



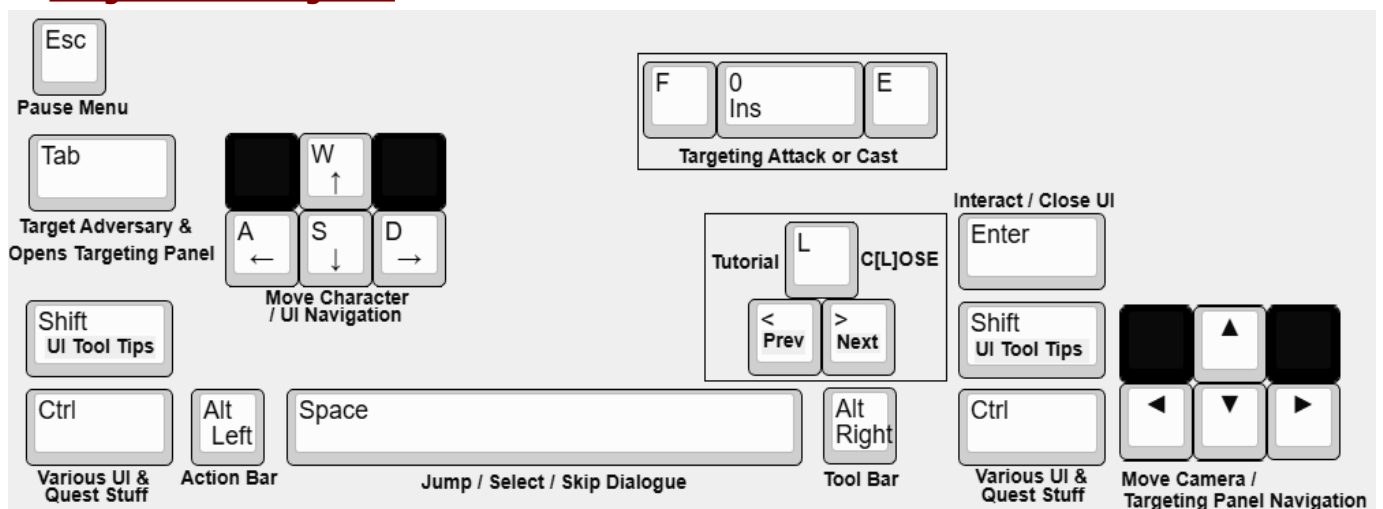
Demo – Getting Started Guide

Wiccatrrix was designed to be played with a Xbox 360 style controller but a keyboard can be used if you don't have one.

Xbox Controller Layout



Keyboard Layout



Main Menu – New Game



To start, Select [New Game] then enter a file name by pressing (A) on Xbox Controller or [Enter] on a keyboard. This will bring up an on screen keyboard. Create your file name then once you're done, Press (Y) on X Box Controller to exit the on screen keyboard and Press (A) to Select [Create Game] or just press [Enter] on a keyboard to get started.



Welcome to Westerra

The game begins with Catsear The Goatherder standing next to a Cauldron near her Grandmother's barn in Jamnapari Sound. If you haven't been here before then you should take a moment to learn the ropes. Start the tutorial by clicking the (Y) button on your X Box Controller near the Cauldron or press [Enter] on a keyboard..

Spirit of Ceridwen (Tutorial)



By interacting with the cauldron you will invoke The Spirit of Ceridwen. She will guide you through a tutorial. In the tutorial, you will receive a crash course on the user interface and spell mixing. You will mix your first spell and activate it on yourself. All the controls you will need to complete the tutorial will be displayed on the panel. **Take your time to follow the instructions she gives you and resist the urge to skip through it.** Once you complete the tutorial press [Up] on the DPad on your Xbox controller or [L] key on the Keyboard to dismiss Ceridwen and close the tutorial.

If you are new to the game, make sure that you complete this tutorial. By completing the tutorial you will receive a lot of important information about spell mixing and how the interface works that isn't covered in this guide.

Grandma Marigold



Granma Marigold has been waiting patiently for you to round up the goats. You will need to see her to update her on your whereabouts. When you get close to Marigold press the (Y) button on your Xbox controller or [Enter] to begin interaction.



Beginning your travels

The land of Westerra is divided into 12 regions. You will need to travel through each of these to complete your quests and find the folk that you will need to deal with. Be on the look out for trails and passes. Most will be clearly defined but others may need you to use your wits to discern what is and isn't the path. Also pay attention to the signs throughout the land that will help point you in the right direction. Along the way you will need to interact with characters. Most will be helpful but others not so much. To begin with most of your travelling will be by foot, but later on you will come across a few shortcuts that will make your traveling a lot quicker.

Spell Portals



Spell portals will allow you to travel instantly from one area to the next. Once you stand on a spell portal to activate it you will be able to travel back to that spell portal from any other spell portal for a fee of 2 elderflower. You can either find elderflower by looking around the 12 areas or purchase it from merchants. Spell portals can be found in most areas of Westerra. Some will be clearly marked but others won't be as conspicuous and might take a little bit of searching to find.

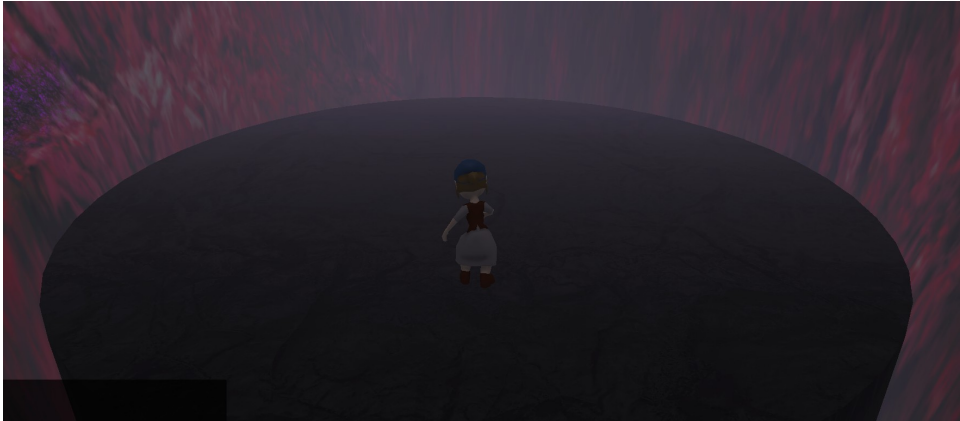
(There are 11 of them in total)..

Lily Jets



Travelling from one area to the next by foot won't always be an option due to all that water. You can swim, but most (not all) of the waters around Westerra have been cursed by various disgruntled spirits for reasons that are often petty. As a result you're better off hopping on a Lily Jet . If you see a signpost pointing at the water, keep an eye out for the Lily Jet. Sometimes they can be a little slippery so try to stand close to the stem so you don't accidentally slide off into the water.

Lifts



Some parts of Westerra have areas that are connected by large cylindrical platforms that operate as lifts. You will need to leap on to the lifts as the gap is too wide to step over. No one knows when they were created or who made them..

Puzzles



Similar in appearance to the lift wells are Puzzles. You will find these throughout Westerra. Unlike the Lifts the puzzles provide you with a stairwell although a treacherous one so mind your step when entering them.



HAZARDS

Throughout the areas of Westerra there are a lot of ways to meet your end. Some are a little more than a nuisance while others will pose an existential threat. Here is a list of some of the hazards you will face.

- **Demons:-** Demons are types of Void Spawn that exist only to infect and corrupt mortals. If you encounter them you will fight or flight depending on the amount of them you will be facing.
- **Cursed:-** Cursed were once mortals but they were corrupted by acolytes of the void. They will pose a threat similar to demons and they come in several types depending on the level of corruption they were inflicted with.
- **Critters:-** These little creatures are nothing more than a nuisance by themselves but in groups they can cause you a lot of headaches from their interruptions especially if you are casting. Critters include bats, spiders, cockroaches, and crabs.
- **Beasts:-** Beasts are more powerful than critters and can kill any who are foolish enough push their luck. Types include Wolves and Bears.
- **Falling:-** Throughout the lands there are many places to fall to your death. Even running down a steep hill can be dangerous so watch your step.
- **Cursed Waters:** Not all the waters in the lands of Westerra are cursed but those that are can be a real death trap.
- **Spirits, Witches & Mortals:** Throughout Westerra you will encounter many types of folk. Although some of them are kind and welcoming, others are not so much. Those that have been effected by the corruption of the void can be highly dangerous. Those who are known to be corrupted are best avoided.



Let's Go

Wiccatrix is a Story Driven ARPG with a spell crafting system that requires procuring the ingredients of spells (reagents & runes). The main goal is to progress through the story line and reach the completion of the renewal cycle. Each time the renewal cycle completes the world changes. The maps remain consistant but events progress and the characters grow and age. The demo has two cycles of the game to give the players a taste of what to expect in the full version. We expect the full version to have at least 6 cycles where Catsear will grow into a teenager and later another 6 cycles for a total of 12 cycles where Catsear will grow into a young woman that will become an adept aeromancer with the task of facing down a titan that is at the center of the chaos disrupting the elemental order.

As the demo is not mean't to be a complete version, there may be some features missing that will be implemented in the full version (whenever that will be realeased...).

We could have added a lot more to this guide but that would take a too long time for both of us, and besides, the game is best learned through playing. Hopefully you now have an idea how to get around in Westerra without dying.

Catsear now has to get back to her business travelling around Westerra and learning how to be an aeromancer. Feel free to join her in her travels and help her rinse the first two renewal cycles.. Bye for now.

Links

<https://store.steampowered.com/app/1318180/WiccAtriX/>
<https://www.youtube.com/@wiccatrix>
<https://www.reddit.com/r/Wiccatrix/>
<https://bsky.app/profile/wiccatrix.com>
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