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| HATtrick Games  Hamish Carrier  Arran Ford  Timothy Veletta |  |  | End User License Agreement IMPORTANT! PLEASE READ CAREFULLY.  When you purchase *Goldcrest* you do so as is, complete or incomplete. This product is licensed under the BEER-WARE LICENSE which is stated below.  TERMS AND CONDITIONS OF THE BEER-WARE LICENSE (REVISION 42)  As long as you retain this license you can do whatever you want with this piece of software. If you meet us some day and you think this stuff is worth it, you can buy us all a beer in return. |
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| The Story So Far… “The once peaceful village of Goldcrest has been rocked by an evil unheard of in these parts.”  “The nearby castle known as Hordrigg Citadel has once again opened its doors and all the evil that had remained shut off from the world for so long, poured out, led by the evil demon Zayn.”  “Zayn and his minions wreaked havoc and destruction all over Goldcrest causing many to lose hope.”  “Only one option remains, they fight back.”  “Led by the legendary Strom Ironclaw, the strongest combatants of Goldcrest must come together and storm the Citadel.” |  |  | Getting StartedMinimum System Requirements  |  |  | | --- | --- | | **PC OS:** | Windows XP or Later | | **Processor:** | 1.2 GHz Processor | | **Memory:** | 1 GB RAM | | **Graphics:** | 128 MB Graphics Card with Pixel and Vertex Shader 2.0 Support | | **Direct X:** | 9.0 or Later | | **Hard Drive:** | 100MB HD Space |  Recommended Specifications  |  |  | | --- | --- | | **PC OS:** | Windows 7 or Later | | **Processor:** | 2.0 GHz Processor | | **Memory:** | 2 GB RAM | | **Graphics:** | 256 MB Graphics Card with Pixel and Vertex Shader 2.0 Support | | **Direct X:** | 10.0 or Later | | **Hard Drive:** | 150MB HD Space |  PC Installation Instructions Place the Goldcrest CD into your CD-ROM drive. |
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| ControlsCamera Commands  |  |  | | --- | --- | | **ACTION** | **KEYBOARD/MOUSE** | | **Move Camera** | A (Left), S (Down), D (Right), W (Up) | | **Turn Camera Left/Right** | Q (Turn Left), E (Turn Right) | | **Raise/Lower Camera** | Mouse Scroll Wheel |  Selection and Control Commands  |  |  | | --- | --- | | **ACTION** | **KEYBOARD/MOUSE** | | **Confirm Action** | Right Click |  Main Menu  |  |  | | --- | --- | | **Continue Game** | Continue a game in progress. | | **Start Game** | Begin a single player story game from the beginning. | | **About Us** | Displays information about the amazing people that created this game. | | **Exit** | Exit the game. |  Saving and Loading |  |  | Game ScreenGameplay Basics *Goldcrest* is a turn-based strategy game and revolves around the power struggle between the villagers of Goldcrest and the inhabitants of the nearby Hordrigg Citadel. Your goal is to reduce all of your enemies’ health points to 0, killing them. Each turn is structured as follows:   1. Movement Phase – each character can move based upon how high their movement stat is. 2. Action Phase – each character can attack units within their specified range. 3. Turn Over – character can take no further action and control transfers to the next character. |
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