Commands
F1 -Settings
F5 -restart the game
Esc -Resolution
Back -Back enter the menus
W,A,S,D - Handling
Mouse -Sight movement
Right or left mouse -Conjurations
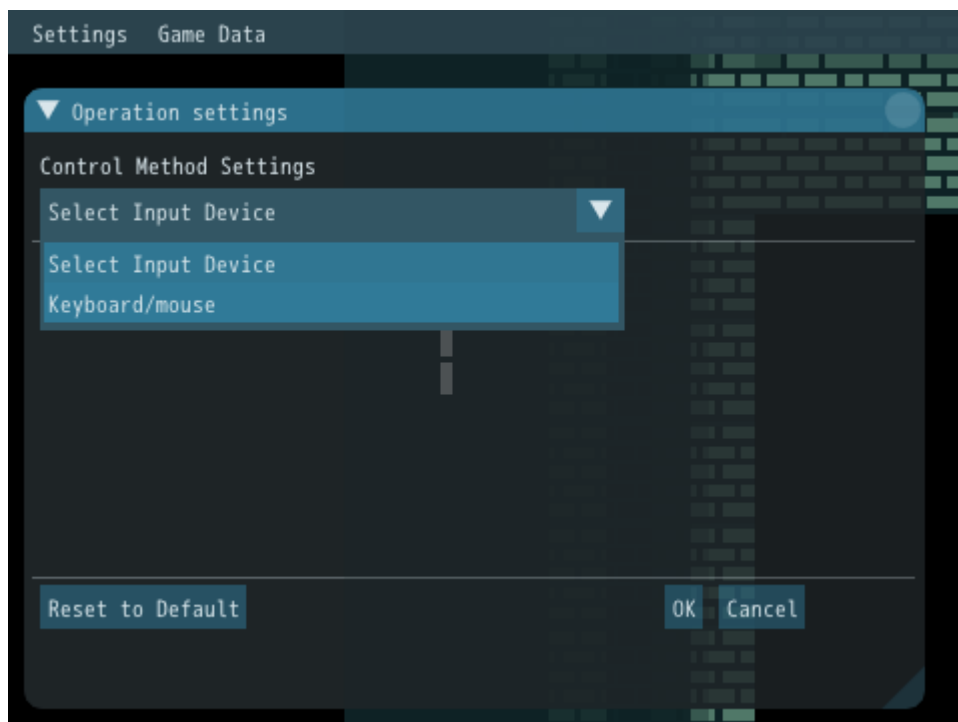E -save the game (needs 5 coins)
R -load
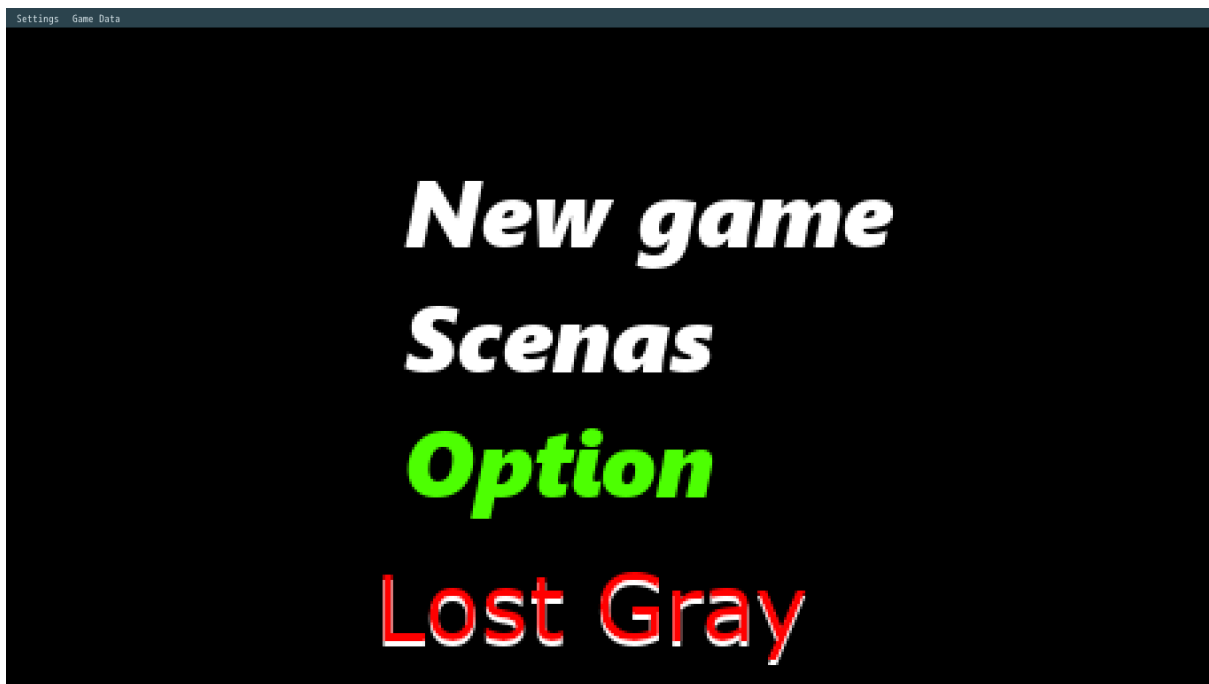H - helps the player when he has 1 life (activate in option)
T -turn 1 phase(needs emerald)
Numbers 1 to 9 or scroll - choose powers (needs gem)

To Configure a Control, Press F1, the settings will appear in the upper left corner, click on it and then on operation settings.
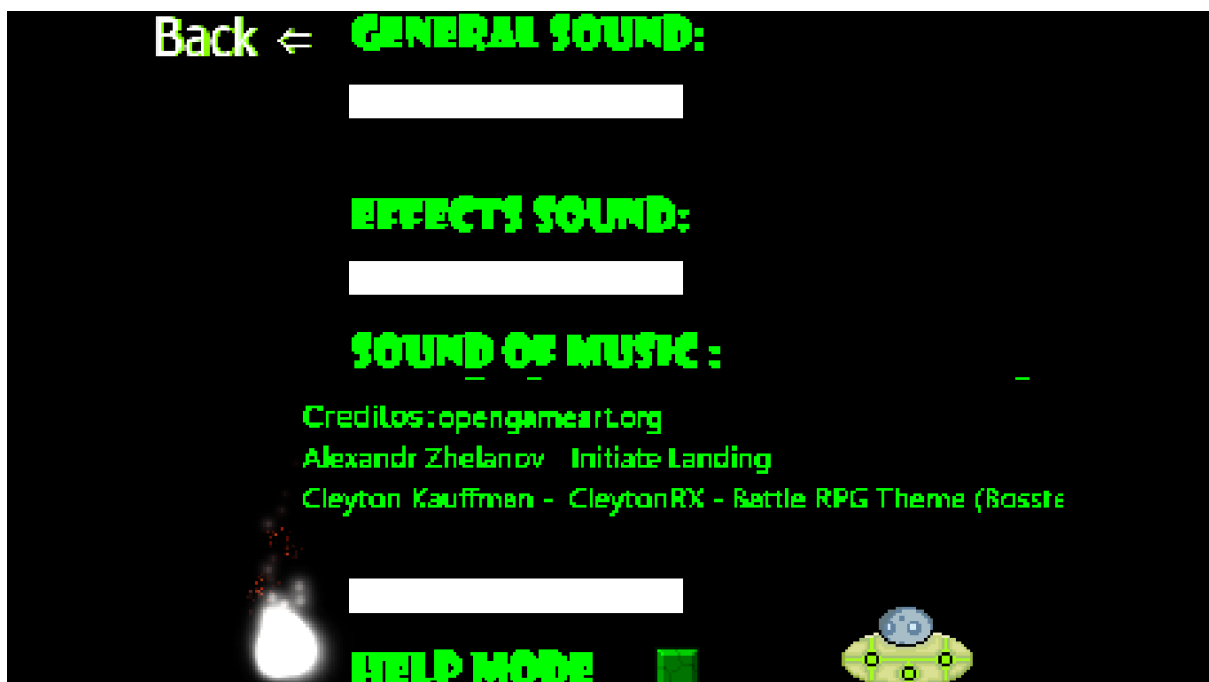
To disable or enable the help mode, press enter under "option" in the game menu.
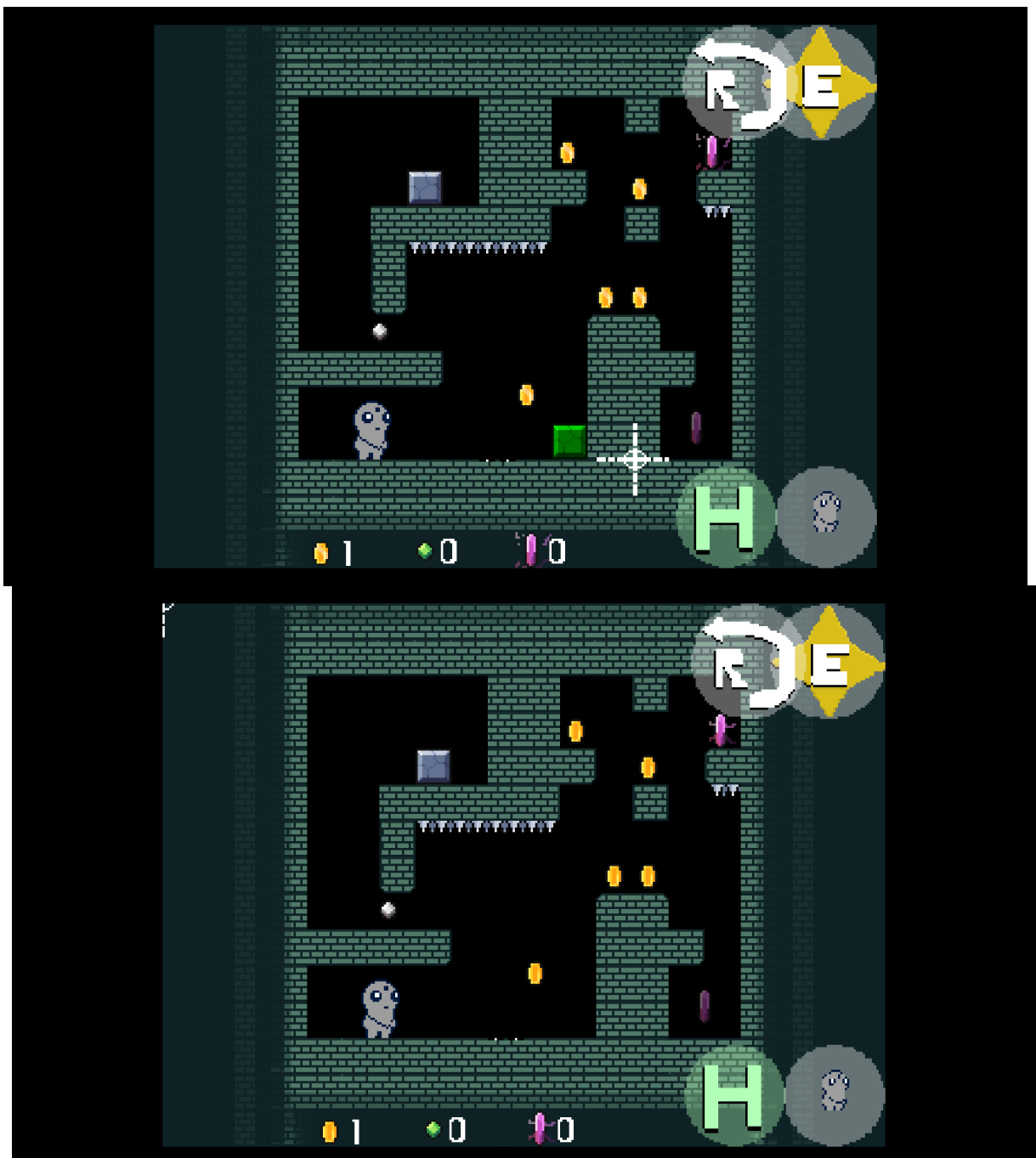

Then press "S" until "Help Mode"
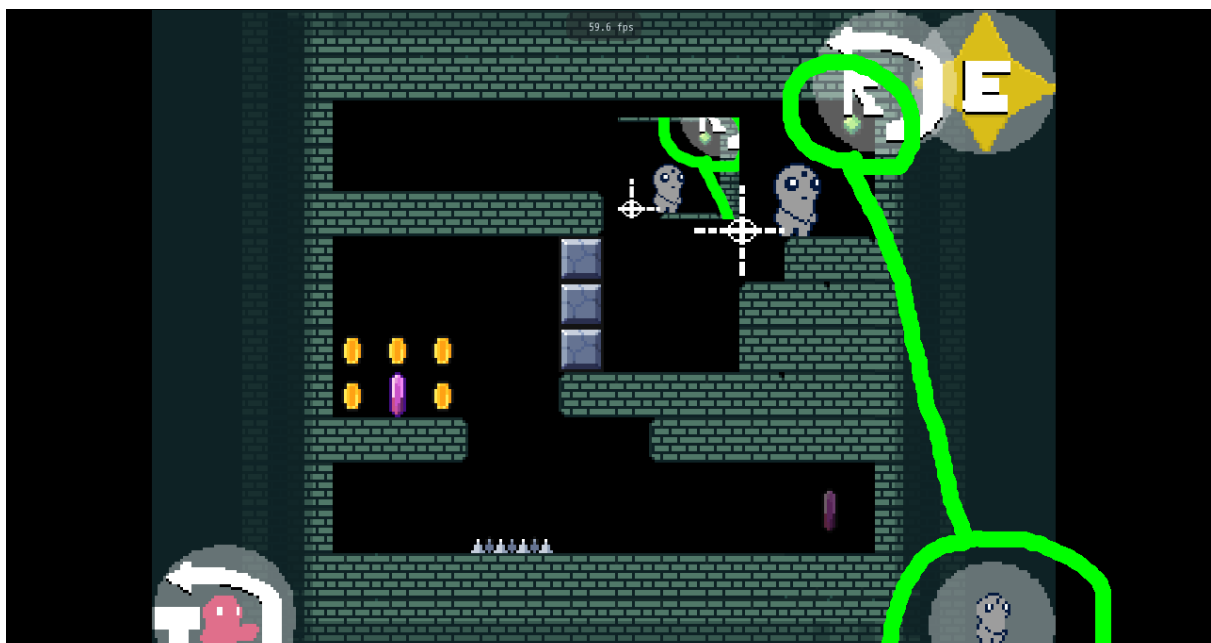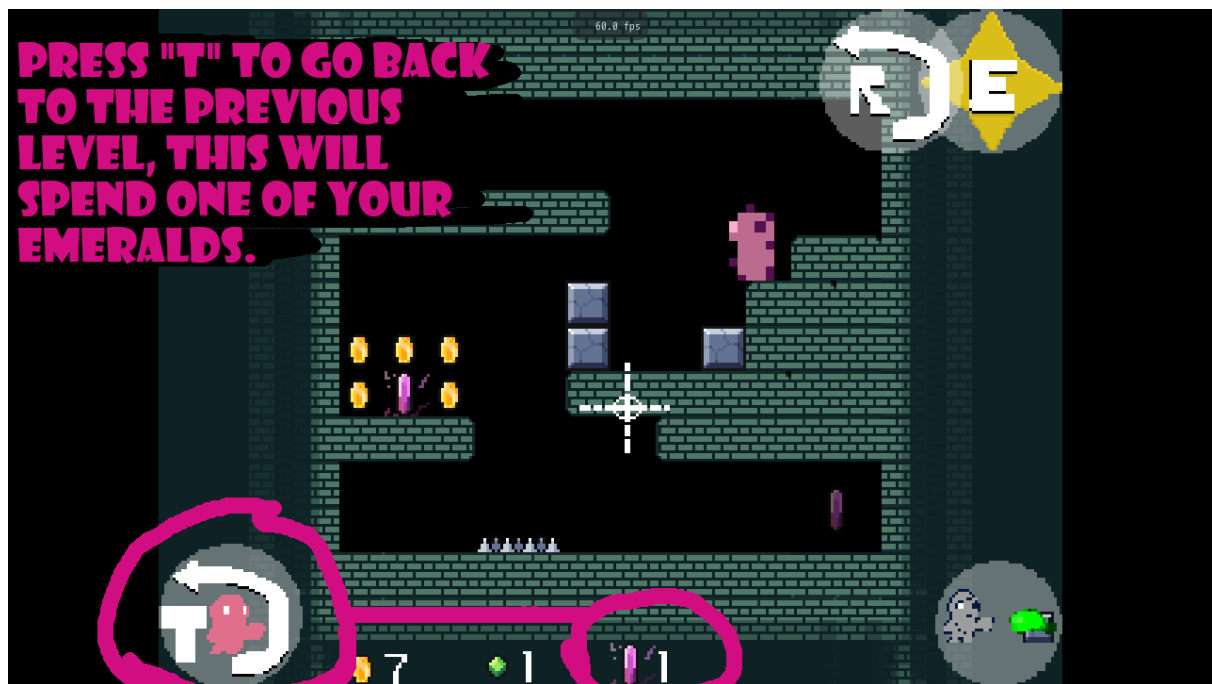(By default it is enabled)
To deactivate press "A" or "D" to reactivate it
Also note that when the block is green, help mode is activated.

What is "help mode?"

The help mode activates small hints in the game, and also when the player has only 1 life, the help mode enables the "H" button that when activated within the game it places green blocks to assist players.
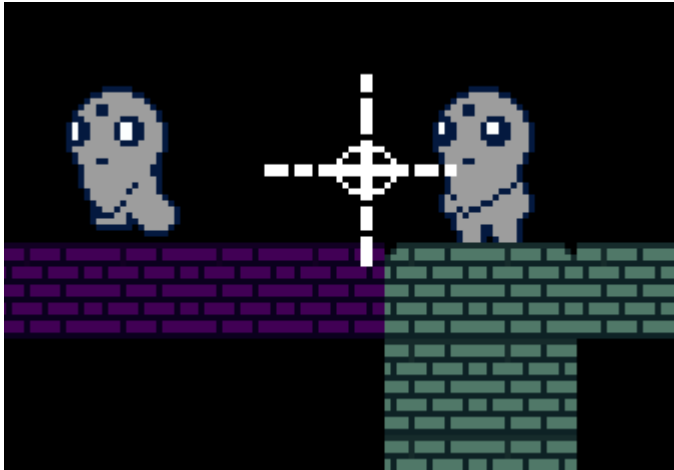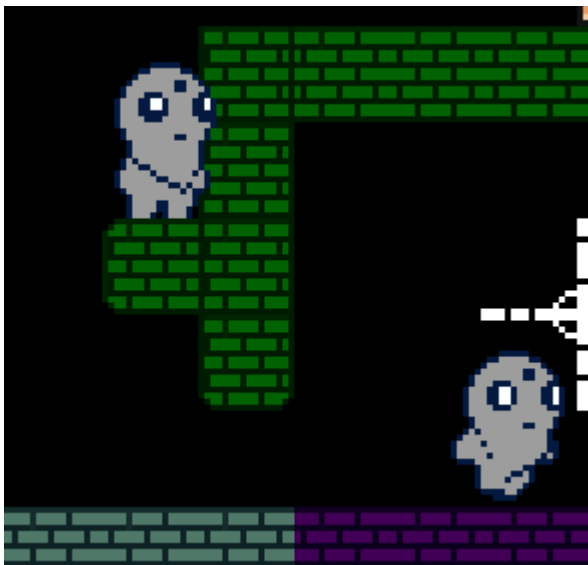
EACH GEM YOU GAIN A NEW POWER, USE THE NUMBERS FROM 1 TO 9 TO SELECT THEM, USE MOUSE TO CAST.

PRESS "T" TO GO BACK TO THE PREVIOUS LEVEL, THIS WILL SPEND ONE OF YOUR EMERALDS.

Purple Tile, Conjurations do not intersect, but the player is unaffected.
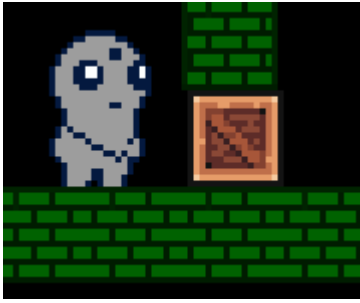
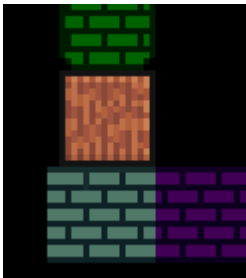Use it to your advantage and be careful not to fall!

Green tile, has no collision with the conjurations but has with the player.

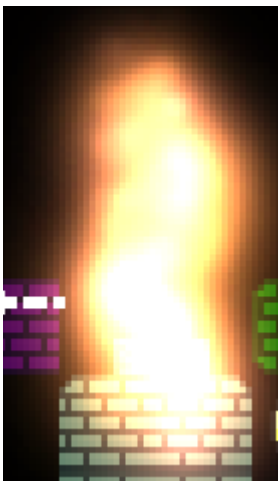Box, can be moved, throw fire to destroy it.

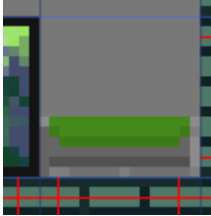Heavy box, can't be moved, throw fire to destroy it.
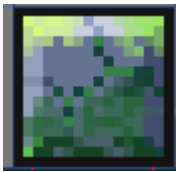

blue tile, smooth tile, be careful not to slip.

Flame Cannon, it can be turned off when you place a block on top of it.

green button, it can be activated when you place a block on top of it.

smooth block, can be moved, can be moved with telekinesis, it gets stuck when in contact with the gravitational block, it turns into a hot stone when in contact with hot tile.

heavy block, can't be pushed, can be moved with telekinesis, gets stuck when in contact with gravitational block, turns into hot stone when in contact with hot tile.
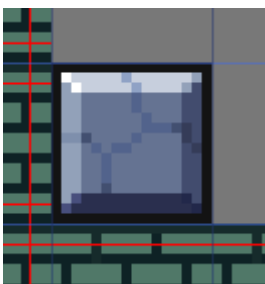
gravitational block, can't be pushed, can be moved with telekinesis, gets stuck when in contact with gravitational block.

This block has Variations that are explored further in Chapter 2.

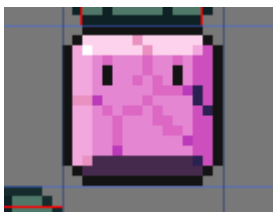Pink Block * is the simple block used only as a platform.

Blue Block * Pulls blocks and energy boxes up.

Red block * pulls blocks and energy boxes to the right

Green block * pulls blocks and energy boxes to the left

White block* has the ability to transform into blue, red and green blocks.

Yellow block * disables spellcasting.

Bennu silhouette

The silhouette of Bennu, also known as the phoenix of Bennu Stone, is an entity, in the form of a humanoid bird, has the ability to be reborn through its monoliths, little is known about its true nature.

Height - Undefined
Age - Unknown
Weight - Undefined
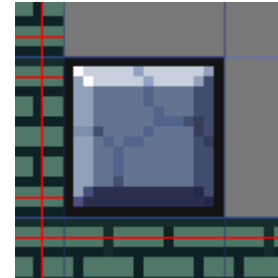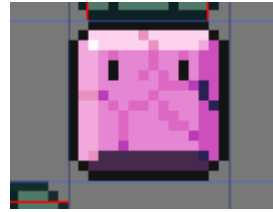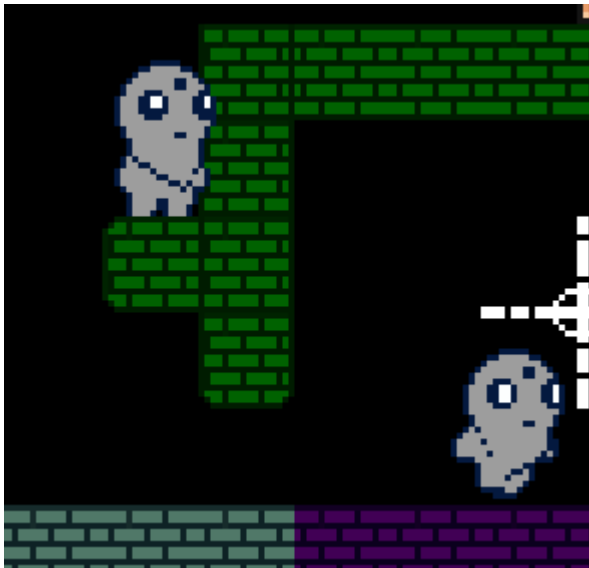Blood - 43r0gr4f1t3
Eyes - Green

Genre - changes with each reincarnation

Your known skills are!
The ability to transform terrains into "StoneBennu",

despite having the name of stone is not exactly a stone or any known type of ore, it has several known appearances and variations.

The ability to cast lightning, conjure portals, steal energy, control the wind, and punch.

known weaknesses
Although ironic, the Bennu Silhouette has the "BennuStone" as one of its weaknesses as it cannot break.
another known weakness is fire.

Xylopalanda

is a guardian builder demon that resembles a tree,

they are responsible for creating interdimensional castles and dungeons.

Height - 5.60 m

Age - 4853

Weight - 4.000 kg

Blood - s31v4

Eyes - Green

known skills
wood handling
telekinesis
Conjuration of electric stars
Conjuration of portals

Known weakness, direct attacks to the head.