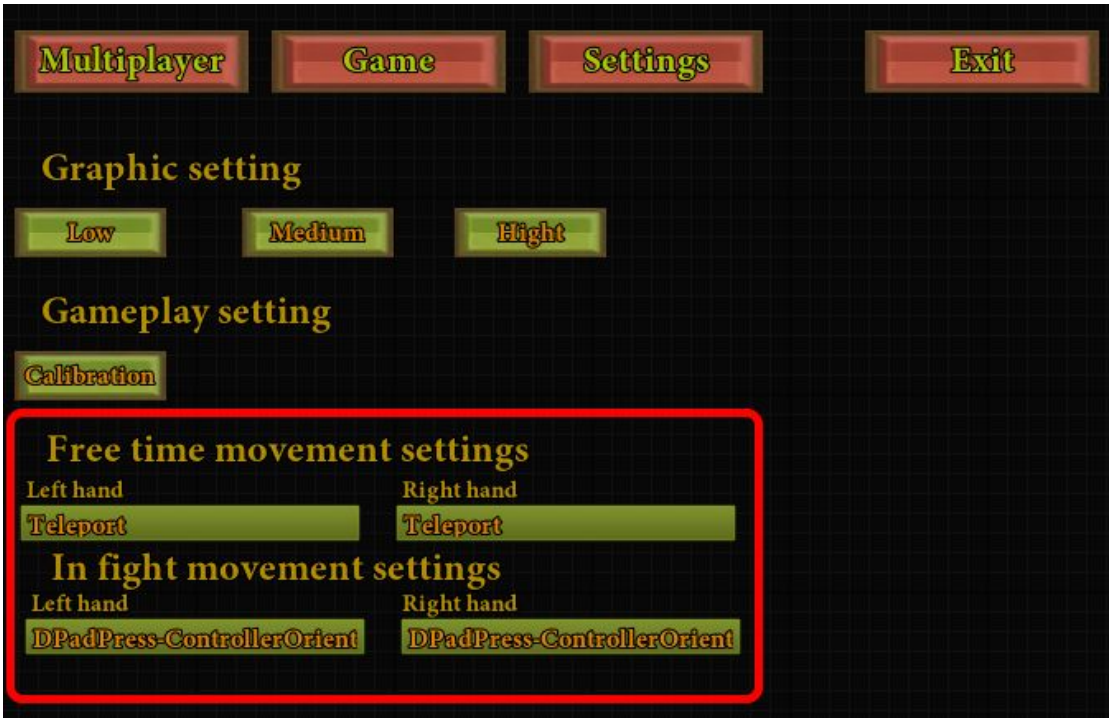
All PCs must be online, Steam is running, family browsing is turned off.
Before starting the game session, we recommend that you enter the settings by pressing the app menu button on the controller.



Depending on the performance of the PC, adjust the quality of the graphics, calibrate your height, and select the preferred method of control.
In our opinion, the best option is DPadPress.
NOTE: In combat mode, the "Teleport" mode does not work.



In offline mode, without creating a server, you can battle with the horde of Paraorcs.



For a multiplayer session, one host player is required.
To create a server, go to the Multiplayer tab



Under the Host Server button there is a drop-down menu, if you want to create a tavern (PvP, by default), just click Host Server, or click on Tavern, a pop-up menu with a choice between Tavern and Dungeon (PvE)
Select one of these modes and click Host Server.

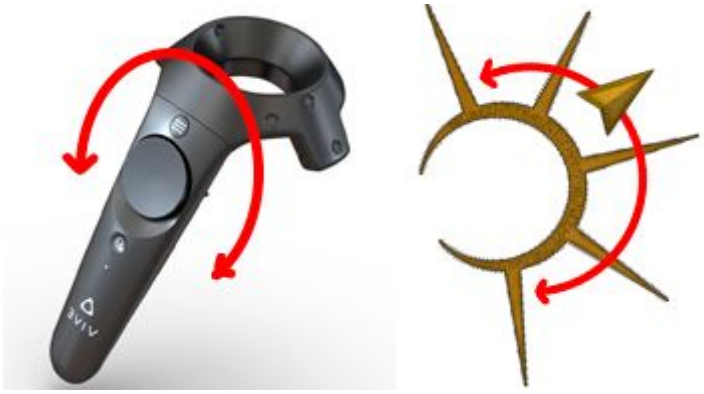


When the host creates the Tavern, the guest clients will have to click Find Servers, the host name will appear in the block where the "Text Block" is now written.
If you select it with a trigger, click Join Server.
Both the client and the server can be a PC without a headset, the game has hotkeys - S - create a Tavern, D - create a dungeon, F - join an existing server and P - exit the game body (client or server become an observer). Navigation in surveillance mode is standard.

When the Tavern is filled with players and they are ready for PvP 1 v 1 - two of them have to press Fight in the main menu and after a few seconds the fight will begin.



Controls in combat mode:
before the player's hand appears a crescent moon, each cell contains a map, and in the center - HP and MP spheres.
Navigation between cards is performed by turning the hand and combining the widget arrow and the map. To select a card and use it, you need to lock the trigger, then the card goes to the stage of casting. The longer the card is casted (with the trigger pressed), the stronger it becomes (usually the map has 3 stages of casting).



The targeting directly depends on the type of card.
Type "Projectile" - the sight-laser should be pointed on enemy, the projectile flies in his direction on the release of trigger. At the projectile at each stage of the cast increases the damage. It can shoot down other cards of the same type in flight.
Type "Defender" - Guardian, the sight tends to the floor in front of the player, in place of the cast the Defender appears, beating, absorbing or deflecting spells (3rd stage).
Type "Mob" - as in the case of Defender, the sight tends to the floor. At the site opens a portal, from which the mobs appear.
Combination of cards in development.
Some cards have effects that are applied to both the caster and the opponent. Steam Veil, for example, gives a boost to the recovery of spent cards, Arrow of Ice - freezes the enemy, etc.
Pressing the Menu button the player will switch to the "Lower deck" - items, potions, weapons. (the inventory system is being finalized).
Potions are used by clamping the trigger and dragging the bottle into the player's head area.
The sword is used by gripping and, accordingly, swinging.
To open the Shield you need to lock the side buttons of the controller. If you open it right before you get hit by the projectile - there is a chance to deflect it back to the enemy.

Dungeons.

Create a dungeon, connect to the dungeon, walk around the rooms, clear them of evil, kill the Boss, return to the tavern.

Agenda:
Inventory
Balance
More maps
Weapons
Combinations of cards
Crafting
Generation of the Dungeons
Puzzle and traps in dungeons
Generated mirror datas 4 by 4 (PvPvE)
Creature game (D & D mode)
2 by 2 and 4 by 4 PvP
Classes (including costumes)
Locations
Economy