

## INTRO

*Put to Rest* is a rogue-like, turn-based strategy game with dungeon exploration elements. Your party must delve into the depths of the skeleton king's necropolis in order to restore peace to the land: reach the bottom floor, and you may put the agitated soul of the former ruler to rest.

## INSTRUCTIONS

1. Select a party of four from a possible eight classes to adventure with.
2. Navigate the rooms in order to find the staircase that leads to the lower depths.
3. Upon entering a room, there is a chance of being ambushed. Defeat all enemies in your way to continue your quest.
4. Lower levels have tougher monsters. They say the king rests on the bottom floor...

## CONTROLS

1. Use your mouse to hover over and click desired choices.
2. In the floor view, the light blue room is your current location. Darker rooms are discovered but unexplored—click on them in order to explore it.
3. Upon entering a room, there is a chance of battle. On the battle screen, your characters will take turns carrying out an action stage. Action stages consist of:
  - a. *Movement*. Point & click within the blue area to move. Black, light grey areas, and objects are impassable obstacles.
  - b. *Attacks/Healing*. Colored areas show where targets are in range (no area will be shown if you are out of range):
    - i. Red: Attack
    - ii. Green: Heal
    - iii. Yellow: Attack baddies or heal friendlies
4. Eliminate all enemies from a battle instance to continue your journey.

## CHECKLIST (space for comments on the back!)

- ☐ Create a party of four unique members.  
*Outcome: You enter the game with a full party.*
- ☐ Win a battle.  
*Outcome: You defeat all enemies in an instance and may continue exploring.*
- ☐ Level up a character.  
*Outcome: Your character will have increased base stats that persist across battles.*
- ☐ Lose a party member.  
*Outcome: That character will become permanently unavailable in this play-through.*
- ☐ Find the staircase on the first level.  
*Outcome: You will enter the second level with different, tougher enemies.*

## **COMMENTS**

*Please be sure to list your party and roughly how far you got in the game.*

*Note: We are aware of the AI sometimes not attacking you even if you are in its attack range. We've fixed this bug, but it was after the game day deadline.*

## **Additional Comments & Suggestions**