**Story**

You are a young human who has decided to risk your life fighting the beasts of Els-gäärd, land of elves. The elves are an extremely powerful race, but Els-gäärd has been silenced. A spell of darkness has been cast upon the land, thrusting fear into the hearts of all. Even the bravest of elves will not leave the castle in the city of Wëilden-värd. The magic of the elves has been silenced so that they cannot use it, lest they overcome their fear of the darkness, and so far none have achieved this.

You leave your village to fight your way to Els-gäärd. You fight weak monsters along the way. Once you get to Els-gäärd, you fight stronger monsters. You have to fight even more until you get to Uldê-Vauldä, which is a cave of great evil. There you will find the most evil, resilient, violent creatures in all of Zuulfaldûr (the name of the land), especially the main source of the darkness.

**Instructions**

The enemies you fight are based on a random number generator. Click the ATTACK button to lower your enemies’ health. The amount of damage you can do is also based on a random number generator. Click BLOCK to reduce the amount of damage you take. This can also cause an opponent’s attack to do some recoil damage towards them. If you want to fight a different enemy, you can click RUN.

**Bestiary**

Minor Enemies

·         Goblin

·         Slime

·         Violent Chicken

·         Dumb Fairy

·         Lost Cause

·         Zombie

·         Tree

Medium Enemies

·         Troll

·         Vengeant Spirit

·         Orc

·         Evil Wizard

·         Mercenary

·         Lesser Demon

Major Enemies

·         Giant Orc

·         Dark Dragon

·         Muscular Sea Horse

·         Uldaar-Vauldufen, the Greater Demon of Darkness