

# The Skull Kids Present: Requiem of the Knight

## Overview

Requiem of the Knight is a tactical RPG set in the fantasy universe of Avalon. In our game, you will learn how to pilot your units during the tutorial, and from there, the rest of the continent is open for you to explore. The continent of Avalon is pictured to the side, and you can navigate using the arrow keys. Please note that you will lose the game if the main character, "Rath," falls in combat.



## Controls

Arrow Keys - Move characters/Move selector

Z - Confirm (selected) Action

X - Go Back/Switch between explore and movement mode in battle

Mouse (left click) - Use the Main Menu/Select an Action in Battle



## The Wilderness

The wilds are where you get to showcase your tactical planning and prowess for battle. Noted by the skulls on your overworld map, visit these places when you are ready for a new challenge. The general difficulty of each level is indicated by its "Spook Level." Make sure you are well-equipped before facing the many perils that will be awaiting you in the wilds of Avalon.

## The Citadel

Lastly, we have the Citadel of Elyria. This is the place where you will be able to procure new items from the shop and save your game. This place serves as a means for you to prepare your units for battle; this means unloading old items to make room for better gear. Each character can equip a weapon that belongs to a certain class. For example, the hero can equip swords and shields while the ranger must use bows in order to slay his foes. If you do decide to sell an item, you will get 75% of its original cost. Moreover, you can have the necromancer revive allies who have fallen in combat.



## General Gameplay Tips

1. Use the **detailed UI** described in the tutorial.
  - a. It holds necessary info about your **spells**.
  - b. You can check out the **buffs** on your character.
  - c. **Equipment** bonuses and overall stats are quickly calculated for you, which should allow you to optimize your strategy.
2. Watch out for **height differences** in the terrain!
  - a. If a height difference is **too steep**, your character will **not be able to walk** to the next tile, meaning you must look for a new route.
  - b. Pay attention to when you can gain an advantage. Attacks and **spells can bridge height differences**, meaning you may still be able to attack!
3. Be careful when casting your spells. While they can cause devastation when hitting your enemies, you can quickly ruin your own day by targeting an ally with the wrong spell.
4. Have the **tank line absorb physical attacks** and let your **backline absorb magical attacks**.
  - a. The bruiser has high physical defense and can absorb melee attacks well, but magical attacks hit him quite hard.
  - b. The Ranger and Mage can absorb magical attack with relative ease, but will get punished by physical attacks.
5. Buffs and debuffs can either save the day or ruin it.
  - a. **Buffs do not stack!** So, do not give an ally or enemy multiple buffs of the same nature. Each buff must last its entire duration.
  - b. Use buffs to keep your allies alive and well.
  - c. Use debuffs to cripple your enemies and defeat them!
6. Use **the town** to **save** your progress, **revive** allies that have fallen in combat, and **stock up** on supplies for your next journey!