Thanks for checking out CHRONICLES of HONOR currently in Early Access as of 5/2020.
Please, if you encounter an issue you perceive to be a bug, tweet @ForgeFatherInc or message us on the discussion board.



MAP

1. Aliv recovers part of the ships navigation, which manifests as a digital overlay to your HUD by pressing ‘M’ or rebinding the key in INPUT SETTINGS.
2. After reactivating Local Relays, your character will be able to fast travel to and from these points at any time. (More Below).
3. The map is damaged, so it is not 100% accurate but will indicate your general position in the world.



CORE SCROLLS

1. Core Scrolls are your most prized possession - when clicked they:
    a. Increase your character's level by one.
    b. Increase your max energy capacity by 100.
    c. Allow you select one of three upgrade paths; Mobility, Survivability, or Killing Power.
    d. Core Scrolls are really, really good!
2. Scrolls are found throughout the game and the player currently has a level cap of 10.
3. All of the character’s abilities are improved each time you level, from stun power to Soulfire duration. (See Soulfire, below.)



POWER CORE

1. Power Core are also critical to progress. They are found across all levels. They are used to power the Relays that allow for fast travel.
2. All Relays are locked behind <BLUE> Vault Doors and can be opened with the ‘Scrybe’s Key’ obtained in the Vault of Knowledge from the Master Scrybe.

LOCAL RELAY

1. These teleportation beacons are located across all levels - and when reactivated by a Power Core, will allow for fast-travel teleportation.
2. Fast travel is critical as you will want to return to some areas to procure even better items.

3. Each time the player powers a Local Relay, they reconnect part of the planetary network - allowing them to unlock any item in a Flash Production Printer (See Below).
4. These unlocked items persist each run.

**SOULFIRE**

1. Soulfire (J key) is a consumable superpower rendering the player character temporarily invincible, as well as creating a powerful damage aura around them.
2. Some items found in the world will restore this superpower.

DODGE/ROLL

1. Dodge/Roll will render the character temporarily invincible. Proper Dodge/Roll timing is critical to success and avoiding would-be lethal damage.
2. Dodge/Roll defaults to 'V' in INPUT SETTINGS.

DASH/FORWARD DASH

1. The player character is capable of launching themselves forward while mid-air using the 'F' key. Use this ability to cross greater distances, move more quickly, or as an alternative to dodge/roll.

ITEM PRINTERS

1. There are three item printers in the game, one for each upgrade path.
    a. FPD Mobility and the Killing Power FORGE both require Char Ingots as Currency to 'print' new items.
    b. The FPD Overgrothe requires synth as a currency.
2. Each time the player powers a Local Relay, they reconnect part of the network - allowing them to unlock an item.
3. These items persist each run.

PLAYER BUILDS

There are three upgrade paths available to the player character - Mobility, Survivability and Killing Power.

- Many items in the game will increase one or more of these stats, and some items will also decrease a stat.

MOBILITY

Selecting this upgrade with each Core Scroll, and only selecting <BLUE> Mobility items will make a character that is fast, have a high %chance of dodge, long Stun Duration and moderate damage output.

- They will not survive long in a head-on attack with enemies.

- They have high Energy consumption requirements.

Best Upgrades for Mobility Character:

- S53 Sling Grenade Launcher
- Jet Pack or Cloak
- Assault Rifle or Snubrifle

SURVIVABILITY

Selecting this upgrade with each Core Scroll and selecting only <GREEN> Survivability items will make a character that is extremely durable and tough. Your character will be able to tank most enemies.

- Your character will be slow and deal the least amount of damage.
- Your character will have high synth requirements.

Best upgrades for your character:

- Tangle
- Ring of Lyfe
- Hammer or Glaive

KILLING POWER

Selecting this upgrade with each Core Scroll and selecting only <RED> Killing Power items will make a character that is extremely violent and dish out the maximum damage. Your character will be able to blow through most enemies.

- Your character will be moderately fast and armored
- Your character will be dependent on Rail Ammo.

Best upgrades for your character:

- Rail Carbine
- Furnace Pack
- Blast Siba (Grenade Launcher)

ENCRYPTION KEYS



As the player progresses they will find different types of Encryption Keys - upgraded their frame with different levels of security allowing them to bypass gates of different types.

- Gates and Doors are color-coded to match the key of the corresponding type.
- Ie, <BLUE> Vault doors are opened by the <BLUE> Scrybe's Stylus, and so on.

NOTE: There are <FIVE> Encryption Keys - keep your eyes out for corresponding doors in each area as you will definitely want to check these out when you have the matching key!