**My first game (RPG)**

**Rules-**

You must make a character with the option of male/female then a race and then a class.

You need 2000xp to gain one level, xp resets each time you achieve a new level.

Every time you level up you gain health, attack and defence.

The letters/numbers put beside items in a shop, action in an area or highlighted in battle are what you must press to perform said thing.

You cannot buy more than one weapon of the same kind, as you already own it.

You only buy up to 99 of certain items in the market.

Money will never fall below 0.

When health reaches 0 its game over.

In battle all attack damage is calculated to incorporated defence, if your attack isn’t high enough you can’t do any damage.

Resting in the inn will heal you.

While exploring W = up S = down A = left D = right

Every time you move there is a 1% chance of encountering a battle.

**In game tips-**

Make sure to do EVERYTHING in the village, you gain minor XP and gold every so often.

Keep attack and defence high.

Buy health potions, they ARE necessary.

Killing the dragon is your main objective do that and you win the game!