

TUTORIAL

Collect Resources

Harvest resources and Defeat Monsters to collect resources

Summon Structures

Level up to unlock new structure blueprints

Defend the castle

Survive for as long as possible

HUD



GAME MAP



As you survive each wave, the barrier will extend further back, allowing you to explore the map & gather new resources

INTERACT

F

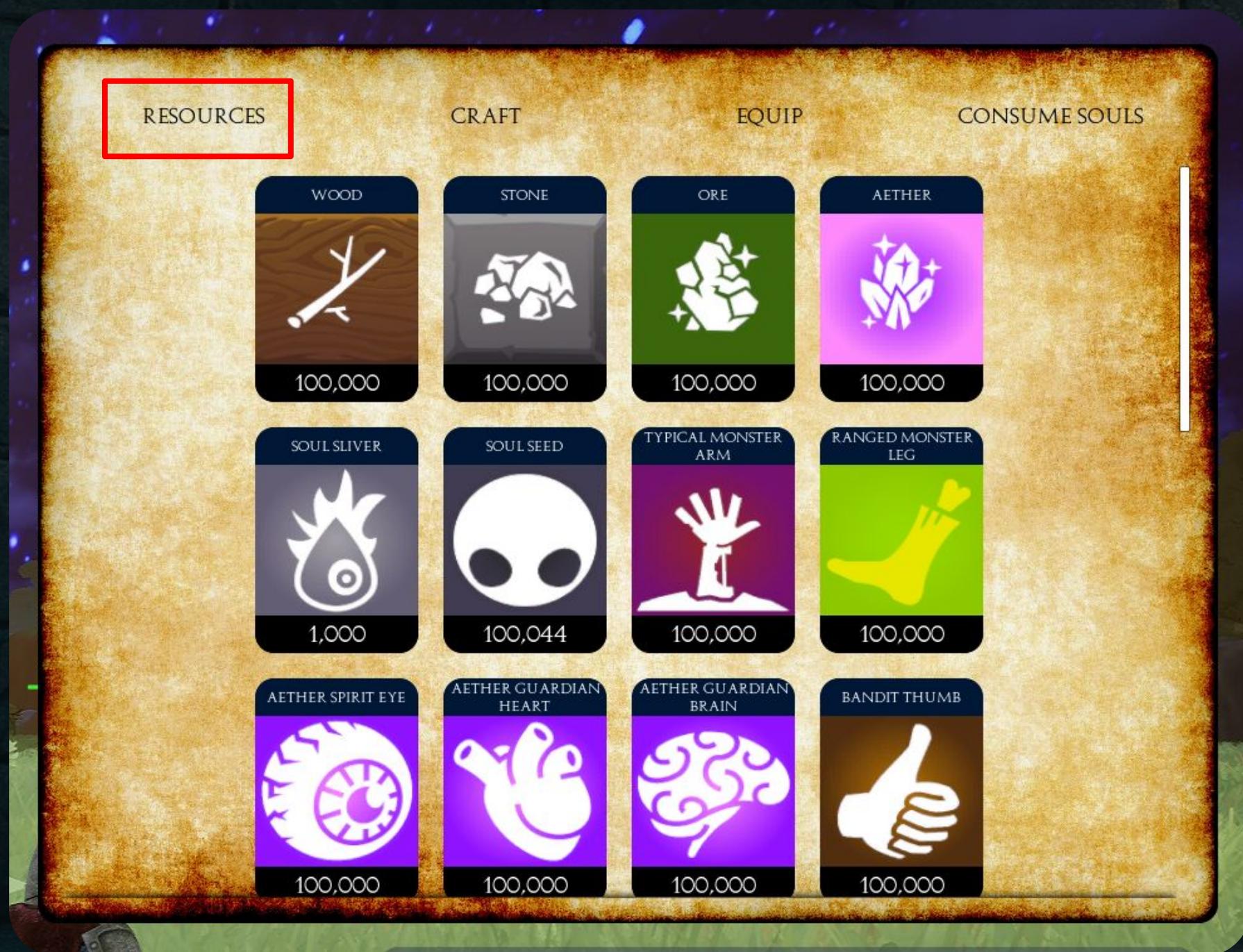


Interact with **Harvesters** or **Attack Structures** to
take the resources collected by them

INVENTORY

Q

RESOURCES

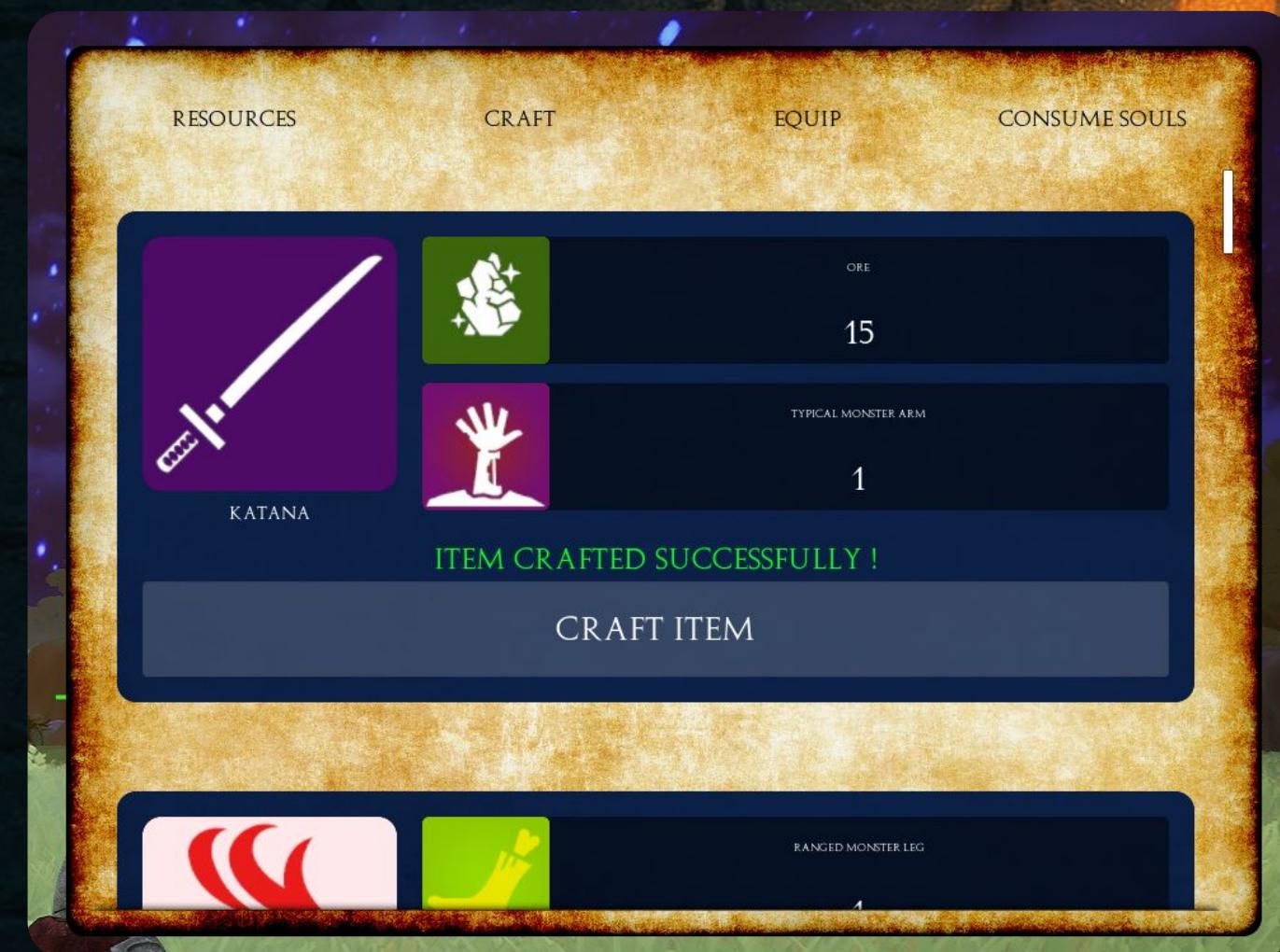
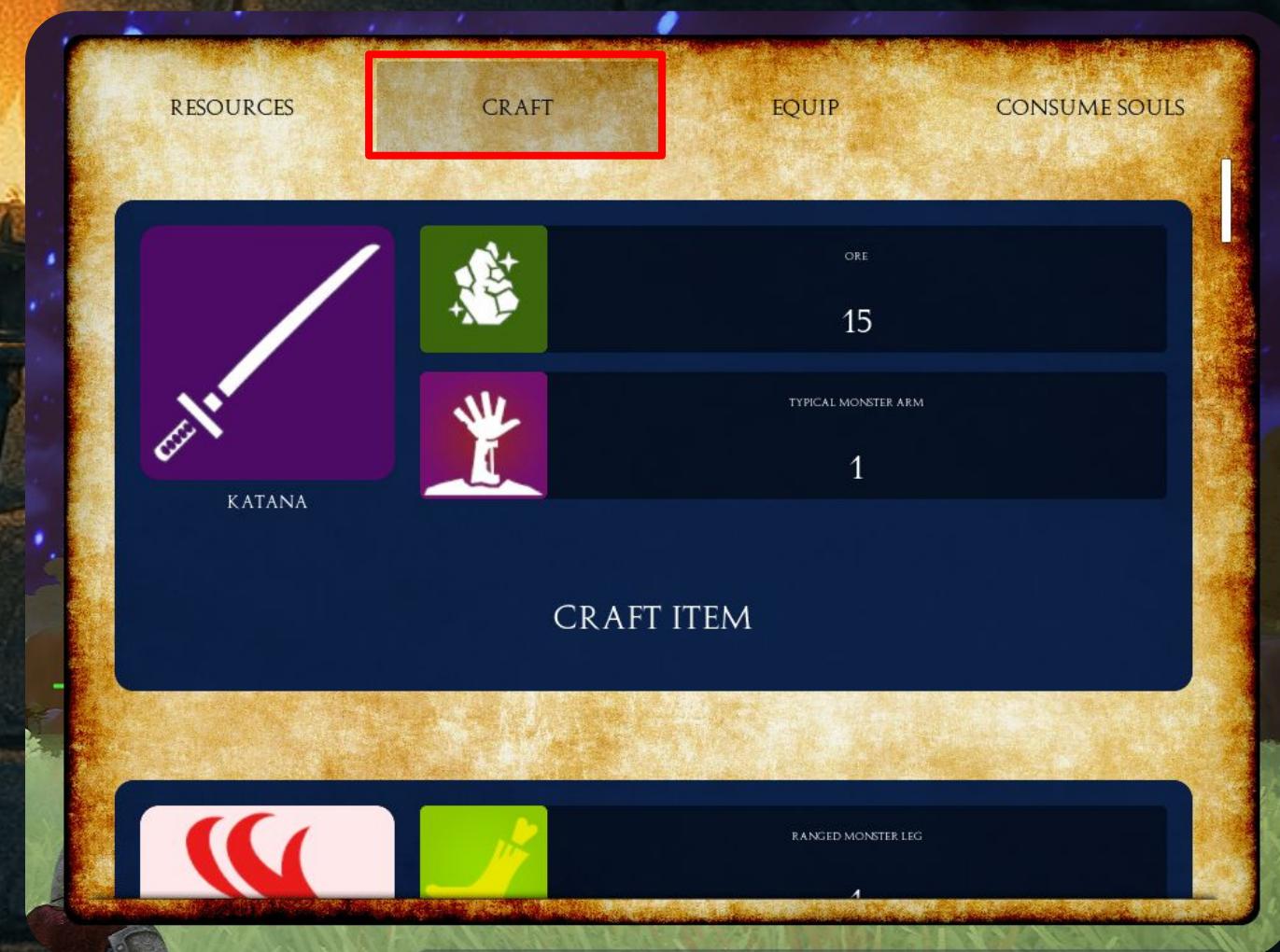


Resources Tab → Your current resources

INVENTORY

Q

CRAFT

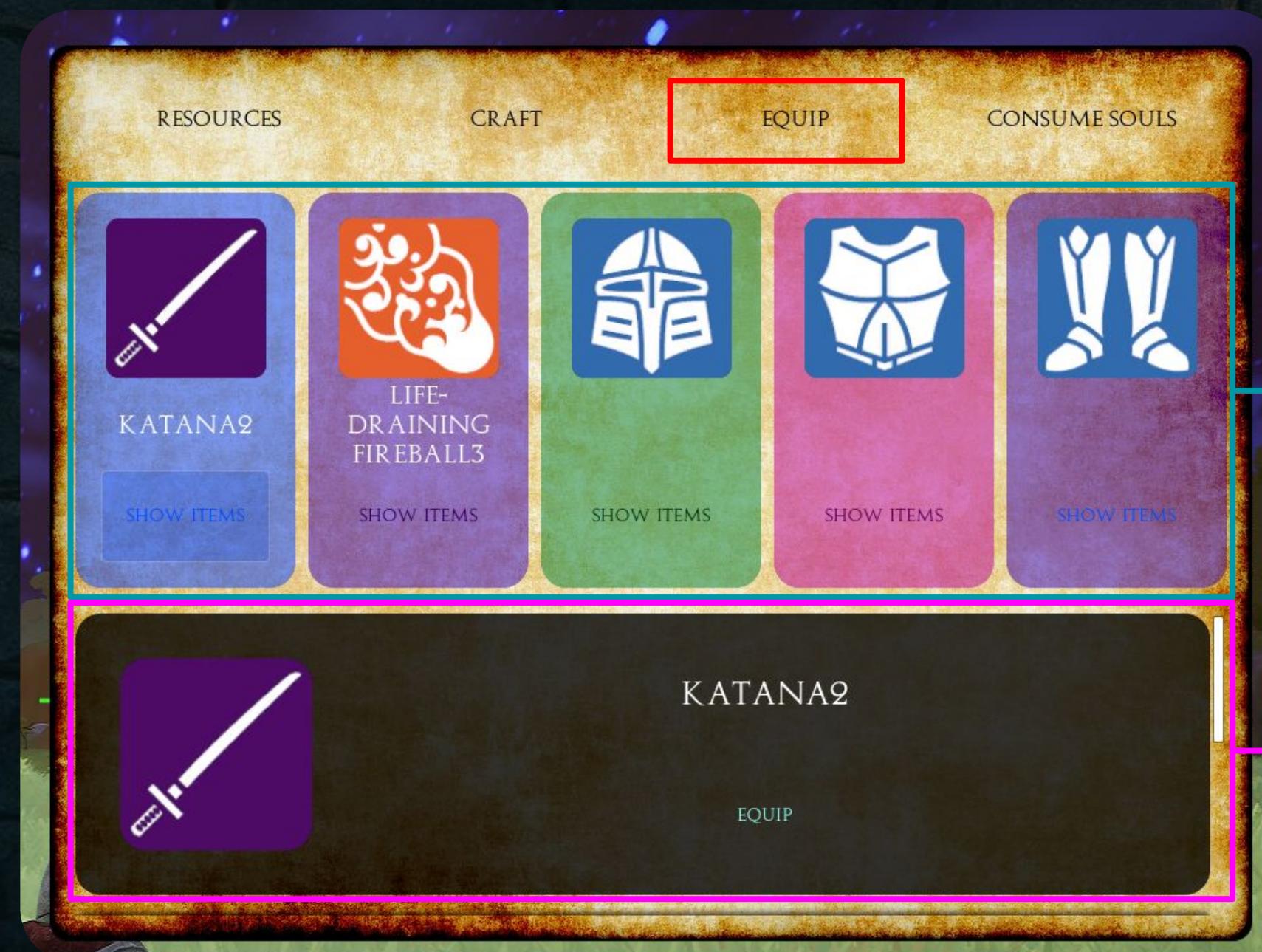


Craft Tab → Craft new weapons & armor

INVENTORY

Q

EQUIP



Slots

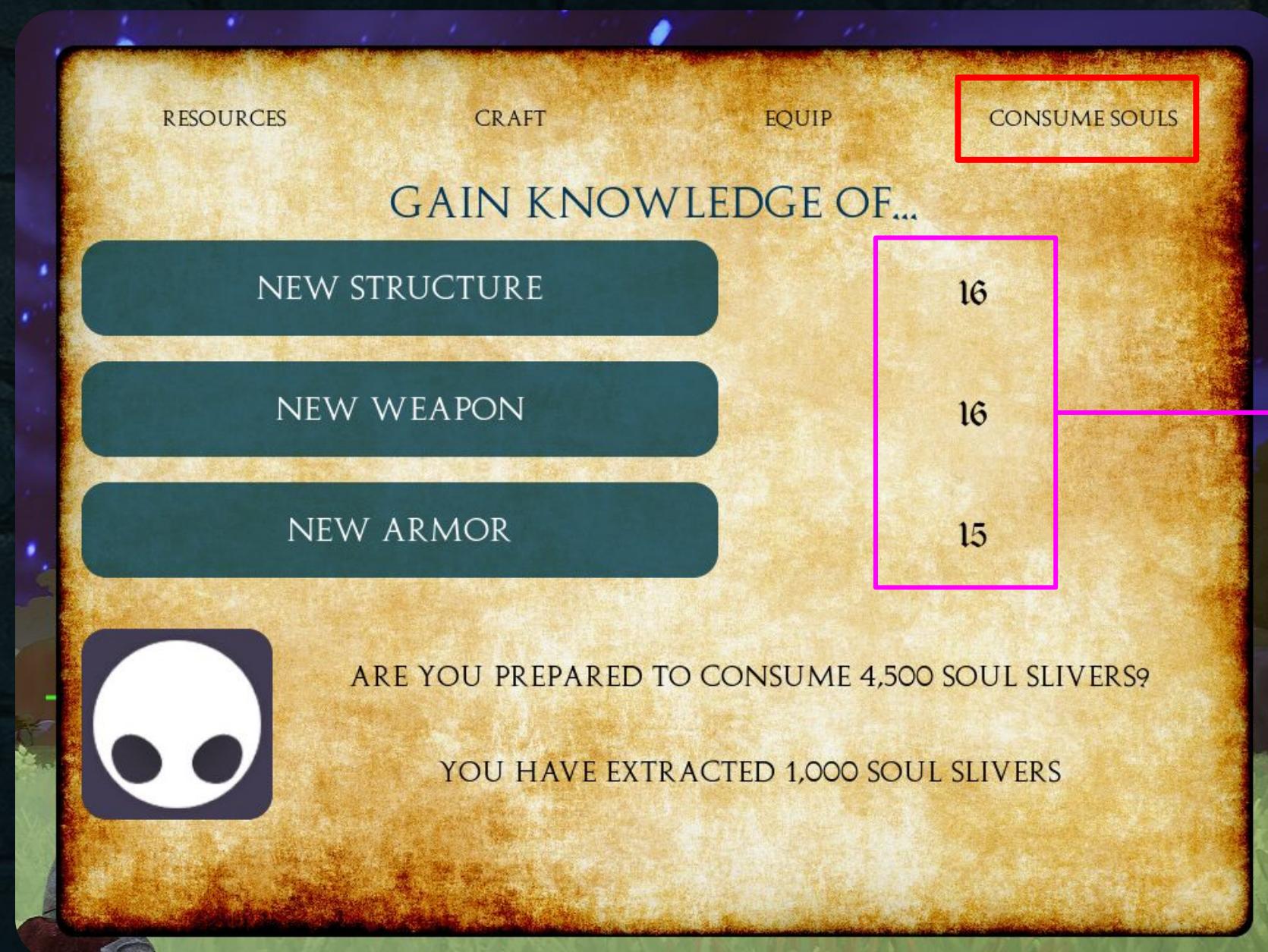
Available
Equipment

Equip Tab → Equip your owned weapons & armor

INVENTORY

Q

LEVEL UP



Level Up Tab → More enemies you kill, you gain “Soul slivers” & use them to unlock new Structure, Weapon & Armor Blueprints !

Current Level of each blueprint

BUILD MODE



- W A S D Move
- ↶ Switch Mode
- Q Inventory
- ↑ Run
- F Interact
- ESC Pause Menu
- Build Structure
- Toggle Structures



Marker to place structure

Structure, description & Build Cost



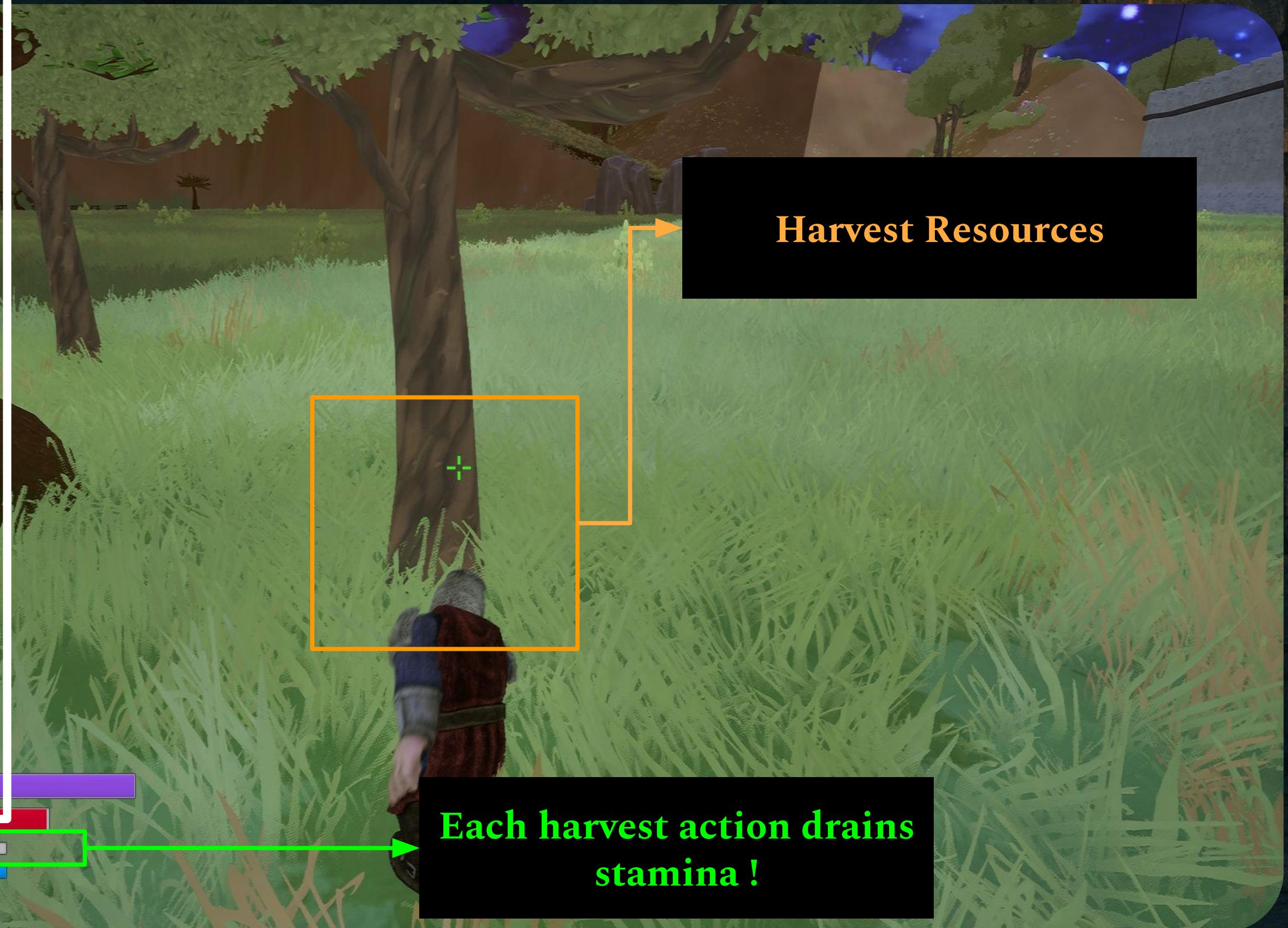
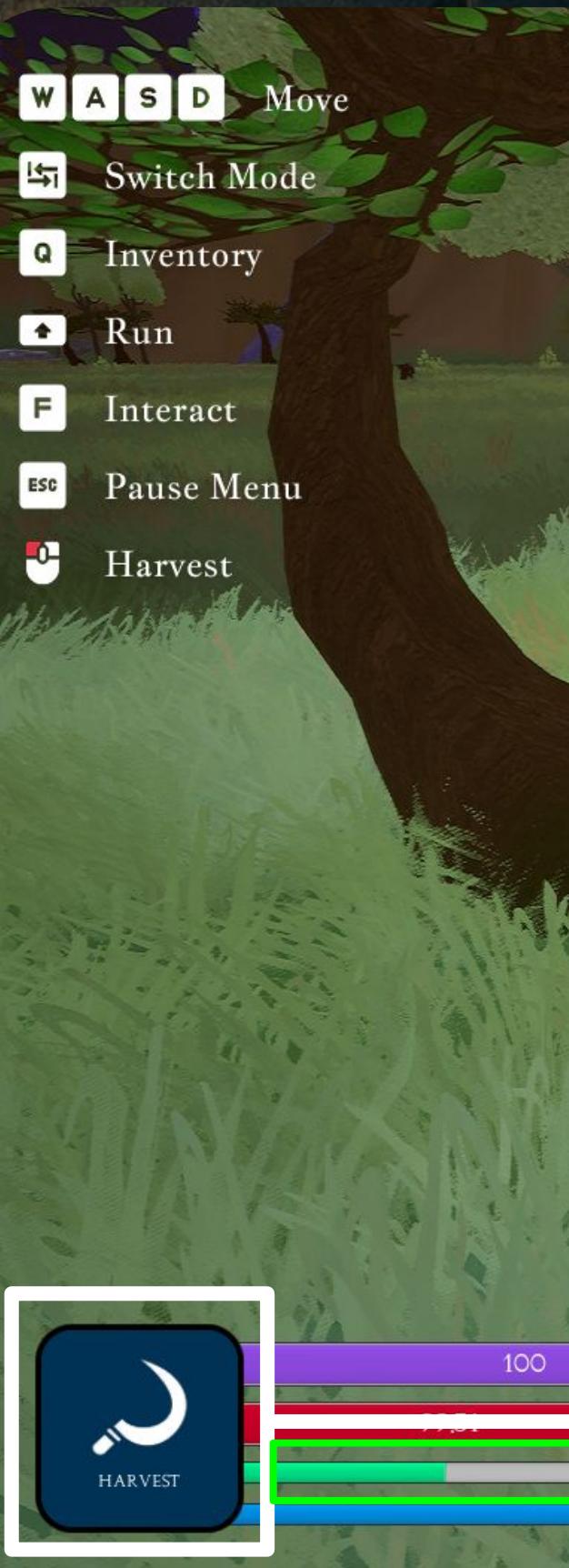
SOUL SEED

1

BASE

ACTS AS A RE邵WN POINT, CAN BE INTERACTED WITH TO RESTORE HEALTH & MAGIC, GREATLY INCREASES THE DEFENSE OF NEARBY STRUCTURES.

HARVEST MODE





ATTACK MODE



Crosshair for aiming attack

Each attack, roll or block
action drains stamina

REMOVE MODE



Remove structures from
the map

STRUCTURES



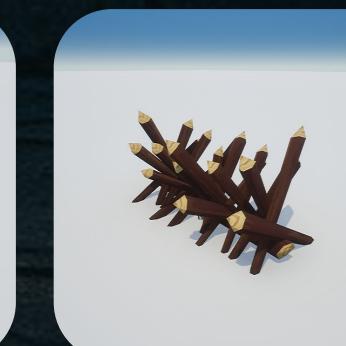
Harvesters → harvest nearby resources. Interact with them to collect resources from nearby harvesters



Attack → Deal different types of damage

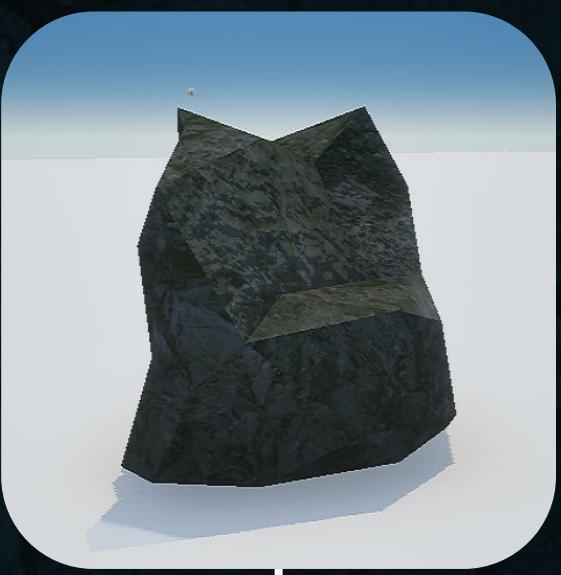


Utilities → They help to manage your resources, heal your structures & restore points



Defense → Act as walls and distract monsters away

BASIC RESOURCES



Explore the world & harvest these basic resources.
Every time you kill a monster, they each drop a
unique monster resource, so keep a lookout !

STRUCTURE TYPES 1

ATTACK STRUCTURES

ATTACK STRUCTURES ATTACK MONSTERS. IT COSTS STONE AND A RESOURCE FROM A COMMON AGGRESSIVE MONSTER TO SUMMON AN ATTACK STRUCTURE. ATTACK STRUCTURES STORE THE RESOURCES FROM DEFEATED MONSTERS, WHICH CAN BE COLLECTED USING THE INTERACT KEY WHEN NEAR AN ATTACK STRUCTURE.

TYPICAL ATTACK STRUCTURE:

- DAMAGE: MEDIUM
- RANGE: MEDIUM
- SPEED: MEDIUM
- INTEGRITY: MEDIUM
- SPECIAL: TBA

LONG RANGED ATTACK STRUCTURE:

- DAMAGE: HIGH
- RANGE: HIGH
- SPEED: LOW
- INTEGRITY: LOW
- SPECIAL: TBA

SHORT RANGED ATTACK STRUCTURE:

- DAMAGE: LOW
- RANGE: LOW
- SPEED: HIGH
- INTEGRITY: HIGH
- SPECIAL: TBA

AREA ATTACK STRUCTURE:

- DAMAGE: LOW
- RANGE: MEDIUM
- SPEED: LOW
- INTEGRITY: LOW
- SPECIAL: ATTACKS DAMAGE ENEMIES IN AN AREA OF EFFECT

HARVEST STRUCTURES

HARVEST STRUCTURES HARVEST NEARBY RESOURCES. USING THE INTERACT KEY CAN COLLECT RESOURCES FROM NEARBY HARVESTERS. IT COSTS WOOD AND A RESOURCE FROM A PEACEFUL SPIRIT TO BUILD A HARVESTER.

HARVESTERS INCLUDE WOOD HARVESTER, STONE HARVESTER, ORE HARVESTER, AETHER HARVESTER

DEFENSE STRUCTURES:

DEFENSE STRUCTURES HAVE HIGH HEALTH AND DEFENSE. THEY ARE IDEAL FOR BLOCKING MONSTERS FROM ATTACKING KEY AREAS. THEY TAKE NO ACTIVE ACTIONS. IT COSTS ORE AND A RESOURCE FROM AN INNOCENT MONSTER TO SUMMON A DEFENSE STRUCTURE.

DEFENSE STRUCTURES INCLUDE STRONG WALL AND WEAK WALL.

UTILITY STRUCTURES:

UTILITY STRUCTURES EACH PROVIDE A UNIQUE ABILITY. UTILITY STRUCTURES COST AETHER AND THE RESOURCE FROM A RARE AGGRESSIVE MONSTER.

STORAGE STRUCTURES COLLECT ALL RESOURCES FROM NEARBY STRUCTURES WITHIN A LARGE RANGE. THEY HAVE A MUCH HIGHER CAPACITY THAN OTHER STRUCTURES AND CAN PREVENT OVERFLOW. A PLAYER CAN PRESS THE INTERACT KEY WHEN NEAR A STORAGE STRUCTURE TO COLLECT ITS RESOURCES.

SENDING STRUCTURES SEND ALL RESOURCES FROM NEARBY STRUCTURES, WITHIN A SHORT RANGE, DIRECTLY TO YOUR WARRIOR. THIS PREVENTS YOU FROM HAVING TO REVISIT THE STRUCTURE. CONSIDER PLACING A SENDING STRUCTURE NEAR A STORAGE STRUCTURE (WHICH HAS LARGER RANGE).

REPAIR STRUCTURES INCREASE THE INTEGRITY OF DAMAGED STRUCTURES, BUT NEVER REPAIR THEM BEYOND THEIR MAXIMUM INTEGRITY. EACH REPAIR A REPAIR STRUCTURE MAKES DECREASES ITS OWN LIFE.

AREA REPAIR STRUCTURES INCREASE THE INTEGRITY OF DAMAGED STRUCTURES, BUT NEVER REPAIR THEM BEYOND THEIR MAXIMUM INTEGRITY. EACH REPAIR A REPAIR STRUCTURE MAKES DECREASES ITS OWN LIFE.

STRUCTURE TYPES 2

BASES

A BASE COSTS 1 SOUL SEED TO BUILD.

A BASE CANNOT BE BUILT WITHIN A LARGE DISTANCE FROM ANY OTHER BASES.

WHEN A PLAYER DIES, THEY RE邵AWN AT THE NEAREST BASE THEY BUILT.

A PLAYER WHO HITS THE INTERACT KEY WHEN CLOSE TO A BASE WILL REGAIN ALL HEALTH AND MAGIC.

A BASE GREATLY INCREASES THE DEFENSE OF ALL NEARBY STRUCTURES, SIGNIFICANTLY INCREASING THEIR ABILITY TO SURVIVE ATTACKS FROM MONSTERS.

RESOURCES

RESOURCE SOURCES

THERE ARE FOUR TYPES OF RESOURCE SOURCES IN THE WORLD CORRESPONDING TO THE 4 BASIC RESOURCES: WOOD, STONE, ORE, AND AETHER . YOU CAN COLLECT RESOURCES FROM A RESOURCE SOURCE BY HARVESTING OR PLACING A HARVEST STRUCTURE.

WOOD SOURCE

ONE OF THE TWO COMMON RESOURCES SOURCES THAT APPEAR ABUNDANTLY NEAR THE CASTLE. WOOD IS USED FOR SUMMONING HARVESTERS..

STONE SOURCE

ONE OF THE TWO COMMON RESOURCES SOURCES THAT APPEAR ABUNDANTLY NEAR THE CASTLE. STONE IS USED FOR SUMMONING ATTACK STRUCTURES.

ORE SOURCE

THE SECOND RAREST RESOURCE SOURCE. ORE IS USED FOR SUMMONING DEFENSE STRUCTURES AND CRAFTING MELEE WEAPONS

AETHER SOURCE

THE RAREST RESOURCE SOURCE. IT APPEARS FAR FROM THE CASTLE AND IS OFTEN WELL GUARDED BY DEFENSIVE MONSTERS. AETHER IS USED FOR SUMMONING UTILITY STRUCTURES AND CRAFTING MAGIC WEAPONS

MONSTER RESOURCES

EACH MONSTER, WHEN DEFEATED, WILL DROP SOME NUMBER OF SOUL SLIVERS AND A RESOURCE UNIQUE TO THAT MONSTER.

SOUL SLIVERS ARE USED TO INCREASE YOUR LEVEL.

THE UNIQUE RESOURCE A MONSTER DROPS IS REQUIRED TO SUMMON OR CRAFT AT LEAST ONE SPECIFIC STRUCTURE OR EQUIPMENT

SCALING COSTS

THE COST TO SUMMON A STRUCTURE OR CRAFT A PIECE OF EQUIPMENT SCALES BASED ON THE NUMBER SUMMONED OR CRAFTED SINCE THE LAST LARGE WAVE. AT THE BEGINNING OF THE NEXT LARGE WAVE, THE COST TO SUMMON A STRUCTURE OR CRAFT A PIECE OF EQUIPMENT WILL BE RESET.

MONSTER ABILITIES 1

TARGETING

EVERY MONSTER HAS A UNIQUE SET OF ORDERED PREFERENCES THAT IT WILL NAVIGATE TO, THE LAST NAVIGATION PREFERENCE FOR AGGRESSIVE AND PEACEFUL MONSTER IS THE CASTLE. EACH MONSTER HAS A SEPARATE SET OF THINGS IT WILL ATTACK. FOR INSTANCE, THE BANDIT WILL NAVIGATE TO RESOURCE HARVESTERS AND STORAGES. IT WILL ONLY ATTACK A WARRIOR IF THEY GET IN THE BANDIT'S WAY, THE BANDIT WILL NOT SEEK THE WARRIOR OUT.

A MONSTER WILL NAVIGATE TO THE CLOSEST TARGET OF THE TYPE OF HIGHEST PRIORITY IN IT'S NAVIGATION PREFERENCES. IF IT CANNOT SEE ANY WITHIN IT'S VISION RANGE, AGGRESSIVE AND PEACEFUL MONSTERS WILL NAVIGATE TOWARDS THE CASTLE, WHILE DEFENSIVE AND INNOCENT MONSTERS WILL PATROL.

A MONSTER WILL ATTACK A TARGET WITHIN ITS ATTACK RANGE. IF MULTIPLE TARGETS ARE WITHIN A MONSTER'S ATTACK RANGE, IT WILL ATTACK THE TARGET OF HIGHEST PRIORITY IN IT'S ORDERED SET OF ATTACK PREFERENCES. ONCE A MONSTER HAS DETERMINED A TARGET, IT WILL NOT CHANGE TARGETS UNTIL THE TARGET HAS LEFT IT'S ATTACK RANGE OR IS DESTROYED.

NAVIGATING

MONSTERS WILL FIND THE MOST EFFICIENT PATH TOWARDS THEIR TARGET. WHEN POSSIBLE, THEY WILL AVOID ANY PATHS THAT CONTAIN STRUCTURES OR RESOURCE SOURCES. IF A STRUCTURE OR RESOURCE SOURCE IS IN THE MONSTER'S PATH, THE MONSTER WILL ATTACK THE STRUCTURE OR RESOURCE WHEN IT IS FIRST WITHIN RANGE. FOR INSTANCE, MONSTERS ARE SMART AND WILL ATTACK A STRUCTURE THAT WILL BE IN ITS PATH AND WILL NOT SIMPLY RUN INTO THE STRUCTURE.

ATTACKING

WHEN ATTACKING A TARGET, A MONSTER WILL ALTERNATE BETWEEN MAKING ATTACKS AND BLOCKING. SOME MONSTERS CAN PARRY THE PLAYER'S ATTACKS WITH A PERFECTLY TIMED BLOCK. EACH MONSTER WILL EITHER MAKE MELEE ATTACKS, TARGETED RANGED ATTACKS, OR AREA RANGED ATTACKS.

PATROLLING

SOME MONSTERS PATROL. THEY HAVE A CERTAIN AREA THAT THEY PATROL WITHIN. WHEN PATROLLING AND WITHIN IT'S PATROL AREA, THE MONSTER WILL CHOOSE SOMEWHERE WITHIN THEIR PATROL AREA TO NAVIGATE TO. IF A MONSTER BEGINS TO PATROL WHEN NOT WITHIN ITS PATROL AREA, SUCH AS AFTER CHASING OR FLEEING, THE MONSTER WILL NAVIGATE BACK INTO ITS PATROL AREA.

CHASING

SOME MONSTERS WILL CHASE THE PLAYER IF ATTACKED.. THE MONSTER WILL CHASE THE PLAYER UNTIL THE PLAYER IS OUT OF THE MONSTER'S VISION RANGE AND THE LENGTH OF THE CHASE HAS EXCEEDED THE MONSTER'S FOCUS TIME, OR ANOTHER TARGET ENTERS THE MONSTER'S ATTACK RANGE.

FLEEING

SOME MONSTERS WILL FLEE FROM THE PLAYER IF ATTACKED. THE MONSTER WILL RUN AWAY FROM THE PLAYER UNTIL THE PLAYER IS OUT OF THE MONSTER'S VISION RANGE AND THE LENGTH OF FLEEING HAS EXCEEDED THE MONSTER'S FOCUS TIME.

ALERTING

SOME MONSTERS WILL MAKE AN ALERT EITHER WHEN THEY ARE DAMAGED OR WHEN THEY DIE. THIS ALERT CAUSES NEARBY MONSTERS THAT CAN CHASE TO CHASE THE PLAYER AND MONSTERS THAT CAN FLEE TO FLEE THE PLAYER.

MONSTER ABILITIES 2

SUMMONING

SOME MONSTERS WILL SUMMON OTHER MONSTERS. THIS IS A POWERFUL ABILITY THAT CAN MAKE THE MONSTER HIGHLY DANGEROUS.. MAKE SURE TO DEFEAT THEM BEFORE THEY SUMMON TOO LARGE OF AN ARMY.

SPAWNING

IMMOBILE SPAWNERS SPAWN MORE MONSTERS OF SPECIFIC TYPES.

RESPAWNING

SOME MONSTERS WILL RESPAWN A CERTAIN AMOUNT OF TIME AFTER BEING DEFEATED. THIS IS COMMON IN INNOCENT MONSTERS AND DEFENSIVE MONSTERS.

RESTORING

SOME MONSTERS WILL RESTORE A RESOURCE. THIS CAUSES THE RESOURCE TO REGAIN ALL INTEGRITY AND HARVEST OPPORTUNITIES.

HEALING

SOME MONSTERS WILL SEARCH FOR THE MOST DAMAGED MONSTER THEY CAN SEE AND HEAL THEM. THIS CAUSES THE MONSTER TO REGAIN HEALTH.

MONSTER TYPES 1

SUMMARY

THERE ARE 5 SUPERTYPES OF MONSTERS, DEFENSIVE MONSTERS, INNOCENT MONSTERS, SPAWNERS, AGGRESSIVE MONSTERS, AND PEACEFUL MONSTERS,. NOTE THAT THE FOLLOWING IS ONLY A BRIEF SUMMARY OF EACH MONSTER. THEIR INTERNAL WORKINGS ARE COMPLEX ENOUGH THAT WE HAVE CHOSEN TO STATE ONLY A FRACTION TO AVOID OVERWHELMING PLAYERS.

DEFENSIVE MONSTERS

DEFENSIVE MONSTERS WILL PATROL AN AREA. THEY OFTEN PATROL SOURCES OF ORE OR AETHER. DEFENSIVE MONSTERS RESPAWN AFTER A CERTAIN DURATION AFTER BEING DEFEATED.

STRONG DEFENDERS HAVE HIGH HEALTH AND FIGHT IN MELEE.

CRAFT DEFENDERS HAVE LOWER HEALTH, HIGHER SPEED, AND MAKE RANGED ATTACKS.

INNOCENT MONSTERS

INNOCENT MONSTERS NEVER ATTACK AND WILL FLEE WHEN ATTACKED BY A PLAYER. INNOCENT MONSTERS RESPAWN AFTER A CERTAIN DURATION AFTER BEING SLAUGHTERED.

LARGE INNOCENT MONSTERS MOVE SLOWLY, HAVE HIGH HEALTH, AND MAKE AN ALERT WHEN KILLED.

SMALL INNOCENT MONSTERS MOVE QUICKLY, HAVE LOW HEALTH, AND MAKE AN ALERT WHEN DAMAGED.

SPAWNERS

THERE ARE FOUR TYPES OF SPAWNERS, WOOD SPIRIT SPAWNERS, STONE SPIRIT SPAWNERS, ORE SPIRIT SPAWNERS, AND AETHER SPIRIT SPAWNERS. EACH SPAWNER SPAWNS SPIRITS OF IT'S ASSOCIATED TYPE OVER TIME. DESTROYING THEM DECREASES THE NUMBER OF SPIRITS SPAWNED IN THE WORLD. WHEN A GUARDIAN IS SPAWNED (SPAWN IS NOT CAUSED BY A SPAWNER), IT WILL APPEAR AT A RANDOM SPAWNER OF IT'S TYPE. BEWARE, MONSTERS MAY TAKE IMMEDIATE VENGEANCE IF YOU DESTROY A SPAWNER.

MONSTER TYPES 2

AGGRESSIVE MONSTERS

AGGRESSIVE MONSTERS ARE MOST COMMON. THEY HAVE CERTAIN TARGETS THEY WILL ATTACK. WHEN NONE ARE IN RANGE, THEY NAVIGATE TO AND ATTACK THE CASTLE.

TYPICAL MONSTER: THE MOST COMMON MELEE MONSTER

RANGED MONSTERS THE MOST COMMON RANGED MONSTER

BANDIT: SPAWNS MORE COMMONLY WHEN MORE RESOURCES ARE STORED IN STRUCTURES. PRIORITIZES ATTACKING HARVESTERS AND RESOURCES STORAGES. MOVES FAST AND HAS A FAST ATTACK SPEED.

HUNTER: HUNTERS SPAWN MORE COMMONLY WHEN RANGED MONSTERS HAVE BEEN DESTROYED SINCE THE LAST LARGE WAVE.. PRIORITIZES ATTACKING PLAYERS. THEY HAVE LONG RANGE, HIGH DAMAGE, BUT VERY SLOW ATTACK SPEED. IF YOU CAN'T SEE WHAT IS ATTACKING YOU, GOOD CHANCE A HUNTER HAS FOUND YOU.

GUARDIANS: GUARDIANS INCLUDE WOOD GUARDIANS, STONE GUARDIANS, ORE GUARDIANS, AND AETHER GUARDIANS. GUARDIANS SPAWN MORE COMMONLY WHEN MORE RESOURCE SOURCES OF THEIR ASSOCIATED TYPE HAVE BEEN DESTROYED SINCE THE LAST LARGE WAVE. THEY WILL APPEAR NEAR A RESOURCE SPAWNER OF THEIR ASSOCIATED TYPE IF IT EXISTS, OR THE NORMAL SPAWN ZONE. THEY FIGHT IN MELEE RANGE, HAVE HIGH HEALTH AND DAMAGE. THEY SPAWN RESOURCES OF THEIR TYPE WHEN DESTROYED.

ANGERS: ANGERS INCLUDE WOOD ANGER, STONE ANGER, ORE ANGER, AND AETHER ANGER. ANGERS SPAWN WHEN MORE SPIRITS OF THEIR ASSOCIATED TYPE HAVE BEEN DESTROYED. MOVE QUICKLY, MAKE A SINGLE MASSIVE ATTACK DEALING LARGE DAMAGE IN A LARGE AREA, THEN DIE.

NECROMANCERS: THERE ARE A VARIETY OF NECROMANCERS. A NECROMANCER OF A CERTAIN TYPE IS MORE LIKELY TO SPAWN WHEN MORE MONSTERS OF THAT TYPE HAVE BEEN DESTROYED. NECROMANCERS HAVE HIGH HEALTH AND A SLOW SPEED. THEY CONTINUALLY SUMMON MONSTERS OF THEIR TYPE. TAKE THEM OUT FAST BEFORE THEY CAN BUILD AN ARMY.

PEACEFUL MONSTERS PRIMARILY DO NOT ATTACK PLAYERS OR STRUCTURES.

PEACEFUL MONSTERS NAVIGATE DIRECTLY TO THE CASTLE, THEY WILL NOT ATTACK ANYTHING ELSE UNLESS IT IS IN THEIR WAY.

GOLEM: SPAWNS MORE COMMONLY WHEN MORE STRUCTURES ARE IN THE WORLD. HAS VERY HIGH HEALTH AND DEFENSE. MOVES SLOWLY. HAS HIGH DAMAGE. A GOLEM CAN TAKE GREAT EFFORT TO DESTROY.

SPIRITS: SPIRITS INCLUDE WOOD SPIRITS, STONE SPIRITS, ORE SPIRITS, AND AETHER SPIRITS. SPIRITS SPAWN MORE COMMONLY WHEN LESS RESOURCE SOURCES OF THEIR ASSOCIATED TYPE HAVE BEEN DESTROYED SINCE THE LAST LARGE WVE. SPIRITS WILL SEARCH FOR A RESOURCE OF THEIR TYPE THAT HAS BEEN HARVESTED OR DAMAGED AND WILL RESTORE IT. SPIRITS WILL ATTACK A STRUCTURE THEY SEE. IF SPIRITS DO NOT SEE A STRUCTURE OR A DAMAGED RESOURCE, THEY WILL ATTACK THE CASTLE. AFTER RESTORING A RESOURCE OR ATTACKING, THE SPIRIT WILL DIE. THE SPIRIT WILL SUMMON A RESOURCE AFTER DYING, UNLESS IT ATTACKED THE CASTLE.

HEALERS SPAWN MORE FREQUENTLY WHEN MORE DAMAGE HAS BEEN DEALT TO MONSTERS. THEY MOVE TO THE MOST DAMAGED MONSTER THEY CANS SEE AND HEAL THEM.

AREA HEALERS SPAWN MORE FREQUENTLY WHEN MORE HEALERS HAVE BEEN KILLED. THEY MOVE TO THE MOST DAMAGED MONSTER THEY CAN SEE AND THEN HEAL ALL NEARBY MONSTERS.

WAVES AND MONSTER SPAWNING

SUMMARY

MONSTERS SPAWN IN THREE WAYS.

MONSTERS ARE SPAWNED IN WAVES.

NECROMANCERS CAN SUMMON MONSTERS OF A CERTAIN TYPE.

SPIRIT SPAWNERS CAN SPAWN SPIRITS OF A CERTAIN TYPE.

WAVES

THERE ARE THREE TYPES OF WAVES: SMALL WAVES, LARGE WAVES, AND BOSS WAVES

THERE ARE FREQUENT SMALL WAVES. IN EACH SMALL WAVE, A SMALL NUMBER OF MONSTERS IS SPAWNED.

LARGE WAVES OCCUR RARELY. A LARGE NUMBER OF MONSTERS SPAWNS. AFTER A LARGE WAVE, COSTS FOR BUILDING AND CRAFTING ARE RESET TO BASE.

BOSS WAVES OCCUR VERY RARELY. A MASSIVE ARMY OF MONSTERS SPAWNS. IT WILL TAKE EVERYTHING YOU HAVE TO DEFEND THE CASTLE.

WAVE SPAWNING

MOST MONSTERS SPAWN IN THE SPAWN ZONE DURING A WAVE. THE SPAWN ZONE IS A REGION OF THE WORLD PAINTED RED BY THE ANGER OF THE MONSTERS. THE PLAYER IS UNABLE TO ENTER OR BUILD IN THE SPAWN ZONE. MOST MONSTERS SPAWN IN THE SPAWN ZONE; THOUGH SOME MONSTERS, LIKE GUARDIANS, USUALLY DO NOT. RIGHT BEFORE A LARGE WAVE, THE SPAWN ZONE MOVES FARTHER FROM THE CASTLE. THIS OPENS UP MORE OF THE WORLD TO THE PLAYER.

DAMAGE

SUMMARY

THERE ARE 4 MAIN DAMAGE TYPES: MELEE, TARGETED MAGIC, AREA MAGIC, AND PURE.

MELEE, TARGETED MAGIC, AND AREA MAGIC ARE DEALT BY CORRESPONDING ATTACKS.

PURE DAMAGE IS USUALLY DEALT BY SELF-SACRIFICING ABILITIES, SUCH AS TAKING DAMAGE TO HEAL ANOTHER ENTITY. THERE IS NO WAY TO NEGATE OR REDUCE PURE DAMAGE.

MONSTERS, STRUCTURES, THE CASTLE, AND ARMOR HAVE DIFFERENT AMOUNTS OF DEFENSE AGAINST DIFFERENT TYPES OF DAMAGE.

WHEN A TARGET IS ATTACKED, IT TAKES DAMAGE OF A CERTAIN TYPE. THE TARGET'S DEFENSE IS REDUCED FOR THIS SINGLE ATTACK BY THE ATTACK'S PRECISION (NEVER TO LESS THAN 0). THEN THE DAMAGE IS DECREASED BY THE TARGET'S DEFENSE.

STATUS PRESSURE AND STATUS EFFECTS

SUMMARY

SOME STATUS EFFECTS (USUALLY POSITIVE) WILL BE APPLIED TO YOU WHILE YOU HAVE CERTAIN EQUIPMENT EQUIPPED.

SOME ATTACKS FROM PLAYER WEAPONS, STRUCTURES, AND MONSTERS WILL CAUSE A BUILD UP OF STATUS PRESSURE IN THEIR TARGET.

STATUS PRESSURE

EACH ENTITY HAS A MAXIMUM AMOUNT OF STATUS PRESSURE IT CAN RECEIVE. WHEN THE ENTITY RECEIVES STATUS PRESSURE OF A CERTAIN TYPE, IT ACCUMULATES, EVEN BETWEEN SOURCES. ONCE AN ENTITY'S STATUS PRESSURE OF A CERTAIN TYPE REACHES THE ENTITY'S MAXIMUM STATUS PRESSURE, THE ENTITY RECEIVES A STATUS. THE ENTITY'S STATUS PRESSURE OF THAT TYPE DECREASES OVER TIME, AND ONCE IT REACHES 0, THE STATUS EFFECT GOES AWAY. AN ENTITY CAN HAVE ANY NUMBER OF DIFFERENT STATUSES FROM STATUS PRESSURE, BUT CAN NEVER HAVE MORE THAN ONE OF ANY TYPE. A STRONGER ATTACK MIGHT CAUSE A BUILD UP OF MORE STATUS PRESSURE, BUT THE STATUS EFFECT EVENTUALLY APPLIED WILL BE THE SAME FROM ANY SOURCE.

DANGEROUS STATUSES

THERE ARE A LARGE NUMBER OF STATUS EFFECTS IN THE GAME, BUT 3 ARE MOST DANGEROUS: BLEEDING, EXPOSED, AND VULNERABLE. THESE STATUSES HAVE EFFECT ON DAMAGE OF A CERTAIN TYPE, FOR EXAMPLE, MAGIC BLEEDING OR MAGIC EXPOSED, NEVER SIMPLY EXPOSED.

BLEEDING CAUSES A TARGET TO TAKE DAMAGE OF A CERTAIN TYPE OVER TIME, ACCORDING TO ITS MAXIMUM LIFE OR INTEGRITY.

EXPOSED CAUSES A TARGET TO TAKE +100% DAMAGE FROM A CERTAIN TYPE

VULNERABLE CAUSES A TARGET'S DEFENSE TO HAVE NO EFFECT ON A CERTAIN TYPE OF DAMAGE.

COMBINATIONS CAN BE POWERFUL. FOR EXAMPLE, CAUSING BLEEDING IN