How To Play

Player and adversary charge towards each other each round. The first rider to hit the ground loses that round. The first to win 5 rounds, wins the match, and the match ends. The player can move their mount, with restrictions. They can also move their weapon with restrictions, and adjust the rotation of their weapon. The weapon will slowly drop depending on its weight, and the player will need to constantly adjust its position such that it hits the adversary.

Unlock new mounts and weapons by completing quests and challenges.

Controls:

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| **Action** | **Buttons** | **Description** |
| Menu Navigation | Mouse movement/click | navigates menus |
| Move Mount | WASD | Moves mount forward/left/backward/right with some restrictions so the player can’t just roam free |
| Adjust weapon position | Mouse Movement | Moves rider arm/weapon up/left/down/right |
| Adjust weapon rotation | Left click + Mouse Movement | Rotates player’s weapon |
| Main Menu | “P” key | Go back to Main Menu from any scene |
| Unlock All Items | Press “3” and “4” simultaneously | Cheat code to unlock all items in the game automatically. Used for testing purposes |
| Reset items to default | Press “3” and “4” simultaneously | Cheat code to reset items back to default. Used for testing purposes |