

Game Manual

Chapter 2

Welcome Back Zulu...

This year you will be continuing your goal to take over the land of Montabella. Although you successfully overthrew the Queen with the help of the science teacher. However, the land of Montabella is now in chaos and the Kibu Yento clan is working to undermine you at every turn. You must save your kidnapped team and work with them to identify the leader of the Kibu Yento clan so you can successfully reign over the kingdom. In order to do so, you will need the following skills:

- Knowledge of the history of the land
- An understanding of their language
- Endurance to see your quest to the end
- Craft to build the supplies you will need
- Arcana in order to be a master of numerology
- Alchemy to control the land around you

In order to develop and strengthen these skills you will need to gain experience points. Experience points are gained in two ways: practicing your skills with your teachers and impressing the spies I have stationed throughout the land

Skill Levels

Level 10	1000-1099
Level 11	1100-1199
Level 12	1200-1299
Level 13	1300-1399
Level 14	1400-1499
Level 15	1500-1599
Level 16	1600-1699
Level 17	1700-1799
Level 18	1800-1899
Level 19	1900-1999
Level 20	2000-2099
Level 21	2100-2199
Level 22	2200-2299
Level 23	2300-2399
Level 24	2400-2499
Level 25	2500-2599
Level 26	2600-2699
Level 27	2700-2799
Level 28	2800-2899
Level 29	2900-2999
Level 30	3000-3099
Level 31	3100-3199

Alchemy

(Life Sciences)

Warm-Ups- 5 xp

Homework- 10 xp

Class Activity- 10 xp

Summative test- 75 xp

History

(World History)

Warm-Ups- 5 xp

Homework- 10 xp

Class Activity- 10 xp

Summative test- 75 xp

Deciphering Language **(English)**

Warm-Ups- 5 xp

Homework- 10 xp

Class Activity- 10 xp

Summative test- 75 xp

Arcana

(Algebra)

Warm-Ups- 5 xp

Homework- 10 xp

Class Activity- 10 xp

Summative test- 75 xp

Craft

(Art)

Do Now - 10 xp

In-class Activities - 25 xp

Final projects - 50 xp

Endurance

(Study Skills)

Planner check - 20 xp

Class activity - 20 xp

Strength

(Spanish)

Warm-Ups- 5 xp

Homework- 10 xp

Class Activity- 10 xp

Summative test- 75 xp

Homework and Participation

A strong wizard knows that his skills improve the quickest when he practices them. The Game Master (otherwise known as M) has placed spies across the Kingdom and even within Zulu's own castle.

When Zulu participates in his classes and is not disruptive, he will earn an extra 5 point bonus per class, for a possible extra 40 points per day (including lunch). Zulu may distribute these points across skills as he sees fit.

When Zulu completes his homework each night at home for five days, he will earn a special item.

Zulu must put forth good effort on his homework for 30 minutes each night, or until his homework is complete (whichever is less) each night during the week to earn the special item.

Battles

Your journey to conquer Montabella will not be easy, there will be heroes and other villains that will try to stop you. You must be prepared to fight off these adversaries if you hope to be the evil warlock you were meant to be.

Epic boss battles will take place at the end of every semester, these enemies will be strong and brave, so you will need all the experience points you can get in order to fight them off.

However, there will be lesser heroes and villains who try to fight you off on their own. Don't wait until the end of the semester to level up your experience points, because these smaller enemies could attack at any time.

Additional Characters

Jonah and Collin

Spies originally assigned to you from the Queen who you have learned are actually part of the Kibu Yento clan. They each represent one of the black shapes on the Kibu Yento symbol, so you know they must be high ranking members.

Kibu Yento Clan

You don't know much about this clan, but they have caused Montabella to erupt into chaos since the Queen was banished. What do they want? Who is their leader? How will you defeat them???

Science Teachers

Your science teacher is a double spy who is secretly working to undermine Kibu Yento. She became your ally at the end of last year when she granted you the power or lava in your epic battle against the Queen. She represents the science teachers, which will be an important ally to have when going against Kibu Yento.

The Lost Squire

This poor boy didn't know what he was up against when he fought you and lost, but the soft side of Zulu prevailed when you brought the squire back to life. Now the squire works for you, but has been kidnapped by the Kibu Yento clan.

Link

An evil spy who, after you gave him a confusion spell, worked hard for you last year stealing gold from the Queen. You are not quite sure you can trust him though.... He has been kidnapped by the Kibu Yento clan.

The Minotaur

This creature is far from home, and he only wants to ruin everything. You convinced him last year to be your body guard, and now he protects you against your enemies. But, the Minotaur was captured by the Kibu Yento clan! How will you save him?

The Soldier

The Queen's soldier overheard you plotting an evil plan and you battled him. You spared his life in exchange for his servitude. Because he is faithful to the Queen, you are not sure you can trust him—especially since you just banished the Queen! He was kidnapped by the Kibu Yento clan at the end of last year.

The Good Queen

The Good Queen loves Montabella and all of her people. She also likes rainbows, puppies, and gumdrops. You worked for her last year while secretly double crossing her. At the end of the year you battled her and won, banishing her into exile.

The Rich Prince

This prince thinks that he is the coolest, richest, most handsome guy around. He wants to save Montabella and win the princess (and all of her money).

The Brave Knight

This knight is the bravest man in all the kingdom. He has defeated dragons, witches, and trolls. He will fight anything and everything that threatens his beloved Montabella.

The White Warlock

This warlock is another evil villain who really likes being evil. He has already conquered the kingdom of Wanida, and is now after Montabella. You'll have to deal with him if you want to keep it all for yourself.

*More heroes, friends, and enemies will come
and go along the way, be prepared!*

Current Levels

Alchemy

History

Deciphering Language

Arcana

Craft

Endurance

Strength
