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Dicing Knight Manual

The following is a (poor) translation of <http://www.platinedispositif.net/games/dicingknight.htm>

DicingKnight. Exclusively for WonderSwanColor /
SwanCrystal



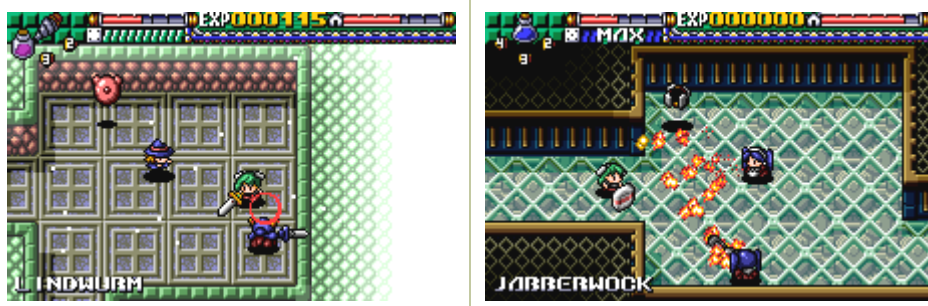
The Tactical Hungry-Enough-To-Eat-A-Horse Action Game

※ DicingKnight.

- Exclusively for the WonderSwan Color / Swan Crystal
- Strategically balanced action
- One Player
- Original Price (in 2004): ¥ 4,200 — (main unit price ¥ 4,000, excluding shipping)

Game introduction

Based on the action game that won the WWGP 2002 Grand Prix, DicingKnight has an improved map generation algorithm, new monster items, and even more bosses.



Can you defeat the deepest boss monster in this thrilling sword fighting action game? In ever changing dungeons, the enemy monsters await you... and so does hunger. You'll need to fight both to survive. Fortunately you've got a sword and some magic items. Time to knock down some monsters and steal their food!

Designed specifically for the WonderSwan's abilities, this game comes with a unique suspend and resume function that let's you easily play whenever you want without interruption.



X1 – X4: First joypad moves your character

Y1 – Y4: Second joypad is your inventory

You can carry four items. Pressing a button uses an item immediately (if you have one)

and picks up an item (if you're close enough to one on the floor).

A: Slice with your sword

B: Use your shield

(Hold one and press the other for special attacks)

Start: Show the map

(Press RIGHT on map screen to go to resume mode)

It's a strange game and somewhat hard to describe.

The story of a country of destruction and dreams

Once this was a country of unlimited dreams and visions.

But one day, an evil dragon appeared, killed their dreams and crushed their visions. The country was destroyed.

Weeping, the princess of the country, Jung of R'lyeh, called upon a starving knight from the Otherworld to rescue them.

"For our dreams will not return until the dragon is dead, Yo · R · Si · K · ★"

Although the ravenous knight held a dicing sword, she responded,

"If it's all the same to you, I'd rather not.

Even if you destroy a wicked dragon, they won't come back to a country that has been destroyed.

Besides, my tummy is grumbling."

The dots on the dice rule all

In this world the result of any action is determined by a roll of the dice.

Damage inflicted on enemies, damage received from them, the amount of healing from a potion ...

But note, the roll of the dice can be tampered with by using a magic item. It is not just a world of luck.

Survival or death, it all depends on the dots on the dice.

I wish you the blessing of Dice.



← I was driven to my death

Special attack

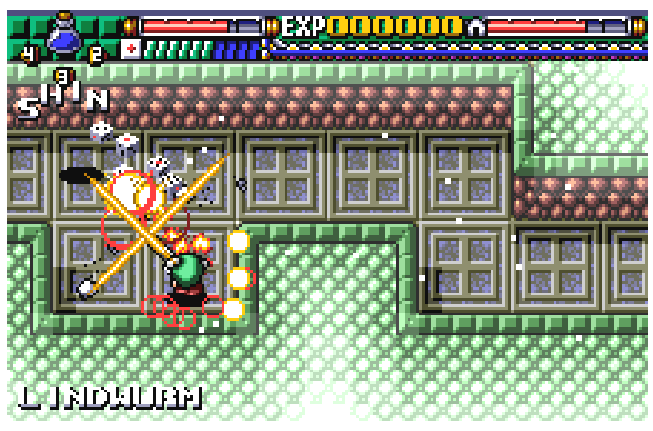
If you successfully attack with your sword or block an enemy attack with your shield, the power gauge will accumulate. When it reaches level 2 or higher, you can use special attacks that drain the power gauge.

- **Blazing edge** (uses up 1 level of the gauge)



Omni-directional attack with the effect of erasing enemy bullets (low power)

- **Shine slash** (uses up all levels, emptying the gauge)



A single-shot deadly attack that emits a cross-slash attack (power level dependent; can be quite powerful)

Five dungeons await the ravenous knight

■ **LINDWÜRM** ■ ~ Fafnir the White

In the beginning, a land which dances with heaven's white, fluttering powder.
A gnawing journey starts from a place near the most beautiful and sweet death.
The first area. Let's get used to the rules of the game on a small-scale.

■ **SHOOTINGSTAR** ■ ~ Samsara Fire God

This is where a fallen star's volcano erupts. Even so, you must persevere.
What is sacrificed on the altar of flames? What does the red ginseng enshrine?
Second area. A gate is installed. Go ahead further while selecting orbs.

■ **JABBERWOCK** ■ ~ Leocadia's Toys

When night ends, we must gather ourselves and reflect.
This is a land of eternal night and a party that will never end.
The third area. Enemies will be tougher from here. Let's preserve defense.

■ QUETZALCOATL ■ ~ Forbidden Honehora (sphenoid sinus?)

Between life and death, souls gather in drifts as far as the endless darkness.

What is the thing that once existed before the forbidden death?

Fourth area. The field of vision will be restricted from here. The timing with the floor key is important.

■ JÖRMUNGANDR ■ ~ The World Tree at Harbor Dawn

Yggdrill, The Eternal Cosmic Tree, continues to tick spans of time in its deep roots, counting down to the end of the world.

Does it dream of Nidhogg, the serpent spirt, that gnaws at its base?

Fifth area. Similar to before, however, if you avoid an immortal enemy, you also lose the opportunity to obtain a floor key ...

Boss game

There is a powerful boss monster at the deepest part of the dungeon.

By making the most of the items you got so far, if you can somehow manage to win within the time limit it will be "Dungeon Clear".

Naturally, a more powerful boss will be awaiting as soon as it comes to the previous (?) stage.



The Lottery Office and Orbs

- Orb



I got a ticket!

In the dungeon there is an opportunity to get a lottery ticket. Just present your ticket at the lottery office

and in a short time you'll have an orb in your hands that can strengthen your character's abilities. Before entering the dungeon you can change which orbs to equip. You can't bring many, so it is necessary to select them strategically for each situation.

- Red: ATTACK UP

The maximum number of power gauges increases. The power of shot slash and raid number increases. Up to 5 effects are effective (maximum gauge number 6 levels).

- Yellow: DEFFENCE UP

When receiving an attack from an enemy, it reduces the number of damage dice to be rolled. It is not less than 1 piece.

In the latter half dungeon, the attack power of the enemy is high like a fool, so it is important to be split.

- Green: REGENERATE

Gain healing ability.

If you do not operate for a certain period of time you will enter the healing mode and your physical strength will recover while consuming the scratch gauge.

- Blue: ITEM RATE UP

Increase item appearance rate.

In the latter half of the dungeon, the item appearance rate falls mercilessly, so it is a very important orb.

- purple: FOODMAX UP

The maximum amount of balloon gauge increases.

It is so subtle that the author himself / herself does not know well whether it is important or unnecessary.

- Black: EXP RATE UP

Experience rate increases, making it easier to earn experience points.

It will be of great use to earning experience value in the first half dungeon.

- White: LIFEMAX UP

The maximum value of your physical strength will increase. In short, it will be hard to die.

The number of dice rolled when potion is used also increases.

Orbs can be equipped for the level determined by the sum of the maximum experience values (high scores) earned in each dungeon.

If you equip more orbs, the chances of breakthrough the latter high difficulty dungeon will change greatly.

- Experience value required

LV 1: 500

LV 2: 1000

LV 3: 2000

LV 4: 4000

LV 5: 8000

LV 6: 12000

LV 7: 16000

LV 8: 20000

LV 9: 30000

ENEMIES

**Gerle Pepox · Gondar Nox**

HP: 1 Search enemy: Hearing attack: body

It is a fine name for a fish of a small fish. But it is still a small fish.

**Bemmepapox · Gondar Nexus**

HP: 6 Search enemy: Hearing attack: body

It is slightly stronger than Gel. Just a bit.

**Armor Knight**

HP: 10 Search enemy: Vision (narrow) attack: sword

It's hard, but the movement is dull.

**Sculgon**

HP: 10 Search enemy: Vision (narrow) attack: sword

It is in vain to fight because it does not issue immortal top items, but I hope it is just avoiding it.

**Floating killer EX**

HP: 1 Search enemy: Hearing attack: suicide bomb

As it approaches, it is self-destructive, so we need to take some refinement.

**Missile Beamer**

HP: 7 Search enemies: Sight (wide) Attack: Shooting

Whether it's a missile or a beam.

**Mario dot net**

HP: 6 Search enemies: Sight (wide) Attack: Shooting

It became a name that could be appealed to fit the trend of the times.

**Witch Witch**

HP: 4 Search enemies: Vision (narrow) Attack: Shooting / Meteoro

I have a feeling. As the meteor falls down in the latter half, it will be serious if more than one comes out.

**Galapagos**

HP: 4 search enemy: visual (narrow) attack: shooting

It will be a little annoying as it slides at high speed.

**Cube**

HP: 1 Search enemy: Hearing attack: shooting

It is strongly plain in the habit of just a box.



Mad potion

HP: 1 Search enemy: Contact attack: omnidirectional shooting

Enemy in the habit of potion. Super annoying. Looking closely, the color is different.



Nukoko ★ Showtime

HP: 4 search enemy: visual (narrow) attack: fist

I will cheek on a habit of a cat but also a one - to - one combination.



Joker

HP: 7 Search enemies: Sight (wide) Attack: Shooting

It makes a wide attack. The enemy of the early stage.



Heartbeat

HP: 4 Search enemy: sight (wide) attack: guided bullet

It is pop, but shines and shoots a guided bullet. A little distraction.



Kuonochi

HP: 4 Search enemy: Hearing attack: sword

Because it can not be seen at first, it is susceptible to surprise attack. To reflect that figure ...?



Meidou

HP: 6 Search enemies: Vision (narrow) Attack: Shooting

A huge maid who will leave a machine gun.



Spamaidu

HP: 7 Search enemy: visual (narrow) attack: sword x 2

It attacks with two swords to a maid's habit. It seems to be great in the maid.



Yang Yang

HP: 6 Enemy: Hearing Attack: Shooting

I will be hit hard although I do not have to hit a fist of wave of hot blood. Super annoying.



Karakuri Cannon

HP: 10 Search enemy: Vision (narrow) Attack: Wide-angle shooting

Large size annihilation robot. Kuichi is getting on. A bit hard.



Karakuri Epson

HP: 7 Search enemy: visual (narrow) attack: shooting

Large annatcheon battery. A maid is on board. It is a bit hard and long.



Karakuri Xerox

HP: 10 Search enemies: Vision (narrow) Attack: Fist

A large fighting robot. It's hard but actually it's not strong ...



Charlenite

HP: 7 Search enemy: sight (wide) attack: sword

A brilliant swordsman. Dodge this attack backstage also casually.



Hikaru Knight

HP: 7 Search enemy: sight (wide) attack: sword

A hot-blood swordsman. It comes to a point.



chiffon

HP: 3 Search enemies: Sight (wide) Attack: Shooting

Makai librarian. Because it has damage reduction & warp capability it is kind of awkward.



Nectar

HP: 5 Search enemy: Vision (narrow) Attack: Magic square & refracting shooting

A great natural magician who manipulates a flame. Damage reduction & enemy with warp capability.



Moonlay

HP: 3 Search enemy: visual (narrow) attack: bit shooting

Spirit capability manipulating light balls. Damage reduction & enemy with warp capability.

SECRET FACTOR



FORTUNER, Eryth Millfall

If you break through the 5th area JORMUNGANDR

From guest series GUNDEMONIUM series guest characters Eryth will be available.

Compared to peco, the attack power is high, the defense power and the gorge scale gauge MAX value are set low.

In addition, some items are highly effective.

Since it is good at long range attacks, it is easy for some enemies, but defensive means are scarce and consumption of scratch gauge is also intense, so if you do not get around well you will be exhausted in the blink of an eye.

[A] transcendence cowardly attacks that defeat in not exposed to the enemy by a **two-akimbo shot** long-distance attack.

[B] Fortune Wheel shot enemy bullets absorbed while flying go wheel attack. Power gauge 1 level consumption.

[A-> B] to stop the only time **absolute field** for a moment, to wipe out the enemy bullets. 20% consumption of scratch gauge.

[B-> A] Rosen Kreuz Rosicrucian of shock wave passing through any obstacle. Power gauge full level consumption.

Sixth Area

Infinite floor area which is banned at the same time Ellis appeared.

Welcome to the true dream world.

■ **UROBOROS** ■ ~ wheel of fate Shi to reincarnation in paradise Mugen that Dedicated to late God.

An eternal world was waiting for that time between the crown and the throne.

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