

1. Core Gameplay Overview

Tales of Medieval Duelists is a story-driven action RPG set in a dynamic medieval world. It features:

- **Physical Combat System:** All movements, collisions, and attacks are calculated in real-time using physics simulation—not pre-made animations. This delivers unprecedented responsiveness, realism, and visceral impact.
- **Full Paper Doll System:** Equip armor and weapons to visually customize your character.
- **Mission Structure:** Engage with a compelling core story through Main Quests, Side Quests, and Challenge Quests, all interwoven with memorable characters and choices.
- **Player-Driven Narrative (Coming Soon):** Our upcoming feature will allow you to generate your own custom stories, complete with AI-crafted quests, NPCs, and dialogue—opening limitless adventures.

2. Basic Controls – Quick Reference Guide

Movement

- **Advance:** Press and hold **Right Arrow Key**
- **Retreat:** Press and hold **Left Arrow Key**

Attacks

- **Slash:** Hold **Up Arrow Key**, then release it and immediately press **Down Arrow Key**.
- **Thrust:** Hold **G**, then release it and immediately press **H**.

Defense

- **Block Slash:** Hold **E**
- **Block Thrust:** Hold **R**
- **Parry:** Perform the correct block (E or R) just as an enemy's attack is about to land. A successful parry briefly staggers your opponent, creating an opening for a counterattack.

Interaction

- **Trade:** Approach merchants dressed in blue to buy and sell armor, weapons, and gear using gold earned from quests.
- **Conversation:** Engage in dialogue with various NPCs across the world to uncover new quests and immerse yourself in the unfolding story.
