

# Judex

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His name is Prollbo Ingosäckel and he can be more than just a good-for-nothing apprentice of a grave digger, he is certain – because he is the chosen one! At least this is what the ominous wizard says, Rangolf the Magenta, who appears one fine day in Pointed Beet Village and recites a prophecy from the Serenadicon that seems to match perfect for Prollbo. This minute a box full of radishs flies along, just as it was divined. For Prollbo this is positive proof enough. Determined he goes with the wizard out into the big, wide world. But who is the author of the Serenadicon – and why is the first page lost?

# Controls

"The one and only chosen one" can be played completely with the mouse with the exception of a few quests. However, keyboard input and gamepad control are also supported. In some mini-games the control is fixed and so in some places only the mouse control or only the keyboard or the gamepad is allowed. This will be explained at the beginning of each quest.

#### Move



Mouse	Keyboard	Gamepad
Left click on an area on the	Control with the arrow keys.	Control with the control pad.
ground. The character		
searches for a path in the		
visible area of the map.		

## **Interaction**



	Mouse	Keyboard	Gamepad
Interaction	Click on an object or NPC with the left mouse button. The character walks independently to his destination and interacts.	Stand directly in front of the object or NPC and press the Enter-Button.	Place directly in front of the object or the NPC and press the A-Button.
Run	The character always runs automatically. This can be changed in the options. Then hold Shift-Button down to run.	When using the Arrow- Buttons, hold down the Shift-Button. Alternatively, activate permanent race in the options.	Press and hold the X-Button when the control pad is in use. Alternatively, activate permanent race in the options.
Confirm	Left mouse button	Enter-Button	A-Button
Cancel	Right mouse button	ESC-Button	B-Button
Menu	Right mouse button	ESC-Button	Y-Button

#### Note:

Depending on the default settings of the gamepad, there may be differences in the key assignment of the gamepad.



Over the course of history there are many *items* to collect that can be viewed and used in the *Menu* under *Items*. The item menu is divided into several parts.



#### Items



Items that can be used immediately can be found under *Items*. Here you will find, among other things, food that is used to regenerate health. Also potions, which are needed to regenerate the mana points.

#### Weapon & Armor



In the section Weapons and Armor you can see which weapons and armor the player is currently carrying.

#### **Key Items**



This is where items of particular importance are stored, such as items needed to solve tasks. Many of them cannot be used specifically (grey background), but are automatically used by Prollbo at the appropriate location. Furthermore you can also find the game help, the lamp and the magic map. These are used by normal selection, as can be seen from the white font.

The *Game Help* is an addition that simplifies the collection of items. When activated, items that can be picked up are optically marked by a flashing star. However, items that are needed to solve tasks are not displayed! You must always search for them yourself.

The Lamp allows the player to explore dark caves better. Here in the menu the lamp can be activated and deactivated.

The Magic Map will enter the player's item menu during the course of the game and can be used from here. This ap allows the player to travel quickly to places he has visited before.



In the subitem *Skills* of the game menu you can see which special abilities or magic abilities each character has learned so far, which effects they have and which technique points or mana points they need to execute.





In the subitem *Equipment* it is possible to put together an individual equipment for each character.



## Equip



If you select *Equip*, it is possible to change weapons, shields, headgear, body protection and accessories by clicking on the individual items.

#### **Optimize**



By optimizing, the game itself will be deleted from all items still in the item menu. Select the best combination for the currently selected character.

#### Clear



The character's equipment can be removed by clicking Clear.

#### **Finish**

Finish confirms all settings and returns to the main area of the game menu.



Under Status all data of the selected character are visible, among other things the health points, mana points, attack, defense and the required experience points to the next level.



# Formation

In the Formation section you can define which members of the group can fight. A maximum of four members can take part in a fight.



#### Change



The four desired fighters can be set in the *Change* section. If you want to change a character, click on the Change button. Then click on one of the four possible slots. Then click on the selection in the lower area. Only Prollbo Ingosäckel cannot be removed from the formation, because he is the chosen one. The flashing frame indicates in which area the player is currently active.

#### Remove



If you click the Remove button, a member can be removed from the combat formation.

#### Revert



Revert restores the previous combat formation.

#### **Finish**

Finishes and confirms the formation change.

# Quest Book

In the Quest Book, the player has the opportunity to read all the tasks that have been set again and to learn the conditions for solving a task. This way the player always knows what to do next, even after a long break. The Quest Book has three sections.

#### Main Quest



Main Quest shows those tasks that the player must complete to progress in the game.

#### Side Quest



Under Side Quest you will find the tasks that the player can do voluntarily. Solving these quests is not necessary to get ahead in the game.

# **Compleated**



All successfully completed tasks are summarized in Finished.



In the *Options*, the player has several setting options. The volume is changed here. On the other hand, it is possible to switch to full screen mode, which can also be achieved by pressing the F4-Button on the keyboard.



# Save & Load

In the Save and Load area it is possible to load, save or delete a memory point in the game. For any action you must first select a memory point on the left side. Then the player on the right can decide how to proceed with the save point.

Also, each memory point offers a small insight into important data, such as the game time, the area of the memory point and the level of the characters at that time of the game.



# Sell & Buy

In every city there are possibilities to do some shopping.

Dealer: In addition to food and drinks, the merchants offer various magical

things. Food serves the regeneration of life points. Drinks, on the other

hand, are used to regenerate mana points.

Blacksmith: If you need weapons and armor, the blacksmith is the right choice for

you. If the price is right, the blacksmith will make axes, shields and

mage sticks.

Jewellery dealer: A very rare dealer with high prices, however, he has one or the other

precious piece, which can be quite useful.

If you speak to a dealer, you can choose between different things depending on the dealer. The dealer, for example, offers that you can either buy food or magic accessories.





In the shop menu the player has several options to choose from. In the *Buy* menu all goods of the merchant can be found. In the blacksmith's menu you can also change the selected character in the right area. With this you can already see in the shop menu before the purchase which value changes the character would experience.

#### Sell

In the Sell section of the shop menu, the player has the option of reselling items that are no longer used at a fair price.



## Equip



Allows direct access to the characters' equipment from the shop menu. For more information, see the Equipment section of this manual.

#### Cancel



Cancels the deal without executing it.



The monsters are loose! A mysterious liquid in the water turns harmless forest animals into slime to fight! As soon as you get close to one of these little beasts, they hunt the hero. Fortunately, slime is lazy. If you're far enough away, they'll lose their lust and end the pursuit. Speed and skill are required if you want to avoid the monsters.



But attention! If you don't fight, you won't get stronger. Boss opponents take no account of chronic refuseniks! Therefore a good balance is in demand. It is not recommended to completely avoid all fights against Schleime, because there will be boss opponents who cannot pass without a fight.

#### Begin fight



As soon as a battle begins, the first four characters of the group will face the enemy. This is the starting point for each fight. It is possible to start an attack, use a technique or magic (only for magicians), let the character defend himself if he is badly beaten or use an item.

#### **Escape**



Also can be tried from this exit area by aborting to flee from the fight. This selection can be made with the right mouse button (control with the mouse), Escape (keyboard) or B-Button (gamepad). However, an escape does not always succeed!

#### **Offensive**



Once the attack is selected, the monster to be attacked can be selected at the bottom right. All group members will be asked which action they should perform. The battle is turn-based. Below the monster you will find the display with the remaining health points.



The fight begins! Whether an attack hits depends on the reaction of the player. If there is a direct attack, the battle wheel is called, where the player has to prove reaction and skill. Depending on the character, the fighting wheel turns fast or slow. In addition, more or less keys have to be pressed. As soon as a letter reaches the upper round, white area, the displayed key must be pressed. If this does not happen, the attack will fail.

The Combat Wheel is inactive for defenses, items, and defensive group effects. Note: To be able to use the American as well as the German keyboard, it is also possible to press the Y-Button instead of the Z-Button.

# **Technique**



During the fight, each fighter receives Technique Points (TP), which can be used for special attacks that the player learns as he levels. TP cannot be replenished by food, potions, etc., but only by ordinary attacks.

# Magic



Magic can only be used by magicians and only if they have enough Mana Points (MP) available. When the mana points are used up, mages must replenish their supplies by drinking.

#### **Defense**



To better protect yourself, a character can move to the defense. This increases the character's ability to defend against the attacker.

#### **Items**



Under *Items* the player will find the entire item menu again. In addition to many foods to regenerate life points and drinks for mana points, you will also find various antidotes, healing herbs and the survival potion, which can resurrect fallen party members. Items can be applied to any character, and are not limited to the character who performs them.

# Notifications

Explanation for the icons that sometimes appear in the game in the upper right corner of the screen.



It is saved automatically, this takes a while. Wait a moment. The data is stored in memory point 1.



It is currently not possible to use the menu.



The Anti-Monster-Spray is active, fights are disabled.



## The one and only chosen one

#### Game Alchemists

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# Software

**RPG Maker MV** 

KADOKAWA CORPORATION./ YOJI OJIMA

### Graphic - Icons

Kojote Mr.Waffels RPG Maker MV & RPG Maker VX Ace (KADOKAWA CORPORATION./ YOJI OJIMA)

# Graphic - Window

**Strange Dragon** 

### **Graphic - Charset & Faceset**

Arcthemonkey

Avery

Baxeda

Chalkdust

Cronus (Victor Moura)

Edward.T

Hiddenone

Ike

Indrah

**Jtannoki** 

Kojote

**RPG Maker MV** 

(KADOKAWA CORPORATION./ YOJI OJIMA)

Sereth

slimmmeiske2

whtdragon

Zinx

# **Graphic** - Battler

Thalzon

# **Graphic** - Tiles

Avery

Baxeda

Kojote

Haydeos

Hiddenone

Pandamaru

RPG Maker MV

(KADOKAWA CORPORATION./ YOJI OJIMA)

whtdragon

# Plugins

Atreyo Ray

DreamX

**Fogomax** 

HimeWorks

Hudell

Kojote

MOG / Atelier-Rgss

MrTS

Ojima

PH

**RPG Maker MV** 

(KADOKAWA CORPORATION./ YOJI OJIMA)

Shaz

SumRndmDde

Soulpour777

Terrax

**TDDP** 

Yanfly

Zalerinian

BlastwaveFx.com

Goat Bah

http://soundbible.com/619-Goat-Bah.html

**Deutsches Volksgut** 

Deutsches Volkslied - O Tannenbaum, du trägst ein' grünen Zweig

http://www.lieder-archiv.de/o\_tannenbaum\_o\_tannenbaum-notenblatt\_403130.html

gelo\_papas

Rusty Metal Squeak goose

https://freesound.org/people/gelo\_papas/sounds/52344/

Mike Koenig

**Oopsy Daisy Fart** 

http://soundbible.com/833-Oopsy-Daisy-Fart.html

RPG Maker MV
KADOKAWA CORPORATION./ YOJI OJIMA

#### Music

brainiac256

Arabesque

http://opengameart.org/content/arabesque

**Brandon Morris** 

Town in ruins

http://opengameart.org/content/town-in-ruins-loop

**DL-Sounds** 

Dark Atmosphere Percussion Groove Puzzle Theme 1 The Cave

https://www.dl-sounds.com

Dr.Game

**Exotic Oasis Orient Desert** 

Emma\_MA

Cheap 4

http://opengameart.org

elerya

Nomads

http://opengameart.org/content/nomads

hectavex

Melede Deux

http://opengameart.org/content/melede-deux

hectavex

Vanish

http://opengameart.org/content/vanish

HorrorPen

Intense
Little People At Work
Lonely Witch

http://opengameart.org/content/game-music-loop-intense http://opengameart.org/content/little-people-at-work-loop http://opengameart.org/content/loop-lonely-witch

Joe Baxter-Webb

Victoriana

http://opengameart.org/content/victoriana-loop

Juhani Junkala

**Epic Boss Battle** 

http://opengameart.org/content/boss-battle-music

Lazy Rabbit

**Mysterious Forest** 

mudkip\_dreams

**Pleasant Creek Pack** 

http://opengameart.org/content/pleasant-creek

natlyea

**Anger Lonely** 

http://opengameart.org/content/anger-lonely-3m-loop

**Pascal Tatipata** 

Thone and friends

https://www.dl-sounds.com

PlayOnLoop.com

**Battle March** 

PlayOnLoop.com

Retimer

Env - Underworld

http://opengameart.org/content/wgs-music-7-env-underworld-loops

RPG MAKER The Adventurer's Journey

**Crying River** 

(C) 2014 DEGICA, LTD Musician: D.C. Kairi Sawler

RPG MAKER The Adventurer's Journey II

Clank and Turn
Egyptian Light
Strange Journey
Tropical Sands
Yawning Sunlight

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RPG MAKER The Adventurer's Journey III

Battle of the Mind Dreadly Indeed Eye Spy Fungeons!

(C) 2014 DEGICA, LTD Musician: D.C. Kairi Sawler

RPG Maker MV	Dungeoun 5
	Dungeoun 6
	Field 2
	Theme 2
	Theme 3
	Scene 5
	Town 1
	Town 2
	Town 3
	Town 8

#### KADOKAWA CORPORATION./ YOJI OJIMA

**RPG Maker MV Base Resource** 

Altar of Darkness Fountain of Solace Ice Labyrinth The Final Battle The Colosseum

#### KADOKAWA CORPORATION./ YOJI OJIMA

RPG Maker VX Ace

Battle 7
Field 4
Theme 3
Theme 4
Scene 5
Town 2
Town 7

#### KADOKAWA CORPORATION./ YOJI OJIMA

syncopika Mirage

http://opengameart.org/content/mirage

TokyoGeisha Creep

http://opengameart.org/content/creepy

qubodup Dark Shrine

http://opengameart.org/content/dark-shrine-loop

VWolfdog Harp

http://opengameart.org/content/soft-mysterious-harp-loop

#### http://opengameart.org/content/lonelyhood

## **Font**

**GUST** e-foundry

**TeX Gyre Pagella Font Family** 

http://www.1001fonts.com/tex-gyre-pagella-font.html

Graham Meade & Apostrophe

Endor

http://www.1001fonts.com/endor-font.html

<u>Idea</u>

Baxeda

Kojote

Map design

Kojote

Programming

Kojote

<u>Text</u>

Baxeda

Kojote

**Text-Correction** 

Baxeda

# Beta-Tester

#### Rinober

"Dark and Bright" now available on: https://www.rinober.com/

At this point, Game Alchemists would like toheartily to all the credits listed in thethank people for what content, functions, graphics, sfx, or music to this gamehave contributed to this.

Without you and your workthis project would not have been possible!

Thank you very much!

