

Operation

◆The game play itself is done with the mouse.

*Click: Decide, move a square.

*Right click: Cancel, exit menus, etc.

*Exit game: Close the game window whenever you want for auto-save.

*F1 key: Toggle battle double speed function. (optional default setting)

*F4 key: Switch to full screen. (optional default setting)

*The language can be changed from the options.

Select a character.

You can change your character by clicking the left and right arrow buttons.

Please note that when you start a sortie, it will overwrite your previous play data.



Difficulty: Low









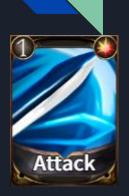


Difficulty: High

Hovering the cursor over an image or icon will display various descriptions and statuses.



Card Description I



Normal:



Many cards are easy to use and versatile for any character.



Dual:



Many cards are inferior in power of one blow but superior in number of attacks, and many of them are affected by SPD.



Heavy:



Many cards have high destructive power of a single blow. They are good at "Guard Break" which destroys blocks.

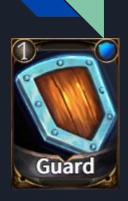


Ether:



Most of them are affected by MAG. Many cards place cards called tokens in their own graveyard and utilize them to fight.

Card Description I



Block:

A card that gains block value and reduces damage. The block value is reset at the end of the phase.





Cards that restore life or provide buffs;

this card consume after use.



Avoid:

A card that increases the avoid rate and avoids attacks with a probability. The avoid rate is reset at the end of the phase.



Installation:

A type of item, but instead of being activated when used, it is placed in the graveyard, and can be used from the graveyard to activate its effect.

Event SquareDescription



Enemy:
Battle with the enemy occurs.



Lethal Enemy:

A battle with a strong enemy occurs. It is recommended to challenge them with caution.



Rest:

You can choose to restore life and stamina, or reinforcement your cards.



Water well:

Small recovery of Life and Stamina. However, there is a fumble.



Treasure Box:

If you can open it, you get a card.
The ease of opening depends on the type of the treasure box.



Store:

You can purchase cards using "EthShard" (currency).



Random Events:

Various events occur. Battle and rest may be drawn.



Stairs:

Stairs to the next floor.

Somewhere in the random events.

You can learn runes by consuming an "EthShard". Runes are powerful passive skills.

You can learn as many runes as you want, but it is a trade-off for purchasing cards in the store.



Result will be displayed when the game is defeated or cleared.

When a certain amount of score is accumulated, a new card can be unlocked.



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