

# Starting the game

The game starts in the Queen's Farm, in the outer region of the territories. The player will be given the choice to enter a tutorial, should they choose to do so, they will be sent to a mock battle with a Queen's guard. The tutorial will consist of demonstrating putting together a runic poem, blocking attacks, and using items.

After the tutorial, or should the player skip it, the player will start in their house the Queen gave them, where they can store items, rest, and decorate as they want. As the player progresses, they will unlock more things that they can decorate their house with. They will find a note in the house telling them to check out the village to the west, and to acquaint themselves with the townsfolk. The note then says that the field to the north has become infested since the last owner of the house lived there, and selling the rat meat could be a good way to get quick money. The note ends with saying that once the player is ready, they can make their way east to head to forest.

It is recommended that the player first heads to the village, and accept some of the tasks there to earn some more gold and upgrade their equipment. The fields to the north are a good way to practice the battle system and level up as well.

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