



SWORD OF THE NECROMANCER



- INSTRUCTION BOOKLET -



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STORY

“Legend says that, deep within these mountains, a heretic decided to violate the will of the gods in order to achieve eternal life.

The heretic succeeded in this aberrant attempt, and created a tool for forbidden rituals that could grant immortality... and even bring back the dead.

Over the years and centuries many have tried to get that power for themselves, but all they found in the Necromancer's crypt was their demise.

They say that the tool the Necromancer created is also a weapon...

The Sword of the Necromancer”



Tama is a former rogue that is tasked to escort the priestess Koko in her pilgrimage around the continent. During their travel Koko dies, and Tama carries the corpse to the Necromancer's crypt, where legends say there dwells a power that may resurrect the dead.

Filled with despair, Tama will enter the dungeon with the aim of obtaining the forbidden power of necromancy and use it to get Koko back, ignoring the dangers that lurk in the shadows...

CHARACTERS

TAMA

Tama is the protagonist of Sword of the Necromancer and the playable character.

She is a former bandit from the forests of Alas. Strong and agile, she is skilled in sword combat. The bandits soon made use of her abilities, exploiting them to infiltrate and steal. She has seen and done horrible things, but has never killed anyone.

She is brave but too hot-headed, takes unnecessary risks and never thinks about the consequences of her actions (especially in regards to how they will affect other people).

Due to unforeseen circumstances, she gets hired as a bodyguard by Koko, to accompany her in her pilgrimage around the continent.

After Koko dies during their journey, Tama carries the corpse to the Necromancer's crypt, where legends say there dwells a power that may resurrect the dead.

OCCUPATION

Former Rogue / Bodyguard

BIOGRAPHICAL INFORMATION

Age: 19

PHYSICAL DESCRIPTION

Height: 171 cm (5'7")

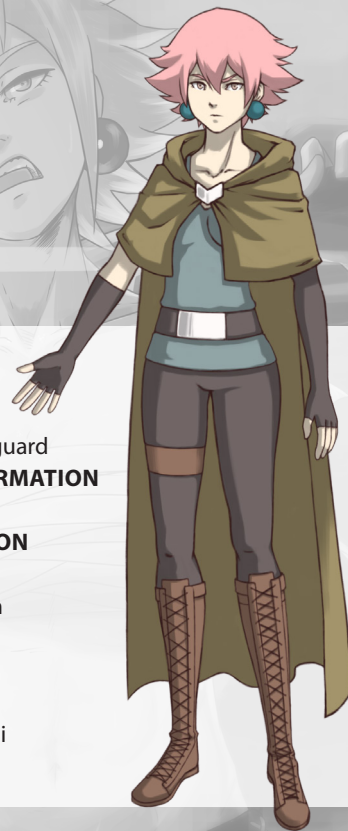
Eye Color: Light Brown

Hair Color: Pink

VOICE ACTRESS

English: Morgan Berry

Japanese: Mikumikumi



CHARACTERS

KOKO

Koko is the deuteragonist of *Sword of the Necromancer*. The goal of the game is to bring her back from death.

She is a priestess from the temple of Euda who wants to depart on pilgrimage around the continent.

She has had a fairly comfortable life but not without responsibilities due to her position as priestess.

Very studious, Koko has great knowledge of history of the continent, the gods' word and magic, but she knows little about how people live outside her town.

She has a big heart, and always thinks of others. However, she puts other's needs ahead of hers.

Koko hired Tama to be her bodyguard throughout the pilgrimage. During that travel, the girls become close friends and learn from each other, but it all comes to an end with Koko's death.

OCCUPATION

Priestess

BIOGRAPHICAL INFORMATION

Age: 21

PHYSICAL DESCRIPTION

Height: 165 cm (5'5")

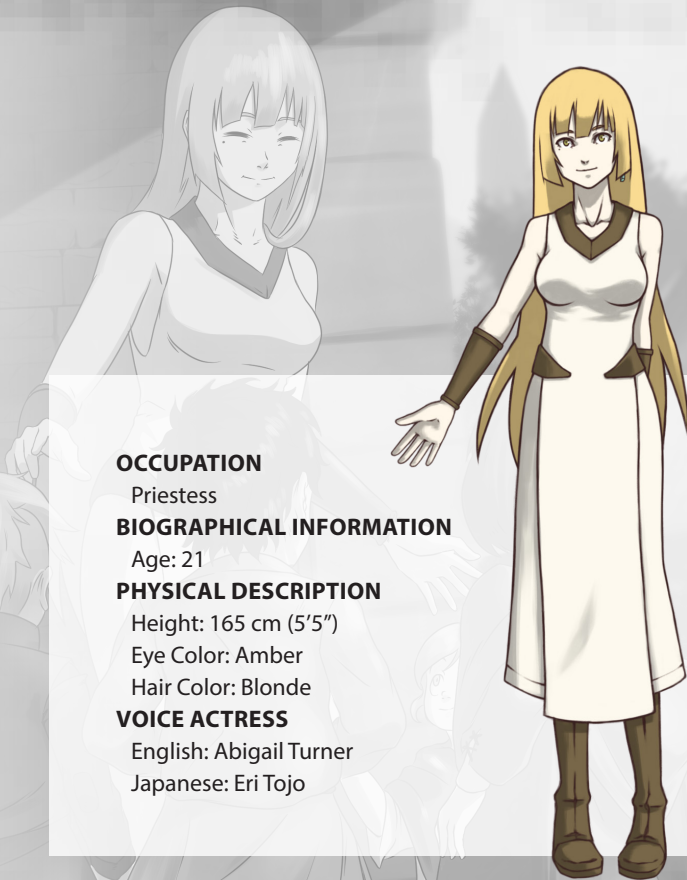
Eye Color: Amber

Hair Color: Blonde

VOICE ACTRESS

English: Abigail Turner

Japanese: Eri Tojo



CONTROLS - GAMEPAD



*We strongly recommend using a gamepad to get the best experience. If you are using a gamepad on PC, you can change the icon set that better matches your device by going to Settings and pressing **Start** or the **shoulder buttons** in the Controls display screen.*

KEYBOARD AND MOUSE

These are the default bindings. You can change the keyboard keys in Settings, pressing the **Z key** in the Controls display screen.

	Up		Use Slot 1
	Down		Use Slot 2
	Left		Use Slot 3
	Right		Use Slot 4
	Dash / Dodge		Toggle Map View

To **use the mouse**, just **click anywhere** while controlling the character. The button prompts will change to the mouse buttons. To restore them to the keyboard ones, just press one of the keys assigned to any of the slots.

When using the mouse, the **left mouse button** is assigned to **Slot 1**, while the **right mouse button** is assigned to **one of the other three slots**. You can **change the slot** assigned to right mouse button using the **mouse wheel** or pressing the **TAB key** on your keyboard.

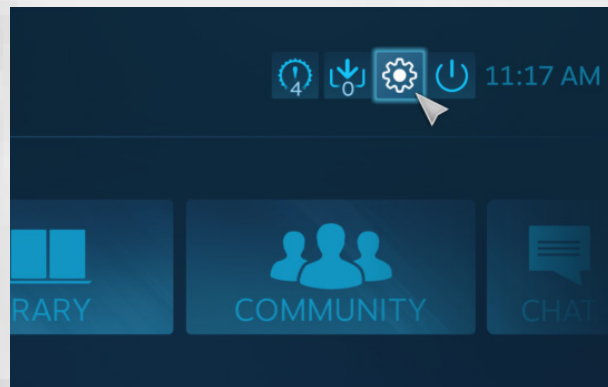


CONTROLS - GAMEPAD

USING A GAMEPAD

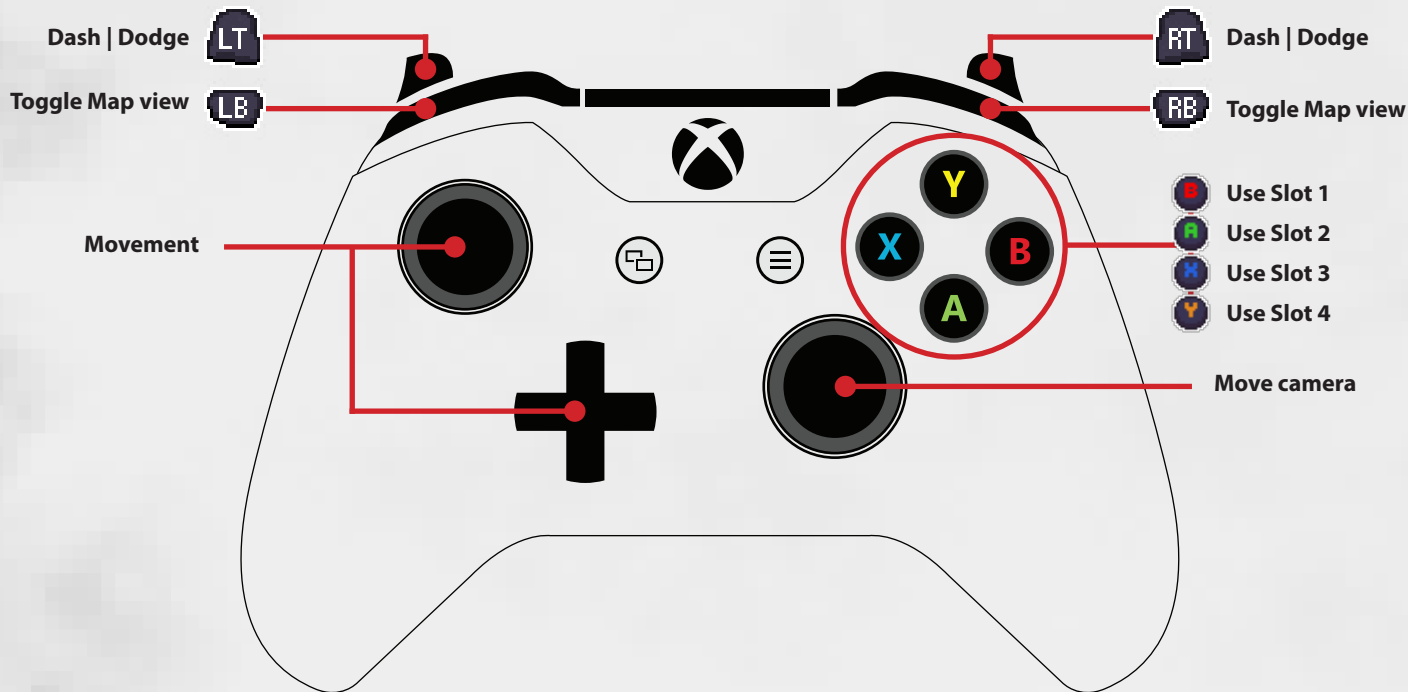
The game is natively compatible with USB-connected **Xinput gamepads**, like Xbox 360, Xbox One and Xbox Series gamepads.

For other gamepad types, you should rely on 3rd party solutions. If you are using STEAM to play the game, you can use the **Steam Controller Configuration** feature in **Steam Big Picture Mode** to enable support for other gamepads like DUALSHOCK®4 or Nintendo Switch Pro Controller.



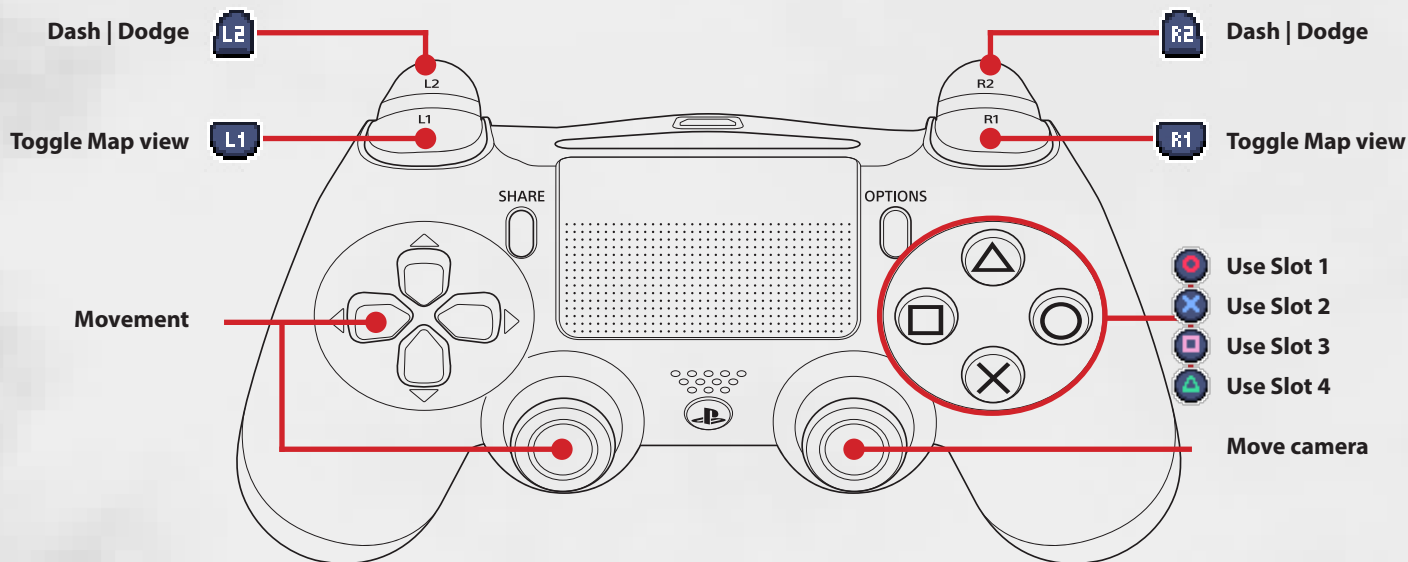
CONTROLS - GAMEPAD

XBOX ONE™ CONTROLLER



CONTROLS - GAMEPAD

DUALSHOCK®4



CONTROLS - GAMEPAD

NINTENDO SWITCH™ PRO CONTROLLER



TITLE SCREEN

To begin your quest, start up your game. After the introductory sequence, the title screen shown on the right will be displayed.

If you are using a gamepad, press **any front button** to start playing. If you are using a keyboard instead, press the **ENTER key**.

To **exit the game**, press the **ESC key** while in the title screen.

You can open the **Settings menu** by pressing the **F2 key** on the keyboard or the **shoulder buttons** of your gamepad.

DELETING YOUR SAVE DATA

Press **SHIFT + DEL keys** while in the Title Screen to erase your save data. The game will be rebooted and start as if it was the first time.

OPENING THE GAME'S SAVE FOLDER

Press **F12 key** while in the Title Screen to open the game's save and configuration folder.



ALTAR AREA

The altar area will be your main hub. You can access different features and options by using the different objects in the altar zone.



- 1 **Inventory Chest:** access and manage your stored items. Any item stored here is safe, and will not be lost upon dying in the dungeon.
- 2 **Flask of Homunculus.**
- 3 **Forge:** enhance your equipment by adding new attributes.
- 4 **Journal:** re-watch unlocked memories.
- 5 **Library:** check miscellaneous game information.
- 6 **Tutorial:** Enter the game's introductory level.
- 7 **Dungeon:** Play the game's main mode.
- 8 **Extra modes:** Extra modes like Colosseum, Boss Rush and Level Editor. This feature will be available after clearing the main mode.

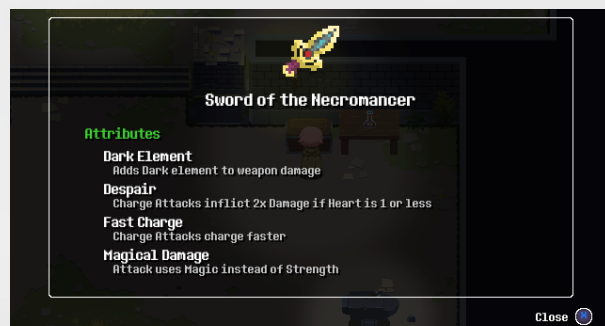
INVENTORY CHEST

The Inventory Chest can store up to **16 additional items**. If you die during the game, you will lose the equipment you had on yourself by default, so storing items in the Inventory Chest is a good way to keep them safe.



During your game, you may encounter see-through Inventory Chests inside the dungeon and after defeating a boss, so you can store or retrieve items. After using them, those see-through Inventory Chests will disappear, so make good use of them!

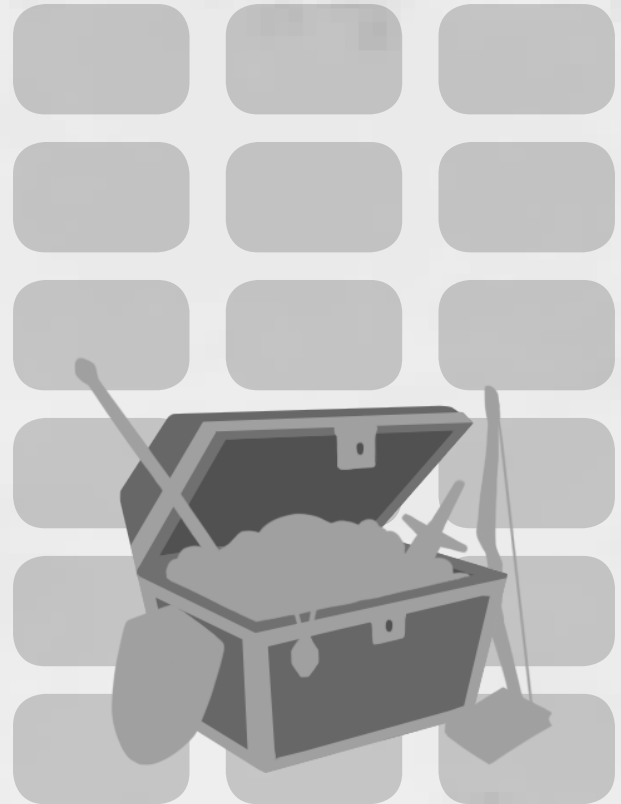
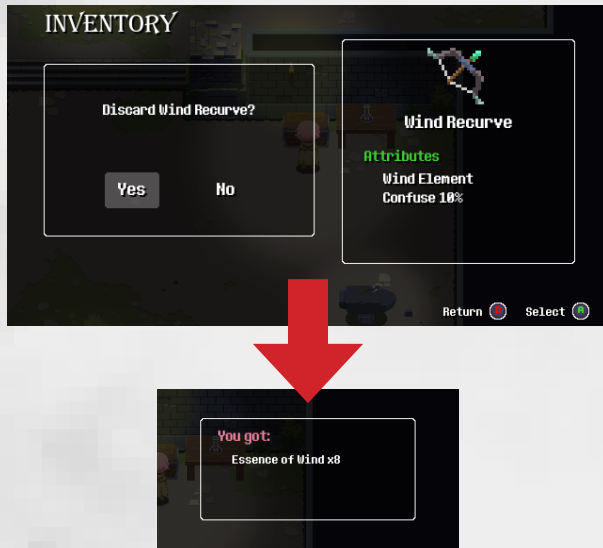
You can check the **item details** (attribute descriptions) by selecting the item and pressing the **SEE DETAILS button** (Z|X|Q|Y).



Weapons, relics and monsters can have up to 4 attributes with different effects, from passive effects to attack or defense modifiers. Many of these effects stack or combine in some manner.

INVENTORY CHEST

If you want to **make room for other items**, you can discard them pressing the **DISCARD button** (DEL | [Menu] | [Left Stick] | [+]). If the item you are discarding has a compatible attribute, you will get materials from it. You can use those materials to enhance other equipment on the **Forge**.



IR CODES

You can use IR Codes and obtain new items. To enter the IR Code press the **READ CODE button** (X|Y|Z|X). You can enter the codes in two ways:

MANUALLY

- Select the square in the 8x8 grid.
- Change its value with the **ACCEPT button** (C|Z|X|A).
- Once the grid matches the IR Code from your card, press the **VALIDATE CODE button** (X|Y|Z|X) to validate the code and get the item.



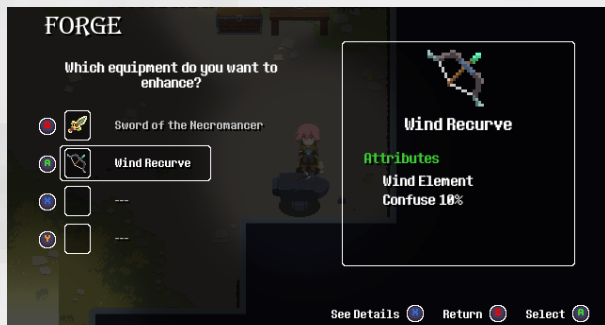
USING THE ANDROID APPLICATION

- Open the Enter code menu.
- With your **smartphone connected to the same network as your PC**, open the app and wait until "IR Code Scan App connected" appears on the game's screen.
- Using the camera function of the app, **place the code inside the red square** that appears on your smartphone screen.



DOWNLOAD THE ANDROID APK FROM OUR WEBSITE
grimorioofgames.com/downloads/SOTN_IRCodeReader.apk





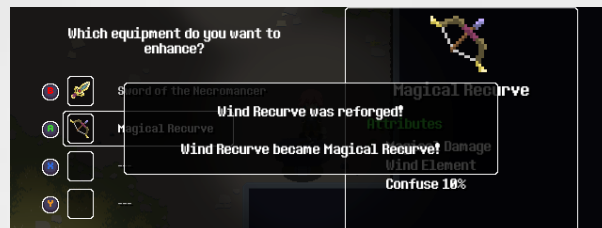
You can use the Forge to enhance weapons, relics and shields by adding **Attributes** in exchange of **Materials**. If an item already has 4 attributes or is a special item, you will not be able to add more Attributes.

Each **Attribute** requires a different set of **Materials** so it can be imbued to the item. **You can obtain Materials by discarding items within the Inventory Chest or finding them inside boxes and pots in the Dungeon.**



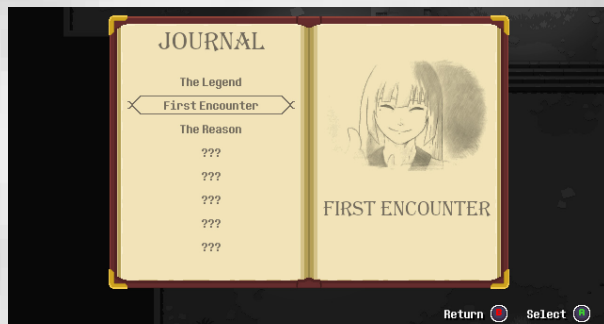
Once an Attribute has been added to an item, **it cannot be removed**, so be careful!

When you add an Attribute to an item, its appearance and name will change to reflect the newly added attribute.



JOURNAL

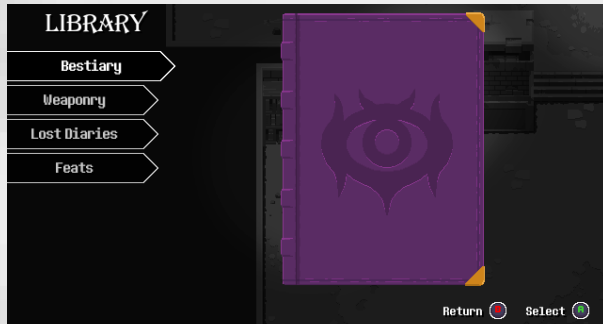
With the Journal, you can watch **again the memories of Tama and Koko's journey**. To be able to watch a memory, **you will have to unlock it first**. Advance through the Dungeon to uncover Tama and Koko's past.



This game features both English and Japanese dub, you can change it in Settings.

LIBRARY

The **Library** contains various kinds of information that will be unlocked as you play.



BESTIARY

Here you can check the monsters you have faced in the Dungeon. As you interact more with them, you will learn more about them.

WEAPONRY

There are more than 15 types of weapon in the game, every time you come across one of them, you will unlock an illustration for that type of weapon.



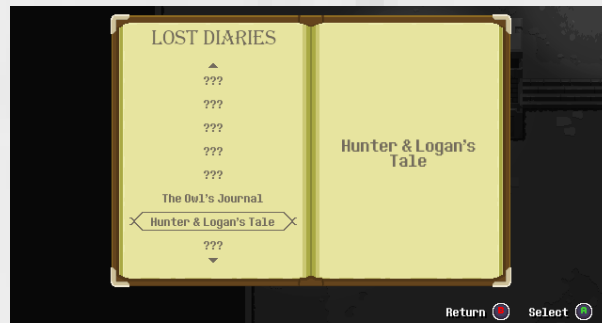
LOST DIARIES

During your journey to the depths of the Dungeon, you will find ripped pages that belong to the journals of explorers and looters that ventured themselves into the Necromancer's Crypt. Learn about their fates, you might encounter some useful information...

FEATS

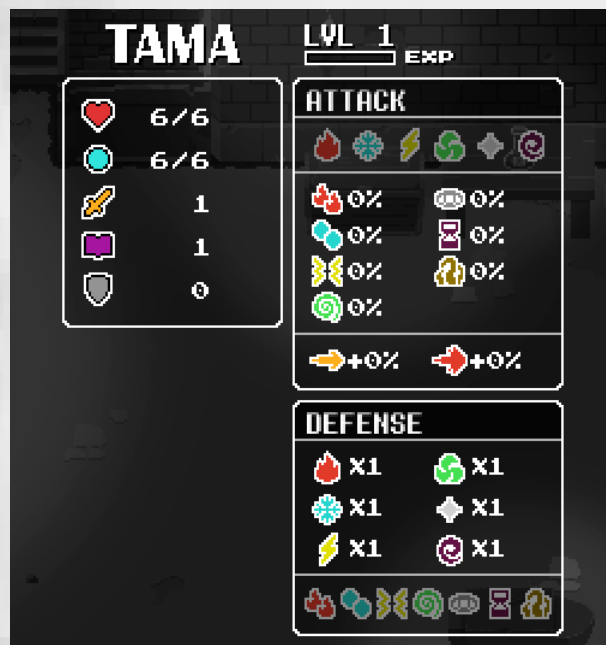
A compendium of the feats and achievements you have accomplished during your gameplay.

Getting all the achievements can be a mark of the game's mastery, but it is more important to have fun!



STATS

You can check Tama's stats at any time by opening the pause menu. Stats can be enhanced by leveling up, or by equipping certain items.



BASIC STATS

- Heart:** Health. Each Heart Container in the game's HUD represents 2 HP (Heart Points). If the HP reaches 0, it's game over.
- Soul:** Stamina. Each Soul Container in the game's HUD represents 2 SP (Soul Points). If the SP reaches 0, you will not be able to perform dashes, dodges, charge attacks, use magic or summon monsters. SP recharges by itself at a default rate of 1 SP per second.
- Strength:** Attack power when using a physical weapon. The higher the value, the higher the damage dealt to enemies.
- Magic:** Attack power when using a magical weapon. The higher the value, the higher the damage dealt to enemies. Some weapons, like the Sword of the Necromancer, deal damage based on the magic stat despite being melee weapons, as they have the Magical Damage attribute.
- Defense:** Decreases the damage received by an enemy attack. The higher the value, the less damage enemy attacks will deal. Enemy attacks will always deal at least 1 HP.

BASIC ACTIONS

MOVEMENT

You can move in 8 directions.

DASH

Use the **DASH/DODGE button** (L|RT|R2|ZR) while **moving** to **dash in the direction of the movement**. This is useful to cross gaps on the floor.

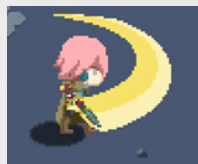
Use the **DASH/DODGE button** while staying **still** to **dodge backwards**. This is useful to avoid enemy attacks in front of you.

When both dashing and dodging, the character is immune to almost all kinds of damage.

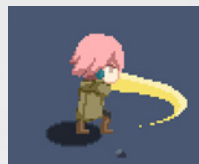
ATTACK

Use a button assigned to any slot that contains a weapon (see **Controls**) to use the weapon and attack. For example, the Sword of the Necromancer is always assigned to the Slot 1, so press the **SLOT 1 Button** (L|B|X|A) to use it.

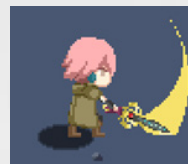
As the Sword of the Necromancer is a sword-type weapon, you can perform a combo of 3 hits maximum, so after the first attack, you can press its assigned button again to chain 2 more attacks. Each weapon type has different combo limits (see **Weapons**).



COMBO X1



COMBO X2



COMBO X3

If you have several weapons, you can change weapon mid-combo. Keep in mind that you can never surpass the maximum combo for the new weapon.

If you **press a weapon's button and keep it pressed**, you will start to **charge an attack**. Once the attack is fully charged, the character will start to glow. If you **release the button** in this state, you will perform a **Charged Attack**.

BASIC ACTIONS

USE ITEM

Use a button assigned to any slot that contains an item (see **Controls**) to use the item. Usable items, except the Shields, are consumable, so when you use them they will be removed from your equipment.

Use them only when you need it!



Consumable items take up a slot that could be occupied by a monster or a weapon, but they can come in handy when in a pinch!

OPEN CHEST



To open a chest, **approach it and stay still** until the “Open chest” prompt appears. Once it has appeared, press and **hold the SLOT 1 Button** (L|B|O|A) and you will see that a circle starts surrounding the button prompt. Keep holding the button until the circle fully forms to open the chest and obtain the item inside.

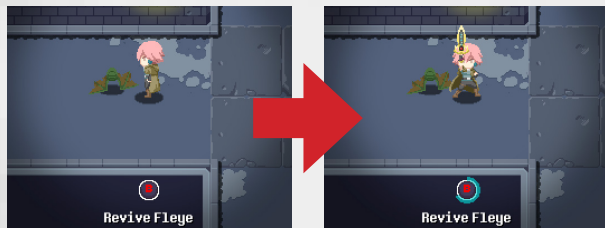
If your equipment is full, a menu will open, in which you can check the new item's properties and swap the new item with the ones you already had equipped. **If you swap an item, the discarded item will disappear forever, so think twice!**



BASIC ACTIONS

REVIVE MONSTER

If you have the Sword of the Necromancer, you can **approach any dead enemy** and revive it if you **stay still and hold the SLOT 1 Button** (L|||A). As with the chests, a circle will start surrounding the button prompt and you will obtain the monster once the circle is fully formed.



SUMMON MONSTER

Use a button assigned to any slot that contains a monster (see **Controls**) to **summon the monster in front of you**. There must be enough space for the monster for the summoning to work.

Summoning Monsters uses your Soul Points: you won't be able to summon if you don't have at least a full container.

RETRIEVE MONSTER

Once a monster has been summoned, **you can retrieve it by approaching it and pressing the same button you used to deploy it**. You can retrieve all the monsters you have summoned at once by exiting the current room, so you don't have to worry about leaving them behind.

EQUIPMENT

Besides summoning monsters, Tama can also use a variety of **weapons, objects** and **relics**.

You only have 4 slots to equip items and/or monsters, and one of them is permanently occupied by your primary weapon, the Sword of the Necromancer. Each slot is mapped to a button (see the **Controls** section), so using the item is as simple as pressing that button.

Relics grant their attributes passively, and thus don't need to be used to get their effects.

WEAPONS

There are 5 classes of weapons: **swords, spears, axes, bows** and **grimoires**. Each class has several subclasses that change things like the charged attack, reach, maximum combo hits or base critical chance and damage, making it 15 different weapon types.

Class	Subclass	Base Attributes	Charge Attack
Sword (3 hit combo max)	Sword of the Necromancer	Resurrect Monsters Summon Monsters Short range, fast	Stab Charged Summon
	Gladius	Short range, fast	Stab
	Sabre	Medium range, medium	Slash
	Claymore	Long range, slow	Spin
Spear (2 hit combo max)	Pike	Short range, fast	Throw
	Lance	Medium range, medium	Stab
	Halberd	Long range, slow	Slash
Axe (No combo)	Throwing Axe	Short range	Throw
	Bardiche	Medium range	Smash
	Labrys	Long range	Double Spin
Bow (Recharge cooldown when out of arrows)	Longbow	Arrows: 6	Shoots 1 arrow
	Recurve	Arrows: 9	Shoots 3 arrows
Grimoire (Uses Soul to attack)	Glaucus	Magical damage	Energy ball
	Ruber	Magical damage	Explosion
	Flavus	Magical damage	String of explosions

EQUIPMENT

OBJECTS

There is a variety of usable items you can equip. All of them, except the **shields**, will be one-use, so be sure of using them only when in need. These items are also assigned to one of your 4 slots.

Two of these items (Flask of Homunculus and Coin of Nodam) still take a slot, but are used automatically when certain conditions are met.

Item	Effect	Consumable
Shield	Blocks attacks that come from the direction it is facing. Can have attributes and grant passive abilities like a Relic.	No
Bomb	After used, creates an explosion that damages everyone nearby	Yes
Heart Potion	Refills all Heart Containers when used	Yes
Soul Potion	Refills all Soul Containers when used	Yes
Strength Tonic	Strength +3 for 5 seconds when used	Yes
Magic Tonic	Magic +3 for 5 seconds when used	Yes
Immunity Elixir	Grants immunity for 4 seconds when used	Yes
Ailment Cure	Cures all ailments that afflict the user when used	Yes
Escape Rope	When used, escapes from the dungeon keeping all progress	Yes
Flask of Homunculus	Creates a copy of the user.	Auto Use
Coin of Nodam	Revives the user.	Auto Use

In addition to the previous ones, there are 3 special items that instead of being equipped have an immediate effect upon obtaining them.

Special Item	Effect
Floor Key	Lets the player open the door to the Floor Boss. Sometimes, special monsters hold these keys.
Dungeon Map	Shows all the rooms in a Dungeon Floor
Level Up	Automatically levels up the player

RELICS

Relics are items that grant passive abilities, attack and defense modifiers when equipped. They take up a slot from the 4 you have available, but they don't need to be used by pressing any button.



2-PLAYER MODE

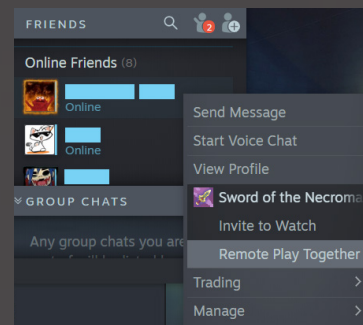
Once you have defeated the first guardian of the Dungeon, the **Flask of Homunculus** will be available at the **Altar area**, besides the Inventory Chest (check the map at the **Altar Area section**).

You may use this item to start the next game in **2-Player Mode**. Equip the item and connect 2 controllers. When you enter the Dungeon, a copy of Tama will appear!



*You can play with a friend online using the **Steam Remote Play Together** feature! Both (your PC and your friend's PC) need to have a controller plugged.*




*Once each player has connected their controllers, just start the game and invite a friend from your **Steam Friends List**, and proceed as explained above.*



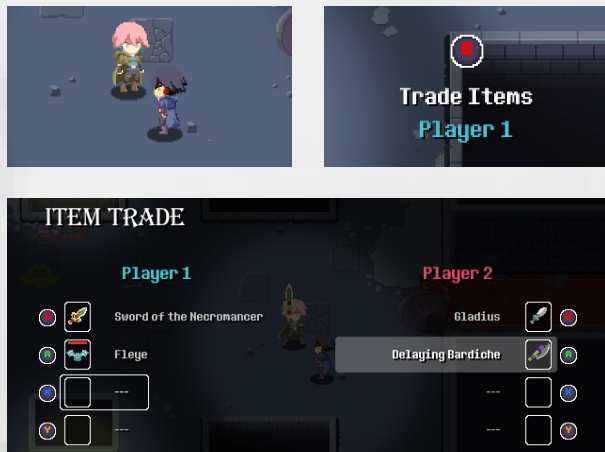
This copy can perform the **same actions as the original**, except reviving and summoning monsters, as the copy doesn't have the **Sword of the Necromancer** but a normal sword (like the one you start the game with).

2-PLAYER MODE

TRADING ITEMS



If the two players approach and stay still, a prompt will appear. **Press and hold the SLOT 1 Button** (L||||A) to open the Trade Menu. Some items like the Sword of the Necromancer, the copy's starting Gladius or monsters cannot be traded.

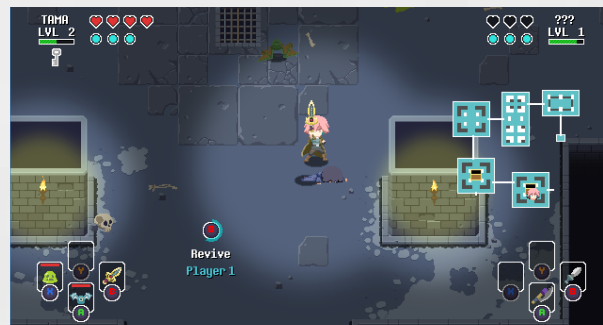
You can trade a blank slot for a slot containing an item in the other player's equipment.



REVIVING THE OTHER PLAYER

If one of the players loses their entire HP, they will fall dead, but the game will continue as long as the other player is still alive.

The alive player can approach the dead one and revive them by **standing still and holding the SLOT 1 Button** (L|||A), as you do to revive a monster. The alive player will revive the other in exchange of all their SP.



EXTRA MODES

HOW TO PLAY THE EXTRA MODES

If you have got the game's real ending, you will be able to unlock the door at the upper-right side of the Altar area.

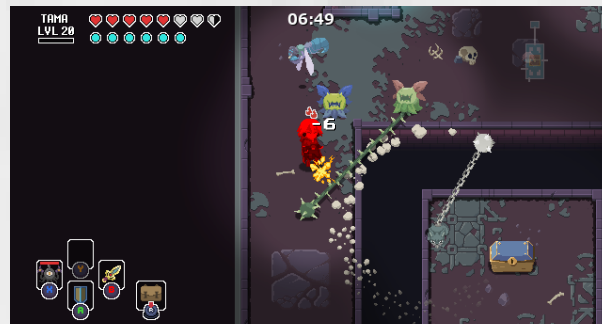
Entering that door will take you to the **Extras menu** you can see above.

Here you will be able to choose the new modes and options: Challenge Mode, Colosseum Mode, Boss Rush Mode, Dungeon Builder and Item Shop.

All the extra modes can be played with a friend in co-op!
Just plug in another controller and play together!

CHALLENGE MODE

Revisit the base mode in this **randomized challenge**. In this new mode you will advance through the five floors of the dungeon as usual, but things will be different this time!
Encounter 10 new monsters!



You will encounter new enemies and bosses, and the **bosses will not be in a fixed order**. In addition to that, your foes will be tougher than usual and they will become even stronger as you get deeper in the dungeon, so prepare yourself!

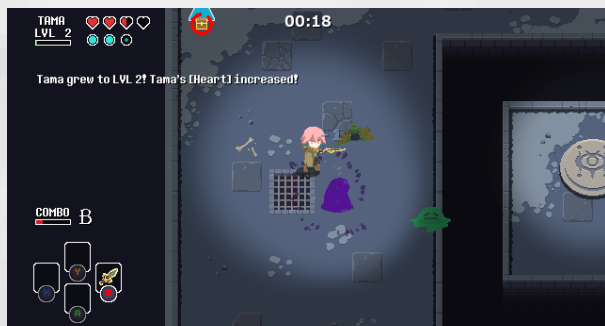
This Challenge Mode uses the same rules as the base game except that **no matter what, you must complete it from beginning to end in the same play session!** You can still exit the dungeon and keep your items using Escape Rope or the teleportation circles (or dying if you set it in Game Settings).

EXTRA MODES

COLOSSEUM MODE

Show your might against hordes of enemies! Starting from level 1 and without any items, take on the waves of enemies and advance to the next level. **Chain combos and make your combo meter grow**, as it determines how much experience you will get and increase the probability of getting better items in the chests!

A random boss awaits you at the end! Do your best in the Colosseum levels to improve your odds at defeating it!



BOSS RUSH

Fight against 5 bosses without rest! Fight against tougher bosses (both old and new) in succession, with only what you can bring with you: Level up and gear up to face them! New fearsome bosses await you!

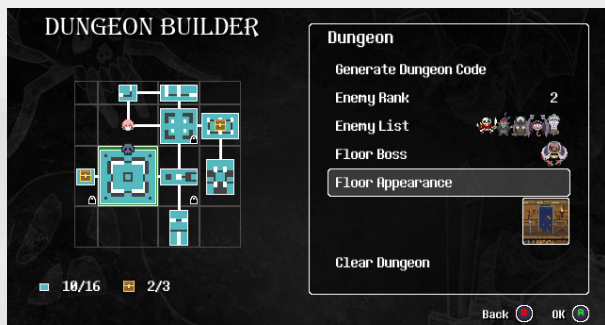


As a prize for completing this mode, **you may get your own "miniboss" to summon!** You can get one of the four original guardians by completing this mode

EXTRA MODES

DUNGEON BUILDER

Create or play custom dungeon floors! Create a floor layout, select its appearance, the enemies you want to appear and the boss at the end. You can even choose what items will appear in the chests and their properties, so you can set a challenge for yourself or for the others who play your Dungeon, as you will be able to share it with a simple text code!



Players will start at level 1 and will not retain what they get in this custom dungeon.

ITEM SHOP

When completing one of the other modes, you will get Symbols that you can exchange for items in the Item Shop. The item offer will be the same for everyone playing the game that day, and changes every day. This is also an easy way to get all the weapon and relic types, needed for achievements.



Items in the shop will be better than usual, and also can be dismantled to get rare materials for the Forge! Get new items everyday!

STREAMER MODE

If you have a Twitch channel, you can let people in your channel's chat make changes in your game while you play!

Using the Streamer Mode, your viewers will be able to help or hinder you in your adventure. To activate the Streamer Mode, you will have to edit a configuration file.

In the Title Screen, press F12 to **open the game's save and configuration folder** (located in %localappdata%/SwordOfTheNecromancer). Note that for this folder to exist, you have to run the game at least once.

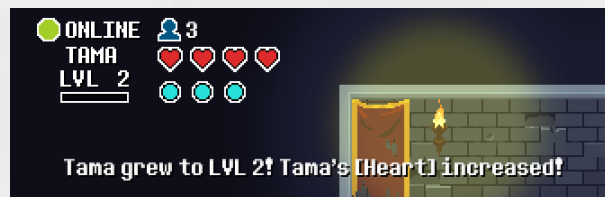
You will find a file named twitch_settings.ini in that folder. Open it with a text editor (**DO NOT** use Windows' default Notepad; **we strongly recommend using Notepad++**, a free alternative which does not modify the file's format).

Inside the file, you will find the instructions to activate Streamer Mode. **You will need to provide your channel's name and your oauth token.** Please do this outside of the stream or in a way that your viewers cannot see your oauth token, as it could be used to impersonate you.

You can get your oauth token by following this link and logging into Twitch: <https://twitchapps.com/tmi/>

Once the file has been edited, save the changes and reboot the game. To start Streaming Mode, start your streaming (so that your status on Twitch is "live") and run the game.

Once you are in the Title Screen, you will see that an icon has appeared on the top-left corner. It will start as a red circle with the word "Offline", but **after a while, and if everything worked, it should change to a green circle and "Online"**, followed by the number of viewers.

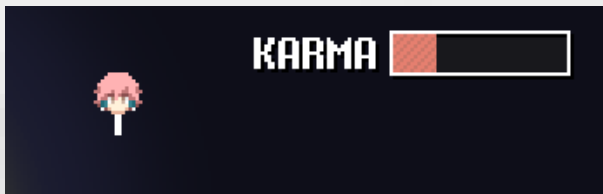


If this icon disappears, return to the Title Screen to try again. If it doesn't work, check your settings in the twitch_settings.ini file.

STREAMER MODE

While Streamer Mode is active, people watching you can make changes in your game by writing the ‘%bless’ or ‘%curse’ commands in the chat.

Once the necessary “votes” have been recollected (a minimum of 10), something will happen. That something will depend on which option won the voting (“bless” or “curse”) and your current Karma value.



If “Bless” wins:

- A positive effect will trigger. That can go from healing if you were low on health to spawning a chest with a good weapon nearby.
- The higher your Karma value, the better the effect will be for the player.
- The Karma value will be reset to 0. If the Karma bar was full, this will also increase your Karma level, allowing you to amass a higher Karma value (the Karma bar will change color to reflect that).

If “Curse” wins:

- A negative effect will trigger. That can go from giving the player a status ailment (stun, slow, etc.) to spawning very strong enemies that cannot be revived.
- The higher your Karma value, the worse the effect will be for the player.
- The Karma value will increase. The increase will be proportional to the number of people who voted “curse” respect the total of votes.

Use the Streamer Mode to interact with your audience and make them part of the game!

MONSTERS

There are **more than 20 kinds of monsters** you can encounter and recruit in the Dungeon. **Each individual creature is unique in some way**, and may have different attributes even if they look the same at first glance.

When you summon a monster and keep fighting alongside it, **it will gain Rank Points**. If they win enough RP they will **Rank Up**, enhancing their stats and gaining new attributes.

A ranked-up monster will have a colored star by its icon. The maximum Rank a monster can have is 5 (depicted with a white star).



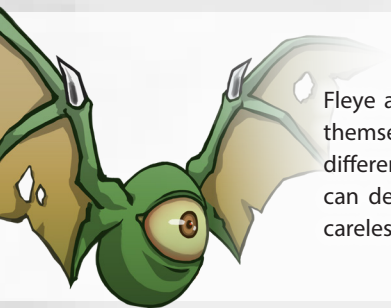
A monster can have a base element (and it can even gain it by ranking up). An elemental monster will have a **different color** than usual, and will be **resistant to its own element** and **weak to its counterpart** by default. Use this to hit their weak point with the appropriate elemental weapon!



Note **that a monster's attack can have more than one element**, but the monster itself can have only one base element. Attributes can also negate or exaggerate the base element's weaknesses and resistances.

MONSTERS

These are some of the monsters you may encounter in your adventure:



FLEYE

Fleye attack in groups, by launching themselves at the objective from different locations. They are weak, but can deal a lot of damage if you are careless.



SCHOLOAK

These mages can teleport away and shoot their energy balls from a distance. Attack them while they are charging their magic, but be careful to not be near them when they shoot!



SLAAIM

They attack by spitting the very same substance they are made of. Be careful when they are nearby, as they can deal damage just by touching them.



CHAMPIMBOMB

These monsters wander randomly, scattering their stunning spores around and planting a larva. Their spores can stun you if you inhale them. Their larvae explode when detecting someone nearby!

MONSTERS



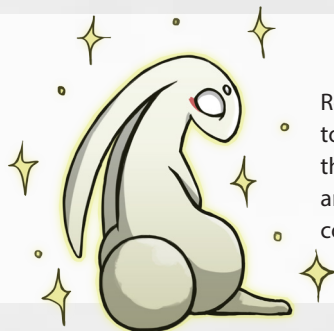
HARVESCALP

They secrete a ball of something similar to cobweb, it can trap anyone that touches it. Their cobweb acts different depending if it's on the floor or in ball form.



DOLLAHAN

Their giant shield will block almost any attack directed to it and then retaliate with a powerful smash.



RESTOREBBIT

Restorebbit are elusive and very rare to find. They will flee at the sight of the slightest threat. It will come to aid any nearby ally in trouble, even at the cost of its own life.

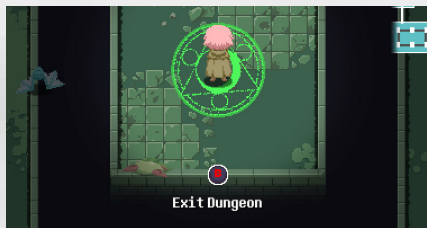
GAME TIPS

LEAVING THE DUNGEON

You can leave the Dungeon at any time by going to the Pause Menu and selecting the “Go to Altar” option. However, this counts as dying and you will lose your equipment and half your levels as usual. The same will happen if you close the game in any area that is not the Altar.

There are 2 ways of leaving the dungeon without losing progress:

- Using an “Escape Rope”, an item you can find in chests and smashing the boxes and pots you can find in the dungeon. This object can be used whenever the player wants to, but takes up one of the equipment slots.
- Using an “Escape Circle”. When you defeat a boss, or randomly in the dungeon floors, you can find one of these circles.



If you leave the dungeon by one of the two means above, once you return you will start at the last floor you visited. So using these options is a good way to have some rest so you can get back to the game fully recovered at a later time!

TOO HARD? TRY SOME IR CODES!

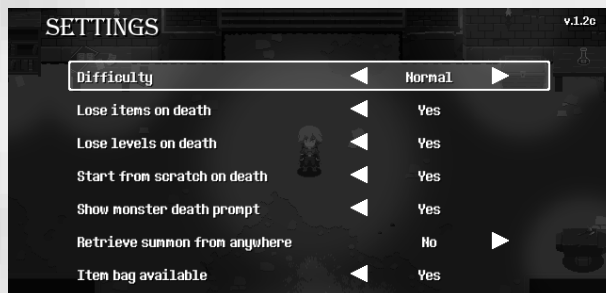
IR Codes let you customize your game experience by giving you the chance to begin with the equipment you want. Do you have problems with Scholoaks? Scan a Mirror Shield and return their attacks back at them! Does a certain boss make advancing impossible? Get a weapon that exploits its weaknesses from the start!

You can find IR Codes in our social media and Discord channel: <http://discord.swordofthenecromancer.com>

STILL TOO HARD?

LOWER THE DIFFICULTY IN GAME SETTINGS

After completing the tutorial, you will unlock the Game Settings. Once this option is unlocked, it will be unlocked forever, but only accessible while you are in the Altar area.



Using this option you can further customize your game: lower (or rise!) the difficulty and remove some of the Roguelite elements.

While we recommend playing on Normal to get the intended experience (and use the IR Codes if necessary), use this option if you are having a hard time with the game.

EXTENDING YOUR COMBO

After finishing a combo, your last hit will have an extended “cooldown” period during which you cannot move or continue attacking. You can cancel this time by dashing or dodging and you can even cancel that dash/dodge with an attack, starting a new combo. You can do this as long as you have SP left.

CHARGED SUMMON

The normal Charged Attack for the Sword of the Necromancer is a Stab, the same as the other Gladius-type swords. The charged stab is useful by itself, as it has an increased Critical Hit chance, but the Sword of the Necromancer hides another secret.

If you charge an attack with the Sword of the Necromancer, and without releasing its slot button, you summon a monster, that monster will be summoned and attack at the same time. This can turn seemingly “useless” monsters into powerhouses!

You need at least 3 SP to do this, otherwise it will be a normal summon.

[illegible][illegible]

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