**Cellyphus**

Life is an endless struggle – that’s what Cellyphus is all about. Live for as long as you can in this turn- based world by managing your health, thirst, and hunger. Lose any of the three and you die. Collect resources to replenish yourself and use your minion to build walls to keep the barbarians away. …Or if you’re feeling lucky you can fight the barbarians.

**Resources:**

Health: not replenishable

Thirst: replenish by moving player or minion on top of water

Hunger: replenish by moving player or minion on top of grass

**Player Controls:**

Arrow keys: Movement

1, 2, 3: Combat (to attack enemy)

Space: (when have seeds) plant a piece of grass around you

**Minion Controls:**

Mouse Click: Minion will set clicked location as destination and…

* If don’t have wood: minion will do nothing at destination
* If have wood: minion will build wall at destination
* If clicked tree: minion will harvest tree for wood at destination

**Combat:**

Player and Barbarian will take turns attack each other, just like real life.

Player can:

* Body Slam – the lower the health, the higher the chance
* Kick – the higher the thirst (more hydrated), the higher the chance
* Punch – the higher the hunger (more satiated), the higher the chance