
THE 7TH CIRCLE

ENDLESS NIGHTMARE

GAME MANUAL



FOREWORDS

Blood flows slowly along your wrists. You are unable to explain this gesture to anyone; you could not even explain it to yourself.

Despite appearances, throughout your life you have brought inside you a demon, a demon that has corroded your soul slowly until you dry up completely. In the most remote corners of your memory is hidden the origin of this malaise: dark creatures to whom you gave life many years ago without even being aware of it.

The eyes close. Forces leave you and your body becomes heavy. You fall on the ground, poured into a lake of blood... Breathing slows down.

You hear some noises... a door that is knocked down... someone approaching to you... someone screaming...

Maybe you can still fight one last time.

One last chance to face your demons and get rid of them once and for all.



GETTING STARTED



You are lost in a Limbo and the various representations of yourself - your Alter Egos - are trying to save you.

CREATE YOUR ALTER EGO

Before starting the exploration of the dungeons it is necessary to create an Alter Ego. Each Alter Ego represents the various personalities of the protagonist of this story and **can only exist one Alter Ego at a time**: this means that when you create a new Alter Ego the previous one (if still alive) is lost. You can decide to create your Alter Ego

freely, distributing STAT POINTS and SKILL POINTS to improve basic attributes and abilities, respectively.

Alternatively, you can choose to create your own Alter Ego with random attributes and skills or you can choose one of the pre-generated classes.

NOTE

If you choose to create your Alter Ego randomly, you will get +3 STAT POINTS.

The basic attributes are the values that influence health, the power of spells, save throws, loot quality and other fundamental aspects of the game. Skills, on the other hand, influence certain specific uses, such as skill with blunt weapons or black magic. The basic attributes are further improved at the level up, while skills improve only with the practice and use of the same.

There are 6 basic ATTRIBUTES and 16 SKILLS:

NAME	EFFECT
STRENGTH	+5% Melee DMG, +50 Max Stamina per point
INTELLECT	+10% Spell DMG, +2% Chance of Surprise Attack per point. +1 Round for any Spell Effect every 2 points
BODY	+200 Max HP, +2% Fitness Saving Throw per point
MIND	+150 Max SP, + 2% Willpower Saving Throw per point
SPEED	+50 Initiative, +2% Reflexes Saving Throw per point
LUCK	+0.3% Critical Chance, +0.5% Loot Chance, +0.2% Item Rarity per point. +1% Fitness and Willpower Saving Throws every 5 points.

NAME	DESCRIPTION
BLADED WEAPONS	The skill of fighting with Daggers, Swords, Axes ,etc.
BLUNT WEAPONS	The skill of fighting with Hammers, Maces, Clubs, etc.
POLE WEAPONS	The skill of fighting with Spears, Staves, Halberds, etc.
UNARMED	The skill of fighting with bare hands.
TWIN WEAPONS	The skill of fighting with Nunchaku, Sai, Batons, etc.
THROWING WEAPONS	The skill of throwing Knives, Shurikens, Hammers.
LIGHT ARMOR	The skill of wearing leather armors.
HEAVY ARMOR	The skill of wearing metal armors.
CRAFTING	The skill of improving and creating weapons.
PHARMACOLOGY	The skill of mixing monsters organs to obtain medicines.
SURVIVALISM	The skill of surviving in the dungeon.
BLACK MAGIC	Offensive magic that induces ailments in the enemies.
WHITE MAGIC	Defensive and restorative magic.
ELEMENTAL MAGIC	Offensive magic that use elements to harm the enemy.
CONJURATION	Support magic mainly used during dungeon exploration.
NECROMANCY	Dark magic used to summon the dead to support you in combat.

Each SKILL branch allows you to unlock specific PERKS with the progression of skill levels. PERKS are passive abilities that boost your skills and grants unique powers.

Once all STAT POINTS and SKILL POINTS are distributed, you can choose one of the available TRAITS. Each TRAIT characterizes the Alter Ego with a passive ability. Unlike PERKS, TRAITS can only be acquired during the creation phase and do not depend on the behavior of the Alter Ego or its equipment. It is possible to improve the intensity of the bonuses provided by the passive abilities of the TRAITS through one of the PILLAR OF DOOM (see following chapters).

Selecting one of the 25 possibilities you can balance the relationship between COM-PASSION / WRATH and between ECSTASY / APATHY. In this way it is possible to set the speed with which you get XP / BLOOD DROPS and ADRENALINE / SPELL P O I N T S .



NOTE

The XP allow you to increase the level of the currently active Alter Ego.
BLOOD DROPS are mainly used to purchase upgrades for all future Alter Egos.

ADRENALINE provides hand-to-hand combat bonuses.
SPELL POINTS (SP) are used to cast spells.

Before entering the dungeon you can choose which supplies to find in your backpack: you can choose between ranged weapons, medicines to cure or to strengthen the Alter Ego, Souls to summon allies or unguents to upgrade weapon attacks.

If the previous Alter Egos managed to collect any RELICS from a Boss, you can equip one of them to upgrade the attributes of the Alter Ego.

NOTE

To get a RELIC from a boss the Alter Ego must kill him and then reach the current level exit. Once collected, RELICS are available for all Alter Egos created later.

Now that the Alter Ego is ready, you can choose the type of dungeon (if other game modes have been unlocked) and the level of the same (in case the levels after the first one have been reached).

NOTE

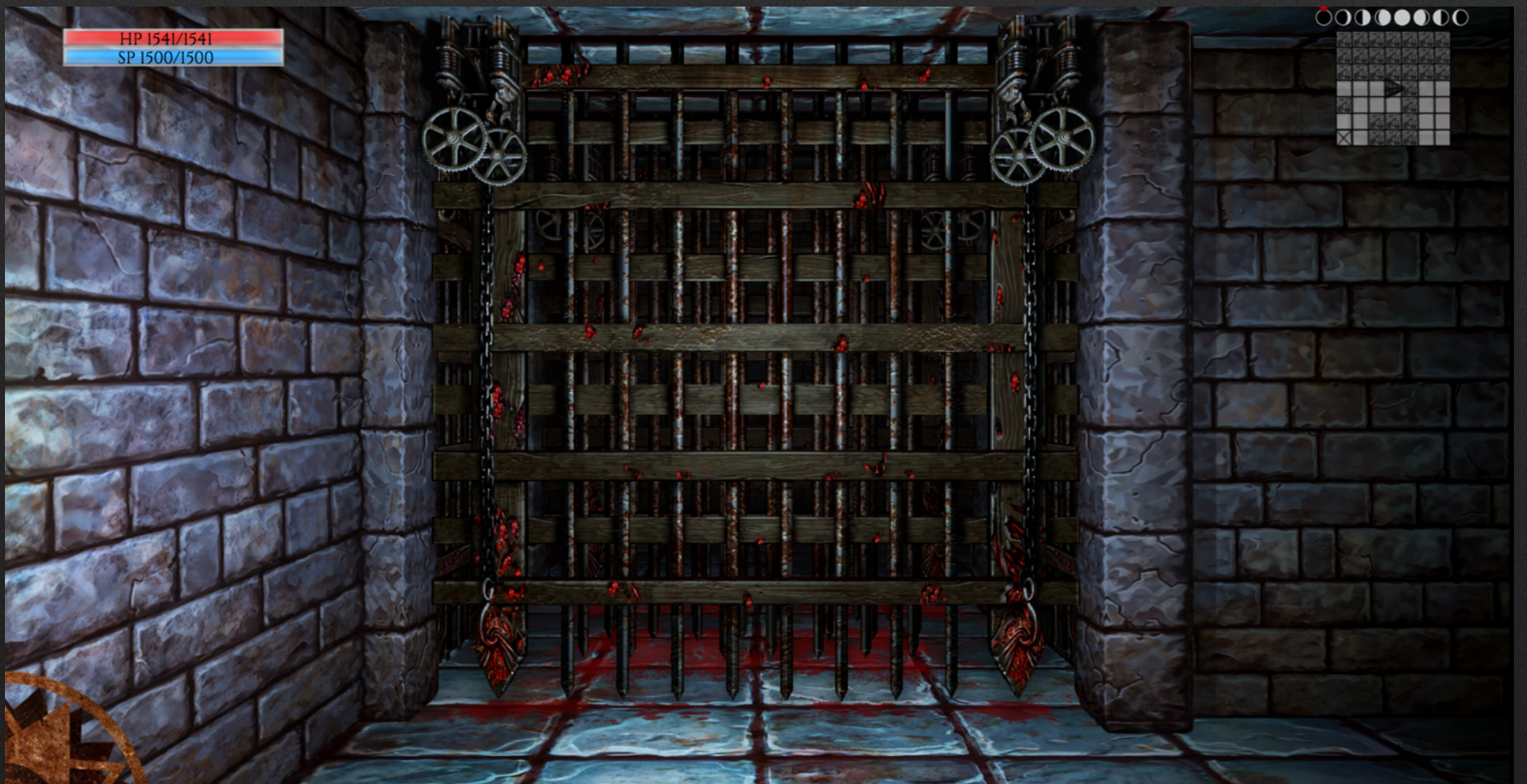
If an Alter Ego is already present in one of the dungeons, it will be permanently lost if a new one comes into play.

NOTE

The game automatically saves all your progress: at any time you can leave the game and pick it up exactly where you left it.



DUNGEON EXPLORATION



The subconscious unravels through intricate mazes.

BASIC COMMANDS AND MENUS

There are different configurations of commands used to move around in the dungeon.

While exploring the dungeon it is possible to find chests, levers and buttons, scrolls and other objects. Use the mouse to interact with objects in the dungeon.

	FORWARD	BACKWARD	STRAFE LEFT	STRAFE RIGHT	TURN LEFT	TURN RIGHT
OPTION 1	W	S	A	D	Q	E
OPTION 2	Numpad 8	Numpad 5	Numpad 4	Numpad 6	Numpad 7	Numpad 9
OPTION 3	Arrow UP	Arrow DOWN	/	/	Arrow LEFT	Arrow RIGHT

You can open the menu by clicking on the metal wheel in the lower left corner. From this menu you can access all the functions.



Alternatively, keyboard shortcuts can be used to open specific windows:

KEY	L	B	I	C	F	M	R	ESC
MENU	Status	Bag	Equip / Inventory	Cast Mode	Craft	Mix	Camp	Settings/ Main Menu

STATUS SCREEN

On this screen you can see every details of the current Alter Ego, its attributes, skills, traits and unlocked perks. When the character has accumulated enough experience points, on this screen you can distribute the STAT POINTS and draw a CARD OF DOOM from the deck.

The DECK OF DOOM offers random bonuses to the Alter Ego. You get the chance to draw a card at each level up or by completing particular tasks. The cards that compose the DECK OF DOOM are chosen by the player through the deck composition screen accessible from the main menu. The DECK OF DOOM cards are scattered in the dungeon and are shared among all the Alter Egos.

NOTE

Any modification to the DECK OF DOOM will only be effective for the new Alter Ego; changing the deck will not affect the character currently in the dungeon.

BAG

The Bag window allows you to view a list of consumables currently in the possession of the Alter Ego.

EQUIP

The Equip / Inventory window allows you to equip and manage weapons, armor and accessories. Through this window it is also possible to upgrade weapons. If you have enough METAL SCRAPS, you can increase the level of any weapon. The maximum level depends on the CRAFTING ability. The bonus obtained is random. From this screen it is possible to destroy objects that do not want anymore. In this way it is possible to recover METAL SCRAPS useful for creating new objects or ammo.

NOTE

Armors can not be improved by the player.

While the level of weapons depends on how many upgrades have been made, the level of armor depends on the CRAFTING ability of the character that created them or the level of the dungeon in which they were found.

In case of death of the Alter Ego all items in the inventory are lost, except for STORED objects.

The quality of the weapons and armor is indicated by the number of stars under the respective icon: magic armor with multiple enhancements or powerful weapons are distinguished by a greater number of stars, while the common objects have no star.

CAST

Enter CAST MODE to cast spells, both during the exploration of the dungeon and during the battle. For more details, see the MAGIC chapter.

CRAFT

Through the CRAFT window the player can create ammunition (Throwing Knives, Shurikens and Throwing Hammers) or Armors made of metal or leather.

To do this you need resources: METAL SCRAPS and HIDE STRIPS. You can recover the metal in the chests scattered in the dungeon or by destroying items from your inventory. HIDE STRIPS are recovered by killing enemies. The amount of recovered skin depends on the level of the SURVIVALISM skill.

The level of armors created depends on the CRAFTING skill.

MIX

By killing the enemies the Alter Ego can recover the organs of these creatures. Organs can be used to mix substances with various effects. The power of the created medicines depends on the PHARMACOLOGY skill, while the chance to recover the organs from a monster depends on the SURVIVALISM skill.

NOTE

METAL SCRAPS, HIDE STRIPS and ORGANI are shared between every Alter Ego.

CAMP

To recover HP and SP it is possible to camp in the dungeon. For every round that you are resting there is a certain possibility of being attacked by the enemy. The possibility to avoid these attacks depends on the SURVIVALISM skill. If you are caught in your sleep you start fighting at a disadvantage. You can not camp if the presence of an enemy is reported in the minimap.

Some areas of the dungeon are safer: resting in these rooms there is no risk of being attacked. These SAFE ZONES are shown in green in the minimap.

NOTE

Time is spent faster while you are camping. After a certain number of turns, the SCARLET TIDE may appear in the dungeons. Camping during the SCARLET TIDE slows down the recovery of HP and SP.

SETTINGS

Use this menu to change game options. Any change made in this menu is valid only for the current game. To change options for every new Alter Ego, access the SETTINGS menu from the game's main screen.



EVENTS, MONSTERS AND OBJECTS

By exploring the dungeon you will encounter different objects, events and creatures. Some of them are random and therefore they'll change with each new entry into the dungeon.



CHESTS

They contain objects and resources of various kinds: weapons, armor, accessories, ointments, resources and CARDS OF DOOM. There are special CHESTS (recognizable by the red cover) that contain weapons, armor or accessories of a higher level or with a greater chance of having magical properties.



MONSTERS

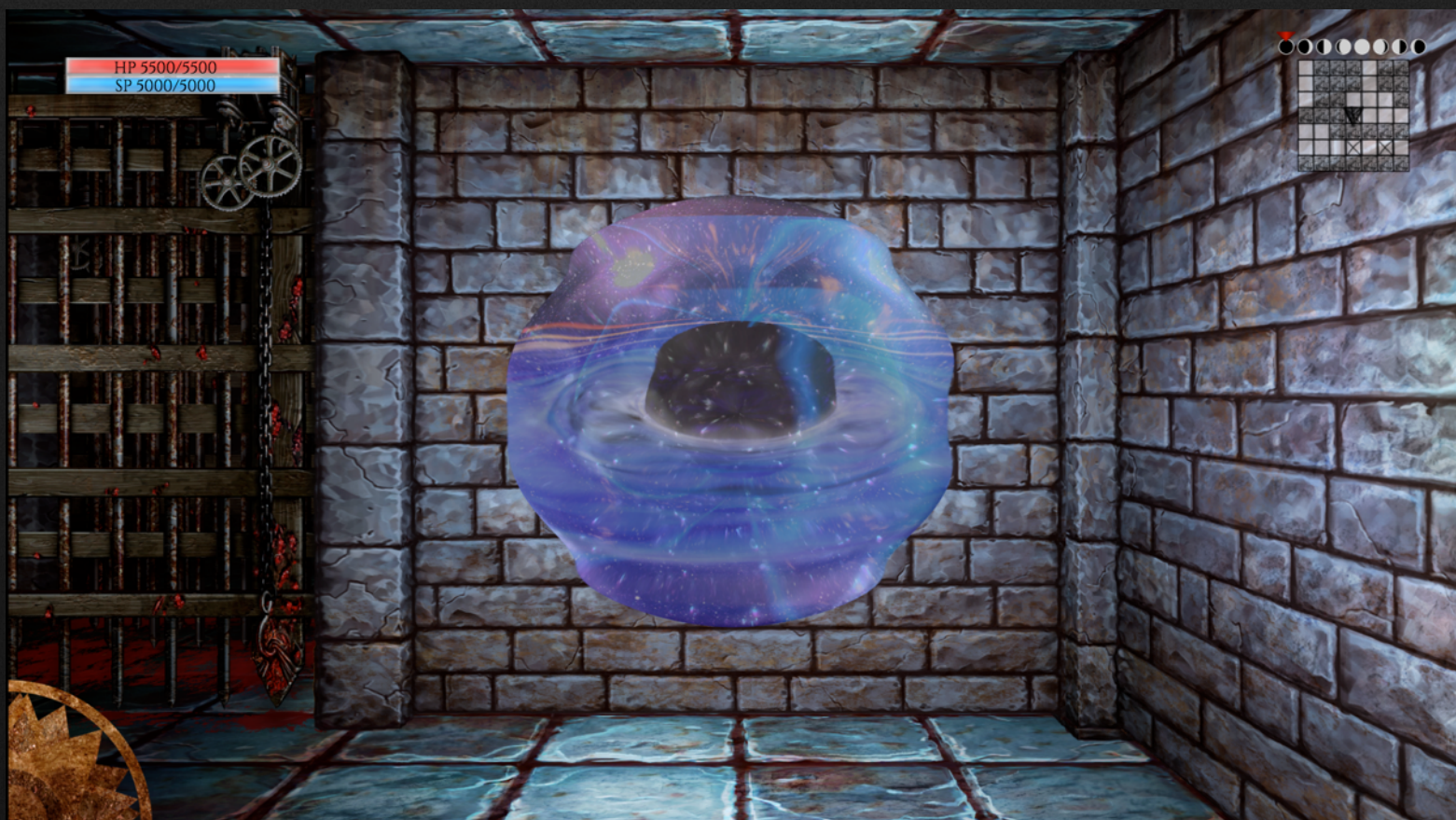
Common enemies are randomly generated when you enter the dungeon. Their position is also highlighted on the minimap, where you can see their ZONE OF CONTROL. Entering this area will start the fight. If the ALTER EGO is in contact with more than one ZONE OF CONTROL it will have to fight with several enemies in succession.

There are several categories of enemies:

- **Common:** marked in red.
- **Elite:** marked in yellow. Stronger than common enemies.
- **Boss:** marked in purple. They protect the exit of the current level.

NOTE

Common enemies are slowly and randomly generated even during the exploration of the dungeon. You can choose the regeneration frequency from the SETTINGS menu.



BLACKHOLE

Closing a BLACKHOLE allows you to recover a part of the protagonist's mind. In practical terms, it means accessing the otherwise blocked dungeon areas.

To close a BLACKHOLE it is necessary to complete a minigame which consists in bringing the black hole icon to the finish line.



Each box has a different effect: some test the attributes of the Alter Ego, others provide objects or have positive or negative effects. At each step a part of resistance is consumed. If you manage to get to the end of the path a gate in the dungeon will open. Failure will result in damage to HP.

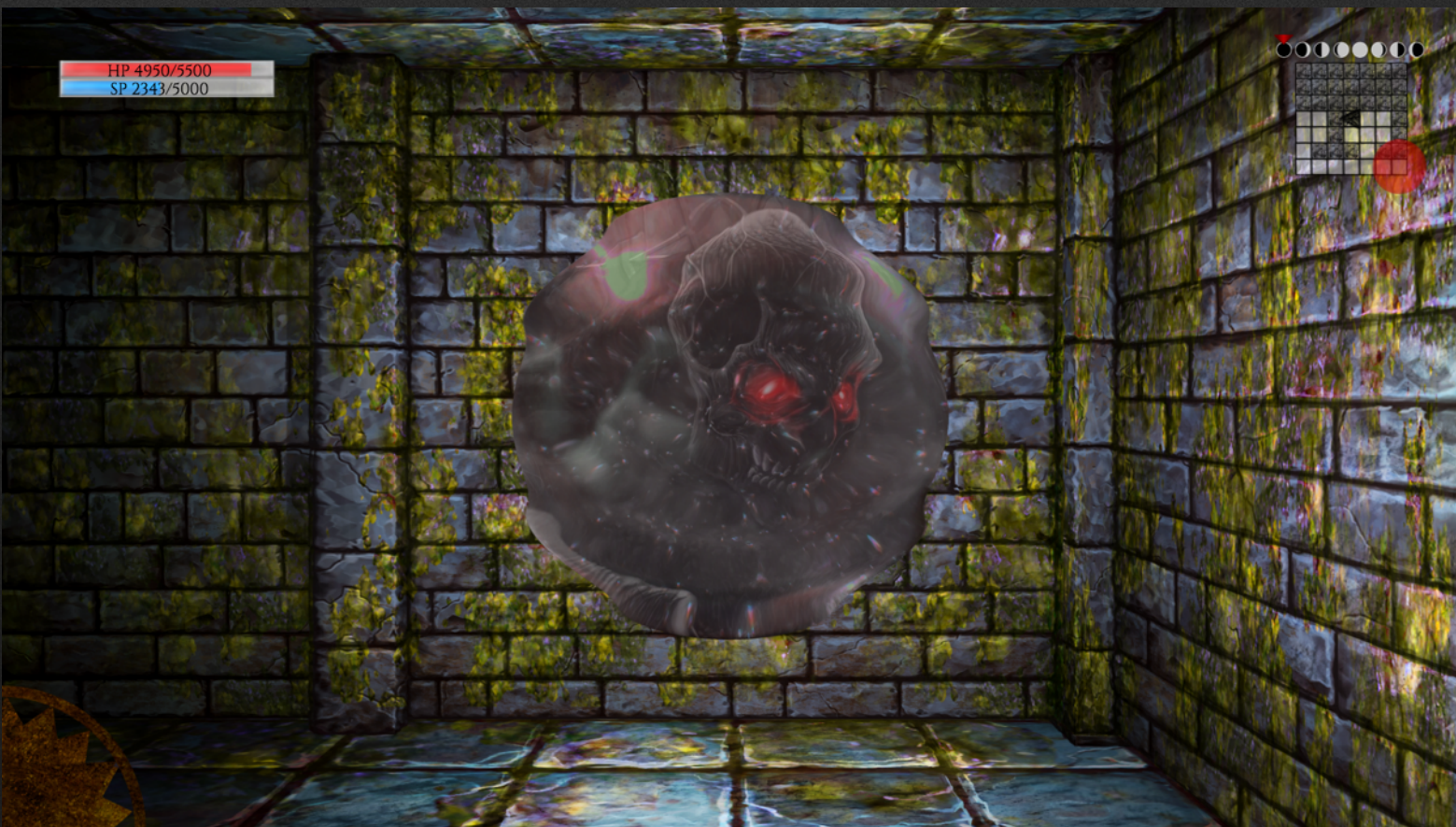
NOTES

Some notes are hung on the walls of the dungeon. They usually provide information but in some cases contain formulas for casting spells. In this case, the formula is automatically transcribed on your SPELL BOOK.



WARPS

Warps automatically teleport the player to a different area of the dungeon. Warning: if the target area coincides with an enemy **ZONE OF CONTROL**, the combat will start automatically.



DUEL

DUELS are optional fights against a particularly powerful opponent. To start a duel, the player must click on the orb because the enemy in this case does not have any **ZONE OF CONTROL**. Winning a duel increases the **ITEM RARITY MULTIPLIER**, a value that changes the quality of the weapons, armor and accessories recovered in the dungeon.

NOTE

The flow of time in the dungeon is indicated by the lunar phases placed above the minimap. Some events, such as the appearance of SPIRIT, depend on these phases.



SPIRITS

At certain specific moments and in certain particular positions, spirits of captive boys may appear. By freeing these spirits, you will obtain CHESTS that contain objects of a higher level.



COMBAT

Facing an enemy without carefully plan the combat is an error that can be fatal in this game.

COMBAT INTERFACE

The fight takes place in turns. At the top left you can see the order of the next 3 rounds. The player's turns are shown in green, in red the enemy's turns and in yellow those of the creatures evoked by the player.

At the bottom left you can see the placement of the fighters and the current status of the PG.



Also on the positioning grid is indicated the range of weapons of the PG and the enemy. To attack, the opponent must be positioned within the cone that indicates the range.











INDICATORI DEI VALORI

- **HP: HEALTH POINTS.**
- **SP: SPELL POINTS.** Used to cast Spells.
- **ST: STAMINA.** Every action consume STAMINA. You can recover it by using the REST/DEFEND command, casting some Spells or using medicines.
- **AD: ADRENALINE.** When it reaches 100% you obtain the ADRENALINE RUSH status, which provides a bonus to the damage dealt and a reduction in the damage suffered. The adrenaline increases when you hit the enemy and decreases at the end of the fight or every time you camp.
- **COMBO:** Striking the enemy increases the COMBO count. When this value reaches 5, the FOCUSED status is obtained, when it reaches 10, the FURIOUS status is obtained. Missing the enemy or being hit reset the COMBO count.
- **SPECIAL CHARGE:** is the percentage value that can be seen above the SPECIAL icon. When it reaches 100% you can use the SPECIAL ATTACK command.

NOTE

Some indicators and commands are only present in certain situations. For example, if you do not reach at least level 5 in the skill of the weapon currently equipped, you can not use the SPECIAL ATTACK and the corresponding charge indicator is not displayed.

COMMANDS

ICON	NAME	DESCRIPTION
	ATTACK	Attack with the equipped weapon (If the enemy is within the weapon's range).
	SPECIAL ATTACK	If the charge value of the special attack has reached 100% you can use this command to deliver a hit that deals maximum damage, has a ToHit bonus and can cause ailments on the enemy.
	REST/ DEFENSE	Recover STAMINA and some SP. If the next turn is of the enemy, enter the DEFENSIVE STANCE to get a REFLEX Saving Throw bonus.
	CHARGE	Charge the next blow, guaranteeing a 35% damage bonus. It also increases the charge value of the special attack more quickly (only if the Special Attack can be used).
	CAST	Toggle CAST MODE.
	FLEE	Leave the combat. The chance of success depends on the SPD value and the distance to the enemy. You can only escape from fights with a single common enemy.
	BAG	Opens the bag to use medicines, unguents, throwing weapons and summon allies.
	MOVE FORWARD	Take a step forward. It does not work if the Alter Ego is SCARED.
	MOVE BACK	Take a step back.
	REPEAT SPELL	Cast again the last spell.

All these commands have a shortcut that you can view and edit in the **SETTINGS** screen.

COMBAT MECHANICS

If you plan with little care every single fight in THE 7th CIRCLE can be fatal.

ROUND ORDER

A number of factors must be taken into account when fighting; attacking the enemy without rests is rarely a working strategy in this game.

Combat is divided into rounds and the order of rounds is decided by two main factors, INITIATIVE and STAMINA.



INITIATIVE is a fixed value that depends on the SPEED of the fighter and the TOTAL WEIGHT CARRIED. STAMINA instead is constantly modified in combat: its maximum value depends on the STRENGTH value of the fighter while its consumption depends on its equipment. After each action a part of STAMINA is consumed: the greater the weight of weapons and armor equipped, the greater the amount of STAMINA that is consumed to attack or move. To recover STAMINA use the REST / DEFENSE command. Attacking the enemy non-stop can in fact lead to a situation in which the opponent, if it survived our series of shots, can easily attack our Alter Ego for numerous successive rounds, leaving us completely defenseless.

You can therefore choose to equip the Alter Ego with heavy armor in order to protect it from enemy blows and with massive weapons able to inflict considerable damage, keeping in mind that in this way every single action can drastically reduce the value of STAMINA and that therefore the enemy could have more turns of attack than ours. Or you can choose to have an Alter Ego with light weapons and armor, able to withstand little damage and inflict shallow wounds, but with the advantage of being able to attack quickly and many times in a row thanks to less consumption of STAMINA.

The ARMOR VALUE represents the damage reduction in thousandths (for example an ARMOR VALUE of 500 halves the damage suffered) but the weight of the armor and weapons greatly reduces the REFLEX value (see next paragraph) in addition to increasing, as mentioned, the STAMINA consumption.

SAVING THROWS

SAVING THROWS and the AILMENTS radically change the outcome of a fight. Each fighter has 3 SAVING THROWS:

- **REFLEX:** indicates the chance (expressed as a percentage) to dodge an enemy attack. It is one of the main factors for surviving a fight. It depends mainly on the SPEED attribute and is modified negatively by the weight of the equipped weapons and armor.
- **WILLPOWER:** indicates the possibility of resisting ailments concerning the mind and soul, such as Confusion, Curse, Fear. It mainly depends on the MIND attribute.
- **FITNESS:** indicates the possibility of resisting physical ailments, such as Poison, Weakness or Sickness. It depends mainly on the BODY attribute.

Almost every monster is able to inflict a negative ailments on the player's Alter Ego. To know precisely what these effects are, you can consult the BESTIARY from the main menu of the game. In the bestiary you can also find the monsters resistance to the BURNING and POISONED statuses.

Furthermore, some enemies possess a special type of defense, called **CRITICAL DEFENSE**: this power could be activated when the player deals a critical hit on the enemy. In this case, the enemy gains a momentary bonus for some rounds.



The Alter Ego is able to inflict negative ailments using spells, special attacks or unguents. Use the right object or the right spell at the right time can change the outcome of a fight.

BATTLEFIELD AND WEAPON RANGE

Distances in combat can be used to create an advantage for the player. The use of ranged weapons, spells or weapons with a greater range (such as Pole Weapons) allows you to keep the distance from the enemy or hurt him while he is approaching to fight hand to hand. Similarly, an enemy with an attack range of 2 or 3 squares will be in an advantage position compared to an Alter Ego armed with a dagger and unable to launch effective spells.

Even the conditions of the battlefield can influence some characteristics of the enemies. In some cases, or after using some spells, cracks can open on the floor. If the Alter Ego or the enemy is positioned on those cracks they become UNBALANCED and have a decreased REFLEX value. You can view the condition of the ground by looking at the placement of the fighters at the bottom left. Use these conditions to your advantage to hit the enemy more efficiently.



KILL YOUR ALTER EGO AND START OVER

If you want to try a new Alter Ego but you don't want to lose your Blood Drops, you can kill him while in combat. During a battle, press SHIFT+K to sacrifice the current Alter Ego to the enemy.



MAGIC



Every Alter Ego is able to cast at least some of the most basic spells.

HOW TO CAST A SPELL

Both during the fight and during the exploration of the dungeon it is possible to enter the CAST MODE by pressing the appropriate icon or the "C" key on the keyboard.

Once this mode is started, you can use the keyboard to enter a 4-letter MAGIC FORMULA. If the formula is correct, pressing the ENTER key will launch the spell, provided that the level of the magic school corresponding to the spell is high enough,

that the SP amount is sufficient and that the launching context (exploration or combat) is the right one.

For example, to summon a demon the NECROMANCY skill level must be high enough and the Alter Ego must be in combat, otherwise the spell can not be launched.

MAGIC FORMULAS can be retrieved by reading the scattered notes in the dungeons (or in some other way, for example by consulting sources outside the game!).

After reading a new MAGIC FORMULA or having successfully launched a new spell, it is automatically transcribed on the SPELLBOOK. SPELLBOOK spells are shared among all the Alter Egos, which can therefore always consult all the uncovered spells.

NOTE

Spells always hit the opponent and have a range equal to the entire battlefield, so the player does not have to worry about the distance between the fighters.

SHORTCUT

After inserting the MAGIC FORMULA, instead of pressing ENTER to cast the spell, you can press a key from 1 to 9 to memorize the spell with that command. In this way, you will simply press the corresponding key to directly launch the spell.

Alternatively, you can scroll through all known spells by pressing the left and right arrows on the keyboard.

CASTING FAILURE

You can cast all spells at or below the corresponding school skill level without failing. Casting spells above the skill level have a failure rate that increases by 25% for every level of deviation.

For example, if your Alter Ego has an ELEMENTAL MAGIC level of 8, you can cast spells from level 1 to 8 without ever failing, while you will have a 25% chance of failing by casting level 9 spells, 50% for level 10, 75% for level 11 and will certainly fail all casting spells from level 12 onwards.

BASIC SPELLBOOK

To facilitate players (and to reward those who have had the patience to consult this manual), here is a list of low-level spells that can be used by your first Alter Egoes. All these formulas can also be found in the first levels of the dungeon.

FORMULA	NAME	SCHOOL	LEVEL
PIMA	Magic Stone	ELEMENTAL MAGIC	1
LIFU	Fire Claw	ELEMENTAL MAGIC	2
ANVE	Antidote	WHITE MAGIC	2
CUFE	Cure Light Wounds	WHITE MAGIC	2
MALE	Curse	BLACK MAGIC	1
MENE	Black Mass	BLACK MAGIC	4
MAIN	Magic Map	CONJURATION	1
BUMA	Magic Compass	CONJURATION	3
EVSE	Summon Skeleton	NECROMANCY	3
SEZO	Summon Undead Servant	NECROMANCY	6



COMMON UPGRADES

Each Alter Ego travels its way, but all of them share a series of upgrades, objects and resources.

SHARING STUFF

ITEMS AND RESOURCES

At the death of the Alter Ego, all the objects he has recovered are lost, apart from the STORED objects. These objects are never lost as long as they remain protected in this status. In this way, it is possible to pass on to future Alter Ego high-level armor or weapons that have been upgraded several times in previous runs.

The resources (METAL SCRAPS, HIDE STRIPS, MONSTERS ORGANS) are instead automatically shared among all the Alter Egos. So if you have created a suitable character to recover a large number of resources in the dungeon, these will also benefit the later Alter Ego who may be more oriented to combat than exploration.

The SPELLBOOK is also automatically shared. Same for RELICS, DECK OF DOOM and all the cards that have been recovered.

PILLARS OF BLOOD

After the death of an Alter Ego and before the creation of a new character, the player can decide to invest the BLOOD DROPS recovered in the dungeon to enhance the PILLARS OF BLOOD. These columns provide upgrades to all Alter Egos: they improve the HP or SP, increase the STAT POINTS and SKILL POINTS that are available in the creation phase, increase the number of objects that can be STORED, etc. Moreover,

always by strengthening the appropriate column, it is possible to unlock new game modes.

COMMON PROGRESS

Another way to upgrade every Alter Ego is to meet certain requirements. If you deal a certain number of critical hits or close enough BLACK HOLES you will unlock some power ups. These objectives are common and can be achieved with more Alter Ego in different runs.

A PATH FOR YOUR SOUL

The last step to be taken before completely abandoning the dead Alter Ego is to choose his PATH in the underworld. This choice influences only the Alter Ego created immediately after (or more precisely those created until another Alter Ego dies). There are 3 possible routes and the same route can not be undertaken by two Alter Egos below.

- 1. PATH OF THE MENTOR:** Transfer 25% of your skills to the next Alter Ego.
- 2. PATH OF THE SLAVE:** The sum of basic attributes will increase the Armor Value of the next Alter Ego.
- 3. PATH OF THE MARTYR:** The next Alter Ego can draw a card from the Deck of Doom for every 3 XP levels of the Alter Ego that has just died.

HINTS AND TIPS

Coping with the subconscious without proper preparation can be very difficult. Here are some useful tips to help you during your first few games.

- The game is automatically saved at very close intervals; any decision is irreversible because it is not possible to load a previous save. Think well before act.
- Every Alter Ego should be created with a purpose in mind. When you create your character, think about what your needs are at the moment. Do you need to improve the equipment in your inventory? Create an Alter Ego skilled in CRAFTING and forge a high-level armor that will be used by a future character. Do you need organs and resources to create objects and medicines? Create an Alter Ego specializing in SURVIVALISM and increase its LUCK attribute to try to recover as many objects as possible.
- The CONJURATION magic school may seem like a minor skill, but it provides a series of very useful spells during the exploration of the dungeon. Some of these allow you to teleport between levels or return directly to the exact point where the previous Ego Alter died.
- Each type of weapon has its strengths and weaknesses. For example, the BLUNT WEAPONS inflict a lot of damage, but tend to have a heavy weight; POLE WEAPONS are also bulky and heavy, but have a higher range and have a good chance of hitting the enemy. BLADED WEAPONS are lighter and have a good critical hit multiplier,

while if you decide to fight UNARMED you will notice that the STAMINA consumption will be minimal - allowing you to unleash more attacks in succession - but the damage will obviously be limited.

- SPs are recovered in different ways: using the CAMP function, using a medicine, by pressing the REST / DEFEND key in combat. There are also some PERKS that allow you to automatically and continuously recover SPs. Also, after a certain interval of turns, you will recover a certain amount of SPs. The amount of SPs recovered always depends on the SP REGENERATION value.
- There are 6 SECRET SKULLS, powerful artifacts hidden inside some red-colored chests. They are rare and powerful but can not be passed from an Alter Ego to the next.
- The mechanics of the game reward those who try to bring a single Alter Ego across multiple levels of the dungeon. There are several advantages: for example, the number of CARDS OF DOOM extracted will be greater thanks to the tasks completed in the various levels; more rare and valuable will be the findings thanks to a higher ITEM RALLY MULTIPLIER, increased by winning duels. In addition, the BLOOD DROPS are not passed among the Alter Ego, so the upgrades purchased at the end of a game depend exclusively on the performance of the single Alter Ego.
- As soon as you enter the dungeon it is a good idea to mix some medicines for every eventuality. And don't forget to equip weapons and armors.
- Using the CHARGE command if the enemy is approaching your position but not yet within the weapon range can be a great way to welcome him with a powerful blow.
- Pay close attention to the traps on the floor. If you do not have a high enough SURVIVALISM skill value, they are not shown in the minimap.

- If you don't need an item, destroy it and collect resources for future uses.
- Common enemies are randomly generated at the entrance to the level. Moreover, after a certain number of turns new enemies are randomly positioned. You can adjust the frequency of this spawn from the SETTINGS menu.
- Enemies, like the Alter Egos, have an armor value that reduces part of the damage. If your weapons do not deal enough damage, remember that the magic completely ignores the enemy's armor.
- Equipping a very heavy weapon (such as a sledgehammer, a maul, a scythe or a greatsword) can clearly influence the strategy in battle. Dodge the attacks when you hold weapons like these is almost impossible and the consumption of stamina is very high. A good tactic could be to use the CHARGE command while waiting for the enemy and then unleash a powerful blow against him: with such powerful weapons it could even take a single blow to kill the enemy.
- Are you tired of your current build and want to try a new Alter Ego? Press SHIFT+K in combat to kill him and start over without losing any Blood Drops.



GLOSSARY

TERM	DEFINITION
Adrenaline	Attribute dependent on the progress of the combat. If it reaches 100% it causes ADRENALINE RUSH status.
Alter Ego	Any character created by the player.
Blackhole	Lock that protects a forbidden area of your mind. Close the blackhole to open a gate in the dungeon.
Blood Drops	The currency used to buy upgrades for the Pillars of Blood, seal the Blood Pact and use some Necromancy Spells.
Blood Pact	Temporary attributes improvements that can be obtained after a fight with elite enemies. You need to consume some Blood Drops to seal the pact and it will last for the current dungeon level only.
Boss	A powerful enemy guarding the exit of the dungeon.
Card of Doom	Item that can enhance Alter Ego's attributes and stats. It is used in the Deck of Doom.
Deck of Doom	The set of Cards of Doom. You can pick a random card from the Deck of Doom when level-up or if other requirements are met.
Duel	An optional combat. Winning a duel increases the Item Rarity Multiplier.
Elite Enemy	An enemy that is stronger than a common one. Unlike common enemies, its position isn't randomly generated.
Hide Strip	Component used to create armors. It's obtained by killing enemies.
Initiative	Attribute that influences the round order during a combat. It depends on SPEED attribute and on weight carried.
Item Rarity Multiplier	Value that modifies the rarity and the quality of weapons, armors, earrings and pendants. It depends on LUCK attribute and can be increased by winning duels.
Magic Formula	A 4 letters word used to cast spells.
Metal Scrap	Component used to upgrade weapons or create heavy armors and throwing weapons. It's founded randomly in chests or by destroyng unused items.
Nightmare Zone	Spot in the map that is cursed. It prevents camping if it appears on the minimap.

TERM	DEFINITION
Organs	Used to create medicines. Organs are obtained by killing enemies.
Personality	Attribute that modifies the acquisition of XP and Blood Drops and the recovery of Adrenaline and Spell Points.
Pillars of Blood	Structure that provides common upgrades to every Alter Ego.
Relic	Trophy obtained by killing a Boss.
Safe Zone	Zone in the map that you can use to camp avoiding attacks.
Scarlet Tide	Unhealthy fluid that fills the dungeon floor if you spent too much time on a level. It slows down the recover while camping.
Special Attack	Powerful attack that can be unleash if the Special Attack Charge is full and if your skill level for the equipped weapon is 5 or more.
Spell	Magic that can be cast using a Magic Formula. It consumes Spell Points.
Spirit	An invisible being that awaits to be set free. You can see a spirit only in certain time.
Stamina	Attribute that influences the round order during a combat. It depends on STRENGTH attribute.
Task of the Dead	A randomly generated quest that you can start by talking to magic skulls. Complete a Task of the Dead to draw a card from the Deck of Doom.

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