

“There might be different paths of your choice, but the destination never changes.”
– the product team

1. Rules

a. Village

- i. Saving: you can click on the button on the topleft to quit the game. The game is also auto-saved whenever you come back to village from dungeon.
- ii. Storage: Here you can check the storage of items and materials you *currently have*. Once you click on any of them, its name and amount in stock will be displayed on the left.
- iii. Gallery: Here you can check all the items and materials you *once possessed*. Once you click on any of them, its name and a detailed description will be displayed on the left.
- iv. Craft: Here you can merge the items and materials that you have to create new items. The lower part displays the storage you have, and you can drag any of them into the upper part, which is the merging area. You can clear the merging area by clicking the “cancel” button. You can consume the materials and items in the merging area to get a new item by clicking the “merge” button.
Each item or material is associated with seven properties corresponding to the seven elements: wood, fire, earth, metal, water, wind, and electricity. You can check these properties in the gallery. The created item might be *any* whose value of any property is greater than the corresponding property sum of the items and materials in the merging area.
Note:
The same recipe **will not always** produce the same output item.
The same recipe of an item will always be possible to produce the same output item.
If clicking on the merge button does not produce anything, that means there is no possible item that could be produced by this recipe. Try modifying your merging area.
Though not likely, it is **possible to fail** a merging practice and produce something that is the same or worse than your consumed material. Be careful before you craft.

b. Dungeon

- i. Entry: You can enter the dungeon by clicking on the “Dungeon” button. You will need to select the items that you want to carry into the dungeon from your storage. The lower part is your storage, the upper part is your backpack. Clicking on any item will display the current amount of this item in your storage/backpack. You can select or unselect an item to bring to the dungeon in your backpack by the corresponding button.
Note: All items in the backpack will be lost if you die in the dungeon. Carefully select your items!

- ii. There are four levels in the dungeon. For each level, there are 21 rooms. You will always be spawned in the bottom-left room. You have 15 free steps to move. For each step, you are allowed to explore one of the neighboring rooms that you have explored.
 - iii. You can check your current backpack by clicking on the button on the top-right.
 - iv. For the non-empty rooms, you might either be able to collect some material or fight a monster. The collected material will be added to your backpack.
 - v. For levels 1~3, you will proceed to the next level once you reached the right top room. For level 4, the final boss will be waiting in the top right room.
 - vi. If you return to the village, you will be able to put everything in your backpack to your storage. However, you will lose the progress of your exploration in the dungeon, and you have to start from level 1 again.
- c. Battle
- i. Entry: Similar to the entry for the dungeon, you will need to select the items that you want to use in this battle. Each item will generate a certain amount of action cards in your deck. You can check the actions for an item card in the gallery.
 - ii. Each card has different effects. It might restore your health or damage the enemy, and/or apply states to your enemy. You can click on a card in hand to see its effects.
 - iii. The battle will happen in rounds.
 - iv. You can see the HP, energy, and states of yourself/enemy beside their icon.
 - v. At the beginning of your round, you will recover 3 energy points and draw cards to hand until it reaches five cards.
 - vi. The cards are randomly drawn from your deck. **Select the items before entry carefully to generate the most proper deck!**
 - vii. In your round, you can use a card by dragging it to the monster or yourself. Invalid usage will return the card to your hand after released.
 - viii. You will not be able to use a card that consumes more energy than you currently have.
 - ix. You will not be able to heal the enemy, nor deal damage to yourself.
 - x. If you are frozen/paralyzed/asleep, it is possible that your round will be skipped.
 - xi. You will lose the game if your HP reaches zero, or if you have used up all cards in your deck.
 - xii. If you lose a battle, you will be sent back to the village. **All items and materials in your backpack will be lost.** You should choose a clever time to return safely to the village. Don't be greedy!

2. Background story(for interested players only)

You are awake.

You find yourself in a village.

The last thing you remember is that monsters attacked your hometown.

"Oh, so you are awake."

"..."

"Are you feeling better now?"

"Kind of... Where am I?"

"PRISON."

"What? Hey hey hey, I have never committed any..."

"No. Not a prison for criminals. Nothing like that. It's just that... We are imprisoned here... By the monsters."

"Monsters...?"

"Our town has been attacked by the monsters. People died. I... We survived and escaped here, where we are protected by THE SHIELD. Nevertheless, we are surrounded by monsters. We cannot reach the outside world. We cannot get any food. We cannot ask for help... No, we need to get out. At least... Let them know WE are here."

"How?"

"We need to fight through the dungeon. You are the only hope."

"Me?"

"Yes, you. Ah... You still need to be stronger."

"Wait... What if I get killed in the dungeon? It seems so dangerous."

"You could be killed, but you will not die. I have created this for you: Whenever you die here, I could revive your soul and create a new body for you in the village. The village is protected by my magic, thus you and everything here will be untouched."

"What???"

"In short, it's okay to 'die' here. You will be back at once in the village, but everything that you have collected here will be lost. Remember to store your trophies in the village before you risk your life. However, be warned also that the monsters will re-occupy the levels that you have fight through once they see you returning to village."

"Wait... Who are you?"

"A prisoner, just like you, but a little bit stronger... I can stop the monsters, but I could not get out of this village. Only YOU can do it."

"How? I cannot even..."

"Take what you have got, and use the crafting system that I build for you. It will allow you to create new items by consuming the items and materials that you put in. However, my magic is not that stable. I cannot guarantee what might be produced every time. Try it out by yourself. Never give up hope - you are our only hope."