



INSTRUCTIONS

KEYBOARD & MOUSE CONTROLS

- **CAMERA CONTROLS:**

- W - Moves Camera Up
- A - Moves Camera Left
- S - Moves Camera Down
- D - Moves Camera Left

- **MOVEMENT CONTROLS:**

- Right Mouse Click - Movement
 - User right clicks on character & right clicks again to corresponding square

- **ATTACK CONTROLS**

- Left Mouse Click - Attack
 - User left clicks on character & clicks on corresponding square or enemy if in range.
- NUM 1-6 - Use ability
 - User left clicks on character & presses any key from 1-6 to select an ability. Left click on enemy to use ability.

- **CHAMPIONS**

- Player has control over three different characters, each with unique abilities:

- **Warrior: A close range, hard hitter.**



- Frenzy: A short range AoE (Area of Effect) attack. This ability does high damage, but can also cause damage to the player.



- Shield Bash: Bash enemies with your shield. This ability is very short range. It does medium damage while also knocking back the enemy.



- Counter: *Protect yourself & fight back!* This ability allows you to negate the next enemy attack & counter with a very high damage dealing attack.



- Warpath: *Unleash your fury!* This ability allows you to charge directly into the enemy and attack, while also reducing the damage you take & boosting the damage you inflict.



- Flail: *Don't get ganged up!* This ability has a medium AoE effect. While this ability does low damage, it allows you to surrounding damage to enemies nearby.



- Rally: *Stand together!* This ability buffs your whole team for a short amount of time! It decreases all cooldowns for your party

■ ***Mage: Arcane Master from Years Past***



- Decay: *Let them rot.* This is a long range ability that targets one enemy from far away and causes the enemy to take continuous damage over time.



- Blinding Light: *Blind them all!* This medium range ability lowers the accuracy of the surrounding enemies by blinding them with light.



- FireBall: *Light them up.* This ability targets an enemy at medium range. It also does high damage.



- Firestorm: *Set them ablaze.* This long range ability allows you to target enemies in the surrounding area. It does medium damage.



- Divine Shield: *Protect them all.* This ability highly reduces the amount of damage the players will take for a certain amount of time.



- Slowness: *Slow them down.* This ability targets one enemy at long range & slows down the targeted enemy's cooldown regeneration.

■ ***Ranger: A long range attacker***



- Shadow Step: *Like a ghost...* This ability decreases the chances of the archer being hit.



- Spare: *One last chance.* This ability targets an enemy at medium range & immobilizes them for a short amount of time.



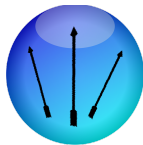
- Long Shot: *Aim carefully...* This ability targets an enemy from long range while doing very high damage.



- Backstab: *Payback hurts.* This short range ability lets you teleport behind the enemy and attack them from behind.



- Black Bomb: *BOOM.* This medium range attack does damage to a targeted enemy and any other enemies around the target.



- Triple Shot: *They won't know what hit them.* This long range ability allows you to target up to three enemies at once while doing medium damage.