**Knight’s Defense**

(I’ve made the instructions page in the game, but here is a more detailed explanation since the game is a little complex. It is recommended to read the instructions in-game and play it first before coming here as the last sentence (in the 3rd page) contains a tip on figuring out certain enemy’s movements.)

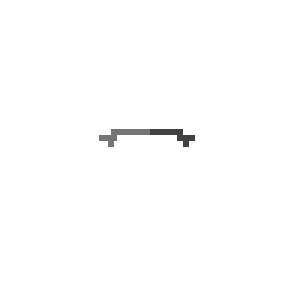
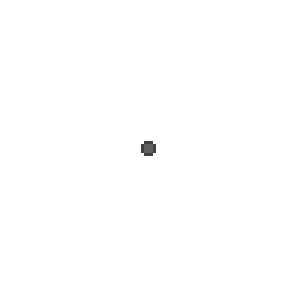
Objective: You are playing as the knight, and you need to defend the castle from being attacked from all sorts of different things

Controls:

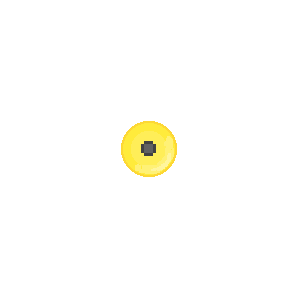
“a” is to move the knight left

“d” is to move the knight right

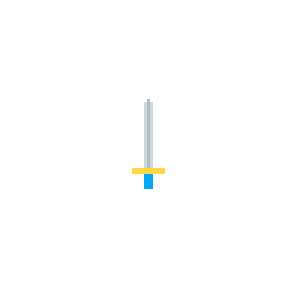
“j” is to use the knight’s shield to protect the castle against cannonballs and fire

(knight’s shield)

“l” is to use the sword to pierce through shields and defeat dragons



(shield around cannonball)

(sword)

(dragon)

Gameplay:

If you collect the falling heart, u can refill the castle’s health by a certain amount, but it cannot go above the maximum hp granted in the beginning.



If any object hits the castle it will lose some hp depending on what kind of enemy hits it, but you won’t instantly lose unless the castle is out of hp.

If any object hits the knight, it’s an immediate game over.

If you wish to stop the game mid-way, press q to return to main menu.

Spoilers below->

(Hint on how to defeat the dragon: the dragon blows fireballs at the castle and will appear in the same lane as the fireball a while later)