



Beat In Zero Play manual



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.


The screenshot shows a game interface with several elements highlighted by colored boxes and text callouts:

- Top Center:** "BATTLE EVENT" text.
- Top Right:** "Imp" enemy with 45 HP and 10 level. A tooltip shows its stats: ATK: 4, MAG: 5, SPD: 6.
- Top Left:** "Add Block +2" tooltip.
- Center:** A character with 70 HP. A tooltip shows their stats: ATK: 8, MAG: 4, SPD: 6.
- Bottom Left:** A character with 70 HP. A tooltip shows their stats: ATK: 8, MAG: 4, SPD: 6.
- Bottom Center:** A character with 70 HP. A tooltip shows their stats: ATK: 8, MAG: 4, SPD: 6.
- Bottom Right:** A character with 11 HP. A tooltip shows their stats: ATK: 4, MAG: 5, SPD: 6.
- Bottom Left (Green Box):** "スタミナ: 1マス移動する毎にスタミナを1消費します。スタミナが0になった場合ライフを消費します。"
- Bottom Center (Red Box):** "SPD: SPDは一部の攻撃カードの威力に影響する。SPDが相手より高い場合は、カードを先に出せる。"
- Bottom Right (Green Box):** "「プレイヤーのデッキ」デッキが0になった場合は、墓地のカードを回収しリセットする。"
- Bottom Left (Blue Box):** "最大ライフ +10", "「Heavy Weapon」カードの使用コスト -1", "「Block」カード使用時にブロック値 +1"
- Bottom Center (Blue Box):** "ATK: 8 MAG: 4 SPD: 6 B1F"
- Bottom Right (Green Box):** "「プレイヤーのデッキ」デッキが0になった場合は、墓地のカードを回収しリセットする。"
- Bottom Right (Green Box):** "「プレイヤーのデッキ」デッキが0になった場合は、墓地のカードを回収しリセットする。"
- Bottom Right (Green Box):** "「プレイヤーのデッキ」デッキが0になった場合は、墓地のカードを回収しリセットする。"

TIPS: スタミナが0になるとライフを消費しライフが0になると移動中でも死亡

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 II



Block: 

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



Item: 

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.

TIWAZ

ティワズは戦士を司るルーン。
あなたが剛腕を手にしたのであれば、
ティワズに加護を得るべきだ。

ペイオース

ティワズ

ウルツ

アンスール

エオロー

エイワズ

ハガル

『ATK増加』
必要EthShard: 150
ATKが永続的に1増加します。

SPD

ATK

253

TIPS: 得したルーンは解除できずリセットすることも出来ません。慎重に習得しまし

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.

ATK: 8 MAG: 4 SPD: 6 253

Result

Failure.
B5FでMinotaurに敗れました。

B

バトル回数(23)	667
移動ペナルティ(18)	-360
総獲得フラグメント(1173)	587
総与ダメージ(1259)	630
総被ダメージ(270)	-135
リーサルエネミー討伐(2)	400
イベントマス消化数(84)	1680
STの代わりにライフを消費(16)	-320
戦闘中ダイスの平均値(3.6)	スコア対象外
トータルスコア:	3149

CardLV1Unlock
2529/7000

アンロック

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