1. Exploration is the key to survival in Beyond The Veil. By exploring you can discover numerous regions, each with their own obstacles.
   1. All Temple regions must be visited and cleansed before the Gate will open, and allow you to travel into The Veil.
   2. Progress must be saved manually. Be warned- Beyond the Veil uses only a single save slot.
2. The Map allows you to discover and revisit regions. The grit required to travel to a region is shown below it's name. Returning to the gate is always free.
3. Your compass reveals interesting points on the map. Each use of the compass consumes 1 focus.
4. Meditating consumes Will to restore other attributes. It can be done at any time, and is a good way to avoid returning to the gate to recover.
   1. Meditate by pressing [I] to open the inventory and navigate to the Meditate tab.
5. When a characters health reaches zero in combat, they die. If the Wanderer dies, your journey is over.
   1. Your armour bar shows the amount of damage your armour can absorb.
   2. Adrenaline is gained by dealing damage to enemies. It can be used to dash or activate skills.
   3. This bar shows the remaining ammunition in your weapon. Although weapons have infinite ammunition, you still need to reload at the end of a clip.
6. Enemy health and armour is shown at the top of the screen. Enemy difficulty increases as time goes on, but so does the quality of their loot.
   1. Your current accuracy is also shown at the top of the screen. Continuous fire decreases your accuracy, so fire in short bursts for maximum effectiveness.
   2. Other than the basic damage dealt by weapons, there are 3 types of alternate damage. Shatter depletes armour. Fire causes damage over time. Void stacks to a critical level, and deals massive damage.
7. Human enemies have a chance to drop Salt. Unlike other loot, Salt will automatically be collected when you are near to it.
   1. Salt can be used to craft Radiance. Radiance can be used to claim regions. Over time, these regions add either food, water, or resources to your supply.
8. Characters have 4 attributes- 2 Physical, and 2 Mental:
   1. Fettle- Increases your maximum health in combat.

Grit- Increases movement speed and map travel distance.

* 1. Focus- Increases adrenaline recharge rate, and the number of compass charges available..

Will- Decreases the recharge time of your skills, and can be used to restore other attributes.

1. Resources found in the world can be used to craft a variety of different items.
   1. Crafting recipes are unlocked over time. You can view and craft recipes through the Craft action.
2. Weapons come in a number of different varieties, all of which with unique firing behaviours.
   1. Weapon Power affects the damage output of a weapon. Lower power reduces the effectiveness of your weapons, whilst higher power increases it.
   2. Higher quality weapons have higher maximum Power- represented by the width of the power bar. Weapons of equal Power will have similar damage outputs, regardless of their quality.
3. Weapon power is drained through use, decreasing the damage you deal in combat. If you have essence available, it can be channelled into the weapon to restore its power.
4. Infusions can be used to grant large, passive bonuses to weapons. Applying Infusions requires Essence, and replaces any Infusions already applied.
5. Armour absorbs damage in place of your health. When depleted, it must recharge. Shatter damage forces armour to deplete.
   1. Armour can be upgraded to absorb more damage.
6. Accessories are small trinkets that can further modify the power of your weapon. Only one accessory can be equipped at a time.
7. In total there are 4 skill slots available during combat.
   1. The first 2 skills are linked to the character. These skills are unlocked over time.
   2. The last 2 skills are linked to your weapon. Using weapons of each type will unlock their skills.
   3. The dots above a skill indicate the adrenaline required to use them.
8. 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.
   1. 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.
9. Weapon power is drained through use, decreasing the damage you deal in combat. If you have essence available, it can be channelled into the weapon to restore its power.
10. Infusions can be used to grant large, passive bonuses to weapons. Applying Infusions requires Essence, and replaces any Infusions already applied.
11. Sleeping slowly restores your characters attributes over time.
    1. If your Hunger or Thirst level reaches 0, you die. Eat food and drink water to prevent this.