Finally! I’ve been waiting for you. Your train car is ready to be populated! You only get this one room so make use of it! You need to keep your passengers fed, and prepared for attacks. Oh look here is one now!

These NPC’s will appear. They can either be farmers, or knights. This NPC is a farmer, and he makes food for your passengers. Go up next to him, and press the spacebar, select “Action”, Scroll down to “Act” to make food.

After a while the plant will be ready! Go over to it, and press space to collect it. The more you feed your farmer is the faster this will farm. You want to be producing as many plants as possible to gain food.

Selecting the “Fed” Action for a unity will restore some health and level them up! The higher the level the stronger they are. Oh look a new NPC has appeared go talk it them!

This unit is your knight! Knights have blue hair. You can fight alongside them by using your sword with ‘X’ Get more knights by “Changing Class” of farmers.

Watch Out! Enemies are coming to attack! Make sure you have some well-fed knights to defend you. You can also attack enemies with X.

Populate your train car, and defend it from enemies! This dungeon train is dangerous but with the help of your knight units you can do it!

Two unit types: Farmers, Knights. Farmers make food to heal, and power up your units. Knights will defend your farmers, and fight against foes.

Controls

“Arrow Keys” to move

“Enter” to advance text boxes

“Space” to select menu options

I apologize if this game is hard to learn at first. I realized after the fact, that I made it kind of complicated. I’m sorry, and I hope you can still enjoy my game.

Tools

Sublime Text 2 (HTML5)

Paint.net (Graphics)

FL Studio (Music)

All assets were made by me, for the Ludum Dare 37 competition.