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First we shall go over the Controls:

MOUSE:

LMB - Attack

RMB - Ready/Aim

Space Bar - Cast Magic

KEYBOARD:

WASD - Directional Movement

F - Cycle Current Weapon

G - Toggle Lamp

E - Interact

1 - Eat Salted Fish (restores HP)

2 - Drink Mead (restores Stamina)

3 - Cast Rune (restores Mana)

4 - Activate Awakening ***

TAB - cycle View Options

P or ESCAPE - Pause Menu (allows escape/return to Village)

AWAKENING:

The yellow bar charges each time you hit an enemy, when it reaches 1000 (full gauge) you can Awaken.

This bar will drain over time, when it runs out, it will deactivate.

*** In Easy Mode During this time, you have unlimited Mana, Stamina & Arrows.

*** In Normal and Hard Modes, you only gain Free Mana during this time.

COMBAT:

When on Adventure, you must hold RMB to Aim your currently selected Weapon.

You might cycle through weapons using the F Key.

You always have 4 weapon Slots. Melee weapons have a Range.

You must click on the Enemy that you wish to attack with LMB.

The Ranged Weapon can attack anything on the Screen, with limited Ammo.

The Corpse will drop Range Ammo, but this expires after 10 seconds.

Unarmed is the most efficient, but shortest range and lowest damage.

The Two Melee Slots, Medium and Heavy, also feature splash damage.

Splash damage will affect adjacent enemies for a division of the number of enemies hit.

Keep and Eye on your Stamina - as you cannot attack or even open doors without it!!

SURVIVING:

When Taking Damage, Your Armor will be reduced first and when Broken, Your HP will be reduced.

Press Escape to select "return to Village" if you can, before you die.

Be sure to visit the village and carry items for use while adventuring.

You can carry 5 items of each type.

Salted Fish for HP Regen.

Bottle of Mead for Stamina Regen.

Runes for Mana Regen.

THE VILLAGE:

Alchemist allows you to pay Gold for restoring Mana and refilling your carried Runes.

Blacksmith allows you to pay Gold for restoring Armor and upgrading the Base Armor amount.

Fishmonger allows you to pay Gold for restoring HP, refilling your carried Salted Fish (also Fish can be sold here, see Fishing)

Fletcher allows you to pay Gold to refill your Arrows and upgrade your Max Arrow Limit.

Tavern allows you to pay Gold to refill your Stamina and refill your carried bottles of Mead.

Bounty Board allows you to travel to a location and kill a number of Enemies for a Reward. (part of bounty hunting)

Armory allows you to unlock new Characters/Weapon sets (classes)

Church allows you access the Skillpoints menu.

ARMORY:

The armory allows you to unlock classes that transform the look of your Character in game. They also come with New Mana Casting Abilities and Weapon sets. These will offer new ways to play Angles. Should you decide to start a new game, your unlocked Classes will remain available. Each time you defeat a Boss in a Chapters End, you gain a Point to use unlocking another Class.

FISHING:

When you are at the Village, you might notice the lake in the bottom right of the map.

If you equip your Spear and stand on the wooden platform by the lake, Fish will begin to spawn.

If you step off the Platform, they will swim away and hide.

If you click on one before it disappears underwater, it is caught.

These can be handed in to the Fishmonger.

SKILLPOINTS:

Most XP comes from Kills (& Looting see below) unspent XP collects in a pool.

You may spend 500 XP on each point, upgrading your Characters base Stats

Strength = Weapon Damage Increased

Vitality = HP Maximum increased

Armor = Armor Maximum increased

Agility = Aiming Speed increased

Stamina = Stamina Maximum increased

Mana = Mana Maximum increased

PLAYER HOME:

When you arrive into the village you will be stood beside your house. Walk inside and open your Table.

This is a locked chest for storing your Gold. When you are defeated, Monks will drag you back to the Village.

After you are healed (time added) you can continue your adventures. Any Gold carried at the time of defeat is Lost to the Goblins.

SLEEPING: (savegames)

The game features a 3 cycle Day/night system. Noon - Sunset - Night

Sleeping will advance the game time by 1/3 of a day. Travelling between locations also affects time of day.

You will also restore a portion of Stamina by sleeping.

This is also how we Save your progress.

DEMO VERSION NOTE:

(Demo is Roguelike mode, there is no savegame feature)

(Demo Ends after defeating the First Boss)

(Forest, Mountains & Dungeons only)

WISE OLD MAN:

This NPC can be spoken to by pressing E when in Range.

By clicking on YES / NO / GOODBYE you can speak with him.

He can tell you many of the instructions in the Tutorial during the First Chapter.

In Later Chapters he can tell you more about the world and give tips to the player.

GRAND HALL:

The Large building to the south of the Church is a Grand Hall.

This can be used for Training Melee Ranges. You can attack the Dummy and confirm the distance required for your weapons here.

Every time you "kill" the dummy, it will reset and reward you with some XP. The Dummy can Counter and damage you if you get too close. This can be used to judge your distancing to enemies, preventing damage in combat.

(This will be expanded to include the Arena Modes in future)

LOOTING:

All Looting is done in Unarmed Mode, then attack with LMB

You may see Barrels, Chests and Vases in the world.

These must be opened by hand, so switch to unarmed and Attack them with LMB.

You will be rewarded with Gold and XP, with a Chance for a Carried Item to be found.

STAMINA AND YOU:

Everything in the game costs stamina! remember that breaking down doors, attacking, opening loot and more will drain your energy!

When playing in EASY mode, Awakening allows Free Stamina which allows for a more casual experience.

CASTING:

Magic Spells are tied to the Active Player Class, and are activated using the Spacebar.

They will use some mana over the time of the cast. Casting Duration and Runes regen strength can be improved through stat points.

If you run out of mana, sound effects will indicate this.

The First Cast is Time Dash, meaning the game will slow down for a time, during which you move at normal speed.

As the game resumes normal speed you will dash in the direction chosen.

ENEMIES:

Enemies come in three flavours for each Chapter of the Game

Tier 1: Swarms

Tier 2: Captains

Tier 3: Kings

Each Chapter features a unique Creature Race, complete with Swarms, Captains and a King you must locate and Defeat.

To find the King you must loot his Captains. Find the Target amount and the Final Battle Location is revealed.

When you are in the Village the Bounty Board displays Travel Locations you may visit, where Monsters are known to be active.

It also will display the Boss Battle Location, when unlocked. There is a side mission in every chapter, Cull as many Swarm enemies as possible for Gold Reward. This can be repeated 5 times, raising the amount required for payment each time and resets each Chapter. The Toughness of Enemies Scales with the Chapter Number.

Expect more Enemies with higher HP and damage as the game progresses and plan your Stat point upgrades accordingly!

If playing in HARD MODE swarm Enemies HP and DMG is doubled with Increased spawn amounts on top!

Each Chapter will feature a unique Boss Location when the game is in version 1.0

OPTIONS:

Options Menu allows Basic control of some Graphical and Sound Options.

Note: defaulting to Vsync and 60FPS lock (can be disabled)

CREDITS:

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Shogunate Games 2018

<http://www.shogunategames.com>

Built with Unreal Engine 4