



A Game by Anthony Di
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Archers:

Use W-A-S-D to move:



To attack press the spacebar:



You can use the movement keys simultaneously

To aim your attack



Health Allocation :

Illage Class: 100hp

Knight Class: 350hp

Gunner Class: 200 hp

Classes :

Illage: Hold down attack to charge a devastating **fireball** that **explodes** when you hit an enemy

Knight: Tried and true **melee** character. Swing your **sword** to take down your foes

Gunner: A sharpshooter who never misses the mark. Shoots **bullets**.

Character Select:



Enemies:



Boss Ghost:



Lore:

Set in a mystical forest far away, the magical continent of Pearl needed a hero to clear the land of pesky ghosts (and the evil wizard summoning them). You must step up to the plate to fight for the land and free the people from oppression.

Objective:

Choose from one of the three classes: Illage, **Knight**, or **Gunner**, each class has specific perks, pick one that fits your playstyle and enjoy. On each map, you will encounter ghosts, but as you progress through the levels, the number of ghosts will increase, adding it more difficult. Beware of **trap** tiles as they will damage you, but simultaneously a set amount of **health** tiles will also spawn. The last obstacle to avoid is archers; **archers** shoot straight in one direction, adding variance in player movement. Good luck as you challenge the forces of Pearl, enjoy your quest, and may you triumph and claim the glory.