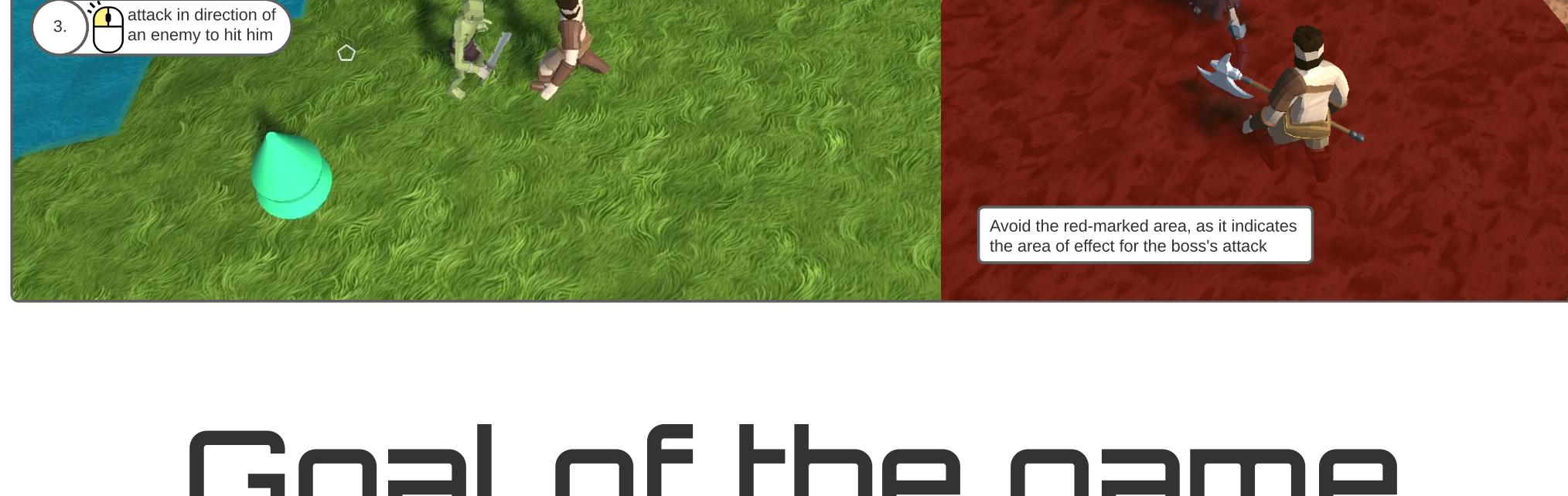
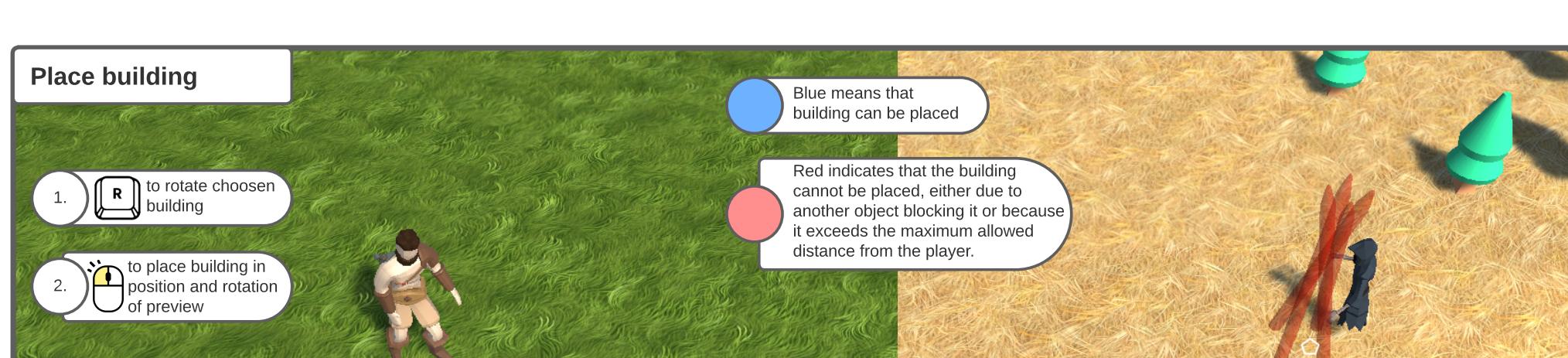
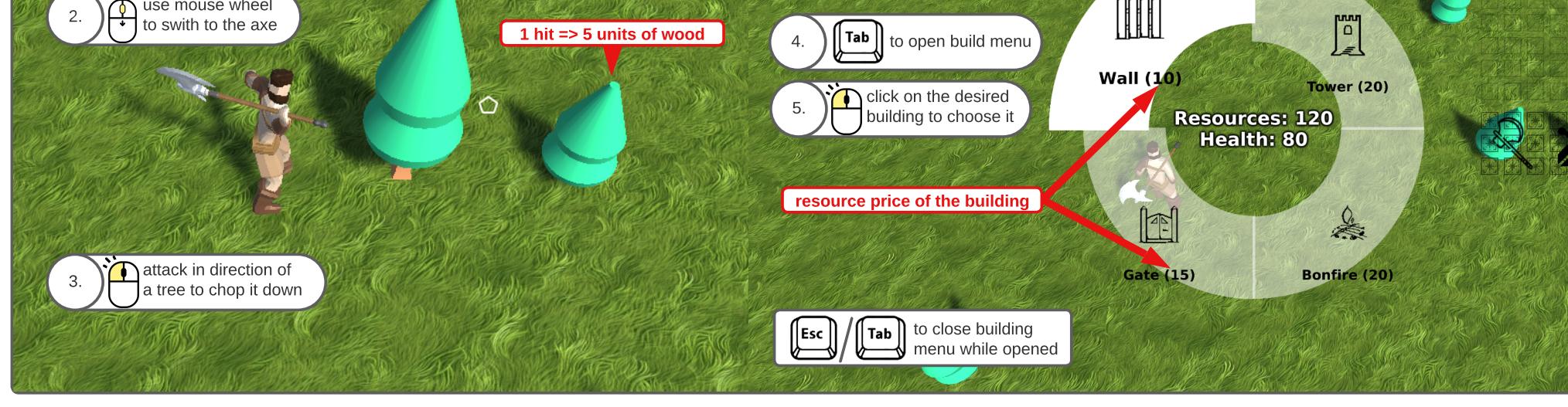
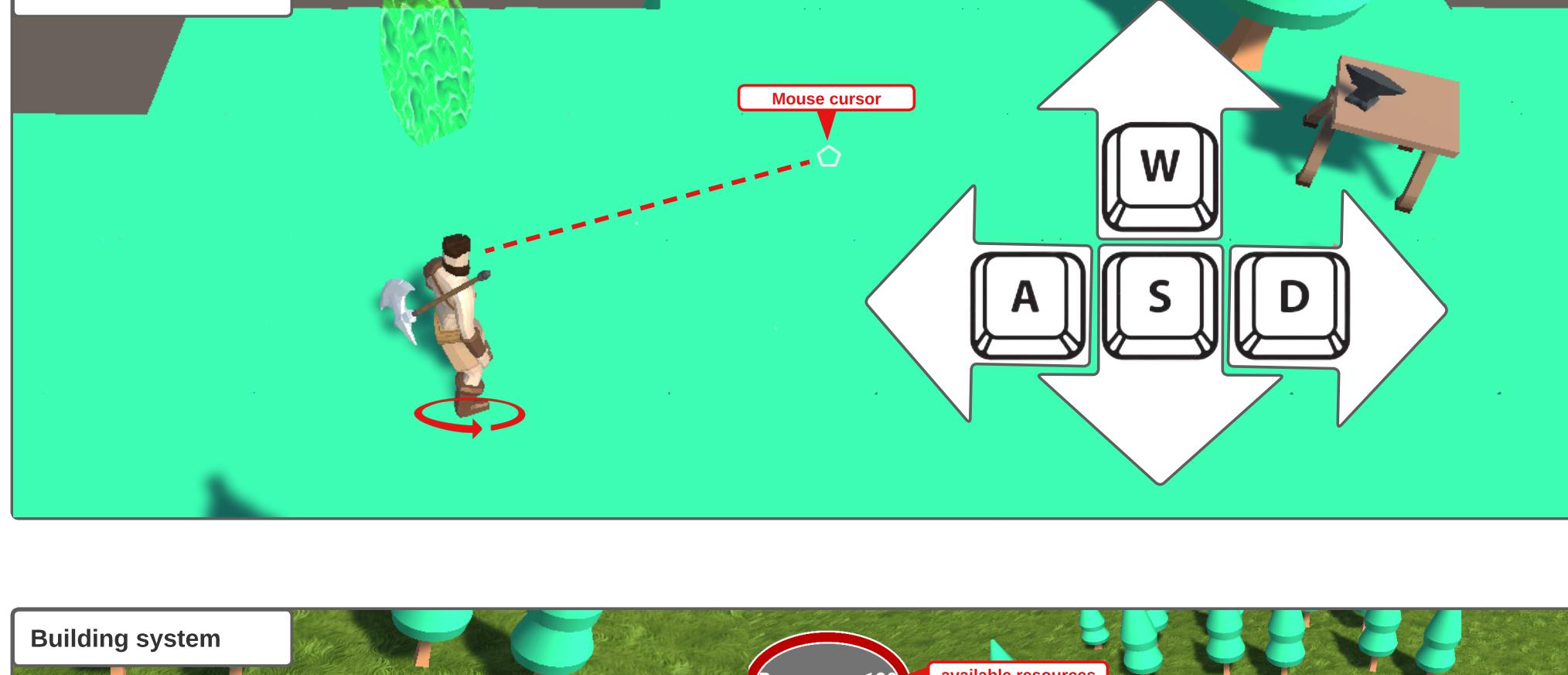
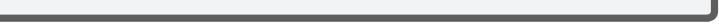


Controls

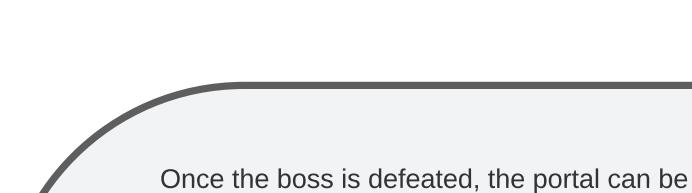


Goal of the game

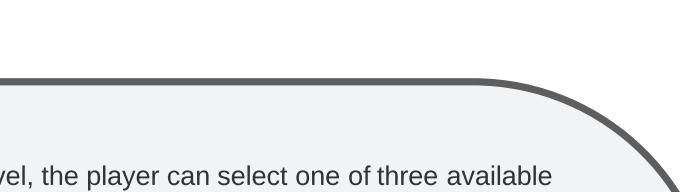
Enter the procedurally generated level via the portal located in the central area. This portal serves as the access point for all levels. Each time the player defeats the boss in a level and successfully returns to the central area through the portal, the level is considered complete. Upon reentering the portal, the player will be taken to the next level in the sequence, following the most recently completed level. The goal of this game is to complete all the levels.



Defeat the level's boss. To locate the boss, you can build a bonfire, as the smoke will always point in the boss's direction. Additionally, the dark stone of the bonfire consistently points toward the portal. After defeating the boss, be sure to collect the dropped item, which can be used to craft weapons in the central area. Once the boss has been defeated, charge the portal to return to the central area.



Once the boss is defeated, the portal can be charged. The player needs to stand within the circle surrounding the portal to charge it. However, if an enemy enters the circle, the portal will slowly lose its charge. It's essential to prepare to defend the portal by constructing walls and towers around it. When the portal is 100% charged, player can return to the central area.



Upon completing each level, the player can select one of three available perks to upgrade at the workbench. Additionally, materials dropped by bosses can be transformed into weapons or functional items at the workbench. When the player is prepared for the next level, he can access it using the same portal located in the central area.

