



● Controls ●

Settings can be changed in the Options menu. The default setting is "mouse & keyboard".

Mouse & Keyboard

Controls are similar to an FPS.

The keyboard is used with the left hand, the mouse with the right.

- A, S, D, W...Movement
- I...Open Inventory
- Q...Light the lantern
- 1, 2, 3, 4...Select Slot
- 5 Change Slot (Available after obtaining the slot expansion bag)
- Space...Dash
- E...Examine
- Mouse Left-Click...Main Action (Perform the main action with the selected slot) / Confirm
- Mouse Right-Click...Sub Action (Perform the sub action with the selected slot) / Cancel, Close

Gamepad

Controls inside the dungeon

- Left Stick...Movement
- Right Stick...Camera
- Press Left Stick...Change Slot (Available after obtaining the slot expansion bag)
- Y Button...Open Inventory
- X Button...Light the lantern
- D-Pad...Select Slot / Select Command
- L/R Buttons...Select Slot
- R Bumper/Trigger...Main Action (Performs the main action with the selected slot)
- L Bumper/Trigger...Sub Action (Performs the sub action with the selected slot)
- A Button...Activate / Confirm / Examine
- B Button...Dash / Cancel, Close

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●Tips List●

- 1 There are curious things to be found in any world.
Hoarders desire "collectibles" without knowing their purpose.
The rarer they are, the higher price they could fetch.
- 2 Wooden boxes found in the dungeon can be smashed open.
There's no need to break all of them, but some may contain something.
- 3 Traps often have a "trigger".
True adventurers prepare thief tools to disable traps.
Some traps have hidden triggers, others have none at all.
- 4 Magic is extremely powerful, but spell casts are limited.
It should not be cast about carelessly.
- 5 There's a limit to how many equippable items can be carried, and a weight limit for tools.
There may be times when one item must be discarded to make room for another.
- 6 If you return to town without fulfilling the quest requirements,
you will need to start that quest again from the beginning.
But you must sometimes have the courage to fall back and not press on recklessly.
- 7 Once a new dungeon is available, previous dungeons can be freely visited.
If there was something left undone, try revisiting them.
- 8 Some monsters are strong against slashing damage, fire damage, etc.
If you think you're not doing enough damage, change your attack style.
- 9 It would be wise to light your lantern in dark places.
Be cautious, though, as the lantern's light may betray your presence.
- 10 Dragons are far more advanced creatures than humans.
They understand human speech, and grow in magic power the longer they live.
And many of them look down on men.
- 11 When using one-handed weapons, a shield is held in the left hand.
When using two-handed weapons, you cannot also carry a shield.
Understand the differences in weapon styles and choose wisely.
- 12 Bows are handy for long-ranged offense, but require arrows and a quiver.
Pay careful attention to your remaining arrows when using bows.
- 13 You can earn skill points by reading skill books.
Skills can be assigned at the inn, but starting over requires a skill reset book.
Think carefully about which skills you choose.
- 14 Pay attention to your stamina use. Weapons with high attack power aren't necessarily best.
The amount of stamina used can be estimated from the weapon type.
- 15 Dashing uses stamina for a burst of speed.
But if stamina is depleted, you'll be unable to swing your weapon when an enemy appears.
Even when in a rush, it's best to keep a cool head.
- 16 Sometimes, a chest will contain a strange monster. Approach carefully.
- 17 You can crystallize unwanted items in your inventory.
In doing so, they'll become collectibles that can be exchanged.

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18 Exchange collectibles at the collector's. With enough gold, you can shop leisurely at the tool shop.

19 You can raise your intelligence by leveling up or using skills and equipment.
This will help you learn new magic and gain additional casts.

20 Equipment, for the most part, can only be found in dungeons.
And it's not always guaranteed you'll find something good.
To get stronger, you may have to brave dungeons several times.

21 Equipment can often have various effects.
They might have elemental properties, boost resistances, or even affect stats.
Make sure to thoroughly check your equipment!

22 Each weapon has two actions, depending on its class. (One-handed weapons allow shield tactics.)
Learn when each action can be used to your advantage.

23 Strength affects melee damage. Dexterity determines movement speed and bow damage.
Intelligence controls the amount of spell casts available, and Constitution raises HP.
These stats can be altered by equipment, skills, or by leveling up.

24 Regular treasure boxes reset when entering dungeons, special ones can only be opened once.

25 The "Acid" status will cause a considerable drop in defense until the counter (bottom-right) reaches zero.
Each hit taken will reduce the counter, but if you feel the damage will be too great
it would be best to neutralize the acid swiftly.

26 When the "poison" status is in effect, you'll take damage at regular intervals.
Cure poison swiftly to minimize its harm.

27 You can return to town from the dungeon after completing a quest, via the inventory.
Feel free to explore until you are ready to leave.

28 The return scroll allows you to return to the town immediately.
It's not very heavy, so if you find one, it would be best to save it for the right time.

29 By spending your skill points at the inn, you'll become remarkably more powerful.
You can learn a selection of skills useful for completing the dungeons.

30 Larger monsters are unaffected by shield bashing and stuns.
You'll have to discover just which monsters are unaffected for yourself.

31 Movement speed is affected by the weight of equipped armor.
You'll move faster with lighter armor, and slower with heavier armor.

32 Use trap tools wisely. A trapped monster cannot move and can be downed in a single hit.
While trap tools are powerful, some monsters are naturally unaffected.
They can be heavy, so it may be wise to use them expediently.

33 Shield bash cannot be done with one-handed maces, but less stamina is lost when blocking.

34 A red eye appears when enemies see you.
You cannot open the inventory while the red eye is displayed. Also, stamina drains more quickly.
Try to think clearly without simply rushing around.

35 A powerful shield bash can be used when wielding one-handed swords and axes.
Hit an enemy stunned by the attack for a guaranteed critical strike.
But unfortunately you'll also encounter monsters unaffected by the assault.

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- 36 The higher your "Mana" is, the more effective your offensive and curative magic becomes.
Unlike other abilities, it cannot be raised with equipment or by leveling up.

- 37 You can find pieces of furniture within dungeons.
Placing furniture in your room can grant you a stat bonus.
There are no drawbacks, so give it a go!

POINT

- 38 Save your progress by resting at the inn.
If you've earned enough experience points, you'll also level up.

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- 39 Use camp tools, received when starting a quest, to create a campsite within the dungeon.
HP will be recovered, and if you fall, you'll be able to restart from the camp.
But all items earned after setting up camp will be lost.

- 40 After setting up camp, you can choose to return to town from the inventory screen.
If you have any unfinished quests, you'll have to start over, so think carefully.

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- 41 Acquire "Evil Souls" by defeating monsters and exchange them for EXP in town or at camp.
You can never lose EXP, but you'll drop any "Evil Souls" if you are defeated.
You can return to that point to recover them, but if you should fall again, they will be lost.

POINT

- 42 Arrows and quivers can be purchased at the item shop.
Bows are no good on their own. Quivers must have various slots.
After using the bow, be sure to refill your quiver with new arrows.

- 43 Experiment with different attacks such as stabbing, or elemental attacks like fire.
You'll soon discover each monster's weak points!