

• Manual •



VERHO



CURSE OF FACES

Prologue

“Another soul steps into Yariv, foolishly venturing into the birthplace of the apocalyptic curse that shattered humanity six hundred years ago...

Do you truly believe that you will be the hero that saves the world? Are you really so naïve as to risk death for such folly?

Your ambition will be your downfall, Nameless. Yet perhaps, with this journal, you might actually stand a fighting chance.

Read carefully – lest ye perish, forgotten like so many before you...”

May you find the origin of the curse –
The team from Kasur games

Sebastian
"Saikings"

Valentino

Lukasz
"Kaku"

Angelo

Tomasz
"Tomasz" Rusak

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Controls

Keyboard Gamepad

MOVE	WASD	LEFT STICK
WALK	C	-
ATTACK	LEFT MOUSE BUTTON	RIGHT TRIGGER
BLOCK	LEFT SHIFT	LEFT BUMPER
SWITCH WEAPON	Q	RIGHT BUMPER
SHEATH WEAPON	G	R3 PRESS / D-PAD UP
CAST	RIGHT MOUSE BUTTON	LEFT TRIGGER
NEXT SPELL	3	D-PAD DOWN
USE ITEM	R	X-BUTTON
NEXT ITEM	2	D-PAD RIGHT
PREVIOUS ITEM	1	D-PAD LEFT
INTERACTION	F	Y-BUTTON
JUMP	SPACE	A-BUTTON
CROUCH	CTRL	L3 PRESS
OPEN INVENTORY	TAB	SELECT



Story

The mist thickened,
and you felt your
strength draining
away, until
all you saw was a
black abyss...

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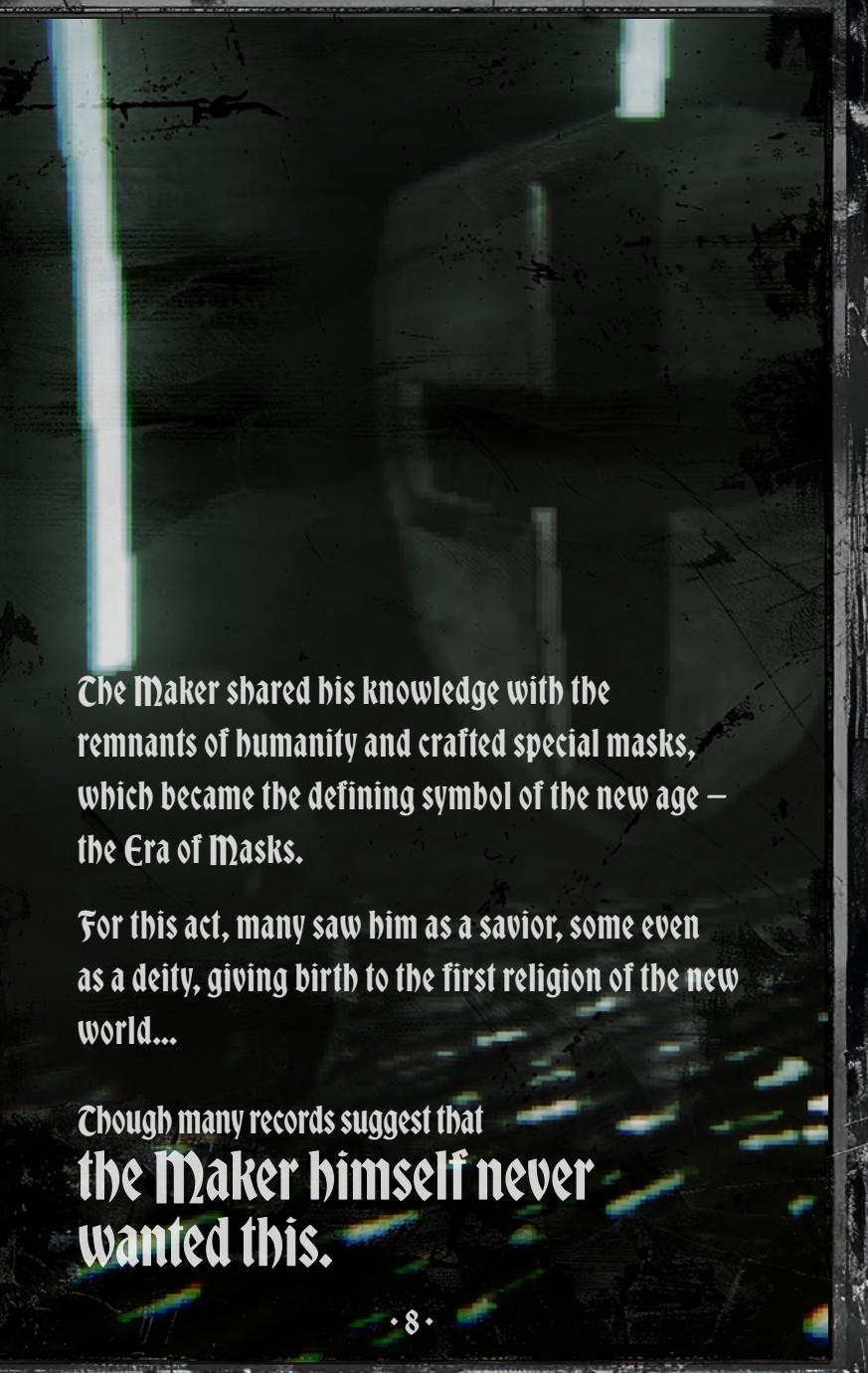
"You, as well, have decided to cross the borders into the accursed kingdom. Before you knew it, an unnatural mist enveloped you. The mist thickened, and you felt your strength draining away until, all you saw was a black abyss..."

Six hundred years ago,
the world as we knew it ended in a matter of hours.
People collapsed dead on the ground, unaware of
what was happening.

Some noticed that death occurred when two people met – thus began the "Era of Solitude". And though the Era of Solitude lasted for nearly three hundred years, humanity somehow survived.
To this day, no one knows how...

After that, the world entered a new era. That was when the "Maker" appeared – a man who somehow uncovered the mystery behind the tragedy. It was, as he called it, the "Curse of Faces". When one person saw another's face, both would die instantly.

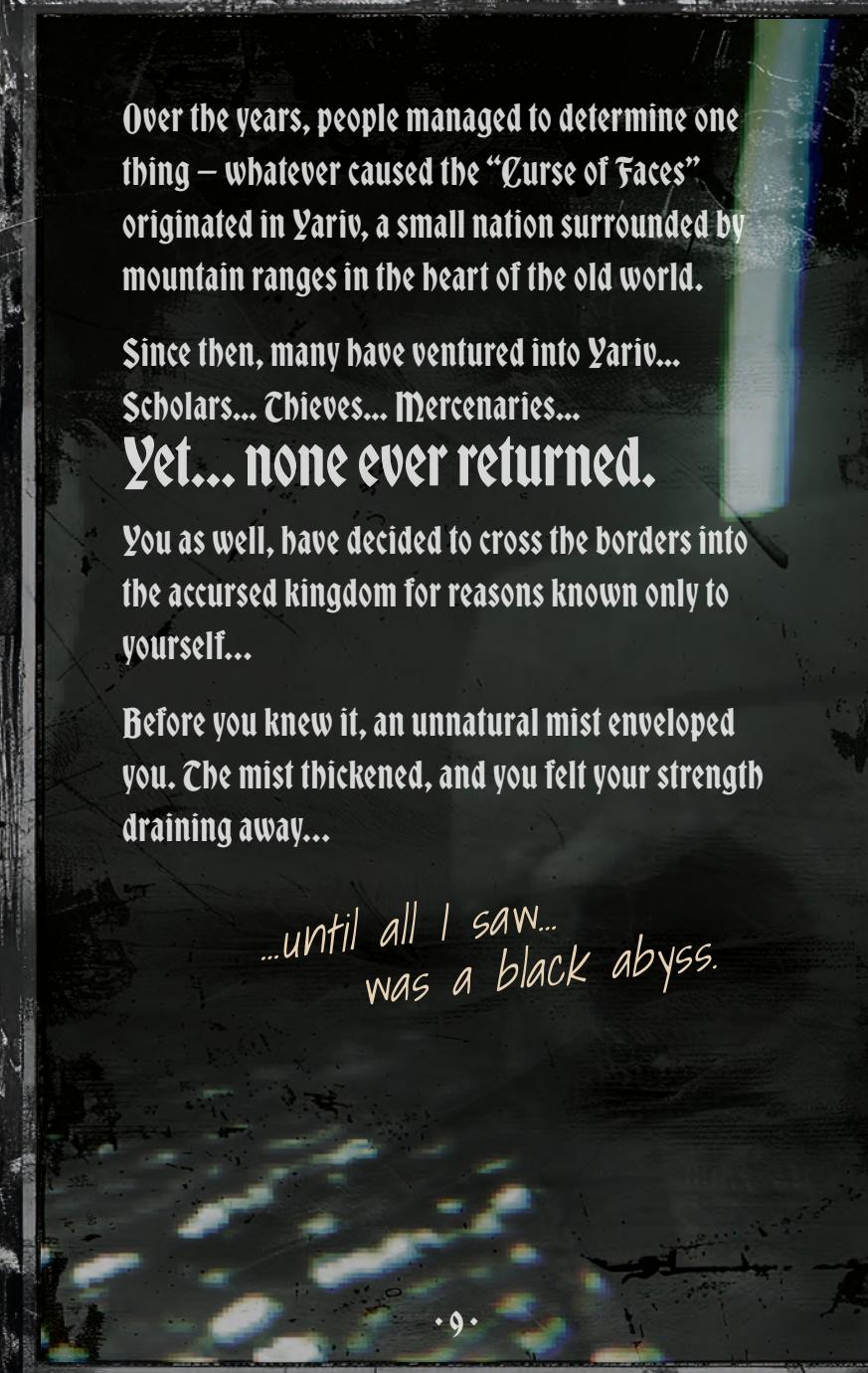
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The Maker shared his knowledge with the remnants of humanity and crafted special masks, which became the defining symbol of the new age – the Era of Masks.

For this act, many saw him as a savior, some even as a deity, giving birth to the first religion of the new world...

Though many records suggest that **the Maker himself never wanted this.**



Over the years, people managed to determine one thing – whatever caused the “Curse of Faces” originated in Yariv, a small nation surrounded by mountain ranges in the heart of the old world.

Since then, many have ventured into Yariv... Scholars... Thieves... Mercenaries...

Yet... none ever returned.

You as well, have decided to cross the borders into the accursed kingdom for reasons known only to yourself...

Before you knew it, an unnatural mist enveloped you. The mist thickened, and you felt your strength draining away...

*...until all I saw...
was a black abyss.*

Masks

In this world, everyone
hides behind a mask.
But beneath it, there's
always something
more.



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Thief

"I'm a thief. I took a bad job and now I have the Rabish Order after my head. Yariv is the only place they won't follow me to..."



Knight

"I am a proud knight in the service of my king. At his command, I will investigate the cursed land of Yariv and find the cause of its decline."



Sorcerer

"I am a sorcerer. Since the day I was born, I have felt connected to a magical force. It has guided me through my life and gave me power. Now it guides me to Yariv, so let it be."



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Scholar

"I am a scholar. I spent years studying spells and the nature of magic itself. However, no one in history has managed to solve the mystery of the curse.

To be the first to do so, I intend to investigate its source."



Inquisitor

"I am an inquisitor. In the name of the sacred Rabish Order, I will cleanse the plagued lands, destroy the evil of the fallen kingdom, and judge anyone who stands in my way."



Brawler

"I am a Brawler. I have come to Yariv from the distant north to find a worthy opponent who will give me what I desire most: a death worthy of a true warrior from the north."



Forgotten

"I'm Nobody.."



A strange voice called out for me.
It seems to know who I am.

Combat

Combat in Verho mainly revolves around attacks, blocks, and dodges.

To attack, hold down the attack button until the stamina bar is charged, then release the button to perform a strike.

I can also perform a critical hit by executing a strike at the exact moment of stamina bar reaching 100%. A critical hit deals 120% damage.

Blocking is done using the Block button, but you cannot block indefinitely. After taking too many hits, you will become stunned.

Dodging is done through movement. You must maintain a proper distance from the enemy to be able to attack without being hit. If using a light weapon, you can also perform a dodge by using the Block button.

Magic Runes

To cast a spell you first need to have a rune.



Most of the runes can be purchased from merchants or found while exploring the world.

To cast a spell, you need to equip it, then hold the Cast button until casting bar is full. Then, after releasing button, the spell will be cast.

Each spell has an element that determines its damage type and can grant some additional bonuses like burning for fire or bleeding for blood magic.

Rune spells can have many uses, from offensive attacks to weapon buffs, summons, and utilities like lighting dark areas!

Sword magic

Some weapons appear to be imbued with powerful magic. Knowing how to use them could give you the upper hand in battle.

When you find a special weapon that has "Sword Magic" and you have the required amount of mana to use it, hold down the Attack button until the attack is fully charged. Then, instead of releasing it, press the Block key to perform a special attack.

I need to remember to sheathe my weapon outside of combat, as it allows me to move faster.

*press G or R3

Main attributes

In Verho, you will level up and earn skill points that can be spent to improve six attributes.

Strength

Allows you to hold heavier weapons and use them better. It also increases your health.

Dexterity

Allows you to use weapons that require more finesse than strength, and use them better. It also increases your health endurance by a small amount.

Constitution

Greatly increases your health.

Intelligence

Allows you to use more powerful runes, and also increases your mana supply by a small amount.

Force

Greatly increases your mana supply.

Resistance

Lets you to better cope with illnesses, poisons and other negative status effects. It also makes block impacts affect you less and increases your health endurance.

Characters

Remember to train regularly and fight smart. If you're lucky, you might just survive this place.



The most important person is the village elder, who will help me set my goals for the upcoming journey.

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Right after crossing the pass, you will encounter the first relatively friendly person. It's worth talking to him as he will offer you his worn-out weapon. It may not be much, but it's better than nothing.

It's also worth checking the monument next to him, known as the Maker's Altar.

Further down the valley, you'll meet Laran, who will tell you more about Yariv and point you toward your next destination, Nameless Village.



Once I reach the village, I should take a good look around as I can meet many important characters.

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The knight on the hill
will tell you more
about how to fight.



The merchant with
the big hat will supply
you with essential
items.



The man sitting
among the magic
runes will have
a task for you.

*It's worth completing as he
will become my first vendor
of magic runes in return.*

Blacksmith



Perantius –
the Giant Smith Serpent

In the Nameless Village, you will find Perantius, the Giant Smith Serpent, who – if you bring him the right materials – will upgrade your weapon for a small fee.

Later in the game, you'll start finding already-upgraded weapons, usually slightly worse than yours, and you'll also unlock the ability to buy smithing materials infinitely, so don't be afraid to use them."

Credits

Story/3D/2D Artist/Design/Programming

Sebastian "Saikings" Solczak

Music Composer

Valentino Cervini

Sound Designer / Contributing Writer

Angelo Petrilli

Supporter

Tomasz Rusak

Supporting 3D Artist

Łukasz "Kaku" Fetliński

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Stefan Dettmering · Timothy Thee

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Mateusz Demon	Mariusz Jarotek	Toxer	Bartosz "Sitek"
Piotr Zych	Magdalena	GabiMaczeta	Sitarz
Slim Shady Ducc	Komenda-Surma	Venomm	KappaPrime
Duncan	Maki	Verdite Cat	DoubleVandale
Gobo	maribelyarn	Woolishie	
Kaku	Myon	Xynix	
Jonathan "Knuxie"	Nero	Radosław Kłasa	

Voice Actors

Laran	Drew Stanczak
Namir	Chase Dettloff
Garet	Chris Prevost
Estern	Skye Dettloff
Argon	Chase Dettloff
Werhel	Coach Dorn
Ruk	DemonicSkyers
Zaran	Robert "Gameusurper" Johnson
Dying Guy	Drew Stanczak
Volundius	Andrew "Aunt Paula's Lover"
	Mechem
Perantius	Drew Stanczak
Azarin	Robert "Gameusurper" Johnson
Warka	Chloe "Lift" Cherie

Belicor	Chris Niosi
Dwarf	Horatius The Dwarf
Rat Monarch	Krystian Kędzia & Lost Soul Of A Nameless
Child	Child
mdprime	mdprime
Lauren	Lauren
Amniat	Coach Dorn
Maskless villager 1	mdprime
Maskless villager 2	Coach Dorn
Maskless villager 3	Sean Madson
Maskless villager 4	Spurkeh
Maskless villager 5	Ola Angielczyk
Narrator	Robert "Gameusurper" Johnson

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	Emilia Markiewicz
	Sylwester "Bunkier Gier"
Italian	Karnuszewicz
	Valentino Cervini

Spanish	Garioncete
French	DoubleVandale
German	Thomas Nickel
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	Grigory Koseyan
	Pavel Nikolenko

Special Thanks

Michał "Ozzy" Kulig
Majuuclar
Gobo
Radikal
Cakegamer
ithiro
Auron Dettloff
Dark Archon
Dominik Starczewski

Krzysztof Matys
Adam Dzieżyk
Piotr Szekalski
Jakub Kalisz
Piotr Zych
Monika Bork
Izabela Kicka
All members of Field-like mafia discord
All Verho Discord Members

Beware, seeker of
knowledge...
for such power can
either destroy the
world as we know it,
or forge another.



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