

Elleros Manual

Elleros Version 0.75

MANUAL

KEYS AND CONTROLS

RMB - Block
F - Sheathe, unsheathe
V - Change combat style
R - Change weapon
Shift or '\ ' - Sprint
C - Sneak / Pickpocket
I - Toggle Inventory UI
J- Toggle Quest UI
M - Toggle Map UI
L - Toggle World Map
T - Talents

GAMEPLAY

1 Opening the inventory [I] pauses game time.
After casting magic, sprinting or power attacking you have a period of several seconds of vulnerability where you cant heal or drink a potion. Your inventory is locked for a few moments, thus you'll need to retreat or wait for a few seconds to regain your stride.

This means some enemies that use infection or corruption can repeatedly lock your inventory access for a few seconds. Beware!

2 Crime and pickpocketing.
Pickpocketing that fails gives a criminal record for a period of time and you will be attacked by guards when in or entering a town or area. Pickpocket record disappears after a time of time of can be paid off.
If you kill an innocent , or guard or merchant, you gain a bounty for murder. record causing to be attacked on entering towns, that can only be moved by paying the bounty. In public build v1.0 this i
Sheathing weapons while making you move sightly faster, can also cause some civilians or guard enemies to stop attacking. Sometimes.

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A successful pickpocket will not alert guards or victim. Please wait 2 seconds after using pickpocket before trying to take anything from a victims inventory. The tooltip to see whats in an inventory after pickpocketing can take 1-2 seconds to show. This is deliberate so that the NPC can react if the pickpocket is failed. Please wait before the tooltip shows before clicking on items. If you click in that time and mouse disappears please press I.

3.1

Power Attacks

Need to be held down and can be then stored for several seconds, but then power attack window expires after 5 seconds.

moving left, right or back while pressing and holding LMB, charges up differing swing types. These differing power attacks do more damage or have a longer reach than attacks without moving. Attacks cost stamina.

3.2

Normal Attacks

moving left, right forward and back and forward while pressing LMB does differing damage and attacks at differing ranges.

4 Level scaling

At the moment town guards and some higher power enemies combat ability scales to your level.

BUGFIX FAQ, AND WORKAROUNDS

The dagger develops a life of its own and tries to stab people.

Honest. The dagger did it not me, officer... Okk.

This is a 'feature', not temporary demonic possession of your players hand.

Honest. Try and press LMB and RMB fast and alternately. Or change weapon

Got stuck in the Abyss?

Panic.

Pickpocketing and mouse disappears?

Please wait 2 seconds after using pickpocket before trying to take anything from a victims inventory.

The tooltip to see whats in an inventory after pickpocketing can take 1-2 seconds to show. This is deliberate so that the NPC can react if the pickpocket is failed. Please wait before the tooltip shows before clicking on items. If you click in that time and mouse disappears please press I.

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Visual glitches in character creator?

If there are any visual glitches on the character creator please just press the in screen character reset button. Did you spot the 'darkness' button on the character creator?

I dont get attacked in crouch?

This is a known bug in v1.0 thats marked for a fix. 50% of the time, you dont become visible on attacking during the vanish period of crouch. This is between 3-9 seconds, linked to skill. Please consider manually uncrouching if your stealth is high).

Still got stuck in the Abyss?

Panic.

Quests not saving to savegame state?

This will be part of build v3, for Paetron backers of \$3 or more.

If you seem to be floating in space?

If you've entered a new area, PLEASE DONT MOVE! The game is not loading optimised.

On the other hand, you havent entered a new area and you feel like your floating in space, then splash some water on your face and take a breather fella.

EXAMPLE CHARACTER PATHS

Play is made for maximum player agency.

You can buy a broom from a merchant. Then beat the merchant up with the broom and steal his goods and his penguin. You can then summon the penguin, beat it with a broom, then have your broom turn into a flaming sword as a holy miricle.

Warrior

Upgrading shield and armour skills, along with heavy armour means you can, especially when blocking, resist colossal damage, while looking for an opening. Using sword and shield you can block 'just in time', directly at the moment of an attack. Mace and shield commits you to slower blocking but can stagger foes.

Stealth

Using the dagger, especially one handed, you give and take much more damage.

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Stealth becomes your shield, using vanish and retreating to heal, then closing to unleash a death blow. Some enemies strike hard and even you might need a shield or armour from time to time.

Some of the undead can see through all forms of stealth. (note, a known bug in v1.0 that's marked for a fix, means 50% of the time, you dont become visible on attacking, during the vanish period. Please consider manually uncrouching if your stealth is high).

Magic

Upgrading your magic skills lets you fight with summoned creatures and spells. There are places within the world where you can gain more magic and a ready supply in exchange for.. darkest pacts.
