

PATH TO THE DEVIL GAME MANUAL

About The Game

Path To The Devil is a replayable, rougelike deck building game played in an RPG island environment.

Since the main focus of the game is deck building RPG features of the game are optional and limited.

The objective of the game is simple defeat the devil in a deck building battle in shortest time.

When the game starts your character will be placed at the start of a path on one of seven islands. To face the devil your character must take out the boss at the end of the path. And to do that your character will need a strong deck which is built through various encounters selected or triggered along the path. Your character is free to roam the island but to keep things simple all the action is through encounters along the path. The further the character goes up the path the stronger the enemies.

Getting Started

If you like most you and are familiar with deck building games you will want to jump into the game with minimal setup and that is the design intent.

The first time you start up the game you will be prompted to select gui inputs (Mouse or Touch) or non gui inputs (Keyboard or Mouse) Note it can be changed later if you decide to switch via the Game Reset on the main menu..

Once that is done your ready to go as it's best to start a new game then bring up the pause menu. It gives you access to the How To Play menu, the Options menu and for keyboard or controller the Input Mapper which displays and allow changes to the non UI game inputs.

New Game

When you select a new game you will be prompted to select a male or female character then a game. The cosmetic at this point. Then you will be prompted to select anyone of the defined games. Each has a unique starting deck, game cards and deck building enemies.

When the game is loaded your selected character will be placed on the start of a path.

As mentioned if this is your first game you will want to bring up the pause menu right away as RPG spiders will be moving in for the kill.

Note during game the pause menu can be displayed by

- for mouse/touch users the icon in lower left corner of screen
- for keyboard users the ESC key
- for controller users the B button or Action Top Row 1 Button

Keyboard UI navigation includes the arrow keys and the return key for submit. And of course Z to select keyboard input at start of first game or game reset.

Controller UI navigation includes the Dpad keys and the A button or Action Bottom Row 1 Button for submit. And of course the left stick button to select controller input at start of game or game reset.

Note it's best to head up the path and avoid a battle with the RPG spiders as soon as you close the pause menu as any loss of health before the first deck building battle tends to make that deck building battle very hard to win.

Moving Your Character

A third person view is used which means the character typically moves forward with camera following. This is intended to keep movement simple. ie Move forward and/or rotate the camera.

For mouse or touch input a virtual joystick is used. Click the joystick ball and drag it up to move forward. Hold to keep moving. Drag it right or left to rotate the camera.

Keyboard and controller use applicable inputs to move character and rotate the camera.

Keyboard users should find moving forward with W key and/or rotating the camera with the right/left arrow on the keypad work best in this game, but of course can use the standard WASD movement if preferred.

Note moving the character will close any popup windows such as inventory. This is intentional to keep game play simple.

If you're an experience gamer you can probably skip the rest of this manual and only refer to it as required. Others may want to do a full review before continuing the game.

Character Attributes

Your character's primary attributes are health, energy, level and strength.

Health

Health starts at 100 and is limited to 100.

Health is vital to survival

If your health hits 0 your character dies and you must replay the game.

Energy

Energy starts at 100 at the start of every deck building battle and is consumed as cards are played.

No energy is used to move your character or fight rpg battles.

Level and Strength

Each character starts at level 1 with strength of 1.

Strength is important as it adds to the card damage dealt to deck building enemies.

A character's strength can be increased by level upgrades which are earned through experience gained by winning deck building battles.

A character's strength can be increased or decreased by buffs or debuffs during a battle.

Weapons

Characters start out with a common knife as the base weapon. All attack cards indicate which weapon is used and will switch the character's weapon if applicable when an attack card is played as weapon damage varies with weapon type used. The weapon can be upgraded to an uncommon or a rare weapon during the game and of course in those cases the weapon damage applied to the attack card played will be higher.

Encounters And Pickups

There are both optional and automatic encounters triggered as your character moves down a path.

Optional encounters will pop up an interaction message and you can choose to interact or ignore them. These include a variety of non combatant npc's and objects. ie: A game includes a store merchant, gypsy merchants, a word master, a game master, etc.

Automatic encounters trigger a deck building battle as you get close to a deck building enemy. Your player can of course simply avoid them if desired but it's hard to build a good deck without winning battles.

Pickups are automatic and add either snacks or gold to the character's inventory.

Deck Building Cards

Each game begins with a starting character deck of 10 cards and a deck of battle cards, bonus cards, curse cards, emotion cards. Battle cards include common, uncommon and rare attack and tactical cards.

Deck Building Battles

When a deck building battle is triggered the character and enemy will face each other and the character's starting cards will be displayed. The enemies name, strength and intent will be displayed at top of screen.

Once a battle starts the character's inventory will be unavailable so it's important to use any inventory items before triggering a battle such as topping up health with snacks or food items.

The character plays one card at a time then ends turn and then the enemy takes it's turn. This play repeats until the character or the enemy is killed.

Five cards will be drawn from the character's deck at start of each player's turn. If there are not enough cards the discard pile is shuffled in.

In some cases cards are exhausted when played and not available for the rest of the current battle. In other cards may be removed from the player's deck.

Player blocks are accumulated until the end of a player's turn. All other factors are non cumulative.

Losing Battle

If character loses the battle you must start a new game and all inventory is lost.

Winning Battle

If character wins a battle two things happen before you resume the game.

Three reward cards are presented. Select one or skip selection.

Then a prompt will come to allow you to select loot items which consist of food items and gold. They will be added to your inventory,. You may want to select high value food items as your inventory can only contain five food items. Note the prompt will only be available for a limited time.

After you select items and close the loot panel by moving the player you will probably want to bring up the inventory to use items to increase your player's health.

Special Cards

This includes bonus cards, curse cards, emotion cards and potion cards.

Bonus cards and potion cards can be purchased or rewarded.

Curse and emotion cards are to the character's deck by deck building enemies and certain encounters.

Tokens

Tokens are added to inventory to allow you to determine when to play them.

Bonus card token – adds a bonus card to discard pile.

Card removal token – allows you to remove a card (excluding curse).

Curse removal token – allows you to remove a curse card.

Potion token – adds a potion card to discard pile.

Inventory

Gold. – consume during purchases and specific encounters.

Food and snacks - consume to increase player's health. (Max 100)

Tokens. - consume to add or remove cards.

Optional RPG Quests

Two optional quests are offered.. They give the character the chance to earn health blessing and bonus cards. But usually include a RPG battle with spiders which may reduce the character's health prior to the next deck building battle. Note if you approach an RPG enemy it will attack and your character will need to fight or run.

CREDITS

As an indie developer I rely on both purchased and free unity assets provided by generous Unity asset developers. The following list of credits is in no particular order.

RPG Builder	- BLINK
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RPM Avatar Pack	-WOLF#D
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Orc Assassin	-ANDRYUHA1981
Hungry Zombie	-ANDRYUHA 1981
Characters MonsterX	-VADIM ZIAMBETOV
Creatures Insect Pack	-MAKSIM BUGRIMOV
Dwarf's Pack	-MAKSIM BUGRIMOV
Spider Green	-POLYNET
Dark Fantasy SuperHeros	-DARK FANTASY STUDIO
PBR Fighters (Pack)	- MAKSIM BUGRIMOV
PBR Creatures (Pack)	- MAKSIM BUGRIMOV
Monster Orc	-VK GAMEDEV
Zombie	-PZLTIGER
Ghoul-Zombie	-DMITRIY DRYZHAK
Animated Spider	-PRISIM BUCKET
RPG Fantasy Pack	-MAKSIM BUGRIMOV
Creature Titan	-MAKSIM BUGRIMOV
Stylized Devil Bulldog	-DEEPNEST STUDIO
Hyahha Outlaw	-FUNSET
Demon Girl	-DAELNOIK ARTWORKS
Character Elf	-MAKSIM BUGRIMOV
PBR Realistic Skelton	-FEROCIOUS INDUSTRIES
Andan	-WILL B
Fantasy Creature #5	-GRIGORIYARX
Elven Assassin	-3D.RINA
Basic Bandit	-WILL MORRILAS
Goblin	-POLYNEXT
Lesser Imp	-WILL MORRILAS
Momba Game Barbarian	-MONSTERSNAIL
Creature Zombie	-AGARKOVA-CG
Free Biomechanical Mutant	-GAME READY STUDIOS
Goblins Free	-FANTASY POLYGON
Fantasy Monster Wizard	-TS WORK

Character Monster 1
Fantasy Monster Skelton
Fantasy Character Dwarf
Fantastic Creature #1
Modern Zombie Free
Insectoid Crab Monster
Fantasy Creature Combat Tree Man
Fantasy Monster Zolrik
DemonDog
Canibal Spider
Animated Snakes Pack
Skelton PBR
Creature Cave Troll
Battle Spiders
Voices Essentials
Monster SFX
Monsters and Humanoid Sound Pack
Stylized Fantasy Dragon
PBR Mushroom Pack Lite
Gossip Altar
Gold Items Voll
4500 Fantasy Icons
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Chicken Piece Free
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Dark Fantasy Giagantic Environment
Dark Fantasy Kit
RPG Icons
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Ultimate VFX
Sliding Tile Game Puzzle
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Audio Visual Option Menu
Ancient Statues Pack
APRG Effects
SaveGameFree
Crafting and RPG Character Mecanim
Food Pack
RPG Food and Drinks Pack
Attack jump hit damage sounds
Icon Creator
Medival Weapons

-SOLUM NIGHT
-TEAM JOKER
-FANTASY POLYGON
-GRIGORIYARX
-ARTALASKY
-LB3D
-PIXEL 32 STUDIO
-FANTASY POLYGON
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-SILVANO JUNIOR
-PIXEL 32 STUDIO
-NOX_SOUND
-GWRITERSTUDIO
-VADI SOUND LIBRARY
-N-HANCE STUDIO
-ADVENTURE FORGE
-XIANGJIN
-QUADART
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-DEV DEN
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