Ingredients for the chaos

Instructions for the game "Ingredients for the Chaos"

Exploration mode:

Explore with your character the world of „***Ingredients for the Chaos***".

Keyboard mapping:



- **W**- Run forward
- **D**- Run right
- **A**- Run left
- **S**- Run backward
- **Shift & Spacebar** - Jump
- **R or left mouse button** - Draw weapon
- **Mouse wheel up** - Activate sword mode
- **Mouse wheel down** - Activate magic mode
- **C**- Interact (not possible in combat)
- **T**- Call menu (not possible in combat)
- **1, 2, 3, 4**- Activate spell
- **F**- Use item
- **5**- Change item
- **6**- Companions should follow/not follow
- **X**- Swap positions with a companion (not possible in combat)

Activate sword/magic mode:

If your character is in sword mode, he will perform his attacks with the swords.

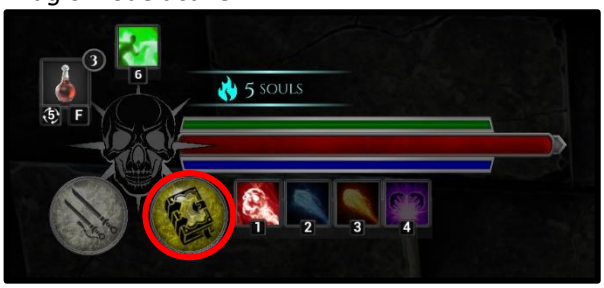
If your character is in magic mode, he will perform the selected spell (1-2-3-4).

You can see which mode is active by the icons.

Sword mode active



Magic mode active



Interact:

With interact (**C key**) you open doors, chests, barrels or harvest medicinal plants, etc. By interacting, you'll also open dialogs.

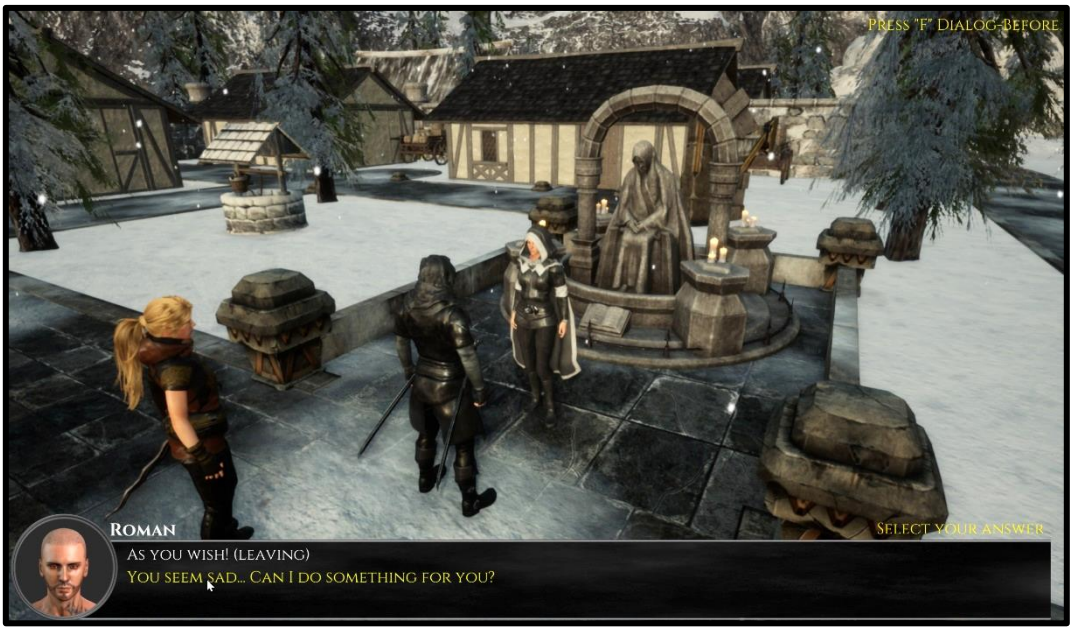
DIALOGS

Through dialogs you'll get useful information and it will also give you access to many side missions.

Functions in a dialog:



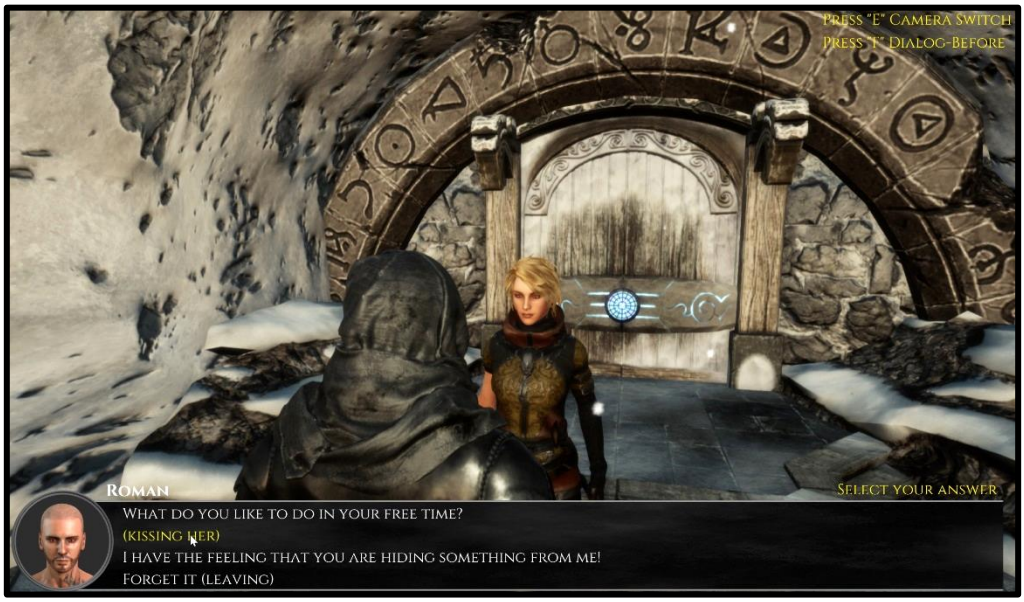
*With the **R-key** you can skip the dialogs and go to the next one.*
*With the **F-key** you can display the previous dialog.*



*To answers - **Click on the answer you want to give** -*

Choose your answers carefully. Because both your interlocutor and your companions react to the answers. If they don't like your answer, your interlocutor can end the dialogue and your companions will increase or decrease their affection for you.

You can also open a dialogue with your companions at any time (except in battles). This will help you learn more about them and strengthen your bond with them.



In dialogue with the companion ,,Leonie".

Position swap:

The position swap (**X-key**) allows you to swap positions with one of your companions. This is useful if your companions block your way in narrow zones.

Before position swap



After position swap



Insidious attacks:

If you manage to approach an enemy from behind and he hasn't noticed you, the Eliminate icon will appear! Then perform a Normal Attack (Left Mouse Button) and your character eliminates the enemy with one action. **For this you need to be in sword mode and your weapon should be drawn.**



The Eliminate icon appears above the opponent



The opponent is eliminated immediately

Battle systems

The game has two different battle systems. The action based battle-mode and the ATB turn based battle-mode.

Action based battle mode:

In this battle mode, the battles take place in real time and it is not possible to pause. Attacks can be made with the swords or various spells (sword mode/magic mode).

Sword mode:

Key mapping in sword mode:

- **Left mouse button** - Normal attack
- **Right mouse button** - Block
- **Shift & Left Mouse Button** - Strong attack
- **Ctrl & Left Mouse Button** - Special attack
- **Ctrl & Right Mouse Button** – Counterattack
- **Spacebar** - Dodge
- **Tab**- Target opponents
- **E-** Target opponent to the right of the player
- **Q-** Target opponent to the left of the player

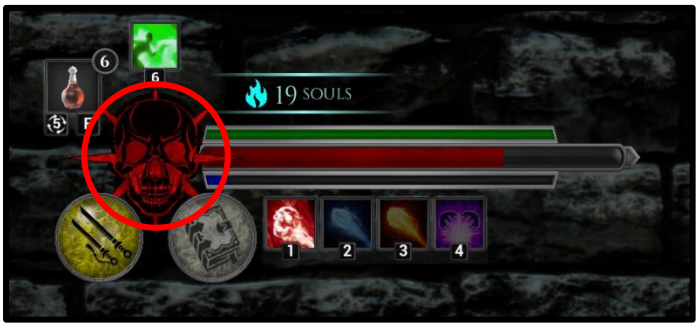
Tip: In sword mode you should always have the opponent targeted!!! (with the **Tab key** and then change as desired via **E key** or **Q key**)

Normal attack: The character performs a Normal Attack.

Block: The character blocks the opponent's attack. The damage is reduced by your block strength stat. **Tip: Pay attention to the attacks of the opponent, whether it is a normal attack or a strong attack. Because strong attacks break through your block! You can recognize strong attacks by a "black-yellow tail" when executing the attack on the opponent.**

Strong attack: The character performs a strong attack. This takes longer to execute, but breaks through the opponent's block!

Special attack: When the special attack icon is completely filled, the character can perform a powerful attack that deals massive damage. The icon fills up when you are in a fight.



The symbol for the special attack is filled



Character performs special attack

Dodge: You can dodge the opponent's attacks. In case of strong attacks or powerful spells, dodging is the best solution.

Counterattack: You can counter an attack of the opponent by executing a counterattack at the right moment **- Before an enemy attack hits you -**. If your counterattack is successful... the opponent will be put out of action for a short time and you can start a **-TAKEDOWN-**.

INFO: Only normal attacks of the opponent can be countered, i.e. no strong/ or magic attacks..

TAKEDOWNS

"Takedowns are a powerful weapon in combat! Because through a successful takedown, it is possible to eliminate the opponent with only one attack! No matter how strong the opponent is or how many life points he still has.

Perform a takedown:

1. Incapacitate your opponent. Either by successfully countering an attack or by inflicting a status change on the opponent (Iced, Inflamed, etc.).

When the opponent is out of action, the "Eliminate" icon will appear!



2. When your opponent is out of action, move in front of him and perform a Normal Attack (Left Mouse Button). **You must be in sword mode!**

After that, the Takedown Challenge begins. To be successful in the takedown challenge, you have to stop the yellow bar in the green area. By pressing the **R-key** you stop the yellow bar. If it is too risky for you to stop the bar properly, you also have the possibility to execute a normal attack with the **F-key**.



INFO: *The width of the green area depends on the level of your Eleminate skill and that of your opponent. The higher your Eliminate stat is, the wider the green area will be. You can also increase your chances in another way, because the more often you go into a takedown challenge with the same opponent, the lower his Eliminate skill becomes!!!!*

If you have successfully mastered the takedown challenge, your character will perform a deadly attack and your opponent will be defeated.



Character performs a takedown.

If you lost the takedown challenge and did not stop the yellow bar in the green area, your opponent will perform a powerful attack that deals massive damage depending on the strength of your opponent.

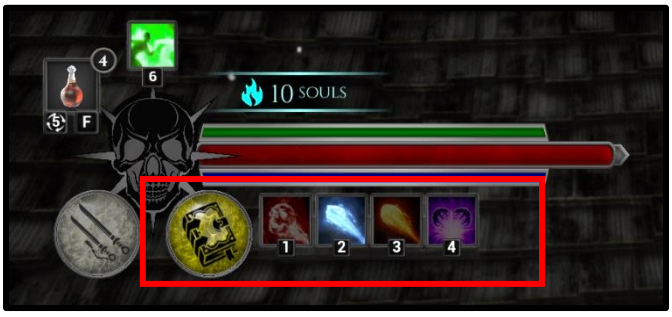
Magic Mode:

Key mapping in sword mode:

- **Left mouse button** - Activate spells
- **Right mouse button** - Zoom
- **1, 2, 3, 4**- Select active spell

In the magic mode you can attack the opponent with the spells you have learned. Use the **keys 1, 2, 3, 4** to select the spell you want to activate and use **the left mouse button** to execute the spell. For some spells you have the possibility to zoom in (e.g. ball spells or beam spells) hold down **the right mouse button**.

Spell 2 (ice ball) is active



Zoom is active



ATB Turn based battle-mode:

The battles take place on a separate battle map. The individual actions are performed alternately. The battles start as soon as you collide with an enemy.

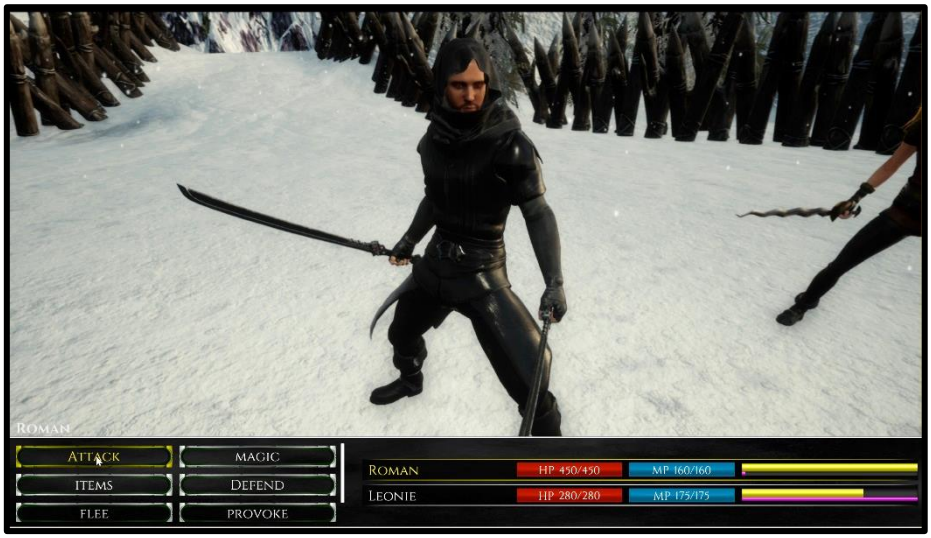


As soon as you collide with an enemy, the transition window opens and the battle map is loaded.

Once the battle is opened, the ATB bars fill up. As soon as the ATB bar of a character is filled, the action window opens and the character may choose his action.



Battle map was loaded and the ATB bars (yellow) fill up



Character is ready to choose his action

Actions in ATB turn mode:

Select an action that you want to perform. Then select the enemy you want to attack with this action. Click with the mouse pointer on the opponent you want to attack..



ATTACK: The character charges at the enemy and attacks him with a normal attack.

MAGIC: The character selects a learned spell and attacks the opponent with this spell.

ITEMS: The character selects an existing item and uses it in battle.

DEFEND: The character goes into defense mode. If he is attacked, the damage is reduced by the character's block strength.

FLEE: The troop flees from this fight. None of the characters gain EXP points or souls in the process. You cannot escape from boss fights.

PROVOKE: The character provokes a selected opponent. If the opponent jumps at the provocation, the character attacks. You can counter the opponent's attack by executing your own counterattack at the right moment **Right-click -before the opponent's attack hits you-**. If your counterattack is successful, the opponent will be temporarily incapacitated and a **-TAKEDOWN CHALLENGE-** will occur.



Character performs a counter attack

TAKEDOWNS ATB-MODE

"Takedowns are a powerful weapon in combat! Because through a successful takedown, it is possible to eliminate the opponent with only one attack! No matter how strong the opponent is or how many life points he still has..

If you have successfully set your counter attack, the takedown challenge begins.

To succeed in the Takedown Challenge, you have to stop the yellow bar in the green area. By pressing the **R-key** you stop the yellow bar. If it is too risky for you to stop the bar properly, you also have the possibility to execute a normal attack with the **F-key**.



INFO: *The width of the green bar depends on the level of your Eliminate skill and that of your opponent.*
The higher your Eliminate stat is, the wider the green bar will be. You can also increase your chances in another way, because the more often you go into a takedown challenge with the same opponent, the lower his Eliminate skill becomes!!!!

If you have successfully mastered the takedown challenge, your character will perform a deadly attack and your opponent will be defeated.



Character performs a takedown.

If you lost the takedown challenge and did not stop the yellow bar in the green area, your opponent will perform a powerful attack that deals massive damage depending on the strength of your opponent.

SPECIAL ATTACK: If the bar (color purple) for the special attack is completely filled, the character has the possibility to use it. A special attack does massive damage to the opponent. The bar fills up while you are in the fight.

TAKEDOWN: If the opponent is incapacitated by a status change (Iced, Inflamed, etc.), you can try to knock him down with a takedown. The character runs towards the opponent and opens a takedown challenge.

CALL MENU:

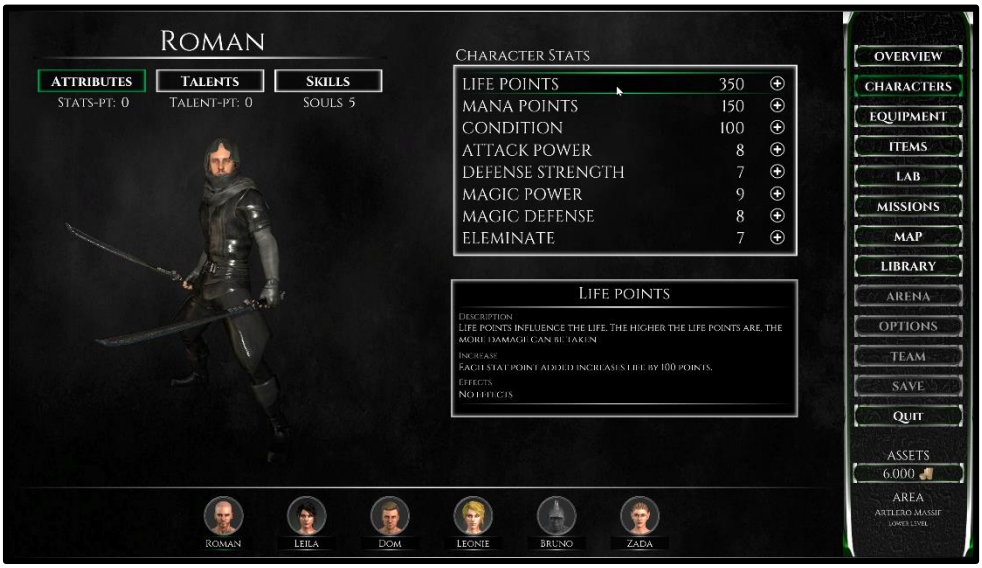
With the (**T-key**) you open the menu (not possible in combat). The overview window appears.

Overview Window



In the overview window you will get all the information about your characters. What equipment they wear, their stats, posted bounty and level information. To change the character, click on the respective character button in the bottom bar. You can't change anything in this window, it's a pure information window.

Character Window (Attribute)



In the character window you can improve your stats or learn new talents/abilities. Click on the character button in the bottom bar whose stats you want to improve and select the attribute button to change your stats. For this you need stats points! You get them after leveling up or by reading certain books. Click on the stat value you want to improve.

Character Window (Talents)



To learn a new talent, click on the talent button (top left) and select the talent you want to learn. On the left you will see a detail window describing the selected talent and the requirements you need to meet. If all requirements are met, click on the Learn button to learn the talent. You can earn talent points by leveling up or by reading certain books. But also other people in the game can teach you a talent.

Character Window (Skills)



To learn new skills or spells, click on the skill button (top left) and select the skill you want to learn. On the left, you will see a detail window describing the selected ability and the prerequisites you need to meet. If all requirements are met, click on the Learn button to learn the ability. You get souls by defeating enemies and foes.

Equipment Window (Equipment)



To change your equipment, click on the equipment button (top left) and click in the lower area which equipment you want to change (weapon outfit rings runes). On the right you will get a detail window which shows you what effect the new equipment has on your stats.

Equipment Window (Magic)



To change your spell assignment (**keys 1-2-3-4**), click on the spell button (top left) and click in the lower area which key (**1-2-3-4**) you want to assign with which spell.

INFO: The assignment of the keys is important when you play in action combat mode. Since in ATB turn-based combat mode all learned spells are selectable.

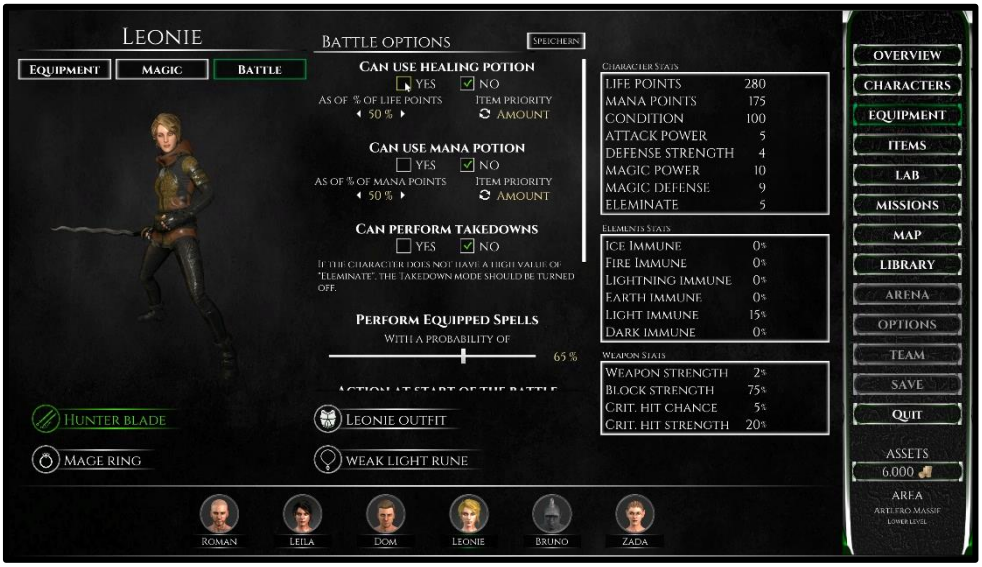
Equipment Window (Potions)



To change your potion assignment (**key 5 to switch**), click on the potion button (top left) and click in the lower area which potion you want to assign on which position (**1-2-3-4**).

INFO: The assignment of the potions is important when you play in action combat mode. Since in ATB turn-based combat mode all available potions are selectable.

Equipment Window (Battle)



You have the possibility to control the battle behavior of your companions. Click on the battle button in the upper left corner to open the battle options of the character. There you can adjust various settings, such as whether the character is allowed to heal, start a takedown, how the character should behave in battle and much more.

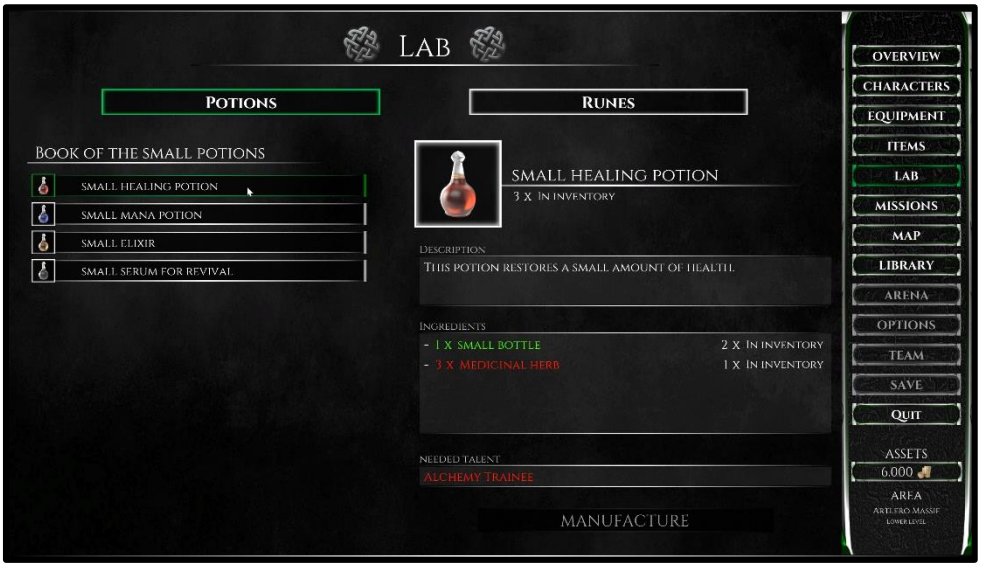
INFO: The Battle options are only important if you play in Action Battle mode. Since in ATB turn-based battle mode your companions are controlled by you.

Items Window



In the Items window you get an overview of your existing items. Select the category of the items in the upper area. If you click on an item, a detail window opens on the right with all important information about the selected item. If you can use an item (e.g. potions) click on the Use button and select a character that should use the item.

Lab Window



In the lab you can brew your own potions or craft runes. Click on the item you want to craft on the left. A detail window opens on the right, which gives you all the information about the item and what requirements it needs to make it. If all requirements are fulfilled, click on the manufacture button to craft the item.

INFO: To be able to craft potions or runes, you need to collect recipes and crafting books beforehand.

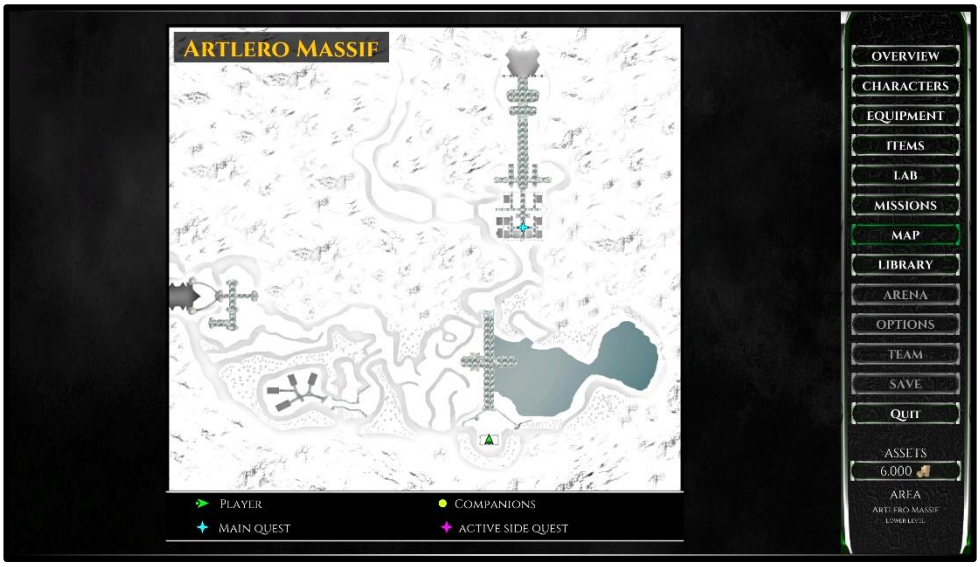
Missions Window



In the mission window you get an overview of all your quests and missions. To do so, select a quest in the upper bar and click on the respective mission on the left. A detail window will open on the right, showing you information and the current status of the mission. If you want to focus on this mission, click on the Activate button to make this mission active. This will show you on the map where you need to go for this mission..

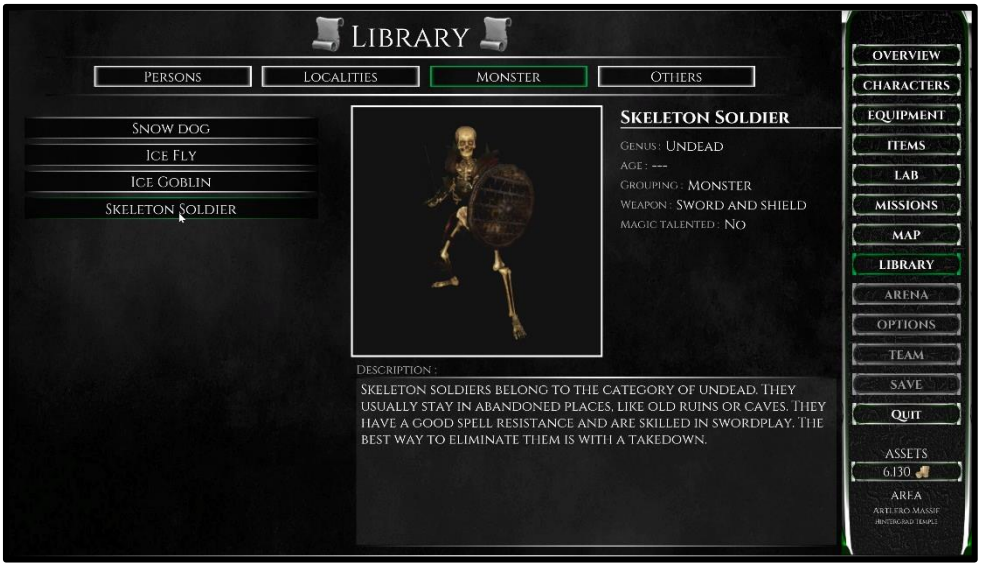
INFO: The main quest is always active and only one side quest can be activated.

Map Window



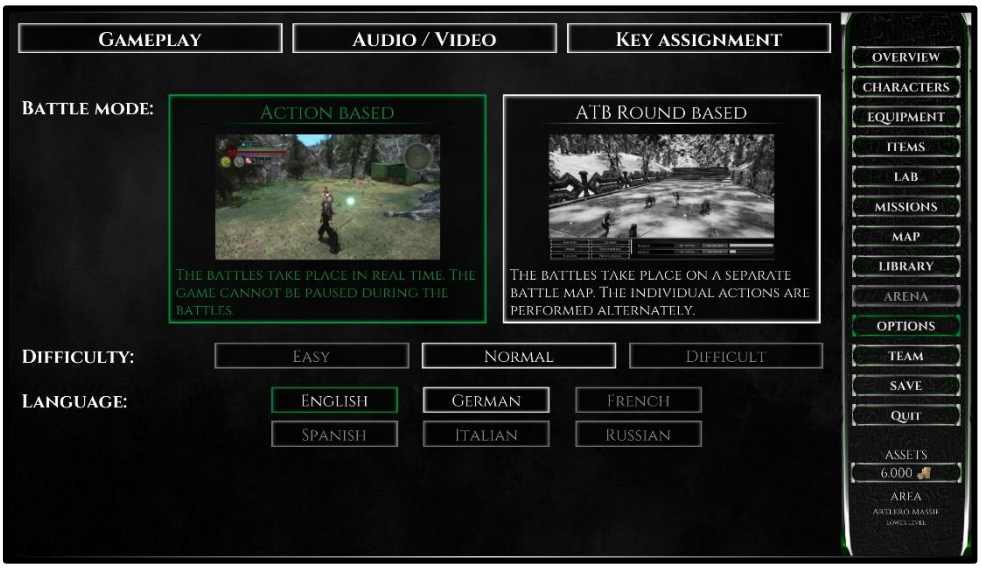
The map window displays the current map of the region you are in. Here you can see your position (player) and that of your companions (companions), as well as the destination for the main quest and if you have activated a side quest, also its destination.

Library Window



In the library window you can find all sorts of information. For example, about different people, places or monsters in the game. Select a category in the top bar and click on the object you want to get information about on the left.

Options Window



In the options window you can change the game options. Sound, video or the battle mode for example.

INFO: The Options window can only be opened when you are at a save point!

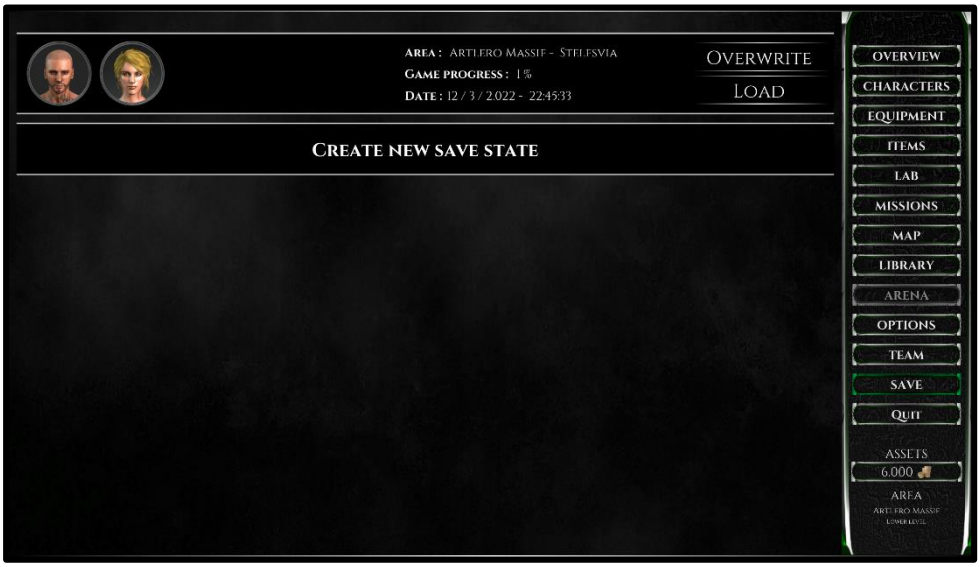
Team Window



In the team window you can change the team you want to travel with. To do this, double-click on the character you want to promote to the current team or remove from the current team. You can travel with a maximum of three characters. It is also possible to travel with only one companion or none at all.

INFO: The team window can only be opened when you are at a save point!

Save Window



In the save window you can save your game state. By creating a new save or overwriting an existing one..

INFO: The save window can only be opened when you are at a save point!

General information:

To save the game, you need to find a save point. These are distributed in various places in the game world.

