

"Project Nosferatu" Instruction Manual

[Story]

250 years ago, humanity was forced to the orbital space colony Pangaea by the subterranean beings known as "Umbrakhs." Following a crisis in Pangaea, your group is stranded on the conquered planet Tatenia. As Regal, Second Prince of the Empire of Elysium and wielder of the cybernetic materialization implant "Nosferatu," survive the varied dangers and landscapes surrounding the abandoned capital Tartarus, and uncover the mysteries of the Umbrakhs!

[Controls (keyboard)]

W = Move player up / Move up, in menus

A = Move player left / Move left, in menus

S = Move player down / Move down, in menus

D = Move player right / Move right, in menus

L = Jump / Breaststroke (while swimming) / Confirm / Interact with non-player characters

K = Attack / Cancel menu selection

P = Menu / Skip story scenes

K during L = Jump attack (Jump attack does not propel player forward during any attack)

Esc = Toggle full screen view

F1 = Display settings menu

F5 = Reset game

[Controls (controller type 1)]

Directional pad up = Move player up / Move up, in menus

Directional pad left = Move player left / Move left, in menus

Directional pad down = Move player down / Move down, in menus

Directional pad right = Move player right / Move right, in menus

A = Jump / Breaststroke (while swimming) / Confirm / Interact with non-player characters

X = Attack / Cancel menu selection

START = Menu / Skip story scenes

X during A = Jump attack (Jump attack does not propel player forward during any attack)

LB = Toggle full screen view

RB = Display settings menu

Right stick (press in) = Reset game

[Controls (controller type 2)]

Directional pad up = Move player up / Move up, in menus

Directional pad left = Move player left / Move left, in menus

Directional pad down = Move player down / Move down, in menus

Directional pad right = Move player right / Move right, in menus

X = Jump / Breaststroke (while swimming) / Confirm / Interact with non-player characters

Square = Attack / Cancel menu selection

Options = Menu / Skip story scenes

Square during X = Jump attack (Jump attack does not propel player forward during any attack)

L1 = Toggle full screen view

R1 = Display settings menu

Right stick (press in) = Reset game

[Screen]

The HUD displays the player's health and current attack chain.

[Menu Screen]

Press the "Menu" key/button to access the Menu Screen.

Use the directional keys/buttons to select an attack, then press the "Confirm" key/button to choose the currently highlighted attack to transfer to the Attack Chain menu. Use the directional keys/buttons to highlight an attack slot, then press the "Confirm" key/button to choose that particular slot.

Status: Your current level (LV), health (HP), attack power (STR), current experience points and how many experience points you need to reach the next level (EXP).

You can advance levels by increasing your experience points to each threshold. The higher the level, the higher your health and attack power.

[Heal]

If you have found the ability to use healing, you can heal. While in the menu screen, use the directional keys/buttons to move to the lower-left portion. Heal uses are replenished by speaking to Sirius.

[Saving]

Press the "Confirm" key/button to talk to Sirius and she will automatically fully restore your health and replenish your Heal uses. Afterward, a menu will appear. In this menu, use the directional keys/buttons to select the option to save game progress.

[Elemental weakness chain]

Some enemies will take more damage when you attack them with a certain element, depending on which element they embody.

Fire->Soil->Plasma->Water

Light<->Darkness

For example: an enemy embodying the element of Soil will be weak to Fire.

[Crates]

There are many crates of all kinds found throughout Tatenia, which can be destroyed. However, there is only a low chance that a restorative item will be inside.