parasols - Rare, improves Magic Resistance
Amanita - Rare, poisonous
Death's Head - Very rare, poisonous
Healing Pills - Moderate healing
Agility Pills - Improves Agility for one hour
Fitness Pills - Improves Fitness for one hour
Magic Protection Pills - Improves magic resistance
Perception Pills - Improves Perception
Antidote Potion - Removes poison effects, restores Stamina
Healing Potion - Major healing
Full Heal Potion - Restores maximum Stamina

Moira Glenshannon

For the next couple of classes, we're going to discuss a couple of mushrooms that have unusual properties.

Have You Tried?

Have you played through the game and think you've seen and done just about everything there is to do? Want to try to find something new as you explore the variations you can play in the game? Here are some possibilities to check out as you play this game again.

Have you tried...

...looking at least twice at the Augustine Henry statue in the Courtyard?
...looking at the Faculty Table in the Dining Hall?
...picking a book at random from the How-to Books in the Library (all 3 times)?
...looking at the Banner in the Hall of Heroes, over and over?
...picking a book at random in the Library, in the Religion & Philosophy section, and THEN picking books at random in the Architecture & Engineering, Divination & Prophecy, History, Science, and Xenology sections?
...looking at any Candelabra in the Library, multiple times, when the Librarian is there? (Try doing this after picking a book at random in the Religion & Philosophy section.)
...drinking a vintage alcoholic beverage while surrounded by danger in the wine cellar?
...reading the descriptive plaque on the painting in the back of the dining hall?
...searching the plant in Mortuai's Hall, and then searching any other plant or tree in the game?
...looking at the overhead lamp in Terk's office?
...repeatedly looking at the statue in the concealed corridor?
...and sensing magic on it?
...interacting with the stuff on the floor of the hidden hallway between the Drat Queen's room and the Golem room?
...and sticking your arm through the grated window there?
...and sensing magic on the relief of the axe-wielding knight there?
...trying to steal the Sconce in the Hero's Tomb Entrance?
...Looking (repeatedly) at the half-open crate on Fester the Fence's counter?

Shawn O'Conner

Now Leo looks very happy!

Troubleshooting

Having difficulties with the game? Here's a guide to how to solve some of the tricky problems that might beset your game.

The game does not run on Windows: This is likely an issue with your DirectX or Windows run-time installation. You will need to fix it to run any Unity-based game. Reinstall the Microsoft C++ Redistributable package from Microsoft:
    https://support.microsoft.com/en-hk/help/2977003/the-latest-supported-visual-c-downloads

Characters are invisible or look "messed-up": You may have a graphics driver or memory issue. Try exiting the game, closing all other applications, and starting Hero-U: Rogue to Redemption again. If this works, your system might have a memory or speed issue. If you still see the problem, try reinstalling your graphics drivers.

The game freezes or "locks up": This is likely a game bug. Send a message to support@hero-u.net with details about the game day, scene you are in, and the last action you tried to take. If the system menu (disk icon) is active, try clicking that, then the Back button. If that does not fix the problem, you will have to load your last saved game.

The games crashes: Send a message to support@hero-u.net as above. If the crash occurs repeatedly when you load the same saved game, let us know and we'll give you instructions for sending us the saved game file. Then try loading an older saved game; that will probably let you continue play.

Shawn moves very slowly or unevenly: You probably have a high definition monitor (UHD or UWD). Players with those monitors have reported slow or uneven movement. To fix this, set your monitor refresh rate to 60 Hz. That magically fixes the issue for most players.

You're stuck on a puzzle or task, and don't know what to do: Visit the Hero-U forums at http://www.hero-u.net/forum/ to see if someone has posted hints. If not, ask other players your question. Please do not send hint requests to the support email; we need to focus on fixing problems and making more games.

Credits

People talk about games as though they are either the product of a single mind or the faceless work of a company. The truth is generally somewhere in between. Most games are developed by a team, with everyone on the team making important contributions to the final game.

Game Design and Writing:

Lori Ann Cole	Lead designer and lead writer
Corey Cole	Concept and technical designer, writer
Josh Mandel	Writer (which scarcely begins to express his contributions)
Joshua Smyth	Combat technical designer

Art and Animation:

J P Selwood	Principal artist - 2D and 3D
Al Eufrasio	3D Animator and Cinematics
Eric Varnes	Icons, Characters, Kickstarter Art
Paul Bowers	Background and Character Art
Aaron Martin	3D Environments
Chris Willis	3D Environments
Terry Robinson	Art and Character Design
Eriq Chang	Kickstarter Art and Character Design
Mark Povey	2D Character Animation
Bryan Ellis	Character Design

Programmers and Scripters:

Joshua Smyth	Combat and System Programming
Cidney Hamilton	Scripting, User Interface, Systems, Triage
Lori Cole	Dialogue and event scripting
Josh Mandel	Descriptive writing and scripting
Corey Cole	Bug fixes and technical design
Charles Stuard III	Scripting, Special Interfaces, Cinematics, Poobah
Judy Feng	Poobah, Composer enhancements, Journal
Graham Laverty	Unity specialist, Build master, GoG and Steam 'features'
Ian Davids	Bug reporting system
Carolyn vanEseltine	Scripting
Jerry Shaw	Scripting
Robert Kety	Scripting
Adam Thompson	Trap Tapper
Mike Croswell	Prototypes and Demo
Jonathan Cheatham	User Interface and System Programming
Rob Eisenberg	**Composer** Scripting System

Music and Sound Effects:

Ryan Grogan	Music composition and performance
Klang Studio	Sound Effects
Additional free license and public domain sound effects	

Administration:

Corey Cole	Project lead, finance, communications, fulfillment
Chris Fong	Data administration, chronicler, communications
Michael Cole	Marketing and Public Relations
Janet Weddle	Team organization

Special Thanks:

Over one thousand dedicated Alpha and Beta testers
Over eight thousand generous backers and pre-supporters

David Melanson	Big D
Katherine Owen	Seishin
Candice Baker Yacono	Melissa Solera
Luke "QuesterLEJ"	Ian Barfield
The Gardener	Guran
Wilson Tsai	Nido King
Oelwyn	

The Transolar Games Story

In the late 1970's, three events changed the world forever by bringing the nerd cultures of science fiction, fantasy, and computer gaming into the mainstream – the Apple II computer, Star Wars, and Advanced Dungeons & Dragons. Lori and Corey Cole met and fell in love… at a science fiction convention over a D&D table.

Over the next twenty years, Lori and Corey developed and refined their own tabletop role-playing game experience and brought it to computers as the Quest for Glory game series. Quest for Glory let players participate in a rich, narrative-driven role-playing experience. We also developed other narrative computer games including Castle of Dr. Brain, Mixed-Up Fairy Tales, and Shannara during the 1990's.

Lori and Corey founded Transolar Games in January 1999 to develop new games in the Quest for Glory series as well as original concepts. After a few sidetracks into a soap opera world, online poker, and a children's book, Lori began to teach players to live their lives as heroes through a web-based school.

At the urging of Quest for Glory fans, the "school for heroes" became Hero University in late 2012 as the Coles successfully kickstarted a new game project. Many twists, turns, trials, and tribulations later, they released Hero-U: Rogue to Redemption to the public in July 2018. This will be the start of a multi-game series exploring multiple unique fantasy heroes.

What does Transolar Games stand for? Our first rule has always been, "The player must have fun," but what does that really mean? Our games strive to make each player a partner in the game experience through collaborative storytelling, solvable challenges, and rewards for creative and clever actions.

Hero-U: Rogue to Redemption ®
An Adventure In Adventure-Making

The creation of Hero-U has followed many twists and turns since 2002, when a fan of our Quest for Glory games approached Lori about co-writing a children's book loosely based on events in the games. That book was never published, but Lori and Mishell created the "How To Be A Hero" website to promote it.

A few years later, in 2007 and 2008, we recreated the site as "The School for Heroes," and Lori and I began to discuss making an adventure game based on the idea of a student Wizard taking on heroic tasks. We tried various prototypes as text adventures, hyperlinked web content, and so on, but we could not find the right system to create an exciting, innovative game.

The Great Kickstarter Adventure Age began in 2012 with the success of Tim Schafer's Double Fine Adventure campaign, and many fans suggested that we should do our own Kickstarter. In particular, one fan who had successfully created two indie games volunteered to helm the project.

We decided to give it a try. We upgraded the "school for heroes" into a "hero university," and decided to make the first game about a Rogue rather than a Wizard to differentiate the game from Harry Potter.

After a very stressful few months, we launched our Kickstarter campaign and managed to reach our minimum goal of $400,000. After several years of intense development, we ran a second Kickstarter campaign, raising another $100,000. We thought we could finish the game in Spring 2016. Again, we were very optimistic and, well, wrong.

As the years passed on, we discovered that we could make a vastly better looking and better written game than we had initially planned. It became extremely complex and convoluted. To make certain that the game was enjoyable and replayable, we devoted over ten months to testing and refining the game.

What we have as a result is the most ambitious and best-tested game we've ever worked on. The art and music are beautiful. Combat is intense and provides many strategic and tactical options. The characters are memorable and well developed throughout the game.

This has been a massive undertaking, and we think the results more than justify the time, stress, and money we've put into making it. We are very proud of Hero-U: Rogue to Redemption and hope you love the game too.