

USER MANUAL **BACKPACK HERO**

1. DISPLAY

On top:

Your backpack with all your items

On bottom:

Action buttons and information about fights and interactions with merchant, healer etc..

Click on D to see or close the view of the dungeon.

2. DUNGEON FLOORS AND ROOMS

Each floor contains at least

- 3 enemy rooms
- 1 healer
- 1 merchant
- 1 treasure room
- 1 exit

3. MOVING IN THE DUNGEON

Click with your mouse on the tile you want to move to in order to go to the next room. To leave a merchant or a healer room, you must click the button to exit the room. To leave a fight room, you must win the fight. You can go on any tile one block near you.

4. MANAGING YOUR BACKPACK

To select an item

Click on the item in the backpack

To move an item

- Keep clicking on the item
- Move it and release it where you want to place it

To rotate an item

- Keep clicking on the item
- Press R to rotate it
- Release it where you want to place it

To throw away an item

- Press C
- Click on the item you want to throw

5. FIGHTING AN ENEMY

When you enter an enemy room, a fight starts. You can see all the actions the enemy will do one turn in advance. You have every information about your hero and the enemy. You may also encounter two enemies in the same fight.

To attack with a weapon

- Click on your weapon in the backpack

To attack with a magical weapon

- You must have a mana stone in your backpack
- Click on the mana stone to gain mana
- Then click on your magical weapon to attack

To protect yourself

- Click on your shield

To attack the other enemy

- Press A or Z to switch between enemies

If you defeat one of the two enemies, you automatically attack the remaining one without pressing A or Z.

The fight ends when all enemies are dead or when the hero dies.

If the enemies die, you win the fight and can choose a reward.

6. REWARD AFTER A FIGHT

After defeating an enemy

- The reward is shown to you.
- Keep clicking on the reward and move it into your backpack
- If your backpack is full, you cannot place the item unless you throw another item or rearrange your backpack

7. HEALER

When you enter a healer room

- Press a button to choose what you want to do
- Heal 25 HP costs 4 gold
- Increase max HP costs 10 gold
- Do nothing lets you leave without any action

8. MERCHANT

When you enter the merchant room

- Keep clicking on one of the rectangles to see the item description
- Move the item into an empty space in your backpack
- You can discard items to make space

Item sell values

- Common item costs 6 gold
- Uncommon item costs 8 gold
- Rare item costs 12 gold
- Legendary item costs 20 gold

9. TREASURE

You will find an equipment item in the treasure room and you can move it into your backpack.

10. DEATH

If your HP reaches 0, the game stops.