

MONSTRONIUM: A GAME GUIDE

VER 1.1

2023 CAPYTOON

Thank you for downloading this game from Steam. This guide will help you install and run the game on your PC, as well as providing you with some useful tips about the gameplay mechanism.

- PC system tested for this game

Minimum hardware tested:

[Intel 7th Gen Core i5 CPU with UHD630 iGPU](#)

[Game will run mostly fine but you will experience lag during intensive battles.](#)

Optimal experience hardware tested:

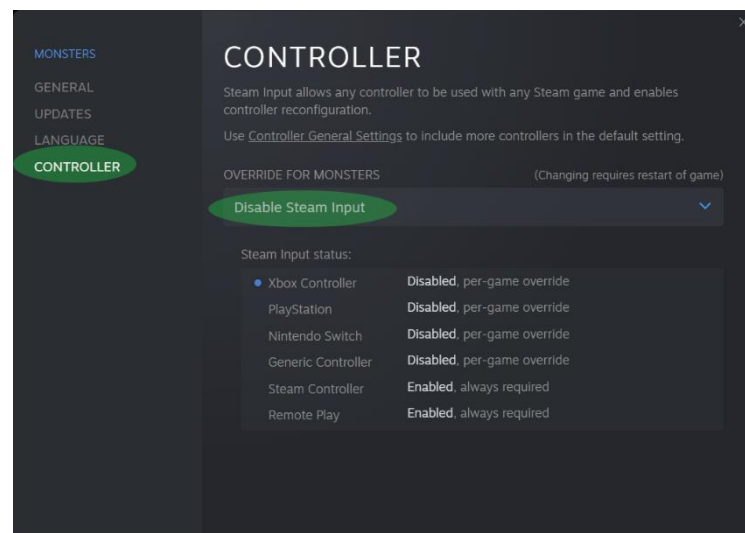
[Intel Tiger Lake 1165G7 with Iris Xe iGPU / Intel 7th Gen i7 7700H with GTX 1060M](#)

[Game will run in perfect 60FPS though out.](#)

This game is designed for Windows and tested on [Windows 10](#) and [Windows 11](#).

For Steam Deck, [Steam OS](#) is also tested, and it works no problem.

- Download the game from your Steam account
 - Connect your [Xbox or compatible gamepad](#) to your PC prior to start the game
- If the game can't find your gamepad, you can [disable Steam Input](#) and try again



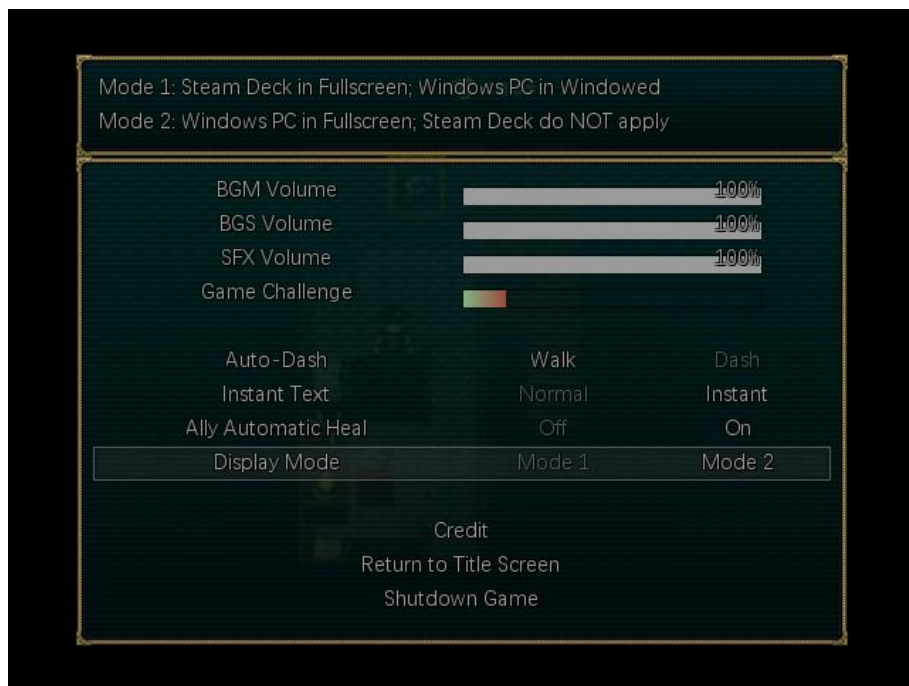
- If an error message pops up, you will need to install [Microsoft Visual C++ Redistributable](#) in order to run the game. You can find it in:

..\(your steam game folder)\Monstronium\Readme\

vcredist_x64.exe (64bit OS)

vcredist_x86.exe (32bit OS)

- You can change many of the in-game options via System menu

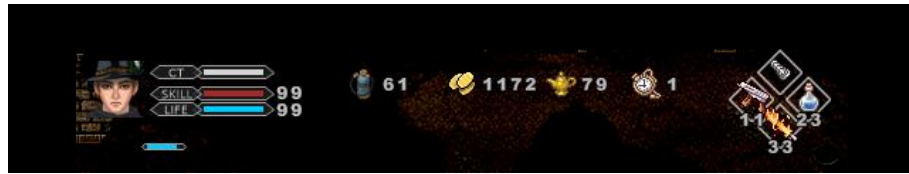


Tips:

Steam Deck will always play this game in fullscreen mode. In Windows, you have two different fullscreen options to suit your particular hardware setup:

- ◆ Alt+Enter: pixel perfect fullscreen, but may have small black bars top-bottom depends on your PC's monitor spec, this is default to the game engine
- ◆ In-game System Option Display Mode 2: a fullscreen mode with slight artifacts This can be handy when you play the game on a dual-screen setup and need to use your mouse on other applications outside of the game at the same time.

- Game UI



Left Screen

Character Face

CT gauge: many actions will consume CT points

SP gauge: mainly used for Magic skills

HP gauge: your life points

Middle Screen

Oxygen: display remaining oxygen

Gold/money

Lantern: display remaining oil for lantern

Time: display in game time (hourly unit)

Right Screen

Left: your current Weapon

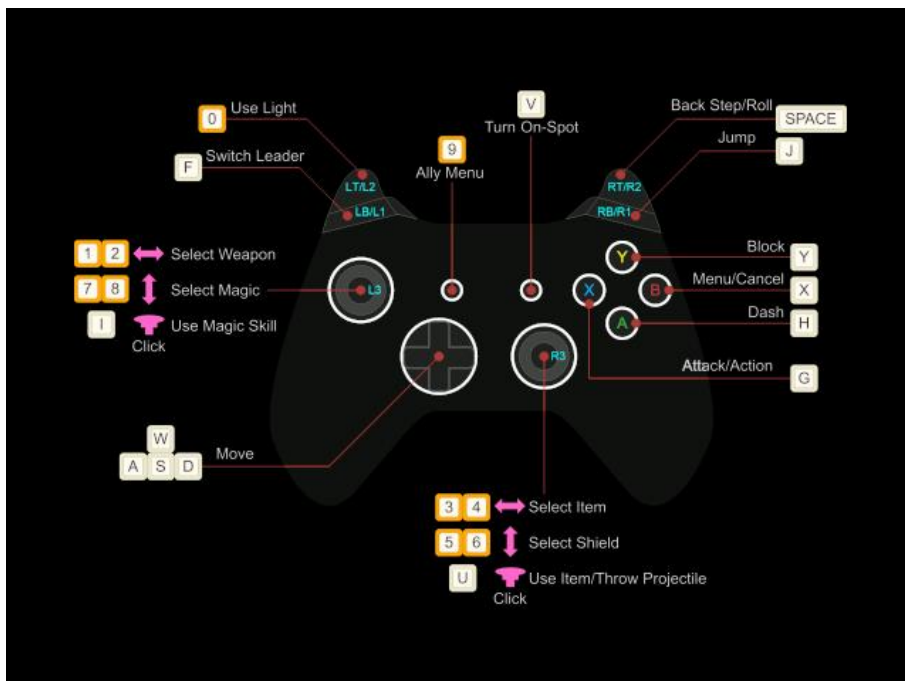
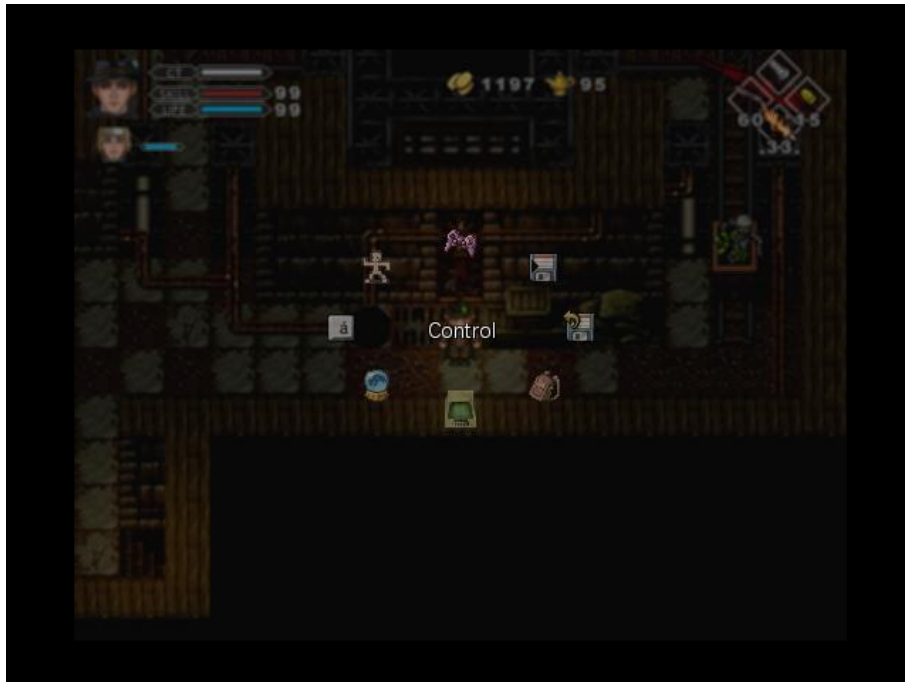
Right: your current Item

Top: your current Defense Item

Bottom: your current Magic Skill

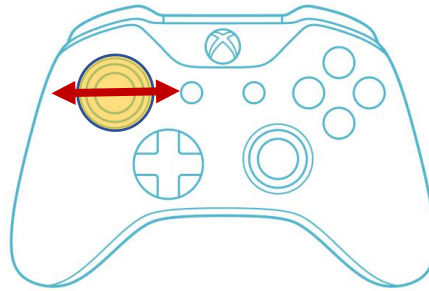
- Control

This game is designed to be played with a gamepad in mind. You can still use keyboard to play, but it is not ideal.

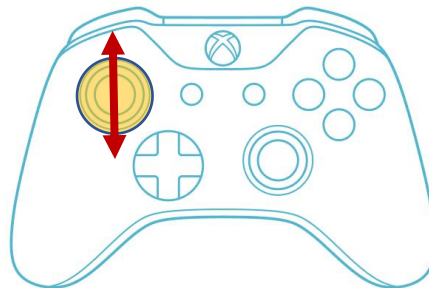


Tips

- ◆ Switch Weapon



- ◆ Switch Magic Skill (Click to use Magic)



- ◆ Switch Item (Click to use Item or throw Projectile Weapons such as a Molotov)



- ◆ Switch Defense Item

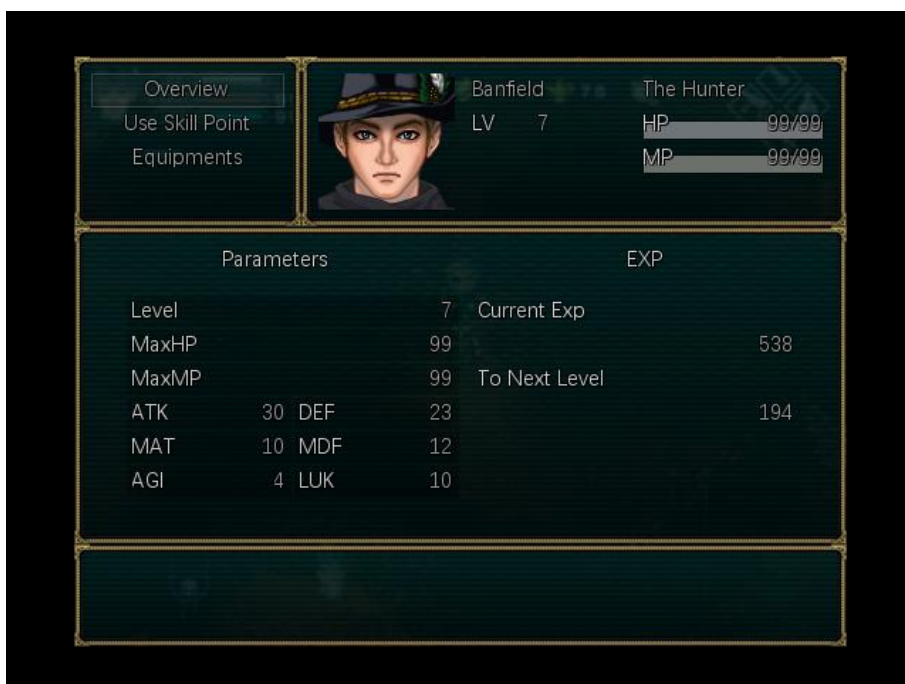


This game is action orientated. However, it is not wise to rush into enemies and start button mashing. You must familiar yourself with enemy movements and attack patterns, as well as utilize your defense (blocking skill) in order to beat the game. Be patient is the key here.

- Banfield Skill Point



The Status menu will display your character's information



To modify Banfield's parameters, chose "[Use Skill Point](#)"



If you have Skill Point, you will see this window pop-up

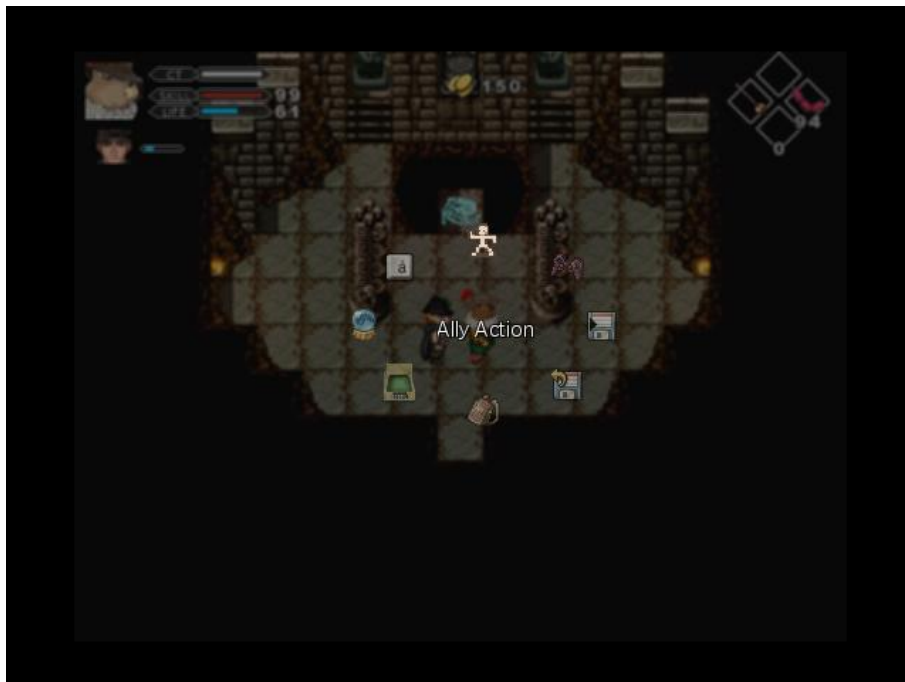
Tips

- ◆ AGI affects your charge speed, while LUK affects attack speed, very important!
- ◆ Each parameter has an upper limit; they also interact with each other
- ◆ You get Skill Points when Banfield gains a new level or trade with Capy Coins
- ◆ Use Skill Point to build Banfield's parameters to suit your style of play
- ◆ Skill Point can be used to learn "Skills" from certain side quest NPCs
- ◆ You can always reset Skill Point before click on "Okey & Quit"



- Party System

Many interesting characters will join your journey during the game play. These characters can be controlled by you directly or by the game's "[Ally Action](#)" system.



There are 4 types of "Ally Action" you can chose from. Detailed descriptions can be found in game menu. Each of the action is designed for some particular situation. So please make sure to study them carefully.

Tips

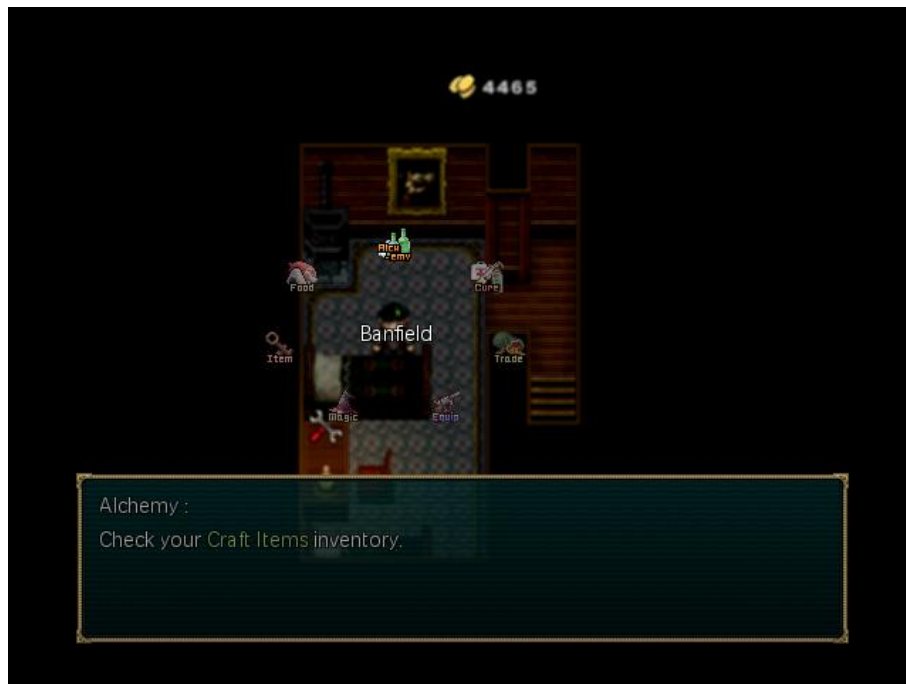
- ◆ Ally doesn't consume ammunition when controlled by A.I
- ◆ You can set Ally to heal themselves automatically from "[System](#)" options
- ◆ Ally can recover from death automatically after a while, with HP set to 1*
- ◆ Ally sprite will merge with player character during most cutscenes or when you are on a moving platform
- ◆ In some scenarios, you can't switch between characters, and no access to Ally Action menu

* [Certain parts of the game story may require that an ally must stay alive](#)

- Alchemy System

Monstronium has a basic crafting system built in to the game. Below is how it works:

- ◆ Materials: These are items you can collect from various places during your play in order to craft into other items or upgrade your equipment
- ◆ Craft Notes: Certain items in the game require you to obtain a Craft Note before you can make them, they can be found via NPC side quests or treasure chest, etc
- ◆ Workbench: Some items, including most weapons and accessories, are required to be crafted at a workbench or a magical workbench





A Workbench

Tips

- ◆ You can only hold up to 15 different kinds of crafting materials
- ◆ You can discard unwanted materials all at once to give space for new materials
- ◆ Weapons, armors and accessories, need to be removed from the player character, before they can be upgraded or broke down

Find more information about **Monstronium** on Twitter@capytoon