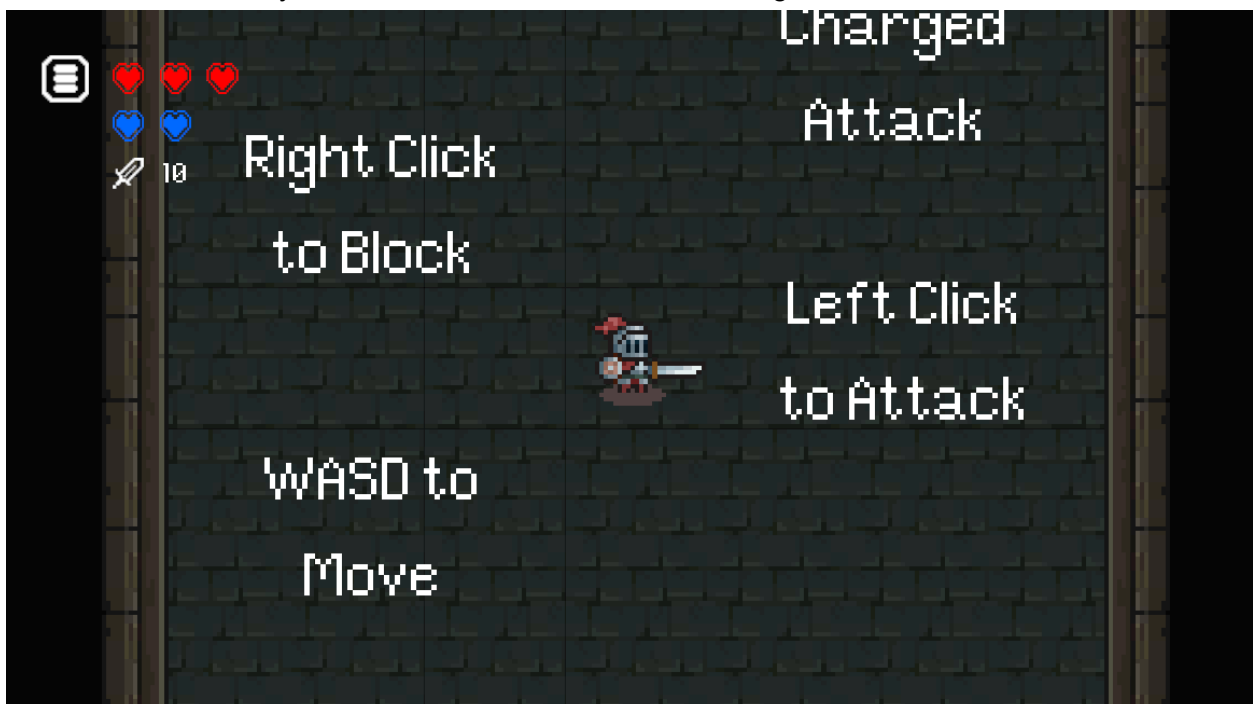


MAIN MENU



TRAINING AREA

This is where you can test out the mechanics of the game.





THE WHOLE LEVEL



This is the first half of the level where you have to defeat every enemy and get the boss room key to get to the boss area.



This is the boss area where you fight the boss and get the key for ending the level. You can get the key early but you have to defeat every enemy in the boss room to get out as you will be locked by a sudden gate.



PLAYER



The player has 12 health and can do three actions, a normal attack which deals 1 damage, a charged attack which deals double damage but has a cooldown, and block which has a durability of 8 which can get destroyed, but can be fixed with a potion. The player can block from the front, but get damaged behind by enemies.

POTIONS



These are the potions which refill your health and shield to their max capacity.

ENEMIES



Slime: Has 2 health and deals 1 damage to the player.



Skeleton: Has 4 health and deals 1 damage to the player.



Skeleton Archer: Has 4 health and deals 1 damage to the player. Additionally, it has a further attack range and chase range than normal enemies.



Orc: Has 6 health and deals 1 damage to the player.

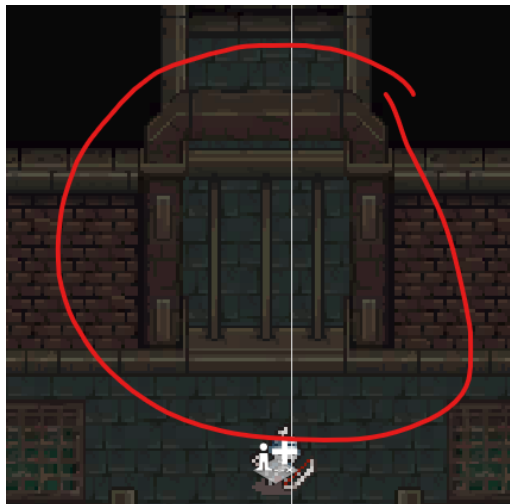


Elite Orc (Boss): Has 20 health, deals 2 damage to the player, and also has a larger chase range and attack range.

KEYS



Boss Room Key: You need this to unlock the Boss Area of the level.



Dungeon Key: You need this to finish the level and win the game.