

Controls

Overworld Controls

W: Move Up
A: Move Left
S: Move Down
D: Move Right
Q: Open Menu
Z: Open Shop

Combat Controls

Z: attack with Hero (top)
X: attack with King (middle)
C: attack with Princess (bottom)
Mouse Click on Element in Status Bar: Cycles to the next element/changes element
Mouse Click on Enemy: Focus attack on that one Unit
If you lose combat: click the button of your choice

Shop Controls

Z: Go forward in menu
X: Go backward/exit menu

Menu Controls

Q: Exit Menu

Elements

Elements do differentiating damage on different elements the main damage for the main five go as below:

Same → Normal damage
Very Strong Against → Twice (2.0) damage
Strong Against → Half More (1.5) damage

Weak Against → Half Weak (0.75) damage

Very Weak Against → Half (0.5) damage

Against Vile/Holy → Normal (1.0) damage

There are Special Cases with the Vile and Holy elements where the damage calculations go as follows

Against Normal Five (e.g. Fire) → Normal (1.0) Damage

Against Opposing Element (Vile \leftrightarrow Holy) → Quadruple (4.0) Damage

Same → Immune (0.0)

There is a JPEG in the folder with how the weaknesses go for each element.