

Main Menu -

Continue

Load previous game, saving must be at inn

New Game

start new game

Options

options screen

adjust volume

set preferred controller

fullscreen/windowed

New Game -

story intro

transition to player in town

Town -

Shop

transition to shop window

inside Shop

buy/sell

buy:

five tabs: weapon, armor, accecery, item, runes

sell:

opens your inventory

clicking an item will bring up a box confirming amount

Tavern

transition to

Tavern window

Rumors - barkeep'll tell you secrets

Jobs - side quests to accept

Tower

confirm entry and floor (unlocked floors at 5 and 10)

transition to tower

Tower -

generated floors (except 5,10,15)

Collision with enemy

transition to battle

Collision and select chest

obtain item

Step inside portal

ask player to continue or leave

Battle -

On turn options vary depending on character and battle menu setup

Fight - select enemy for basic attack

Item - select item then character to use item on

Run - chance to escape battle

Rage(Grem) - select special ability then character to use it on

Skill (Lenn) - select special ability then character to use it on

Elemental Magic (Lazarus) - select special ability then character to use it on

Dark Magic (Lazarus) - select special ability then character to use it on

Spirit - small heal on self

protect - select player to take damage for

Stealth(Lenn) hide for a turn, take no damage

If all Players health reach 0

Transition to player in inn

if all Enemies health reach 0

transition back to tower

Status Window - (Available at anytime in town or tower)

Inventory- display/use item

Equip- show/change players equipment

Skills- show/use/setup skills and battle menu

Status- show status

Options- display main menu options