# User Manual for Darkwing

# Welcome to Darkwing!

It is a pleasant day in Anates Terra a province in Avem land. Every province is ruled by a king. You are duck Norris an eager apprentice of the resident wizard. Whilst helping your master trying to make a potion that makes pigs fly, he asks for his duck to help debug the process of making this potion. After a while your master gets frustrated and throws the duck, which lands in the cauldron, transforming him into a duck the size of the dragon. The duck dragon swoops and takes your master away from you. Now you must go save your master.

Once you enter a room with an enemy combat starts so be ready at any time for combat.

In combat you can only use the commands, attack, use <item> (name of item), and run.

<u>Basic commands:</u>

go - This will allow you to go a direction with the input of a cardinal direction (North, east, south, or west)

use - This allows you to use a potion, map, or a key. You must specify which potion, map, or key you are using. Eg. use major health potion.

inspect - This allows you to inspect anything and get a description of what you inspect. Enter room to inspect the current room and specify what you want to inspect with the correct name. Eg. inspect dagger or inspect room.

inventory - This allows you to gain access to your inventory. No specifications needed.

talk - Allows you to talk to villagers. Enter the name of the villager you wish to speak too.
Eg. talk king eider

attack - Allows you to attack enemies and villagers. If you are going to attack a villager specify their name. If you are in combat all you have to do is type attack.
Eg. attack king eider

flip - Allows you to flip levers. When you want to flip a lever specify the name.
Eg. flip bone lever.

open - Allows you to open a variety of chests around the world. When you do try to open a chest specify the name.
Eg. open spikey chest.

Help - This calls up the help screen in the game to give you a list of commands.

equip - This allows you to equip whatever weapon you want from your inventory. If you don't specify a weapon it will show you your current equipped weapon.
Eg. equip dagger.

save - Allows you to save your progress in the game. No specification needed.