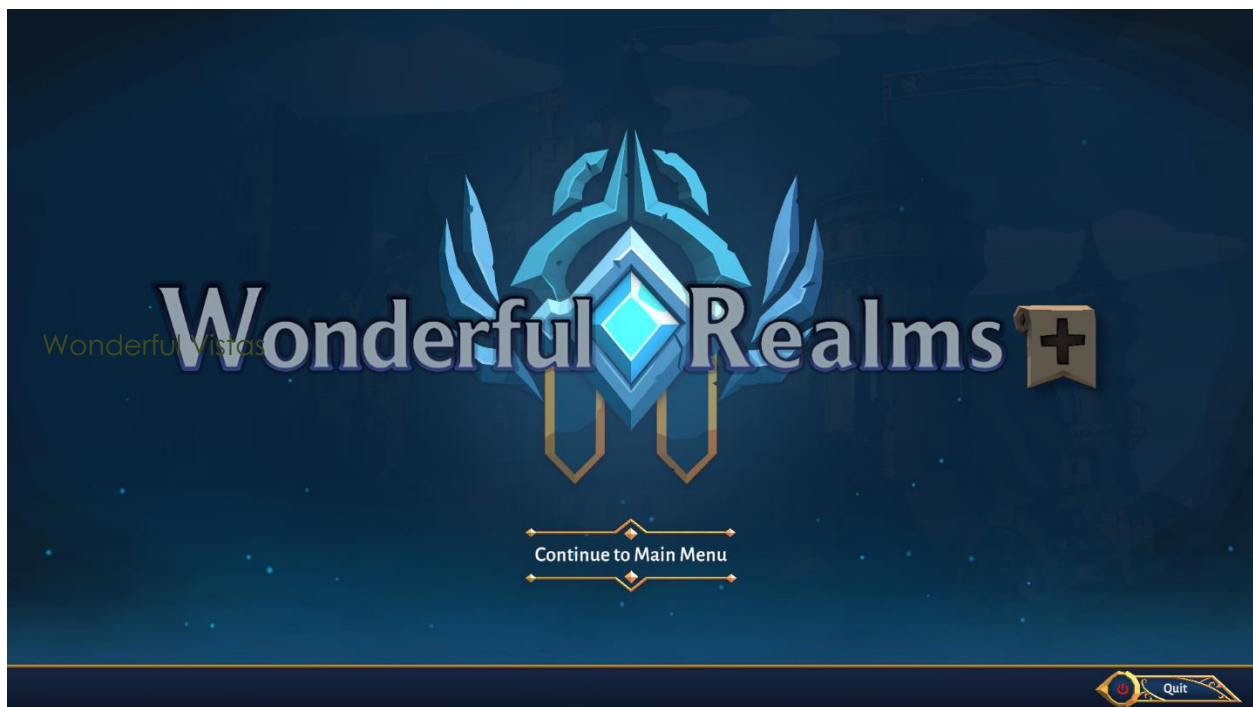

WONDERFUL REALMS MANUAL



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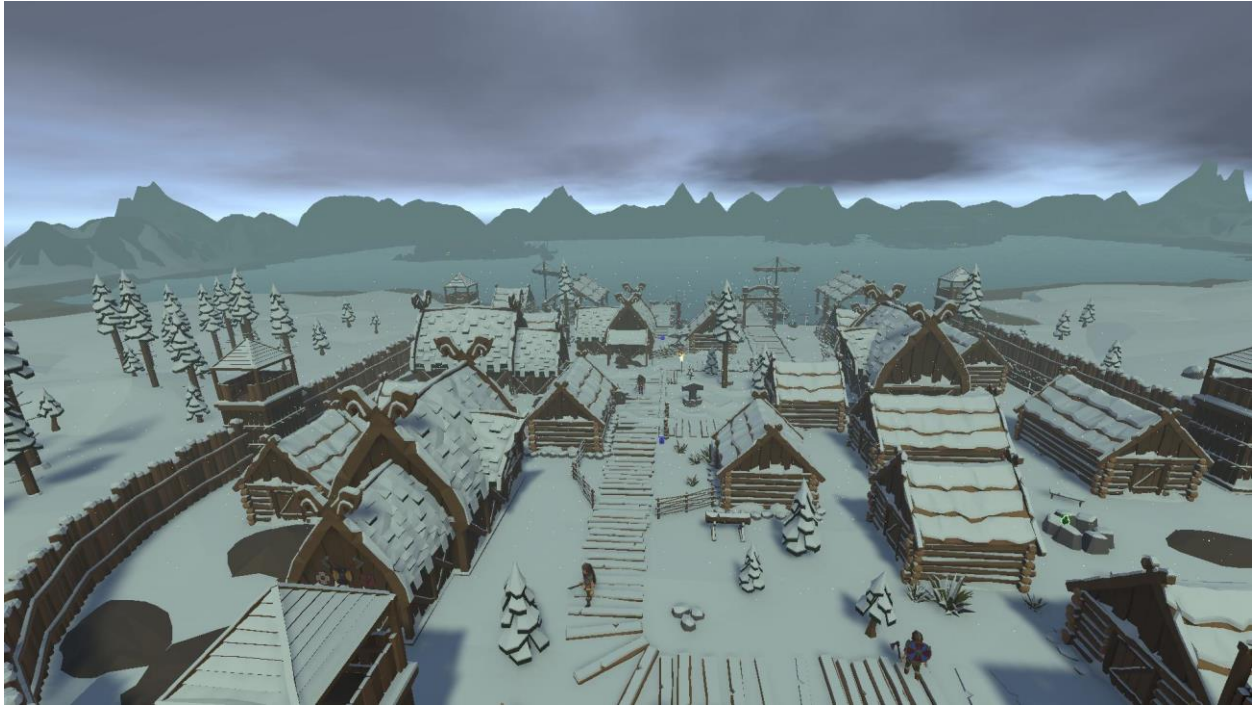
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Medieval villages



Enchanted forests



Viking realms



Nighttime battles

- Up to 50 experience levels (on Hard difficulty)
- 25 location levels (including some secret levels)

- Estimated game time, 5 hours 30 minutes (on Hard difficulty, aiming for maximum experience)
- 978 enemies (on Hard difficulty)

Summary

Control of the game is primarily through keyboard and mouse.



Menus

Click items to select. Depending on the menu item, it may act immediately or require pressing a "confirm" or "cancel" type button, or it may require entering something in a text box.

In Game



In game, you see the action bar at the bottom, a row of buttons at the bottom-left corner, and a minimap at the top-right corner using icons to show the locations of nearby items.



To the left of the Action Bar is the Health indicator. Full red is best. If there is almost no red, the player is close to death.



To the right of the Action Bar is the Mana indicator. Mana allows a magic boost to weapons and shields. Full blue is full mana. No blue means the weapons have no magic boost at all.

If your health gets low, a Panic button appears at the top left corner of the screen. Pressing that causes the player character to sprint away and try to find a health pickup. (Sometimes, it teleports the player to the start of the level or a random portal in the level—this only happens if pressed right after the scene is loaded, such as when the player saved the game while in an ambush and at low health, and even then it happens randomly). This can save the player's life, but can also panic the player right into an ambush!



To help you play, some things are highlighted at certain times. Pickups are highlighted in green (health), blue (mana), or yellow (money). Chests are highlighted in these colors, or in

blue-green to indicate it contains multiple items.



Enemies are highlighted in red when they are aware of the player and ready to attack. This highlight can only be seen where the enemy is occluded.


The player character is highlighted in blue where it is occluded so you can see where the character is even if behind something.

Boats are highlighted in red if you are close enough, and are visible even if occluded.

Look Around: hold right mouse button and move mouse

Increase/decrease distance from camera to player: hold right mouse button and adjust scrollwheel.



MOVE: click on ground or floor. Player will move to where the green "movement" cursor  is. Companion will go where player goes. Sometimes the player will automatically

jump gaps or height-changes to get to the location.




Go through door: click through the door to ground or floor on the other side. Door will be opened automatically if it is openable. Companion will do the same (and knows how to open doors when needed).




Climb ladder: click the ground or floor at the top of the ladder and player will climb ladder automatically. Likewise, click the ground or floor at the bottom of the ladder to descend. Companion is particularly nimble on ladders!




Ride a boat: click on boat. A "boat" cursor  indicates it is rideable. Player will walk to boat and get in and the boat will travel to another location in the scene (level).

Companion will join player in the boat and enjoy the wind.




Teleport: click on a portal to teleport either to another scene (level) or to another location within the scene. A "steam car" cursor  indicates the portal is active. Companion will also teleport.

Attack an enemy: click on the enemy. A "crossed swords" cursor  indicates it is attackable. Player will automatically sprint to within range of the enemy and attack.


Companion will help.




Converse with an NPC: click a shopkeeper or other NPC to converse. The cursor



looks like "comic speech balloons"  if the character can be conversed with. From the NPC, you can receive quests, get information, or buy and sell items. If the NPC offers items for sale, a shop dialog will open listing the items he or she has that you can afford—clicking on it gives you some information. The right-side shows items you have that you can sell. Clicking Buy or Sell completes the transaction. The blue box shows how much money you have. The Quit button returns you to the game.



Open a chest: click on the chest. A “gears” cursor  indicates the chest can be opened. Player will walk to the chest where items can be picked up. Companion will follow player.




Pick up an item: A “pouch” cursor  indicates the item is a pickup. Click on it and Player will walk to the item and collect it if able. You can also just walk over the item. Companion will follow player. A player can pick up an inventory item if there is room in the inventory. A player can pick up a powerup (money, mana, or health) if not already maxed out in that power. Different sounds show that the pickup is successful or that it failed.

Note that a red circle cursor with a slash  indicates what the cursor is on does not do anything when clicked. An hour glass cursor  means the player must wait for something before interaction can resume.

At any time, press the F12 key to save a screenshot. A popup (which is also in the Event Log; see below) shows the directory it is saved to. By default, it is in your Pictures folder under Screenshots/Wonderful Realms.

Inventory

Click the Inventory icon (brown pouch, bottom-left of game screen)  to show or hide the inventory. The hotkey “I” will also work.



When in the inventory, items can be dragged and dropped between slots.


There are three groups of slots: the inventory itself on the left, the active equipment (including weapon and shield) on the right, and the action bar at the bottom.

Delayed action items, such as inventory health, mana, or money, can be dragged to the action bar. Then while playing the game, clicking the action bar slot, or hitting the top-row keyboard number corresponding to the slot, will activate the item (for example, increasing your health, mana, or money).

Equipable items, like weapons, shields, and clothing, can be dragged to the equipment section. Various items can only be equipped to specific locations (head, hand, Weapon slot, Shield slot, etc.). The one you will use most is the Weapon slot. When you receive your first weapon, you will probably want to use it, and must drag it from the inventory to the Weapon equip slot.


There is also a “Drop” slot allowing you to discard an inventory item by dragging it to that slot. It can be picked up again by clicking on it in the world (or walking over it) if you change your mind.

Event Log


Click the Event Log icon (looks like a calendar)  to show or hide the log of events. The hotkey “E” will also work. All events that show a popup at the top of the screen are put in the event log so you can reread them if you missed them. The event log is reset every time you quit the game or go through a teleporter or reload a saved game.




Pause Menu

Click the Pause Menu icon, which looks like a banner with a cross on it , to pause the game and open the pause menu. The hotkey "Escape" will also work. From the pause menu, you can do things like save the game, reload the last-saved game, quit the game and return to the title screen, and adjust sound volumes. Hit Escape again or click "return to game" to return to the game.

Quest Log

Click the Quest icon (a lion) , to show a list of active quests. Click the Quest icon again to close the list. The hotkey "Q" will also work.

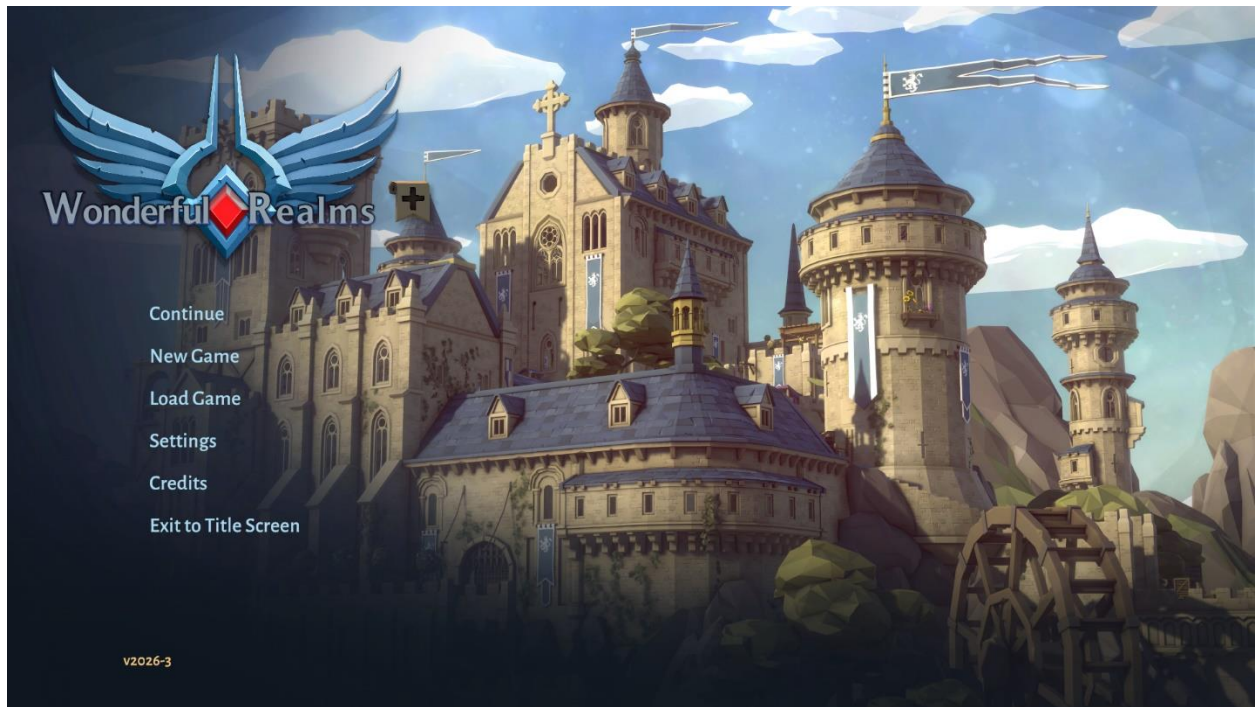
Stats

Click the Stats icon (looks like a bar chart with a line graph superimposed) , to show or hide player stats. The hotkey "S" will also work.

Main Menu

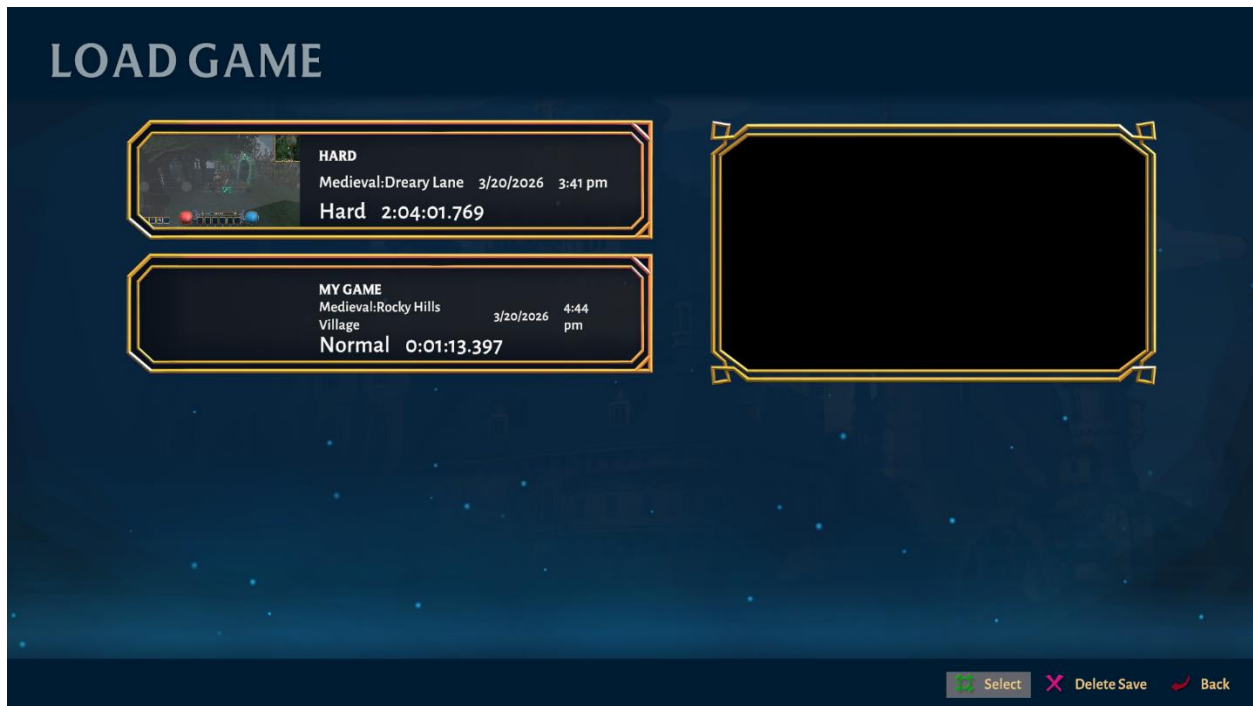


When Wonderful Realms is started, you see a title screen. Click "Continue to Main Menu" to go to the main menu, or click the "Quit" button to exit.



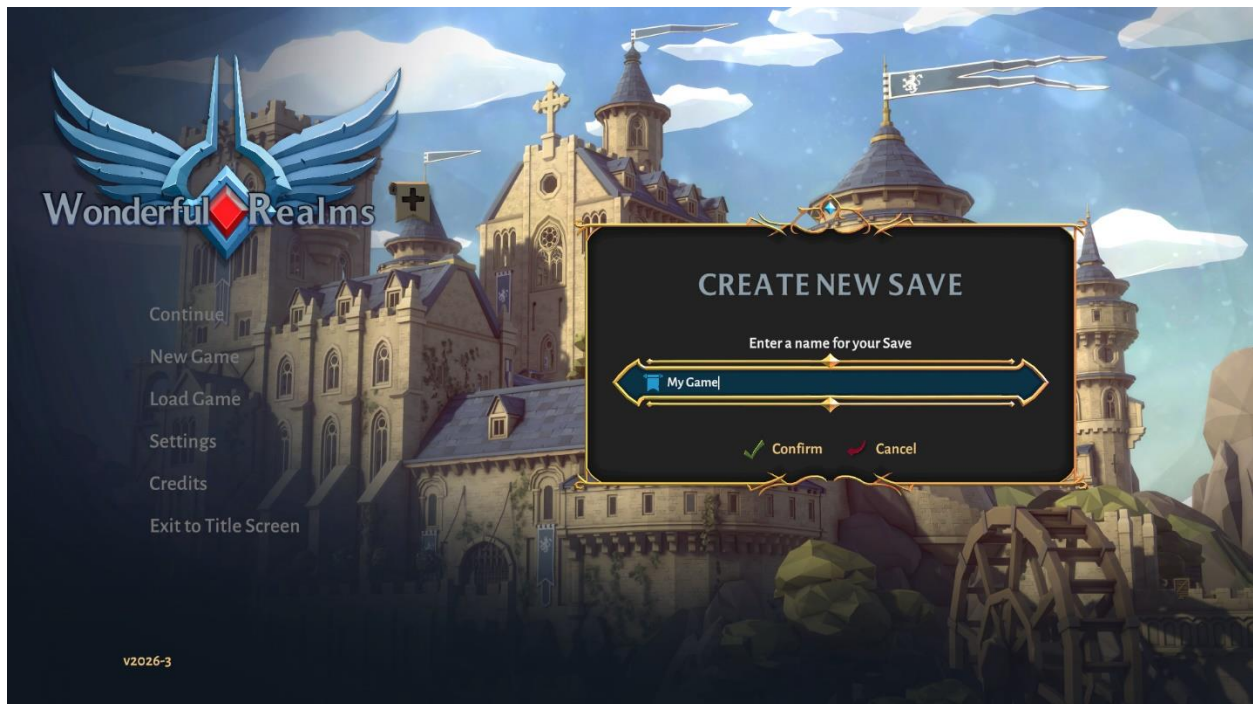
The main menu has choices for continuing the last game (grayed out if there is no previous game), starting a new game, Loading a saved game (grayed out if there are no saved games), adjusting settings, viewing the credits, or exiting back to the title screen.

Load Game



The Load Game menu lets you select one of the previously-saved games to reopen. After selecting a game slot, you can click “Select” to open that game, or “Delete Save” to delete that saved game, or you can click “Back” to return to the main menu.

Start New Game



From here, you type the name you want to save the game under, then click Confirm (or cancel to go back to the main menu).

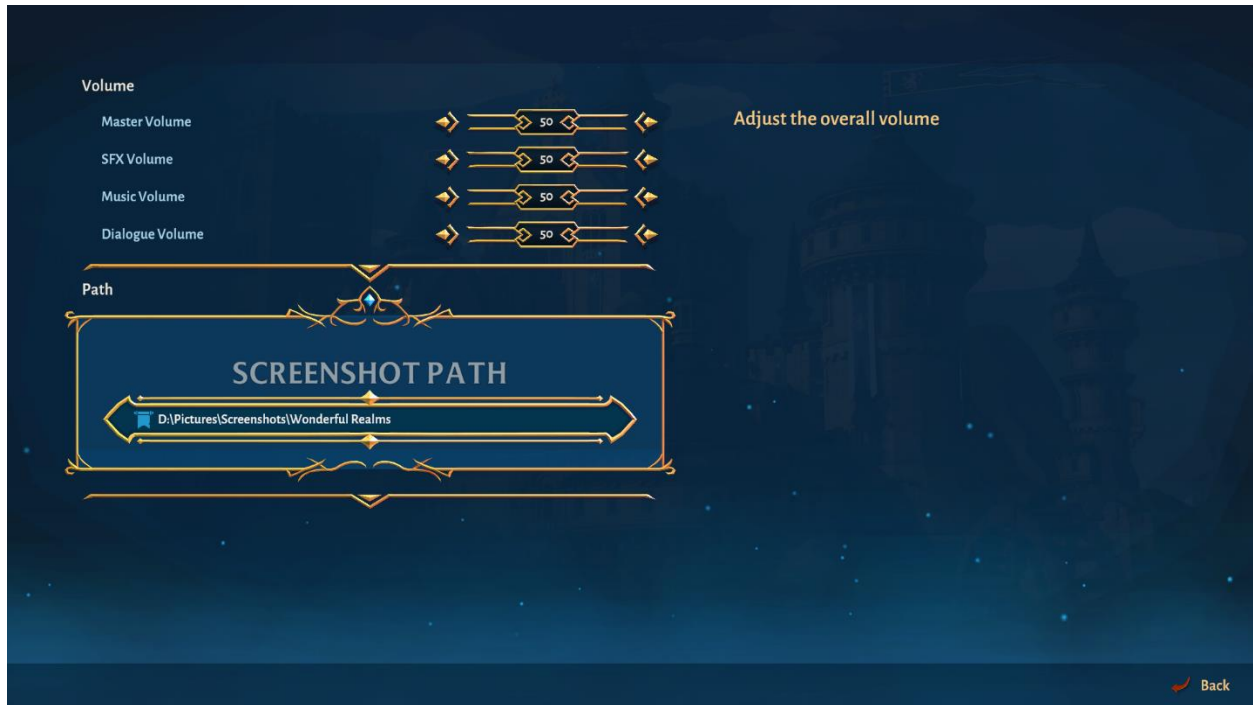


Next you will be asked to select Easy, Normal, or Hard level. Most players who have played ARPGs but not Wonderful Realms will probably want Normal. Click Choose Character to continue, or Back to go back to the main menu.



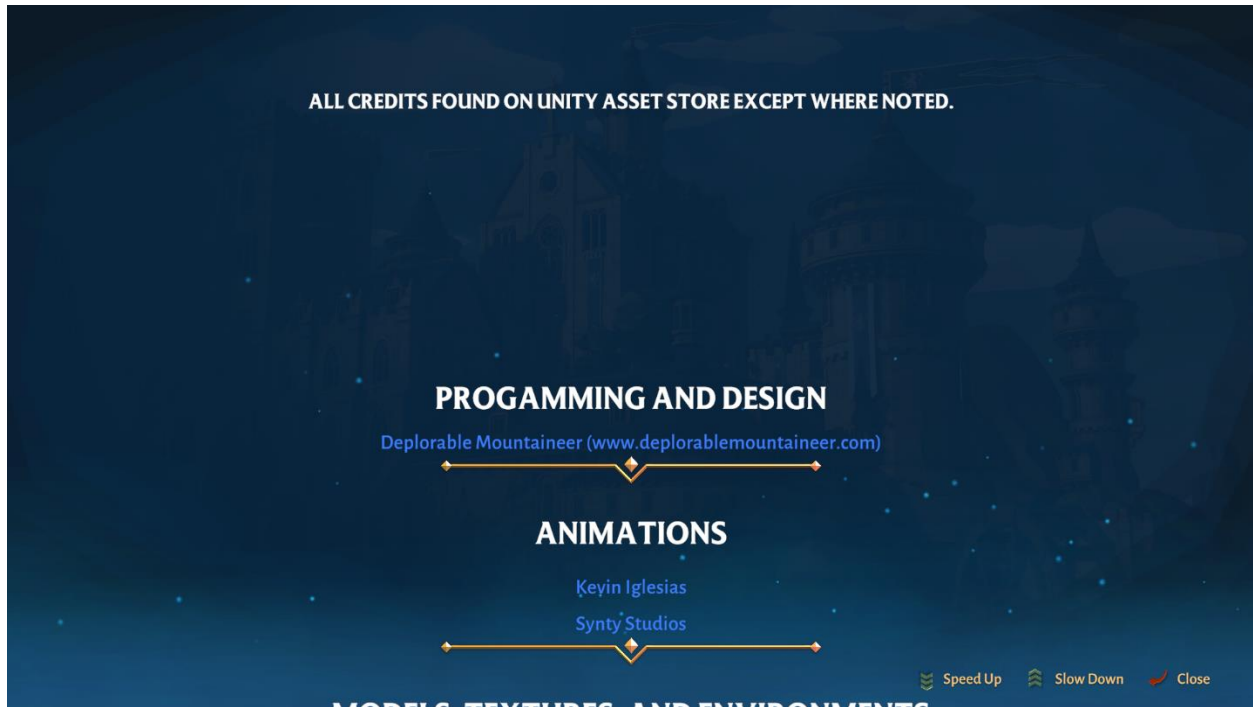
Then you can choose your character or companion. Harder game difficulties offer more choices. When ready, click the Start Game button that looks like a banner with a cross on it.

Settings



The Settings menu lets you adjust the master volume, or the volume of certain components separately. You can also set the path where screenshots are saved to. (In game, press the F12 key to take a screenshot.)

Credits



Click this to show credits. Credits are also shown when the entire game is completed. Buttons allow you to speed up or slow down the credits. Continuing to press Slow Down will run them in reverse. Press Speed Up to go back to scrolling them forward.

Playing the Game

Movement is mostly automatic: walking or sprinting, and where the landscape requires it, jumping or falling, climbing a ladder, waiting for a door to open, and so on, all to get to

where the green "Move" cursor points.



To attack, click the enemy. You can cancel by clicking about anything else clickable, such as the ground to move on. The companion will continue to attack that enemy even if you cancel, and will attack enemies you don't click if the enemy begins coming to you to attack. If the enemy hits you and you are not already attacking another enemy, the player character will automatically attack. All these things can be used as strategy for different situations, such as clicking the enemy then cancelling to send the companion out to keep from walking into an ambush. (The companion is immortal in this game).



The Grim Reaper cleans up the bodies on the level.

There are hazards and traps. Poisons, moving blades, flames and so on will (sometimes) take your health a little at a time. Watch for the red indicators showing health being taken.

There are also healing volumes that restore health and/or mana.

There are secret areas with bonuses, like more enemies to fight, or pickups or healing volumes, or even portals to secret levels.

On Easy and Normal difficulty modes, popup tips are given from time to time.

On Easy and Normal modes, passing certain areas automatically saves for you.

There are many weapons. Some are picked up (and may have been dropped by a defeated enemy), some can be bought, and some are rewards for completing a quest. Use the Inventory menu to choose your weapon. Hovering over a weapon shows some stats to help you decide.

Shields also help by reducing incoming damage. Some wearable items, like some helmets, will also provide some additional shielding. These are equipped to an appropriate place (like a helmet on the head) rather than the "Shield" slot which is for handheld shields.



If you have no weapons, you can still punch.

Hints

1. Divide and conquer! It is better to fight enemies one at a time, or a few at a time, than many at once.
 - a. Fighting two enemies at the same time costs you about 1.5x damage as fighting them one at a time.
 - b. Fighting three enemies at the same time costs you about twice the damage as fighting them one at a time, or 20% more damage than fighting 1, then fighting the other two together.
 - c. Fighting four enemies at the same time costs you about 2.5x the damage as fighting them one at a time, or 33% more damage than fighting them two at a time.
 - d. Fighting five enemies at the same time costs you about 3x the damage as fighting them one at a time, or 40% more than fighting 3 then 2.
 - e. In general, fighting n enemies at a time costs you about $(n+1)/2$ times the damage as fighting them one at a time.
2. Click on a distant enemy to let the dog get there first and help.
3. Do not click on a distant enemy or you will pass other enemies and have to fight them all at once.
4. Beware of following a fleeing enemies. They may lead you into an ambush.

5. Chests sometimes have treasures in them. Click to open.
6. Panicking can save your life, but you can also panic-run into an ambush!
7. Enemies can move around. Even though you cleared an area, when you come back to it, some enemies may have moved in.
8. Pickups and secrets can be hidden anywhere. Explore!
9. Build up your experience (XP) by defeating foes, completing quests, and finding secret levels. This will give you an advantage over enemies in later levels.

First Level Walkthrough

After this, you are on your own! You can also see the first level played (on Hard difficulty mode) here: <https://youtu.be/5Jc8XtqLMVA>

1. We assume you start the game in Normal difficulty mode. The character and companion choice have no effect, but the screenshots assume the following choices:

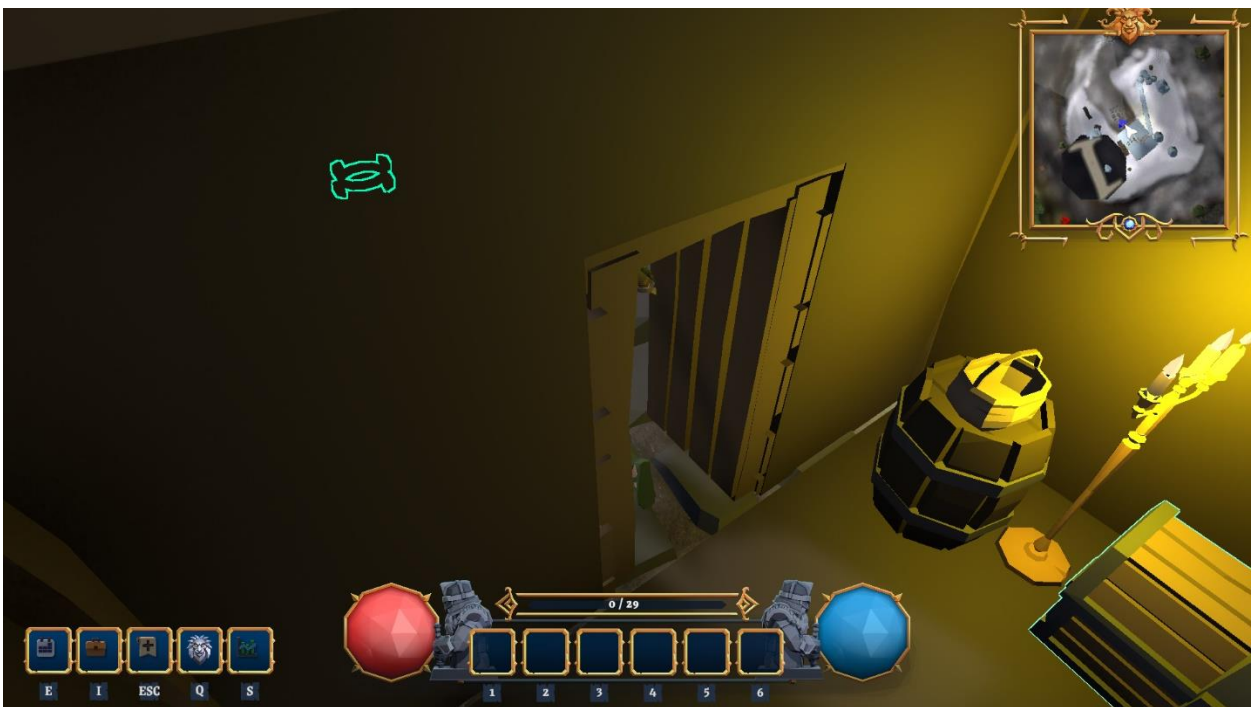


2. We begin in a cabin on a hill overlooking Rocky Hills Village.



Note the chest, but as your health and mana are full, it is not needed yet. If you ever come back for a powerup, click on the chest to open it, then click on the pickups to retrieve them.

3. Ensure the green 3d cursor is on the ground just outside the door (click through the door). When you click, the door will open and the player character will go outside, with the companion dog following.



4. Start walking down the path by clicking ahead on the path.



Note the tip. These are not shown on Hard mode. Also notice the minimap, with the red chevron showing the location of the enemy. The white wedge is the player, and the blue chevron is the companion. These three icons point in the directions the characters are facing. The map itself is a photograph of the area centered at the player, and oriented so the top of the map is where the follow camera is aimed.

5. You can test a few things: hold the right mouse button down and move the mouse or adjust the scrollwheel to alter the view. You can also hold Z to zoom in the direction of the cursor (e.g., look at buildings in the village in the distance). Or you can hold X to temporarily tighten the camera on the player---this is helpful if the player is inside a small space and the camera "wants" to stay outside.
6. Click the enemy to attack. The companion will help. This early in the game, the enemy should be very easily defeated. In fact, the companion might do the job before you even arrive!



7. The enemy may drop a pickup. Click on it to pick it up, or just walk over it. If you are full on the item it provides, you will get a "denied" sound. Otherwise, it will add to whatever the item provides (usually health, but it is randomized). If you can't pick it up now, you might come back later when you need it and try again.



The screenshot shows a red bottle of health potion outlined in green. The player character is full on health and cannot pick it up yet.

8. Continue walking down the path. You will encounter a second enemy. Attack it and if you need it, pick up what is dropped.



9. Continue down the path. In this level there may be enemies to the left in the screenshot below (they move around, so they might have left the area). Walk around these buildings and clear the area out and take any needed pickups. If you have more pickup needs, go inside the buildings and search; sometimes there are chests and pickups hidden in buildings.



10. Return to the path and walk to the bridge. The medieval stone-and-wood floppy diskette indicates a checkpoint. Walking through it will automatically save the game for you.



11. Continuing forward, you encounter an NPC, a shopkeeper here wearing an apron.



Depending on how the enemies have moved, you might have a few more to fight first. In the screenshot you can just see the blacksmith enemy. Click the NPC to start a conversation.

12. You are offered some choices: Hello, to continue the conversation, or Goodbye to end it. Note the NPC's name is given. He has just said "Hello" to you. The game is paused while in conversation mode.



13. Click "Hello, yourself!" to continue.



The shopkeeper offers assistance. You can continue or quit again. Go ahead and continue by clicking "I'd like to buy some items for an adventure."

14. So, now we see the shop is actually closed for now.



But...again you can choose to continue or exit. Choose "Is there anything I can do about it?" to continue.

15. Now, you have the option of helping the shopkeeper by making it safe to open the shop.



You are offered a reward of your first weapon if you agree. Click "I'm on it!" to continue.

16. You are immediately given a quest.



you can click the lion icon (or the hotkey Q) to see the quest in the quest list. Click the icon or tap Q to close the list. So, it appears you are asked to eliminate all foes in the scene. When done, you will receive a wooden staff that is a better weapon than your bare fists. You will need it for the second level!

17. Having exhausted your current opportunities with the shopkeeper, you can continue. (If you don't believe you have exhausted everything, try clicking him again. You will get a short conversation but nothing really new). So, you can do several things now.

For example, we will go right.



18. As soon as you get close to the tavern (you may have to actually enter it), the bartender shows his belligerence by attacking! Defeat the foe and take a pickup if needed. Not inside the bar are gold pickups (two at the normal or easy level, only one at the hard level).



You can try to pick them up, but you can't since you are maxed out on money and

haven't spent any yet. Don't forget about them, because once you buy something, you will want to replenish your funds!

19. Exit the tavern and continue to the right. Circle the village counterclockwise and fight all foes you encounter and collect pickups. If needed, look inside buildings to find more pickups. Continue until every foe is defeated. You may have to visit some areas multiple times because the enemies move.

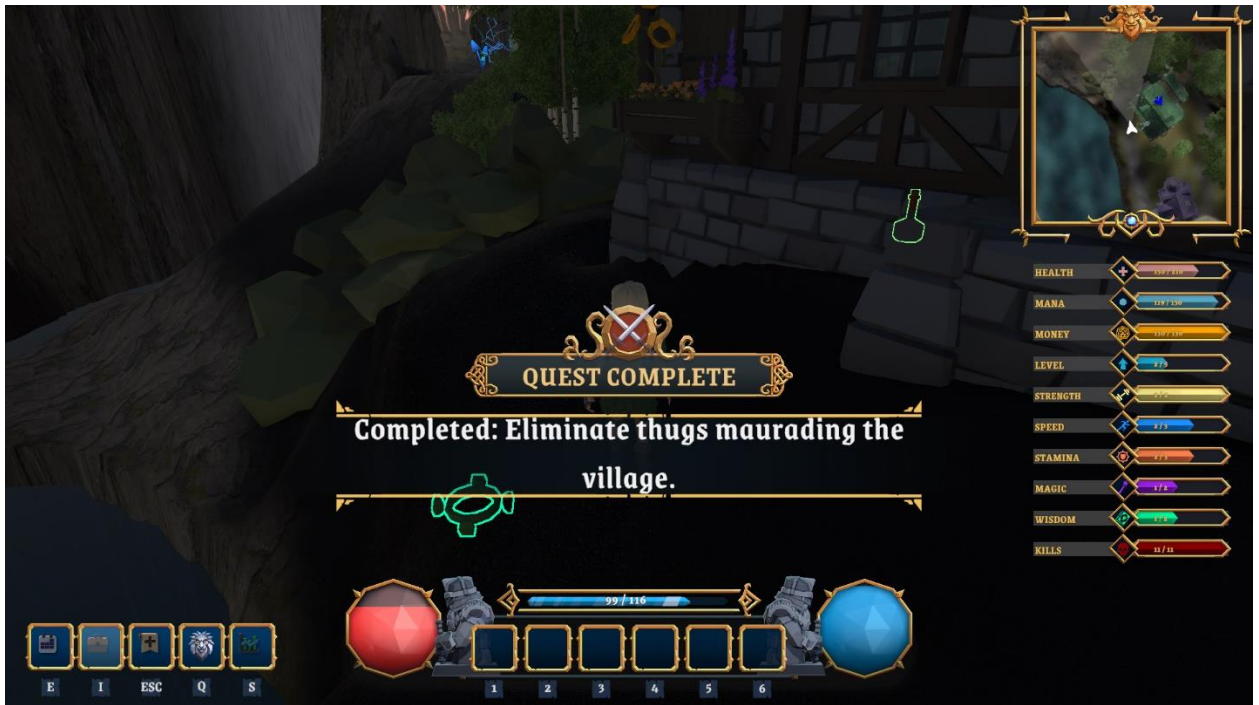






And...at some point you will level up. You need to be at (experience) level 2 to go to the next (game) level or scene.





And finally, you have completed your quest. (note, the Stats icon (barchart) had been clicked (or the hotkey S tapped) to open the stats list. Click the icon or tap S again to close it).

20. Hit the inventory icon (pouch or briefcase) or tap I to open the inventory.



21. Note the staff in the inventory slot at the top left. Drag it to the weapon slot at the top right and drop it in the slot. Now, the player character is wielding the staff as a weapon!



You can also experiment: the staff cannot be added to the action bar, but it can be dragged to the Drop slot at the bottom left (drag it back to inventory first! You are prevented from dropping items in use). This will drop it in the world. After exiting the inventory by clicking the pouch icon or tapping I again, click the staff pickup (or walk over it) to pick it up again, and then equip it.

22. Now you are ready to go back to the shopkeeper. This time, there is more to the conversation.



23. Click "Hello, yourself!" to continue.

24. Already there is a new item: "I am looking for adventure. What should I do next?"



Click on it.

25. An offer of another quest.



Click "Sounds like a challenge! I'll do it!" to accept the quest.

26. Well...make that two quests.



These are for the next level, not this level. The reward this time will be experience points. Note above the action bar is a blue horizontal bar with the text "99/116". This means you have 99 experience points (XP), but you need 116 XP to reach level 3, which will be needed to continue the game. Completing quests and killing all

enemies and completing secret levels will add to your XP and make it possible to continue. If you don't have enough to continue (a portal won't let you through for example), you can either look for another portal with a lower requirement, or go back to previous levels and finish eliminating foes.

27. For now, let's click on the shopkeeper one more time. This time, after clicking "Hello, yourself!" and "I would like to buy some items for an adventure", the shopkeeper opens his shop.



On the left is what the shopkeeper has that you can afford. On the right is what is in your inventory (the staff is not shown if it is equipped). Note the blue box shows you have \$130.00 to spend.

Drag the scrollbar to see all the items. Click an item to get more information.



28. In the example, the shopkeeper has two of the "Staff of walking in the dark" at \$52.00 each. The info box shows that it gives 16 damage points per hit (the same as the staff you already have). Less obvious, this staff provides light for seeing in the dark.
29. However, instead of buying the staff, we will purchase a Health +35 or \$35.00. Click it, then click "Buy". Click "Quit" to close the shop and continue the game.
30. Now open your inventory again to see the health. This is not an immediate health pickup like you have seen before, but an "inventory health" that can be saved for

later.



31. Drag it to one of the slots of the action bar. For this example, we use the first slot with a "1" under it.



Exit the inventory.

32. Now, the next time you need a health boost but there are no pickups around, you can either click the health item in the action bar, or tap the "1" hotkey, and if you need health, it will be used up.

33. Now that you have spent money, you can return to the Tavern and pick up some gold!
34. Now, if you remember, you accepted a quest that involved taking a boat to the portal to the Forest of Enchantment. Let's do that. Find the boat first.



35. And here it is outlined in red. Click it to walk to the boat and get in. You will automatically be taken by the boat to the place where the portal to the next scene is.



36. Walk to the portal.



Note that a sign shows where it goes, as well as the minimum experience level required to go there. If you hadn't eliminated enough foes to reach level 2, the portal would deny passage.

37. Since you have the experience, click the portal to walk up to it and transport to the next scene.



As you can see, if you changed your mind, you can go back through the portal to

the first level. Or you can continue.

This is a harder level with more enemies, and more powerful enemies, than the previous level. It also has two exit portals (not including the one you just entered through), one of which requires a higher experience level than the other. You will not be able to use one (till you visit other levels and come back, at least), but you can use the other after eliminating enough enemies.

Another note: notice the "1" in a dark circle on the minimap. This shows you are in "area 1" of the map. Watching this can help you if you are lost. Also hit ESC (or click the Pause Menu icon that looks like a banner with a cross) to pause the game and open the Pause Menu, which has the full map of the level displayed for reference.

38. And now, you are on your own. Enjoy the game!

Credits

All credits found on Unity Asset Store except where noted.

Programming and Design

Deplorable Mountaineer (www.deplorablemountaineer.com)

Animations

Kevin Iglesias

Synty Studios

Models, Textures, and Environments

Junnichi Suko

Norex Studios

Protofactor, Inc.

Synty Studios

Unity Technologies

Supporting Systems

Aron Granberg

Audacity (<https://www.audacityteam.org/>)

Blender Foundation (<https://www.blender.org/>)

Davinci Resolve (<https://www.blackmagicdesign.com/products/davinciresolve>)\

Flying Worm

Gimp (<https://www.gimp.org/>)

Jetbrains (<https://www.jetbrains.com/>)

OBS Studio (<https://obsproject.com/>)

Sirenix

Unity Technologies

Visual Effects

Archanor VFX

Kronnect

Synty Studios

Foley Audio

Alpine Audio

The Artifact

Audio Papkin (Pixabay)

Aunrea (Pixabay)

Brett Gregory

Cyberwave Orchestra

Cyrex

Daniel Gooding

EG Interactive Audio Creator

Goumain Antoine

Gravity Sound

Inspector J Audio

Jedg (Pixabay)

Kedfa

Littleboot (Pixabay)
Little Robot Sound Factory
Lumino
MGW Sound Design
Multiple Solutions
Nox Sound
Olivier Giradot
Oscar Leites
Pinky Del Fuego
Replica Studios
Rescopic Sound
Semccab (Freesound)
SF Audio Guild
Shashi Raj
Simcotter (Pixabay)
SITIAN
Skril Studio
Somnium Vox (Pixabay)
Sound Bits
Sound Works 12
Stormwave Audio
Strongbot(Pixabay)
Supervision
Syntoca
Swish Swoosh
Thunderquads (Freesound)
Titan Moruma

Voice Bosch

Youmenanna (Pixabay)

Music

Alan Zaring

Alkakrab

Cheryk Mcc Music

Escalonamusic.com

Gamedev.TV (<https://gamedev.tv/>)

Inspector J Audio

Joe Gallagher

Juanjo Sound

Kristian Grundström

LUShalley Sound

Marcelo Fernandez Music

N91 Music

Noctan Music

Oscar Leites

Owl Theory Music

Vibevault Free Music

Thanks for Playing!