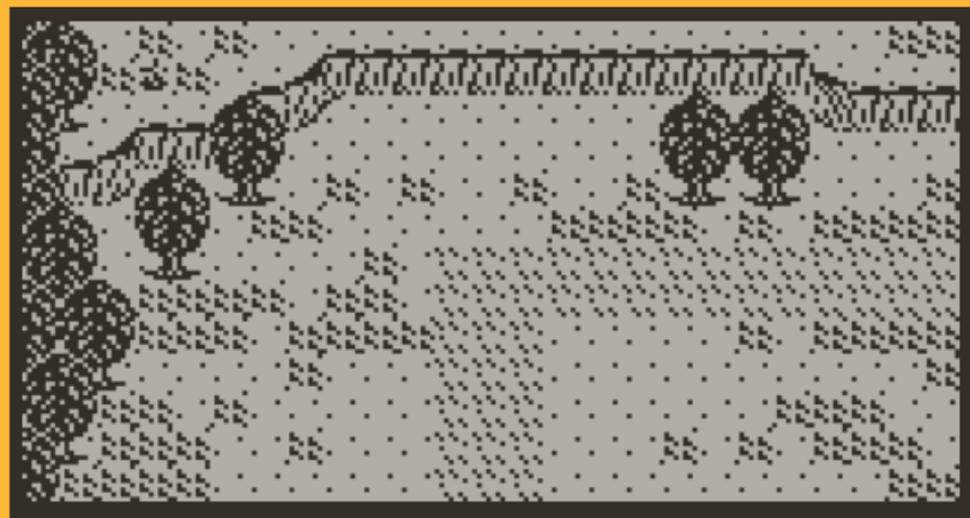


SUKIMA

Adventure Guide



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Introduction

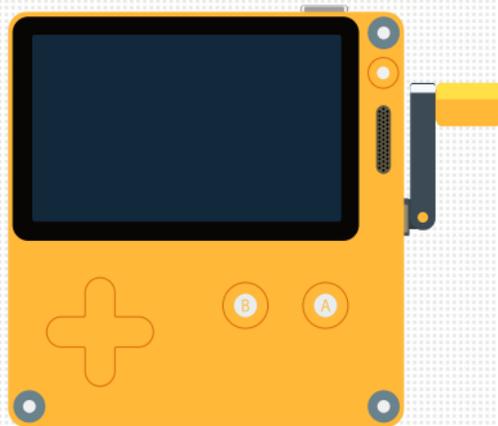
Venona is the disaster.

The princess, a symbol of peace and prosperity, was kidnapped by Venona, and the world was enveloped in deep despair.



A young brave man takes on the battle to save a princess.

Operation Methods



Game

 Keys (or Cursor keys)	Movement
 Button (or S key)	Backstep
 Button (or A key)	Attack

Menu

 Keys (or Cursor keys)	Move ▶
 Button (or S key)	Decision
 Button (or A key)	Cancel

Title menu

Menu Operation

When you start the game, the title screen will appear.



Press **○** or **○** button to open the menu.
Use the **+** to move the **▶** and select the item you have executed.

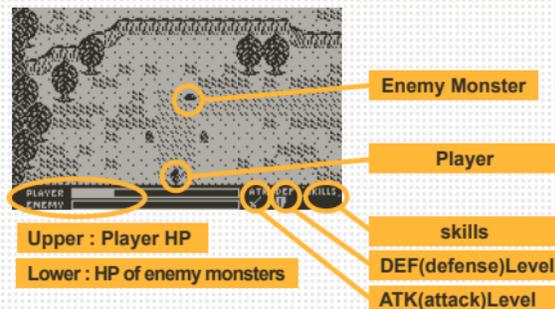


- | | |
|----------|------------------------------------|
| CONTINUE | Resume from where you left off.* |
| START | Start from the beginning. |
| TROPHIES | Confirmation of acquired trophies. |
- *Not displayed if save data does not exist

Menu items increase as conditions are met.

How to game

Game screen



Fighting Monsters

To attack an enemy monsters, approach the monster and press **○** button.



Approaching a monster and attacking with a **○** button.

Note that if a monsters overlaps a player, it will take damage unilaterally!

Experience points and Levels

When you attack a monsters or is attacked by a monsters, the player gains ATK (attack) / DEF (defense) experience points respectively.

If you gain a certain number of experience points, you will get a new level.

Obtaining Skills



Skills can be acquired by touching the "goddess statues" present in the game.

Acquisition of "FRUITS"



The maximum HP can be increased by acquiring "FRUITS" present in the game

Backstep

Press  to step backward.

During the backstep, the player is invincible for a moment, so use it for emergency evasion, such as when surrounded by monsters.

Note that backstepping is not possible if there is an obstacle behind the player character.

Recovery of Life

By sitting still and doing nothing for a while, you can recover your consumed HP.

Note, however, that there are some areas where recovery is not possible.

Game is over

The game is over when the player character's HP reaches zero.

The game can be restarted from the last saved data by selecting "CONTINUE" from the title menu.

Save / Load

Save / Load

Progress is automatically saved when moving from one area to another.

In the unlikely event that the game is over, or if you wish to resume an interrupted game, execute "CONTINUE" from the title menu.

Note that if you execute "START" from the title menu while saved data exists, the existing saved data will be overwritten.

Trophies

Obtaining trophies



Trophies can be obtained by meeting certain conditions during the game.

When a trophy is acquired, a pop-up will appear in the upper left corner of the game screen with a sound effect.

Confirmation of acquired trophies

Acquired trophies can be viewed by selecting "TROPHIES" from the title menu.



