

TOWER OF POWER TUTORIAL

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Introduction

Welcome contestant, to the tortuous Tower of Power! In this guide, you will learn how the entire game works!

A simple word to the wise; Forget anything you generally knew about most RPGs. This game is a simple, if not continual, battle-heavy game, which is made to test how long you can survive, and how well you can strategize and play with a team. Sure, there will still be some interaction, and there will even be a plot to drive the story, but you will be keeping your head in the battlefield a majority of the time.

So, let us begin.

Areas

You have 3 threads to look through: The main thread, the Stasis Room, and OCC. The Main thread is where you'll make your usual dialogue with others and fight most of your battles. Every time there would be a lull in battle, your characters will enter the Stasis Room, in which you look to the thread with the same name. This is where you can buy, sell, trade, game merchandise, equip armor, and to check or improve character stats.

To buy merchandise, just post what you wish to buy and calculate what you'll have left as a result. To sell, tell what item or power in your inventory you wish to sell, and you'll be paid based on the price the shop has, if the item is available. To trade, you and another player must agree to what items you wish to trade amongst each other, then the GM will finalize the trade.

Inventory is split into categories, and some have realistic properties: Weapons, Armor, Items, Tools, Powers/Abilities, and Specials.

Weapons are generally used for attacking. They can be bought, traded, leveled, sold, and even disarmed from the user in battle. Range differentiation is not needed in this RP, however.

Armor usually raises your defense stats, but can also raise attack and speed stats as well. Unlike weapons, however, they can not be disarmed. Occasionally, some Armors have the ability to break in battle.

Items are consumables that mostly can be used to assist you in battle, usually coming as health potions or ability buffs. Other consumables can affect enemies, such as grenades. Once an item is consumed, it can not be retrieved again.

Tools are non-consumables that are mostly used for effects, and support tasks. Items, like Weapons, can be bought, traded, leveled, sold, and even disarmed from the user in battle.

Powers/Abilities are skills that can be used like weapons when an individual has nothing else. Skills can be sold, traded, or bought, but are unable to be disarmed, and remain with the user until he/she decides to do something about it.

Specials are powerful abilities that are fueled by the TAC bar, which will be explained later. Unlike weapons, power/abilities, or tools, which level up separately, Specials only increase in strength based on the USER'S LEVEL.

Stats

Statistics, or Stats, is generalized information of your character(s), and give you an overview of how powerful your character is, their items, and other stuff. It shows up on both the Stasis Room and in battle on the Main Thread, however, the Stasis Room shows a little more info as opposed to in battle. Generally it'll appear something like this in the Stasis Room:

Ze Operator | Level 7 | 1000 Credits | 0 Stat Points | 140/350 EXP
Max HP: 350 | Attack: 45% | Defense: 15% (+5) | Speed: 40% (-5)
Head: N/A | Body: N/A | Arms: N/A | Legs: Ronin Boots | Acces.: N/A
Inventory

Weapons and other stuff that you've acquired throughout the tower will show up under 'Inventory'. In a battle, your stats will show up again, but in a different format.

Ze Operator | Level 7
HP: 350 | Attack: 45% | Defense: 15% (+5) | Speed: 40% (-5)
Head: N/A | Body: N/A | Arms: N/A | Legs: Ronin Boots | Acces.: N/A
TAC: 0%
Inventory

Battle

As stated before, you will be shown your characters' Stats in battle during every turn. In the last chapter, you may have seen some terms you might recognize in other RPGs. Let's go along with them.

HP, which translates to ***Hit Points*** or ***Health Points***, tells how much health you have left. If your HP hits 0, you faint, and cannot continue. You may use anything to heal yourself to raise your HP above and even overheal, but players will need to revive you if you have 0 HP or less.

As the GM of the game, I am able to calculate how your character functions in battle. Attack, Defense, and Speed, are the extents of those calculations.

Attack represents your attack strength, or more accurately, the extent of your character's strength. If you have only 50% of ATK, you can only deal a maximum of 50% of damage you deal from anything you use to attack. The higher your ATK, the more damage you can get out of weapons, and even more damage you can deal to enemies.

Defense opposes the ATK stat. When used by ***Guarding***, it nullifies the % of damage the enemy deals to you. If an enemy attacks you with 230 Dmg to your HP, you decide to guard, having only a max of 30% DEF, you can be only be able to take a max of 69 Dmg of the full 230. Though Guarding can be useful in a pinch, keep in mind that if you guard, you are unable to attack for the rest of the turn, and vice versa.

Speed is a special percentage. It dictates who attacks first in battle, and how much of a chance that you are able to dodge an attack. You are unable to dodge on your own. Figuratively, Speed can sometimes disregard the ATK and DEF percents altogether. Being faster than everyone else can sometimes allow you to deal a blow to an opponent before it brings up a Guard, or even evade a fatal blow from an opponent.

Finally, there is one final system that gives you some leeway to deal strong damage to your opponent. That's where the TAC bar comes in.

TAC allows you to use your Special moves. It fills up as you attack opponents, but fills up more quickly if you are dealt damage. If it fills to 100%, you may activate your special move until your TAC returns to 0%.

Some moves are instantaneous, and immediately drop the bar to 0%. Others are continuous, and remain active for a bit longer than usual.