

Instruction Manual

Welcome

Welcome to The Skylia Prophecy.

Because this game is designed with old-school principles in mind, where the game teaches you how to play it through trial-and-error, you probably want to read this instruction manual if you are stuck.

This manual does not spoil any of the secrets of the game.
It merely serves as a guide on how to play for those who are not used to old-school game design and instead prefer a more modern experience.
However, the game still demands a lot from you,
so you better prepare to die a lot!

The Skylia Prophecy is compatible with a large range of gamepads. However, due to the way the engine is structured, some controllers are not supported. There is, unfortunately, nothing I can do about that so if your gamepad does not work, please use an X-Box controller or the keyboard instead. I apologize for the inconvenience.
The control inputs are explained on the next few pages so if you are having trouble figuring out what buttons to press, keep reading.

The game does not have an autosave feature. You can only save the game by picking up the blue flame from the angel statues. These are generally placed outside of towns and inside dungeons, usually right before the boss. So you don't have to restart the game from scratch when you die, as long as you pick up that flame.

The Story so far

The Nine Year War concluded when the Dark Lord fell and his power was broken, ending the old world and giving birth to a new one, built on hope and unified lands.
But the Dark Lord was not killed, for the Elders feared that, should he ever perish, the demons would rampage uncontrollably until a new leader, even more powerful than the old would emerge.
So it was decided to seal him away instead.

Until a young girl named Mirenia ignored all warnings and slew the Lord of Darkness in hopes to avert an ancient prophecy foretold in the Book of Shadows. But the Elders were right and the demons became relentless in their pursuit of a new leader!
They ransacked towns and villages, killed the men and raped the women until finally a group of heroes, led by Artiya, legendary warrior of the Nine Year War and Mirenia's foster aunt, stood against them.

Meanwhile, Mirenia, filled with fear and regret, decided to take matters into her own hands. While the new heroes around Artiya fought the demons, she sought to end this plight with dark magic:
the Book of Shadows, the same book that spoke of the prophecy that made her kill the Dark Lord in the first place.

Despite Artiya forbidding to read it, Mirenia learned about a spell that would draw all dark power into a single spot, where it could be shackled and ultimately trapped. Seeing this spell as her last hope for redemption, Mirenia began a three year long journey to Tirkin Fortress, the place where the the dark powers were the strongest. Artiya, however, was hot on her trail, fearing that Mirenia would not avert the prophecy, but rather fulfil it.

Thus, Mirenia arrives in a town not far from Tirkin Fortress, a town that just got saved from monsters by a newly arrived Artiya, with only a few survivors remaining...

How to play

On your quest for redemption, you will find many obstacles in your path. Mirenia is a capable young lady, however, and you'll find that the longer you play, the more enemies you defeat, the stronger she will get. Depending on the type of enemy, Mirenia can level up different attributes - Strength, Health and Mana. Talking to villagers and townsfolk will give you useful information and lore.

Also, you will be able to visit shops, hospitals and a tavern. The items in the shops are always the same, but the prices differ, so buying early lets you save money. Hospitals heal either your health or both health and mana. Taverns are special, because they give you quests. Complete a quest and earn a financial reward, money to spend. Quests can only be done one at a time and are completed once you head back to a tavern to collect your reward.

The world is also filled with secret upgrades and treasure. These are usually hidden, so you might want to check behind trees or bushes. Upgrades grant you extra health or extra mana and treasure chests contain money.

Mirenia is a very driven young lady. There is no going back for her. Thus progress is only made forward and you can not return to a previous area. Because of that, you should always make sure that you have talked to everyone and found everything an area has to offer before entering doors or jumping up ledges. If you missed upgrade items or treasure, you may run into a demonic entity that offers you to retrieve these - for a price of course.
You should think twice about using this demon's services, though.

Controls

Control Mirenia with your gamepad or keyboard.
Unfortunately it is not possible to change the button configuration.
Should your gamepad/controller not work properly,
please use an X-Box type controller or the keyboard.
The game is designed for use with an X-Box controller
so if you have one of those, please use it.

The X-Box controller configuration is as follows:

The **left analogue**-stick or the **d-pad** control Mirenia
A Jumps
X Attacks
Hold **RIGHT TRIGGER** to block
Switch between items and spells with the **shoulder buttons**
Use the selected spell with the **Y** button
Use the selected item with **L** Trigger
MENU opens the item menu
BACK opens the exit menu

The keyboard configuration is as follows:

WASD and the **Arrow Keys** control Mirenia
C Jumps
V Attacks
Hold **SPACE** to block
Switch between items with **CTRL** and **ALT**
Use the selected spell with **X**
Use the selected item with **F**
ESC opens the item menu
TAB opens the exit menu

HELP - I AM STUCK!

Stay calm and remember there is always a way ouf of any situation. It could be, however, that the only way out is that you have to just get better at the game to proceed.

Main rule of the game: **READ EVERYTHING! READ, READ, READ!**

As a general rule of thumb, you should always talk to everyone, visit every tavern, do every quest. Money is not as scarce as you might think at first and by exploring the area you are in and by doing quests you will end up with more than enough cash to buy whatever the shops have to offer. You just need to be thorough, patient and careful with your exploration. Buy items as early as you can because get more expensive.

Save often. Since there is no auto-save feature you need to be aware of your last save. Should you be stuck beyond a point of no return for example, you can always load a previous save file. This is especially useful when you run into the item reseller demon and realize you missed something.

There are no unsolvable riddles in the game whatsoever. The trial-and-error design is ONLY applied to combat scenarios and NEVER to riddles. All enemies have clearly defined patterns and telegraph their moves. You'll have to figure out these moves and patterns for yourself, but there is no undefeatable enemy. All riddles have a clear and explained solution. If you are stumped by a riddle, go back and talk to the townsfolk or look around your surroundings. Everyone in the towns has something to say and while some just speak their mind, others have useful tips.

Credits

A game by Ezekiel Rage.

Graphics by Luis Zuno & Michele Bucelli

Art by Lukas Draxl & Corey-Lynn Gomez

Additional art by Ezekiel Rage & CCO

Music by Ezekiel Rage & Wolfgang Schall

Special thanks to Dr. Sandra Klammer,
Jasmin Wanner& Feng Zhanhua

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