

Instruction Manual

The goal of Aigilas is to descend through the many dungeons of hell and defeat all seven of the deadly sins. In doing so, the victorious acolyte will accompany his breathern out into the world alongside the Sin he or she serves.

About this manual

This is a document that is currently in development alongside the code base. As such, there are some descriptions here that may not be fully implemented in the game. If there exists a discrepancy between the documentation here and what you experience in game, then there is a good chance that the functionality described here has not yet been implemented.

Controls

[Command Quick Reference](#)

Playable Classes

Clearing out floors of the dungeon requires the use of different tactics depending on the character whom you play. The following is a short description of each acolyte and the focus of their skills.

- Pride - Major stat buffs to the player
- Envy - Manipulation of enemies
- Wrath - Close combat
- Sloth - Trap-centric skillset, enabling lazy combat
- Gluttony - Copies the skills of encountered enemies
- Greed - Item-centric skillset
- Lust - Minor stat buffs to all players

Basic Combat

The simplest form of combat is to simply move towards an enemy when it is standing on an adjacent square to you. This will causes damage to be dealt to the opponent at no energy cost to the player. Movement is controlled with the four MOVE commands.

Although close quarter combat is effective for some classes, it is impossible to beat the game without the use of special skills.

Each character gains new skills as they level, including enemies encountered in the game. To use a skill, execute the SKILL command. When more than one skill is available, they can be cycled using the CYCLE SKILL command. The left-most skill in the HUD is the currently selected skill, and the yellow overlay on the blue bar is how much energy the skill requires.

Up to three skills may be bookmarked for easy access during combat. To bookmark a skill, simply hold down the MEMORIZE SKILL trigger, and then activate the desired HOT SKILL to grant easier access to the skill. Each time a skill is bookmarked, it will appear in the player's HUD as such.

Whenever a character is moving, using a ranged skill will cause it to move in the same direction. To aim without moving, hold down the CONFIRM command and aim using the MOVEMENT commands. Skills can be executed with greater control from this stand-still aiming method.

It is imperative the a player keeps an eye on the green and blue bars located on the screen. Green represents the remaining health for a player. Blue is the amount of energy remaining to be spent on skills.

Although skills are more powerful than basic attacks, they are most useful for creating a reaction. Everytime a skill is used against an opponent, a marker designating the element of the skill will appear. If at least two markers appear, then those elements will react and cause side effects to the opponent. Learning how to control reactions is critical to mastering the game.

Inventory

Each character can wield weapons and armor. To view available items, use the INVENTORY command. Navigate between different types of equipment using the CYCLE SKILL commands. MOVEUP and MOVEDOWN are used to change which item is currently being examined in the inventory menu. Pressing CONFIRM will unequip anything else in the respective item slot and reequip the currently selected item. The bottom of the inventory menu shows the difference in stats between a currently equipped item and the current selection in the inventory. Use the CANCEL command to drop the currently selected item on the ground.

Altars

Altars are used to choose which of the Seven you want to serve. Activate the CONFIRM command while standing on an altar to choose the displayed sin as your leader. Keep in mind that doing this after previously serving a different sin will result in consequences for the player. These consequences grow in severity the longer a player has served under a single sin.

Additionally, players can sacrifice items they find to gain favor with an altar's associated sin. Drop an item from the inventory menu (as described above) on an altar, and it will immediately be consumed.

Enemies

Each enemy in the game has at least one element associated with it. The following are the different elements of composition in Aigilas:

- Earth
- Wind
- Fire
- Water
- Dark
- Light
- Physical
- Mental

As the game progresses, each enemy will learn new skills based on the elements of which they are composed. It is important to note that on each playthrough of the game, the enemies you encounter will not be the same as the last time they were encountered.

Enemies are able to trigger reactive skills on a player in the same way that reactive skills effect them. Be mindful of not only taking damage from skills, but preparing for the side effects of a reaction.

Bosses

The seven sins manifest in a form that is similar to the Earthly animals that humans associate with each sin (ie: Gluttony is represented as a pig-like creature). These creatures are some of the most powerful in the entire Underworld and have a skill that no other creature can duplicate. Be on the watch when they are encountered, for they are fierce opponents. There are many ways to defeat each one, but equally many ways to fail.