



Instruction Booklet

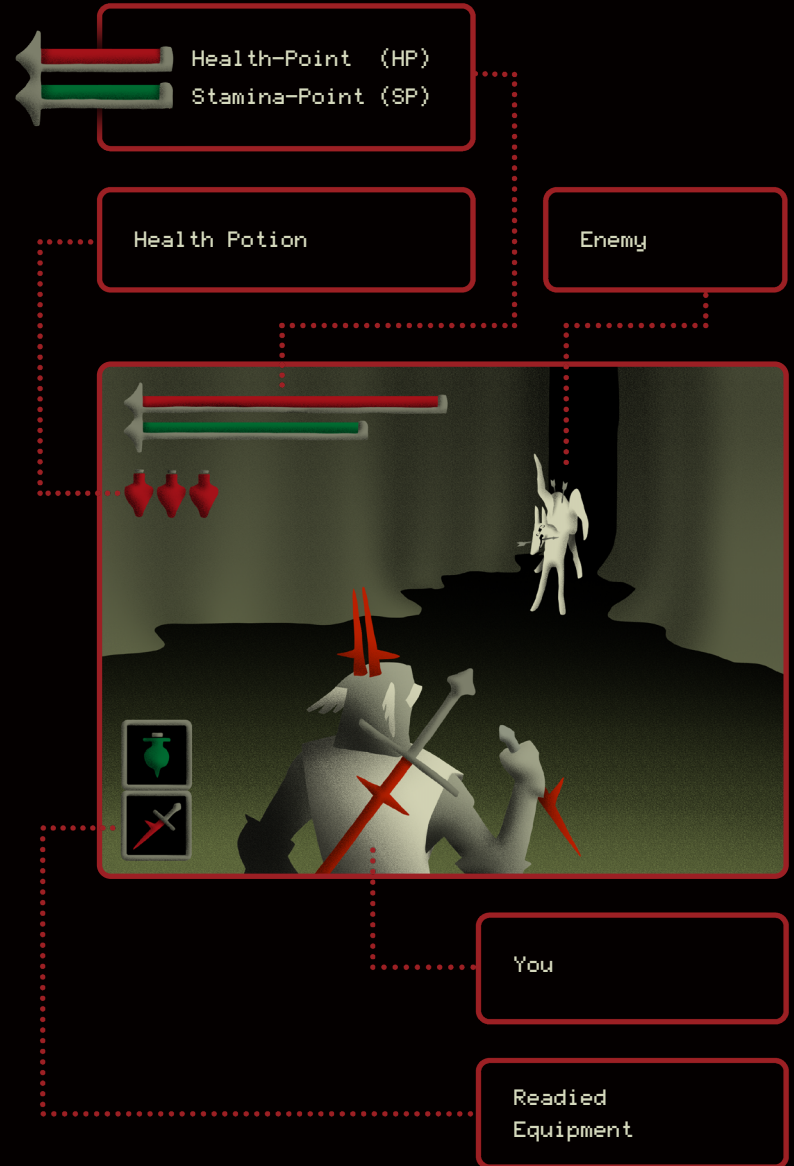
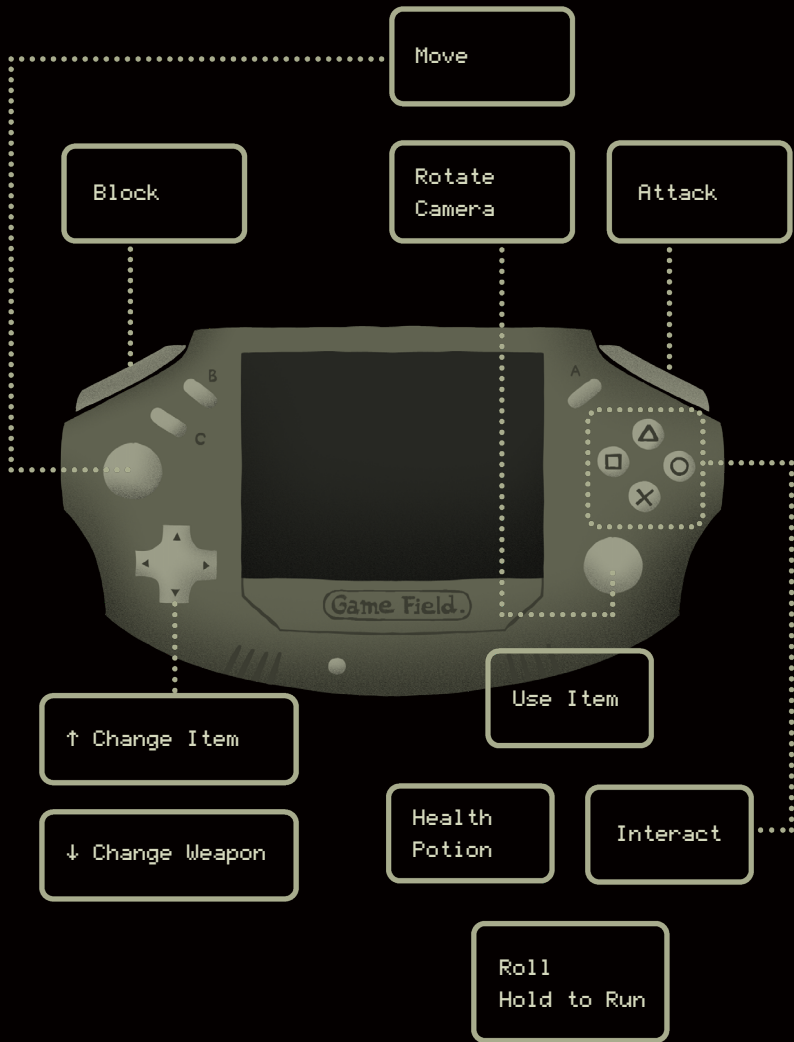
SEVERED HEADS

1.

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Controls and Game Screen



How To Play

Your Task



You've been sent to explore this abandoned area. Defeat your enemies, enhance your abilities, and discover new paths.

Proceed with caution, creatures called **Dragon** roam this place. Of course, if you cannot handle them yet, retreat is always an option.

But to achieve certain goals, you may have to face every one of them.



HP & SP

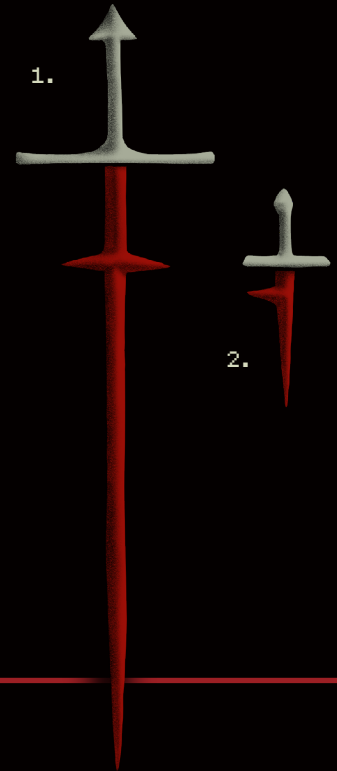


HP decreases when you take damage. Use a **Health Potion** to restore it.

Rolling consumes **SP**, while running does not. You can still attack even when your **SP** reaches 0.

Initial Equipment

1. Thorn Greatsword
2. Thorn Blade



Save Point

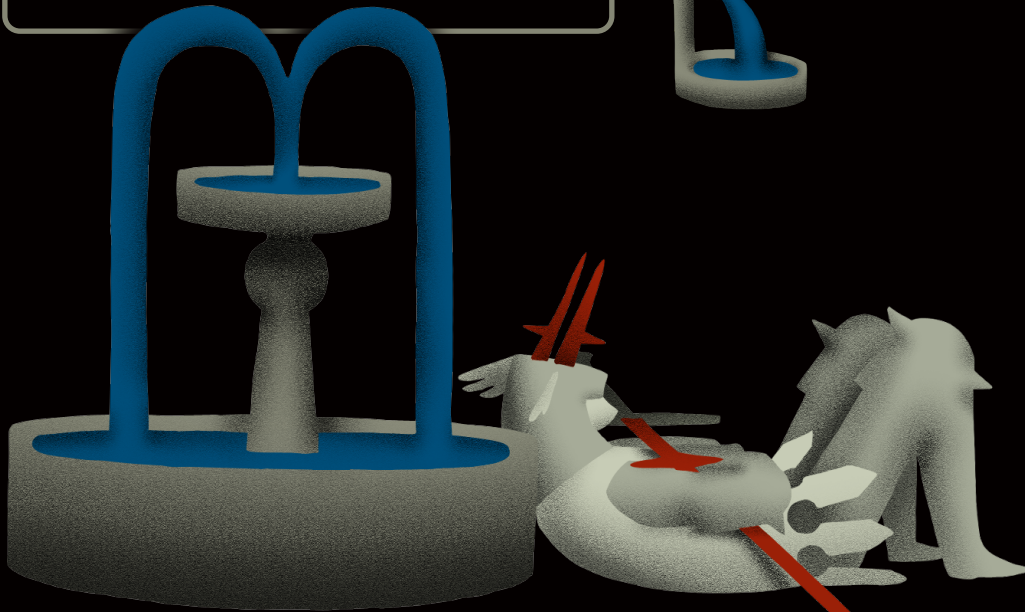
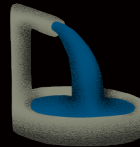
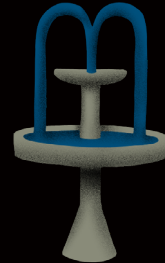
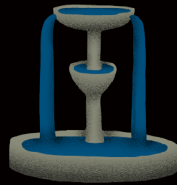


Each **Fountain** you find on the map is a **Save Point**.

At a **Fountain**, you can fully restore your **HP** and replenish your **Health Potions**, change your gear, and enhance your abilities.

The appearances of different Fountains may vary, but their function remains the same.

Some **Fountains** may require a price before they flow again.



Death

When your **HP** drops to 0, you will die and respawn at the last **Fountain** you rested at.

However, any coins you were carrying will be dropped at the spot where you fell. If you die again before retrieving them, those coins will be lost forever.



Potion and Refill

Health Potion The maximum number of **Health Potion** is limited. It starts with 3.



As the game progresses, you can find more empty bottles to increase your potion capacity.

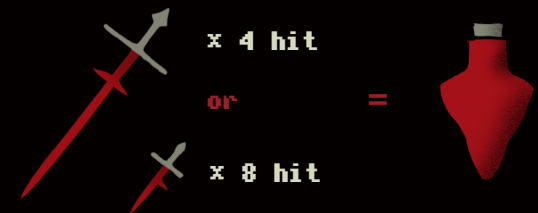
All potions will be fully restored at **Save Points**.



Refill the Bottle

By wielding the **Thorn Greatsword** or **Thorn Blade**, you can refill empty potion bottles during attack.

The potion will only be refilled upon a successful hit. Missed swings or parried attacks will not trigger this effect.



Reg - Cartographer & Scribe



Hailing from a water-rich land far away, they sketch and jot down their observations along the way.



You can buy maps of nearly every region from them.



Reg's Stock

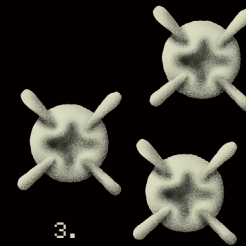
1. Waxy Paper
2. Fin Quill & Ink
3. Finest Map Pins



1.



2.



3.

Reg's Scattered Notes



You can find some of **Reg's** lost notes scattered throughout the area. Return them to **Reg**, and they will reward you with items or coins.

Of course, you can also read what they had written.

Sizz - Merchant



Sizz will not appear until you have cleared the lesser enemies in the vicinity.

His stock varies by location.

I didn't expect any upright would trade with me in a place like this.



Sizz's Stock - in Fringe

- | | |
|----------------------|----------------------|
| 1. Stamina Potion | 5. Trekking Pole |
| 2. ??? | 6. A bag of cardamom |
| 3. Lantern | 7. Health Potion? |
| 4. A heavy brass key | 8. Fortune Amulet |

The Wounded

This may be the first dragon you encounter. It wanders the **Fringe** and will attack if you get too close. After taking enough damage, it will turn and flee.

Arrows embedded in its body can be obtained by attacking. If it survives, those arrows will reappear on your next encounter.

1.



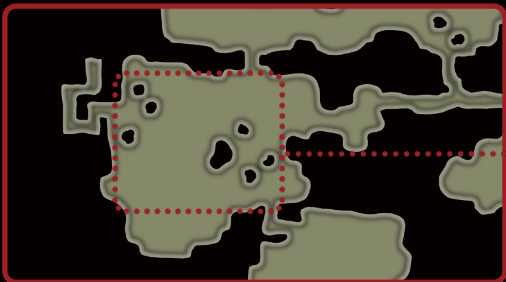
1. Bone Arrow



The Patroller

This dragon occupies a specific territory in **Fringe** and patrols it in circles. Once you enter its territory, it will relentlessly chase you until you retreat to a safe distance

During combat, watch for its sudden turn, its hind kick deals high damage.



Territory



The Scatterbrain

These small dragons pose no threat to the player.

They will flee immediately when spotted, so killing them is unnecessary.

When an orange shimmer appears around their body, it means they are carrying items that may be useful. You can stun them and grab what they hold.

They are attracted to **Cardamom**.



Item Drop Table

Item	Qty.
Coin	10~30
Arrow	2~6
Sharptail Piece	1
???	1
Cardamom	1~4
???	2~7



Tooth Grotto

Recommended item:
Lantern



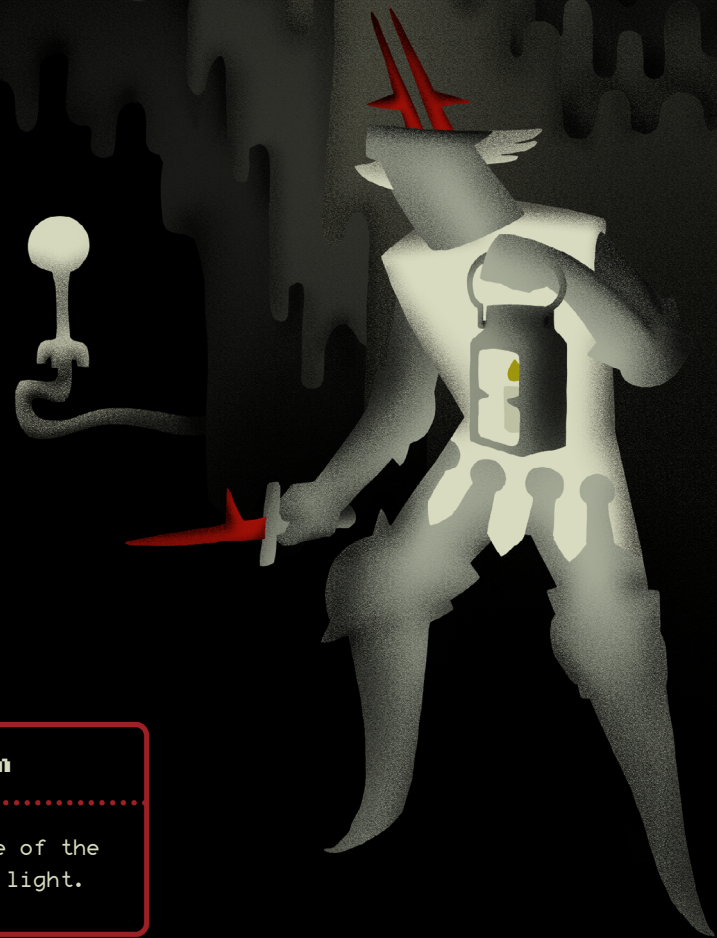
1. Stalactite
2. Limestone
Goblet

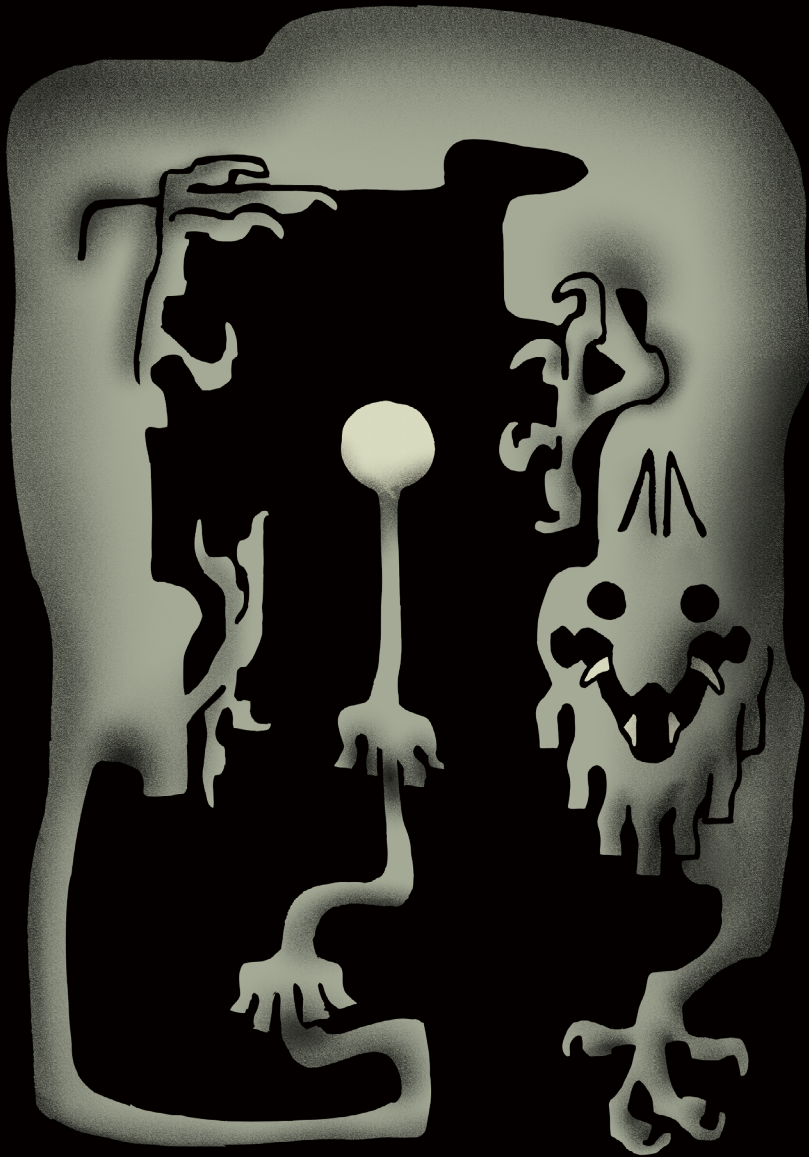
Lower Ward



Caution

Be aware of the
floating light.





???

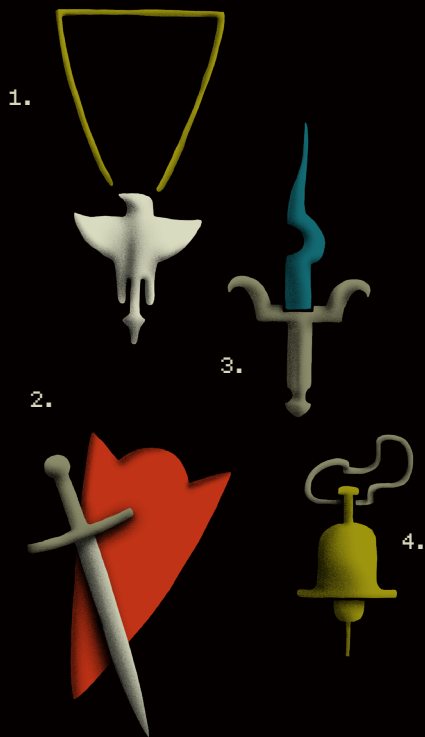
Sometimes in the darkness of **Tooth Grotto**, you may see a floating orb of light.

Be careful - when you see this orb, it means ??? is not far away.

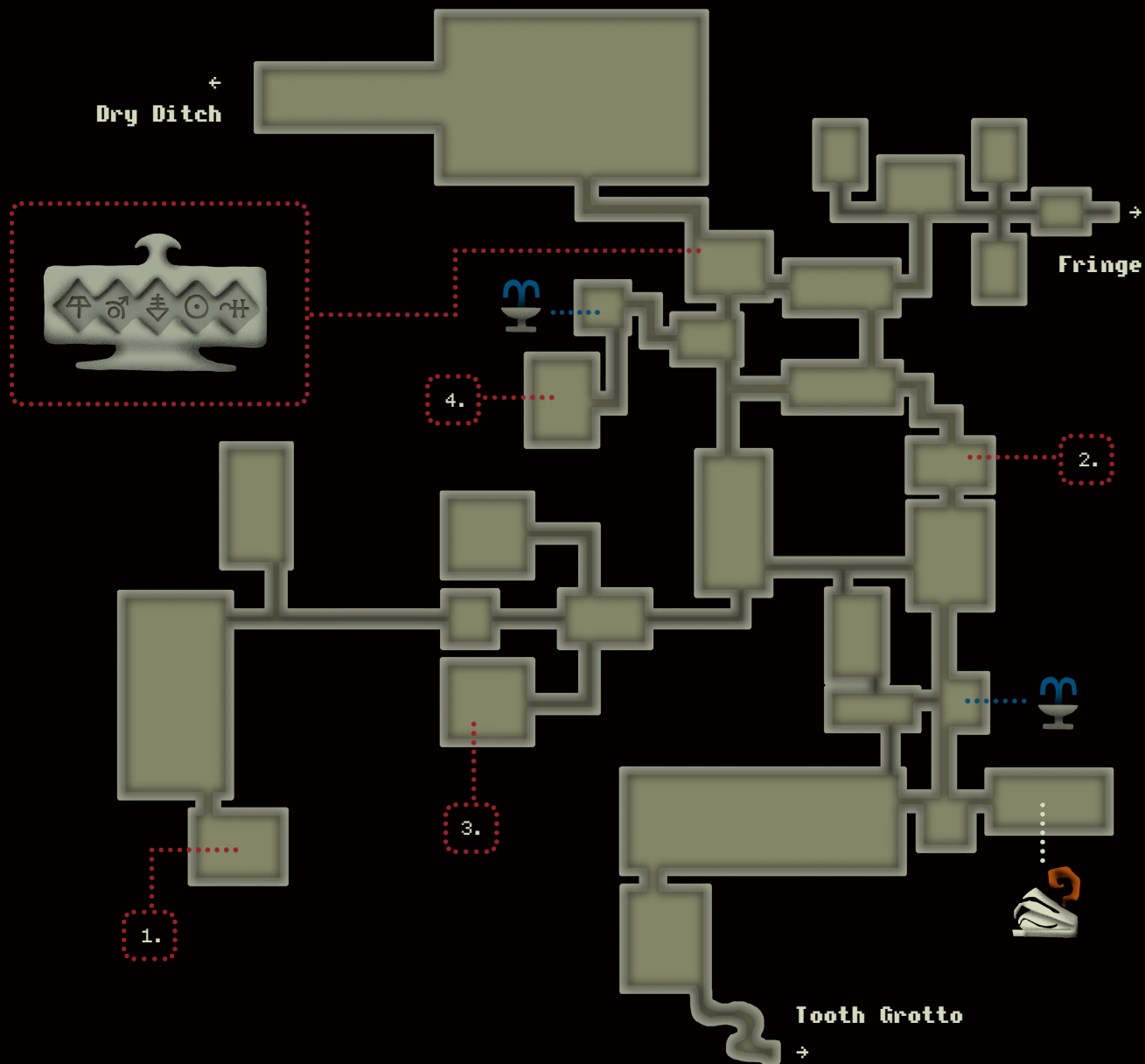
Do not follow the light. It will lead you into a dead end.

Lower Ward

A maze of passages and chambers.
Check behind doors.



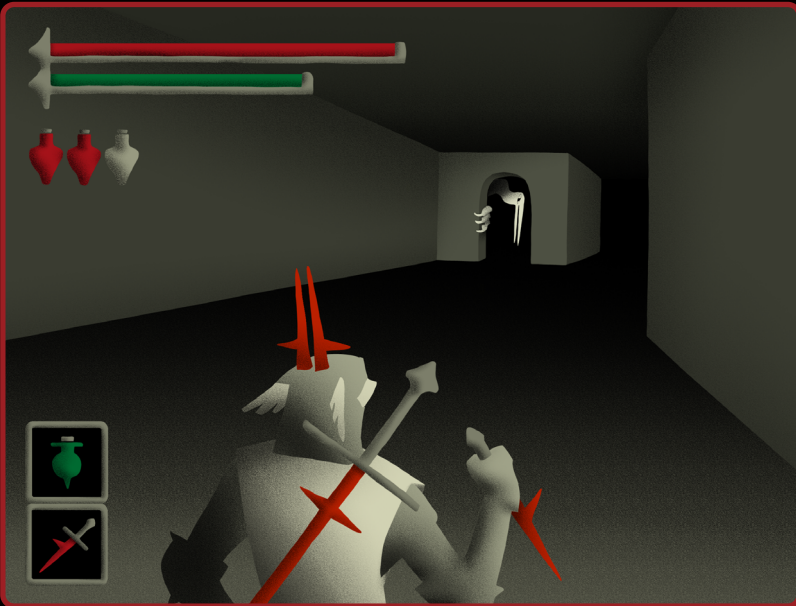
1. Dragon Pendant
2. Standard Sword & Shield
3. Ritual Dagger
4. Waist Bell



The Bloom One

You will encounter **The Bloom One** for the first time in the **Lower Ward**, usually in a narrow doorway or passage.

At first, you may glimpse only its tail or head. Instead of chasing you immediately, it waits for you to follow. After you pass through two or three rooms, it will (suddenly) turn and start to attack.





Reg's Note #07

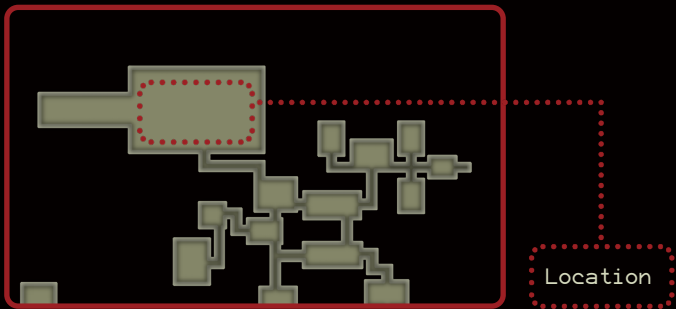
What a sleek and elegant being it is - if you only look at its back.



The Hastati

It stands in your path, blocking the only way forward. To proceed, you have to defeat it.

The Hastati's wings are fully capable of flight. It will frequently dive and charge at you. Beware of its tail as well.





After defeating **The Hastati**, you will be able to enter **Dry Ditch**.

For the remaining content, see Volume 2.

Other Secrets

Caution

You shouldn't read this page if you still want to discover them yourself.

For ages, few have seen you
alive.
With feathers you fly, with
talons you hide.
For what path will lead me to
your site?
You elusive being far away
from our kind.

Old Poem The poem's four
lines are on the
walls of four equal-
sized rooms near
the Lower Ward's
northeast entrance.

In Fringe: Find 3
identical
purple flowers
to reveal
hidden path or
item;
7 such spots
exist.



Puzzle Slab in Lower Ward
Correct order: ㉠ ㉡ ㉢ ㉣ ㉤ ㉥ ㉦ ㉧ ㉨ ㉩ ㉪ ㉫ ㉬ ㉭ ㉮ ㉯ ㉰ ㉱ ㉲ ㉳ ㉴ ㉵ ㉶ ㉷ ㉸ ㉹ ㉺ ㉻ ㉼ ㉽ ㉾ ㉿ ㊀ ㊁ ㊂ ㊃ ㊄ ㊅ ㊆ ㊇ ㊈ ㊉ ㊊ ㊋ ㊌ ㊍ ㊎ ㊏ ㊐ ㊑ ㊒ ㊓ ㊔ ㊕ ㊖ ㊗ ㊘ ㊙ ㊚ ㊛ ㊜ ㊝ ㊞ ㊟ ㊠ ㊡ ㊢ ㊣ ㊤ ㊥ ㊦ ㊧ ㊨ ㊩ ㊪ ㊫ ㊬ ㊭ ㊮ ㊯ ㊰ ㊱ ㊲ ㊳ ㊴ ㊵ ㊶ ㊷ ㊸ ㊹ ㊺ ㊻ ㊼ ㊽ ㊾ ㊿



SEVERED HEADS

Instruction Booklet Vol.1
