

## Introduction

Hi, my name is Wilson. And I'll be your guide for this tutorial.

## Basic Movement

For starters, let's see if can walk up to the highlighted area...

- I am waiting for you to enter the highlighted circle.
- Ahh I can see you are actually taunting me then I can't through this tutorial

Great job! Now try rotate around the character using the mouse

Good, good... Try and zoom in and out with your camera

## Abilities

Great, now that you have master the basic mechanics. Go and pick up these three items.

(Picks up the cards)

### Ability Q (Blade Rain)

You have gain three new abilities. Walk up to the highlighted circle and cast your ability

(Highlights the ability Q and limit the user only to Q)

[(if another ability is pressed) No, you are not allowed to cast that ability at this time. We will come to it in short time]

### Ability E (Wall raise)

Great Job. The ability you have casted is called Blade Rain. Now try and cast the next ability

(Highlights the ability E and limit the user only to E)

[(if another ability is pressed) No, you are not allowed to cast that ability at this time. We will come to it in short time]

Nice work. Now you have blocked the passage for your opponents. Now they have to find another way to get to you.

### Ability R (Impalement)

Cast your last ability on the skeleton.

(Highlights the ability R and limit the user only to R)

[(if another ability is pressed) No, you already know how its casted. Please cast the last ability by pressing R]

(Uses the ability)

## Swap abilities

Great job!!! You have just levelled up your last ability slot. You can swap your ability to another slot but only if it is not cooldown. Swap your first ability with your last ability.

(Show the key of G as an indication what to press)

(when pressed highlights the ability slots)

(When a slot is selected indicate its selected)

(Swaps ability)

Nice work. As you can see your ability will now react as if it is a level 2 ability. Your ability is dependent on the level of your slot in which it is placed.

Discard ability

Go and pick up your next ability.

(Tries to pick up the card)

Ahhh yes. I forgot. You don't have a free slot. You have to discard an ability in order to free up a slot. Now activate discard operation and select the card you wish to throw away. Then pick up the new ability.

(Show the key of B as an indication what to press)

(when pressed highlights the ability slots)

(Discard ability)

(Picks up the cards)

Great Job.

## Fighting

Now let's get you started on fighting an opponent.

Strike down the skeleton.

(Strikes skeleton down)

Nice work. Now defend three attacks from the next Skeleton

(Blocks of three attacks)

Now strike down the skeleton with your attacks or make use of your ability

(Strikes down skeleton)

## Activating Traps

Great job! You have earned some points. You can use these points to activate various traps placed in the area.

Let me introduce to you to the first trap. Go and activate your first trap.

(Activates it)

(Show skeleton running toward trap)

[(if player dies) Remember that these traps can also be harmful to you and allies. I'll only be this nice to you once, since it's your first try (Respawn player at safe location)]

Great job. If a trap/friendly kills your target, you will only earn half of the points.

Great I believe my work is done and I have taught you what you need to know. The rest is up to you.