

2DRPG

The manual

Controls

Movement

WASD – Move

Shift – Sprint

Interacting

F – Interact

E – Pick up item

Q – Drop item

Space – Accept in UI

Misc

C – Crafting menu

Esc – Menu

Arrow keys – Move in UI

Gameplay

There are a variety of activities you can engage and interact in, such as questing, crafting, and exploring. This is a brief walk through of the core gameplay mechanics. Win by completing all quests.

Exploring

Walking around, looking for new figures to talk with is what you will spend quite some time with. In this world there is a lot of exploring to do. If it is too slow-paced for your taste, make sure to run by holding down the **Shift**-key.

Pick up items, ranging from berries to grass, with the **E**-key, and it will appear in the inventory.

It is recommended to talk with the red Baer Grills at first, just a few steps to the north-west of your starting location, to get a summary of how game mechanics work. Grills serves mainly as a helper to for you in this world.

UI

To the right of the screen you will find the thoughts and speech panel. At the bottom you will see your inventory, and all items in it.

If you have more than one item, you can switch which item you are currently holding, which affects what actions happen with you interact with certain objects in the game. For instance, with a stone equipped you can chop down trees, in a few swings.

Crafting

Early on you will figure you can't find all items you need – other than in the *crafting menu*. Pressing the **C**-key will bring up the crafting menu. Select which item to craft with the **Up**- or **Down arrow**-keys, then press **Space** to craft the item. Make sure you have all items needed, which are listed in to the right. A counter will appear counting how many of each item you have.

Questing

By strolling up to an NPC and pressing the **F**-key, you will interact with the entity. This will bring you into the *Quest menu*, where you can either *Talk*, *Quest*, or *Leave*.

Talking will engage you in a small chat with the NPC, displaying the talk in the sidebar.

Questing will make you interact with a quest. The colors of the text Quest display in what status it is in. Light blue text means that there is a quest available, yellow text meaning the quest is activated, and green text meaning the quest is complete.

Interacting

With the correct item equipped you can impact the world, for instance cutting down trees with a stone.