Elf Shield – User's guide –

About this document

This document intends to guide player to play game smoothly.

System requirement

- Operating System – Windows 10
- CPU – Intel Core-i3 or higher
- Memory – Follows Windows 10 requirement.
- GPU – Intel HD Graphics or higher

Game goal, rule and flow

Goal:

The game goal is conquering a fantasy continent by defeating enemies which invade player (Elf) territory.

Game Flow:

The game consists from mainly 4 scenes – World Map, Pre-stage screen play, Main game and Intermission. Those scenes circulate in order. By winning main game, player expands Elven territory from West edge of continent towards East.

Game Rule:

In main game, player must minimize damage of Elven Country from Enemy fireball attack. Player controls an Elf-Knight and reflects fireball. Elven Country gets damage if fireball missed out from left edge of screen. If Elven country HP reaches to zero, the stage gets failed, then returned back to world-map screen.

In other hands, reflected fireballs give damage on Enemy by hitting. Stage clear criteria is cleaning out all enemies on the field.
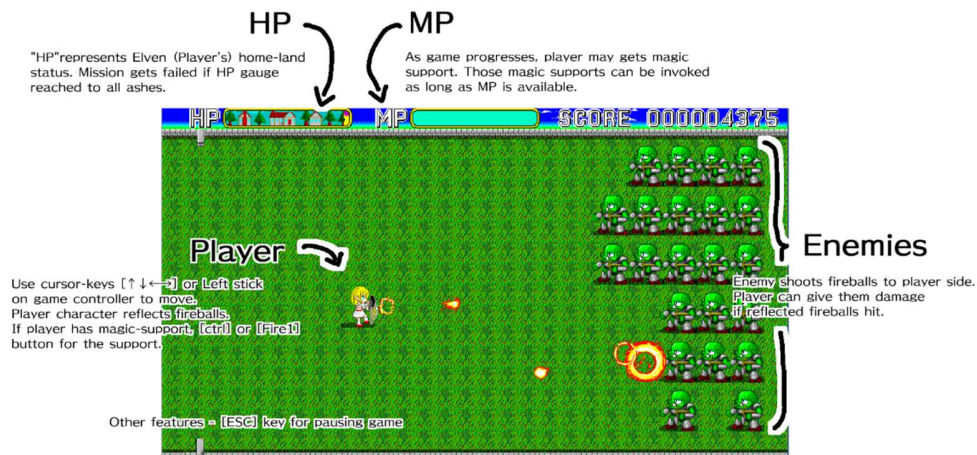
Game Controllers

Main Game Screen:

- Player Move: [Cursor (Arrow)] Keys or game-controller Joy-Stick
- Cast Spell (if Magic Support is enabled): [(Left) Ctrl] Key or [Fire-1] button.

Intermission/Pre-stage screen

- Message Skip: [(Left) Ctrl] key or [Fire-1] button.
- Magic Support Select: [(Left) Alt] key or [Fire-2] button.

Support:

This game has been tested and passed QA process. However, due to limitation of testing resource and environment, 100% defect-free is not guaranteed. If you face any problem, please send problem report on Steam community and/or email to alu.computer.arts@outlook.com in English gracefully with your patience. Game producer/developer would take your feedback and do possible fix with best effort.