Characters can discover and travel to regions through the map. The map shows all visited regions, centred on your ultimate goal- the gate.

Travelling requires endurance, shown below region names. Returning to the gate does not require any grit, however, and so can be done freely. If you find you have no remaining grit, you will automatically return to the gate when you leave a region.

Combat requires focus and keen reflexes. Dealing damage to enemies builds up your adrenaline, which can be used to dash quickly, or activate skills.

The cost of a skill is shown above it’s name. Activating any skill will reset the cooldown period of all your skills, regardless of their cost.

You can consume focus to use your compass find hidden resources, enemies, and other locations of interest. This will highlight the direction of nearby items, and consume 1 focus per use. Focus can be recharged by meditating.

As you progress, your character will grow in 4 main areas, namely Fettle, Grit, Focus, and Will. Fettle affects your maximum health in battle. Grit affects the distance you can travel on the map, and your movement speed. Focus affects the number of times you can use your compass, as well as the rate at which you gain adrenaline in combat. Finally, Will can be used to restore your other attributes, and reduces the cooldown time of your skill.

Your attributes can be restored in a number of ways. The simplest is by either Sleeping, or Meditating, which restores your Fettle and Grit, and your Focus and Will respectively. Consuming certain plants can also restore your attributes. Keeping a fire lit at the gate will also passively restore your Fettle and Grit as long as you remain there.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.