

INTRODUCTION

What is Wanderlust? The American Heritage Dictionary defines it as: "a very strong or irresistible impulse to travel." Wanderlust (the game) is an online, fantasy, 4 player party-based *arcade-action rpg game* made with Game Maker. Wanderlust: Rebirth officially began on December 24th, 2006. Our hope is to make Wanderlust a strong community-oriented game, where our players will make new friends and experience a great novel-esque story with one another!



CONTROLS

W/A/S/D Keys: Moves the players.
Space/Enter: Advance chat, Activate Menus/NPCs
T: Type online chat.
Esc: Bring up Game Menu.
F12: Maximize/Minimize the screen.

Fighter, Healer, Alchemist

Left, Up, Down Arrows: Assigned Hotkey buttons.
Right Arrow: Blocks and brings up secondary menu.

Elementalist

Mouse: Move cursor.
Right Mouse Button: Hold to toggle Rune Menu. Release to change Hotkey Spell.
Left Mouse Button (In Rune Menu): Hold to activate Runes.
Left Mouse Button (In Game): Click to cast Hotkey Spell.

STARTING THE GAME

To launch wanderlust, run the [start.exe](#); you may check the current news and download the most recent versions of the game executable. When you first launch the game, you may need to download the [Wanderlust.exe](#) and the [Resource file](#). Once these downloads are completed, you may click the Play button to begin.

Note: *When you are hosting an online game, make sure your router is port forwarded with the ports 1110 (or open your DMZ). If you do not adjust your port settings, players will be unable to join your hosted games!*



CREATING A NEW PROFILE & CHARACTER

When playing for the first time, every player will be required to create a profile. To do this, select [New Profile](#) from the menu, and proceed to type in the desired name for your new profile. Profiles will store universal data for your characters such as Awards and gamepad key binding information. After a profile is created, you may create a [New Character](#). In the New Character Menu, you are given several choices; choose which character you want to play as and input his or her name in the following menu. This character is now tied to your profile, allowing you to load the character later on. You may also switch/create characters after you have joined an online game, allowing you and your friends to customize your party!

GETTING STARTED

Once you have selected a character, you will appear in the [lobby](#). Here you will be able to start a new game, find other players to play with, change your options, view your awards (and the awards of other players), and beat up on the training dummy! After finishing a short dialogue with Gegin (and distributing your starting Character Points; refer to **SKILLS AND AWARDS**) you may roam about the map. Once you are ready to begin a game, speak with Gegin again. In order to play Wanderlust: Rebirth, you must log in with a reflect account; to create a Reflect account you may select the [create account](#) option in game or visit the Reflect homepage at www.reflectgames.com. Once you join a game, it will be up to the host to select a [mode of play](#) (unless the game is a 'dedicated host', in which case any player may select a mode of play).

CO-OP STORY: Here you can see the current available chapters and how well you have performed in past games; a Gold Star means that you have beaten the chapter without your entire party dying 3 times, AND earned a 100% rating on the chapter. Alternatively, a Silver Star means that you have beaten the chapter without your party dying 3 times, and a Bronze Star means that you have beaten the chapter (but cannot advance past it until earning Silver or Gold). Select a chapter to begin!

CO-OP CRAWL: In this mode, players fight an onslaught of randomized enemies, all of which increase in strength and power the longer you survive. To beat a level of Crawl, players must survive through 3 Waves of enemies. If successful, you will be rewarded in the Treasure Room! In Crawl, Character Points cannot be earned, but players may still earn plenty of Tokens and find rare items!



HOTKEYS

Hotkeys are a very important part of the game. You have [6 available hotkeys](#) (2 for the Elementalist class). For the Fighter, Healer, and Alchemist class, you may bring up your Game Menu and alter the hotkeys from there. The depressed button icon denotes when you are holding down the shortcut key (which is bound to the right arrow key by default - otherwise it is the Q letter key) and the bottom 3 hotkeys are active while that key is pressed. The top 3 hotkeys are active while you are not holding down the shortcut key.

For the Elementalist class, you must hold down the right mouse button in order to bring up your Rune Menu. By connecting the proper sequence of runes (which may be referenced in your spell book, found in the Esc Menu) you may change the hotkeys which are assigned to the left mouse button (and SHIFT + LEFT MOUSE BUTTON). There is also a hotkey to bring up the hotkey menu, in case you wish to quickly swap your hotkeys during a fight!



HEALTH POINTS, SPECIAL POINTS, AND DEATH

Health and **Special Points** can be seen at the top of the screen under your characters portrait. The red bar is your health bar; once this is depleted your character will pass out. Once a player has 'died' he must wait for all the monsters to be cleared. If the whole party has died, they are given the option to continue playing, but the players will not be able to continue to the next chapter. With every player death, the party will receive a **death penalty award** which deducts points from the total score earned by the group. The benefit of finishing chapters is that you will still earn character points (which are used to increase your skills) if you manage to improve your score for the chapter. This allows players to upgrade their character before attempting the chapter again!

Special Points are used when performing an action in Wanderlust: Rebirth. Every attack and spell you perform will use up a specific amount of special points, and blocking attacks will lower your special points (instead of your health points). Once your special points are depleted (they regain over time), you will be unable to perform any actions, and blocking will be ineffective against enemy attacks.



SKILLS AND AWARDS

Skills and **Awards** are a crucial part of Wanderlust: Rebirth. To unlock and upgrade skills in the game, players must first earn awards during play. Awards are received by performing specific feats in chapters, and once you have received an award, you are given points (depending on how much that award is worth). Each chapter has a high score which must be met or surpassed in order to receive a score of 100%, which gives your group the maximum amount of **character points** that can be achieved for the chapter. Every chapter can be completed 100% in two ways: once with 3 or 4 players, and once with 1 or 2 players. When you receive character points you may distribute them to your skills with the left and right arrow keys and then press space twice to confirm your distribution.

Note: Some skills are locked, but may be unlocked through upgrading other skills. All earned awards, both yours and other players, may be viewed in the lobby or during a chapter. These awards are also stored universally on your profile and will remain there if you change characters.



ITEMS AND INGREDIENTS

In Wanderlust, collecting items is a bit different than typical RPGs. When speaking with Gregin, you will find an option for ITEM/BLEUPRINT SHOP. Select this option to browse his Items and Blueprints. In order to browse your character's Inventory Screen (found by selecting VIEW ITEMS in your Esc Menu), simply use your WASD keys; a description of your currently selected item appears to the right side of your Inventory Screen. You may move, drop, discard, equip, sell or craft items by selecting them (hold space bar or the enter key) and then by using the WASD keys to select the appropriate option from the options that appear around the selected item.

In addition to the items offered at Gregin's Shop, you can also collect ingredients (which are used in CRAFTING, see next section). Ingredients are dropped by the creatures you fight in both CO-OP STORY and CO-OP CRAWL game modes. When you kill an enemy group leader, there is a chance for them to drop an item. Different items are found on different enemies.

Note: For beginner characters, the Gray items (found in Gregin's ITEM SHOP) are cheap and useful in getting a slight edge in combat. Also, all Blueprints at Gregin's Shop are free to take; it only costs tokens to craft them.



CRAFTING

Crafting is an essential part of upgrading your characters in Wanderlust: Rebirth. In order to craft an item, you must first find a Blueprint (which can be found on enemies or at Gregin's Item/Blueprint Shop). On the Blueprint description screen, next to the Forge Hammer Icon, you can see the material requirements for crafting the item.

If you have met both the material and token requirements (13 total ingredients, 3 items of the same type but of lower level, and the Token value at the top of the description screen), then you can turn the Blueprint into a piece of equipment! To do so, simply select the Blueprint and then select the "CRAFT" icon (the top option). After selecting "CRAFT" you need to manually select each material requirement where it appears in your inventory. Upon doing so, you will be prompted with a confirmation menu. Select "yes" to create your item! If you wish to equip the item, select it again and then select the "EQUIP" icon (also at the top).



SOUL CHARGES & TIDE OF BATTLE

Soul charges and Tide of Battle are a vital part of player success. Soul charges are earned by maintaining full momentum for an extended length of time (momentum is indicated by arrows in the top, right corner of the game screen). To gain momentum, a player must fight smart and take as little damage as possible while causing damage to enemies. The arrows next to your team's momentum icon (or the icons of enemy groups) indicate how much momentum your group currently has. Higher momentum allows you to deal more damage, quickly recharge your special points, and earn soul charges. Lower momentum causes your special points to recharge slowly and weakens your attacks. Once you have earned a soul charge (you may earn up to a maximum of four), you can perform the soul charge by pressing the hotkey to which you've assigned the soul charge action. Soul charges give benefits to the whole team, so use them wisely!

Note: Elementalists must activate all the runes in the Rune Menu in order to assign their Soul Charge to the left mouse button.



ENEMIES, LEADERS AND SOUL ORBS

Every enemy in the game has a rank. The leader of the particular enemy group has a small crown above his head. A bronze crown is the lowest ranked leader, silver is medium, and gold is the strongest leader. Gold and silver leaders will drop glowing orbs called Soul Orbs. These orbs can be picked up by a player to heal and regain special points for your group.

GAMEPAD SUPPORT

To use a gamepad, connect the gamepad to your system and activate the gamepad active option in the Options Menu. Afterward, you may go into the options menu and select gamepad options in order to change the button layout of your controller.

COMMON ISSUES

Some ANTI-VIRUS software will interfere with the game's ability to connect to Reflect. If you are unable to view the news in Start.exe, you need to turn off your anti-virus software.

Team Wanderlust would like to thank all of you again for downloading our game and hope you have as much of a blast as we do when we play! For further questions or comments please head over to our site www.wanderlustgame.com and stop by our forums! Hope to see you soon!

CREDITS

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