Trials of Guinevere

Manual

Note from the Author

Thank you for buying my newest game, Trials of Guinevere. I spent many long hours working on this game, and I am happy to present it to you. I've always loved turn-based RPGs since I was a child, intrigued by the world building, magical spells, and endless possibilities of the imagination. I hope you'll enjoy this adventure in the world of Vitaria, and have as much fun playing as I did making it.

Trials of Guinevere is a high fantasy story, with a focus on its characters and their experiences as they proceed through the game. Although the game takes place in a fantasy setting, I think we can identify with its characters, because they deal with many issues that we experience in our daily lives. I hope that in playing Trials of Guinevere, you think about the issues the game presents, and are able to take something memorable from it with you, well after you're done playing.

All the best,

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Controls

Trials of Guinevere features a customizable control setup, but the default keys are as such-

Z – Confirm

X – Cancel or go back

Shift – Toggle run/walk

Arrow Keys – Move your character or position in the menu

F2 – Display FPS counter

F4 – Toggle fullscreen

F5 – Reset game

Alt F4 – Quit game

Difficulty

Trials of Guinevere has four difficulty settings.

On Storyteller difficulty, all of the heroes gain great bonuses to their stats, and combat is incredibly trivial. Choose this mode if you don't want to worry about the battles, and solely want to focus on the game's storyline and characters.

On Student difficulty, combat is at a comfortable pace, and this is the ideal experience for someone that wants to focus on the battles and story in equal measure. The heroes gain bonuses to their statistics and instant death spells used against them (except during one optional fight) only cause damage.

Journeyman difficulty is for players that like challenging fights. Strategy will be needed to win. Neither the enemies nor the heroes receive bonuses, and instant death spells work on both sides.

Wind Adept difficulty makes the enemies stronger, and they become resistant to many of the instant death spells and abilities that the heroes possess. Wind Adept difficulty is intended for those that are very experienced in the combat of Trials of Guinevere, or want a real challenge. Use your items carefully, manage your gold crowns well, and use each ability or spell as best as you can. You'll need to in order to survive!