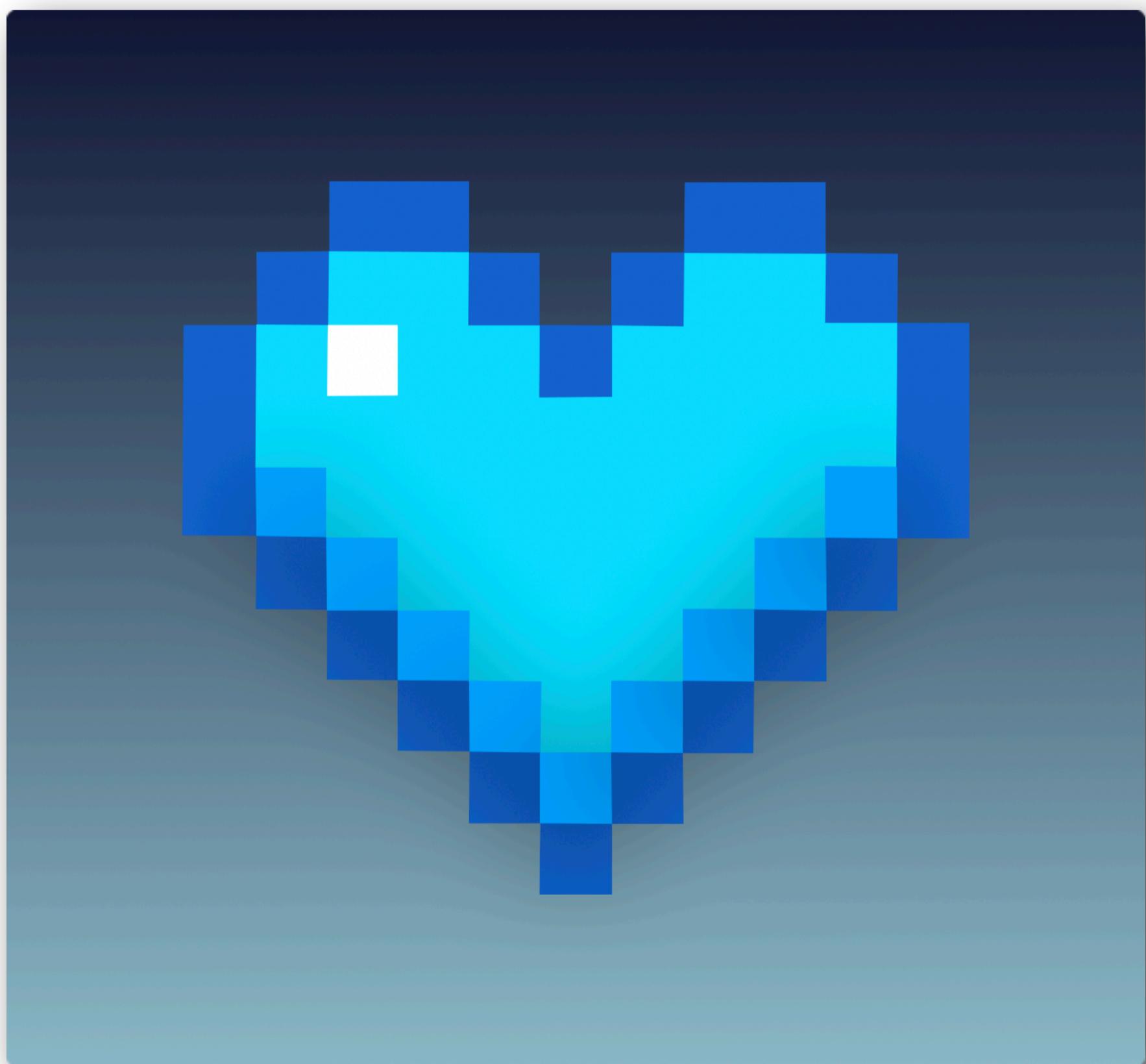
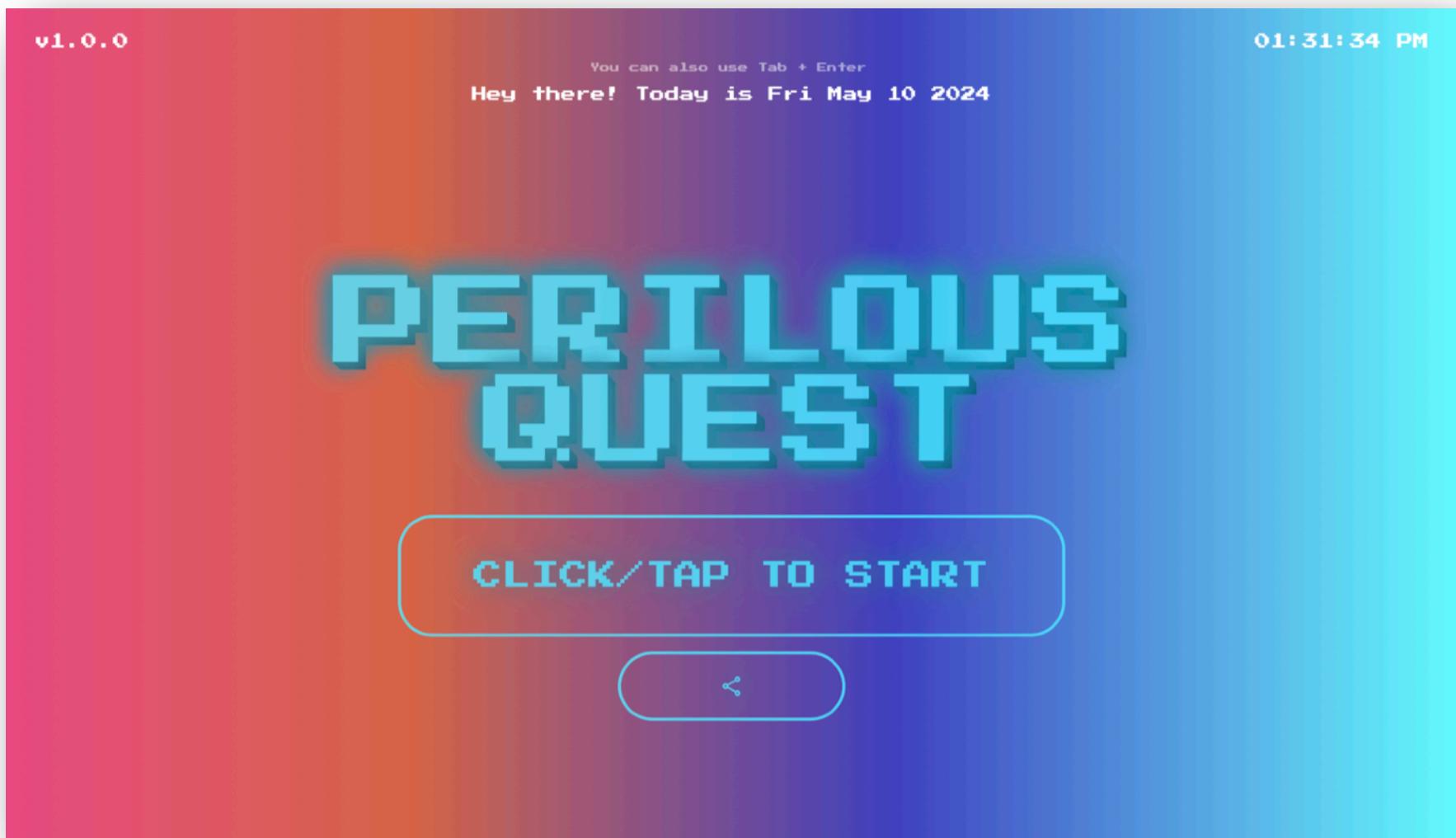


How to play

Perilous Quest



Start Screen



Welcome to the Game!

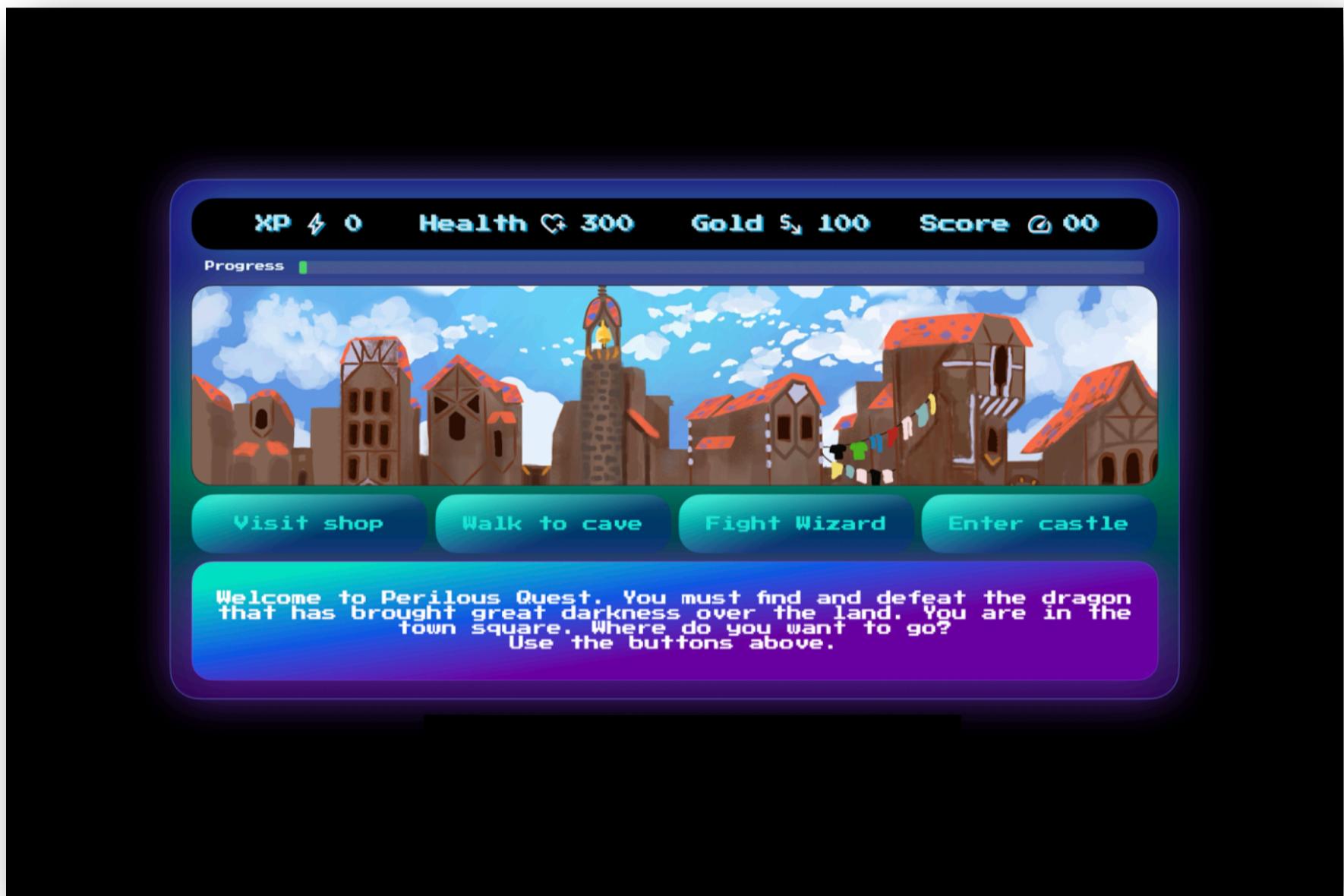
Welcome to Perilous Quest! When you first open the app/website you'll notice two buttons. The first one does exactly what it describes. It starts the game. But you already knew that! The second button activates the share page (Safari and ChromeOS). To learn more about the game click the Version text in the upper left corner. For accessibility, you can also use the "Tab + Enter" keys to navigate throughout the game if you prefer.

The Icon cursor!



You may notice your mouse turns into a tiny icon this is normal and it will turn back to a normal pointer outside the game. You can click and hover over things like a regular mouse pointer. The cursor may change based on what your mouse is hovering over for example a button will change the cursor into a crosshair "+".

The Game



When you open the game page you'll notice several elements:

Action Buttons



These four buttons are at the core of the interface. Each one will change dynamically based on the location you're in. Some buttons will be disabled if an action is not possible. When this happens you will see the button fade out. You can hover over them to identify which one is which.

Stat Display



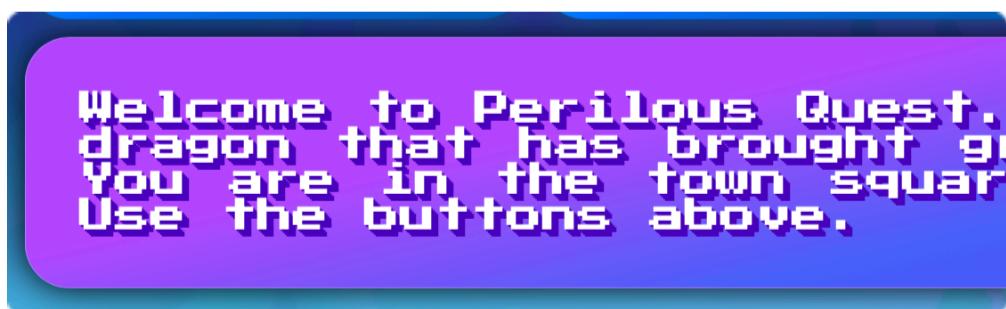
Here you'll find your current stats such as how much XP you have, your Health, Gold and Score. You can hover over them to identify which one is which. These will change as you play the game.

Progress Bar



This bar shows you how close you are to completing the game. It changes by location and will fluctuate depending on if you are getting closer or farther from winning.

Info-Text Display



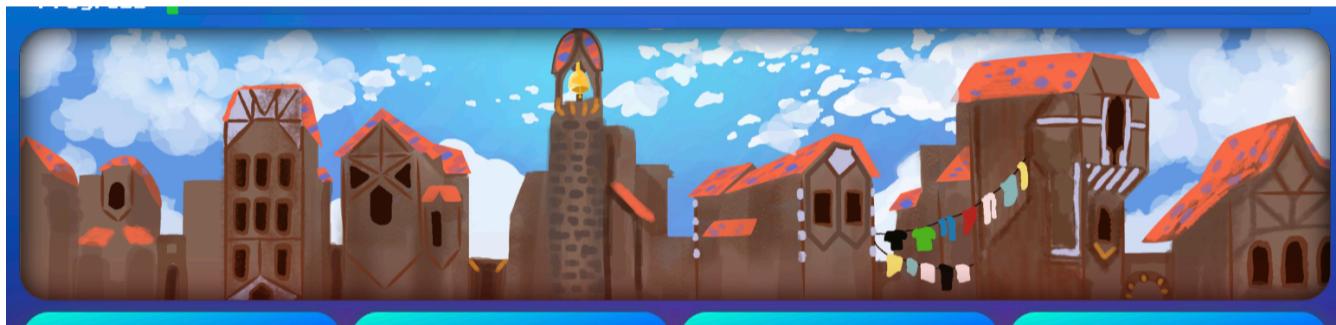
If you're unsure what to do this is the place to rest your eyes. It provides context for your current location and lists your inventory.

Enemy-Stat Display



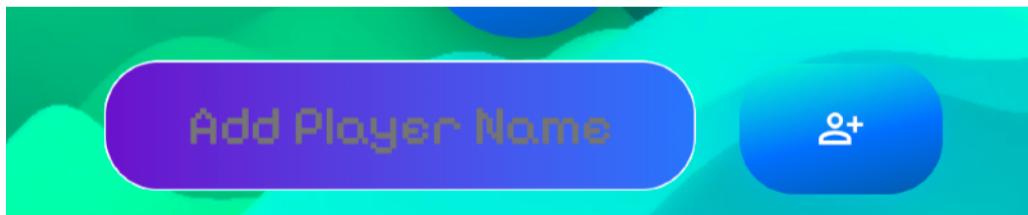
When you face a foe this display will appear to show you the stats and name of your opponent. If you defeat the enemy its level will be added to your XP Level. Your XP can be spent during a fight to dodge if you lose all your XP your attack strength will not be as effective when you attack.

Location Display



This area displays your current location as a visual. Use it in conjunction with the Info-Text Display to play the game.

Player-Name Text Input



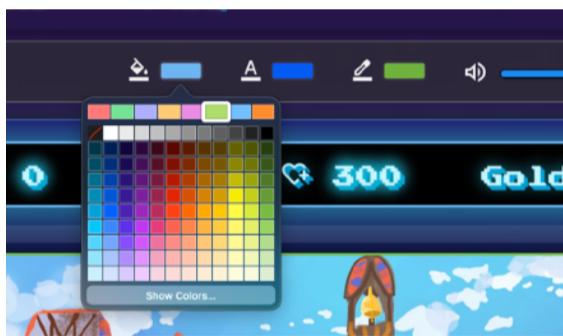
Here you can type a name for Player One. When you're finished click the Add button to the right to confirm. If you don't provide one an alert will pop up encouraging you to enter your name.

Upload-Photo Button



Click here to upload a profile photo for Player One. If you're using an iPhone or another mobile device you can also capture an image from the camera app.

Color Theme Input



Click here to change the color of the Action buttons, Button text and Display border.

Fun Fact:

The background and display art were created by Audiophobia (Tanner Marsh) who also made the game's "Boss Theme" music track. He is also one of the three co-founders of "Phoenix Artistrys" the record label that released the "Perilous Quest" soundtrack. In his free time, Tanner creates elaborate art using his iPad and produces Electronic music.

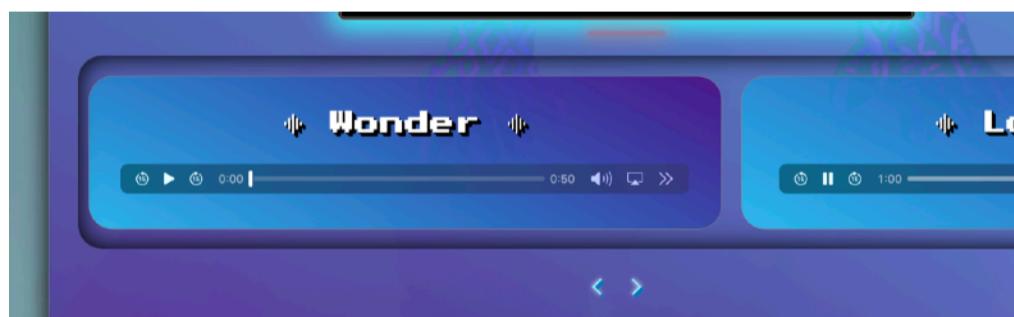


The Jukebox



Here you can listen to the game's soundtrack:

Audio Blocks



Scroll through to find the track you want to listen to. Then click play, the audio player will differ depending on your computer/phone's operating system and/or web browser. Use the arrow buttons underneath to navigate by clicking if you prefer.

Fun Fact:

"Lovely Town" and "A Secret" are created by the same music artist Skremzy (Tristan Forrest). He also helped to beta-test the desktop version of the game. In his spare time, Tristan enjoys listening to music by C418 and playing video games on his Switch and Xbox.



Spinning Blocks



These are well... Spinning blocks... There's not much else to say...