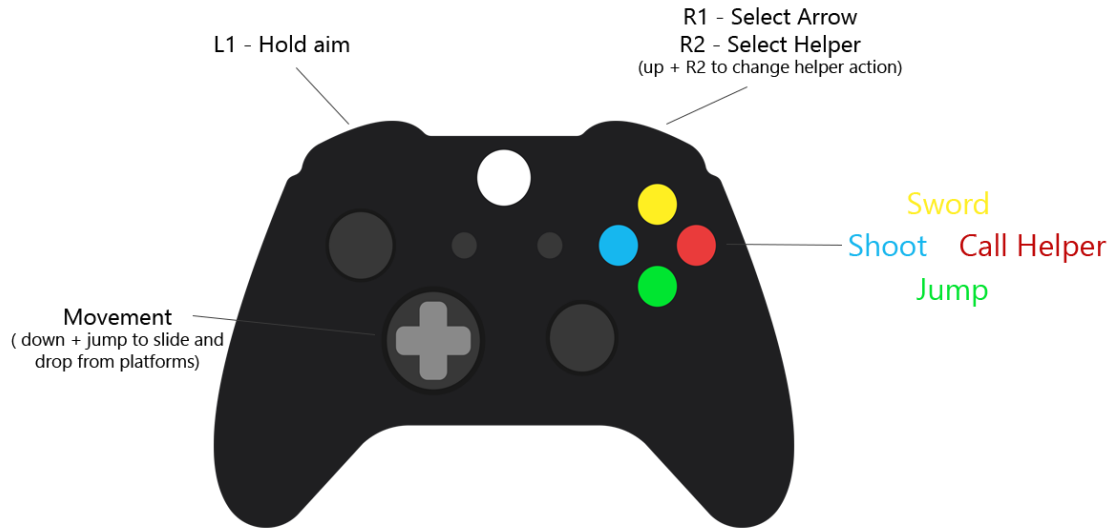




- User Manual -

## - Default controller layout -



## Keyboard commands

Space	Pause
Esc	Quit level
F2	Reset

## Notes about controller mapping

- With the exception of keyboard commands, all gameplay (movement and action) keys can be mapped in game in the “**Options**” menu, for keyboard mode players
- Keyboard command buttons can be mapped for controller users with the “**Steam Controller Setup**” function
- In the case of using an unsupported gamepad by Steam Controller, third party softwares such as “**Joy2key**” can be used

## - Main Screen -



### START

(Begin a new game in the desired difficulty)

### OPTIONS

(Adjust settings of the game, refer to the "Options" section for a comprehensive list )

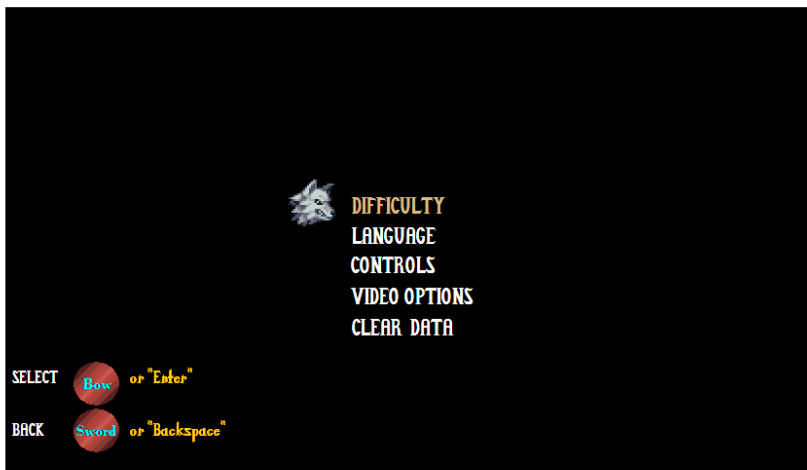
### EXTRAS

(Check your personal records, achievements and many unlockable content )

### QUIT

(Exit from the game)

## - Options screen -



### DIFFICULTY

Select your desired level of difficulty before starting the game  
(Easy, Normal and Hard)

### LANGUAGE

Pick your desired language for the texts of Walachia  
(English, Spanish, French, Italian and Portuguese)

### CONTROLS

Bind your desired keys for keyboard mode or map the input for your preferred controller.  
(Refer to the store page for more information about controller support )

### VIDEO OPTIONS

Adjust your desired game visual resolution and screen size

### CLEAR DATA

Resets the game to a default state, clearing achievements, personal records and progress with no chance of recovery.  
(It's suggested to use it with care)

# User Interface

## - stage -



1 - Life counter / HP bar  
(MAX HP can be increased with items)

2 - Arrow Selection  
(Different kind of arrows for every situation)

3 - Helper / Black Orb counter  
(Up to 4 different helpers can be summoned when you have collected enough black orbs)

4 - Timer  
(Elapsed time during the stage, low times in normal and hard more register personal records)

5 - Key counter  
(Keys open distinct types of chests with rewards in them)

6 - Total stage score  
(Increases by defeating enemies or obtaining treasure items)

## - Post stage screen -



1 - Stage name  
(The number of the incoming stage)

2 - Story briefing  
(A summary of the events that happened during and after the stage)

3 - Map of Wallachia  
(Observe the progress of the heroes in Dracula's reign)

4 - Elcin's status  
(MAX HP, remaining lives, black orbs, arrows and upgrades)

5 - Player stats  
(Time, score and number of keys gathered are recorded and displayed)

# Game System

- **How to Play**

Take a brief look at all the actions you can perform as **Elcin** as you travel around **Wallachia**



**Walk:**

Basic movement action

- Press **left** or **right** buttons to advance in the facing direction



**Crouch:**

Used to dodge enemy arrows or trigger other actions

- Press **down** button
- Hold it to keep the action



### **Jump:**

Reach platforms in large heights, pass through obstacles or dodge enemies,

- Press **jump** button
- Press it a second time to perform a second jump



### **Shoot:**

Main offensive action, fire a long distance arrow that causes damage and destroys objects

- Press **shoot** button to fire, this can be done multiple times
- Default arrow is unlimited, special, more powerful arrows are limited
- Keep the button pressed to charge a more powerful attack, works with all the available arrows



### **Sword:**

Fast, short range melee action. It can destroy enemy projectiles as arrows

- Press **sword** button to attack, this can be repeated as long the button is pressed



### **Aim:**

Adjust your bow to fire in multiple directions without moving

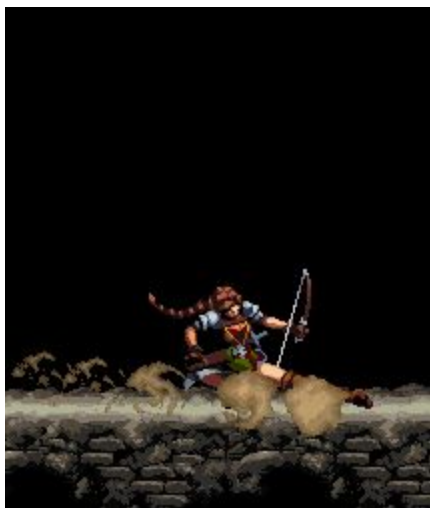
- Press the **aim** button to trigger the stance, keep it pressed to continue the action
- You can't move while performing the aim action



### **Jump down:**

Drop down from a platform in a quick way

- Press **down** and **jump** to descend from a platform
- Only light platforms can be descended







### **Slide:**

Quickly advance and pass through narrow places

- Press **down** and **jump** in solid terrain
- You can't slide on light platforms, you will drop down, use the action with care
- You will take damage if you slide to an enemy or a stage hazard (spikes, etc...)

- Arrows

The right arrow for the right situation is **Wallachia** core element, you have **four** different kinds of arrows to select from.

	<p><b>Normal arrow:</b> Default shot available at the start of the game or when special arrows run out</p> <ul style="list-style-type: none"><li>● Infinite ammo</li></ul>
	<p><b>Triple shot:</b> Fire 3 arrows in upper, straight and down directions at the same time</p> <ul style="list-style-type: none"><li>● Can hold up to 40 arrows</li><li>● Same fire power as normal arrow</li></ul>
	<p><b>Rail shot:</b> An arrow so fast that can't be stopped by multiple enemies or walls</p> <ul style="list-style-type: none"><li>● Can hold up to 30 arrows</li><li>● Medium firepower that can pierce multiple enemies and cross walls</li></ul>
	<p><b>Blast shot:</b> The strongest arrow that Elcin can use, blast everything away with an arrow with a high impact ratio</p> <ul style="list-style-type: none"><li>● Can hold up to 20 arrows</li><li>● High firepower with an explosion that can defeat multiple enemies in a wide area of effect</li></ul>





- **Helpers**



Elcin is accompanied by **four** different allies that will grant her support via special attacks or tactical advantages.

They offer two different levels of actions that will consume different amounts of **Black Orbs**

	<p style="text-align: center;"><b>Silviu</b> <b>- Front Rush Lv 1 -</b></p> <ul style="list-style-type: none"> <li>● Silviu comes out with a strong charge that tears everything in its way</li> <li>● Consumes 30 Black Orbs</li> </ul>
	<p style="text-align: center;"><b>Radu</b> <b>- Flare Lv 1 -</b></p> <ul style="list-style-type: none"> <li>● Radu throws a barrage of explosives, damaging everything on the screen</li> <li>● Consumes 30 Black Orbs</li> </ul>



**Konstantin**  
**- Arrows Upgrade -**

- Konstantin boosts the power of all the arrows Elcin holds at the moment
- You lose the current arrow boost if you get hit, but you keep the other boosted arrows
- Consumes 40 Black Orbs



**Christian**  
**- Invincibility -**

- Christian uses a spell that will protect Elcin from any harm during 10 seconds
- Effect is nullified by stage instant death hazards (spikes, pits)
- Consumes 60 Black Orbs

