

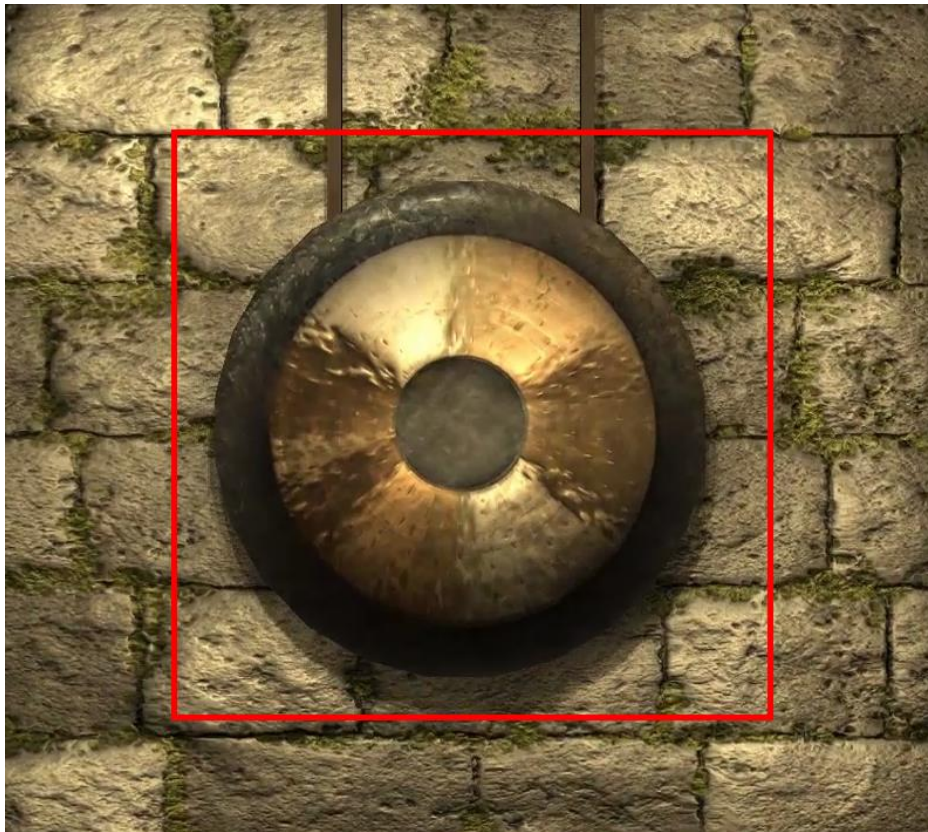
Heroes of the Monkey Tavern

Manual

If the game is too slow, begin by uncheck the SSAO option inside the game, if the result is still bad try to decrease the “Graphics quality” in the Configuration dialog.

→ Mouse controls

Action : Left click



Sleep : Left click



Inventory :

Drag & Drop : Left click

Equip / Use / Unequip : Right click

Pick up window :

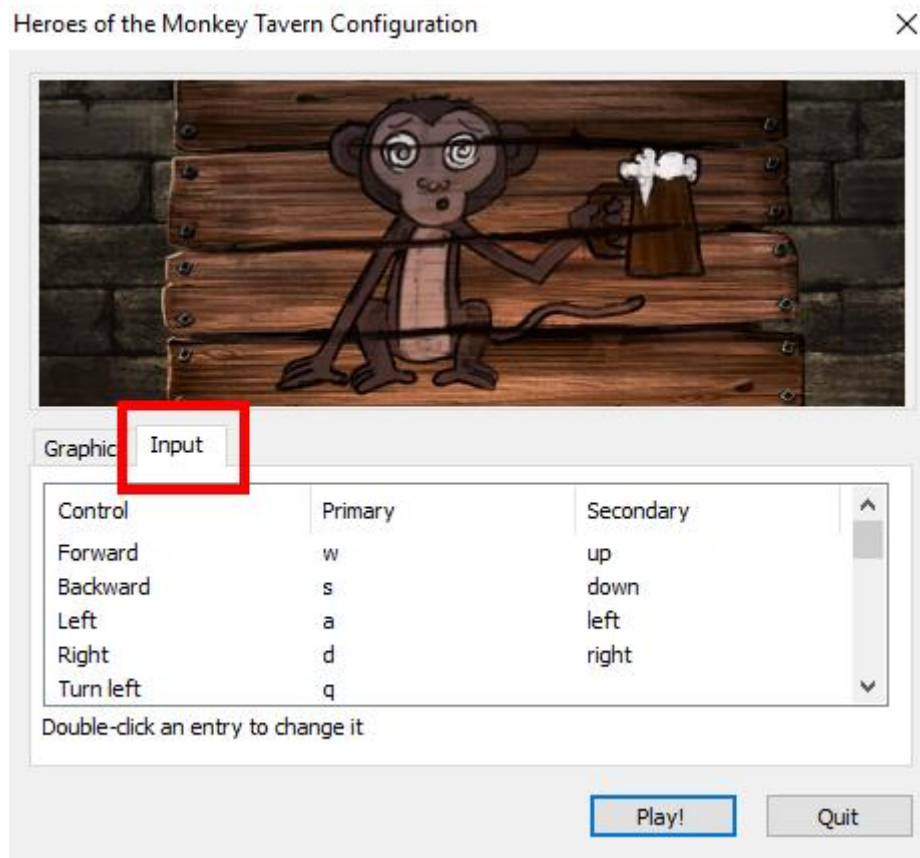


Take : Left click

Equip : Right click

→ Keyboard controls

You can change these settings on the launch dialog :



Inside menu :

Navigate : WASD

Select : Numeric keypad [1]

Back : Numeric keypad [2]

In-game :

Move : WASD

Rotate left : Q

Rotate right : E

Previous player : Numeric keypad [4]

Next player : Numeric keypad [5]

Quick access to a hero : 1, 2, 3, 4

Use right hand : Numeric keypad [1]

Use left hand : Numeric keypad [2]

Inventory : Numeric keypad [0]

Use life potion : Numeric keypad [6]

Use mana potion : Numeric keypad [3]

Action / Pick up : Space

Sleep : Z
Map : Tab
Menu / Discard a healing spell : Esc
Quick Save : F5
Quick Load : F9

Inventory :

Navigate : WASD
Previous player : Numeric keypad [4]
Next player : Numeric keypad [5]
Quick access to a hero : 1, 2, 3, 4
Select : Numeric keypad [1]
Equip / Use / Unequip : Numeric keypad [0]
Drop : Space
Close : Numeric keypad [2]

Pick up window :

Previous player : Numeric keypad [4]
Next player : Numeric keypad [5]
Quick access to a hero : 1, 2, 3, 4
Take : Numeric keypad [1]
Equip : Numeric keypad [0]
Next item if more than one, if only one close the dialog : Space
Close the pick up dialog : Numeric keypad [2]

You can exchange items between players by clicking on a player portrait with an item selected.

You can also sleep by clicking on the Zzz button at the top right corner.

→ Gamepad controls

Inside menu :

Navigate : D-Pad

Select : A

Back : B

In-game :

Move : D-Pad

Rotate left : LB

Rotate right : RB

View : Right stick

Previous player : LT

Next player : RT

Use right hand : A

Use left hand : B

Inventory : Y

Action / Pick up : X

Use life potion : Left stick up

Use mana potion : Left stick down

Sleep : Right stick button

Map : View

Menu / Discard a healing spell : Menu

Inventory :

Navigate : D-Pad

Previous player : LT

Next player : RT

Select : A

Equip / Use / Unequip : Y

Drop : X

Close : B

Pick up window :

Previous player : D-Pad left

Next player : D-Pad right

Take : A

Equip : Y

Next item if more than one, if only one close the dialog : X

Close the pick up dialog : B

You can exchange items between players clicking on a player portrait with an item selected.

You can also sleep clicking the Zzz button on the top right corner.

→ Classes progression

Warrior

Level 1 : Weapons + 1, Shield block ($\frac{1}{5}$ to block)

Level 2 : Constitution + 1

Level 3 : Power hit ($\frac{1}{7} \times 1.2$)

Level 4 : Strength + 1

Level 5 : Constitution + 1

Level 6 : Critical hit ($\frac{1}{7} \times 1.5$)

Level 7 : Weapons + 1

Level 8 : Strength + 1

Level 9 : Constitution + 1

Level 10 : Insane hit ($\frac{1}{7} \times 2$)

Barbarian

Level 1 : Axe + 1, Berserk (Health -40% Strength +3), Power hit ($\frac{1}{7} \times 1.2$)

Level 2 : Strength + 1

Level 3 : Ambidexterity (OffHand delay $\times 1.3$)

Level 4 : Constitution + 1

Level 5 : Dexterity + 1

Level 6 : Critical hit ($\frac{1}{7} \times 1.5$)

Level 7 : Axe + 1

Level 8 : Strength + 1

Level 9 : Constitution + 1

Level 10 : Insane hit

Rogue

Level 1 : Dagger + 1, Detection ($\frac{3}{4}$ to detect traps and secrets, +1 INT +5%)

Level 2 : Dexterity + 1

Level 3 : Ambidexterity (OffHand delay $\times 1.3$)

Level 4 : Strength + 1

Level 5 : Dagger + 1

Level 6 : Critical hit with dagger ($\frac{1}{7} \times 1.5$)

Level 7 : Dexterity + 1

Level 8 : Strength + 1

Level 9 : Dagger + 1

Level 10 : Insane hit with dagger ($\frac{1}{7} \times 2$)

Archer

Level 1 : Bow damages $\times 1.5$

Level 2 : Bow + 1, Sword + 1

Level 3 : Power hit ($\frac{1}{7} \times 1.2$)

Level 4 : Dexterity + 1

Level 5 : Constitution + 1

Level 6 : Critical hit ($\frac{1}{7} \times 1.5$)

Level 7 : Strength + 1

Level 8 : Bow + 1, Sword + 1

Level 9 : Dexterity + 1

Level 10 : Thundering arrows (Bow damages $\times 1.3$)

Paladin

- Level 1 : Hammer + 1, Shield block ($\frac{1}{5}$ to block)
- Level 2 : Local heal
- Level 3 : Constitution + 1
- Level 4 : Strength + 1
- Level 5 : Group heal, Hammer + 1
- Level 6 : Power hit with hammer ($\frac{1}{7} \times 1.2$)
- Level 7 : Constitution + 1
- Level 8 : Strength + 1
- Level 9 : Critical hit with hammer ($\frac{1}{7} \times 1.5$)
- Level 10 : Hammer + 1

Monk

- Level 1 : Ambidextry
- Level 2 : Double punches ($\frac{1}{7}$ double attack)
- Level 3 : Strength + 1
- Level 4 : Constitution + 1, Shadow dodge ($\frac{1}{4}$ to dodge)
- Level 5 : Iron fists
- Level 6 : Dexterity + 1
- Level 7 : Multiple punches ($\frac{1}{7}$ triple attack)
- Level 8 : Constitution + 1
- Level 9 : Dexterity + 1, Titanium fists
- Level 10 : Strength + 1, Rain of punches (?? 😊)

Elementalist

- Level 1 : Fire powder
- Level 2 : Poison powder
- Level 3 : Ice powder
- Level 4 : Intelligence + 1
- Level 5 : Arcane ball
- Level 6 : Fire ball
- Level 7 : Earth ball
- Level 8 : Poison ball
- Level 9 : Ice ball
- Level 10 : Intelligence + 1

Priest

- Level 1 : Heal
- Level 2 : Hammer + 1
- Level 3 : Cure
- Level 4 : Intelligence + 1
- Level 5 : Group heal
- Level 6 : Hammer + 1
- Level 7 : Resurrection
- Level 8 : Intelligence + 1
- Level 9 : Constitution + 1
- Level 10 : Hammer + 1