

# Swordgeon Game Manual

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## 1. Build Instructions

First, download the main zip files off Google Drive. Then, extract the files to a file location of your choosing. After that, locate the Swordgeon folder and access the Swordgeon.exe file within it. Double click the file to run it. If Windows Defender does not allow you to run the game, click the gray text underneath the warning, which will most likely be “more info.” Then click the box that allows Windows to run the executable. After that, the game should be open!

## 2. Introduction

Welcome to Swordgeon! Where your 2 goals are, fend the enemies off and do it quickly! Your objective in each of the four dungeons is to defeat all the enemies using your sword and reach the goal. Do it fast and you might even be able to get a high score!

## 3. Tutorial

### A. Menu Navigation

Use the left click button to click any of the buttons in a menu. If you click a button, it will take you to the screen specified by the text within it.

(The rest of the tutorial is available in-game with images)

### B. Characters

There are three main characters in Swordgeon: The player, tracking enemy, and shooting enemy. The player fends off the enemies with his sword. It takes him three hits with his sword to fend the enemies off. The tracking enemy hones towards the player and gets knocked back when it is hit with the player’s sword. Finally, the shooting enemy shoots projectiles at the player that he can deflect with his sword.

## C. Movement

[W/↑]-Moves the player up.

[A/←]-Moves the player left.

[S/↓]-Moves the player down.

[D/→]-Moves the player right.

[Spacebar]-Swings the player's sword

## D. Boundaries

Boundaries are not able to be run through by the player or enemy. When the player or an enemy is hit into one, their momentum halts.

## E. Options

Click within the box of one of the sliders to lower the volume of that aspect of sound. Type in alphabetic characters on the keyboard to add them to your name (used in records). Use the backspace to remove unwanted characters.