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Team **A**wesome

## Overview

Suddenly the whole kingdom is shrouded by the darkness. To rescue the fallen country and the people you love, as the only hope of the entire region, you need to dig out the secret hidden in the castle that caused all those messes. The powers you have are your sneaky boot and magical card. Castle is full of danger but also treasures. Choose the stealth path and card accordingly to enter the center of the castle without any attraction. Or you can play more aggressively, kill the guard in the shadow and cause chaos. In the turn-based system, Every movement you plan in each tile will affect dramatically to the entire game. Stay creative and play your style.

## Goal

To reach one of the endpoints which are marked as yellow tiles




## Rules

- The game is played through turns and rounds. Each turn has two rounds: one for the player and another for the computer. In each turn, computer plays its round every time after you end your own round.
- Your character always starts in a perfect stealth. Once it gets detected by an enemy, the enemy will chase you until you die or it loses track of your character.
- You have 3 randomized cards available when you start the level, which may give you unexpected helps.

## Controls

**To move your character:**

1. Click on your character to start a movement.

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2. Click on highlighted tiles to assign a destination or drag on those tiles to draw your own path. Click on your character again to cancel this movement.
  3. Click on "MOVE"

**To use a card:**

1. Click on the card you want to use.
2. Click on highlighted tiles to assign a target. Click on the card again to cancel the card usage.
3. Click on "USE"

**To show the detection area of an enemy:**

1. Click on the enemy.
2. Click on the enemy again to hide all highlights.

## Important Numbers (Statistics):

**Action Point (Ap):** A value indicating the number of tiles an unit can move.

**Health Point (Hp):** A value indicating the health status of an unit.