

BOB THE KNIGHT

genre – geriatric action/adventure
platform – pc

Please, help guide the misguided and delusional senior citizen Bob through an adventure of not-so-epic but hilarious proportions.

Game Features:

Comedy

- Rife with parodies and potshots at video game and specifically RPG clichés, such as items like *The Ring of Absolute Consistency* (+5 Fiber Intake).

Non-Combative Combat

- Bob, try as he might, could not hurt a fly (he's tried and lost the fight) so any combat could result in hilarious results not intentionally intended by the player.

Scooter Jousting

- Take control of Bob's trusty steed for various tasks; grocery collecting, jousting with transit buses and the nursing home's black night, travel down the block and tiring Wal-mart quests.



Bob the Knight "I live by the knight's code!"



The watchful Dragon.

Gameplay Overview:

The main gameplay of Bob the Knight is through interaction with NPCs and environmental items on his Quest for the Holy Grail. The player navigates throughout the game by shuffling along at a nice pace until Bob happens to win the lottery, giving him access to his new steed (scooter) and his knightly upgrades. The player may shuffle along silently (sneak) to evade enemies (not really evading). The player can take a shopping trip and purchase upgrades and items for Bob. These upgrades and items may help the player succeed in his quest or they may be for comedic purposes only.

Although Bob is delusional and thinks he is a knight, he still does not abandon his responsibilities and must collect household items. There are missions and side-quests to guide the player in the right direction as they may be delusional and misguided themselves. example: One mission is to evade the geriatric nurse (pictured above) in the nursing home to escape to the outside world.



Still need more guidance? The player can find a scruffy companion that doles out hints and tips. (pictured right)

Image Sources:

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