

Syllablade

How To Play

Basic Gameplay

Syllablade is a word battling RPG where you string letters together to create words and fight monsters. Letter tiles can be chained together horizontally, vertically, or diagonally. Different letters are worth more points. More points results in more damage!

Combat is turn based so after every attack you make, the enemy you are fighting will attack back. Any specific enemy on a given stage will always do the same damage, but enemy damage will increase with each stage.

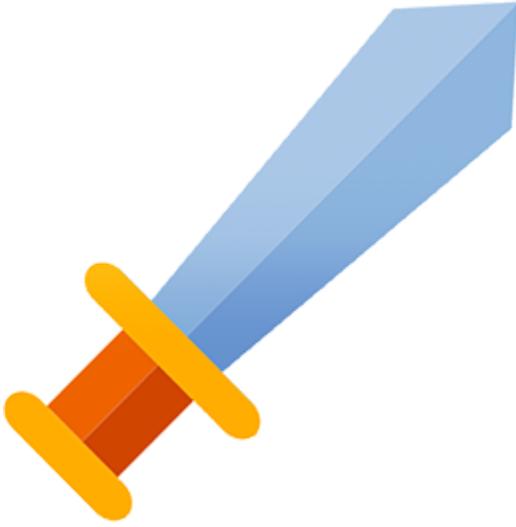
Accessories and Stats

Gold earned in battle can be used to buy accessories! Buying an accessory will increase one of your characters stats by 1 point. You do not need to equip the weapon to gain this stat. Once you buy it your stat is permanently increased, no matter what you have equipped!

Weapons, in addition to boosting a stat, determine which abilities you have available in battle.

Stats are as follows

Attack



Increases the damage of your attacks. Attacking with a 5 point word will do more damage depending on how much attack you have

Vitality



Increases your maximum health.

Luck



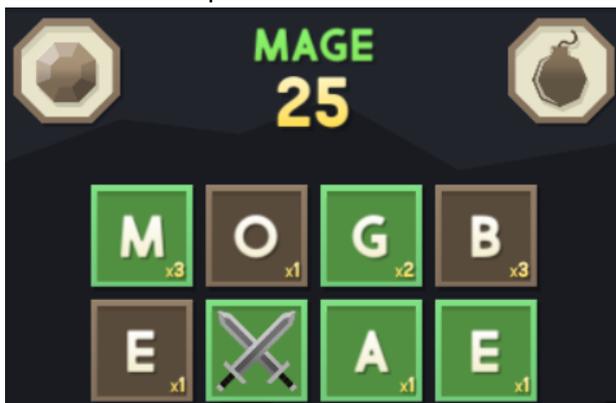
Increased luck gives you a higher chance of dodging an attack, and getting bonus gold after defeating an enemy.

Ability Tiles

Depending on the weapon you have equipped you will have one or two abilities available to you. An ability tile will spawn on the letter-board when you have filled up that abilities ability progress bar (located around the abilities icon above your health bar).

The longer words you use, the more often your ability tiles will be available!

Once an ability is on the letter-board it can be chained in front of, after, or in the middle of a word. For example...



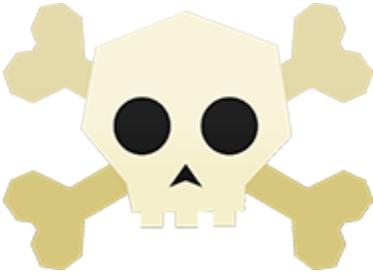
The different abilities are as follows

Double Hit



Your attack will deal twice its normal damage

Poison



Hitting an enemy with the poison ability will put a poison cloud above their heads. The poison cloud will deal the damage of your original attack again each time it activates. After each enemy attack the poison cloud will activate until it has dealt damage twice. This essentially triples the damage of your attack, but distributes that damage over multiple turns.

If an enemy dies with a poison cloud over them, it will transfer to the next enemy.

Health Potion



When you use the health potion ability you will gain health according to how much damage you deal. So if your word will deal 100 damage, you will gain 100 health.

Shield



Using the shield ability will put a shield around your character that will block the next attack. In the event that you dodge the next attack the shield will not be triggered and will remain in place.

Intelligence



The intelligence ability will turn your 4x4 letter-board into a 5x5 letter-board for 3 turns, giving you a better chance of finding long and high value words!

Freeze



Attacking with the freeze ability will freeze your enemy for 2 turns. This effect will not transfer to the following enemy so be careful not to use it on an enemy that is almost defeated.

Multiple Abilities



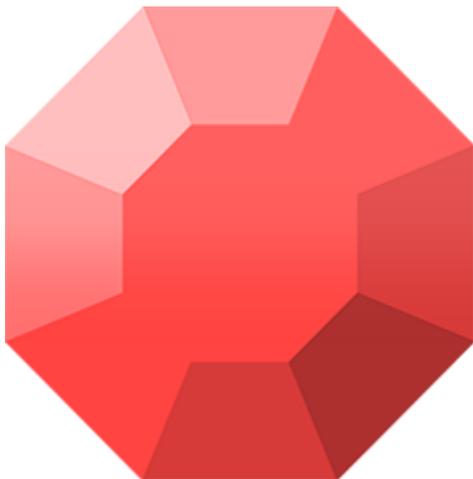
In later stages you will unlock weapons that give you two abilities! You can use these at the same time or spread them out. Keep in mind that when using the “Double Hit” ability with either the “Health Potion” or “Poison” abilities, the double damage is not applied to those additional abilities.

Gems

Gems are special items that can be used during your turn to help you out of tough situations. You gain the extra effect of the gem while still being able to submit a word! Unlock gems by gaining “Perfect Strikes” and submitting words that are 5 letters or longer

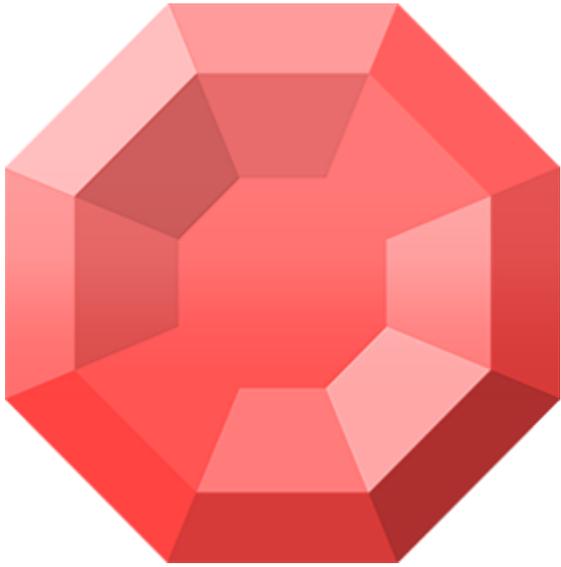
The different gem types are as follows

Gem Of Healing



Heals you for the damage of a 10 point word.

Gem Of Greater Healing



Heals you for the damage of a 20 point word.

Gem Of Destruction



Deals the damage of a 10 point word.

Gem Of Greater Destruction



Deals the damage of a 20 point word.

Gem Of Freezing



Freezes your enemy for 1 turn.

Gem Of Greater Freezing



Freezes your enemy for 2 turns.

Gem Of Wisdom



Reveals the word on the letter-board that is worth the most points.