



神楽
道中記

KaguraDouchuuki Manual

Title Screen

At first you will be presented by a notification window. Click the “Start Game” button to launch the game. You will then see the brand logo, the opening movie and finally the title screen.



- New Game
- Starts a new game from the beginning.
- Load Game
- Loads a previously saved game.
- Tutorial
- Read a tutorial for the game play.
- Gallery Mode
- Review CG images you’ve unlocked.
- Music Mode
- Allows you to play music used in the game.
- Chess Kagura
- Play Chess Kagura.
Please refer as following for more detail.
[Menu]→[Help]→[Display the &rules of Chess Kagura]
- Quit Game
- Quits the game and returns you to Windows.

How to play

The game is divided in two parts, a scenario part where you progress through the story, and a game part where you control the characters and battle enemies.



The controls for the scenario part are simple. All you need to do is click the mouse to advance through the story. Additional controls are as listed below.

How to play the scenario part

Action	Mouse	Keyboard	Gamepad
Next Page	Left Click	Enter / ↓	①
Hide Message Box	Right Click	Space	②
Fast Forward	—	Ctrl	③
Fast Forward Mode	—	F3	④
Auto mode	—	F4	—
Read History	Wheel	F5 / ↑/↓	Directional Pad
Disguise Screen	—	F1	—
Replay Voice (When Scrolled Back)	Left Click	Enter	①

How to play the game part



Life

This is the player's stamina. If life falls to 0, the player is unable to continue fighting and will either be assaulted by the enemies or be returned to the village.



Willpower

Willpower is used to unleash powerful attacks. You can recover willpower by standing on a spirit line.



Food

This number drops over time. When it is 0, stamina begins to drop instead.



Map

This is a map of the area you're currently in. At first you can only see the room you're in right now, but more will be revealed as you explore the area. The various objects you will encounter are indicated in various colors.



Traveler's Guardian Deity

These markers are the goal for each area. By touching them, you can either advance to the next area, or return to the village. The golden symbol indicates that there will be a special event once you proceed.



As the player character fights enemies and gains experience, she will level up. Stamina and the various stats will increase on level up, but the character's level will reset to 1 as soon as she returns to the village. For this reason, the key to beating the game is to collect powerful items and equipment.

The following items will appear on the playing field.



Food

Increases your food counter. Watch out for poisoned food!



Accessories

These items offer various benefits if you equip them.



Weapons

There are many weapons ranging from powerful to cursed weaponry. There are two weapon types, swords and spears.



Charms

These items have various effects ranging from attacks to healing, and are consumed upon use.



Equipment

If you equip a cursed outfit, you will not be able to remove it until you return to the village.



Medicine

You can use these on yourself for healing, or throw them at enemies to attack.

Game Part Controls

Action	Mouse	Keyboard	Gamepad
Attack	Left Click on enemy	Enter	①
Wait	Left Click on self	Ctrl + Enter	②+①
Move	Left Click in any direction	Cursor Keys	Directional Pad
Dash	—	Ctrl + Cursor Keys	②+ Directional Pad
Move Diagonally	—	Shift + Cursor Keys	⑤+ Directional Pad
Change Facing	Hold down Mouse Wheel	Tab / Back + Cursor Keys	④+ Directional Pad
Menu	Right Click	Esc / Space	③
Switch Map	Click on "Return"	Home / End	⑥
Read Log	Turn Wheel	PageUp / PageDown	⑦
Disguise Screen	—	F 1	—

※ These controls are the defaults. They can be changed by the user.