This is a guide/manual for those that are new to Your Quest and unsure of what to be doing. I will try to keep this guide up-to-date with any new features/changes :)

First thing's first...

----Controls----

Keyboard
W/A/S/D: Movement
Enter: Interact and Menu Selection
Esc: Main Menu and Cancel
Ctrl + W/A/S/D: Turn in that direction
Ctrl + A/D when managing jobs: Increases/Decreases jobs by 10
I: Inventory

Xbox 360 Controller
Left Stick/D-Pad: Movement
A: Interact and Menu Selection
Start: Main Menu
B: Cancel
Left Shoulder + Left Stick/D-Pad: Turn in that direction
Left Shoulder + Left/Right on the Left Stick/D-Pad when managing jobs:
Increases/Decreases jobs by 10
Y: Inventory

Your overall objective/goal in Your Quest is to reach the bottom of the dungeon (accessible via the Cave) and kill whatever Boss monster is down there (the type of boss is randomly chosen when the dungeon is generated). However, if you try to go dungeon crawling at Level 1, you'll just end up dead because your starting equipment/stats just aren't good enough to survive down there. This might leave you wondering, "Well, how do I get better equipment and improve my stats?"...

----Village Building----
Your first steps in the game should be making a Campfire and building your Home. To get started, simply walk up to any tree and hit Enter (or the A button if you're using a controller) and you should see a green bar under your character start to fill up... this is a timer used for all the actions in the game. When the timer is full the action will finish, and in the case of chopping down a tree you'll receive 5 Wood. It's not much, but you can make a campfire with it to keep hostile animals at bay (don't worry, hostile animals won't start spawning on the map until your Home is built) and to turn Raw Meat/Fish into Cooked Meat/Fish. Since this is essentially a roleplaying game, Cooked Meat is your equivalent to a health potion (increases your HP) and Cooked Fish would be like a mana potion (increases your MP). When you've finished chopping down a tree, hold the Enter key down on any empty grass tile and your 'Build Menu' should come up with the following options: "Cancel", "Campfire", "Home", "Craft >", and "Decorations >". While the Enter key is still held down, go to the "Campfire" option and release the Enter key. When the timer has finished, you should have a nice roaring fire and the area around you lit up (hostile animals can't spawn in or enter lit areas). I would recommend you hold off on getting Raw Meat or Raw Fish just yet...

You'll also have to gather some resources to make your Home (20 Wood by default). When you have the resources you need, you'll also have to make sure you have a clear area to build the Home on... if the area isn't clear, the game will let you know what exactly is blocking it by highlighting the objects in red. After your Home is built, you should now see a new option in your Build Menu called "House".

Houses are probably the most important buildings in the game, and are unique in some ways from every other building:
- There's no limit to how many you can build
- They allow new villagers to move in by increasing your max population by 5
- The resources required to build each new House will increase by 50
- They can be upgraded to stone houses to increase the max population by another 5
- They increase the max Wood and Stone your village can hold (the max is always equal to the cost of the next House)
- Nearly everything in the game has a requirement of building a certain amount of Houses before it becomes available

The #1 thing about them, though, is the:
----Villagers----
If you interact with your Home, you should see an option called "Manage Jobs"... these are the jobs you currently have your villagers performing. Every new villager will be considered 'idle' until you assign them a job, and every job yields a certain amount of resources or items per in-game hour (1 real-time minute). Example: If you have 5 villagers assigned as Lumberjacks, you'll receive 5 Wood every in-game hour... it doesn't sound like much, but imagine if you had 30... 50... 200 Lumberjacks working! :O They would be raking in Wood every hour faster than your character could! And that's exactly the point. You don't wanna have to be chopping down hundreds of trees or mining tons of rock... so, the more villagers the merrier.

----Crafting----
I'm sure you've been eyeing up that "Craft >" button :P or maybe you've even checked it out already by moving to the right when it's highlighted? Well, if you haven't, you really should... as you'll the find the "Shovel", "Torch", "Armor", and "Weapon" crafting options when you do.

The shovel is essentially a weapon. You can equip it like a weapon, wield it like a weapon, but it does something special that no other weapon can: when you have a shovel equipped, a special menu will come up (when you interact with grass or water) that allows you to create or remove water tiles! If you're feeling particularly ambitious, you could carve out whole lakes if you wanted to (I like adding little wooden docks to mine to fish from). It's especially nice for removing the occasional water tile that's blocking you from building somewhere ;) just don't forget to equip something else when you're ready to continue building.

The torch is basically a campfire that you can't cook with, and it's cheaper to make for expanding that protective light around your village. In order to actually place a torch on the ground, though, you'll have to look under the "Decorations >" menu :)

Armor and Weapon crafting is fairly simple and straight-forward: you pick the resource you want the armor/weapon to be made from, select the

"Craft" button and wait a few seconds for it to finish. Couldn't be simpler, right? Just don't forget to equip it when you're done.

----Combat----
So... you've got some better gear and a wolf has been stalking you around the edge of your village for too long now. If you approach it, the game should pause and a new menu will pop-up with the following options (you can also interact with any other animal that's not moving to get these options): "Attack", "Defend", "Use Magic", "Use Item", and "Escape".

Attack is your most basic option... you'll cause a bit of damage to your enemy (a random number in your range of Damage), it'll hit you back and then it's your turn again.

Defend will cause you to do absolutely nothing... but when the enemy attacks you, you'll take half the damage. However, there are a couple exceptions: 1) If you've been Cursed, and 2) If the attack was a spell (your "Resistance" stat will cause you to negate spell damage by a certain percentage).

"Use Magic" will open a side-menu with all your available spells. If you started the game with your Intelligence higher than your Strength, then you should have a couple starting spells (Cure and Burn)... otherwise, you'll just have a Cure spell. This isn't Final Fantasy, though, so don't get confused thinking Cure will heal you... it removes any Status Effects you're currently inflicted with (i.e. Burning, Poisoned, Cursed, etc). Later you'll get a Heal spell, and that's the one that restores your HP :)

"Use Item" will open a side-menu like the magic one, but this menu will have your consumable items listed in it (i.e. Cooked Meat, Cooked Fish, Bread, etc). Using an item is considered 'taking a turn'.

Escape should be self-explanatory. Just so you know, though, it also 'paralyzes' the enemy for a random amount of seconds for you to run away.

----Conclusion----
The rest you'll have to discover on your own. Good luck in Your Quest!