DAWN ONE

MOUSE-DRIVEN ARCADE SLASHER FOR PC

DAWN ONE is far more accessible than it seems! 100% mouse controlled (or any other pointing device that can emulate a mouse cursor at good speed and precision). No need to spam buttons, deliberate actions are the key to mastering the flow.

TRAINING

Training mode can be accessed from the main menu to experiment and practice with no strings attached.

COMBAT

➡️ Dawn will follow the mouse cursor as long as its distance to her is higher than 2 metres or so. No need to click to move!

➡️ Left mouse button to perform a Dash Attack.

➡️ Right Mouse Button to perform a Jump.

➡️ Left Mouse Button while jumping to perform an Air Dash Attack.

➡️ You don’t have to click on an enemy, you can click through them. If they are armored, big bodied, or a boss, Dawn will be interrupted with a Knock Back. Otherwise Dawn will Dash through enemies uninterrupted.

➡️ Knock Backs can be short (from a Ground Dash), or Long (from an Air Dash).

➡️ Press and Hold Left Mouse Button to load up your next Dash Attack. If you hold long enough, Dawn will ready up a Charged Attack that’s triggered by releasing the Left Mouse Button. While performing a Charged Attack, Dawn will slash through everything no matter what and is immune to Knock Backs.

➡️ Taking down several enemies in a single move will spawn Gems. Picking up Gems makes Dawn invulnerable for 2 seconds, or so.

STATUS EFFECTS

➡️ If hit, Dawn becomes Unarmored - she appears in underwear. If hit again while Unarmored, game over.

➡️ Dawn auto-blocks attacks, but by blocking she becomes Dizzy for a few seconds, represented by stars spinning around her head. Blocking while Dizzy will make her Exhausted. She cannot move nor perform attacks while Exhausted.

➡️ Dawn will become Poisoned if standing in a Poison Pool. While Poisoned, the Dizzy and Exhausted status effects last longer.

➡️ If tackled by an enemy, Dawn becomes Dirty (No effect on Combat).

AT DAWN

➡️ Interact with Keys and chests to obtain or upgrade Throwing Daggers. They are thrown at enemies on Ground Dash attacks, every few seconds during combat.

➡️ Interact with the fishing rod to increase attack speed.

➡️ Interact with the Yoga mat to speed up the Charged Attack loading time.

➡️ Dawn will not fish or practice yoga if she's Dirty.

CLEARING STATUS EFFECTS

➡️ Dizziness and Exhaustion will go by themselves after a few seconds.

➡️ You can only clear other status effects by surviving until dawn:
Clear Unarmored by using the Blacksmith door.
Clear Poisoned by using the Alchemist door.
Clear Dirty by using the Changing Room door and shower by the waterfall.

SCORING

➡️ Build up Combat Score by taking down enemies.
➡️ Gems and Time bonuses add up.
➡️ Multiplied by the highest hit streak that was performed during the night.
➡️ Combat Score and Time Bonus are increased about 20% while Dawn is in underwear.

That's it! Thanks for your attention and thanks for playing!