

INSERT TITLE HERE

A top-down adventure game by Reed Phillips

Instructions



Fig. 1: Typical gameplay scene, with player stabbing blob

Insert Title Here is a top-down adventure game similar to *The Legend of Zelda*. The main controls are as follows:

Arrow Keys	Move
X	Attack
Space/Z	Interact (talk, confirm, etc.)
Shift	Sprint
QWERT	Select weapon (slots 1-5)

Note: When you begin the game, you have no weapons and so will not be able to attack. You can find a weapon to the south of the area in Fig. 1...

The contents of the bottom black bar of Fig. 1 may require explanation. That is your HUD, or Heads Up Display. It has several pieces of useful information. The green bar on the left is your stamina. Sprinting uses it, and when it is empty you must wait for it to refill. The red bar is your health. The gray area below those two bars has your weapons in it, which can be switched between with Q, W, E, R, and T. The number next to the key icon on the right is the number of keys you have, and the number next to the gray donut is the amount of money you have.

There is no master objective (yet!), but you may find it entertaining to complete the four dungeons scattered across the land. A typical dungeon is portrayed in Fig. 2:

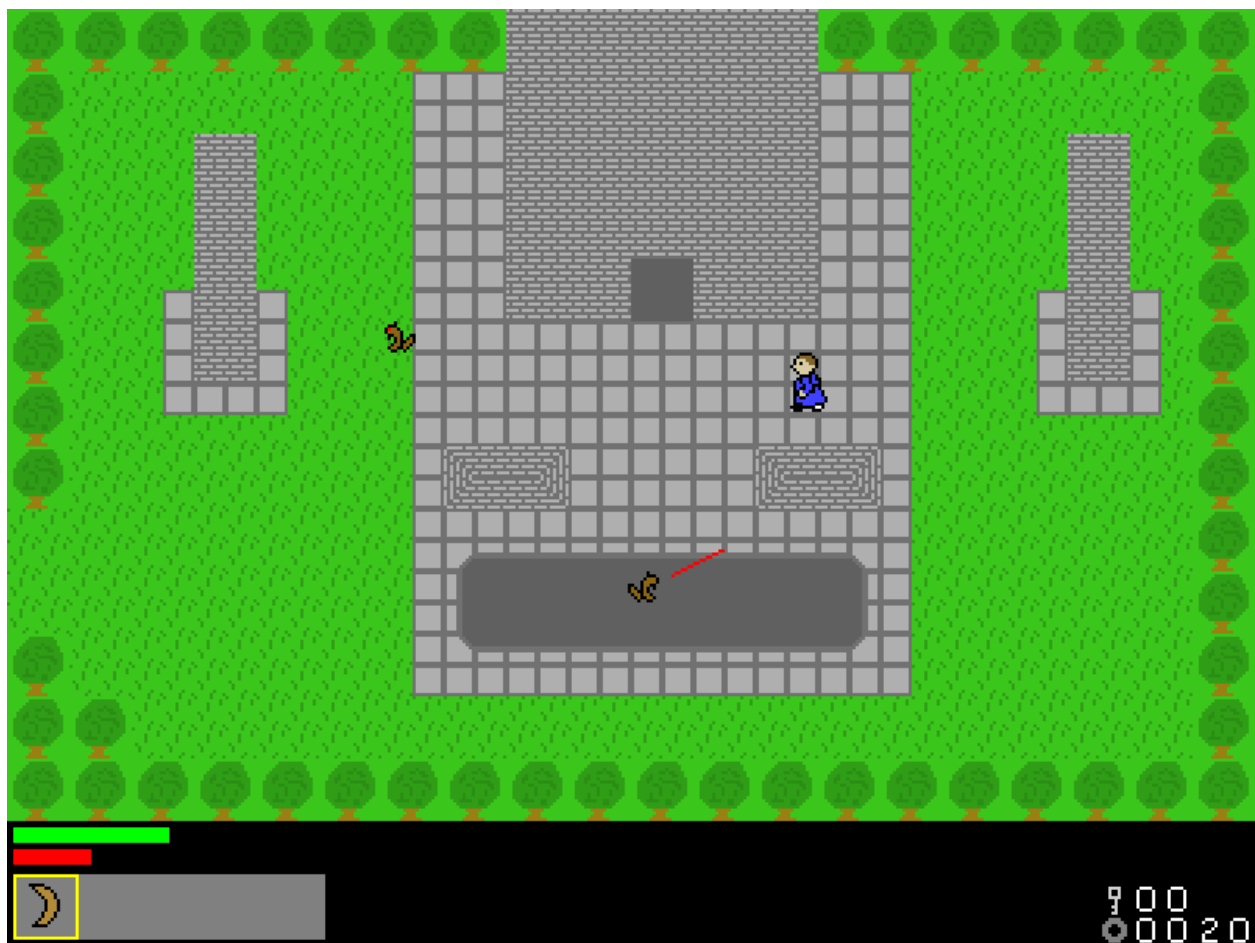


Fig. 2: A typical dungeon entrance, with laser-shooting squirrels

After entering the dungeon through the door, you search inside for the boss's room. The boss's room contains a boss, a difficult enemy who may defeat you several times before you prevail. Defeating them will award a health extender, increasing your maximum health.

You can also buy health extenders from the Shady Shopkeeper in Fig. 3:

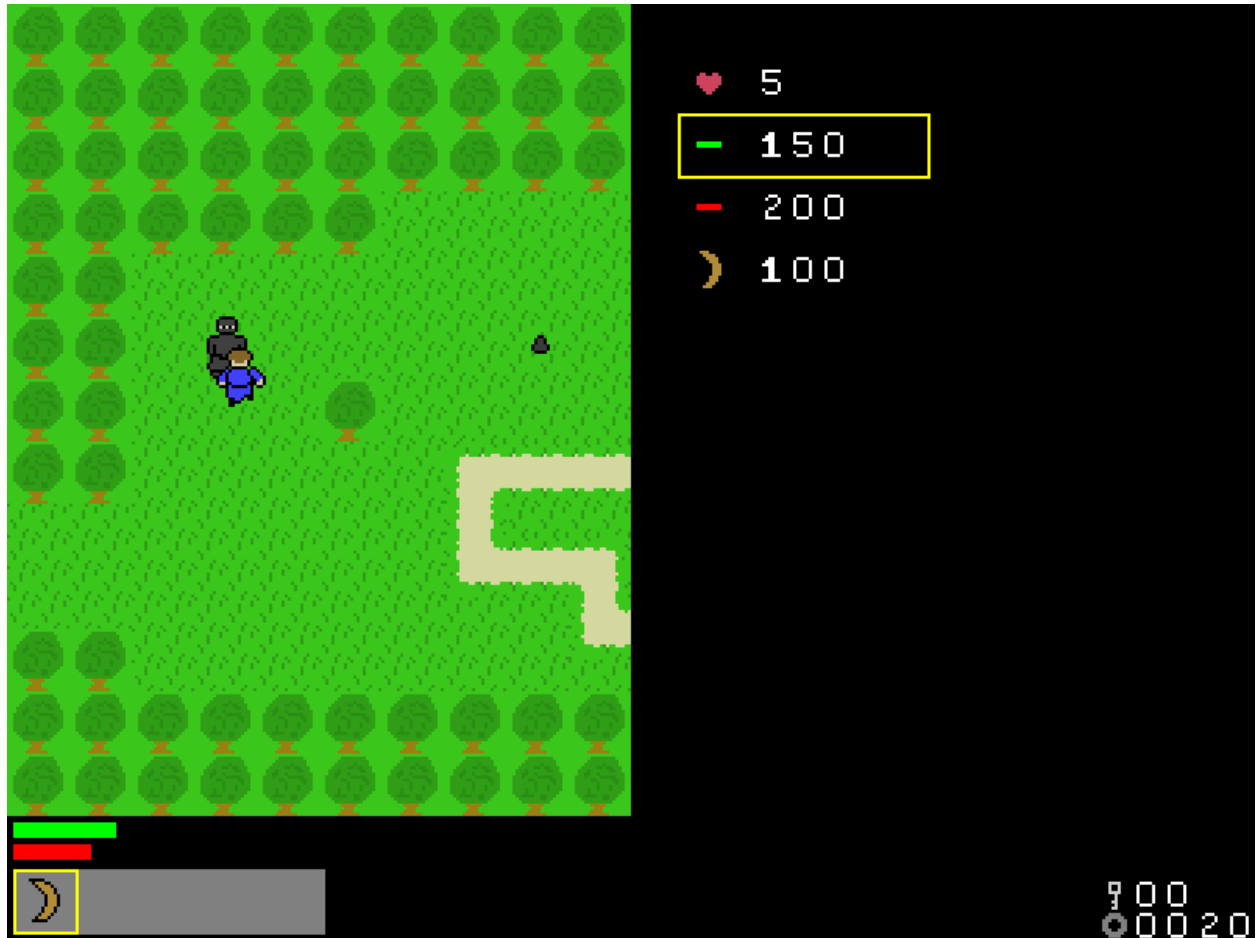


Fig. 3: The Shady Shopkeeper peddles his wares

The Shady Shopkeeper has several items for sale, including health refills, stamina extenders, and a better weapon. Use the spacebar or Z to talk to him, then use the arrow keys to select your purchase. Use space/Z to select it or press X to exit.