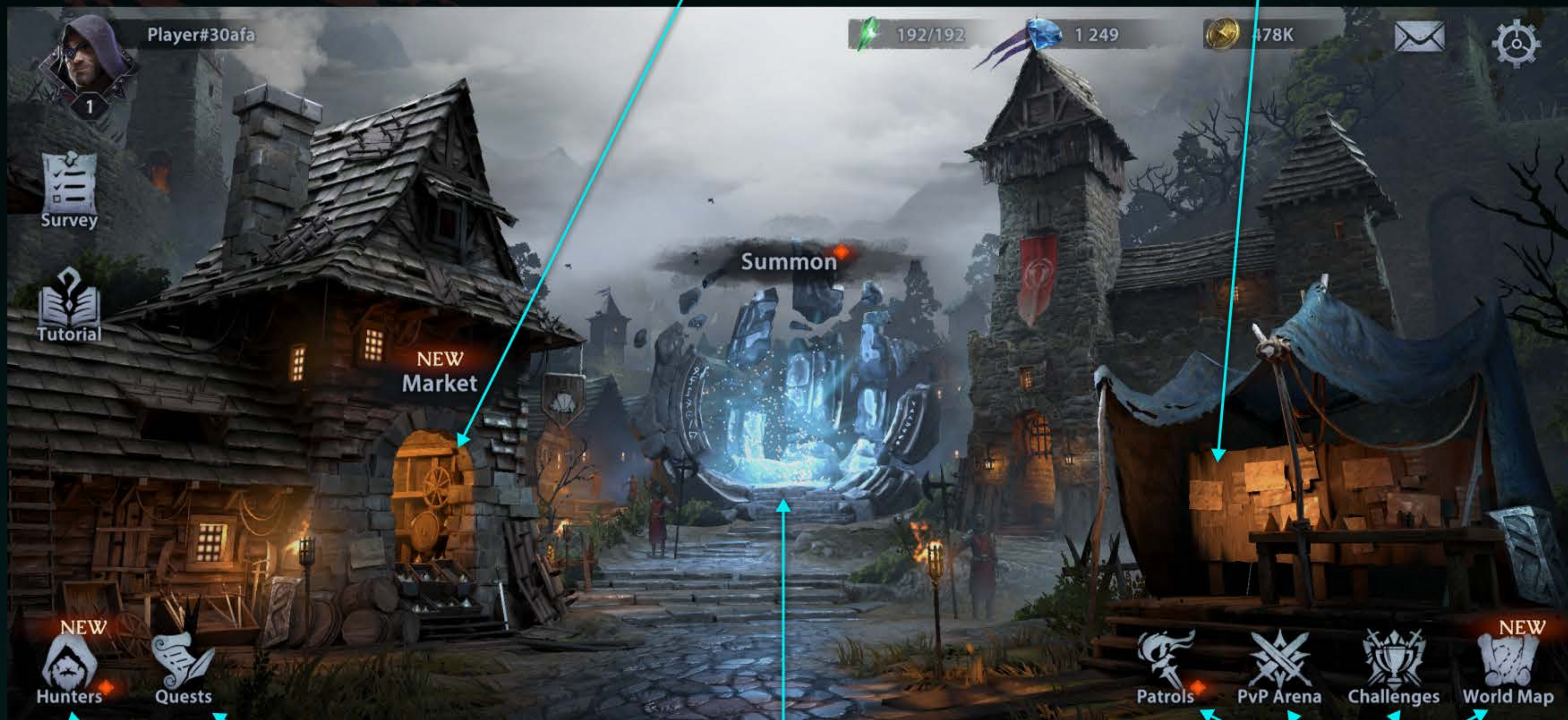


TUTORIAL

HUB SCREEN



GO SHOPPING

Everybody needs that from time to time.

NPC

Sometimes show up here. Talk to them when they do.

POWER UP
your Hunters.

COMPLETE
various Quests.

SUMMON
new Hunters
(40 available).

EXPLORE THE WORLD
And other game modes
when unlocked.

WORLD MAP



CAMPAIGN (5 locations)

- traverse & uncover the world
- find routes to Hunting Grounds
- earn Stars and Loot for beating challenges.

HUNTING GROUNDS (4 Areas)

- hunt for powerful Void Bosses
- explore endless perilous domains
- master areas to gain access to better loot
- collect Trophies to power up your Hunters even further.

CAMPAIGN



NON-LINEAR GAMEPLAY

Explore various paths leading to enemies, treasures and Pols.

UNIQUE CHALLENGES

Each task/star yields new rewards!

HUNTING GROUNDS

Path Planning & Decision Making



HUNTING GROUNDS

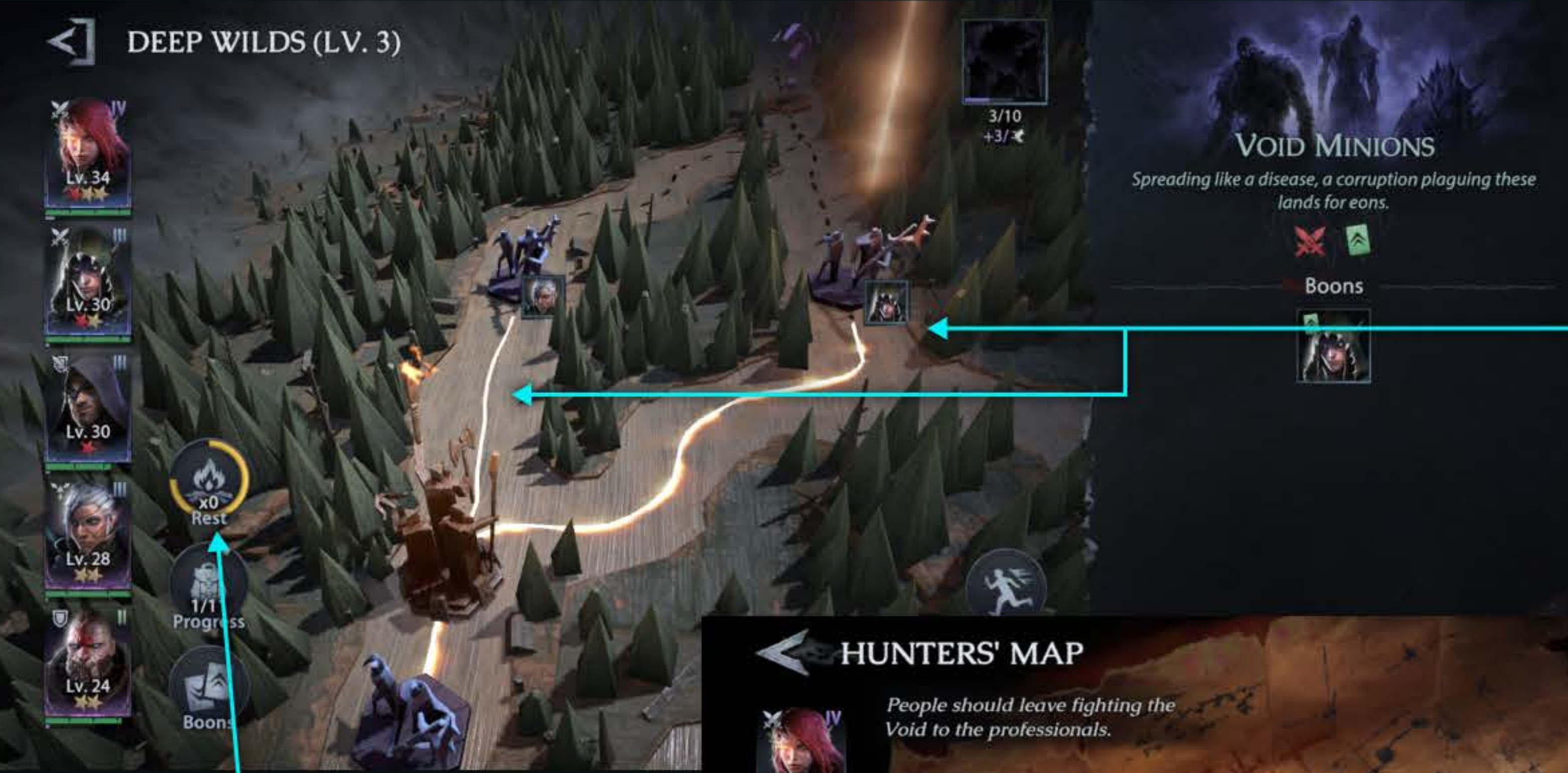
The powerful Void Boss is your Prey.

COMPLETE QUESTS

Slay the Prey and complete other quests to go to higher Mastery Tiers.

PLAY FOR PROGRESS OR SWEEP FOR REWARDS

Play to progress through current difficulty tier or use instant sweep to gain rewards from max tier already mastered.



CHOOSE YOUR PATH!

Risk a fight for a valuable boost, look for a place to heal or find other hunters to share experience - if your calls are right, you might yet be able to **hunt down your Prey...**

Use **Rest** to fully heal/revive a character or remove a Curse. You may find events that can charge your **Rest Meter** along the way.

The places you find may require making some more **non-obvious calls**. For each choice, the **possible outcome** is presented on the panel on the right.



COMBAT

Standard Combat & Void Influence

The **crosshair** marks your **current target**. **Tap the enemy** to mark it as the **target**.

Some characters can access **shared skills** giving them even more tactical options. Look especially at **Carnivale**, **Holy Order** and **Crucible** characters. Note that **Hunt III** is required to unlock these skills.



Tap'n'hold the character to show their **status info**.

Tap'n'hold the ability to show its **description**.

Tap the ability to use it on your **current target**.



Void Menace increases the risk of suffering **Void Touch** and makes the **Void Minions** stronger. Things may get really tough when the Void Menace grows substantially!

On Hunt IV+, **Embrace the Void** to gain even more power while exposing yourself to Void Touch. Look for characters' **Void Embrace** traits to see how they interact with the **Void Power**.

Characters can suffer **Void Touch** (purple bar) lowering their base attributes; when the bar fully fills, they **Succumb to the Void** suffering strong debuffs. Counter Void Touch with Healing and **Void Touch Cleanse** effects.

GACHA



SUMMON CATEGORIES have different chances for various hunters. **Call of Reclamation** is the only way to summon **Consumed** hunters.

SUMMON new Hunters.

TAG-BASED WISHLIST Will help you summon most wanted hunters.

HERO PROGRESSION

ROBIN

Attacker Archlands Elf Sharpshooter

Lv. 36

Lv. 34

Lv. 28

Lv. 30

Lv. 30

Lv. 28

Lv. 24

Lv. 18

Lv. 20

Lv. 6

Lv. 1

Lv. 1

Sorting by: Power

ROBIN

Rare

The Spitfire

★★★★★

IV

2007

Attack767

Defense289

Health3446

Speed183

Level 34/50

Upgrade

1 021

Hero

Hunt

Skills

Awaken

Gear

Relic

HERO	HUNT	SKILLS	AWAKEN	GEAR	RELIC
Level Up Hunters and see their overviews.	Collect Trophies to increase Hunt level: - increase attributes - increase Level Cap & Skill Level Cap - unlock new Skills (including Common Skills), mostly at Hunt III.	Unlock and level up Skills .	Awaken Hunters with Tokens of their comrades (Summon duplicate Hunters to get them) to further boost their attributes.	Equip and Enhance obtained Gear .	Craft & Equip Powerful Relics ... This feature is unavailable (still in development).

MISSIONS

STORY & WORLD MISSIONS

Duties

Missions

Hunters

Achiev.

Storyline

Adventure

CHAPTER 2: THE TEARS OF RADIANCE LOST

Completed: 2/4

RELICS OF THE PAST

Completed: 11/20

SHADOWLANDS

Completed: 9/39

1 249

478K

RELICS OF THE PAST

The Archlands are covered with the ruins of forgotten past. In many of these places, valuable artifacts lie waiting for those bold enough to claim them.

Quests completed: 11/20

Own 12 Hunter(s)

Master Tier 4 in Old World Remains

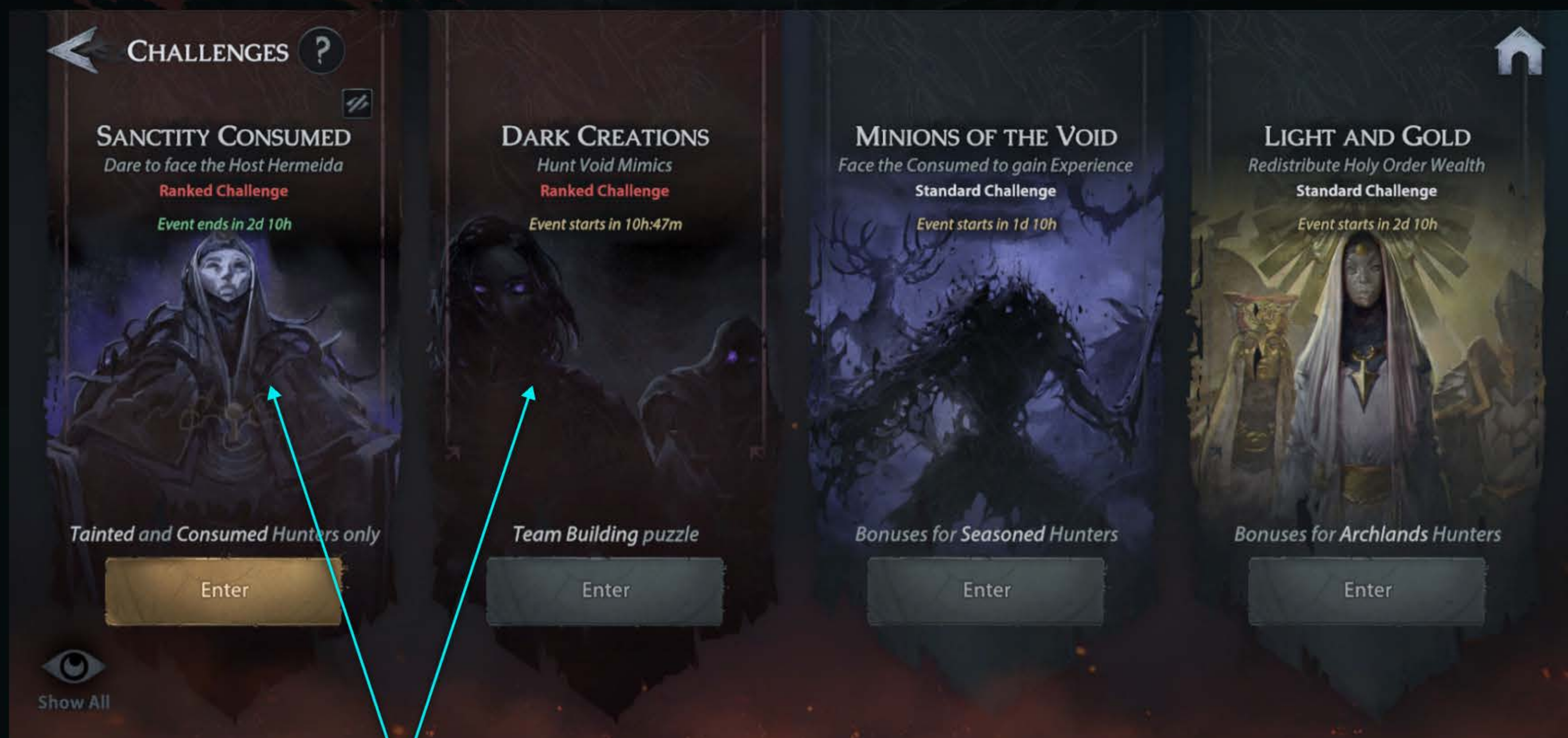
Complete Stage 3 in Minions of the Void

Claim All

QUEST CATEGORIES
Check various quest categories, especially Missions for progression and Hunters for some unique additions to your collections (unavailable via Summon!).

COMPLETE QUESTLINES
Complete various quests for rewards. Completing a full Questline always yields the biggest rewards.

CHALLENGES

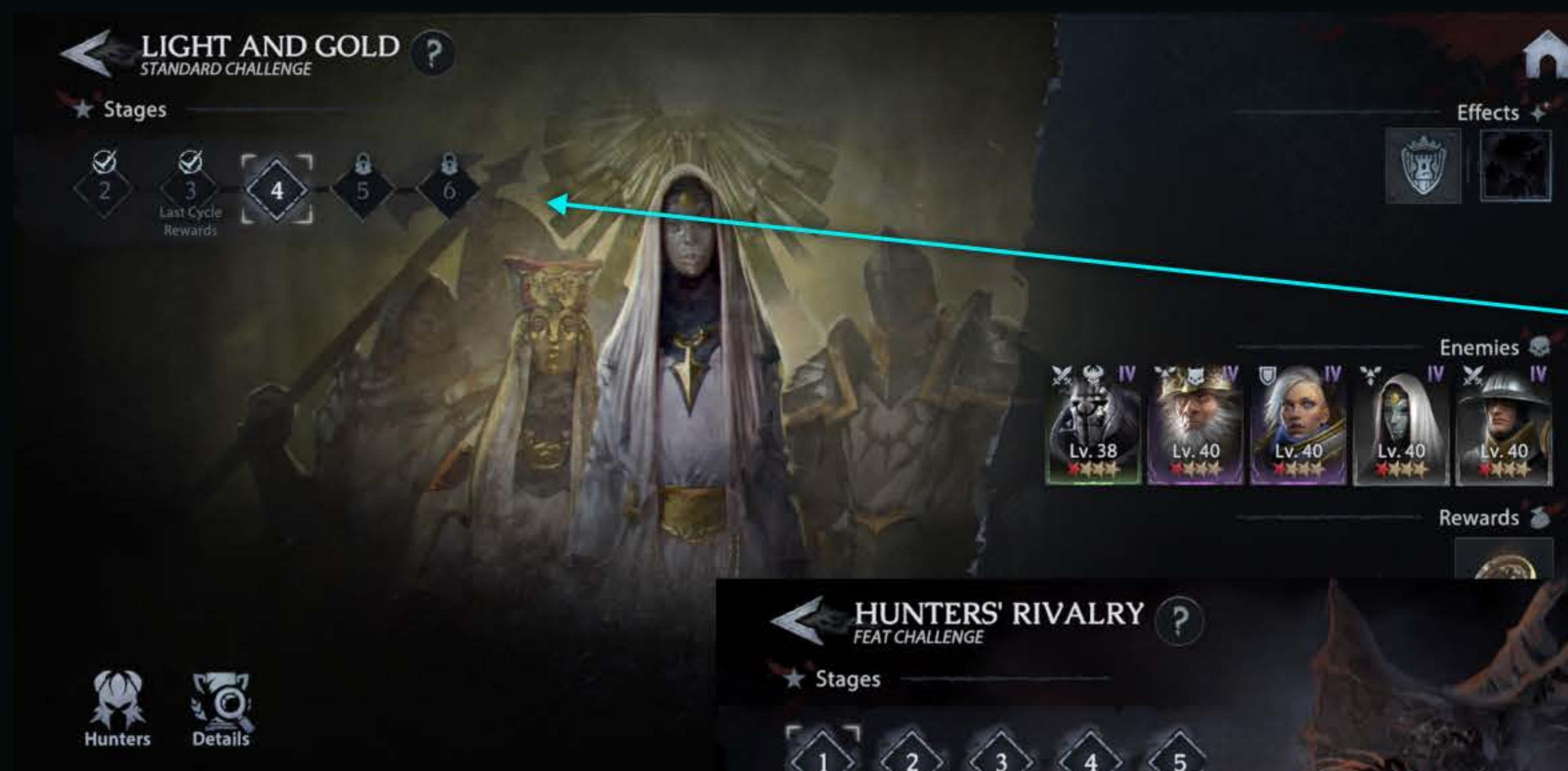


FACE CHALLENGES

Every day comes with new challenges to master.

THERE'S A TOTAL OF

13 Challenges in Closed Alpha across several different types.



STANDARD CHALLENGE

lets you progress through stages of increasing difficulty. Collect rewards based on your best result!

FEAT CHALLENGE

tasks you with some unusual feats to complete on increasing difficulties. Earn stars by completing them to get the highest possible reward chest.



ARENA

ARENA ?

Season: 56
Ends in: 6d 18h

GOLD I

Havelock 1 RANK 0

Season Log Rewards Shop Leagues

Combat Effects

Ranking

Rank	Player	W	L
1	Havelock	0	0
2	---	0	0
3	---	0	0
4	---	0	0
5	Wredne	0	0
6	Rude	0	0
7	---	0	0
8	---	0	0
9	---	0	0
10	---	0	0
Advance - top 40% Players.			
11	---	0	0

Set Defense Choose Opponent

MATCH TICKETS

will allow for attacking each opponent only once. Every match, every frag or even HP lost matters if the competition is tight!

COMPETE TO ADVANCE

With each rank your weekly rewards grow and top 40% players advance to higher league!

PVP LEAGUE SYSTEM

Face up to 29 opponents in a weekly Round-robin league.

PATROLS

PATROLS

Ready to dispatch: 4 1 249

SHADOW DUNGEONS Lv. 4

DESERTED LANDS Lv. 3

WILDS Lv. 4

Sorting by: Reward Bonus

DESERTED LANDS Lv. 3

8 696

4h 8h 12h 20h

Reward Bonuses

+5% per Consumed hunter	+10%
+10% per Free Tribes hunter	+10%
Team Power	+29%
Total Bonus:	+49%

Possible Rewards

289	2 888	2-4	2-4	2-4	2-4
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Auto Select Dispatch

DISPATCH PATROLS FOR AN ADDITIONAL GRIND

Dispatch your heroes throughout mastered Hunting Grounds for regular additional loot.