

Tragic

Game Guide

Where's the Walkthrough?

There is no way to write a walkthrough for a game like Tragic. Chance plays too large a part, and you have a lot of decisions to make, each of which will greatly change your potential path.

Instead, I can only offer some suggestions and some information.

I will update the information here based on feedback from the players. If you are reading this in PDF form, you can get the live version [here](#).

There are some limited spoilers throughout this document, but I have generally kept them out of the Tips section. If you are just looking for general help without any spoilers, feel free to peruse the Tips.

Where's the Walkthrough?	1
Tips	2
FAQ	3
Passage Symbols	4
Labyrinth	7
Glossary	8

Tips

While there is no one true way to win, here are some tips that may be helpful:

- **Play defensively**
There are few opportunities to heal in the game, so guard your health and don't ignore defensive cards when drafting
- **Look for combinations**
Each class plays differently. They have been designed to emphasize a few distinct strategies. If you hone in on one of these strategies and build your deck up so that the cards work together well, you will find success in the encounters a bit easier to come by. Also, look for accessory items that enhance your deck.
- **Don't always draft a card**
It may often be to your advantage to draft a more powerful card than the ones you currently hold in your deck, but remember that each time you take a card you are also decreasing the frequency with which you will see it or any other card. Sometimes the best option is to simply pass.
- **Don't be too afraid to continue if you die**
There's a reason I called it Rogue-lite instead of Rogue-like. Sure it would be a nice accomplishment to get all the way through without losing an encounter, but it's also not easy. A game like this is designed to be learned through many play-throughs. If you don't have the time for that right now, consider taking the buff that the game gives you after losing an encounter... there's even a good story reason for why the game does this.

FAQ

Note that there are spoilers here. In general I recommend playing the game a bit before going too much further in this document.

- **What class should I choose in my first play through?**

Each of the classes is different and in general, I would recommend playing one that fits your playing preferences, especially if you are familiar with this genre. The Mage is the most defensive while still having some powerful attack combos. If you are new to this kind of game, maybe consider him. I personally like the Rogue and her emphasis on damage over time. The Berserker is probably the most challenging and lives on making big risks to his own health in order to get ahead.

- **What do I do with these items in my inventory?**

Put simply, nothing. Inventory items are not used in the gameplay at all. They do however unlock a variety of endings for the game.

- **I keep having to choose from three etched symbols. What do they mean?**

Check the Passage Symbols section further in this document.

- **Why don't you ever write normal Interactive Fiction?**

Kelly answers that question for me in the game :).

- **How many cards, enemies, etc. are there?**

There are 193 unique cards - 55 for Berserker, 47 for Mage, 53 for Rogue, and 38 shared across all classes.

There are 60 unique enemies and 53 defined enemy encounters.

There are 73 equippable items.

There are 56 buff/debuff effects that can be applied to characters.

Passage Symbols

You will frequently be presented with the choice between three passageways, each associated with a symbol etched into the stone next to it. There is no backtracking, so your choices have a big impact on your game experience.

To understand what these symbols mean, I need to first introduce you to these three terms:

1. **Encounter:** The fights you have pitting your deck against some enemies.
2. **Quick Event:** A story item that usually involves one screen of text and a single choice. These are chosen at random from a pool of quick events.
3. **Story Event:** A larger sequence of story text, sometimes with game choices and sometimes with encounters.

Most passages lead to a sequence of three of the above options. In a few cases the passage will lead to a single larger Story Event (often with its own set of Encounters).

For instance, if you select the Sword, which is always an option, your passage will open to the following three places in this order:

Sword

1. 85% chance of an Encounter, 15% chance of a Quick Event
2. 50/50 chance of either an Encounter or a Quick Event
3. 100% chance of an Encounter

Here are all the other passage symbols -

Snake

1. Specific Encounter - Snakes and a Snake Charmer
2. Quick Event
3. Specific Encounter - Four Headed Snake

Spider

1. Specific Encounter - Spiderlings
2. Quick Event
3. Specific Encounter - The Broodmother

Pair of Cards

1. 65% chance of an Encounter, 35% chance of a Quick Event
2. Encounter
3. Story Event - The Magician - A card merchant, but more fun

Cup

1. Encounter

2. Story Event - Gondroff's Gambling Hall
3. 50/50 chance of either an Encounter or a Quick Event

Grindstone

1. Story Event - The Grind
2. Encounter
3. 70% chance of an Encounter, 30% chance of a Quick Event

Eggs

Story Event with encounters

Labyrinth

Story Event with possible encounters - See the Map later in the document

Mushroom

1. 75% chance of an Encounter, 25% chance of a Quick Event
2. 75% chance of an Encounter, 25% chance of a Quick Event
3. Specific Encounter - The Mushroom Master

Campfire

1. Encounter
2. Encounter
3. Story Event - The Campfire

Bridge

1. Story Event - The Bridge Returns
2. Encounter
3. 50/50 chance of an Encounter or Quick Event

Arena

Story Event with possible encounters

Totem

1. 65% chance of an Encounter, 35% chance of a Quick Event
2. Story Event - Totems
3. Specific Encounter - The Totem Carver

Scales

1. 75% chance of an Encounter, 25% chance of a Quick Event
2. 75% chance of an Encounter, 25% chance of a Quick Event
3. Story Event - The Accessory Bazaar

Skull

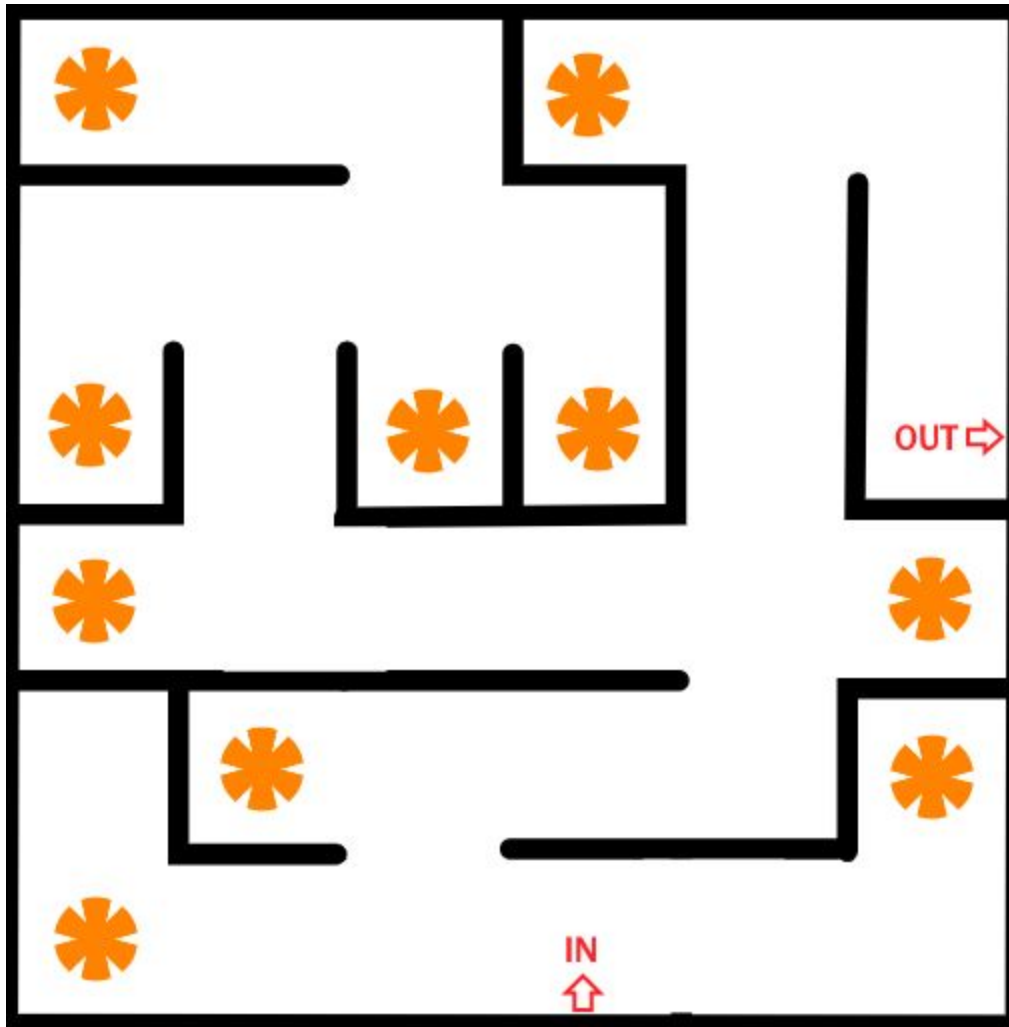
1. Specific Encounter - Skeletons

2. Quick Event
3. Specific Encounter - The Necromancer

Question Mark

Story Event with encounters

Labyrinth



The labyrinth layout is always the same and is seen in the above map. When you enter, the events you encounter are randomly placed in the map at the points indicated by the orange stars.

These events include: two normal enemy encounters, one mini-boss encounter, one event where you lose health, one event where you gain health, one event where you gain essence, one event where you lose essence, a location where you find a random accessory to equip, and a location where you find an inventory item.

Glossary

Most terms are defined in the game in the various tooltips. I won't duplicate all of that here. The definitions here are for keywords used frequently in the game without definition.

- **Arcane** - One of two types of damage, the other being Physical.
- **Buff** - A Character Effect that provides an advantage to the character.
- **Burn Pile** - A set of cards, similar to the Discard Pile. The cards in the Burn Pile are not returned to the Draw pile.
- **Character** - Refers either to the player or a non-player character enemy.
- **Character Effect** - An attachment on a character with an optional strength value that triggers a described outcome in response to various game events.
- **Counter** - Nullifies the effect of an attack.
- **Debuff** - A Character Effect that provides a disadvantage to the character.
- **Decay** - Character Effects that Decay lose one point of Power at the end of a round.
- **Deck** - The set of cards that you carry and modify throughout the game. Before each encounter, a copy of your deck is made and placed in your Draw pile. Adding, removing, or modifying cards during combat do not affect your Deck unless they are marked Permanent.
- **Defense** - A resource that absorbs damage before it is applied to the character's Hit Points. Arcane and Physical Defense are two separate resources and absorb damage of the corresponding type. Defense typically resets to zero at the start of a turn.
- **Discard Pile** - The set of cards to which you place a card after you play or Discard it. When the Draw Pile is empty, the Discard pile is shuffled and placed on the Draw pile.
- **Draw Pile** - The set of cards from which you draw to increase your Hand size.
- **Encounter** - The turn based combat between the player and a set of enemy characters.
- **Energy** - A resource that refills each turn in an Encounter. Each card has an Energy cost that draws from this pool when the card is played.
- **Hand** - A set of cards available for you to play.
- **Hand Limit** - The maximum number of cards that you can hold in your hand at any given time. If you draw a card while your Hand is at it's Hand Limit, the card will be placed in the Discard Pile.
- **Physical** - One of two types of damage, the other being Arcane.
- **Power** - The strength of a Character Effect. A larger Power indicates a stronger effect and/or an effect that will last longer.