CONTROLS

Z – Opens the menu

X – Jump/Action

C – Change Character

V – Party Chat

Arrow Keys – Movement

Up Arrow – Speak/Interact/Enter Door

LOST VIKINGS SHIT

Each character in the party has unique skills that allow them to accomplish different things platforming-wise

CHANGE CHARACTERS TO CONQUER YOUR SURROUNDINGS

MARINA: Wall Jump to reach new heights!

GRUSS: Briefly Levitate to cross chasms!

ASH: Aerial strike to break boulders!

JACKIE: Turn into a shadow to slip past obstacles!

Marina is quiet and thoughtful, but slow to act and make decisions. She has a deep resolve behind her actions.

Gruss is finicky, energetic, but a bit of a coward.

Ash is headstrong and judgemental, but deeply values justice.

Jackie is optimistic and pleasant, but full of herself.

Get the four Orbs and defeat the corrupt Council of Tiress! Plot!

Gruss comes to Brae to warn Marina that she’s in trouble. He’s the black sheep of the group, but fights harder than anyone else. A disciple of Master Hageta.

When the party meets Ash, he’s a bit of a vigilante in Tiress.

Ash and Gruss don’t get along. Marina tries her best to mediate. Ash is reluctant to help the team at first, as he doesn’t trust Gruss.

Jackie shows up several times before actually joining the party. She’s also after the orbs, but sees working with others as below her. After the team gets her out of a dire situation, she relents and joins the party.