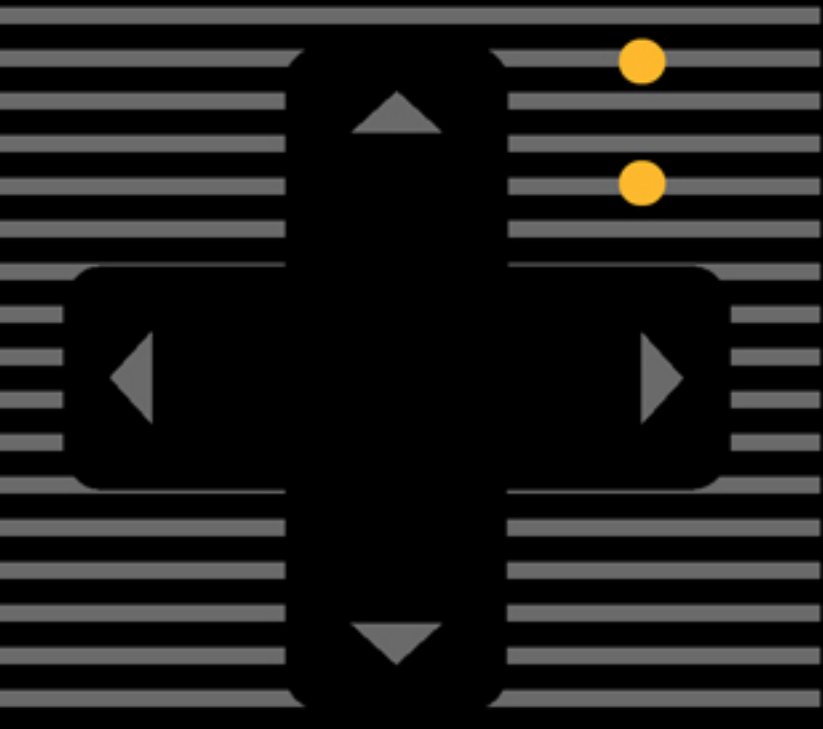


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INSTRUCTION BOOKLET



This official seal is your assurance that Bit Kid, Inc. has approved the quality of this product. Always look for this seal when searching for a game that will stimulate your mind and challenge your skill. Thank you for choosing to play our game. We hope that you enjoy playing Chasm as much as we enjoyed making it!



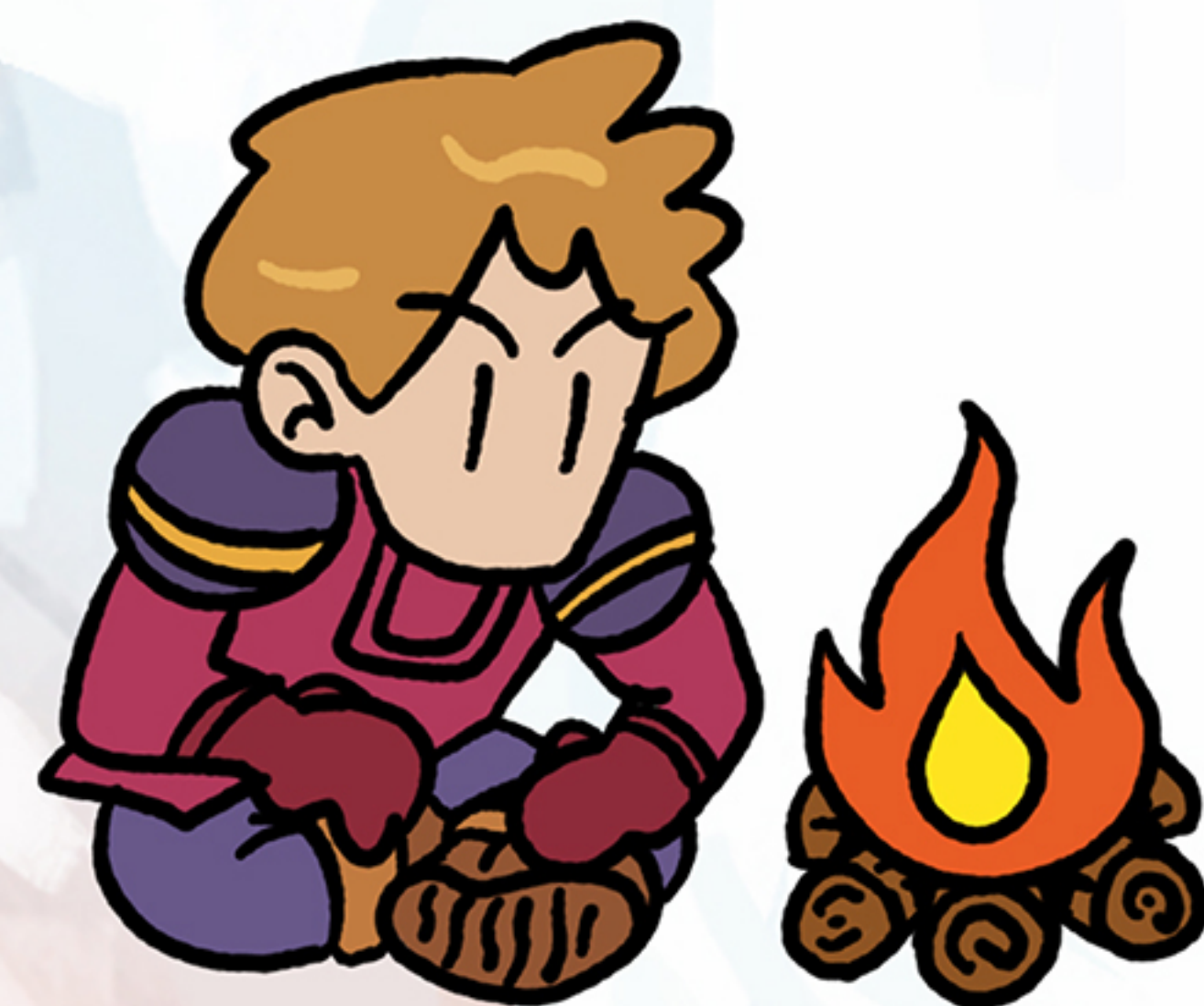
CHASM

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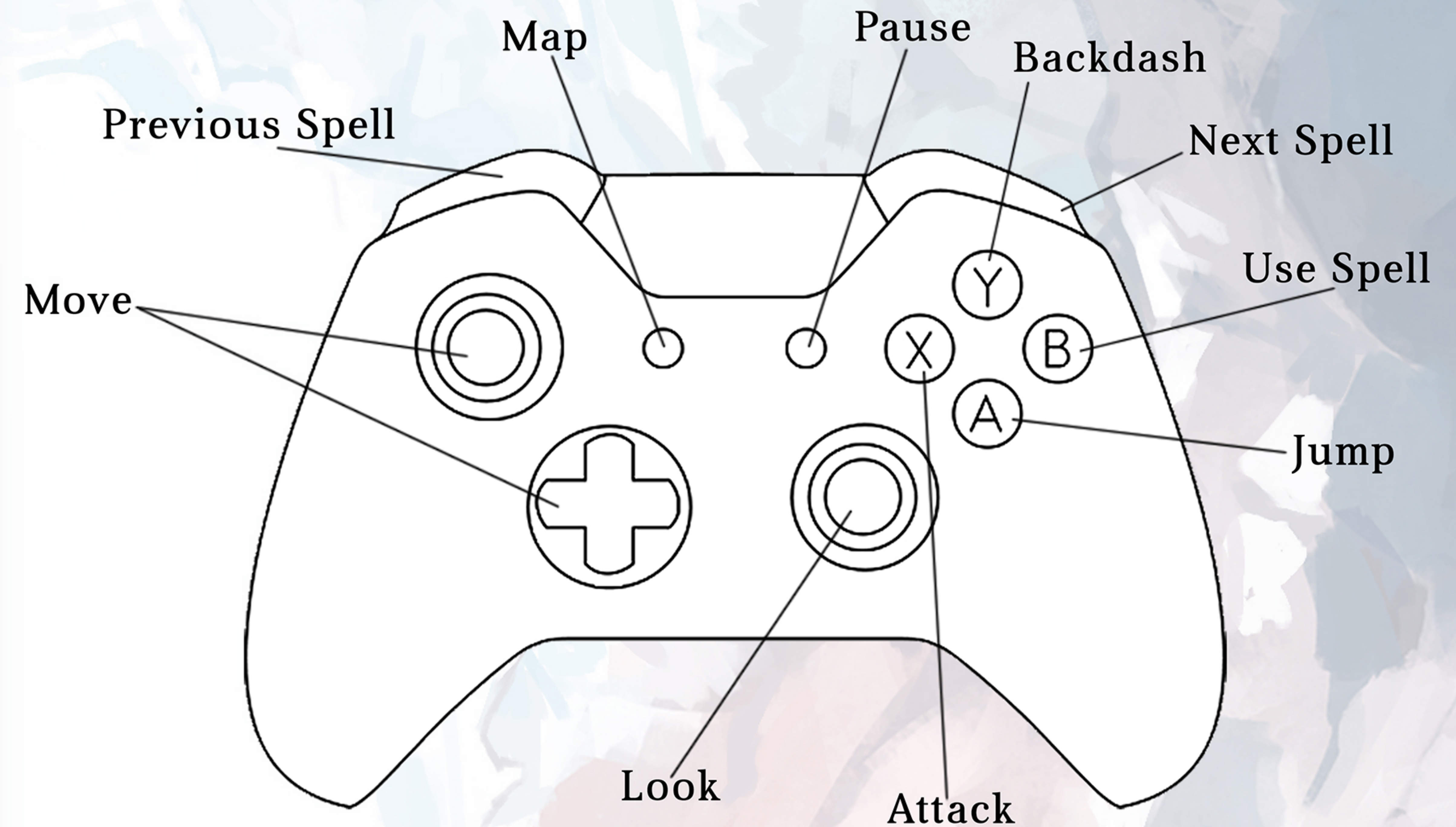
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Welcome to Chasm

You have been tasked with your first mission for the Kingdom of Guildea. A strange disturbance in the mines of Karthas has caused the town to fall silent. What you discover is worse than you imagined: The townspeople have disappeared, kidnapped by supernatural creatures emerging from the depths. To solve the mystery and restore peace to the Kingdom, you must embark upon an epic adventure, with deadly battles against cunning monsters, exploration of ancient catacombs, and powerful new equipment hidden at every turn.



Controls



Main Menu

When you start the game you will be greeted by the Main Menu. From here you can choose to start a new game or load a saved game. You can also adjust the audio/visual options. While you are here, check out the Backer's Tome and see the names of some of the backers who helped to make Chasm a reality.

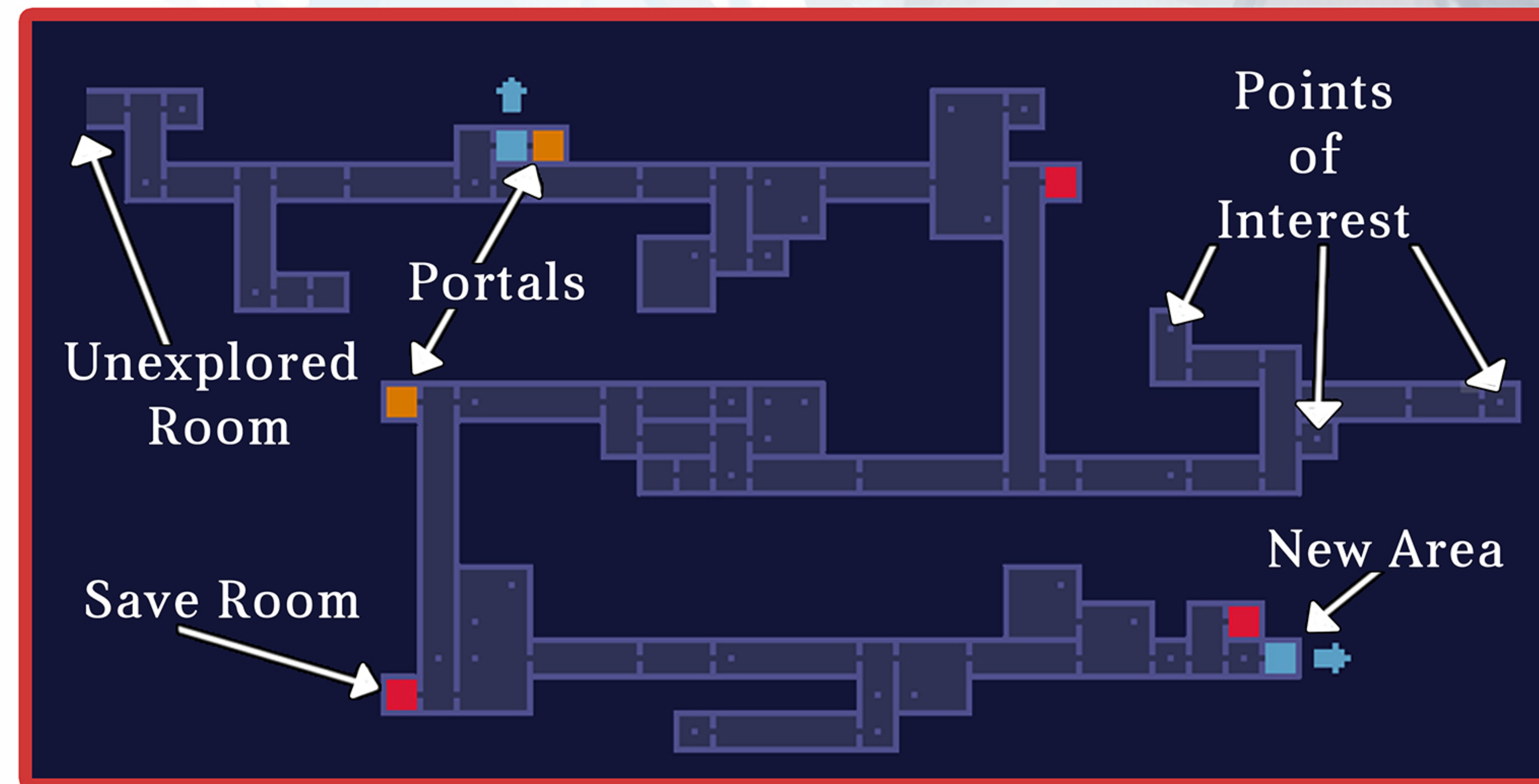
Starting a New Game

When you start a new game you will be asked to enter the name of your hero and choose the difficulty for this playthrough. The game world will be based on the seed that can be entered manually or generated randomly. You can play the same map as your friends by telling them your seed number.



Map

Progressing in Chasm will require you to master using the map. Here is a basic legend to help you find your way.



The map can be accessed at any time by pressing the Map button. Refer to your map often to help you navigate and see where to go next.

Game Basics

HP:

As you take damage, your HP (Hit Points) will dwindle. You can replenish your HP by consuming food, potions, and saving in a Save Room. When your HP reaches zero it's GAME OVER.

MP:

MP (Mana Points) determine how many magic spells you can cast. Both lanterns and enemies can drop mana that will refill your MP.

Save Rooms:

Visiting Save Rooms on a regular basis restores your HP and saves your progress. If you happen to perish on your journey, you will begin at your last save point. To save your game, locate a Save Room and interact with the statue.

Leveling Up

Leveling Up:

When you gain enough XP, you will automatically level up and your stats will be increased. Leveling up will also increase your maximum HP and MP, and refill your HP completely.

Stats:

Your stats affect many aspects of the game. You can also augment your stats through equipment and magic items to help personalize your experience.

STR - Increases your melee and attack power

INT - Increases your spell attack power

CON - Increases your defense

LCK - Increases enemy drops and critical hit chance



Equipment

There are several types of equipment to find including weapons, armor, and accessories. Some of them affect your character's stats, so study new items carefully to see which ones fit your needs. Some weapons are fast but require more hits to do the same damage as a slower weapon that packs a punch with a single hit.

Equipping Items

To equip a new item go into the Pause menu and select Equipment. While in this menu, you will be able to see the armor and weapons that you have in your inventory and compare their stats with what you are currently using.



Weapon Types

Fist Weapons:

Perfect for those who enjoy the challenge of hand to hand combat.

Knives:

Fast and deadly, but they require you to get up close and personal with your foes.

Swords:

The most balanced type of weapon, striking the perfect mix of speed and power.

Great Weapons:

These are the slowest to swing, but they pack a lot of punch and can strike enemies above and behind you.

Rod Weapons:

A nice mix of power and speed; however, they are slower than swords.

Pole Weapons:

Great for keeping your enemies at a distance while doing lots of damage to them.

Whips:

These far-reaching weapons strike faster although they deal less damage.

Artifacts

From time to time, you will locate Artifacts that will help you to traverse obstacles in the world. These Artifacts will give you special abilities that will allow you to travel back to places you could not reach before.

You do not need to equip Artifacts; after you have discovered one, it will instruct you on how to use it. You can view which Artifacts you have found, as well as how to use them, at any time from the Pause Menu.



Spells

Magic is one of the most powerful weapons at your disposal. There are a number of spells available from Narina, who will teach them to you after you rescue her. She will also upgrade your spells and make them more powerful after you locate her Book of Incantations.

Available Spells:

Magic Knife - Flings a small blade directly in front of you.

Magic Ax - Heaves a large ax in an upward arc to rip through your foes.

Magic Molotov - Ignites the ground on contact, dealing continuous damage.

Magic Shuriken - Whips a magical shuriken at an upward angle.

Magic Shield - A circle of orbs that absorb damage while injuring foes.

Magic Boomerang - Moves in a sideways arc and can strike an enemy twice.

Tips

Platforming:

Jumping is one of the most important moves in Chasm and your success will largely depend on mastering it. The longer you hold the jump button, the farther you will go. Get right up to the edge of a platform to maximize your jump distance.

Rescuing the Townsfolk:

As you explore, you will find the townsfolk of Karthas trapped throughout the world. When you rescue the townsfolk, they return to town and offer valuable services that will help you in your mission.

Look:

The Right Thumbstick can help you see what is right below you.



Managing Resources:

While exploring, you will find many non-equipment items such as Gems and Ore. These items can be used to enhance Magic Spells or Craft new weapons. They can also be sold for Gold, but be sure that you do not sell something you might need later.

Food and Potions:

Besides saving your game or leveling up, the only way to recover lost HP is to consume Food or Potions. Food can be hidden in breakable items like crates and lanterns as well as Treasure Chests. Some enemies may also drop food when you defeat them. Potions can be crafted from recipes hidden throughout the world.



Tips Continued...

Journal:

Throughout the game you will find notes that contain valuable information. When you encounter a note, it will be added to your Journal for future reference. Check it if you get stuck, there just may be a clue hidden in plain sight.

Backtracking:

Return to explored areas after gaining new abilities to uncover previously unreachable paths and treasure. Often you will not be able to open a door or a secret passage when you first encounter it. In time, you will locate the item needed to advance further in the game.



Learn Enemy Patterns:

Each enemy you face in Chasm has a unique set of movements that they use to attack you. Stay back and study their movements while waiting for the perfect time to strike! Most enemies lunge at you, so your best defense is usually to jump over them at the right moment.

Attack Cancelling:

Attacking just before you hit the ground will allow you to get in two strikes in the time it would take to make a single attack. Most weapons will allow you to do this maneuver; however Great Weapons are far too heavy to swing in this way. So test out how your weapons react before taking them into battle.



