

Phantom of Visteria User Guide

General Controls:

W or ↑ - Move up

A or ← - Move left

S or ↓ - Move down

D or → - Move right

Enter - Confirm action

System Requirements

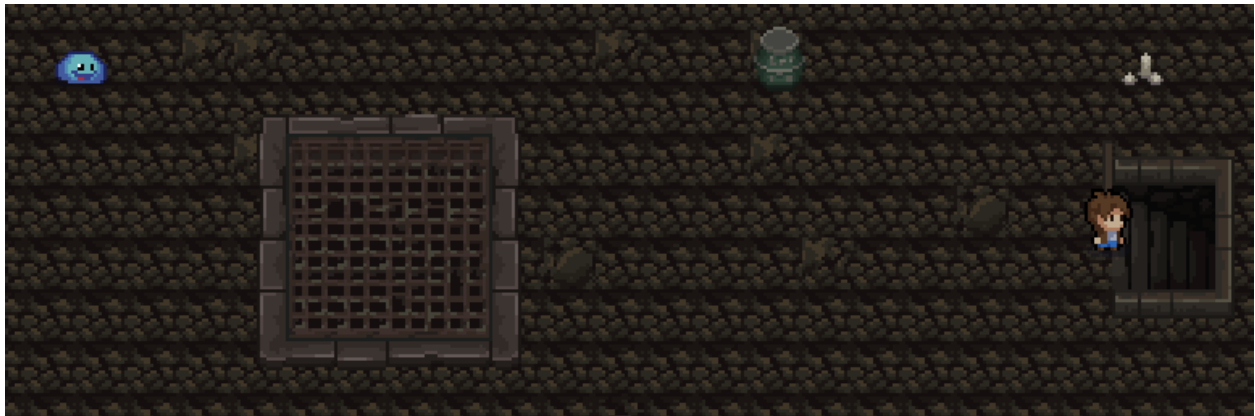
Phantom of Visteria can be played on Windows, Mac, and Linux.

How to start the game

When you start the project, you are prompted with three buttons. To start the game, press the Start Game button in the main menu.

How to progress through the dungeon

You can only enter the next room when all enemies in a room have been successfully slain.



How to initiate combat

Walk into an enemy's proximity to get into its aggro range. Colliding with the enemy will initiate combat.

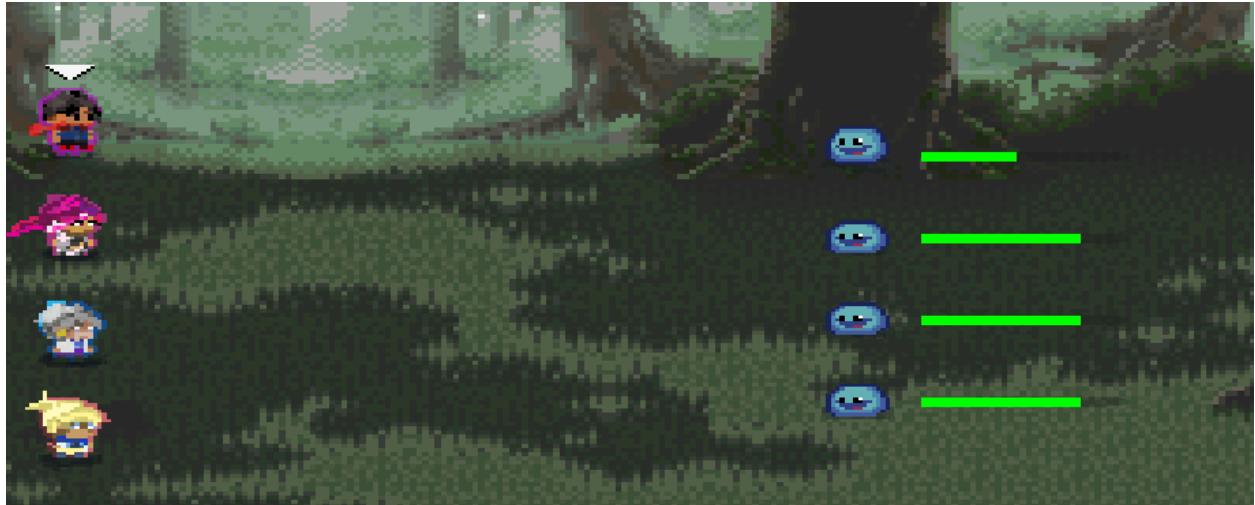


How does turn-based combat work?

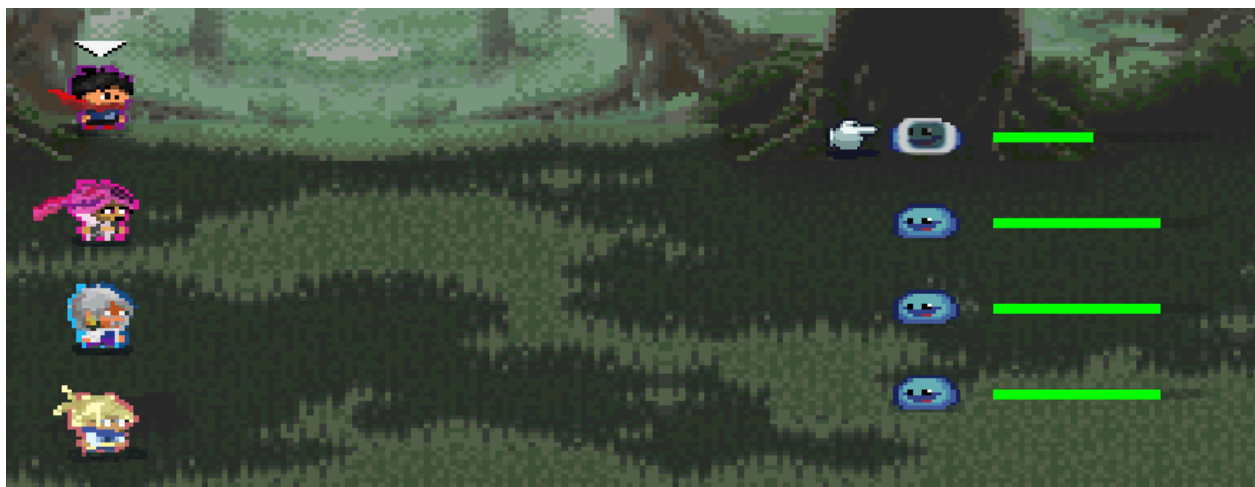
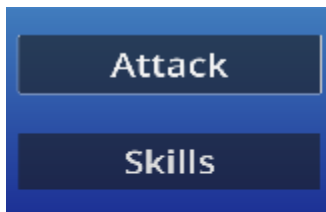
This game has a turn-based combat system, where each party member one-by-one can perform a single action before it progresses to another party member's turn. Party members act from top to bottom, starting with Ancel and ending with Yunn.



After all party members have taken an action, the enemies progress towards the party. All enemies must be defeated before they reach the party or else the party loses.



Each party member can choose to either attack or perform a Skill. After choosing an action, you must select which enemy you want the action to target.



Attacking

Attacks deal damage to an enemy based on the party member's physical strength stat.



Using Skills

Skills are unique abilities that each party member can perform.



Each Skill depletes a party member's SP meter (SP short for Skill Points) a certain amount.



Once the Skill meter is fully depleted, that character is unable to use Skills for the rest of the battle. Some Skills deal elemental damage to enemies. Each enemy has specific weaknesses to certain elements, so players must experiment with different elements to see what is most effective against certain enemies.

