

## Controls

### Overworld Controls

W: Move Up

A: Move Left

S: Move Down

D: Move Right

Q: Open Menu

### Combat Controls

Click the buttons they will do the action that is said on said button.

When a battle is won you will have to press space to return to the overworld.

### 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 ↔ Holy) → Quadruple (4.0) Damage

Same → Immune (0.0)

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