

Wizard quest

Tutorial

Dungeon:

By starting the game, you will be guided into the dungeon scene. The objective is shown in the Tent, and your initial weapon is also in the inventory. You can always open your tent to check your current abilities (buff), conditions (debuff) and your current objective. The objective will be progressed when you beat each Boss in different dungeons.

Inside inventory, you can see the detail of your weapons by selecting one of them (press on their icon) regarding their name, damage/defence, cooldown and property. Damage will determine how much damage you will deal to enemies when you use them in combat; defence is how much damage you can block from enemies' attacks, and cooldown is how many rounds you need to wait for the next use of the item. We will explain the property later on. You can also discard your items if you do not want them anymore. Since you are inside the initial stage and would not deal any damage without items, it is better not to discard them here.

By closing the tent, you will see your other attributes like HP, gold, level, exp and luck. HP is your current health point. If they are below, the game will be over. Gold will be used later on for purchasing new items. We will explain level and exp later in detail. Luck indicates how lucky you will attack the enemy with bonus damage, as known as a critical attack when you fight with enemies. When your HP is low enough, your current HP will be flashing, indicating you to leave the dungeon.

Besides inventory and player attributes, the dungeon map is shown as cards. You will explore the dungeon by interacting with different types of cards (click on the cards) and triggering corresponding events.

The first one, empty space, is a card you can path through it with no events.



The second one, dead end, is a card that you can not interact with.



The third one, trap, is a card that would damage you or give you debuffs.



The fourth one, the monster, is a card that would guide you into a battle with the specific enemy draw on the card.



The fifth one, the treasure chest, is a card that you may gain gold items from it.



The sixth one, Buffs, is a card that you may be healed or your items will be reset.



The seventh one, Random, is a card that would be randomly flipped into the above ones apart from the dead end.



The final one, Main City, is a card where you will be guided into a city where you can do other stuff. We will talk about it later on.



Battle:

When you interact with the monster card, you will be guided into the battle scene. You need to manage to consider the enemy's current state and your items' states. The battle is turn-based, where you need to select your chips (items) to either attack the enemy or defend

against the enemy's attack by clicking on the chip icon of each item or using the select all button.

Two chips could be displayed around the enemy's sprite. The first one is the behaviours chip showing the rank of their attack/defence strength in that round from F, E... to S on the left-hand side. If enemies have a high rank of attack, you might want to choose more chips with high defence status to avoid it. If enemies have a high rank of defence, you might want to do nothing for a turn to reset your items' cooldown. Another chip indicates the monster's immune type; if they have physical/magical immunity and you attack them using the same property from items, they will block the whole damage and harm you. If one of your selected items has magical property in the round, then all of your damage will be treated as magical damage; if all of your items are physical property, then your attack will be treated as physical damage.

During the battle, animations can be triggered. The first animation is the same as in the dungeon; your current HP will flash if your HP is low enough. The second animation is on the enemy's attack/defence chip; if the chip is flashing, it means the enemies' next attack would give your debuffs in terms of damage reduction (the damage you will deal to the enemy will be decreased) and defence reduction (you will take more damage from the enemy). Debuffs in the dungeon and in battle would not overlay; the debuff you received in battle will be removed once the battle is finished. Another two animations will be shown on the enemy's sprite. When they have low HP, they will flash in red as well. When they are dead, their sprite will slowly disappear, and the reward window will be popped up. You will gain gold and exp when you defeat the enemy.

Please do not start the turn (press the "battle start!" button) too quickly. Give some time for animations to respond. Otherwise, you will be damaged even if they were dead.

Main City:

When you beat the first boss and be guided into the main city scene, more things can be done by interacting/clicking the corresponding objects. For example, as you have lost hp in the dungeon, you can now go to the free inn to get a free reset (back to full hp and reset all weapons cooldowns). You can also go to the guild to upgrade your level to gain other benefits using exp. For each level, you will gain 40 max HP. There are other different bonuses while you level up. For instance, your luck can be increased, you can hold more chips, or you may gain abilities. There are four abilities available. Hypermetabolism, revive some HP after each combat; Berserker, gain more exp than usual for each combat; Nirvana, have a chance in combat to avoid a fatal attack from the enemy's attack (HP from negative or zero back to one); Miser, gain more gold than usual for each combat. You can purchase items using gold to help your further journey, and you can store some items in the closet in case you do not want to discard them but use them later on.

Every Item can be stored in the closet once you visit it. After the first time you go to the main

city, you can then go back to the main city while you are in the dungeon at any point. If you are in combat and your HP is low, you can throw some gold and flee back to the main city.

Walkthrough

This game has five stages (dungeons) in total. Enemies in the first stage can only attack; they will sometimes defence in the second stage, they will have an additional immune type in the third stage, their attacks will randomly attach debuff in the fourth stage, and the last boss will have multiple lives with any of the above strength. Enemies' HP and rank of their behaviour will increase according to the level of stages.

To pass stage 1, try to avoid any trap cards and attempt to combat with only slimes or even attempt to not have combat, if possible, to minimise the damage you take from enemies to keep you alive. Always use all chips in the combat as they have no cooldowns, and take buff cards if possible to keep your HP not too low.

Every time you go back to the main city, go to the Free Inn to reset your status and go to the guild to check if it is possible to level up, as you will gain an HP advantage from it. It is always beneficial to kill as many monsters as possible in each go because gold and exp can always be gained to provide level and item advantages.

To pass stage 2, you need to purchase items such as Very Short Blade and High Speed Whip, if they are affordable, by repeatedly killing monsters in stage 2 apart from the boss; once you are level 2 with at least two super sticks, one very short blade and one High Speed Whip, you can brute force the boss by using all chips each round since boss in stage 2 in the round 2 would not attack nor defence, make sure your HP is decent so that you can bear its attack in the first round.

To pass other stages, you will need at least one Magic Sword to convert your damage into magical damage since monsters now might be immune to physical damage.

To pass stage 3, you can level up your character to level 6 with the ability berserker with additional two items, a Magic Sword and a Long Sword. It is the same strategy, gaining a level advantage and brute force the boss. Choosing the first ability berserker will make you level up more rapidly to gain further status advantages.

To pass stage 4, you can level up your character to level 10 with an additional ability, Hypermetabolism, to keep your HP decent before the boss combat. You will need an additional item, Hammer, to brute force the boss. In this stage, you can put your magic sword into the closet as all enemies are magical damage immune.

For the final stage, as the boss has multiple lives, using the same strategy, you can level up to level 13 with an additional ability, Miser, to gain item advantage from increasing income, with additional items of a Super Sword and a Small shield to defend against the fatal attack from

the boss. Remember to bring your magical sword back, as there is a monster have physical damage immunity.