



SILVER CATS MANUAL

CONTENTS

INTRODUCTION.....	3
HISTORY.....	4
The Age of the Goddess Api	4
The Age of Raine	6
The Age of the Felts	7
The Age of the White Demon	8
MAIN.....	11
CHARACTERISTICS.....	11
SKILLS	13
QUESTS	17
CRAFT	22
SHARPENING	23
INLAYING	24
ENGRAVING	25
ITEM RARITY	26
TYPES OF ITEMS	27
EXCHANGE.....	28
TRADING	29
HAIRSTYLES	30
DEVELOPER CONSOLE	31
CHEST MAPS.....	32
Miners Valley	32
Abandoned Mine.....	33
Magic Forest	34
Chaos Space.....	35
Guild Residence	36
Guild Dungeon	37
Guild Forest	38
Tomb of Unshed Tears.....	39
Sylphid Moors	40
White Demon's Sanctuary	41
Cave in the Moors.....	42
Village in the Rain.....	43
Tomb of the Black Soul	44
MAGIC GRAND PIANO.....	45

INTRODUCTION

The Guild of Explorers welcomes you to the world of adventure, hero. This book is the result of the many labours of adventurers and scholars who have gathered knowledge of our world from every corner. Special thanks are due to the adventurers and heroes who have shared their advice or the rarer finds of their wanderings.

This manual is intended to help everyone who wishes to take the path of a hero on an easygoing basis. In addition to the history of the world, it contains knowledge about developing abilities, improving your equipment, various secrets, skills and just different rarities.

Welcome to a world of mystery and riddles, hero! The Explorers' Collegium wishes you the best of luck in your wanderings.

HISTORY

The Age of the Goddess Api

Let us study the most ancient era, venerable reader, of which our college is aware. No one knows when it began, for this era, dare we say it, belongs entirely to the gods and other ancient beings of this world. The era is named after the goddess Api, the highest rank in the pantheon of gods, and is rightly considered the most mysterious and dangerous era among others. It is customary for scholars to begin its reckoning with year zero and end with year 300. Unfortunately there is not a single find left from that time which we can describe, and the goddess Api herself speaks of her past grudgingly. What we do know for sure is that the human race was just beginning to emerge at that time, and almost no records of it have survived. The gods hardly noticed humans at that time and went about their business, developing their own way of life and culture.

It is worth considering, dear reader, that religion is almost non-existent in our world. People call gods “gods” because they have a power to rule the Universe, though in reality they are a separate race of creatures, like humans or werewolves, but the most ancient and powerful. Somewhere in the world there were various associations and communities that worshipped the gods, but our board has little knowledge of them.

Many gods live among humans to this day. For example, their strongest goddess Ruby and their wisest goddess Sapphire are found in many cities and settlements around the world. The venerable goddesses oversee world order and the balance of power. The goddess Ruby, or as she is also known as the goddess of strength, is the patroness of warriors and heroes, knights and warriors, all the strongest and bravest of this world. Sapphire is the goddess of wisdom and fame, the reason for which is the power of the goddess to grant adventurers with special powers so as to enhance their physical strength and endurance. Sapphire, goddess of mages, wizards, explorers and all the wisest of our world, can bestow on the adventurer the energy to increase magical power and intelligence.

But we have deviated from the main topic, highly esteemed reader, namely, the age of the goddess Api. Legend has it that this era saw the birth of not only a race of humans, but also a race of demons, angels and werewolves. Although the era of the goddess Api is shrouded in mystery, our quests have uncovered some details about the birth of these ancient races.

Demons and angels are the oldest races in the world after the gods. Demons and angels are one and the same creature, but with a different world view and different ways of life. Unfortunately, there are very few angels in our world. They gladly help other creatures with their healing magic or wise council, but they do not participate in any battles.

A baby demon can be born from a pair of adult demons, and a baby angel from a pair of adult angels. No one knows what they make from mixed pairs. They live a very long life and the board knows of no cases where a demon or an angel has died of old age. They die of illness and wars, yes, but they don't seem to know how long they are destined to live.

There is a perception that angels and demons are in a perpetual battle. That's not exactly true. Rather, let's say that angels and demons have disagreements about how our world should be, and therefore sometimes it comes to a fight or war. But there are many cases of friendship between demons and angels. It is said that in ancient times there was a case where a demon raised his karma for many years and was able to become an angel, but this is more like a rumour.

While angels willingly help all living things in our world, demons are more neutral. They live in the afterlife and rarely leave it. They are not interested in politics, nor in the problems of the living or the dead, but due to their violent temper it is easy to get a demon involved in a war.

At the moment, dear reader, there is a battle going on between humans and demons, the reason for which we will explain in the following sections.

The Age of Raine

The age of Raine is named after the country which was then the strongest and richest. In ancient times, this country was called paradise or paradise land, sometimes even the home of angels, which is fundamentally wrong, but now the name has been transformed and shortened. Raine was famous for its master jewellers, its excellent quality wheat, its art, its culture and its rather well-developed legislation. It was home to creators of various arts, both artistic and musical, as well as martial and magical. The rich landscapes attracted tourists from all over the world. It is said that the inhabitants of Raine were themselves people of unparalleled beauty, though the assessment is subjective. Many people wanted to live in Raine, but only those born on its territory could become citizens. It was, however, not difficult to obtain residency if one had a business that generated a certain profit limit. The limit cannot be precisely stated these days. The amounts range from ten thousand coins to a million. Obviously, only well-to-do merchants with similar income, and thus capable of paying high taxes, could obtain the right to reside in the country.

Let us not go into the details of politics and economics, but talk about more mundane things. The calendar of the era begins at 301 and ends at 700. The country grew prosperous and wealthy for four hundred years, until a war broke out between demons and a rift opened up between the world of the dead and the human world, spreading its destructive power over the entire realm. Raine was not so lucky and in the year 700 the rift opened almost in the centre of the country. The country fell, and those who survived lost the use of elemental magic, such as fire and water magic, forever. Instead they could only use demon magic, which was too powerful for mere mortals. Those who could not control it died a horrible death, and those who could curb it became outcasts to the world.

But the war between humans and demons came much later, and before it started, humans and demons had had no contact with each other. The rift may have been crossed by the dead from the afterlife and by all sorts of evil that were causing unrest in the human world, but these were spontaneous rather than organised waves.

The Age of the Felts

The Felts era is named after a people who were renowned for their skill at predicting the future. In those troubled times, people feared the future and wanted to know what fate awaited the world, as the evil of the rift grew stronger and stronger. The Felts made their living by fortune-telling and travelled from place to place, to different lands. The calendar of the age begins at 701 and ends at 750.

In truth, venerable reader, the board finds it difficult to name the exact facts about this people. The peculiarities and details of its life are shrouded in mystery. They are a very secretive people who do not divulge their secrets, and their skill in divination helps them to stay out of the world's worries. However, during those forty-nine years of the Felts era, this people helped the world a lot with their predictions. The Felts quite often left triangular monoliths with predictions in various places in the world, where a particular event was to take place. These monoliths served as a reminder to people living nearby. For example, dear reader, there is one such monolith in our guild's forest. It foretells of an invasion of our territory by a White Demon, one of our strongest demons. We were not able to stop the demon, but we did manage to get the inhabitants out of the area, thus avoiding unnecessary casualties.

At the end of the Felts era, in the year 750, a war between humans and demons began, and it is still going on today. The Felts people were already impossibly secretive, and in the year 750, when this war was predicted to start, they disappeared altogether. Our explorers have found remnants of their livelihoods all over the world, but not a single Felts has been seen since.

The Age of the White Demon

It is with regret, dear reader, that the era is named after the instigator of the war between humans and demons. To begin with, it's worth sorting out the hierarchy of demons, so that we can understand the cause of the war in more detail.

The most important demon amongst all, or rather the demoness, is Her Majesty the Mistress of the Afterlife. According to the ancient scrolls, the Mistress has always been indifferent to the human world. She has never been in contact with humans to this day, though the guild has sent her invitations to our world quite often. It's worth considering that the Mistress has always remained neutral, and cannot be blamed for the start of the war between humans and demons. According to our scouts, the Mistress is now trying her best to stop the war between demons in the Afterlife.

The White Demon is next in line in the demon pecking order, the Mistress' chief helper. He is the mastermind behind the war, which first broke out in the afterlife between demons and then spread to the human world. The White Demon, drunk with lust for power, gathered an army of his followers and attacked the Mistress of the Afterlife to seize her throne. Thus began the war between the demons, which has lasted from 701 to the present day. The white demon, with the help of deception and meanness, was able to eliminate the other assistants of the Mistress, but even with the help of an entire army could not defeat her. The Mistress used ancient magic known only to her, and destroyed almost all of the White Demon's army. Rumor has it that it was her magic that upset the balance of the universe and opened a rift from the netherworld to the human world. The rift is also rumoured to have been caused by the White Demon's powerful magic – a highly destructive magic that alters the composition of the fabric of the universe. It is now impossible to determine how the rift was opened.

After the helpers of the Mistress come the commanders of the armies. There is no point in mentioning their names, as the guild periodically reprisals against them, and new commanders take the place of the old ones.

After the commanders come the regular demon soldiers. Soldiers are divided into warriors, mages and assassins. Warriors wear heavy armor and have inhuman strength, mages use demon magic, and assassins wield deadly arts of combat, of which humans know little.

So in 701, the first battle between demons was fought. The White Demon led his army into the citadel of the Mistress and lost it on the same day. However, the demon did not surrender and began a


protracted war: his minions in every corner of the afterlife began to wreak havoc, and to this day the armies of the Mistress still try to subdue them.

In 706 it became clear that the White Demon would not win the war. Many henchmen turned their backs on him, and the strength of his army began to weaken, while the Mistress won time after time. In that ill-fated year our worst enemy, venerable reader, had to flee from the afterlife and hide in the human world. He had not cared for humans before, and when he saw the vast difference in power, he decided to take over our world and build his state in it. The White Demon gathered a small part of his army and set out to burn the towns and villages of the humans, seizing territory around the rift, time after time. The demons only wanted the territory and its riches, nothing more. They took no prisoners and would not negotiate. That same year, dear reader, people realised that there was no help to be had. Thus came the Silver Cats Guild, which was founded by our commander-in-chief, Master Josephine, at the age of sixteen. It was a small band of six men, natives of Raine, who had resolved by all means to rid the world of the demons and end this war. The squad filled out papers signed by the Princess of the North and was given official guild status.

People were reluctant to join at first. Many considered the natives of Raine evil, for they wielded demon magic. And much to the unfortunate, demon magic dyed their hosts' hair white, which was impossible to hide from the attentive eye. Nor could the natives of Raine use elemental magic. It was a difficult time for the people of Raine, who had become an outcast throughout the world.

However, times were changing, and in 713, the White Demon gathered his army to attack the guild, which was waging guerrilla warfare against him. The guild had many friends among the many races of the world at the time, and its army numbered in the thousands. On our side fought werewolves, elves, dwarves, golems and giants, fairies and various spirits – anyone who cared about the world. Werewolves and humans who fought on the border between Raine and the Principality of the North suffered particularly in that battle. To this day our people are still friends, and many werewolves hold high positions in the guild. In addition, dwarves are also worth mentioning, as they assist in war with their inventions, elves with their excellent medicine, and many others.

In 714, a special squad, led by our Master, sabotaged and attacked the White Demon when he was trying to perform a ritual and was most vulnerable. The guild mages teleported him to Raine – our trap – and the guild's legendary battle with the White Demon began. For three days and three nights they fought without sleep or rest, until an



unknown hero in the thick of things struck the final blow. The White Demon howled and exploded under the onslaught of demonic magic, which scattered across the world in search of new hosts.

Opinion is divided on the outcome of this battle, venerable reader, including among our panel. Many feel that the victory was too easy, and the demon merely got rid of its body, but its spirit is alive and currently undergoing a reincarnation somewhere. Some believe that the battle is over, and that all that is left in the world is to get rid of the remaining demons so that everything can go back to normal.

As they say, we'll see, but in the meantime, the guild is busy clearing the land of the remnants of the White Demon army. And you, dear reader, if you choose to take the path of a hero, have a part in that.

MAIN

CHARACTERISTICS

A character's characteristics determine the outcome of combat with an opponent. By increasing the character's attributes, a character becomes stronger and more resilient, and will therefore be able to fight a stronger opponent. As you level up, 1 point is added to your character's physical strength, magic strength, intelligence and stamina.



Physical and **magical damage** is the amount of damage dealt to an opponent, depending on the weapon chosen. The damage inflicted on an opponent is reduced according to his protection.

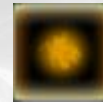
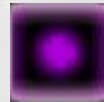
Physical and **magical protection** reduce the damage a character receives. This is the total of all the equipment worn. It is also possible to increase protection by learning special skills.

Physical strength increases a character's physical damage, while **magical strength** increases magical damage. Also, magical strength increases the amount of mana that is taken away with each magical attack.

Stamina increases a character's maximum health and **Intelligence** increases maximum mana.

The **Chance of prey** characteristic increases the chance of getting a trophy from an opponent. This percentage is added to the system's base percentage. For example, if the system percentage of an item is 1% and the Chance of prey characteristic is 10%, these percentages are added together and the item may fall out with a chance of 11%.

Physical and magical strength, as well as intelligence and stamina, can be enhanced with rare items – energies. These items can be obtained by completing a storyline or challenging tasks.



Sapphire energy increases magical power, **Ruby** energy increases physical strength, **Amethyst** energy increases intelligence and **Amber** energy increases endurance. You can create energies if you know their recipes.

There is also a chance of getting random energy from the **Crystal of the Universe**.



You can redistribute characteristics with a **special potion**, and only if the energy recipes **have been studied**.



SKILLS

All character skills are passive. Depending on the skill learned, the character gains special properties and abilities. The skills can be obtained by completing special tasks, or by reading special books.



Necromancy: Allows you to retrieve souls from defeated enemies. You can also use souls to resurrect a dead enemy or NPC. The souls are used to create powerful equipment. This skill is unlocked as the story progresses.

Merchant: The revenue from the sale of items is increased by 10%. You can gain the skill by rescuing a Merchant from the captivity of a Weakened Demon.

Monster: Thanks to this skill, monsters do not attack first, as they mistake the character for one of their own. The skill can be obtained in the Cave in the Moors by testing one legend together with the Cave Explorer on the Moors.

Talent: The experience gained is increased by 8%. The skill will become available from Athey in the Guild Residence if you complete the task of rescuing the guild commander's apprentice.

Gatherer: With a 7% probability, one more thing is added when gathering resources. In order to gain the skill, you must bring 100 moon mushrooms to the Red Witch.

Mantis Technique: The attack speed is increased by 40%. A book with the skill can be purchased from the Librarian Cat in Chaos Space.

Cheetah Technique: Running speed is increased by 25%. A book with the skill can be purchased from the Librarian Cat in Chaos Space.

Technique of a Thousand Shields: If damage is taken with 2% probability, immunity to damage is activated for 12 seconds. A book with the skill can be purchased from the Librarian Cat in Chaos Space.

Berserk Technique: Protects against unconsciousness with 35% probability. A book with the skill can be purchased from the Librarian Cat in Chaos Space or found in a chest.

Bloody Vampire Technique: Each hit has a 2% chance of restoring 60% health. A book with the skill can be purchased from the Librarian Cat in Chaos Space.

Energy Vampire Technique: 60% mana regeneration with 2% probability with each hit. A book with the skill can be purchased from the Librarian Cat in Chaos Space.

Black Ninja Technique: Each attack has a 2% chance to deliver a critical hit that kills your opponent instantly. A book with the skill can be purchased from the Keeper of the Guild Library in the Guild Dungeon.

White Demon Technique: With a 7% chance, the White Demon's power cheats death by creating a fake body. This restores half your health and activates damage immunity for 12 seconds. A book with the skill can be purchased from the Keeper of the Guild Library in the Guild Dungeon.

One-handed sword 1lvl: +10% damage if using a one-handed sword. The skill book can be exchanged for green crystal from the Cave Explorer on the Moors in the Cave in the Moors.

One-handed sword 2lvl: +15% damage if using a one-handed sword. You can buy a skill book from the Guild Commander in the Guild Residence.

One-handed sword 3lvl: +20% damage if using a one-handed sword. You can buy a book with this skill from Athey in the Guild Residence if you have completed the task of rescuing the apprentice of the Guild Commander.

Two-handed sword 1lvl: +10% damage if using a two-handed sword. The skill book can be exchanged for green crystal from the Cave Explorer on the Moors in the Cave in the Moors.

Two-handed sword 2lvl: +15% damage if using a two-handed sword. You can buy a skill book from the Guild Commander in the Guild Residence.

Two-handed sword 3lvl: +20% damage if using a two-handed sword. You can buy the book with the skill from Ora in the Meeting Room, if you have completed the story quest in the Guild Dungeon.

Magical artifact 1lvl: +10% to damage if a magical artifact is used. The skill book can be exchanged for green crystal from the Cave Explorer on the Moors in the Cave in the Moors.

Magical artifact 2lvl: +15% to damage if a magical artifact is used. You can purchase a skill book from the Guild Commander in the Guild Residence.

Magical Artifact 3lvl: +20% to damage if a magical artifact is used. A skill book can be purchased from the Guild Master Josephine in the Meeting Room.

Physical Protection 1lvl: +5% to physical protection. The skill book can be exchanged for Guild Silver Coins from the Guild Major in the Miners Valley.

Physical Protection 2lvl: +7% to physical protection. You can purchase the skill book from the Master's Tailor in the Meeting Room.

Physical Protection 3lvl: +10% to physical protection. You can purchase the skill book from the Master's Tailor in the Meeting Room.

Magical Protection 1lvl: +5% to magical protection. You can exchange the book with the skill for Guild Silver Coins from the Guild Major in the Miners Valley.

Magical Protection 2lvl: +7% to magical protection. A book with the skill can be purchased from the Master's Tailor in the Meeting Room.

Magical Protection 3lvl: +10% to magical protection. A book with the skill can be purchased from the Master's Tailor in the Meeting Room.

Stamina 1lvl: +5% to stamina. A book with the skill can be exchanged for amber coins from the Coin Explorer in the Miners Valley.

Stamina 2lvl: +10% to stamina. You can buy the skill book from the Ruby Goddess in the Miners Valley or at the Guild Residence.

Stamina 3lvl: +20% to stamina. A book with the skill can be purchased from the Keeper of the Guild Library in the Guild Dungeon.

Intelligence 1lvl: +5% to Intelligence. A book with the skill can be exchanged for amber coins from the Coin Explorer in the Miners Valley.

Intelligence 2lvl: +10% to Intelligence. You can buy a skill book from the Goddess Sapphire in the Miners Valley or at the Guild Residence.



Intelligence 3lvl: +20% to Intelligence. A book with the skill can be purchased from the Keeper of the Guild Library in the Guild Dungeon.

Rarity Hunter: +1% to prey chance. Book with the skill can be exchanged for unique relics from the Wandering Adventurer in the Guild Forest.

Treasure Hunter: +3% to prey chance. Book with the skill can be exchanged for unique relics from the Wandering Adventurer in the Guild Forest.

Relic Hunter: +6% to prey chance. Book with the skill can be exchanged for unique relics from the Wandering Adventurer in the Guild Forest.

QUESTS

By completing quests, the character earns money and experience. For some quests, you can get different items or learn skills. There are five types of quests in total:



Plot: Rewards include rare items, basic experience for character development, new locations and opportunities, and a changing game world.



Hidden Plot: Rare items are rewarded, different opportunities are opened up and the world is slightly altered.



Gaining a skill: The reward for quest is learning the skill.



Daily: Rewards include experience and money, as well as items for exchange. The daily tasks are updated every morning at 04:57 game time.



Side: The most common type of quest. They are usually tasks to kill monsters or collect items. A side quest can only be completed once.

CRAFT

The most powerful equipment can be obtained by crafting it yourself. Some crafting materials can be bought from NPCs, some can be obtained from monsters scattered around the world, and the rarest materials can only be obtained in dungeons. The rarer an item is, the harder it is to get the materials for it.

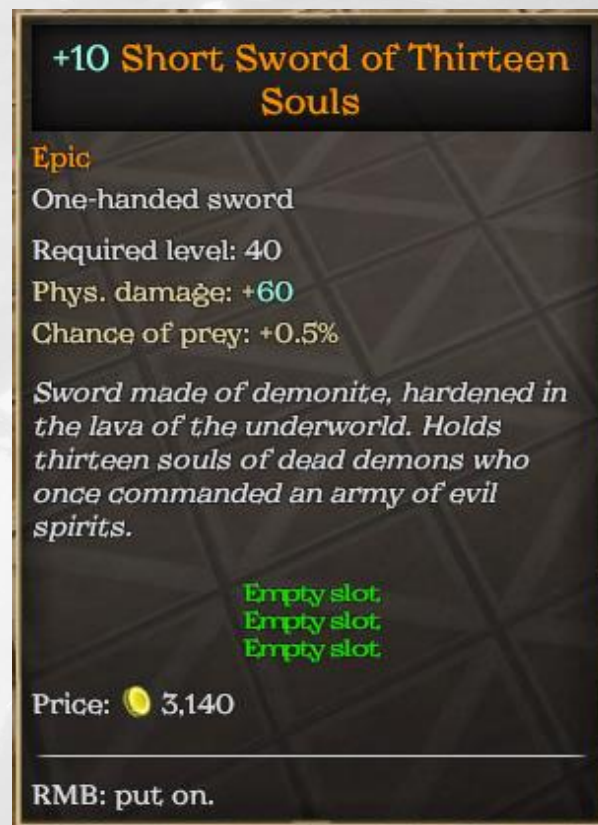


The crafting of equipment, as well as special potions and food, is necessary to complete the game on high difficulty. On lower difficulty levels, it is sufficient to buy your equipment from traders.

To produce an item you need to learn the recipe or blueprint for it. Recipes and blueprints for rare items can be purchased with emerald or diamond coins. These coins can be obtained by completing particularly difficult tasks.

SHARPENING

Sharpening your equipment is a very important factor when playing the game on high difficulty. A high level of sharpening increases the characteristics of the equipment, making the character stronger.



Maximum sharpening level: +10. The percentage of sharpening increases the higher the characteristics of the equipment, the higher the sharpening bonus is. You can sharpen your equipment at the Blacksmith by using special stones.



INLAYING

Inlaying is an equally important way of increasing the characteristics of an equipment. Special inlay stones add characteristics depending on the stone. Stones can only be inlaid if there are free slots in the equipment.

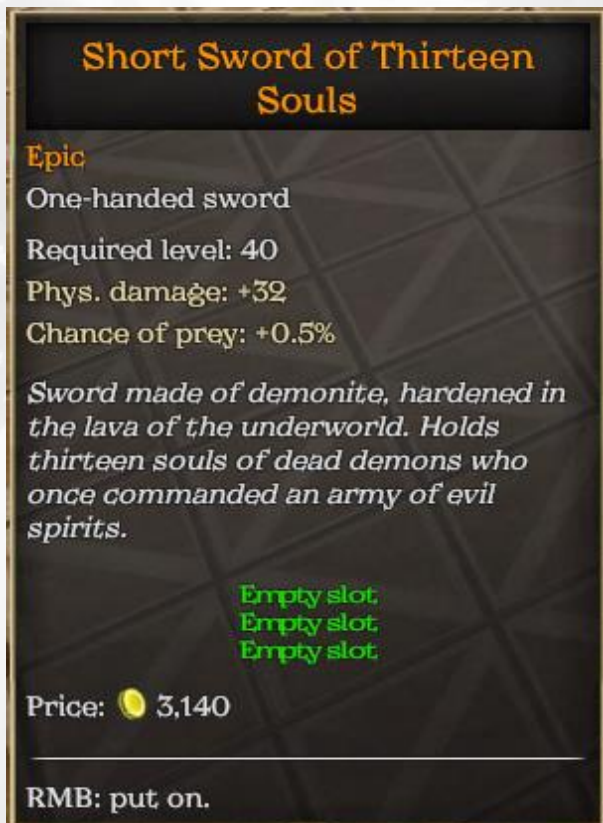


You can melt the stones as well as create slots with the jeweller.



ENGRAVING

Equipment engraving is also an important factor needed to play the game on high difficulty. Unlike sharpening, engraving increases a character's basic characteristics, such as physical strength, magic strength, intelligence and stamina.



In order to get an engraving on your equipment, you need to find a special engraving plate and bring it to the jeweller. Each engraving adds a unique set of characteristics.

ITEM RARITY

Medium Health Potion

Common
Potion

Required level: 8
Health: **+20**

Restores a certain amount of health.

Price: 3

RMB: apply.

Mould: "Sword of Thirteen Souls"

Epic
Other

A special equipment can be created with this mould.

Price: 834

Moon Mushroom

Rare
Material

It feeds on moonlight, making it glow like the moon itself. Witches like to use this mushroom to make special potions - mostly reversible - but it often serves as a good ingredient for other elixirs as well.

Price: 12

White Demon Long Sword

Legendary

Two-handed sword

Required level: 60
Phys. damage: +70
Chance of prey: +2%

The legendary White Demon weapon.

Empty slot
Empty slot
Empty slot

Price: 6,130

RMB: put on.

Commander's Breastplate

Unique
Breastplate

Required level: 20
Phys. prot.: +7 Mag. prot.: +6
Chance of prey: +0.4%

Elite equipment for guild commanders.

Empty slot

Price: 670

RMB: put on.

There are many items of varying rarity in the world of the game. The rarer an item is, the more valuable it is. The rarity of things is in ascending order:



TYPES OF ITEMS

The type of item determines how it can be interacted with, or what effect it has from its use.

Potion: Can be used once every 20 seconds. The simplest example of an effect is health regeneration. There are also potions that increase a character's characteristics for a certain amount of time or have another effect.

Food: Can be used once every 10 seconds. Food has the same properties as potions.

Material: These items are used to create equipment and other items.

Weapon: An important piece of equipment that increases a character's damage. Depending on the weapon chosen, the style of the game depends on it. You can wear one of three types:

- one-handed sword
- two-handed sword
- magic artifact

The one-handed sword has the lowest damage and the highest attack speed, while the two-handed sword has the highest damage and the lowest attack speed. A magical artifact attacks with magic and deals about average damage between a one-handed and a two-handed sword.

Armour: An important piece of equipment that increases a character's protection. Depending on the chosen armour, the style of the game depends on it. Four types of armour can be distinguished:

- plate (high physical protection)
- fabric (high magical protection)
- leather-physical (medium protection + physical damage)
- leather-magic (medium protection + magic damage)

Jewellery: Each jewellery item can have its own unique characteristics. There are four types of jewellery in total:

- ring
- bracelet
- amulet
- transformation pendant

The ring, bracelet and amulet have the same characteristics as armour, while the transformation pendant replaces the appearance of the character's magic. Costume jewellery is designed to compensate for the lack of armour characteristics.

Used: Items of this type can have a variety of uses, such as teleportation or boosting a character's performance.

EXCHANGE

You can exchange various items with some inhabitants of the world. Mostly by exchanging, you can get different rewards for completing daily tasks if you collect the right number of required items.



Some particularly rare items can only be obtained through exchange.

TRADING

A wide variety of items can be purchased from many inhabitants of the world. Powerful equipment can only be purchased with emerald and diamond coins, which can be obtained in the course of the story or for particularly difficult tasks.



You can also sell unnecessary items or valuables to traders by dragging them into the green sales area.

HAIRSTYLES

In some settlements of the world, you can find a barber who will agree to change your hair for a fee.



DEVELOPER CONSOLE

The console was created as the game was being developed to test various features, and it was decided to leave it in the release for those who like to play with cheats. In order to open the console, the command **/console** must be typed into the chat box.



Item: Opens the item database. The item can be added to the inventory by RMB clicking on the icon.

Player: Buttons with different properties, such as adding features or opening windows.

Quest: Opens the quest database. A quest can be added by clicking on its ID.

System: In this section you can change the game difficulty and reset the consumables cooldown.

Target: Shows information about the highlighted target and has several buttons to interact with it.

Craft: Opens the recipe database for making recipes.

World: Has several buttons for interacting with the location.

CHEST MAPS

Miners Valley



✕ Common Chest

✕ Chest with the Divine Coin

- ✕ Common Chest
- ✕ Chest with the Divine Coin

Magic Forest



✕ Common Chest

✕ Chest with the Divine Coin

Chaos Space



✕ Common Chest

✕ Chest with the Divine Coin

Guild Residence



✕ Common Chest

✕ Chest with the Divine Coin

Guild Dungeon



- ✕ Common Chest
- ✕ Chest with the Divine Coin

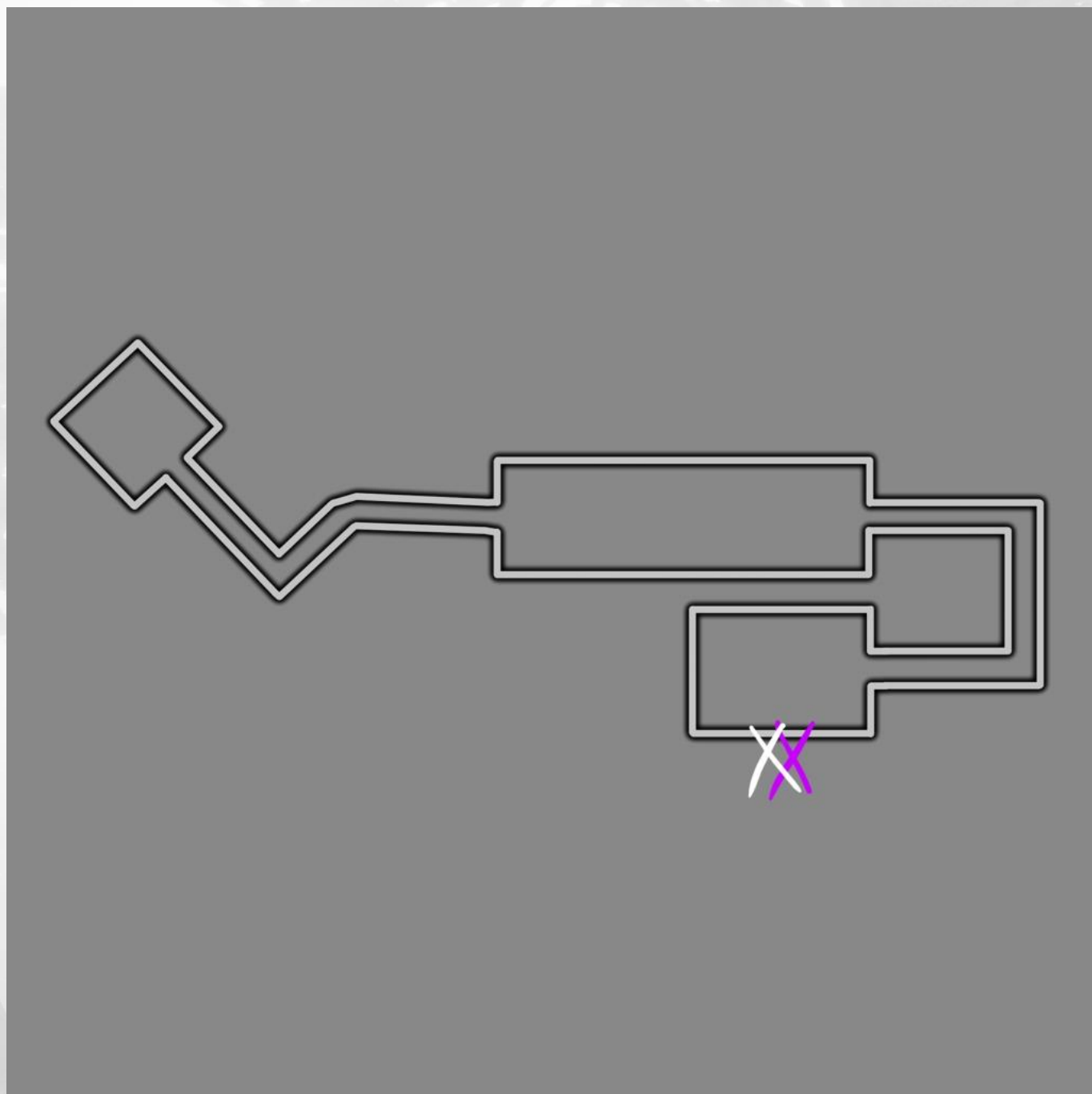
Guild Forest



✕ Common Chest

✕ Chest with the Divine Coin

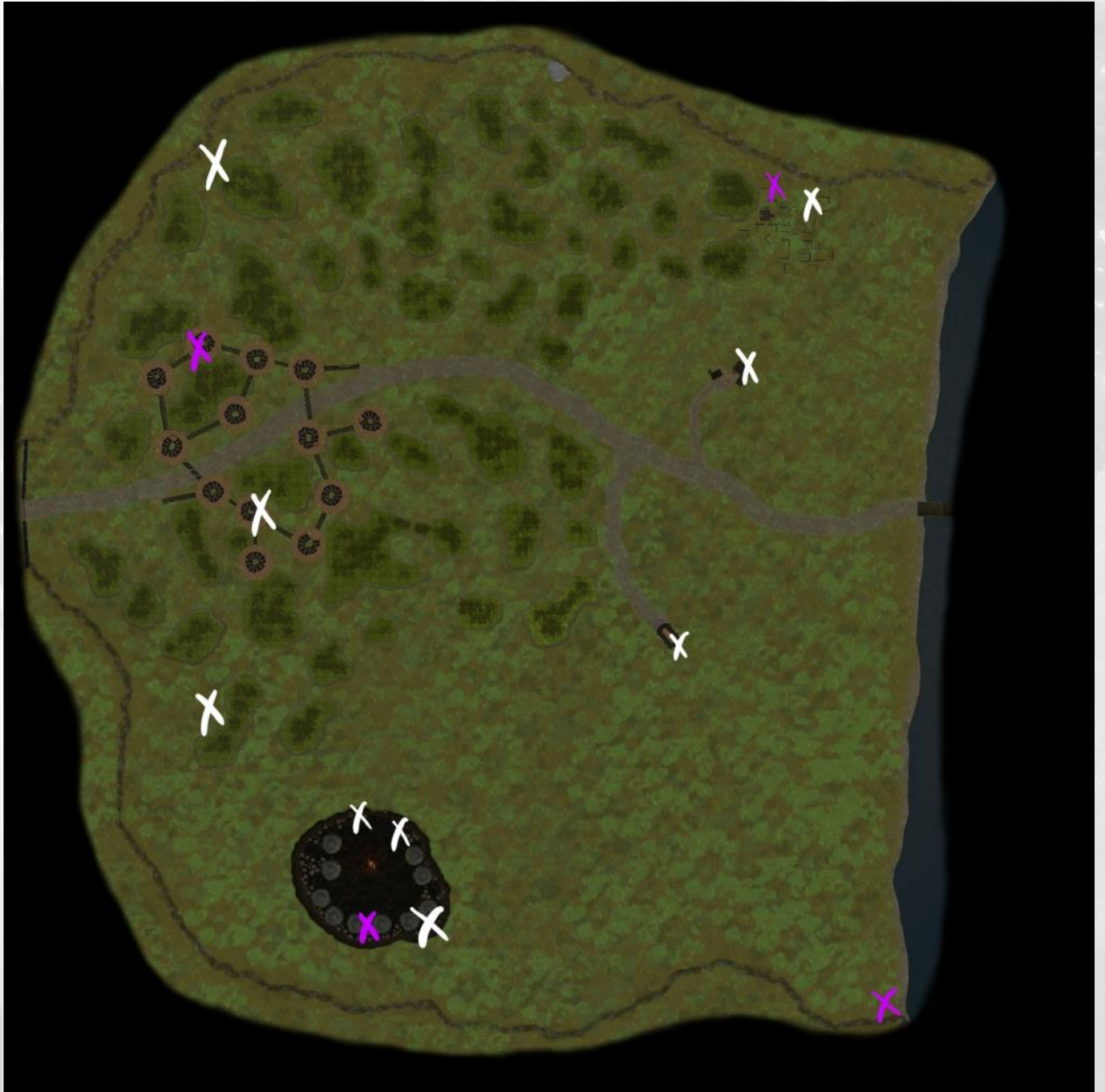
Tomb of Unshed Tears



✕ Common Chest

✕ Chest with the Divine Coin

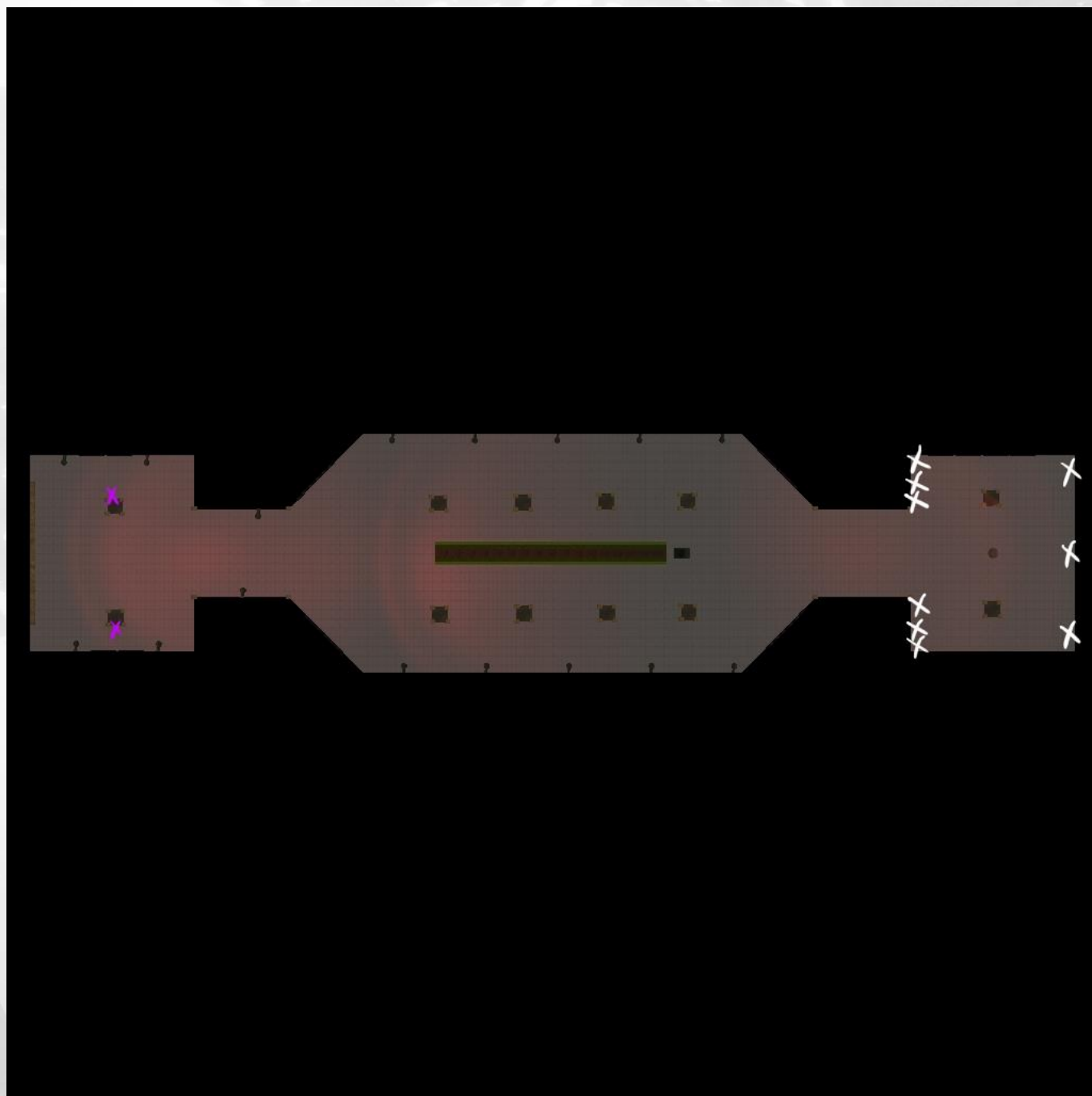
Sylphid Moors



✕ Common Chest

✕ Chest with the Divine Coin

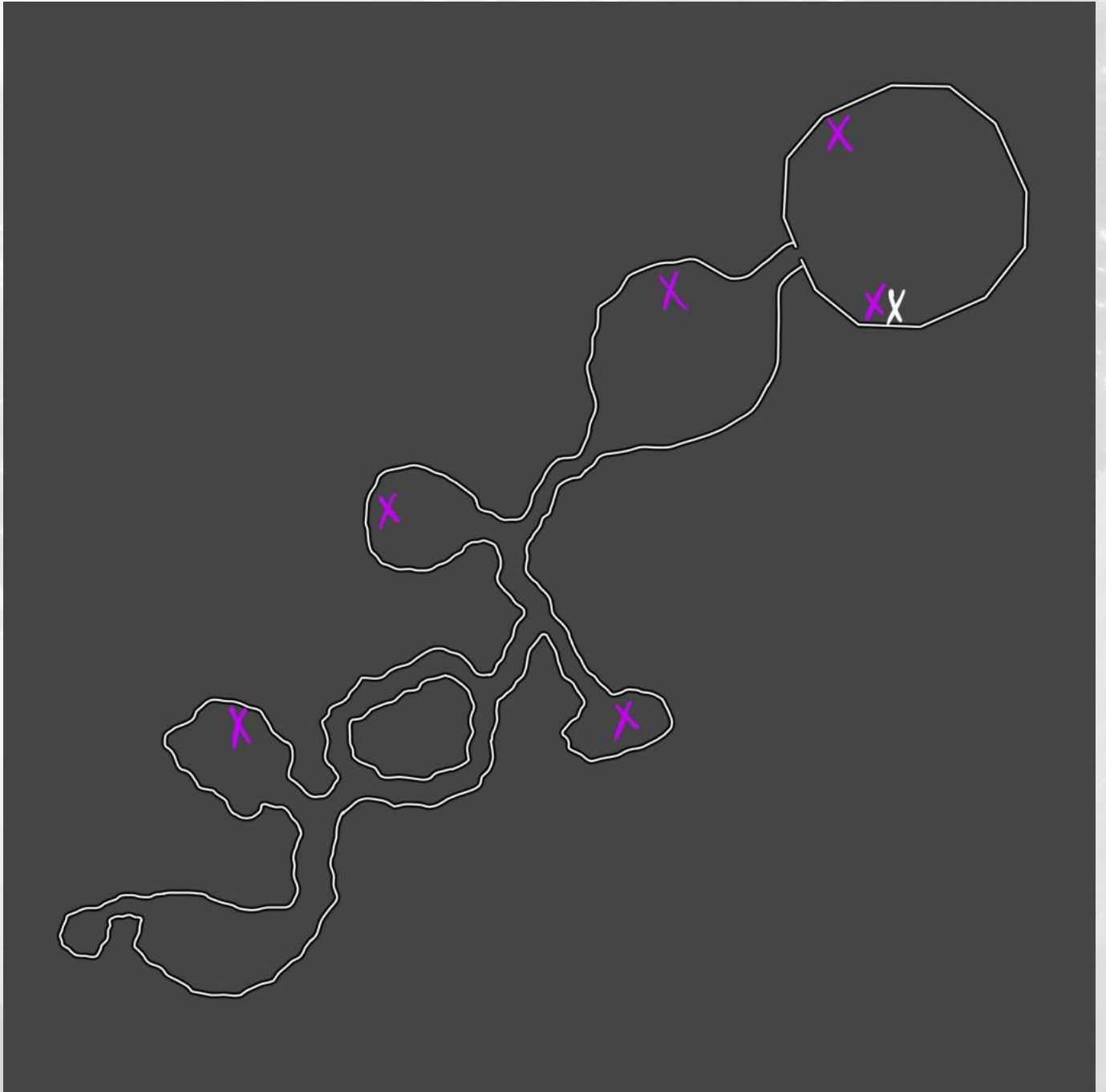
White Demon's Sanctuary



✕ Common Chest

✕ Chest with the Divine Coin

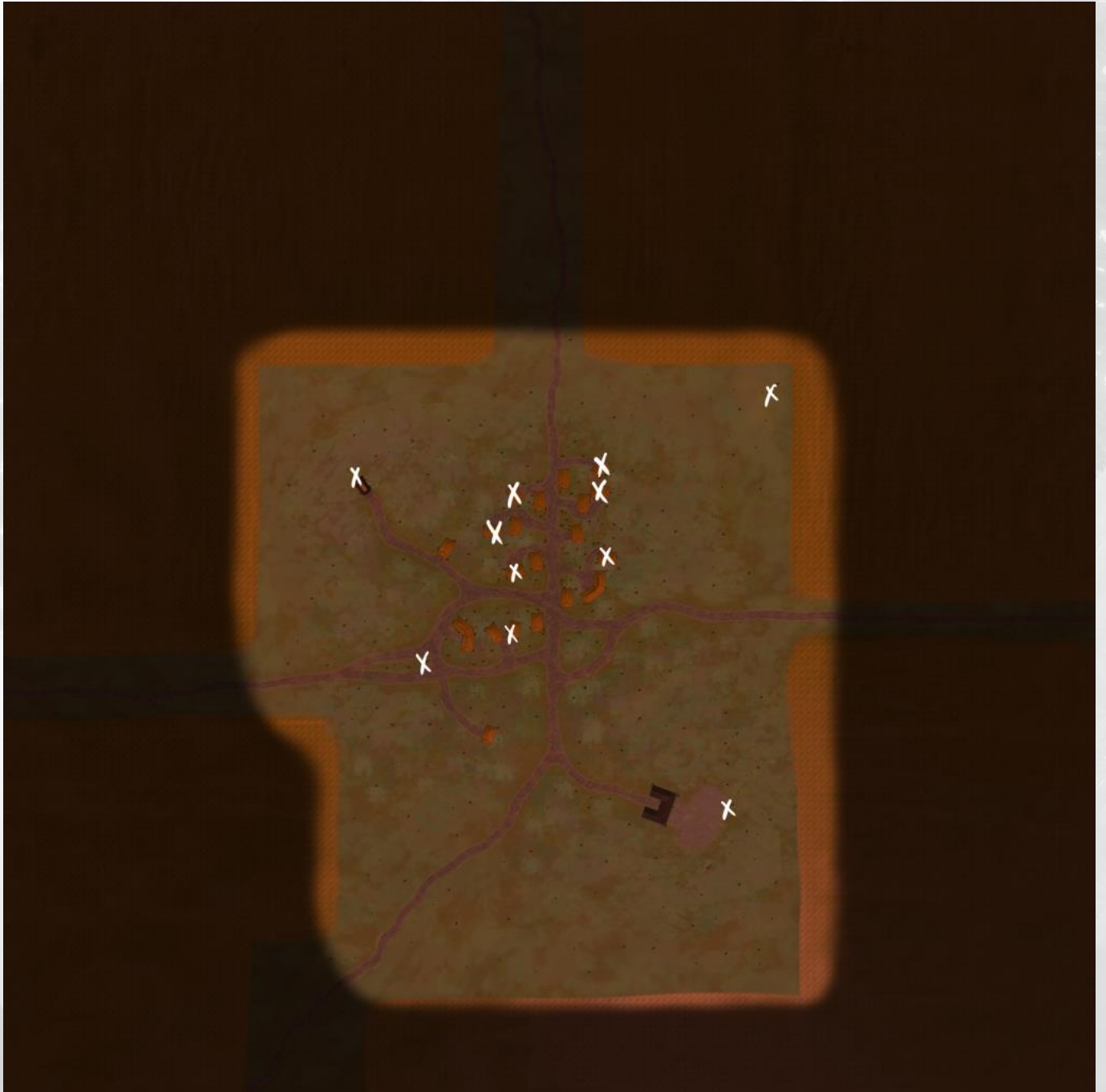
Cave in the Moors



✕ Common Chest

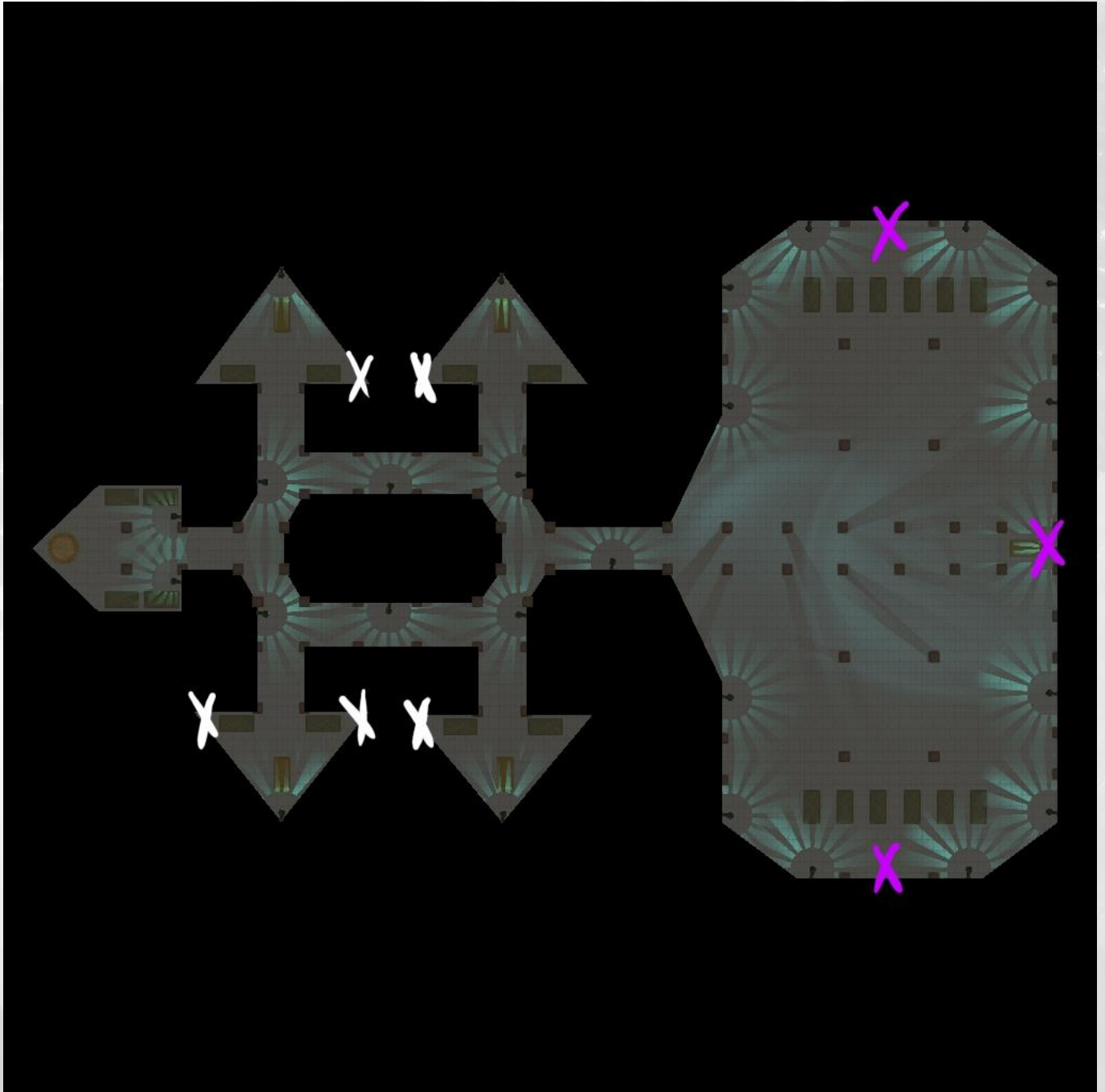
✕ Chest with the Divine Coin

Village in the Raine



X Common Chest

Tomb of the Black Soul



✕ Common Chest

✕ Chest with the Divine Coin

MAGIC GRAND PIANO

If you find a Magic Grand Piano and bring it notes, it can play them. The notes for the piano can be exchanged for different items or bought from the inhabitants of the world.



Nocturne N°1: Can be exchanged with the Leaf Gatherer in the Guild Forest for maple leaves.

Nocturne N°2: Can be exchanged at the Guild Major in the Miners Valley for copper coins.

Nocturne N°3: Can be exchanged at the Coin Explorer in the Miners Valley for amber coins.

Light Tavern: Can be bought from Imrag in the Meeting Room for emerald and diamond coins.

Demon Fight: Can be bought from the Magic Grand Piano in the White Demon's Citadel for emerald and diamond coins.



Manual for “Silver Cats” game.

Game version: v1.2

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Game Website: <https://www.silvercatsgames.com/>