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OPERATION WINDOW

Left Click on an area to open Operation Window. You can build a facility in an empty area.



After clicking, you can see 3 icons on the right side of the area. They represent Summon Servants, Upgrade Facilities, Recycle Facilities.



DEPLOYMENT WINDOW

Right Click on an area to open Deployment Window.

Servants are presented on the left side of a Deployment Window ,investigators are on the right.



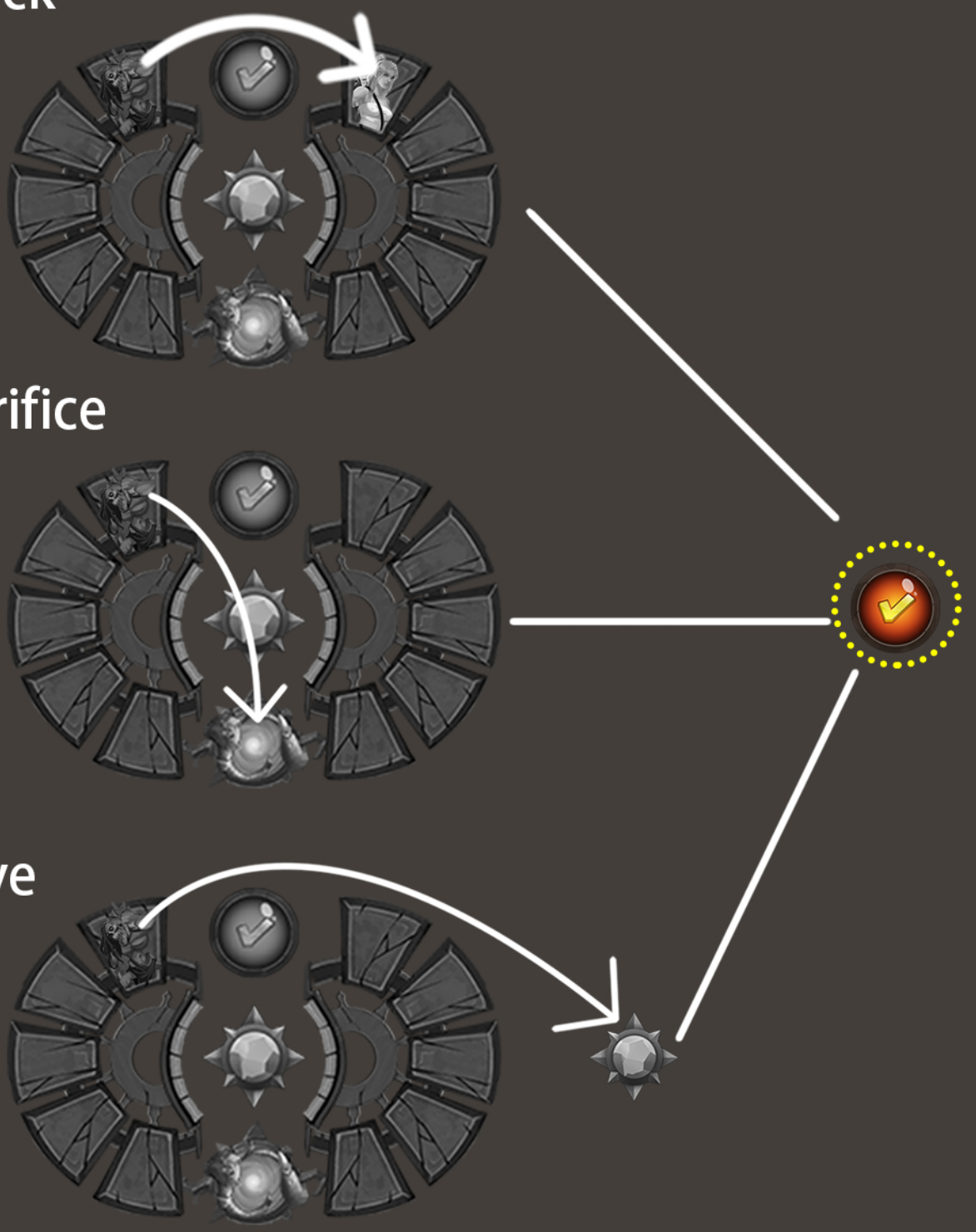
When hovering your mouse on a servant or an investigator′ s icon, you can check for further information about the target.



Different commands can be given through Deployment Window.

Here is a brief instruction:

1. Attack



2. Sacrifice

3. Move

Remember to click Confirmation Icon to take action.

AREA



You can see several points with different colors on a map. These are Areas---basic units for game operation.



There are two bars on each side of an area. The bar on the left represents the number of servants in this area, while the right one represents the number of investigators.

The red mark on the top of a facility means the facility has been marked. All investigators will gather and destroy this marked facility.

LOG WINDOW

Important Events and Combat Reports are recorded on Log Window. You can check details of a report by clicking on it.





FAITH & SOUL



Faith and Soul are resources for summoning servants and building facilities.

Faith may increase over time. You can collect more Faith by building special facilities, summoning special servants, or activating you Stellar Map.

Normally, Soul can be collected from dead investigators. You may also gain extra Soul from Stellar Map.

THREAT

Threat will be increased once an investigator is killed by Physical Damage.

Investigators will be generated very quickly if your Threat is on a high level.



INVESTIGATOR

Investigators have 3 kinds of actions.



A blue circle signifies that hte incestigator is collecting clues.



A red circle signifies that the investigator is attacking a facility.



A green circle signifies that the investigator is resting.

You can check information about their skills by hovering your mouse on Skill Icons on the Upper Right Corner.





GOD SKILL

Different Old Ones have different skills with various effects. Check God Skill by hovering mouse over it before use.

How to use God Skill： Choose God Skill, then click on area or investigator.

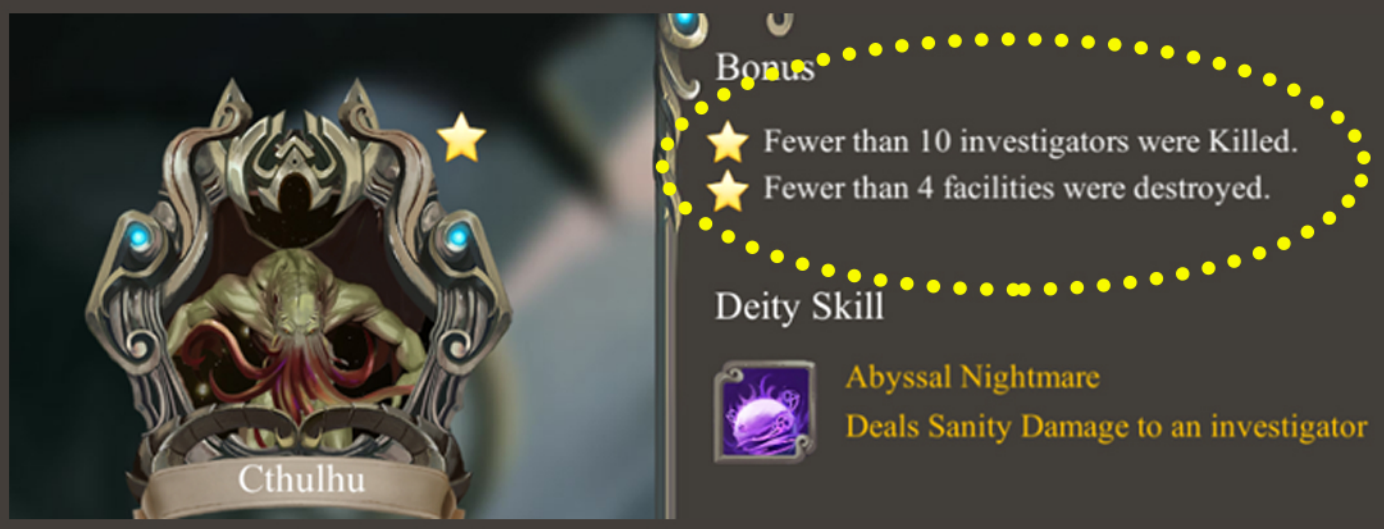


You can unlock the God Skill in yellow circle through Stellar Map.

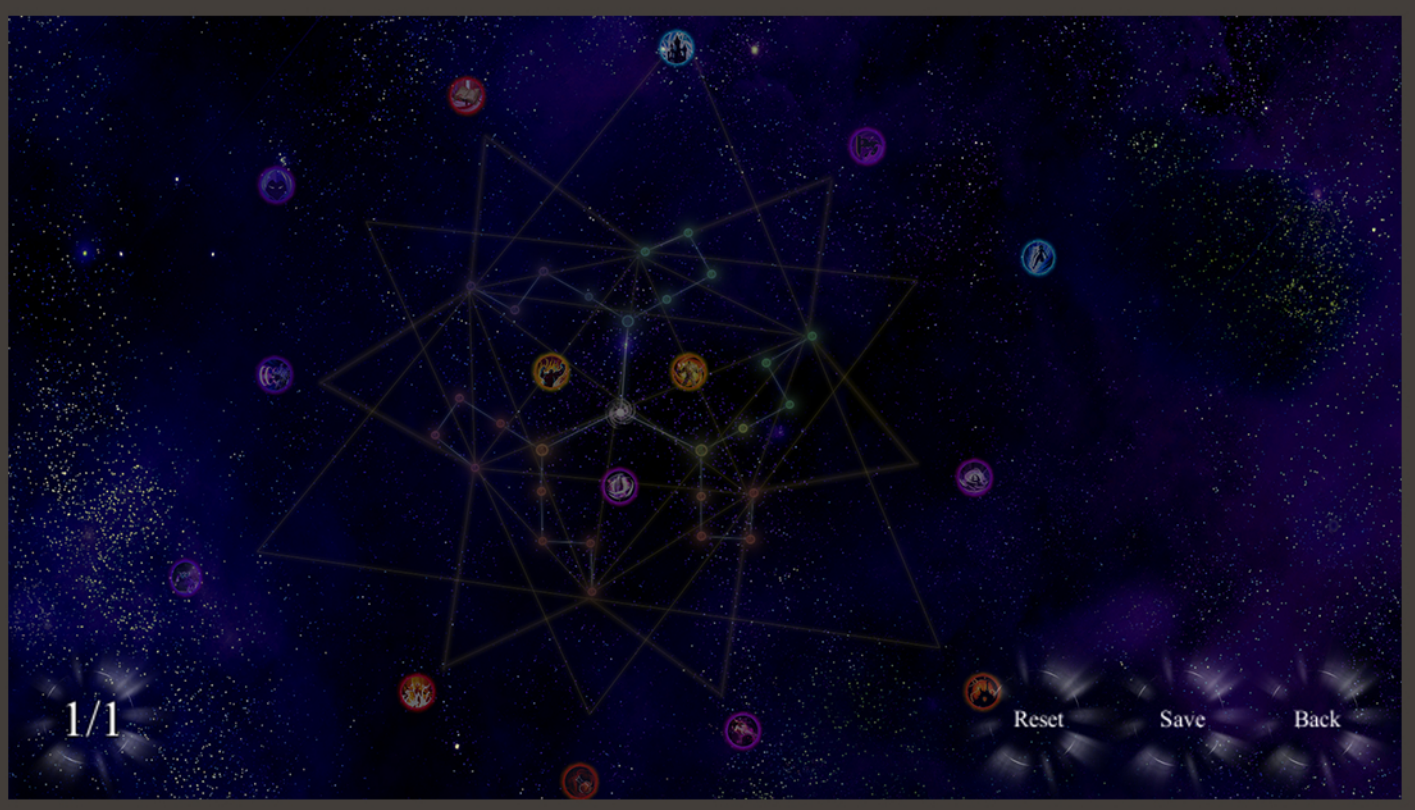


STELLAR MAP

There are different requirements to collect stars in every stage.



You will get Stellar points when collect enough stars, which can activate God skills in Stellar map。



WIN & LOSE



You **WIN** the game when successfully awaking the Old Ones by fulfilling the summoning circle



While, you **LOSE** in either of these two circumstances:

1) All facilitates are destroyed

2) Investigators gathered all pieces of scared artifact