# FEAST OF FRIENDS

How to play this game?

The goal of the game is to survive and find the exit of the maze. In order to do this you have to explore the map and also sacrifice a character every 5 turns. By doing so all the other characters in the same room can absorb some of her strength, agility and vision and get better. If you fail to sacrifice a character within 5 turns a character randomly dies and you will get nothing from it. To sacrifice a character you have to be in a kitchen with at least two characters.
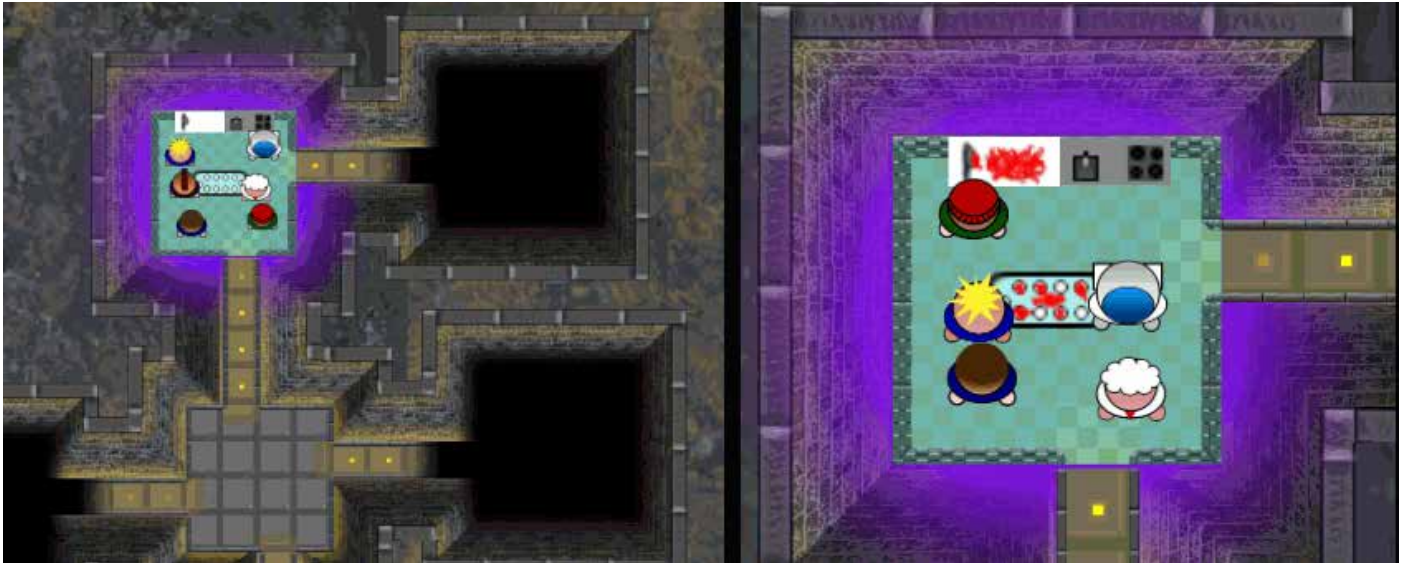
How to send characters to other rooms?

To Select a person you have to select a room and click on the preferred person in the UI.

To send a person into a room you have to select a person and right click on the room. Another way is to use the WASD key's to move a person.

To move and/or scroll into the map you can use the mouse and the arrow key's.

To end a turn push the arrow button in the bottom right corner of the map to confirm the movements of your group or the characters you just instructed to visit different rooms.
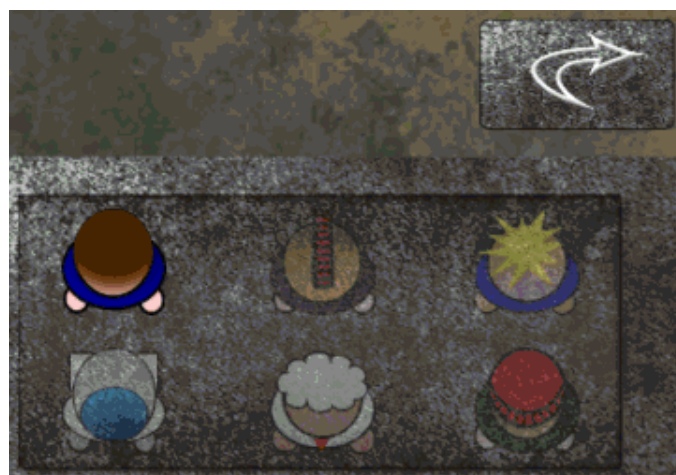
How do I get Information about what is going on?

Whenever something happens in the game you can read about it in the digital logbook in the right bottom corner of the map. For instance you can get information about the obstacles you face in the rooms or about how many traits you get from eating a friend.

An exclamation mark points out if any events recorded in the logs.
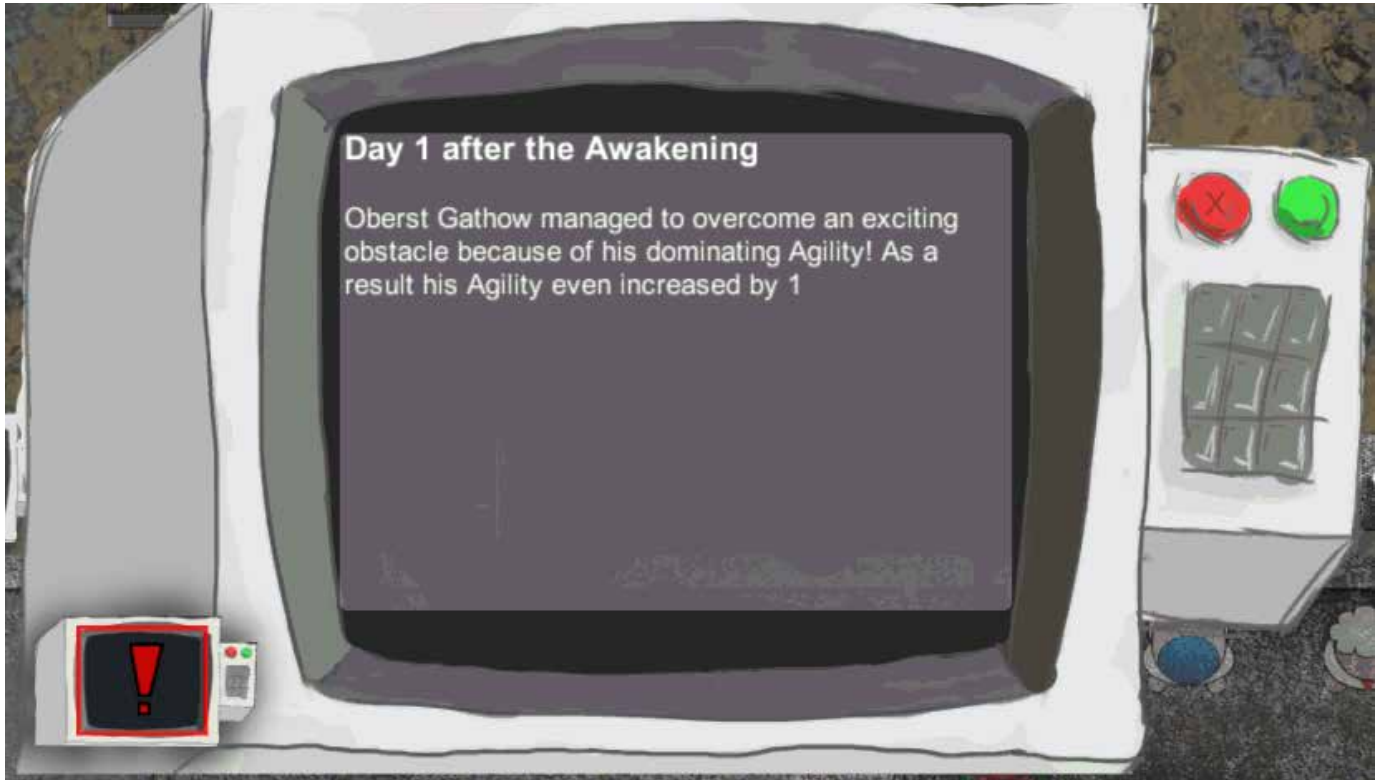
How do I organize character abilities?

If you click on a character you can see all the details concerning her at the bottom of the map. It contains the name, strength, agility and vision levels. If a character is in the kitchen it also shows a sacrifice button which sacrifices the character for the greater good.

In the maze you may face obstacles which require **strength** or **agility** to overcome them. If your abilities are too low you cannot enter the room. To train your abilities: feast at your friends.
Vision allows you to see what is in the rooms next to the one you're standing in.