

ElfenTrail

USER GUIDE

Welcome!

ElfenTrail is a text-based adventure/rpg for Android phones. This is a brief introduction to the game and a short guide on how to play.

ElfenTrail is set in Azmir, the elf kingdom. It is 925EH, 3 years before the Great Migration- the largest movement of the Elves in recorded history; almost the entire population mobilised to resettle east beyond the Myrkfang Mountains in the Kymer highlands. Evil creatures have repeatedly been spotted in the Royal forest, mysterious in form, no witness has been able to give an accurate description. They drain the life force of everything in their path and leave behind great scars in the land, this is a problem that cannot be ignored any longer. The Queen, oblivious to the events that are about to unfold, is about to order one of her loyal emissaries on a quest that will shake the whole world to its very core...

Getting Started



This is the ElfenTrail user interface, you will notice several key features labelled to the left. From top to bottom they are:

1. Stats bar - Here you can see how much gold you own, gold is essential as it will enable you to purchase items from the various vendors you may meet. The HP (hit points) meter indicates how much health you have left, if this bar reaches zero it's game over!

2. Story Box - The Story Box contains all of the information you need for interacting with the world of ElfenTrail. Story pieces are added continually, they will progress the narrative and immerse you in the story. Key information is also delivered through the Story Box, details of items used/bought/found and any changes to your stats.

3. Menu Tabs - Actions, Bag, Shop and Options. These tabs open up the various menus found in the game, these are discussed in more detail on Page 2.

Tabs & Menus

The four items underneath the text box are the Menu Tabs: Actions, Bag, Shop and Options. Tap any one of these tabs to access the corresponding menu.



1. Actions - The Actions menu, once opened, displays 4 grey buttons called Action Buttons (right). These buttons will be your primary source of interaction with the game world, primarily they will progress the story but the Action Buttons may also perform special functions dependent on the story piece and any related quest items.

