

NECKBEARDIA

FOR YOUR PERSONAL COMPUTER



CONTROLS

[WASD/Arrow Keys/Mouse]	Movement and Navigation
[Left Click/ENTER]	Action/Confirm
[Right Click/Esc]	Menu/Cancel/Back

QUEST LOG

A log of all active quests can be found in Menu>Quest>Available.

SAVING

Neckbeardia has an autosave feature, however manual saves are recommended and can be done any time using Menu>Save.

GAMEPLAY

Earning GoodBoy Points(GBP): GBP can be earned as an automatic battle reward, and from selling looted items to vendors.

Illegal Weapons: Illegal weapons can be bought from a vendor in the Red Hat District. These weapons have randomly generated stats and will show a custom prefix/suffix to denote the quality of the weapon. Sometimes these weapons won't have anything special and will display base stats.

Materia: Armor and weapons can be modified with special Decahedrons and D20s. To modify a weapon go to Menu>Item>Weapon>Decahedron and choose the Decahedron to bind to the weapon. Decahedrons can also be detached.

IQ: Points for casting magical spells.

TP: Points for special abilities.

Lock Picking: Lock picks can be bought in the Red Hat District. Left and Right rotates the lock, Up and Down rotates the lock pick. The pick must be at the correct angle for the lock to fully turn. If the pick is at an incorrect angle the lock will fail to turn and will damage the pick.

Tendies: Tendies can be used to refill health in and out of battle. You can buy tendies from most vendors in Neckbeardia.

Equipping Items: Any item you obtain must be equipped in order to use it. To equip an item go to Menu>Equip>(character)>Equip then choose the category and item you wish to equip.

Email: Dartanion's computer in the home basement can be used to obtain new quests. Any new quests which show up in the email are automatically added to the Quest Journal. Be sure to check Dartanion's computer from time to time.