



APPRENTICE ARRIVING EARLY ACCESS

- GUIDEBOOK -

v. 0.0.1

Keyboard Controls

Move	WASD
Sheath / Unsheathe Weapon	R
Dodge	Space
Jump	Alt
Run	Move + Hold Shift
Zoom in / out	Mouse Wheel
Options	O
Inventory	I
Interact	E
Target Mode on / off	TAB
Toggle between enemies	T
Attack	Left Mouse Click
Hide HUD	H
Switch Circle Skills Tablet	C
Toggle between Skills	1,2,3,4
Use Skill	Q
Use Show Globe potion / buffs	G
Toggle between Show Globe Slots	X

(Mouse Button)

Normal Attacks

LMB + LMB

LMB + LMB + LMB

Combos

Pierce LMB + 3x RMB

Spin 3x LMB + 3x RMB

Stun LMB + (B) + 3x LMB + 4x RMB



Show Globe System

The Show Globe is a potion that can be used universal. You only need this potion to buff, heal, refresh mana etc. On your way, you will find different herbs. These herbs are ingredients and can be put in the Show Globe which is then indicated with a color.



There are 5 Slots that can be filled with ingredients to activate effects.



After the ingredient has been put in a slot, the effect can be used in combat by pressing G on the keyboard or directly in the Inventory by pressing on the glass bar. It is also possible to mix two effects in one single slot to activate two effects at the same time.

Mixtures

If you mix two different types of herbs the bar will be split in the middle. In this case we have combined Mana and Health. In some circumstances this might be helpful but in general it is ineffective.

There are other types of herbs with various effects that are more effective to combine. Try out various mixtures to see what fits best for you.



Stats

In order to increase your character stats you have to set points for attributes. Each level up grants you 5 points that you can spend on an attribute of your choice.

Vitality = Hit Points (your maximum life energy)

Might = Physical Attack (the rough damage you deal with weapons)

Arcane = Magic Attack (the magical damage you deal with spells and enchanted weapons)

Defense = Physical Defense (the physical damage you can absorb which also adds up to Vitality)

Aura = Magic Defense (the magical damage you can absorb which also adds up to element resistance)



„Beyond“ preview to show how attributes increase when you spent points on them.

„All“ sets all points back to the default character stats.

„Confirm“ confirms the points that you have set.

„Revert“ sets points back that have not been confirmed.

Element Resistance

Resistance		Tier
Element	Resistance	
Fire	8	0
Water	0	0
Lightning	3	0
Earth	0	0
Ice	0	0
Air	0	0

The Resistance table shows you how resistant you are against the elements: Fire, Water, Lightning, Earth, Ice and Air. The numbers are calculated in percentage.

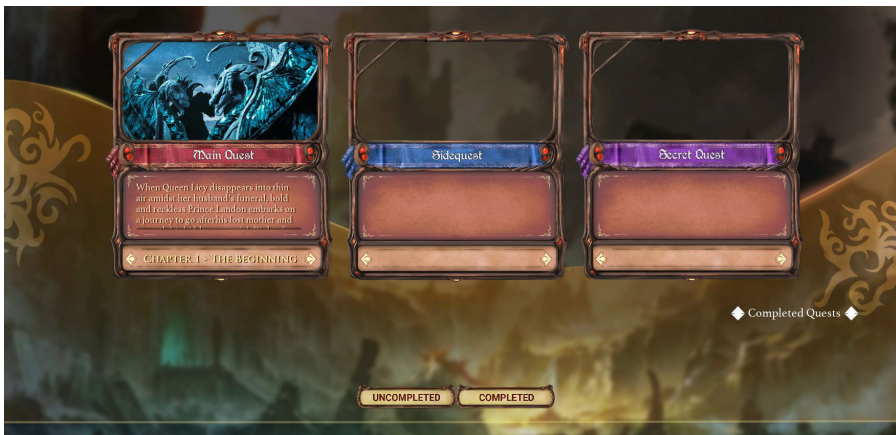
Spell Tier

Each element has a tier. By using spells more often they will increase. Higher tiers have the following effects:

- increase of magic damage
- increase of resistance
- higher chance to activate element „Status Effects“ on enemies

Status Effect example: Fire Burning Tick that deals each second a percentage value of Fire Element Damage and stuns the enemy while burning is active.

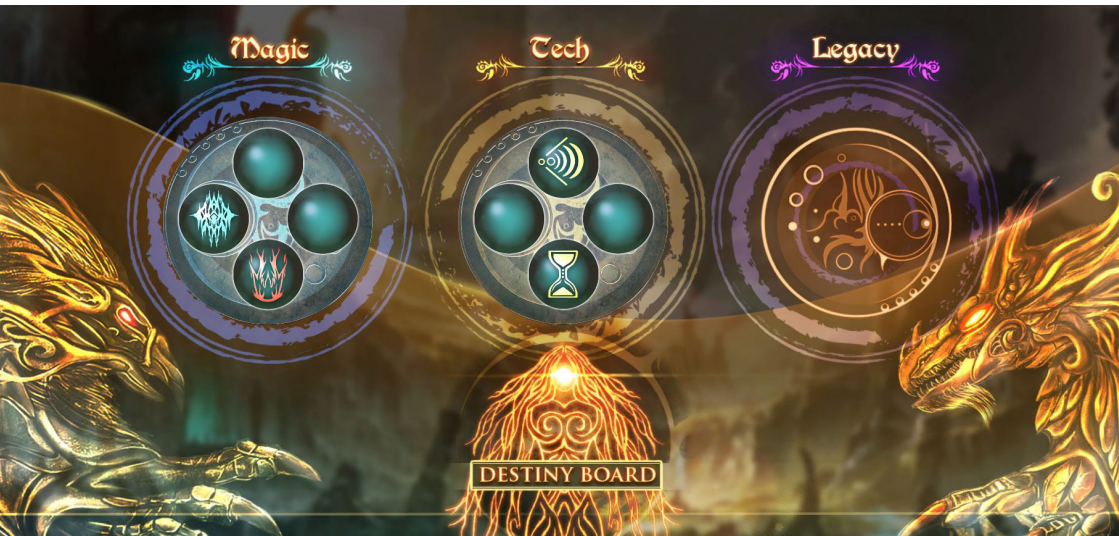
Quests



Next to the **Main Quest** you can see here which quests you have. **Sidequests** are mostly given by NPC's in the world. **Secret Quests** are in most cases the hardest to complete as they demand to find hidden places, beat ridiculously tough enemies or solve difficult puzzles. However the Rewards are worth it.

Completed Quests will also show you which quests are currently activated by clicking on the button „UNCOMPLETED“.

SKILLS



The „Circles“ page show you which skills you have learned.

Magic: Elemental Spells / **Tech:** Techniques / **Legacy:** Not in the demo.

Destiny Board: not included in version 0.0.1



Fire Spell that has a chance to cause the „Burn“ Status Effect.



Ice Spell that has a chance to cause a „Frozen“ Status Effect and slows down enemies.



Spell that needs to be unlocked.



Blink Tech that charges you forward.



Time-Freeze slows down the character and everything around for a short time. Your character is slightly faster than your enemies.



APPRENTICE ARRIVING

EQUIPMENT & ITEMS

You can equip different parts to your character such as armor, weapons, rings etc. Once equipped they will show up on the „Character“ page in the Inventory. There also Items that can be equipped.

Listed below are all the Equipment and Items categories:

Equipment

Weapons



Leggings



Clothes



Shields



Gloves



Rings



Helmets



Armors



Talismans



Items

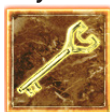
Ingredients



Spells



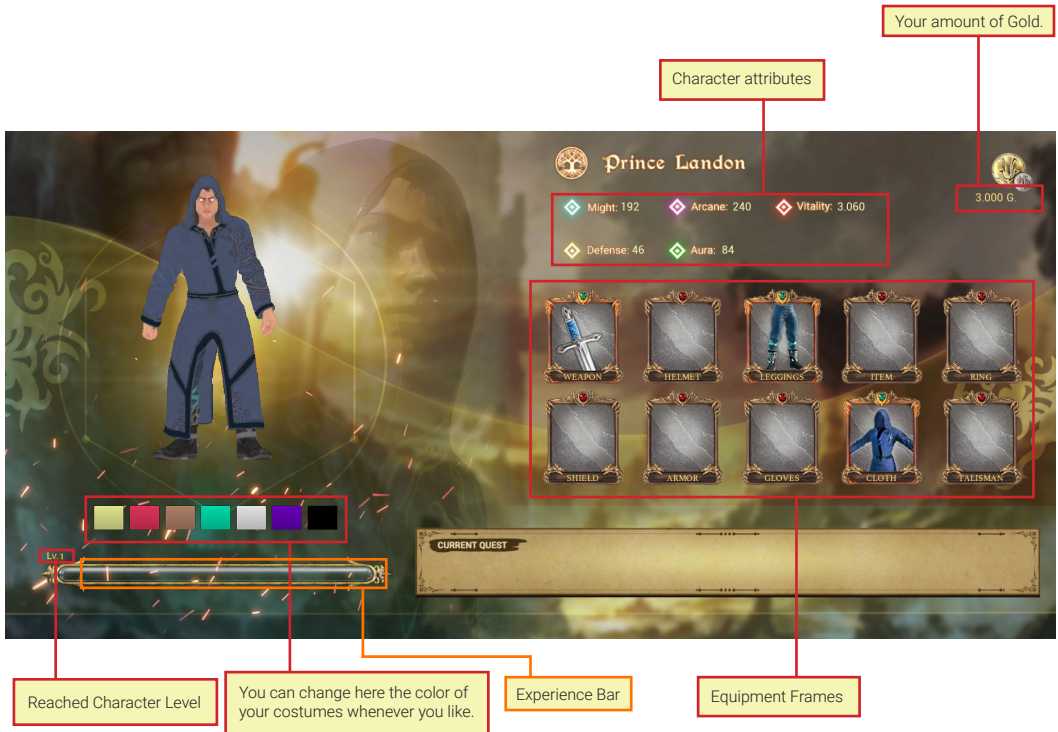
Keys



Consumables



CHARACTER

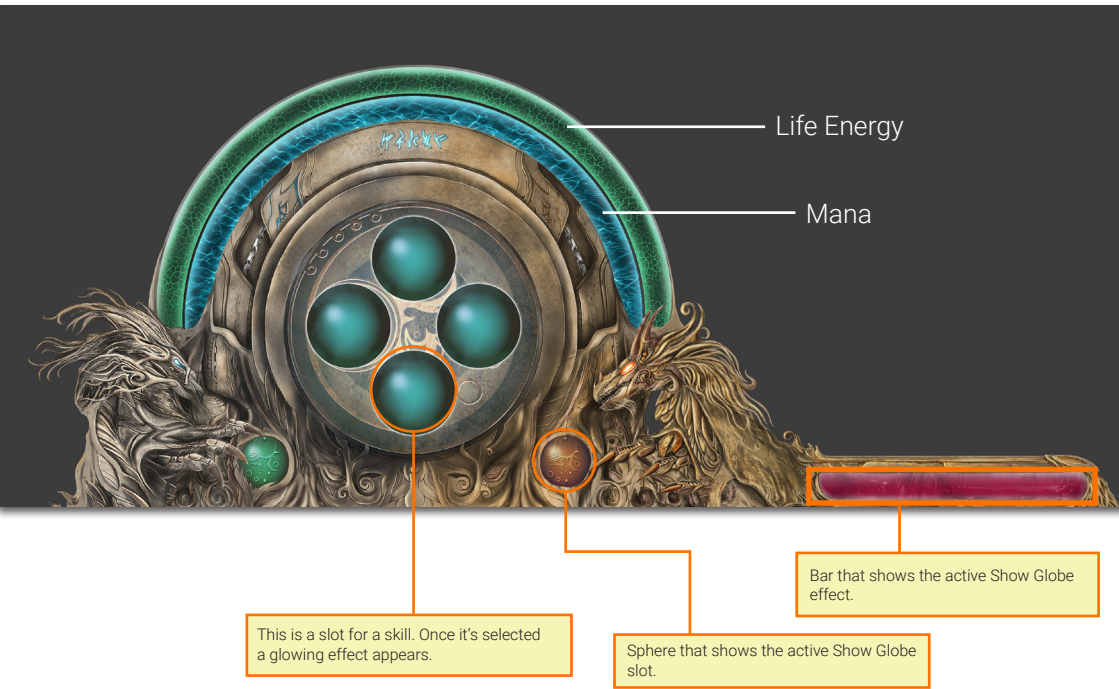


Gold short: (G.) is the currency in „Apprentice Arriving“. Naturally enemies don't drop Gold but consumables / components which can be sold at traders and merchants around the world. With Gold you can buy various Items and Equipments.



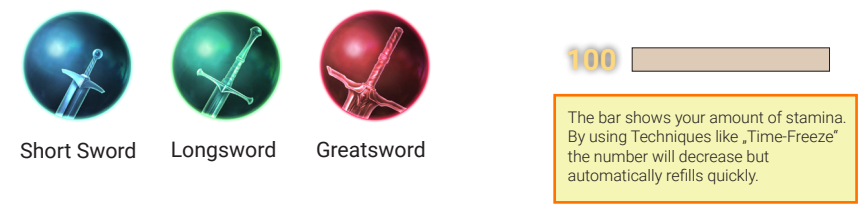
HEAD UP DISPLAY

Spells, Techniques, Show Globe, everything can be controlled via the HUD. At the beginning of your journey the HUD will look like the picture below. But there are many elements still sealed that will be unlocked during your adventures.



Weapon Types

There are several weapon types. Which weapon type a weapon has is visualized in the bottom right corner of the screen. Not included in the demo: Each type has different Combo Movements and it's advantages and disadvantages. Find out what fits best for you.



OVERVIEW

MAIN

ATTRIBUTE	ABBREVIATION	MEANING
Vitality	HP	Hit Points
Might	P-ATK	Physical Attack
Arcane	M-ATK	Magical Attack
Defense	DEF	Physical Defense
Aura	M-DEF	Magical Defense
Resistance	RES	Elemental Defense
Show Globe Capacity	SG	Usable amount

SPELLS

ELEMENT	STATUS EFFECTS	DURATION	COOLDOWN
Fire	Burn / Stun	32 Sec.	8 Sec.
Ice	Slow Down / Frozen	5 Sec. / 10 Sec.	8 Sec.
???	???	???	???

TECHNIQUES

TECH	EFFECT	DURATION	STAMINA COSTS
Blink	Teleport forward	1 Sec.	35
Time-Freeze	Slow Down Environment	6 Sec.	50

