Currency (monezitation):

Rewards: In “Once Upon a Time in Misthaven” players receive rewards in the form of Plasma. Plasma is a form of power and currency. It is used to purchase respawns when the player unfortunately dies and when casting magical spells. Plasma is gained by picking it up when it spawns randomly throughout the level.

Interact modes:

The user interacts with the game by using the keyboard and can be changed with key bindings. The controls explained here are the defaults the controls. The player controls the character through the ‘WASD’ keys, the ‘spacebar’, the ‘Q’ key and ‘E’ key. Pressing any of the ‘WASD’ keys will move the character in the direction of how they appear on the keyboard. ‘W’ is up, ‘A’ is left, ‘S’ is down and ‘D’ is right. Pressing ‘spacebar’ will make the character do a basic attack and pressing ‘E’ will make the character interact with an object or NPC (Non-Player Character). Pressing ‘Q’ will go to the exit menu where players can save and quit. Players control the menu by using the ‘WASD’ keys. Use the ‘AD’ keys to shift throught options, ‘W’ to select an option and ‘D’ to cancel a selection. The reason the controls are so simplistic is due the fact that the game is a “hack-n-slash” adventure; there is no need to overcomplicate the game with numerous keys in such a game.