Main Menu -

**Continue**

**Load previous game, saving must be at inn**

**New Game**

**start new game**

**Options**

**options screen**

**adjust volume**

**set prefered 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 damge**

**If all Players helth 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**