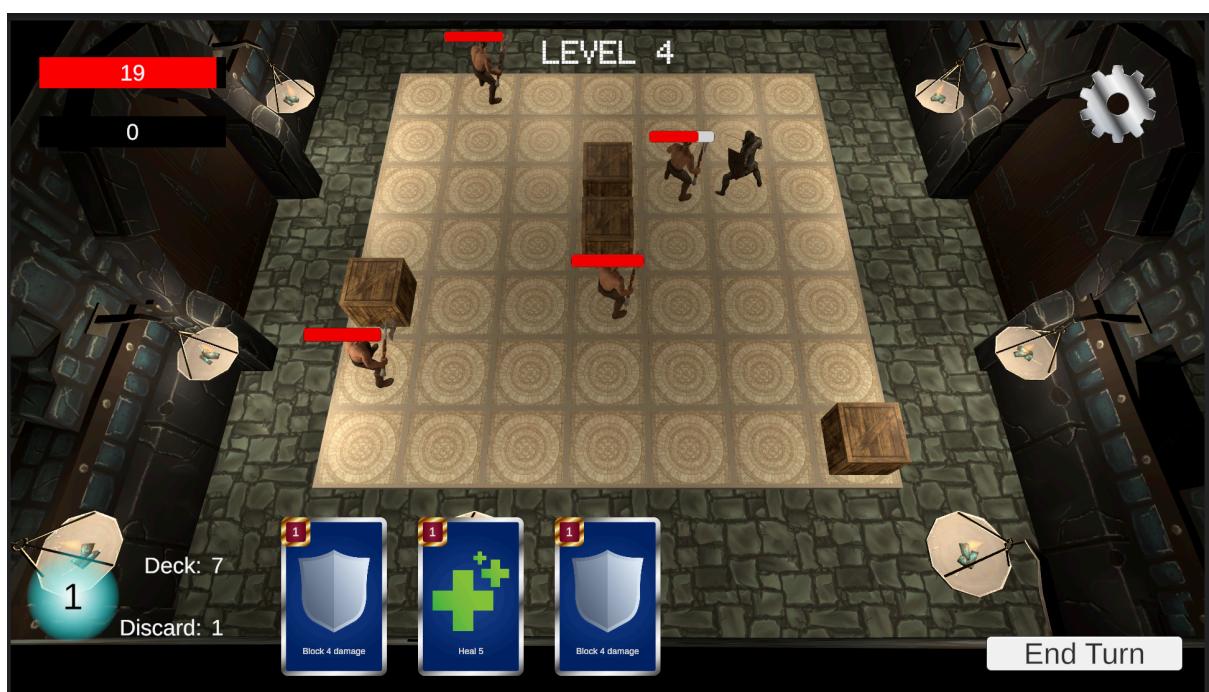
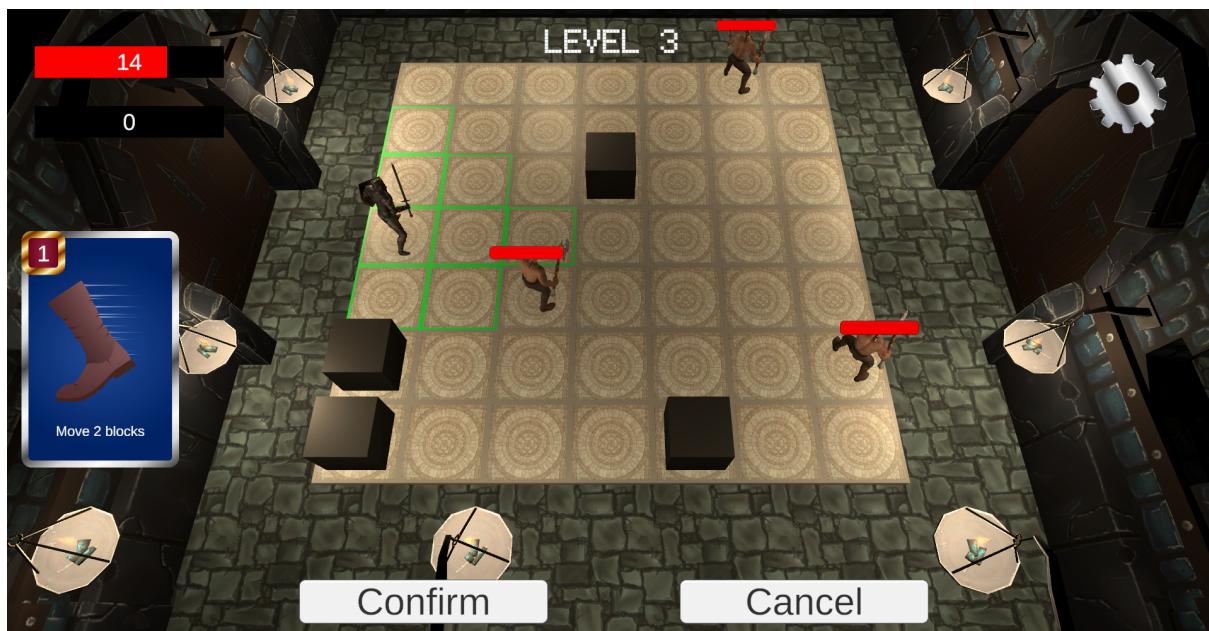


# Player Instructions

## Card Dungeon

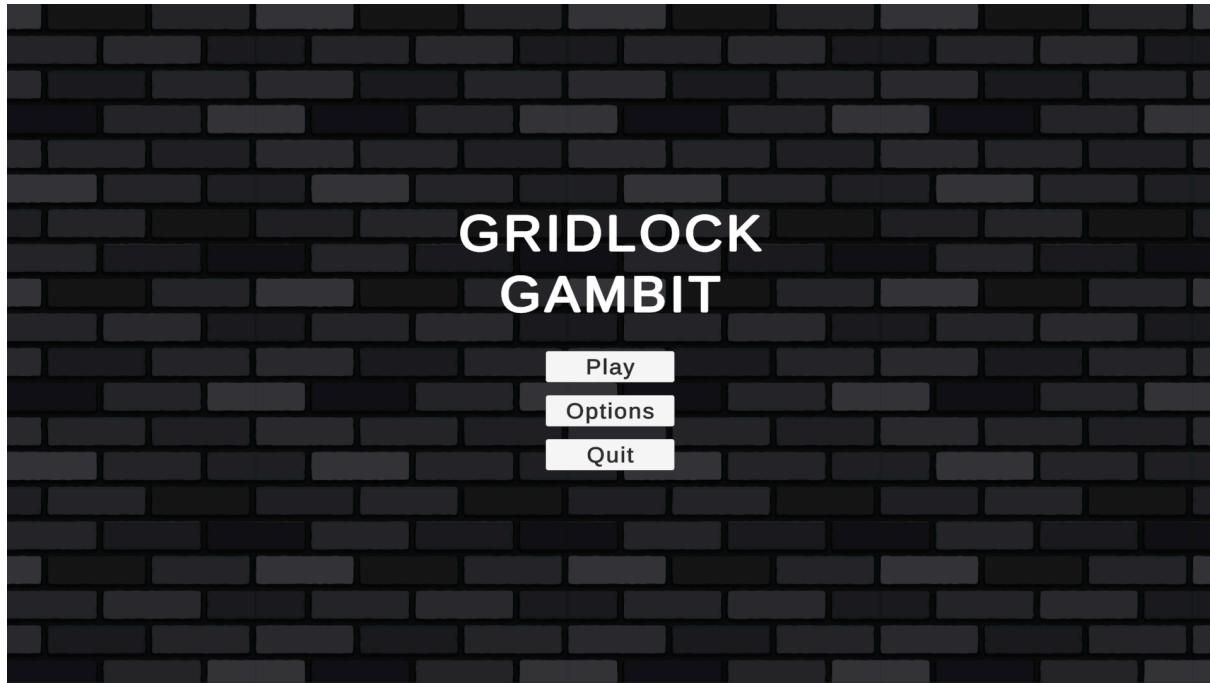
This is comprehensive guide on how to play this game. If unsure how to play the game, you can refer to this instruction guide.

### Sample Gameplay:



## Main / Options Menu:

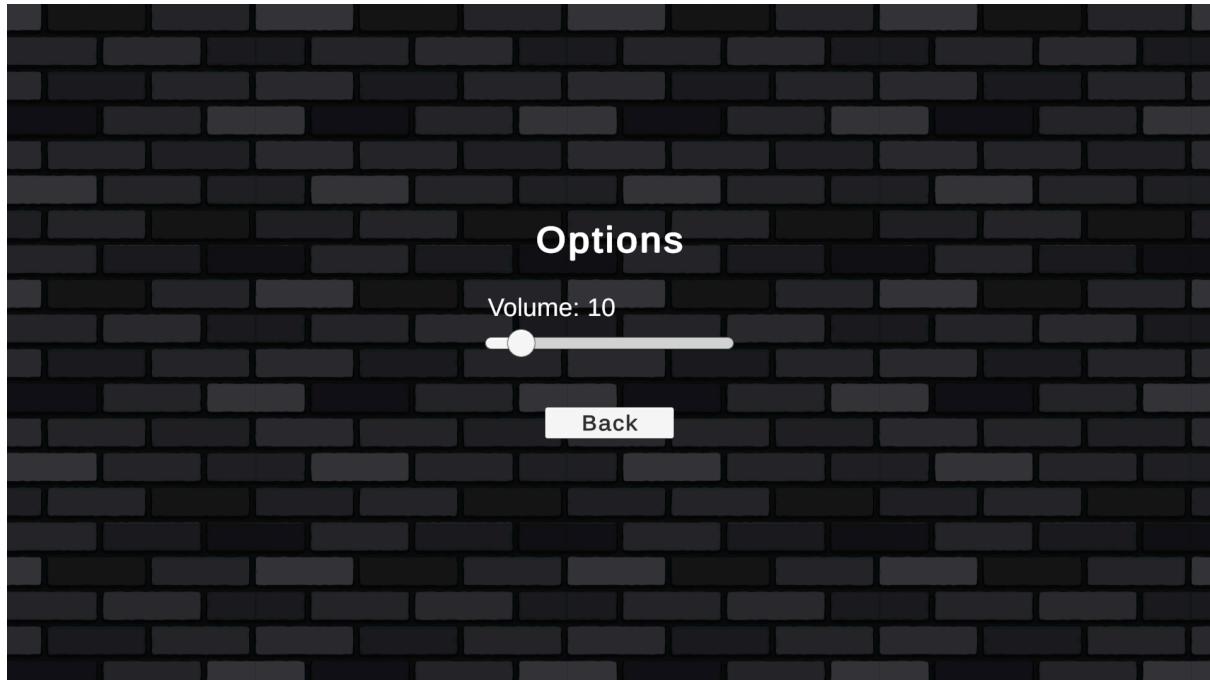
When starting the game, players will be taken to the main menu screen.



The player has three buttons to press, “Play”, “Options” and “Quit”.

- The “Play” button allows players to start the game.
- The “Options” button allows players to go to the Options Menu.
- The “Quit” button allows players to quit the game.

When pressing the “Options” button, players will be taken to the Options Menu.



There is a volume slider for adjusting the music and the sound effects. Players can choose whether they want the game's volume to be louder or softer.

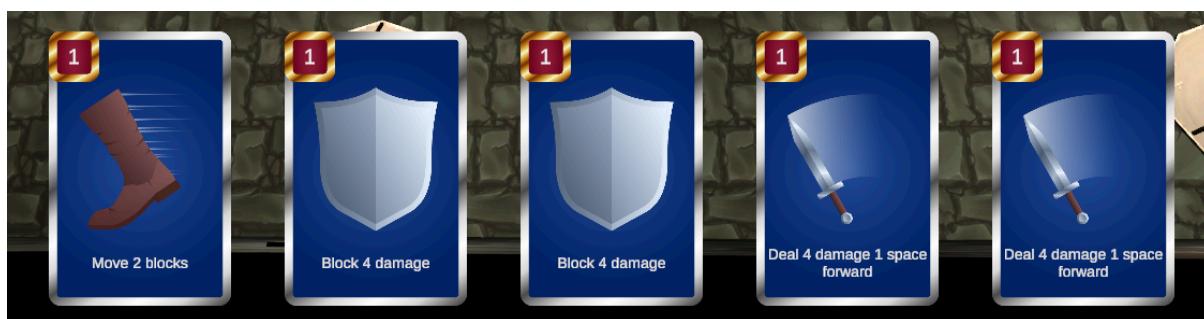
Players can also access the options menu in-game as well by pressing the gear button on the top-right of the game screen. Press the gear button again to continue the game.

### Starting the Game:



The game will start at Level 1. There are 5 Levels in total. The goal of this game is to defeat all enemies in the level to advance to the next.

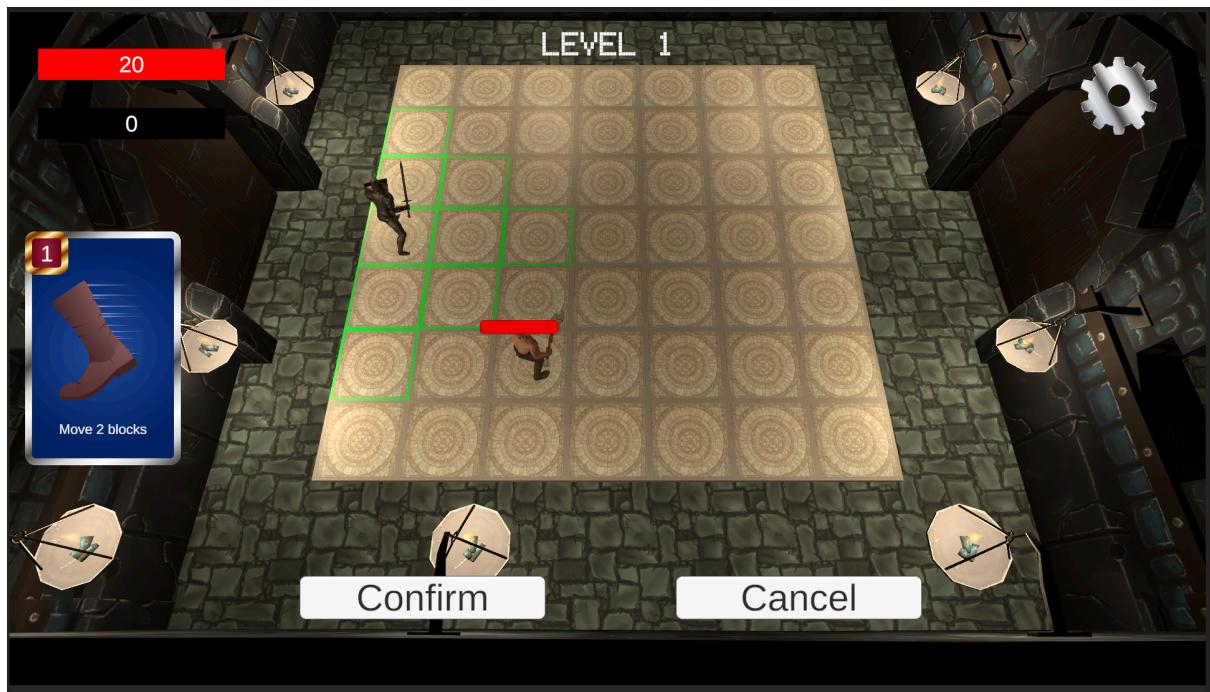
You will be given 5 cards from your deck:



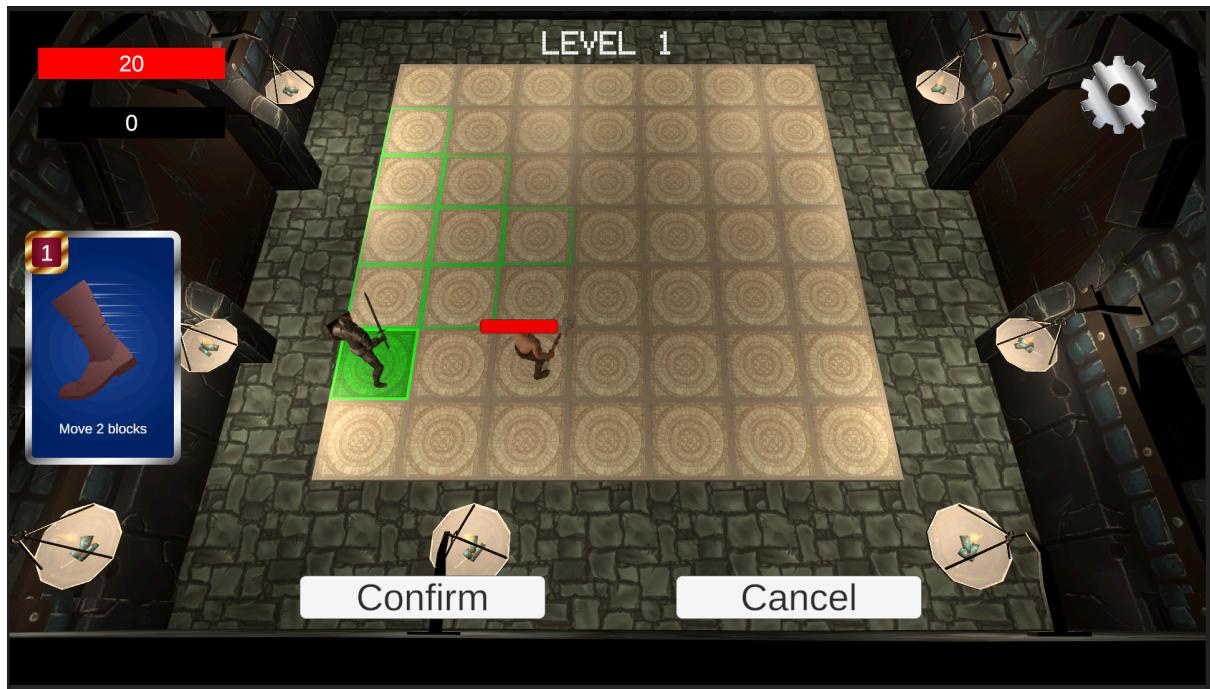
These cards will perform different actions. Note how the initial types of cards given to you are:

- Movement
- Basic Attack
- Shield

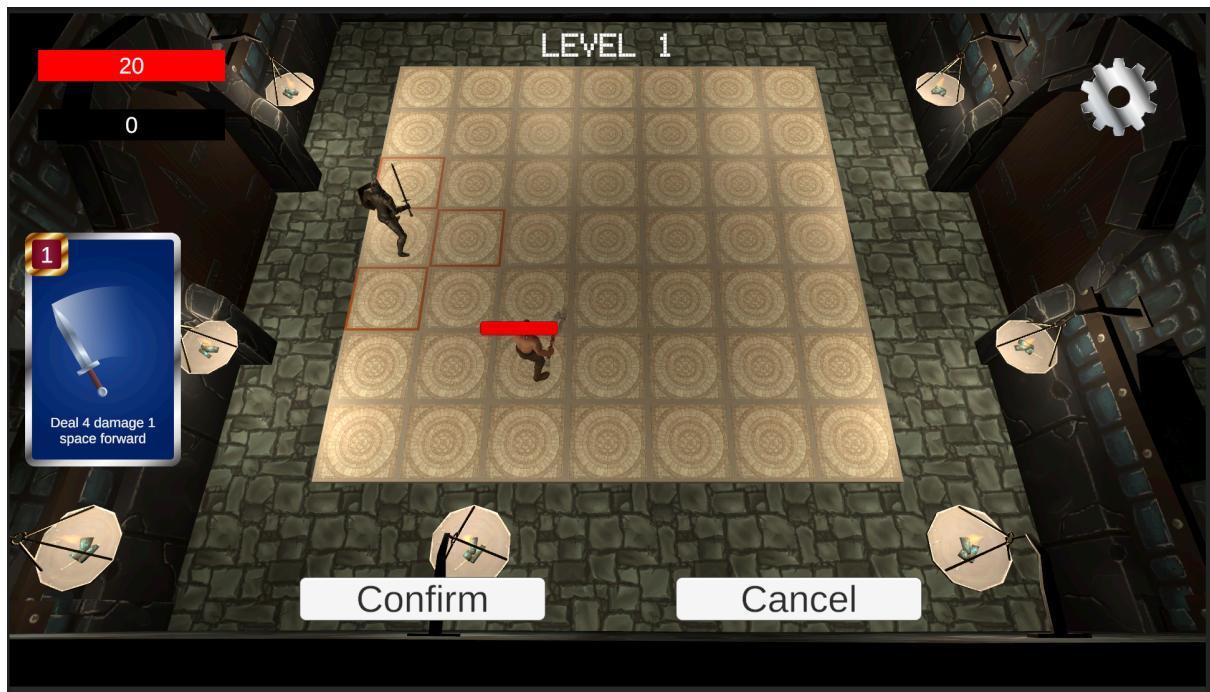
## Movement:



The Movement Card allows players to move 2 blocks within the tiles. Players can choose any direction to move as long as they are within the green tiles.

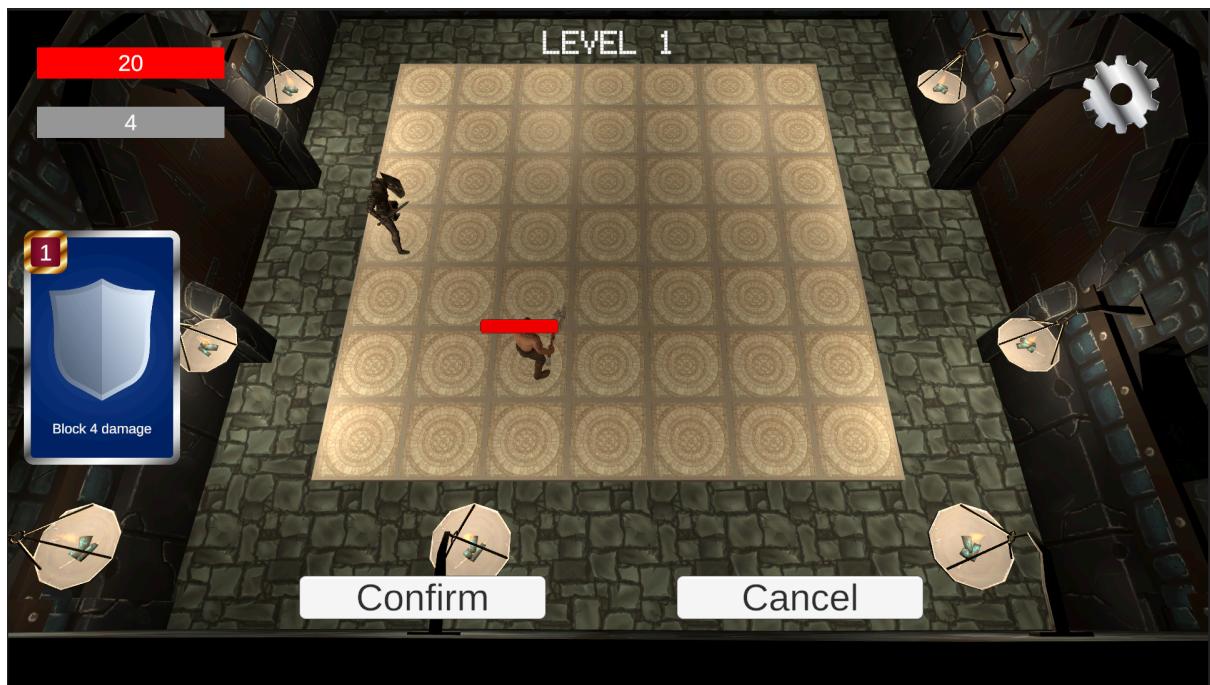


## Attacking:



The Basic Attack Card allows players to attack enemies in 4 directions. Players can choose any direction to attack as long as they are attacking within the red tiles. However, be warned about attacking no one in your direction and you will lose energy.

## Shielding:



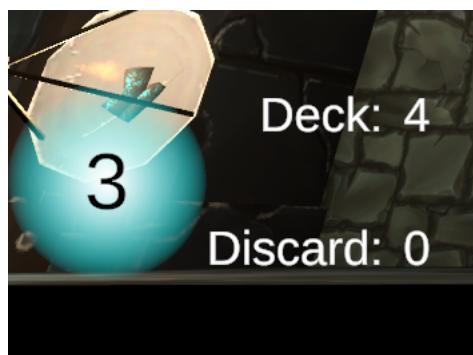
The Shield Card allows players to block damage from enemies attacks.

### **Health and Defence:**



Your red health bar and grey shield bar will be displayed in the UI. When the red health bar turns 0, it's game over. The shield bar will be refreshed to 0 every turn.

### **Energy and Deck Numbers:**



In each turn, players have 3 energy. The energy will be spent by using cards, where the number of energy used by the card will be displayed as shown in the red circle.



The Deck represents the pool of cards that the player can draw from the game.

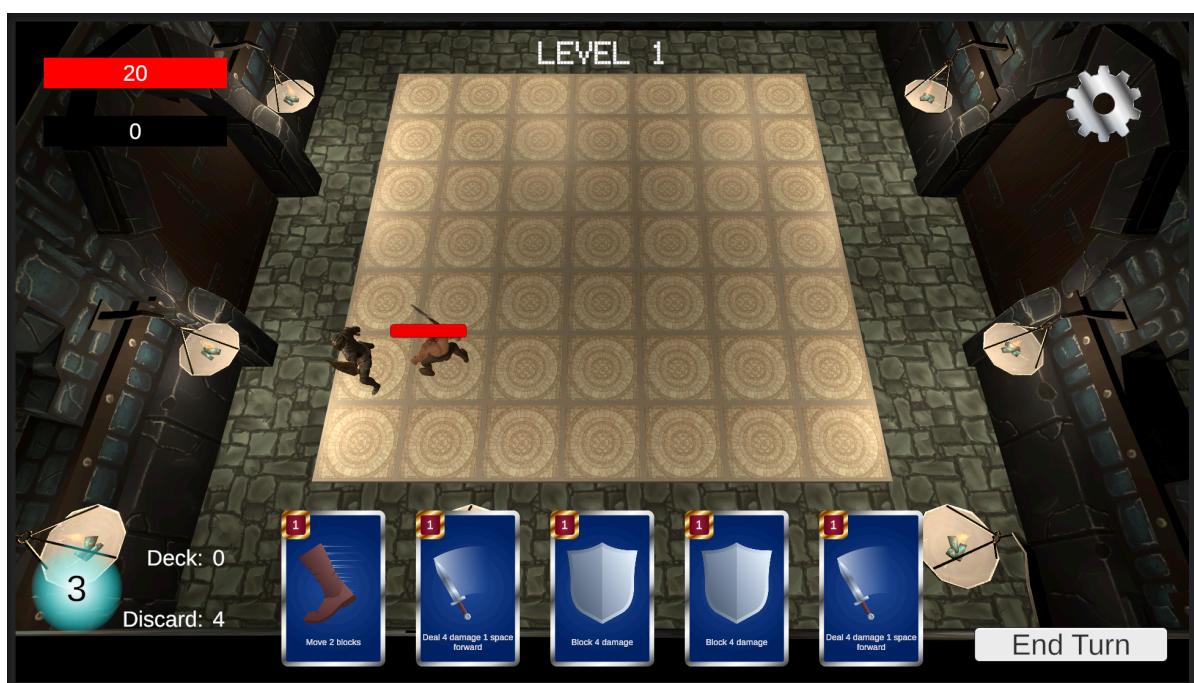
The Discard holds the cards that the player has already used in the game. Once a card is used, it is no longer in the player's Deck and will be discarded.

### **Ending a Turn:**

After spending all the energy, players will not be able to press any more cards in their disposal to perform any actions and will be forced to end their turn. (Note: Players can also choose to end the turn early)



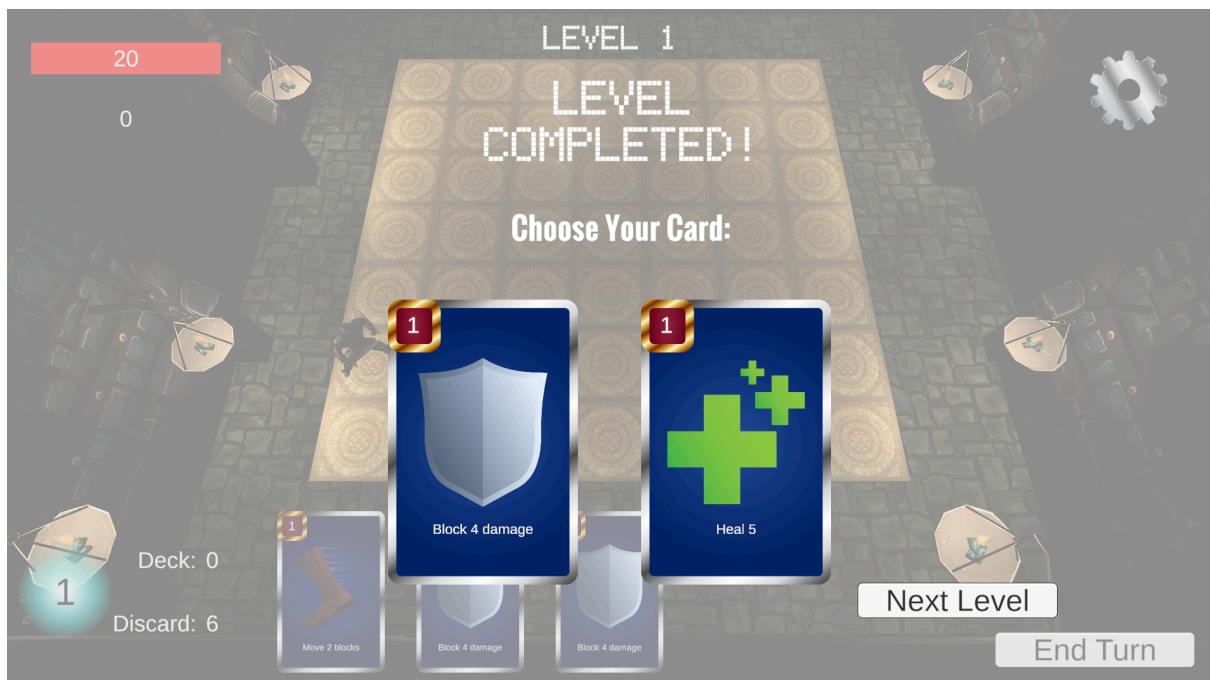
The enemies then will make their moves towards the player and attack.



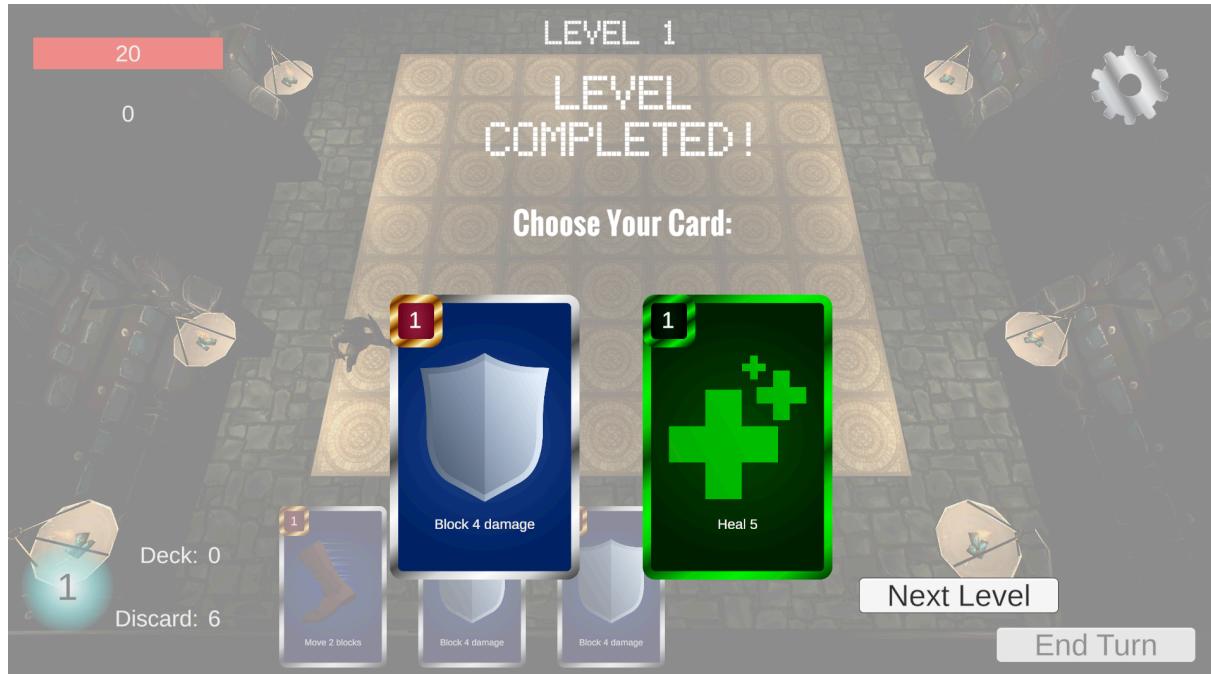
### Completing a Level:



After defeating all enemies in the level, the level will be completed and players will be taken to the Reward Screen:

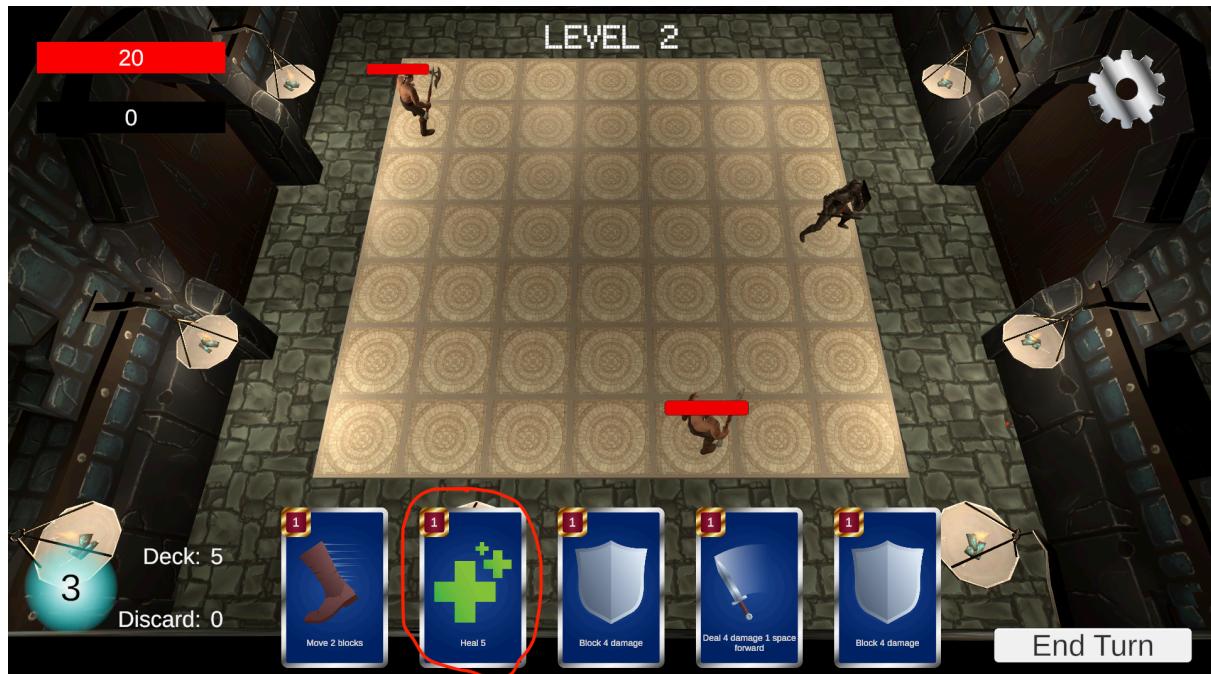


Players are to choose a single card to take with them to advance to the next level by clicking on the card to be selected and clicking on “Next Level”.



Note: Players can also choose to skip choosing a card or deselect the card that was previously chosen by pressing the card again.

Players will be advanced to the next level (Level 2) with the card selected.



## List of Cards:

### Initial Cards on Deck:



**Movement**

**Basic Attack**

**Shield**

### Obtainable Cards:



**Heal**

**Circular Attack**

**Heavy Attack**

**Execute**

**Game Over:**



If the health bar drops to 0, the game over screen will be presented, allowing players to either restart the game or quit.