Combat Beta Manual

General Instructions

As we haven't yet included a tutorial in the game, we'd like to give you some information regarding the functionality of the Combat Beta:

- Prior to starting the game (Menu option: *Enter the Halls of Challenge*), player party members have to be created through the menu option: *Character Pool*.
- The player party can consist of up to six party members; however, players can create as many characters in the *Character Pool* as they want. But they can only put six of them in their active party, when the game is started. This way we want to give players the opportunity to test different setups of player parties.
- It is not necessary to have a party of six characters in order to finish the combat beta, four party members should suffice.
- After starting the game, the player party will spawn in a level, without any equipment, such as armor or weapons. In the room the player party starts off, there is equipment lying around, which has to be looted and with which the player party has to equip itself. Equipment is looted, by left-clicking on it. You can equip the characters by entering the character screen (Key: <TAB>) and either right clicking on an equipment icon or by dragging it in the respective inventory slot. By clicking on the character icons on the left side of the character screen, you can select which party member's equipment is handled.
- In case party members have been killed in a combat, they can be revived by talking to the curator after the combat: "*I still have a couple of questions.*" -> "*May we ask your greatness to revive our dead companions?*"
- The spells that can be cast by members of certain character classes during a combat have to be restocked by resting:
    - The player party can rest in the room south of the tavern.
    - In order to access this room, the player has to first try to open the door to this room, which will be locked.
    - After trying to open it the player can request a key to this room from the tavern keeper.
    - Now the player can use the rest functionality by left-clicking on one of the beds.
    - Generally, the player should rest after each combat in order to restore the spellcasting abilities of certain character classes.

Useful Key bindings

\<RMB\>	Keep RMB pressed to move camera
\<W,A,S,D\>	Move camera
\<Tabulator\>	Open party screen
\<J\>	Open journal
\<M\>	Open mini map
\<J\>	Journal
\<Space\>	Speed up animation time during current combat
\<F1\>	Ingame options

Known Issues

- The texts are not yet final. No text has been proofread yet.
- Character states as hunger and thirst, as well as sanity and exhaustion are not fully implemented yet.
- The party member movement code is still in development. Party members tend to clip into each other during movement, or might decide to stand in the same spot.
- There are still a few clipping issues with party members and level objects.
- There are presumably still bugs present, which might cause the game to crash.
- Many elements are not implemented or not properly working yet.
- Savegames are implemented yet, but your characters are being saved in the pool.

What's next?

- We will keep on working to improve the version on a daily or weekly base.
- Your version will be automatically updated through Steam.
- For your comments, feedback and bug reports, please visit our forums on https://www.realms-beyond.com/forum or the related channel on our Discord server https://discord.gg/realmsbeyond. You can also drop us an email at support@ceres-games.com