

KIQuest Manual

Version: 1.0

The Basics

WHAT IS IT? KIQuest is a program that runs alongside Uruexplorer and works in concert with custom marker games in Uru. To use KIQuest, you will need two things: the KIQuest program and a KIQuest Marker Mission. You already have the first one, since you downloaded it with this manual.

THE MARKER MISSION: There are two ways to get the other half of KIQuest—the Marker Mission. The first is the same way you would get any marker mission: by asking another player who already has it. The Marker Mission was created by Carl Palmner (KI# 00258876), but can also be obtained from any other explorer who has received it. If you don't know anyone who already has the mission, there is an alternative. You can obtain the mission from an approved player-made in-game bot called Magic Bot. To get the mission this way, add Magic Bot (KI# 00027527) to your Buddy List, then send a personal message to Magic Bot with the phrase "Sendme 3557071") Magic Bot should send you the KIQuest Marker Mission if the bot is online. Note that Magic Bot was created by a different player and is not an official part of KIQuest.

HOW TO PLAY THE GAME: Once you have the KIQuest Marker Mission, turn it on in Uru (instructions on how to do this are in the FAQ at the end of the manual, for those who have never done a custom marker mission before) and begin searching for KIQuest markers, which are hidden all over D'ni and the Ages.

Each time you find a KIQuest marker, you will be given a number and a password. Each marker in the mission corresponds to a "locked" marker in the KIQuest program. To unlock that marker, simply click on the correct numbered marker in the panel, enter the password, and click the check icon. The KIQuest program will award you with an amount of points that depends on how difficult that marker is to obtain. You can then use these points to buy prizes within the KIQuest program, such as images, documents, and other bonuses.

So, in summary:

1. Find KIQest Markers
2. Enter their passwords to gain points
3. Unlock prizes with points!

Also note that KIQest saves your progress automatically, so you can shut down the program at any time, and when you come back to it, it will remember everything you've unlocked.

The Interface

KIQest consists of 4 sections. At the top is the Title Bar, which merely displays the title of the part of KIQest that you are using. At the bottom is the Info Bar. This is where messages are displayed to the user whenever necessary. For example, if you try to unlock a Marker and enter the wrong password, KIQest will tell you this in the Info Bar. To the left is the navigation bar, which consists of six buttons. These buttons determine what appears in the main section of the KI, the large section in the middle. From top to bottom, the left buttons access the Marker Panel, the Collections Panel, the Gallery Panel, the Library Panel, the Extras Panel, and the Config Panel. These should not be difficult to figure out, but just in case, each of these panels has its own section detailing its use below.

The Marker Panel



The Marker Panel, accessed by clicking the first button on the navigation bar, displays a list of every marker (or does it?) in the KIQest Marker Mission. Each icon shows the marker number as well as the amount of points that marker is worth. To unlock a marker and earn the points for finding it, click on the correct marker in the Marker Panel. This causes a small text window to open up, where you can type in the password for that marker. If the password is correct when you click the check mark, KIQest will award you the points and change the marker image to reflect the fact that it has already been unlocked. Only 21-22 marker icons are shown on the screen at the time. You can turn the “pages” of the marker list by clicking the small triangle buttons at the bottom of the panel.

The Collections Panel



Some of the markers in the KIQest Marker Mission are organized into collections. Each of these collections consists of several markers located near similar objects. When you have unlocked every marker in a particular collection, you can come to the Collections Panel and click the collection's icon to receive additional points. The collections are as follows:

1. The “Plants” collection: these markers are all found near plant life of some kind.
2. The “Books” collection: these markers are all found near written books and notebooks—but not Linking Books.
3. The “Scopes” collection: these markers are all found near some kind of viewing scope.
4. The “Carvings/Wall Drawings” collection: these markers are all found near something visual depicted on a wall or other vertical surface. The picture might be a bahroglyph, a drawing, or some sort of visual graffiti.

A good way to get started earning points in KIQest is to focus on collections—in other words, focus your search at first on places that have plants, books, scopes, or wall drawings.

The Gallery Panel



The Gallery Panel consists of two pages of image thumbnails. When you first begin KIQest, everything in the Gallery Panel is locked, so the thumbnails are all grayed out. To unlock an image, simply click on the thumbnail and then confirm when the program asks if you wish to buy that image. Each image costs 2 points. Once unlocked, you can view the images by clicking on the newly colored-in thumbnail. To exit out of the image viewer, click the little triangle that appears at the bottom-left when viewing an image.

The last image shown in the Gallery cannot be purchased with points. I wonder how that image is unlocked?

The Library Panel



All of the text documents in KIQest are located on the Library Panel. They will all start out locked. To unlock a document for viewing, simply click on its button and confirm when the program asks if you want to buy that document. Each document costs 2 points. Once unlocked, you can view the documents themselves by clicking on their buttons again.

The Extras Panel



Unlockable prizes that are not pictures or documents can be found in the Extras Panel. At the moment, there are only 2 types of extras: KISkins and KI-buddies.

KISkins allow you to alter the appearance of the KIQest program and are access by clicking their button in the Extras Panel. At first, only 2 skins will be unlocked: the default blue skin and an alternative green skin. The other 3 skins are all unlocked in the same way that you unlock items in the Gallery or Library: simply click on the button for the KISkin you want to unlock and confirm. Each KISkin costs 5 points. Once unlocked, you can switch to that KISkin any time by clicking the button again.

KI-buddies are small animated icons that appear in the bottom-right corner of KIQest at all times, once activated—a constant companion in your travels! To switch your KI-buddy, click the KI-buddies button in the Extras Panel. At the beginning, all KI-buddies are locked and so nothing appears in their corner spot. KI-buddies are unlocked in the same way as all other prizes: simply click their button and confirm. Each KI-buddy costs 3 points. To activate a KI-buddy, click the button after it has been unlocked. If you get tired of all of your KI-buddies and no longer want any of them around, you can click the “Remove KI-buddy” button to make the corner empty again. Don’t worry, your unlocked KI-buddies can be returned to their spot whenever you want, free of charge.

The Config Panel



The Config Panel contains a few miscellaneous options for configuring your KIQest experience. At the moment, you can mute and unmute the sound, view the credits, quit the program, or reset KIQest.

RESETTING KIQEST cannot be undone! Clicking this button will DELETE your saved KIQest data and restart the program. All markers, images, documents, KISkins, and KI-buddies will be locked once more.

In addition to quitting the program via the button on the Config screen, you can also quit anytime by simply closing the window that KIQest runs in (in Windows, the small X icon in the upper-right corner of the window does this).

FAQ

Does the KIQest program do anything to my Uru program, my player, avatar, etc? No—because the KIQest program does not actually interact with Uru in any way. The only connection between the two programs is you, the player, entering the passwords as you find the markers.

How do I start the KIQest Marker Mission, once I have it? To play a custom marker mission, you must first have fully calibrated your KI by doing the in-game Marker Missions found in the Great Zero antechamber. Once your KI is fully calibrated, you gain the ability to create missions and to play missions other players have created. To start a custom mission you have received (like the KIQest Marker Mission), open up your KI, go to the folder where you have the mission (initially the “Incoming” folder), click on the mission, and click “Play Game”. This will activate (make visible) all of the markers in that mission, and enable you to pick up the markers by passing through them when you find them.

How do I save my progress? KIQest will do this automatically, every time you make a significant change (such as unlocked a new Marker or prize). You’ll never have to worry about saving your progress. If you want to reset everything and start over, you can do so from the Config Panel.

I was able to buy every prize even though I haven't finished the game! Yes, at the moment, the amount of points you can receive is greater than the amount you can spend. This was done intentionally, for players who want to unlock the prizes but don't want to hunt down every last Marker.

How do I unlock the mystery picture in the gallery? It won't let me buy it!

Correct, it won't. Keep playing. 😊

I sent you a pic/document/other item for KIQuest but you didn't use it! I haven't used everything I've been offered—yet. That may change in the future.

Will you be adding more to KIQuest? That depends on two things: the amount of interest in new KIQuest features among explorers and the amount of motivation I feel to keep adding things. At the moment, I'd like to add more to KIQuest, but if it seems like there's no interest among explorers in new stuff, then I won't bother. So if you want more in KIQuest, let me know!

Let's assume you DO add more. What would you add? The most obvious things are more prizes like what's already available—more documents, more images, more skins and more KI-buddies. But I'd also like to add other features. I'd definitely like to add new marker games besides the initial KIQuest Marker Mission (in fact, I'd have to, if I had too many more prizes). New marker missions might function in the same way as the original one, or they might function in entirely different ways. I'd also like to add new types of prizes, such as videos, or very simple minigames. But as mentioned before, this will all depend on how interested players are in seeing more added to KIQuest and how much I stay interested in the program.

Are you really as good-looking as you claim? Yes.