KADABRA GAMES

GOLDEN KEEP

JABBERWOCKY



A TRAVELLER’S COMPANION

ILLUSTRATED PLAYER’S MANUAL

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THE PLAYER’S LIBRARY

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The released menu-world build at aa29e08, using health-and-mana combat. It covers the selectable characters, ordinary movement, the working Spellbook and Quest Scroll, Goruk’s request, saving and Gargoyle flight. Later local injury, inventory, training-yard and multiplayer experiments are outside this edition.

FOREWORD

Enter the world

Enter a world meant to be travelled at the scale of a body. A road offers one route; wings offer another. Someone beside the road may have a task, and a hostile figure is more than scenery. Your first useful achievements are to find your footing, understand your belt of powers, accept a clear promise and survive an encounter.

This is a manual for the available development demo, not a guide to an unseen finished campaign. The title does not make the defeat of a particular storybook creature your current objective. Read the actual quest in your scroll. Its named target, required work and return instructions are the authority for that errand.



From the world's cinematic artwork. Gameplay illustrations inside this book are labelled separately.

CHAPTER 01

On Entering the World

Install a complete copy

Download the package for your platform and extract the complete archive. Keep the executable with its data folder and included libraries. Use the supplied launcher or the executable named in the package instructions. Moving only the program file to another folder can leave behind the assets it needs. Keep a known working download while trying a newer edition.

Start from the normal game menu. This book describes that world, not a special editor scene or a developer launch option. A video of another local experiment may show windows and progression that this released menu does not initialise. If a feature is absent from your demo, do not assume that you must discover an undocumented key to unlock it.

Choose a traveller

The selectable combat characters include Dwarf, Dark Knight, Orc Warrior and Gargoyle. They share the same basic movement and combat language, but their signature power differs. Gargoyle additionally changes traversal through flight. Choose the body whose movement you want to learn first; do not infer a complete class progression or faction campaign from the selection screen.

A grounded character is a useful first choice for learning target selection, casting and the quest interface without managing altitude. Gargoyle is appropriate when flight is the immediate interest. These are learning suggestions, not a ranking of the characters. Inspect the Spellbook after entering, because it describes the powers actually available to your selected character.

A first ten-minute routine

Begin with a short walk, a camera turn and one jump in open space. Open the Spellbook with P, then close it. Open the Quest Scroll with L and inspect its current state. Find a nearby quest giver, move into speaking distance and read an offer before accepting. Pause and save once you have a useful point to return to.

Only then try a hostile encounter. Read the selected target’s name before attacking, watch your own health as well as theirs, and keep room to withdraw or reposition. The order of this routine deliberately teaches the interface before combat pressure makes every unfamiliar button feel urgent.

CHAPTER 02

Feet, Camera and Direction



The released Spellbook shows known powers and lets you assign them to four belt slots.

Walking and running

WASD or the arrow keys move the character. Shift controls running according to the configured hold or toggle preference. Backward movement is slower than forward travel. Space jumps. Practise on clear ground so that you can distinguish a movement command from a collision with the landscape or a panel currently taking keyboard input.

The character’s visible pose and the camera’s direction are related but not identical. You can look around without choosing a new target. Keep the ground ahead visible when moving toward a fight; a dramatic close camera may hide the distance that determines whether your next weapon swing can reach.

Mouse look and strafing

Drag with a mouse button to adjust the camera. Right-button steering also lets A and D strafe relative to the controlled view. Holding both mouse buttons supplies forward movement. The wheel changes camera distance when the pointer is over the world rather than the interface.

A click and a drag have different purposes. A short click can select or act on a creature; dragging changes the view. Begin a camera movement over clear world space, not a menu control. If you are

accidentally selecting something while trying to look, make a deliberate drag and release before making the next target click.

Small aids on the road

Z toggles the carried weapon's drawn state, and F toggles the torch. These are presentation and travel controls, not a substitute for selecting a hostile target and starting an attack. A light can help you read a dark place, but do not confuse a torch with a damage spell or a promise that every dark passage is ready to explore.

Keep a manageable camera distance while learning. If turning or running feels unfamiliar, inspect the actual gameplay and input settings before changing several controls at once. The defaults in the reference table are the released defaults; a saved binding or preference can alter how your own copy responds.

CHAPTER 03

The Belt and the Books

Read the combat display

The display separates your condition from the selected creature's condition. The target name confirms whom you are preparing to affect. Health shows how much harm a combatant can still withstand in this demo. Mana pays for powers that list a cost. A cast bar means an action is underway; a cooldown means a power is not yet ready again.

The numbered belt contains four action positions. Its position is an input choice, not the permanent identity of a spell. If you move Fireball to another position, press that new number. Learn the visible icon and name as well as the key so a later reassignment does not turn an intended heal into another attack.

Prepare the Spellbook

Press P to open the Spellbook. Select a known power to read its purpose, mana cost, range, cast time and cooldown. Choose a belt slot to assign it. The book confirms the placement. Close it before returning to an encounter and make sure the belt now shows the arrangement you intended.

A sensible first arrangement keeps your most frequently used power easy to reach and a recovery action where you will not confuse it with damage. That is a personal convention, not a hidden combat bonus.

Reading a description does not make a power usable without sufficient mana, a legal target and the other conditions shown by the game.

What this edition's windows contain

The working books in the released menu world are Spellbook and Quest Scroll. The latter opens with L. Character, Bag and Talents appear in other development work, but they are not working progression panes in this public world. Do not plan a route around buying a training-yard honing kit or spending a talent point here.

Tab cycles hostile targets when the world owns input. When a game window owns Tab navigation, it moves through that window's controls instead. Chat and menus can also consume keys. Close the active input field or page before deciding that movement, a spell number or targeting has stopped responding.

CHAPTER 04

A Fight Has a Sequence

Select, commit and remain in reach

Left-click a creature to select it. Right-click a hostile target to begin attacking, subject to the auto-attack preference. The selected name and ring help confirm that the right creature is involved. A friendly quest giver is not interchangeable with a hostile simply because both can be clicked.

An armed weapon attack still needs reach, facing and a clear line. Moving or jumping does not itself discard the intention to attack. If you leave reach, the ready weapon waits for a legal opportunity; returning can let the existing attack continue without another click. Repeated clicking does not earn free opening swings or erase the weapon's recovery.

Separate a cast from its outcome

Use a numbered belt position to begin its power. A power with a cast time needs that interval to finish. Movement can cancel an interruptible cast. If the bar disappears after you move, check whether you cancelled it before assuming that a projectile or healing effect is still on its way.

Instant powers and cast powers create different opportunities. An instant action can fit a short safe opening, while a cast requires a position you can hold. Read failures such as insufficient mana, range, obstruction, cooldown or already casting as information about the current situation. Repeating the same key without changing the condition does not solve it.

Stop deliberately

Escape resolves active combat intent before opening the pause menu. It can cancel a cast, stop an attack or clear a target; a further press may then be needed to open the menu. This ordering prevents a single key from secretly doing several contradictory things at once.

Use that control consciously when you need to stop striking or abandon a cast. Do not rely on releasing the mouse button to undo an already armed attack. After stopping, inspect the target and your own position before re-engaging. A moment of deliberate control is safer than alternating attack clicks and Escape without checking the resulting state.

CHAPTER 05

Powers Carried into the Demo

Shared movement and fire

Blink moves you forward up to its defined twenty-yard reach, stopping before solid obstacles. It costs twenty-five mana and has a twenty-second cooldown in the base catalogue. Think about the destination before using it near terrain. It is a short repositioning power, not permission to pass through every wall or a replacement for the map’s actual route.

Fireball costs fifteen mana, has a two-second cast and a thirty-yard base range. Its impact is followed by a burn: the base definition deals three burn damage every two seconds for six seconds. Recasting refreshes your burn rather than creating an unlimited stack of your own identical burns. A target that survives the impact may still be taking later damage.

Recovery and the fourth position

Grounded characters begin with Healing Light in their standard loadout. It is a self-heal with a one-and-a-half-second cast, twenty mana cost and an eight-second cooldown. The base healing range is twenty-four to thirty-two health. Prepare it before you are one hit from defeat; both the cast interval and the mana budget matter.

The flying loadout instead includes Skyfall Dive. It is a committed diving strike whose result depends on speed, descent, aim and proximity. Selecting a Gargoyle does not merely add wings to the grounded healing arrangement. Read that character’s actual fourth power and prepare a different survival plan.

Signature actions

Dwarf's Forge Quake is a close-area hammer shockwave. Dark Knight's Grave Bolt is a cast ranged attack with a mana cost. Orc Warrior's Blood Cleave is a close frontal attack. Gargoyle's Wing Buffet affects a broad nearby frontal region. Their roles explain where to stand: a close-area action needs enemies nearby, and a directional action needs them in its useful facing.

These are the default signature powers defined for the four characters, not a complete list of all experimental abilities stored in the project. Damage, critical outcomes and current conditions can change the result of an individual exchange. Use the Spellbook's current values when arranging a fight rather than treating one successful video encounter as a guaranteed formula.

CHAPTER 06

A Measured First Encounter



Goruk's request appears in dialogue: ten pigs, followed by a return to the giver.

Fight one problem at a time

Choose a hostile that you can identify and approach through clear space. Read its target frame, then decide whether to begin with a ranged cast or close the distance. Watch your own health throughout. Concentrating only on the enemy's remaining health can hide the moment when you should heal, cancel or move.

Keep your mana budget in mind before spending it on optional movement and damage. A character with Healing Light needs enough mana and time left to use it. A Gargoyle's aerial escape or dive has

different requirements. The useful habit is to reserve a response to trouble rather than spend every resource at the start.

Use damage over time thoughtfully

Fireball's burn continues after impact if the target remains affected. This creates time in which positioning or recovery may matter more than immediately repeating the same spell. Recasting refreshes the duration, so avoid assuming that every cast adds a separate full pile of burn damage.

That does not make waiting universally safe. A nearby enemy can continue attacking you while the burn runs. Choose between another cast, a signature action, healing or movement by reading the actual health and distance. A burn is one part of the exchange; it is not a command that makes the rest of combat stop.

What a demonstrated victory teaches

In the released-world walkthrough, a dwarf targets a Dark Knight, uses Fireball, heals and casts again, surviving the encounter. The lesson is the sequence: recognise the target, spend mana deliberately, recover while still able to do so and finish the fight. It is not evidence that every character or every enemy will take the same number of actions.

That Dark Knight encounter is separate from Goruk's pig request. Do not infer quest progress from any fallen hostile. When fighting for an errand, compare the defeated creature with the scroll's actual target and inspect the objective count afterward. Combat success and quest completion are related only when the quest's conditions say so.

CHAPTER 07

A Promise Written Down

Speak close enough to be heard

Approach a quest giver until the interaction prompt is available. Use E or the appropriate world interaction to speak. Proximity and a clear line of sight matter; clicking a distant figure through a wall does not create a valid conversation. Read the offer before selecting Accept.

Accepting records a commitment in the Quest Scroll. Opening a dialogue without confirming the offer is not the same transaction. If the scroll has no entry, return to the giver and inspect the available choice. The visible prompt and dialogue are more reliable than guessing whether an earlier click happened to land on the correct control.

Goruk’s A Pig Problem

Goruk says wild pigs are destroying his stores. The task definition is explicit: defeat ten pigs and return for payment. The source defines a one-hundred-coin reward, but it is earned by fulfilling the errand and returning, not by merely accepting it. Read the scroll for the recorded objective and progress.

The available walkthrough demonstrates accepting this offer, recording it and saving; it does not show the ten-pig completion. This manual therefore gives the defined objective without presenting a filmed acceptance as a completed hunt. Stay with the pigs named by the task, check the count and return to Goruk when the journal says the work is ready.

Keep errands separate

The world and development archive contain more authored names and experiments than any one demonstrated route. Follow the giver and destination actually present in your active quest. Do not travel to a training-yard steward because a different build’s guide promises a reward there. The released world and the separate yard do not share a single universal quest walkthrough.

Keep an eye on the distinction between Active, ready to return and completed. Defeating the required target can satisfy work without collecting its reward. Returning to the original giver completes the conversation that began the promise. If an objective seems stalled, verify the target type and acceptance state before assuming the save is broken.

CHAPTER 08

The Gargoyle’s Road

Take off in open space

The Gargoyle can enter flight with a second jump while airborne. Begin with clear ground and room above. Press Space to jump, then press it again for takeoff; hold Space to continue climbing. Use your movement directions to establish a simple course before introducing speed changes or a dive.

Learn altitude while you still have space to recover. The same camera can make the ground seem farther away or hide an obstacle behind the character. A clean first exercise is takeoff, a modest climb, a turn and controlled slowing. It teaches more than immediately aiming at an enemy with several unfamiliar flight controls held together.

Cruise, faster travel and braking

WASD directs flight. Shift provides the faster mode; Left Ctrl commands descent, Left Alt brakes, and Q calls the burst action. The flight display describes the current mode and energy. These controls change movement through the same world; they do not change the collision rules into a free camera.

Use brake and controlled descent to organise an approach rather than discovering the ground at speed. Separate a steering correction from an acceleration experiment while learning. If the HUD is showing a different mode than you expected, release the extra input and establish ordinary controlled flight before adding another command.

Fold, dive and catch

R folds the wings into a dive; R again catches with the wings. A folded dive builds downward speed and gives a very different response from ordinary cruising. Leave generous height for the catch. The existence of a catch control is not a guarantee that every low dive can be recovered before collision.

Skyfall Dive adds an attack condition to that movement. It needs a valid hostile and a committed, aligned descent near the target. Practise the movement without an enemy first. The current walkthrough demonstrates takeoff, sustained climb, faster flight, turning and a folded-wing dive with catch; it does not establish a completed landing or successful dive-strike kill.

CHAPTER 09

Keeping Your Place in the World

Save before the uncertain journey

Open the pause menu and choose Save Game. Wait for the visible confirmation. The manual world save includes the selected character, position, rotation, health and current quest progress. Settings are stored separately. Saving is refused in conditions such as defeat or an unfinished restore, so the response message matters.

Save after accepting a task or reaching a useful resting point, before beginning an encounter you do not understand. A remembered key press is not proof of a successful write. If saving reports failure, keep the current session open if possible and address the named problem rather than starting another game over the previous state.

Continue the right edition

Use the normal continue or load path offered by your package. Do not edit save files to merge a later local prototype into this released world. Different health modes and experimental sessions can have incompatible state, and the game deliberately refuses unsupported combinations instead of silently converting them.

Before replacing a working download, preserve its package and saved progress. A new game or reset is a deliberate choice to start over, not a general repair command. Read its confirmation. If a save appears absent after changing the game location or platform, check that you are using the expected application and profile before overwriting anything.

Leaving a fight and leaving the game

Escape may first cancel combat or close a game window. Press it again as needed until the pause menu is actually visible. Use the offered Save and Leave path when you want to retain the current valid state. A closed window should be the result of a deliberate exit, not the evidence on which you base a save claim.

If defeated, use the recovery choices provided by the running demo or return to a known valid save. This book does not promise an automatic checkpoint at every encounter. Preparing one useful save and learning how the menu confirms it makes experimentation much less costly.

CHAPTER 10

Field Problems and Useful Terms



The hostile target ring and health bar identify the opponent during an ordinary fight.

When the controls disagree with your intention

If Tab moves between buttons instead of creatures, a window owns keyboard focus. If movement or spell numbers type into chat, leave the input field first. If Escape does not immediately pause, check whether it just cancelled a cast, stopped an attack or cleared a target. These are deliberate input priorities.

If a weapon does not connect, check target, reach, facing and obstruction. If a spell refuses, read its current mana, cast and cooldown conditions. If E does nothing beside a giver, move closer and clear the line of sight. Do not interpret every rejected action as a missing feature or keep issuing the same command without changing its cause.

Readability and performance

Use the game's display, audio and gameplay settings to make the current scene readable. Keep labels and target frames large enough to distinguish. Lower demanding graphics options if the world responds slowly, and change one setting at a time so the effect is clear. A performance result from a tiny development yard is not a guarantee for the larger world.

Some public-world interface edges and layout remain rough. An unavailable Bag or Talents pane is a scope boundary in this edition, not a diagnosis of your computer. When reporting a problem, include

the demo date, selected character, place, exact action and message. Preserve the save rather than modifying it to make the symptom disappear.

A short glossary

A target is the selected combatant. Auto-attack is continuing weapon intent, still limited by valid opportunities and recovery. A cast is an action in progress; a cooldown is the interval before a power becomes ready again. Mana is the resource spent by powers that list a cost. A burn is continuing damage after the initial hit.

The belt is the four-position action bar. The Spellbook lists known powers and assigns them to that belt. The Quest Scroll records accepted errands and their state. A signature power is the character's distinctive default action. A dive is folded-wing movement; Skyfall Dive is a combat power with additional target and movement conditions.

The demo's heavy bodies, worked places and tactile books belong to Golden Keep's authored fantasy direction. They do not import another game's story, races or rules merely because its art was an influence. Learn this world from its own people, prompts and actual outcomes.

KEEP BESIDE YOUR KEYBOARD

Quick reference

Action	Control	Remember
Move	WASD / arrow keys	Ground movement; flying direction for Gargoyle.
Run / fast flight	Shift	Hold or toggle according to gameplay preference.
Jump / Gargoyle takeoff	Space; second press airborne	Hold Space to climb in flight.
Look / steer	Mouse drag; right-button steering	A/D strafe with right-button steering.
Forward with mouse	Both mouse buttons held	World input, not UI interaction.
Zoom	Mouse wheel	Pointer over world.
Select target	Left-click	Confirms a creature without the right-click attack commitment.
Begin hostile attack	Right-click hostile	Subject to auto-attack setting; reach and recovery remain.
Cycle hostiles	Tab / Shift + Tab	When an open UI does not own Tab navigation.
Use belt powers	1-4	Assignments can change in Spellbook.

Action	Control	Remember
Spellbook / Quest Scroll	P / L	Working public-world books.
Interact	E nearby	Requires a valid nearby giver or objective.
Weapon / torch	Z / F	Draw state / carried light.
Flight descent / brake / burst	Left Ctrl / Left Alt / Q	Gargoyle flight controls.
Fold / catch wings	R	Gargoyle; allow recovery height.
Cancel / close / pause	Escape	Cancels combat intent and closes active UI before opening pause.