



# THE DAY THE KING DIED

Eddie Fisher

WHAT IS THIS GAME?

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“The Day The King Died” (TDTKD) was a Perlenspiel game wherein the player controlled a very simplistic token, steered it through a city, and had to defend the kind from invaders. It was a top-down, 2D RPG where the player leveled up, acquired gold, equipment, and spells. The combat was rather simple, with the player having access to 6 spells and a basic attack while the enemies only used basic attacks constantly. There was a very basic random magic item generation system built into the game as well. The magic item generation was designed with the concept that bad magic items would be much more common than good magic items. The system was very basic. If it determined the item was magic, it would get a random number from 1 to 100. It would then get a random number from 1 to the previous random number. This number was the value that the attribute was modified.

The game was finished as part of a 1-week project at Full Sail.

TDTKD was amusing for a few minutes, although it was very obviously a rushed project that wasn't intended to go to a market of any kind. TDTKD is still available along with the source at [www.fuzzytotems.com](http://www.fuzzytotems.com) in the “Portfolio” section (although you likely found this document there as well).

The game is not bug-free and will likely not be updated again. There are no plans to make this into a 3D game or to make a new version of this game.