

Sylvie RPG

7 Elf Apocalypse

Rise from your grave and take back the world. Sylvie awakens with no memories, no friends, and no hope. The only way forward is to carve her own path. This is just the beginning of the story of her great adventure. Let's go!



Introduction

Sylvie RPG is an action-exploration game filled with unusual secrets. Please approach it with an inquisitive heart.

This manual explains the game mechanics, but it doesn't tell you how to find secrets.

If you like Sylvie RPG, share it with your friends and talk about your discoveries.

Finding all the secrets by yourself might be too hard, but if you work together....

Thank you for trying the game. Although it's small enough to fit in your hand, it took around 5 weeks of meticulous work to create.

I hope you like my Sylvie RPG World.

Game Operation, Pt. 1



The action in Sylvie RPG is controlled entirely with the **Arrow Keys**! These useful keys move Sylvie around the game screen.

There are two ways to interact with objects.

- If it's solid, bump into it with Sylvie.
- If it's not solid, stand on it and wait.

For example, if you see a bell, you can bump into it to ring it. If you see a hole in the ground, stand still on it to enter it.

Game Operation, Pt. 2

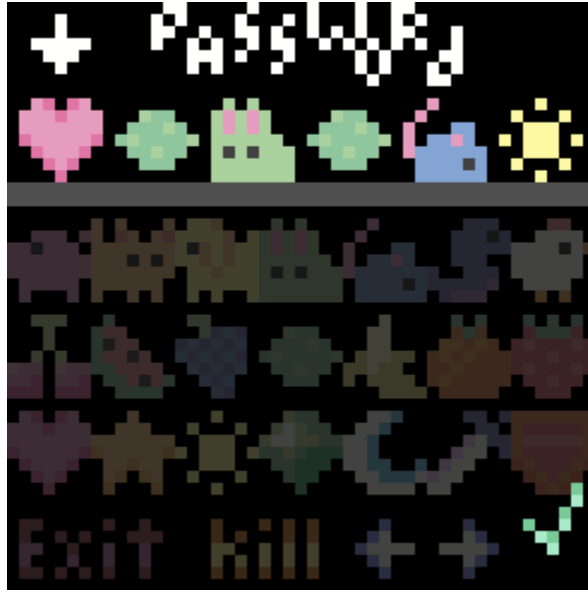


The **Spacebar** is used to pause the game and select options in menus.

The **Escape** key can also be used to pause, and to back out of menus. In the desktop version, holding Escape on the title screen quits the game.

Other keys have no effect. In particular, there is no "interact key". The only ways to interact are explained on the previous page!

Saving Your Game

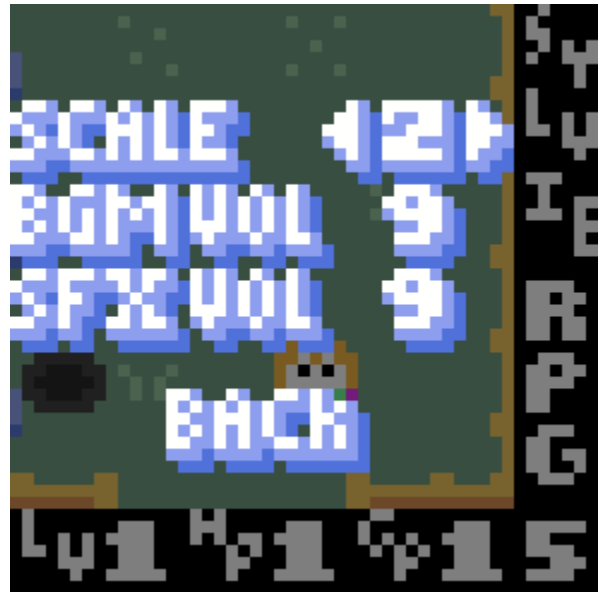


Sylvie RPG uses a password system like in the classic old days of retro gaming. The current password is displayed when you die, as well as in a certain in-game area.

However, the password is also auto-saved; the game will remember your most recent password after you quit. Auto-saving happens when:

- You move to a new screen in the world
- You change an option in the options menu
- You return to the title screen

Game Options



Game options can be set in the pause menu. Enter the game world, press Space to pause, then select the "Options" menu with Space.

You can adjust the **Scale** (window size) and the volume of the **BGM** (background music) and **SFX** (sound effects).

Your option choices are auto-saved, and preserved even if you start a new save file.

Sylvie Stats



LV (LevelValue)

Sylvie's power. Determines the base amount of damage she inflicts on monsters.

HP (HeartPoints)

Sylvie's health. When it reaches zero, she is in a critical state and will die with one more hit.

Sylvie's HP usually cannot exceed her LV, but there are some secrets that allow you to temporarily get extra HP!

GP (GoldPoints)

Sylvie's money. Various characters might let you do exciting things if you have enough GP.

Other Stats

Monsters have stats called **ATK** and **DEF** which determine the damage they give and receive.

Sylvie can also collect **Swords** and **Shields**. Swords have an ATK stat and Shields have DEF.

ATK (Attack)

Determines the base damage that a monster's attacks deal to Sylvie, or the base damage that a sword deals to monsters.

DEF (Defense)

For monsters, all damage dealt to a monster is reduced by this value. For shields, if the shield is active, all damage dealt to Sylvie is reduced by this value.

Sylvie Swords



Moonlight Rapier

ATK 1

It is written that many of these were forged by the moon rabbits as a snack food.



Vorpai Longsword

ATK 2

It is written that this sword makes a very satisfying sound when slicing through foes.



Phoenix Breaker

ATK 3

It is written that only this blade can slay the immortal phoenix of legends.



???

ATK ?

What is this mysterious sword?

Sylvie Shields



Crescent Moon Guardian

DEF 1

It is written that these shields can only be forged during a lunar eclipse.



Brilliant Flower

DEF 2

It is written that this shield was used by the first princess to become a knight.



Soul of Flame

DEF 3

It is written that this shield can withstand any attack except the touch of a loved one.



???

DEF ?

What is this mysterious shield?

Rules of Combat, Pt. 1

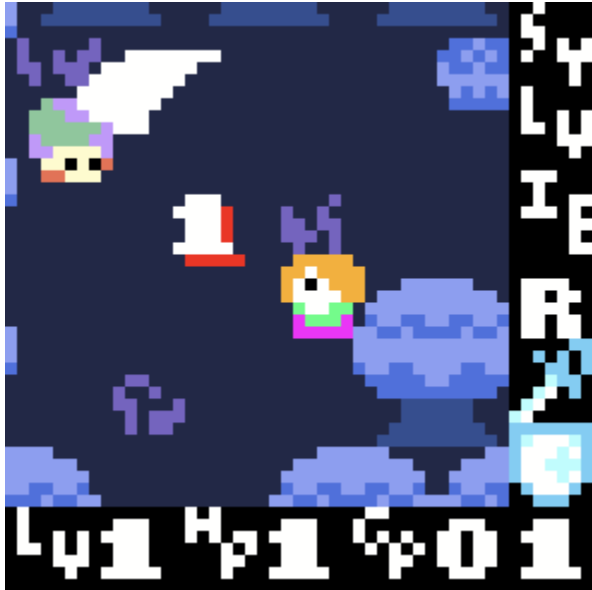


In Sylvie RPG, bumping into a monster doesn't hurt you. In fact, bumping is how you attack!

Bump into monsters, but watch out for their attacks, which are indicated by a white flash. Let's get bumping!

When a soul reaches zero HP, it does not die immediately, but instead enters a critical state, where it will die if it takes one more point of damage. This applies to both Sylvie and monsters!

Rules of Combat, Pt. 2



If Sylvie bumps a monster and has a **Sword** equipped, she will do a follow-up attack.

Shields are a bit more complicated. When Sylvie's shield icon is lit up (left image), the shield is active and will protect Sylvie.

But when Sylvie is hit, she loses her shield and must recover it (right image). If she loses her shield too many times on the same screen, or takes too long to recover it, it will fly away and must be recovered in town!

Monsters, Pt. 1

The monsters you meet will try to stop you.
Can you defeat them all?



Slime

HP 3 / ATK 1 / DEF 0

A cruel ooze that devours all life.



Skeleton

HP 4 / ATK 2 / DEF 1

A boned creature that moves without mercy.



Mushroom

HP 7 / ATK 1 / DEF 0

It only cares about having fun.



Meowrock

HP 3 / ATK 1 / DEF 2

It only cares about finding jewels.

Monsters, Pt. 2

Sometimes you might find larger versions of a monster as well. Use your skill to win.



Sylvbat

HP 8 / ATK 2 / DEF 0

They can have one, two or three eyes.



Living Flame

HP 9 / ATK 3 / DEF 0

The brutal heat melts Sylvie's flesh easily.



Harpy

HP 7 / ATK 2 / DEF 1

I enjoy tearing apart humans,ahaha.



Knight

HP 9 / ATK 3 / DEF 3

Break their shield to ruin them.

Secret Caves



One of the most important parts of the world is the secret caves that are hidden around.

By performing hidden actions called "reveal methods", Sylvie will open the secret cave.

In the final area Sylvie visits, only two screens have secret caves, but otherwise, there is a secret cave on every screen!

Can you discover all the reveal methods? Some are easy to find, but some are unusual....

Sylvie Tips



You can play Sylvie RPG however you want, but these are my Sylvie Tips.

At first, Sylvie will be very weak. Increase your LV once or twice, and buy a Sword. As you become stronger, it will be easier to explore.



Later parts of the game may be difficult even with high LV and strong equipment. Certain secrets will allow you to get extra HP as well, so it's important to find them.



Look for strange markings on the ground. When you see one, that means it's possible to reveal a secret if you try hard enough!

"Have fun in the Sylvie RPG World!"



The Seven Elves, Pt. 1

Most records from the Great Magic War have been lost, but it is believed that all but one of the Seven Elves died or disappeared.



Laela & Rinne (Deceased)

They shared a body when alive, and switched out heads every so often. Their bond was different from that of lovers, but stronger than that of sisters or friends.



Cello (Deceased)

She was a strong warrior, but spent much of her life hiding underground, for she preferred the peace of solitude.



Emmy (Deceased)

It is said she died not in combat, but of a broken heart. Little else is known.

The Seven Elves, Pt. 2



Aria (Alive)

The only known survivor of the seven. She lives in the sky and gets up to mischief.



Vivian (Deceased)

The legendary soldier who turned the tide of the war and ultimately brought it to an end. She died protecting Aria from a violent cursed magic explosion attack.



??? (Unknown)

Both historical records and oral tradition agree that there were seven heroes of the Great Magic War, but only six of their names are mentioned in the tales. The seventh elf is rumored to have departed for another world after the war ended, never to return.