1. a) Survival in the world of Beyond The Veil relies on constant exploration of your environment, both to survive, and to carry out the Necromancer’s commands. Select the Explore action to find a new destination to exploit.
   1. Characters can discover new regions and travel to existing ones by using the map. The map shows all visited and reachable regions, and is always centred on your camp- the gate.
   2. Travelling to regions requires grit, shown below the region name. Remember that returning to the gate never requires grit, so you do not need to worry about using up your grit to return home.
2. Your health bar shows your remaining health, as well as any conditions you are affected by. When it reaches zero, the current character dies. If that character is the Wanderer, then it’s game over.
   1. Your armour bar shows your current armour protection level. Each piece of armour decreases incoming damage by 5%.
   2. Combat requires focus and keen reflexes. Dealing damage to enemies builds up your adrenaline, which can be used to dash quickly or activate unlocked skills.
   3. This bar shows the remaining ammunition in your weapon. When the magazine is empty, you must reload. Weapons in Beyond The Veil are magical and can recharge ammunition, so you do not need to worry about running out.
   4. You can consume compass charges to find hidden resources, enemies, and other locations of interest. The compass will show the direction of nearby points of interest.
3. When facing an enemy, their attributes will show at the top of the screen. This shows their health and armour, as well as a meter that measures your current accuracy. Continuous fire will decrease your accuracy, so fire in short bursts for high accuracy.
4. If you have fully explored a region, or you need to escape an overpowering encounter, you can leave by travelling to the ring around the region’s edge.
5. Characters have 4 attributes- 2 Physical, and 2 Mental:
   1. Fettle- Increases your maximum health in combat.

Grit- Determines how far you can travel on the map, as well as movement speed in combat.

* 1. Focus- Increases your total compass charges, and your adrenaline recharge rate.

Will- Can be used to restore other attributes, and reduces the cooldown of your skills.

* 1. Attributes can be restored in a number of ways. The simplest two methods are by Sleeping, and by Meditating. Sleeping restores your Fettle and Grit, whilst Meditating restores your Focus and Will. Keeping the fire lit at camp will also restore Fettle and Grit whilst your characters remain there.
  2. Your Hunger and Thirst will decrease over time, eventually killing you if allowed to fully deplete. Eat food and drink water to stave them off. Hot weather will cause you to dehydrate, whilst Cold weather increases your Hunger.

1. Your progress is saved automatically at the dawn of every day. If a character starves, dehydrates, or loses all their health in combat, they will die. If the Wanderer dies, it is game over, and you must either reload at the dawn of the last day, or start a new game. The day can be restarted at any time from the pause menu.
2. The resources you find in the world can be used to craft a variety of different items. As you find resources, recipes will be unlocked that can make your journey through the world easier.
3. Regions can be claimed using a resource called Radiance. Radiance is created using Salt, in turn dropped by killing human enemies. When a Region is claimed it will generate food, water, or resources every day. These resources are automatically added to your inventory and do not need to be claimed manually.
4. Some areas contain shrines where you can show your devotion to the gods. To do so you can accept Rites, each of which have different requirements to complete. When the requirements are met, you must partake in a final trial, the outcome of which will either provide you with a blessing or a curse.
5. Using your weapons slowly drains them of power, reducing their effectiveness. By channelling the essence you receive from killing Nightmares, you can restore the power of your weapons. Higher quality weapons can contain greater levels of power, making them more effective in combat.
6. Weapons can also be passively enhanced using inscriptions. Inscribing requires essence, and only a weapon can have only one inscription. Bear in mind, inscriptions can only be written over, not removed, so when they are used, they are gone for good.
7. There are 5 different weapon types available to use: SMGs, LMGs, Rifles, Pistols, and Shotguns. Each weapon type has 3 subclasses, each of which having different firing behaviours. Try out new weapons to find one that suits your playstyle.
8. Armour can be equipped to reduce incoming damage. However as armour takes damage, its effectiveness diminishes. Eventually armour will break, requiring you to craft more. Remember, higher level armour can absorb more damage, but will also break faster.
9. Accessories are small trinkets that can further modify the power of your weapon, either by increasing the chance of inflicting conditions, or by increasing the stats of your weapons. Only one accessory can be equipped at a time.
10. Weapons can also trigger a number of conditions; Burn, Decay, and Sickness. Burning causes a small amount of health damage over time, and is triggered whenever you step in fire. Decay causes damage directly to armour, thereby increasing the damage your shots can deal to enemies. Sickness stacks over time, and upon reaching a certain level, causes a large amount of direct damage.
11. Skills can have a large impact on how a battle plays out. There are 4 skill slots available during combat, 2 related to the character’s class, and 2 related to their current weapon. Character skills are unlocked over time, whilst weapon skills are unlocked by using the different weapon types.
12. The cost of a skill is shown above its name. Activating any skill will reset the cooldown period of all your skills, regardless of their cost.