



FORGEMASTER
GAME MANUAL



Contents

System Requirements 3

Installation..... 3

Story 4

Controls..... 4

Main Menu 5

Profile 6

Edit Deck 7

Shop..... 8

Forge..... 9

Adventure Mode.....10

Cards12

Weapon Types.....13

Weapon Elements14

Combat Mode15

Characters18

Technical Support.....23

The background of the page is a stylized illustration of a stone wall and floor. The wall is made of large, grey stone blocks with black outlines. A single torch with a bright yellow and orange flame is mounted on the wall in the center. The floor is made of smaller, light grey stone tiles. The overall style is reminiscent of a video game environment.

System Requirements

	Minimum Specifications	Recommended Specifications
Operating System	The latest (non-beta) version of Android	
Processor	1.5GHz	1.5GHz or better
Memory	2 GB RAM	3 GB RAM
Storage	2 GB of internal HD space OR 1 GB of internal and 2 GB of external storage	3 GB internal HD space

Installation

1. Download the App
2. Install the App
3. Have Fun!



Story

THE LAND OF FRAGUA (FORGE IN SPANISH) HAS EXPERIENCED PEACE FOR THOUSANDS OF YEARS. THE LAND FRAGUA FLOURISHED BY DRAWING POWER FROM A DIVINE SOURCE, THE FORGESTONE. THIS POWER SOURCE GIVES THE PEOPLE THE ABILITY TO FORGE MATERIALS STORED ONTO A CARD. THIS POWER GAVE THE PEOPLE TO CONSTRUCT AND DESTRUCT TO MAKE A LIVING. ITS POWER IS SPREAD AMONG 5 CONTINENTS OF FRAGUA WITH A DIFFERENT ELEMENT FOR EACH CONTINENT.

FOR SEVERAL GENERATIONS, PEOPLE BLESSED BY THE FORGESTONE AND LED A PEACEFUL LIFE UNTIL ONE DAY THE PEACE WAS DISRUPTED WHEN A GROUP OF FORGE DECIDED TO GO ASTRAY AND USE THE ABILITY TO SPREAD TERROR ROBBING VILLAGES, ENSLAVING PEOPLE TO HARNESS THE POWER FOR THEIR EVIL. THESE GROUP FORMED TRIBES, RULING EACH CONTINENT BY THEIR RESPECTIVE ELEMENT. CORRUPTED BY THIS EVIL, THE COUNCIL DECIDED TO RECRUIT AND TRAIN BRAVE FORGE AND GO ON A CAMPAIGN FOR LIBERATION. . .

THE CITY OF ELEGIDO (CHOSEN IN SPANISH) IN FRAGUA IS THE HOMELAND OF THE FORGERS AND IS THE BIRTHPLACE OF MANY OF THE GREATEST FORGEMASTERS IN HISTORY. HAVING JUST COME OF AGE, YOU ARE NOW READY AND EAGER TO BEGIN YOUR OWN QUEST TO BECOME THE GREATEST FORGEMASTER THE LAND HAS EVER KNOWN AND TO LIBERATE THE PEOPLE OF FRAGUA.

Controls

ForgeMaster is entirely controlled through taps and long presses on the screen of the mobile device.

Main Menu



The Main Menu displays the player's level as well as current experience and gold that the player currently has. The menu also displays the various buttons that the player can press, highlighted with a yellow glow. At the top right there is a Settings button which allows the player to access the game's options as well as view the credits and help screen.

- Press "Adventure" to start adventure
- Press "Edit Deck" to customise a deck
- Press "Shop" to purchase new cards
- Press "Forge" to create new weapons.
- Press "Profile" to view the player's current stats as well as adjust their stats with points gained from levelling up.

Profile



In the Profile scene, the player can check their current stats and attributes. At the top of the window, the icons represent each of the player's attributes, Health, Attack, Durability, Player level, and current EXP amount.

Tapping the player model will allow the player to see different animations of the main character. Tapping the icons will reveal each stat's details and how it affects the player.

- Health is affected by the VIT stat, with an increase of 1 per point. Health represents the amount of health that the player has in the Combat mode.
- Attack is affected by the STR stat, with an increase of 1 per point. Attack represents the additional amount of attack power that the player's cards has in the Combat mode.
- Durability is affected by the DEF stat, with an increase of 1 per point. Durability represents the additional amount of durability that the player's cards has in the Combat mode.
- Everytime the player levels up, they gain 1 available stat point to use on their stats. The maximum level the player can achieve is 25.

After the player is satisfied with their placement of stat points, they can press the save button to save their stats. If not, the revert button reverts all changes to the last saved values.

Edit Deck



In the Edit Deck mode, players can view the cards in their current deck as well as their inventory. Cards in the Current Deck will be utilised in battle. The deck size has to be 20 cards.

Cards can be gathered from packs sold in the Shop. Tapping a card will add them from the inventory to the current deck, or vice versa. By tapping and holding (longpress) on a card, the player can view the card's details as well as its stats.

The inventory also has buttons that allow the player to sort the cards in their inventory:

- Pressing the “W” button sorts the cards based on their Weapon Type.
- Pressing the “E” button sorts the cards based on their Element.
- Pressing the “R” button sorts the cards based on their Rarity.
- Pressing the “M” button sorts the cards based on their Mana Cost.
- Pressing the “D” buttons allows the player to delete unwanted cards from the inventory.

Shop



The Shop allows the player to purchase packs which contain 5 random cards. The player can use the gold earned from battles to purchase packs. The packs are priced based on the quality of the items that they contain. Tapping a pack will allow the player to select the desired pack and buy it, by pressing the Buy Pack button.

On the left of the window is the selection tab, which allows the player to switch between buying weapon packs, to buying material packs.

These packs are separated into material and weapon packs, each of a differing quality of Low, Medium and High:

- Low quality packs are the cheapest and contain the lowest grade (rank 1 - 3) weapons or materials, with rank 1 cards having a higher chance to appear, and rank 3 cards having a lower chance.
- Medium quality packs contain (rank 2 - 3) weapons or materials. Rank 2 cards have a higher chance to appear, but rank 3 cards have a higher chance to appear compared to the Low quality pack.
- High quality packs contain (rank 2 - 4) weapons or materials. This pack has the same chance for both rank 2 and rank 3 cards with the exception that there is a low chance to get rank 4 cards.

Forge



The Forge allows players to use materials gained from the shop or through their adventuring to forge their own weapons. Each material can be selected to bring up a window that allows the player to switch between each type of material. When the desired materials have been selected, players can hit the FORGE button to create their new card.

- The material at the top of the screen is the Weapon Cast. This material changes the weapon type of the forged weapon.
- The material on the left is the Metal Ores. This material affects the rarity of the forged weapon.
- The material on the right is the Elemental Gem. These rare gems imbue the forged weapon with one of 4 elements. It will also raise the rarity of the forged weapon by 1, up to the maximum of 5. The player can opt to forego the use of gems, which will result in a Metal-element weapon.
- The 5 card slots at the bottom allow the player to add spare weapons to the forging process, each giving the forged weapon a small boost to its stats.

Adventure Mode



The Adventure mode is where the player can explore the land of Fragua to liberate it from its enemies. The top of the scene contains the player's heads up display, showing his current level, experience points, gold, and a button that allows the player to return to the Main Menu.

The land of Fragua is split into 6 regions, the Earth Tribe, Fire Tribe, Water Tribe, Lightning Tribe, Metal Tribe and lastly, the Home region.

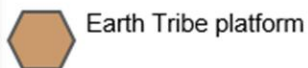
The coloured platforms represent each region's platforms. The player can tap on 1 of them to move the player marker to the desired platform.

Upon reaching, the platform will either trigger a battle sequence, or trigger a treasure chest reward, which contains gold and experience points for the player.



Upon completing each region's platforms, the boss platform will unlock, allowing the player to head there and trigger a cut scene, which gives the player some insight on the story of Fragua. After the cut scene, the battle with the boss will commence.

Adventure Map Legend



Earth Tribe platform



Fire Tribe platform



Water Tribe platform



Lightning Tribe platform



Metal Tribe platform



Home region platform



Player Marker (Mason)



Boss icon



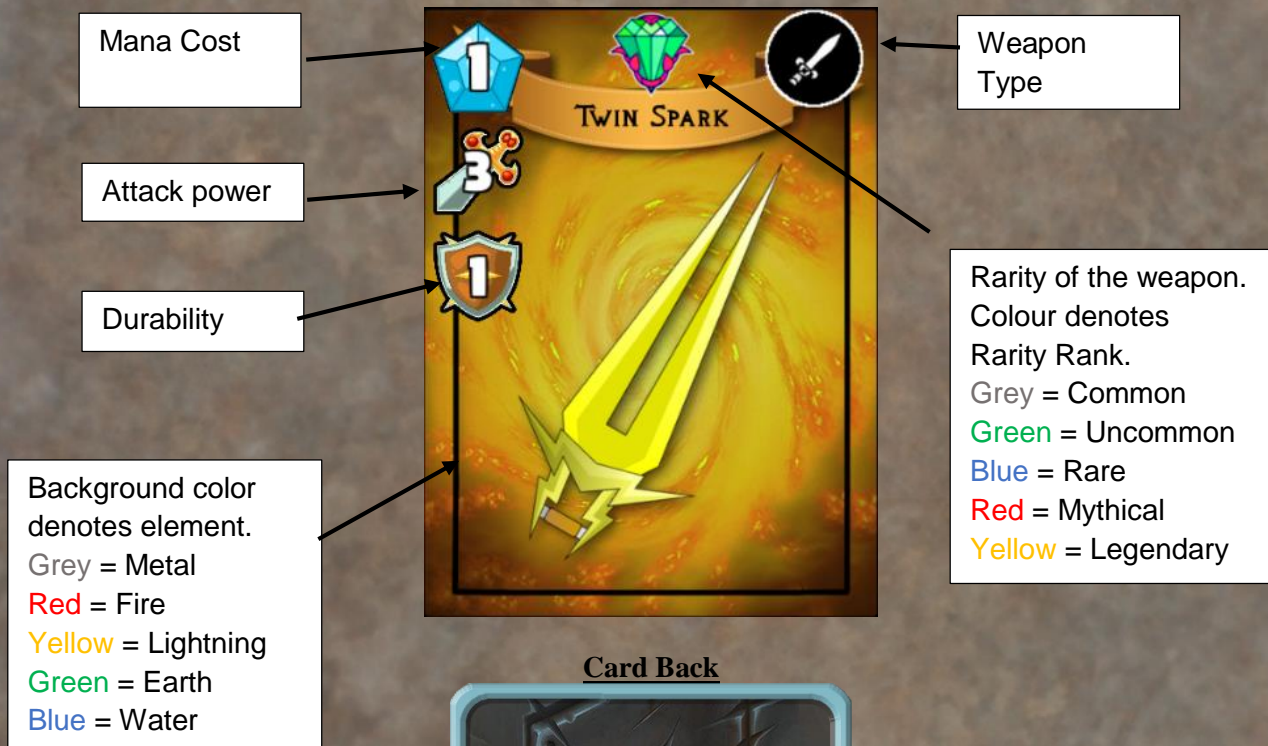
Boss Cleared icon



Platform Cleared icon

Cards

Various cards are available for the player to switch. This enables the player to adapt to various situations. Cards have a rarity value from rank 1 to rank 5. The higher the rarity value of the card, the higher the damage output. Each card also has a cost when using it in battle which increases with the rarity of the card.



Weapon Types

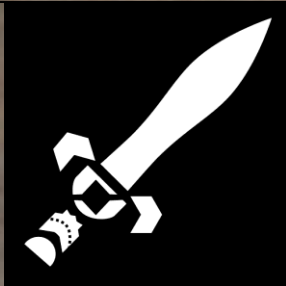
Axe



The axe deals split damage to multiple targets that are adjacent cards of the single target and deals full damage to a single target when there are no adjacent cards present.

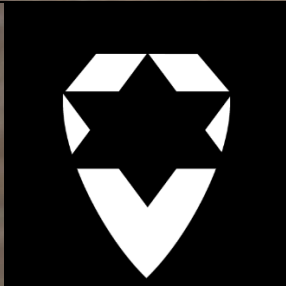
The axe has a low durability compared to other weapons.

Sword



The sword deals full damage to a single target.

Shield



The shield is able to block/mitigate damage but deals no damage.

Spear



The spear deals half damage to weapon and opposing player.

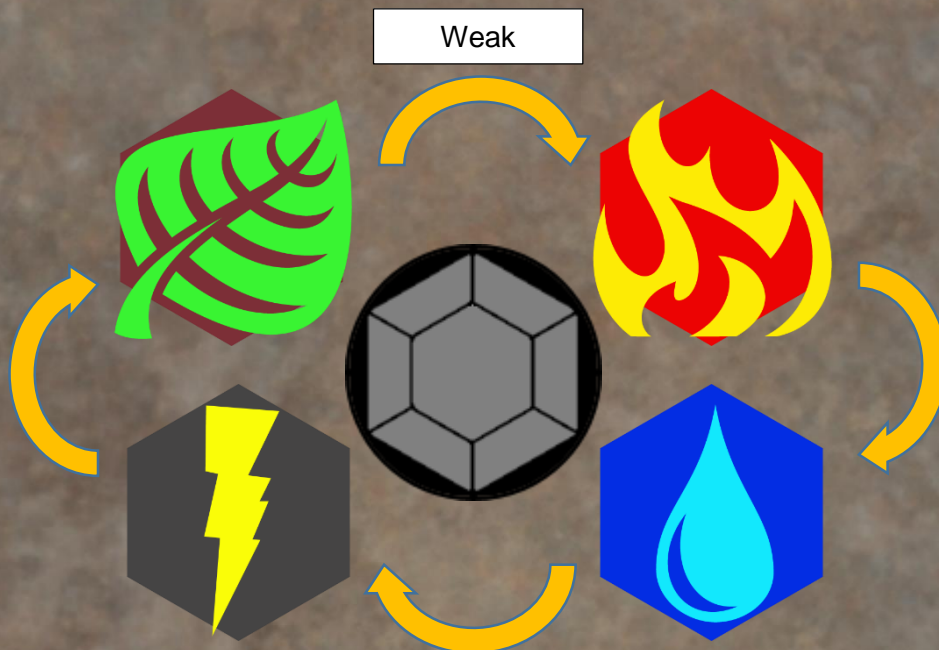
Weapon Elements

All weapons have an elemental attribute. There are a total 5 elements. **Fire**, **Earth**, **Water**, **Lightning** and **Metal**.

Fire deals more damage to Earth, Earth, deals more damage to Lightning, Lightning deals more damage to Water and Water deals more damage to Fire weapons. Metal does not have any weakness or deal any damage more to other elements.

At the first rarity value (Rank 1), all weapons are of metal element. At the second rarity value (Rank 2) and beyond, the other four elements will be introduced to the card weapons.

Weapons have no elemental damage advantage over the player.



Combat Mode



The combat system allows the players to drag the desired card into the designated area on the player's side of the field.

Long pressing on a card will enlarge the image of the card for the player to see its details.

Player HUD

On the left, the player and opponent's heads up display shows the current amount of Health and Mana that each respective player has, as well as the portrait of each character.

The Blue Orb on the left denotes the player's current Mana, which will allow the player to summon cards onto the field. Mana starts off as 0, and will increase by 1 at the start of each turn. The amount of Mana is fully refilled at the start of each turn to the max amount of Mana that the player currently has. The max amount of mana a player can have is 10.

The Red Orb indicates the Player's Health. The player has to clear the enemy field of cards to be able to attack the enemy's health. Damage calculation is calculated by the health minus the attacking card's attack power.

On the right of the screen, the deck for each player as well as the End Turn button and the Timer Circle is displayed.



During combat, a coloured Timer Circle (Green for the player's turn, Red for the enemy's turn) will indicate how much time a player has left to make their move before the turn is passed to the other player. By pressing the "End Turn" button, the player can end their turn immediately and pass it to the other player.

There is also a menu button which allows the player to pause the game as well as change the volume settings, and also quit the current battle.

Playing Field

Each player's hand is displayed in the middle, the top hand being the Enemy's hand, and the bottom hand being the player's hand. Each hand's maximum size is 10 cards.

In between the hands is the playing field. The player drags and drops a card from their hand onto their side of the field to summon the card. The maximum amount of cards for each side of the field is 5.

When a card is first summoned onto the field, it will enter a sleeping mode, indicating to the player that it is unable to attack during this turn. It will only be able to attack at the next turn.

Attacking

When a card is able to attack, pressing the card will show an indicator on the card, and tapping on an enemy card will cause the card to attack the selected enemy card. Damage is calculated based on the elemental weaknesses as well as the card's base Attack Power and Durability.

The background of the page is a detailed illustration of a stone wall. The wall is composed of large, rectangular stone blocks in shades of grey and brown. A single torch is mounted on the wall, casting a warm, orange glow. The torch has a dark, cylindrical handle and a bright, flickering flame. The overall style is that of a classic fantasy game environment.

Cards

Mana Cost is indicated by the Blue Diamond which lets the player know how much it costs to summon the card onto the field. When a card is summoned, the card's Mana Cost will be deducted from the player's current Mana. (Eg. card costs 5, current Mana is 10. After summoning the player's Mana will be 5).

Attack Power is indicated by the Sword icon which determines the card's attack power. This is affected by elemental weaknesses (weaker elements will receive more damage), and also affected by the player's STR stat.

Durability is indicated by the Shield icon which determines the card's durability. This is affected by elemental weaknesses (weaker elements will receive more damage), and also affected by the player's DEF stat.

Winning

To win the game, the player has to reduce the enemy's Health to 0. This is done by selecting the player's active card on the field and selecting the enemy's portrait. The damage dealt is the total damage, affected by the base Attack Power of the card and the player's STR stat. The player is then awarded with EXP and Gold based on the enemy defeated, and returns to the Adventure Mode.

If the player's Health reaches 0, the player is defeated and no EXP or Gold is awarded. The player then returns to the Adventure Mode, and the platform where the battle occurred would not have a Cleared status (if cleared, a Tick will be shown).

Characters



Name:	Mason
Race:	Human (Male)
Age:	18
Height:	1.75m
Weight:	65kg
Personality:	Fearless
Background Info:	Born in Elegido(Eh-lay-Hido), the birthplace of the greatest Forgemasters in history. He is the protagonist of the game and is on a conquest to liberate Fragua.



Name:	Zylo
Race:	Human (Male)
Age:	22
Height:	1.65m
Weight:	55kg
Personality:	Cunning
Background Info:	Forge lord of the Metal Tribe. He lost his right foot and left eye due to an explosion accident in the forge.



Name:	Elza
Race:	Human (Female)
Age:	24
Height:	1.80m
Weight:	50kg
Personality:	Confident and Arrogant
Background Info:	Forge lord of the Water Tribe. She is known for her beauty and big personality.



Name:	Lance
Race:	Human (Male)
Age:	18
Height:	1.60m
Weight:	50kg
Personality:	Mischievous
Background Info:	Forge lord of the Earth Tribe. He is raised in the forest and is agile enough to swing from tree to tree.



Name:	Aisha
Race:	Demi Human/ Fairy (Female)
Age:	23
Height:	1.55m
Weight:	40kg
Personality:	Charismatic and Vivacious
Background Info:	Forge lord of the Lightning Tribe. She is in charge of the Lightning territory and is responsible for providing electricity to the land of Fragua.



Name:	Maxson
Race:	Human (Male)
Age:	18
Height:	1.75m
Weight:	65kg
Personality:	Sociable
Background Info:	Forge lord of the Fire Tribe. He is the twin brother of Mason




Name:	Cloaked man/ Reynolds
Race:	Demi-Human (Male)
Age:	22
Height:	1.70m
Weight:	59kg
Personality:	Sophiscated
Background Info:	Final Boss of the Game. He is the mastermind behind the possession of the other Forge lords and the Guardian of the Forgestone.



Name:	Diosa
Race:	Demi-Human (Female)
Age:	???
Height:	1.62m
Weight:	50kg
Personality:	Seraphic
Background Info:	The Guardian of the Forge Stone. She guards the Forgestone together with her mystical dragon.



Title:	Minion
Race:	Human (Male)
Age:	??
Height:	??
Weight:	??
Personality:	Loyal
Background Info:	The underling of the various tribes. They carry out orders given by their chief faithfully and without any question. They risk their lives to protect their chief at all costs



Technical Support

For technical support, please feel free to drop a message at our website:

<http://csci321forlife.wixsite.com/forgemaster/contact>

Or email us at

csci321forlife@gmail.com

The message should include the following information

- Game Version number (Eg. V1.01)
- Phone Model and Android Version (Eg.Samsung Galaxy Note 7, Android OS v6.0.1)
- RAM Specification (Eg.4GB RAM)
- Hard drive free space amount (Eg.Total 64GB, Free 52GB)
- Details of the problem encountered. (Eg.Error Message)