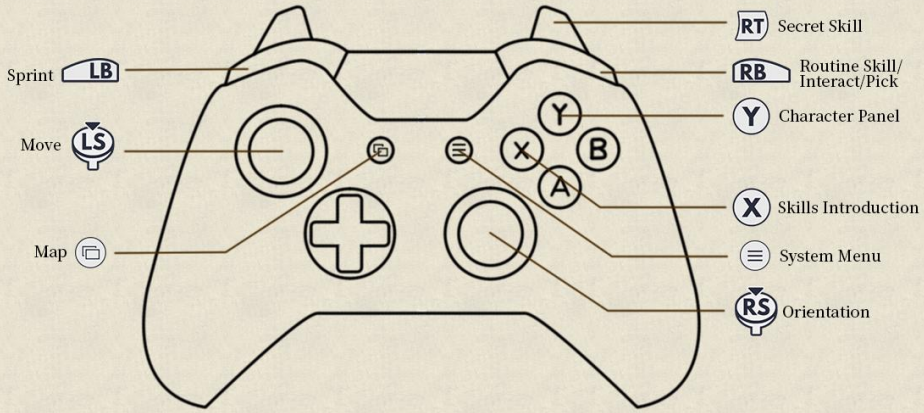
Help



Help

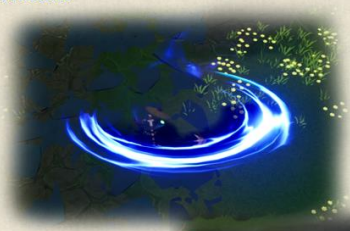
Move



W A S D (L) Control Character Movement

(R) Control Character Orientation

Attack



Release (RB) Routine Skills



Release (RT) Secret Skills

Help

Routine & Secret Skills



Routine skill is a fast and coherent attck, but after the attack,there will be a 1-second cooldown

Upgrading internal force can unlock new routine skills



Secret skills will consume MP and have a longer cooldown time

But they have better effect

Sprint



SPACE (LB)

Release sprint,advance a distance towards the current direction of movement

Note: Not the character's orientation

When releasing body methods, the character will be in an invincible state

But the body method has a cooldown time



Help

Level Up



Kill monsters to increase level
Gain attribute bonuses



TAB (Y)

Open Character Panel
Randomly add three attribute bonuses (or skill bonuses)
Players can choose any of the three types of bonuses

Temporary Weapons



The system provides basic weapons
Kill monsters to obtain better weapons

Weapons can only be used in dungeons and cannot be taken away from dungeons

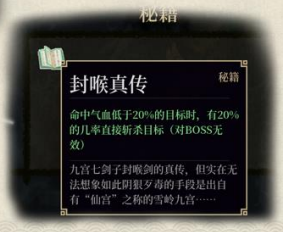


Help

Secret Books



Killing monsters has a chance to drop the secret book
Secret books can enhance character abilities



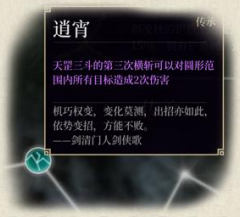
Secret books,like weapons, cannot bring out dungeons

Inheritance



Inheritance can be obtained from the corpse
Inheritance will change the form of skills

The number of corpse in the dungeon is limited

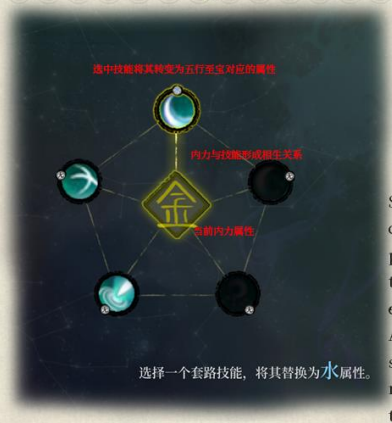


Help

Five-Element Treasures



Killing monsters has a probability of dropping Five-Element Treasures
The Five-Elements Treasures can convert the attributes of a routine skill into corresponding Five Elements attributes



The Hetu interface can display the attributes of the character's current skills in real-time, and simulate the display of the Tao Law System based on the character's current use of the Five-Elements Treasure

Tao Law System——

Starting from the internal power attributes carried by the character, when the internal power and the five element attributes of the skills used are mutually related, it enters the Tao Law System
After entering the Tao Law System, if the skill attributes released each time are related to the skill attributes released last time, you will restore MP

Help

Material



Killing monsters or resource points will drop materials that can bring out dungeons



Different resource points will drop different materials



In some special instances, specific materials can be produced
Higher difficulty dungeons also have a higher number and probability of dropping items

Help

Traveling Merchant



In the dungeon, you will encounter traveling merchants
They will sell various items

In addition to selling, tourists will also purchase materials from you



Campsite



At the campsite, you can restore the character's HP,but each camp can only be used once

Note: The methods for restoring HP in the game are extremely limited. Please carefully decide when to use the camp

Help

Treasure Chest



There are treasure chests on certain special maps, and after breaking through the treasure chest, items such as weapons and secret books can be dropped
Different treasure chests drop different items

Help

Pick & Interact



The materials dropped in the replica are automatically picked up
When the character approaches a certain distance, the material will automatically fly towards the character's direction



Special objects such as corpses, traveling merchants, and campsites need to press E or RB

Weapons, secret books, and other items can be picked up by pressing E or RB







Help

Mini Map & Replica



There are three levels of dungeons, each with multiple rooms
After killing the boss, you can go to the next level through the teleportation array



M (L) Call out mini map
By clicking with the mouse, you can also transmit

Settle Accounts



Complete the copy and bring out the obtained materials



If failed, only 60% of the material can be brought out