Into The Labyrinth

by Alon



Chapter 1 - Inventory

The first day was the hardest... everything was so different.

Moving, I learnt quickly enough (WASD or Left Thumbstick).

But I'm embarrassed to say how long it took me to open my pack (TAB or D-Pad) and search through its pouches (2 and 3 or Shoulder Buttons).



Chapter 2 - Bindings

Though I could use some items straight from my pack (E or Upper Button).

The rest needed to be used at a moments notice.

To do this, once my hand was over an item....I pulled it from the pack and quickly attached it to my belt (Shift, Q, Space, Left Click). From then on, that same key would use that item till I changed it again.

((Note: On controller, use the D-Pad direction to enter the inventory with an intent to bind to the matching face-button....and then the Lower Button will accept your selection.))



Chapter 3 - Targeting

With some practice I could visualize where my focus was (hold right click and drag; or hold right trigger while using the right thumbstick. Single click; or tap of trigger clears target.).

Even if some abilities didn't need focus at all, such as talking.



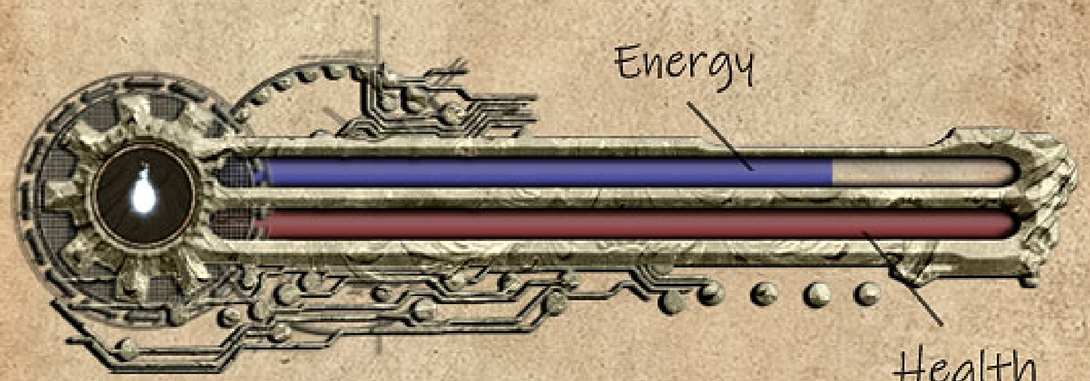
And nearby, I found I could lock my focus on a single creature (single right click on target; or right thumb stick). Though the distance of my focus had severe limits.



Chapter 4 - Health / Energy

As I explored I quickly realized that my health and energy were somewhat linked.

I found damage would generally deplete my energy first....and only when that was gone would my body take damage.



Thankfully my energy would return with some rest; even if my wounds would only heal with a good meal.



Chapter 5 - Combat

The creatures of the Labyrinth were relentless... what had happened to cause so much anger?

Worse was their ambushes, appearing from no-where.



I was forced to fight back... but upon defeat they would vanish into a puff of smoke; only to return days later.



Chapter 6 - Allies

Thankfully I wasn't alone in the Labyrinth... I found allies. All I had to do was move close, face them, and begin to speak (the talk ability ignores targeting; it is based on position).





Chapter 7 - Merchant



One "ally" was Bleg... a blorb which always seemed willing to trade his wares for some of the gold which littered the Labyrinth.

All I had to do was point to what I wanted and, if I had enough gold, it would be mine. (Like the inventory, use E or the upper face button to purchase. To exit the merchant; use TAB or use the right face button).

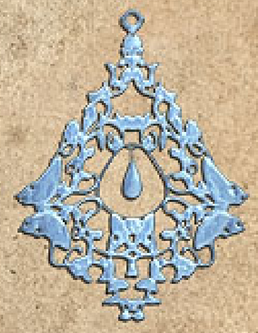




Chapter 8 - Difficulty Setting

I also noticed the merchant had a unique item he wasn't just selling... but giving away!

He said it was a Lucky Charm that could help protect me in the Labyrinth. He also claimed it would make ambushes less frequent...and even would allow me to withstand more harm.



I purchased one... and as I left he mentioned should I ever change my mind I'd need only to use it; and the charm would return to him while undoing its magic. There it would stay in his shop... should I need it again.



Chapter 9 - Game Modes

But... I also had a feeling... that somehow I'd seen a different Labyrinth before.

Stopping King Wego was surely a great Quest (Quest Mode)... while this other Labyrinth was a difficult Gauntlet (The Gauntlet) where everything had been jumbled.

As if it were all just one great challenge to see how far one could make it into an ever shifting maze of floors before succumbing to the dangers.



Chapter 10 - Mother Shard

One day I discovered a strange crystal... Yara called them "Mother Shards".



When set on the ground they would duplicate; but if left alone too long they would become unstable and explode!

The worse part though was how they attracted the machine scouts from deeper in the Labyrinth.

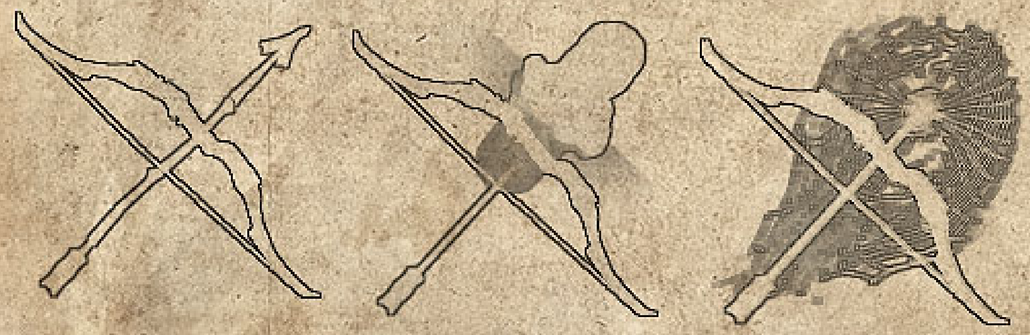
But, eventually we discovered their true secrets... that they could absorb the properties of nearby objects... adding that property to the primary shard for use later.



Chapter 11 - Quiver

As I experimented with the crystals... I slowly collected more and more abilities.

I kept them all in my quiver and spent days experimenting with them.



It wasn't long before I had found a variety of new ways to progress through the Labryinth...



Chapter 12 - Relics

I also heard stories of various relics lost throughout the Labyrinth... though I've never found one... yet!



Archer's Bracer

This strangely familiar bracer allows you to shoot more damaging arrows.

Bracelet of Strength



Another strangely familiar artifact...this bracelet grants your melee strikes greater force.



Forest Charm

This charm allows you to focus energy into your arrows. (Passive)

Skeleton Key



No door can challenge she who wields the great skeleton key!



Endless Quiver

A magic quiver which creates basic arrows as you need them.

Chapter 13 - Armor

Armor was also to be found in the Labyrinth... if you had enough gold that is.



Padded Shirt

This basic armor allows you to survive a bit longer before succumbing to the labyrinth.

Scale Armor



The metal scales will allow you to survive even more blows from your enemies.



Forest Sentry Tunic

The Forest Sentries often find themselves tirelessly scouting for extended periods of time. (Move faster, recover quicker, and heal more from rations)

Ebony Watch Uniform



The Ebony Watch are renown for their skills with the bow, often striking at enemies from great distances. (Shoot further and recover faster from harm)



Dreamweave Cuirass

Wearing this armor allows you to master this labyrinthian dream as you conjure an abundance of crystals while moving through the halls with great speed and recovery.

Chapter 14 - Equipment

Of course good equipment was a necessity. The Labyrinth was unforgiving of the uprepared.



Heavy Boots

With such heavy boots no one is going to push you around so easily anymore!

Fireweed



This tiny bundle of fireweed consumes small nearby flames. When pieces are torn off and thrown, the stored flames are released once again.



Bags (Various Sizes)

With the magic of bags you can carry more coins, shards, and arrows than you could have possibly imagined!

Secret Information



Secret information... the most dangerous item of all.



Fog Form

It's as if you have become fog itself...though doing so makes you tired quite quickly.

Chapter 15 - Pickups

Though the Labyrinth wasn't without its gifts...



Sylphic Nectar

Concentrated energy, sylphic nectar can revitalize even the most weary of travelers.

Truffling



These mushrooms expel their spores when struck against the ground, causing a curious temporary effect on any living creatures nearby.



Intricate Key

These keys seem to open the odd blue doors throughout the labyrinth.

Mysterious Potions



Small potions are sometimes found abandoned; granting temporary or permanent effects to the drinker.



Stat Boosts

Strange bottles and mysterious objects... some even strengthening the very core of a person.

Chapter 16 - Bestiary

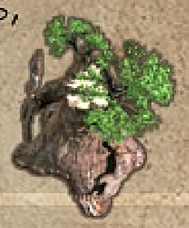
I've found many creatures in the Labyrinth... but in this place, they feel nothing but anger.



Blorbs

Selfish... greedy... and dangerous if armed. Otherwise they live out their lives in blissful ignorance.

Stump Soldier



Not many have seen these small creatures, let alone know where they come from. Legends say they only appear before horrible events...



Elder Belos

Belos roam the forest in small mobile colonies housed in their elder. Worker belos will defend their elder with their life.

Shroomist



They have an insatiable desire for hugs. Sadly the spores they produce are deadly to most creatures....



Boulderling

Boulderlings are a smaller and typically a much friendlier type of golem. Though here in the Labyrinth...they are far more dangerous.

Chapter 17 - Bestiary (pt. 2)



Sylphic Spirit

The restless spirit of the sylph... they forever are reaching out for comfort; (to the detriment of nearby adventurers)

Thistle Spider



Thistle spiders are fast and agile creatures that have found a home in the abandoned parts of the Labyrinth.



Sentry Shell

Machine sentries...but somehow the blorb have taken control of them...

Automalite



Not much is known of these machines... though their movements seem strangely familiar.



Watcher

Early warning systems of the machines, these watchers are designed to spot and immobilize potential threats.

Chapter 18 - Labyrinth Floors

I've discovered the Labyrinth is spread across 6 floors... with King Wego hiding on the last.

It would be nearly impossible to fight straight to them though. A challenge worthy to be called a Gauntlet!

Luckily my allies and I have found a secret place it seems the monsters haven't discovered yet. We think it connects every floor... if only we could find the keys to open the gates.





Good luck! I'm sure some day we'll win.

Alon