FLASHBOSS

PLAYER'S MANUAL

Five is forward. Nine is back. The rest is on the bottom line.



FOR THE FULLSCREEN DISPLAY · NOVEMBER 2026 · ODIIN DEVELOPMENT

BEFORE YOU BEGIN

What this manual is for

FlashBoss teaches you a language with flashcards you see again at increasing intervals, and with boss fights to gate your progress. It was designed to be played with one hand on the number pad, and nearly every screen is a short list of numbered choices.

That design is fast once you know it and puzzling until you do: there is no pointer to follow, and one false keystroke can leave you lost. If this happens, please press 9. This manual gives you a small set of rules that hold on every screen, then walks the one routine that matters, the daily study. Everything else in the game is optional, and it is described after that.

If you read only three pages
Read **Five things, and you can play**, **Your daily study** and **How to rate a card**. That is the whole game loop. The last page, **Every key on one page**, is a quick reference guide to keep at your side.

How things are written here

5 Enter	A key on the keyboard or number pad. 5 in yellow is the way forward, 9 in red is the way back.
A B	A controller button.
click	Something you do with the mouse.
THE SANCTUM	A screen's title, exactly as it appears at the top of the frame.

The pictures show the English interface and the German course that comes with the game. Every other course works the same way. Your master and your hero may be different animals from the ones pictured.

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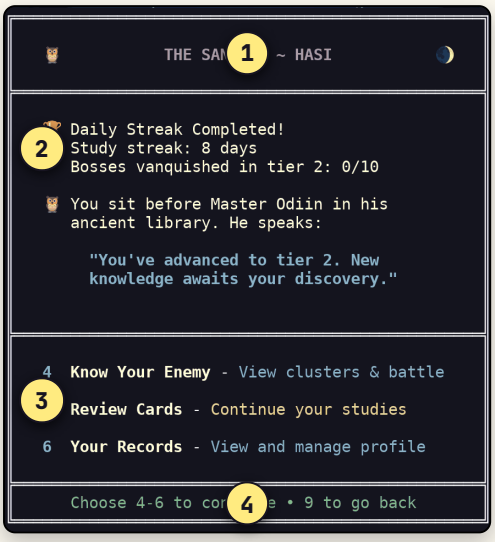
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START HERE

Five things, and you can play

Every screen is the same kind of frame. Learn to read one, and you can read them all.



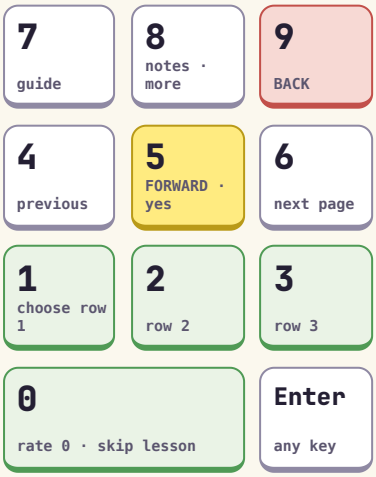
1. **Title.** Where you are.
2. **News.** What has changed.
3. **Choices.** Each has its number.
4. **Bottom line.** The keys that work here.

1. **The top line tells you where you are.** Each place has its own title: THE SANCTUM, KNOW YOUR ENEMY, REVISION OPTIONS. Lost? Read the title, then find it on the map on page 7.
2. **The bottom line tells you what you can press.** It lists the keys that do something on this screen. Other keys are ignored, so a stray press is harmless almost everywhere.
3. **5 leads you forward, 9 takes you back.** On a menu, 5 is the usual next step and 9 returns you one place towards the start. Press 9 a few times from anywhere and you arrive at the list of heroes.
4. **"Press any key" means any key.** Make Enter your habit there: it never chooses anything by accident.
5. **What you finish is kept.** Each card is saved the moment you rate it. Quit mid-session, forget the game overnight, an earthquake: only the card on screen is unrated.

FALSE KEYSTROKES OF NOTE

Rating a card: the keys 0–5 rate your card. Try not to use them as "any key".
In a boss fight: 9 asks first, but a double tap retreats, and a retreat counts as a defeat for today.
In a Grimoire session: leaving with 9 costs a streak day.
At the list of heroes: 9 closes the game.

The number pad is the whole controller



1–8	Choose the row with that number. In a boss fight, choose that answer.
0–5	On a card's last step only: how well you knew the word.
4 6	Previous and next page of a long list. The arrow keys ← → do the same.
7 8	Helpers on top of where you are: the rating guide, the notes, another view.

No number pad? The digit row above the letters works the same. Controller and mouse: page 4.

START HERE

Three ways to play

Number pad, controller and mouse all reach every screen. The number pad is quickest, the controller the most comfortable, and the mouse needs no learning.



1. **The frame** is the game.
2. **Your master**, or the word *advice*. Click for a small menu that fits the place you are in.
3. **Your hero.**
4. Point at the hero and **this screen's keys appear as buttons**.
5. **Hotkeys.** Point here, or press `F2`.

Number pad or keyboard

Everything in this manual is written for it. Digits choose, `5` goes forward, `9` goes back, `Enter` turns pages. Letters are needed in only a few places: your hero's name, the avatar letter, and some revision games. `Esc` is not a back key in FlashBoss: it closes side panels and little else.

Controller

`D-pad`	Move the highlight between choices.
`A` `×`	Press the highlighted choice. On "any key" pages: go on.
`B` `○`	Back: the game's 9.
`Y` `△`	The game's 5, from anywhere.
`L1` `R1`	On a card: hear the sentence, hear the word.
`Start`	The hotkeys list. When typing: done.

On a menu, the first press of `A` only shows the highlight. Where something must be typed a letter wheel appears: up and down turn it, `A` takes the letter, `B` deletes, `Start` finishes.

Mouse

`click` a row	Chooses it.
`click` the bottom line	Each hint is a button. Click "9 to go back" to go back.
`click` anywhere	On a "press any key" page: go on.
`point` at the hero	The screen's keys as big buttons.
`click` the master	A menu for this place.

On a card, clicking `Rate 0-5` opens the rating guide, and each of its six lines can then be clicked.

THE WINDOW'S OWN KEYS

`F11` full screen · `F8` hide or show the animals (the line reads "End tutorial", and nothing else changes) · `F9` frame in the centre or at the left · `F2` the full list, and `F2` again to close it. None of these touch your cards. In a small or narrow window the animals step aside and only the frame is shown.

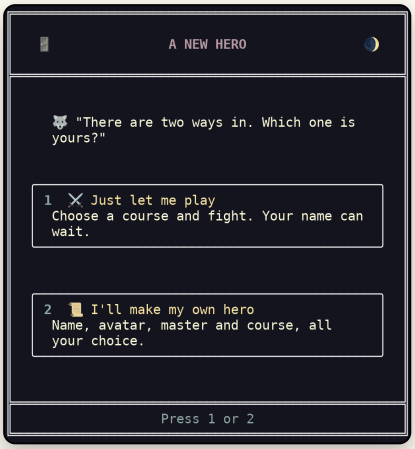
START HERE

Your first launch

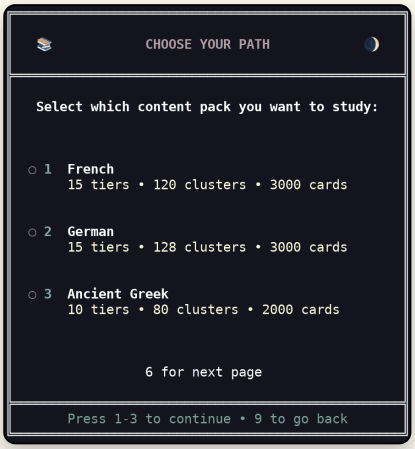
The first minutes ask for a language, a way in, and a course. To learn steadily, take door 2. To feel a boss fight first, take door 1.



1. The language of the game. Press 1–7. This is the language of the menus, and your cards start out translated into it. It is not the language you will learn. Menus can be changed later with Ctrl + L.



2. Two ways in. After the title page (Enter), A NEW HERO offers two doors. Both lead to the same game. They differ in what you meet first.



3. The course. CHOOSE YOUR PATH lists three courses to a page. 6 turns the page and the list comes round again. Press the number beside the course you want.

1 Just let me play

You pick a course and are playing within a minute. The game calls you **Squire**, pairs you with the gentlest master, Luna, and drops you into the WEEKLY CHALLENGE: three practice bosses of thirteen words each.

- 1 **Train** shows this week's words, cluster by cluster. On a cluster's sheet, 4 drills its cards and 5 spars with its boss.
- 2 **Fight** takes on all three bosses in one run, with three chances.
- Nothing here touches your own cards or streak. It is a sandbox.

> **THE WAY OUT OF THE SANDBOX**
>
> The weekly page never says so, but the daily game is one key away: 9 on WEEKLY CHALLENGE lands on the Gates, and 5 there enters the Sanctum. You are given the chance to choose a name after your first real win.

2 I'll make my own hero

Four short choices, then the Gates. This door needs the main keyboard for a moment, because two of the steps take letters.

1. **Name.** Type it, Enter, then Enter again to confirm (9 to retype).
2. **Avatar.** Press the letter beside an animal. It becomes the small emblem in your title bar.
3. **Master.** 1–6 opens a master's page, 5 chooses that master, 9 goes back to the list. See the next page.
4. **Course.** As in picture 3.

On the avatar wall, 9 returns all the way to the two doors and the name must be typed again. Choose an animal and go on: it can stay.

START HERE

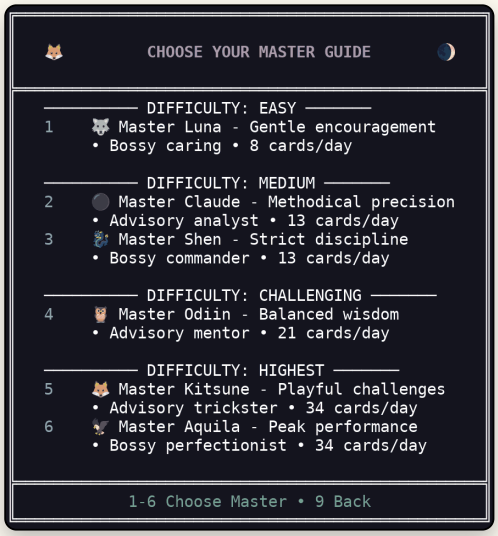
Choosing a master

Your master sets the size of your day, and little else. Choose by the minutes you want to give, and change your mind whenever you like.

MASTER	IN THE GAME'S WORDS	CARDS A DAY	NEW WORDS A DAY	SUITS
🐺 **Luna**	gentle encouragement	**8**	3	Children, a relaxed pace, or simply starting out.
⚫ **Claude**	methodical precision	**13**	5	Most learners. The recommended level.
🐉 **Shen**	strict discipline	**13**	5	
🦉 **Odiin**	balanced wisdom	**21**	8	The hardest level meant for regular study.
🦊 **Kitsune**	playful challenges	**34**	13	Intensive study. Not recommended for ordinary use.
🦅 **Aquila**	peak performance	**34**	13	

Cards a day is the number of cards, old and new together, that earns the day for your streak. **New words a day** is how many unseen words join your cards each day. The numbers are Fibonacci numbers, like much else in the game.

The masters also differ in voice, and in one small rule. Luna, Shen and Aquila are "bossy": they allow at most three extra Grimoire sessions a day (page 11). Claude, Odiin and Kitsune are "advisory" and set no limit.



The six masters, gentlest first.

A sensible start

Begin with Luna or Claude. A small number you meet every day builds more vocabulary than a large number you meet twice a week, and the streak rewards the habit, not the volume. Move up when the daily number has felt too easy for a week.

CHANGING MASTER LATER

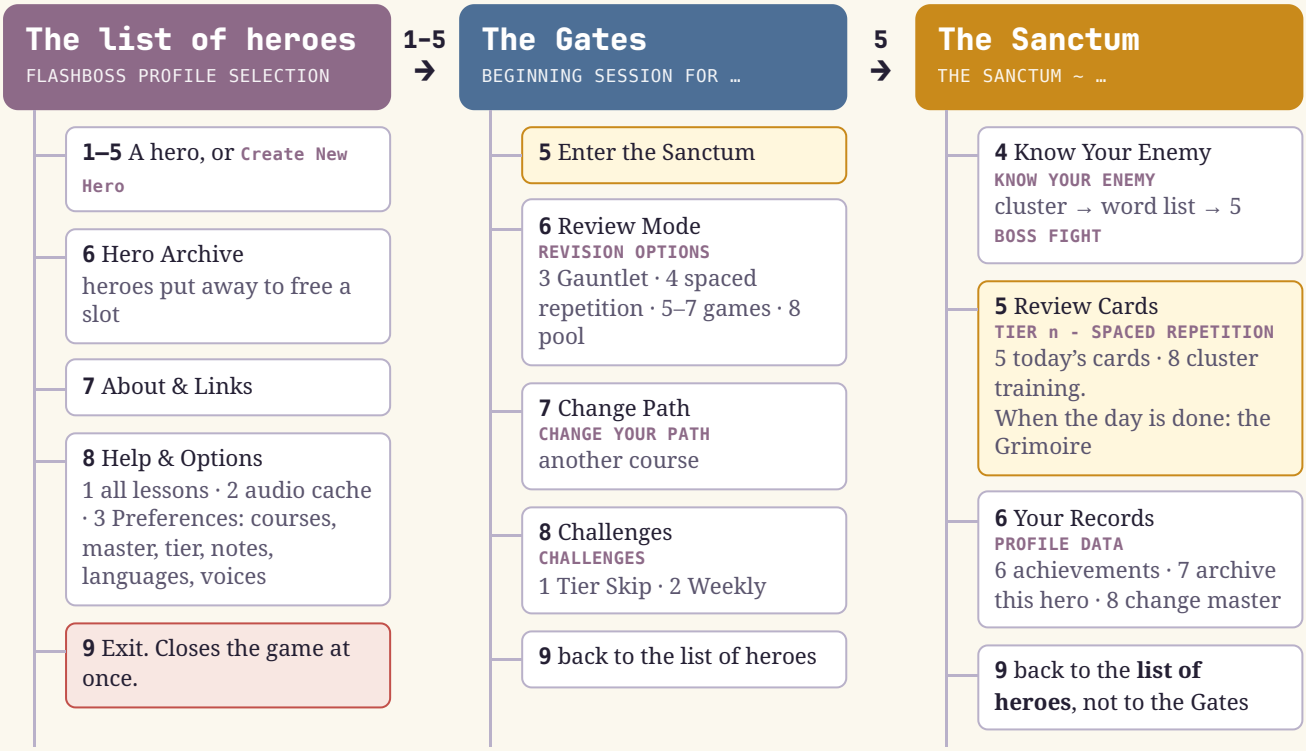
It is free and takes effect at once: from the Sanctum press 6 `Your Records`, then 8 `Meet the Masters`. Your cards and progress stay as they are. Today's streak is measured again against the new number: move up to a master who asks for thirteen after doing eight cards, and the Sanctum says `Streak incomplete: Need 5 more cards` until you do them.

After the choices: the Gates

Every time you choose your hero you arrive at the Gates, titled `BEGINNING SESSION FOR` and your name. It offers four ways on: 5 the Sanctum, for daily study and bosses; 6 revision games; 7 another course; 8 challenges. The Gates are the only fork in the game: see the map on page 7.

The map

The whole game hangs from three places in a row. Find your screen's title here, and you know where you are and what 9 will do.



Going home

From anywhere, 9 steps back towards the list of heroes. Stop when you see THE SANCTUM if you want to study, or PROFILE SELECTION if you want the Gates: there, press your hero's number.

The one surprise: the Sanctum's 9 skips the Gates. So the road from the Sanctum to Revision, another course or the Challenges is 9, your hero's number, then 6, 7 or 8.

ONE 9 TOO MANY

On the list of heroes, 9 is Exit, and the game closes without asking. Nothing is lost: everything was saved as you went. Start the game again and choose your hero.

Know the place by its title

TITLE AT THE TOP	YOU ARE	9 TAKES YOU
FIBONACCI SPACED REPETITION 3/21	on a card of today's study	to the Sanctum. The session ends, rated cards are kept.
UPDATING CARD STATUS	between two cards	on to the next card, like any key
LESSON 8: … (1/2)	in a lesson that arrived with a card	to the Sanctum. Enter reads on, 0 skips to the card.
DAILY TRAINING COMPLETE	at the Grimoire's door	to the Sanctum
BOSS FIGHT	in a fight	to RUNNING AWAY ARE YA? Then 5 fights on.

Your daily study

Progress in FlashBoss comes from one routine: review today's cards. It takes five to twenty minutes, and from the moment the game opens it is five key presses away.

From launch to your first card

`Enter` past the title → `1` your hero → `5` Enter the Sanctum → `5` Review Cards → `5` Complete today's streak

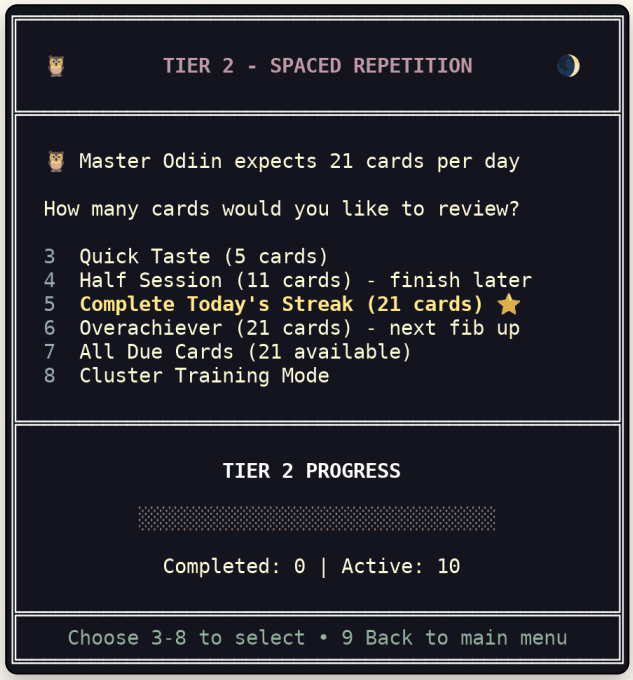
Enter, one, five, five, five.

Choose how much

Pressing `5` in the Sanctum opens the session chooser. Its title names your tier, and the first line says how many cards your master expects in a day.

`3`	**Quick taste.** A handful, for a spare minute.
`4`	**Half session.** Half now, the rest later today.
`5` ⭐	**Complete today's streak.** Exactly what the day still needs. The normal choice.
`6` `7`	**Overachiever** and **All due cards.** More than the day needs. Until the day's goal is met they are the same size as 5.
`8`	**Cluster training.** Drill one group of words. A different exercise: see page 17.
`9`	Back to the Sanctum.

Small sessions add up, and the numbers shrink as you go. A grey row has nothing to give right now.



The session chooser. The star marks the normal choice.

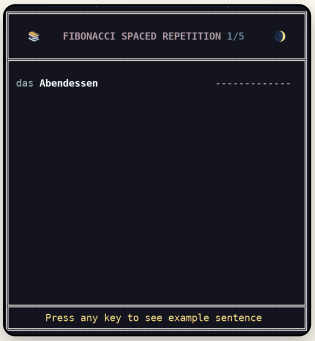
> **WHERE DO THE CARDS COME FROM?**
>
> Each day's pile is made for you: first the cards that have come due again, then a few new words (your master decides how many). If that is less than a day's work, the game pulls a few upcoming reviews forward. You never have to pick cards yourself.

What the Sanctum tells you before you start

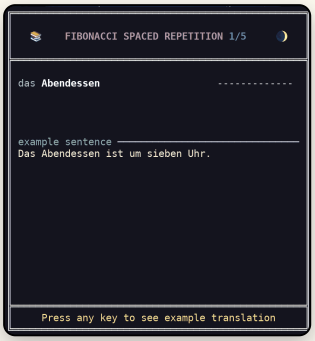
🎯 `Daily streak: 6/21 cards completed`	Today's count against your master's daily number.
🏆 `Daily Streak Completed!`	Today is safe. Anything more is extra.
`Study streak: 8 days`	Days in a row you have met the daily number in this course.
`Bosses vanquished in tier 2: 0/10`	How far you are through the current tier (page 13).

One card, five presses

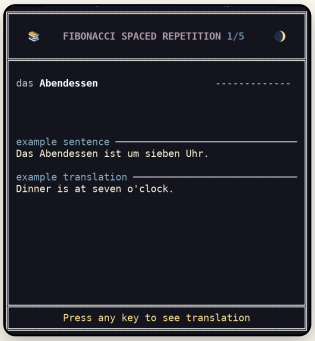
A card is shown in steps so you can test yourself before you see the answer. Each press of Enter reveals one more line, then the notes.



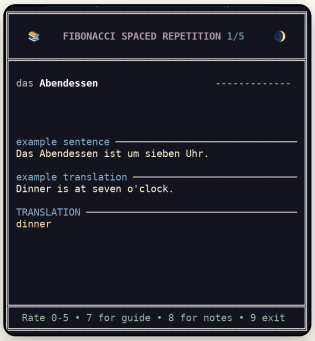
1 The word. It is spoken aloud. Do you know it?



2 The word in a sentence. A fair hint.



3 What the sentence means.



4 The answer. Rate now, or press on for the notes.

The rating step

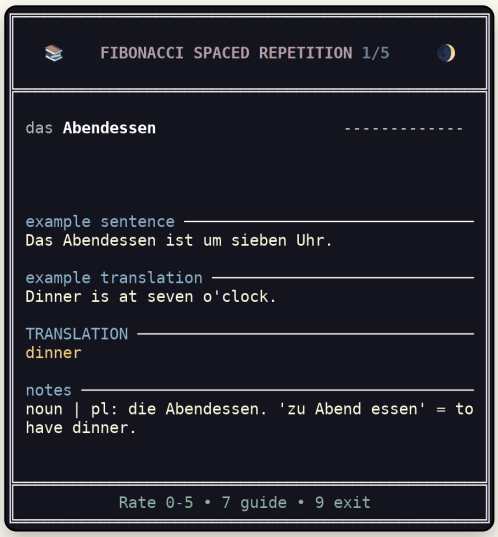
On the fourth step the bottom line changes to `Rate 0-5 • 7 for guide • 8 for notes • 9 exit`. From here any key but a rating opens the **notes** (grammar, plural, usage): Enter, 8, Space, a click, any button. That is the normal way on. A rating skips them, for busy days.

0–5	**Rate the card** and move on, with or without the notes. The next page explains the numbers.
7	**Rating guide:** what each number means, on screen, before or after the notes. 7 again hides it.
Enter	Hear the **word** again (once the notes are open).
6	Hear the **sentence** again (once the notes are open).
S	Sound on or off. A small box asks: 5 yes, 9 no.
9	**Leave the session.** Rated cards are kept, the rest wait for you later today.

After the rating

A page titled `UPDATING CARD STATUS` shows the date you will see this card again, and your four badges. Enter brings the next card. The title counts for you: `3/21` is the third card of twenty-one.

When the last card is done you are back at the session chooser, or, if you have just met the day's goal, at a page titled `DAILY GOAL COMPLETE`. Your day is done.



The same card with its notes open.

MIND THE 5

On steps 1 to 3 any key moves on, so 5 is harmless there. On step 4 it is a rating: the top one. If you walk through cards by tapping 5, every card is marked "known perfectly". Use Enter to turn the steps.

How to rate a card

Your rating is the only thing you tell the game, and it decides two things: when the card returns, and how soon you may fight a boss.

	THE GAME'S WORDS	WHAT IT DOES TO THE CARD
0	I have never heard this word in my life!	Back to the start: tomorrow.
1	I've heard it... but no, I don't know it.	Three steps down.
2	My incorrect answer was at least close.	Two steps down.
3	I took a guess, and I was correct.	One step down.
4	Correct. I probably couldn't spell it.	Stays where it is.
5	This word is a part of my very being.	**One step up.**

```
rating guide
0  I have never heard this word in my life!
1  I've heard it... but no, I don't know it.
2  My incorrect answer was at least close.
3  I took a guess, and I was correct.
4  Correct. I probably couldn't spell it.
5  This word is a part of my very being.
```

Press ? on a card for this guide.

The ladder

Every card stands on a rung of a ladder. The rung is the number of days until you see the card again. The rungs follow the Fibonacci numbers, so the gaps grow quickly:



A brand-new card lands by its first rating: 0 or 1 tomorrow, 2 in two days, 3 in three, 4 in five, 5 in eight. After that only a 5 climbs. A second 5 lifts the card to thirteen days, and the game calls it **mastered**.

The row of stars at the top right of a card shows its rung: one star for each day, full at thirteen.

What the game does not say out loud

A boss can be fought when four fifths of its words are mastered, and **only 5s master a word**. A card you keep rating 4 comes back every five days for ever. That is the right answer while it is true, and when the word comes without thinking, say so with a 5.

> **RATE HONESTLY, AND QUICKLY**
>
> Decide before step 4 appears: did the meaning come to you at step 1, or only with the sentence? A low rating costs nothing but a sooner repeat, which is what a weak word needs.

Days, streaks, the Grimoire

FlashBoss counts in days. Meet your master's number today and the day is yours. Do it again tomorrow and you have a streak.

What counts towards today

The Sanctum's first line, `Daily streak: 6/13 cards completed`, counts the different cards you have handled today in this course.

COUNTS	DOES NOT COUNT
Every card you rate in daily study, however small the session	Revision games
Cards rated in Cluster Training and in the Grimoire	The Weekly Challenge
A boss victory: every card of that cluster at once	The Gauntlet

The day turns at midnight on your computer's clock. If the game is open at that moment it says `MIDNIGHT HAS ARRIVED` and returns to the list of heroes. Everything you had finished is safe.



The page that ends the day's duty.

> **EPIC**
>
> After the daily goal the game may offer more: `42 more cards for EPIC`. Finishing every card the day can give earns EPIC status. It is an honour, never an obligation.

If you miss a day

A missed day is paid for with one **Drive**, if you have any, and the streak stands. With no Drive left the streak returns to zero. Your best streak is remembered, and your cards simply wait.

The Grimoire: saving up days off

When today's cards are all done, 5 in the Sanctum no longer opens the session chooser. It opens `DAILY TRAINING COMPLETE`, where a spell book glows. The Grimoire pulls tomorrow's cards into today. Finish that extra session and you earn **+1 Drive**, one day off kept in reserve.

5	Open the Grimoire and begin the extra session.
8	Read what the Grimoire is, first. Worth doing once.
9	Back to the Sanctum. Nothing happens.

The very first casting in a course is a large one: it deals every card you have reviewed so far. It can be abandoned without penalty.

> **FINISH WHAT YOU OPEN**
>
> A Grimoire session is the one kind of study where leaving early has a price. 9 on a Grimoire card ends the ritual: **one streak day is taken** and the book is sealed until midnight. Closing the game in the middle counts the same.
>
> If you only have a few minutes, do not open it. The ordinary day is already complete.

Lessons, notes and sound

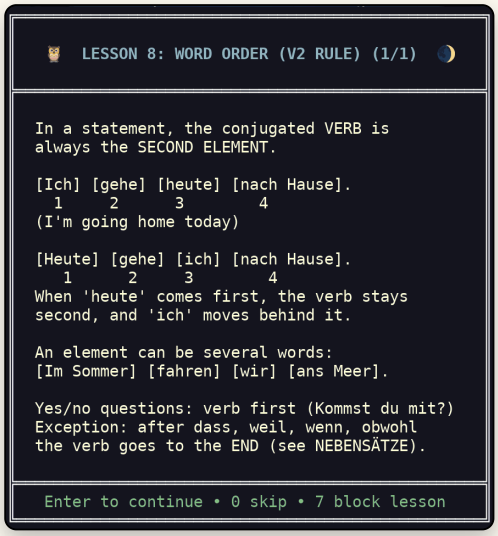
A few things make the daily cards easier as you settle in. None is needed on your first day.

Lessons

Now and then a card brings a short lesson with it: grammar, word order, pronunciation. The title changes to `LESSON 8: WORD ORDER (1/1)` and the lesson appears before the word.

`Enter`	Read on. After the last page your card appears.
`0`	Skip it this time. It will be offered again.
`7`	Block it: never show this lesson again.
`9`	Leave the session for the Sanctum.

A lesson returns each time its card does, until you beat that cluster's boss or block it. Every lesson can be read again at leisure: list of heroes, `8` Help & Options, `1` `Access All Lessons`. Blocked lessons are switched back on under Preferences, `5` `Lesson settings`.



A lesson arrives in the middle of a session.



Click your master during a card for these switches. "Keys on this card" lists every key that works at that moment.

> **OUTSIDE A SESSION**
>
> The same switches are in Preferences: list of heroes, `8`, `3`. If cards pause before speaking, the `Audio Cache Manager` (Help & Options, `2`) prepares a course's speech in advance.

Notes always on

If you find yourself pressing `8` on every card, let the notes open by themselves with the answer. On a card press `Ctrl`+`N`, or click your master and switch `Notes always on`. Do the same to turn it off.

Sound and voices

Each word is spoken when its card opens, and each sentence at step 2.

`Enter` `6`	At the rating step: hear the word, hear the sentence.
`S`	On a card: sound on or off, with a question first.
`Ctrl`+`A`	At the rating step: the same switch, without the question.
`Ctrl`+`O`	Anywhere: choose between the voices of a language.
`Ctrl`+`P`	Anywhere: a side panel that speaks any text you type or paste, at any speed.

Know your enemy

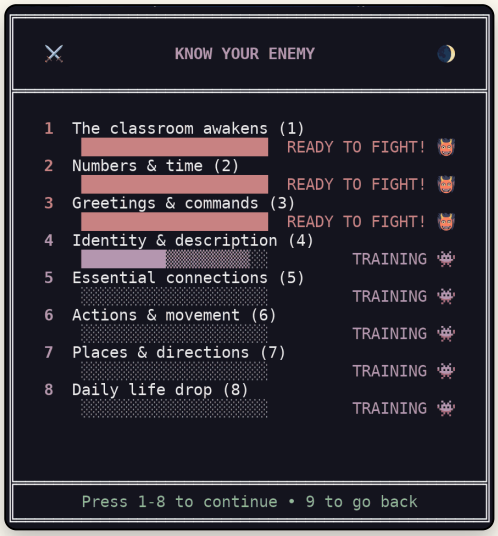
Words come in groups of about a dozen, called clusters. Each cluster has a boss. Beat the boss and the whole cluster is finished for good.

From the Sanctum, 4 opens KNOW YOUR ENEMY: the clusters of the tier you are in, each with a bar and a state.

👾 TRAINING	You are still learning these words. The bar fills as you do: solid for mastered words, faint for words you have met.
👹 READY TO FIGHT!	Four fifths of the words are mastered. The boss can be fought.
🏆 BOSS VANQUISHED	Done. These words have left your daily cards.

Press a row's number to look inside. ← → turn the page when a tier has more than eight clusters. 9 returns to the Sanctum.

> **YOU DO NOT HAVE TO COME HERE**
> Bars fill through daily study alone. Look in when you are curious how close you are: a bar needs sixteen of its twenty cells solid.



Three bosses ready, one cluster half learned, four untouched.

Inside a cluster



A cluster's word list, weakest words first.

A cluster in training opens straight to its **word list**. Each word is marked ↘ Weak, ↗ Strong (8 days or more) or ★ Mastered (13 days or more).

8	Flip between the words and their meanings.
4 6	Previous and next page of the list.
5	**Fight!** Shown only when the boss is ready.
9	Back to the cluster list.

A ready cluster opens to BOSS FIGHT READY! instead, with two choices: 4 to view the word list first, 5 to commence battle. On a ready cluster your four weakest words are hidden as R E D A C T E D. The boss will ask about them.

> **5 STARTS THE FIGHT AT ONCE**
> There is no further "are you sure". If you only wanted to look, press 4, and leave the list with 9.

The boss fight

A boss fight is a short quiz on a narrow ledge. You are shown a meaning and eight words. Four right answers in a row win it.



Two answers in. The owl stands on step 3, the boss on step 4.

The top box gives the meaning and a sentence that uses it. Press the number of the matching word, `1` to `8`. There is no clock: take your time.

1	2	3	4	⚔
miss = fall	miss = fall	miss = back to 1	miss = back to 2	victory

- **Right:** one step forward. Right on step 4 is the killstroke.
- **Wrong on step 3 or 4:** two steps back, and the same word is asked again.
- **Wrong on step 1 or 2:** there is nowhere to step back to. You fall, and the fight is lost.
- Steps 1 and 2 ask your **strongest** words of the cluster, steps 3 and 4 your **weakest**.

There is no separate page for right and wrong. The next question appears with one line under the ledge, `Correct! Advancing...` or `Wrong! One more mistake and you fall!`, and your master shows a tick or a cross.

If you win

`V I C T O R Y`, then `BOSS DEFEATED!` with the eight hardest words you will not see again. `Enter` returns you to the Sanctum.

- Every word of the cluster is mastered for good and leaves your daily cards.
- All of them count as reviewed today, so a boss win can complete your day by itself.
- The words move to Revision (page 16), where you can keep them fresh.



If you fall

`BOSS VICTORIOUS! YOU HAVE BEEN DEFEATED`. The word you missed is shown in red. `Enter` returns you to the Sanctum.

- That one boss is locked until tomorrow. Other ready bosses can still be fought today.
- Your cards are untouched. A defeat costs no progress.
- Study goes on as usual. The missed word is worth a look in the word list.

> **`9 IN A FIGHT IS A RETREAT`**
>
> `9` during a question opens `RUNNING AWAY ARE YA?`. There, `5` returns to the fight and a second `9` gives up. A retreat counts exactly like a fall: the boss is locked until tomorrow. If you pressed 9 by mistake, press 5.

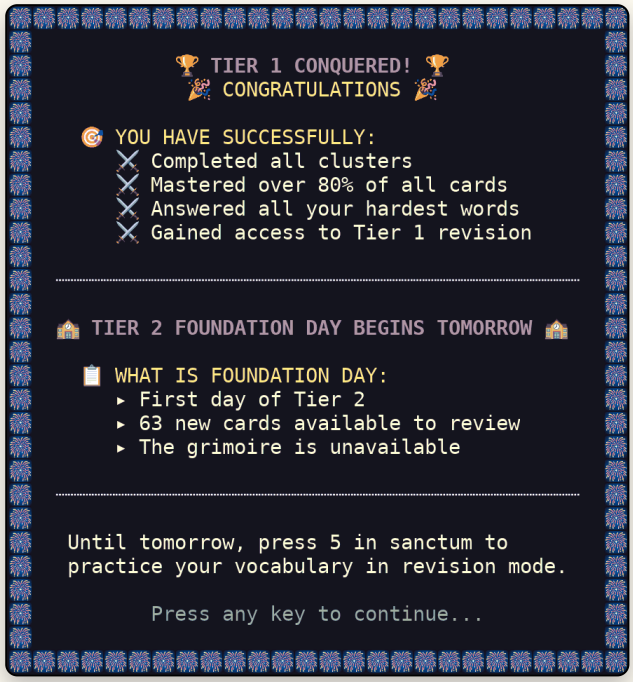
Tiers: the long road

Clusters are stacked into tiers. A full course is fifteen tiers and 3,000 words: Core is tiers 1 to 5, Pareto 1 tiers 6 to 10, Pareto 2 tiers 11 to 15.

The first day of a tier

The first time you press `5` in the Sanctum in a new tier, the game deals out the whole tier: a roll of cluster names, then `TIER 2 IMPORT COMPLETE`, then a page of advice. Press `Enter` through them. On the import page a digit lets you peek at a cluster first.

That first day is **Foundation Day**. Your master allows up to three times the usual number of cards, so that the tier starts with momentum. You only need the usual number for your streak. If you do finish every card the day offers, the game declares you **EPIC**, its highest daily honour.



A tier falls. Rest, or revise, until tomorrow.

Beating a tier

When the last boss of a tier falls you see `TIER 1 CONQUERED!`. The next tier's Foundation Day begins tomorrow. For the rest of today, `5` in the Sanctum leads to Revision.

New words always arrive in order, a few a day, cluster by cluster. Beating a boss does not unlock new cards: the tier's cards were all dealt on its first day, and your daily study is already working through them.

Already know some of the language?

You need not start at the first word. The **Tier Skip Challenge** lets you fight every boss of a tier in one run and, if you win, skip it (page 17). Or travel directly: from the list of heroes, `8` Help & Options, `3` Preferences, then `4` `Choose your tier`. Type the tier number and press `Enter`. The tier you leave rests, with nothing deleted, until you travel back.

> **ONE SCREEN WHERE 9 IS NOT "BACK"**
>
> On `CHOOSE YOUR TIER` the digits are tier numbers, so 9 means tier 9. Leave that screen with `Enter` on an empty line. And `0` there starts a tier over, which deletes: it asks you to type your hero's name first.

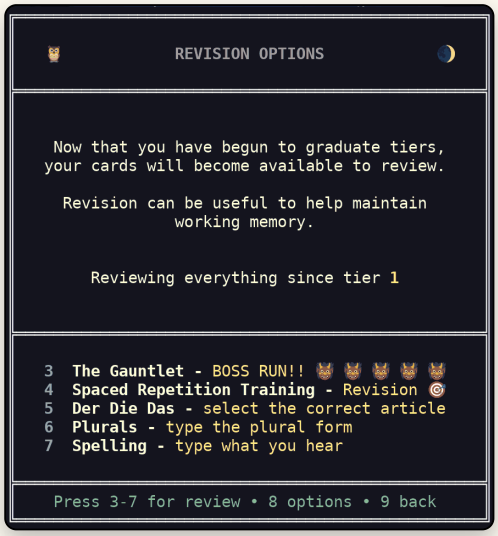
Revision: keeping old words alive

When a boss falls its words leave your daily cards. Revision is where they live on: a set of games you can play as much or as little as you like.

From the Gates, 6 `Review Mode` opens `REVISION OPTIONS`. The row is grey until you have beaten your first boss. The German course offers:

3	**The Gauntlet.** Every boss of a finished tier, one after another. One fall ends the run. Needs a completed tier.
4	**Spaced Repetition Training.** Your beaten cards on their own calendar, rated 0 to 5 exactly like daily study. The quiet way to keep everything.
5	**Der Die Das.** Choose the right article. Three rounds; misses come round again.
6	**Plurals.** Type the plural form.
7	**Spelling.** Type what you hear. Needs sound.
8	**Options: the revision pool.** Raise the floor with + to leave the earliest tiers out of the drills, lower it with -.
9	Back to the Gates.

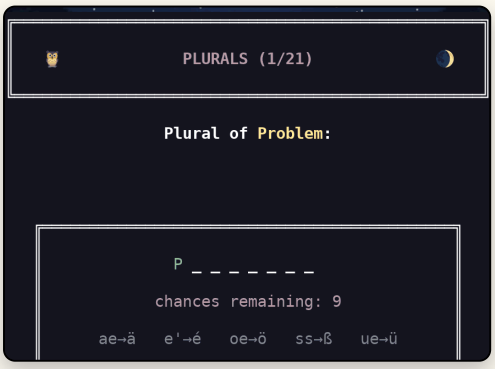
Other courses bring their own games in rows 5 to 7: opposites and a word builder in Esperanto, noun classes in Swahili, gap fill in many. A game appears once enough of your beaten words suit it. A grey row tells you the tier at which it opens.



Nothing here can hurt

Revision never touches your daily cards, your streak or your bosses. It also never counts towards today. Play it for its own sake.

The typing games



Plurals. The first letter is given.

- Just type. There is no Enter and no Backspace: each right letter appears, each wrong key shows red and costs a chance.
- Special letters come by themselves: type a e for ä, o e for ö, u e for ü, s s for ß.
- In Spelling, Space says the word again.
- 9 leaves and your place is kept. Here, for once, Esc works as well.

With a controller, the letter wheel does the typing.

TWO SIMILAR NAMES

`Review Cards` (Sanctum 5) is your daily study, and the only one of the two that feeds the streak. `Review Mode` (Gates 6) is this revision menu, titled `REVISION OPTIONS`.

Challenges and cluster training

Three more things you may try when the day's study is done. Two are found at the Gates under 8 **Challenges**, the third in the session chooser.

The Weekly Challenge

Three bosses of thirteen words from your current tier, the same for every player, new with each phase of the moon. Your own cards stay as they are.

1	**Train.** Read the week's words cluster by cluster. On a cluster's sheet 4 drills its cards and 5 spars with its boss.
2	**Fight.** All three bosses in one run, with three chances. The run starts at once.
9	Back to Challenges.

The first run of each week is the official attempt and later runs are practice. After a fall, **THE AFTERMATH** offers 4 train, 5 fight on, 6 restart, 9 leave. Your best result is kept on the front page.



The Tier Skip Challenge

A placement test for those who already know some of the language. Beat every boss of your current tier in one run and the tier is yours without studying it.

- Three lives a run. A fall or a retreat costs one. Bosses you beat stay beaten.
- As many runs as you like. Losing costs nothing but the run.
- Two pages of explanation come first. The second 5 starts the first fight.
- A win completes the tier, credits today's streak, and study resumes tomorrow with the next tier's Foundation Day.

> **A RUN TAKES OVER THE DAY**
>
> While a Tier Skip run is open, 5 in the Sanctum returns to the run, not to your cards. To get your cards back, finish the run or surrender it: on the Tier Skip page press 8, then 5. An unfinished run is cleared at midnight.
>
> And a win cannot be undone. Skip a tier only if you truly know its words.

Cluster training

In the session chooser (Sanctum 5), 8 opens **CLUSTER TRAINING MODE**. Pick one cluster and drill all its cards, due or not.

Useful before a boss, to look hard at one group of words. The game warns that it is less effective, and it is: here a 5 moves a card up by a single day, so mastery comes far more slowly than in daily study. The cards do count towards today. 9 pauses, then 5 resumes or 9 leaves.

Courses, heroes and saves

One hero can study several languages, and one computer can hold several heroes. Each keeps its own progress.

Another course

At the Gates, 7 `Change Path` lists your courses, three to a page (6 turns the page). Choose one, read the summary, and confirm with `Enter`. On this one page `Enter` is the yes, not 5.

- Each course has its own cards, tier, streak, Drive and master. Nothing is shared and nothing is lost by switching.
- Core, Pareto 1 and Pareto 2 of one language are a single course of fifteen tiers.
- The course taught in your interface language is grey. Choose it and the game offers to change the interface language first: 5 yes, 9 no.

Two kinds of language setting

Interface language, the menus: `Ctrl`+`L` anywhere. **Card text**, the language of translations and notes: Preferences, 7 `Language preferences`. On that page each key steps a row to its next value, so one stray 3 changes every menu to German. `Ctrl`+`L` puts it right.

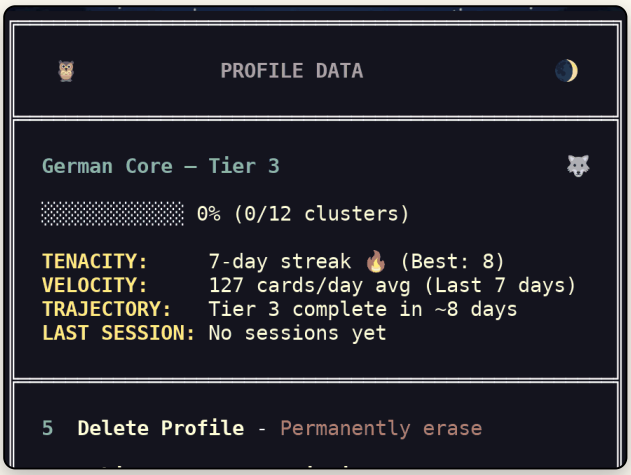
Your Records

Sanctum 6 opens `PROFILE DATA`: your streak and best streak, cards a day, and an estimate of when the tier will be finished.

6	Achievements and statistics. 5 there for the ladders in detail.
7	`Export Progress`: moves this hero into the Hero Archive.
8	Meet the Masters: change your master.
`Tab`	Show this hero's other courses.
9	Back to the Sanctum.

ON THIS PAGE, 5 IS NOT "GO ON"

In Your Records, 5 is `Delete Profile`. It then asks you to type the hero's name, so a slip is not fatal: press `Enter` on the empty line and nothing is deleted.



Heroes and the archive

The list of heroes has five places. An empty one reads `Create New Hero`. To free a place without losing anything, archive a hero: Your Records, 7, then 5. To bring one back: list of heroes, 6 `Hero Archive`, the hero's number, then 7 `Restore This Profile`. (On that page 5 deletes for good.)

An archived hero keeps everything: cards, bosses, streak and courses. If you archive your only hero, the list of heroes shows empty places and the archive, ready for a restore.

Saving

There is no save key. Every rated card, every boss and every setting is written to disk as it happens. With Steam Cloud on, your heroes follow you to another computer. Leave through the game's own 9 `Exit` and give Steam a moment before shutting down, so the newest copy travels.

Two things are permanent, and both make you type a name first: `Delete Profile`, and trimming a course in Preferences, 1 `Your courses`.

Lost? Start here

Nearly every confusing moment is one of these. Find what you see, then do what the right-hand column says.

WHAT YOU SEE	WHAT HAPPENED, AND THE WAY OUT
A screen I have never seen, and I do not know how I got here.	Read the title at the top and the bottom line. Then press 9 until the title is THE SANCTUM or FLASHBOSS PROFILE SELECTION. Both are on the map, page 7.
The game closed by itself.	You pressed 9 on the list of heroes, where it means Exit. Nothing is lost. Start the game again.
I pressed 9 during my cards and the session vanished.	9 on a card leaves the session. The cards you rated are saved and the rest are waiting: Sanctum, 5, 5.
A card moved on before I had looked at it.	At the rating step a digit from 0 to 5 is the rating. The card will come round again on its own, sooner if the rating was low. Turn the earlier steps with Enter.
RUNNING AWAY ARE YA?	You pressed 9 in a boss fight. 5 returns to the fight. A second 9 gives the fight up for today.
BOSS FIGHT LOCKED / "Come back tomorrow"	You fell to this boss, or retreated, today. It opens again after midnight. Other bosses and your cards are unaffected.
Sanctum 5 shows TIER SKIP CHALLENGE, not my cards.	A Tier Skip run is open. Finish it, or surrender it with 8 then 5. Your cards return at once.
Sanctum 5 shows DAILY TRAINING COMPLETE and a glowing book.	Today's cards are finished. This is the Grimoire, an optional extra session (page 11). 9 goes back and costs nothing.
Sanctum 5 shows REVISION OPTIONS.	You finished a tier today. The next tier begins tomorrow, and until then the game offers revision. 9 goes back.
The Sanctum says Streak incomplete though I finished today.	You changed to a master who asks for more cards a day. Do the difference, or change back.
I cannot find Revision, Challenges or my other course from the Sanctum.	They are at the Gates: 9, then your hero's number, then 6, 8 or 7.
I cannot find the settings.	List of heroes, 8 Help & Options, 3 Preferences. For voices alone, Ctrl + 0 anywhere.
Every menu is suddenly in another language.	Ctrl + L, then choose yours.
There is no sound.	On a card press S, then 5. Lessons always speak.
The animals have gone, or a list covers the corner.	F8 shows and hides the animals. F2 closes the hotkeys list. A narrow window hides the animals by itself: widen it or press F11.
9 does nothing on a screen where I am typing.	While typing, 9 is just a character. Clear the line and press Enter on it empty to go back.
My hero is gone from the list of heroes.	It was moved to the archive (Your Records, 7). List of heroes, 6 Hero Archive, the hero's number, 7 Restore.

Every key on one page

Everywhere

1–8	Choose the row with that number	D-pad + A
5	Forward, yes, the usual choice	Y
9	Back one place	B
Enter	“Any key”: turn the page	A
4 6 ← →	Previous and next page of a list	← →

On a card

Enter	Next step: sentence, its meaning, the answer	A
0–5	At the last step: rate, and go on	D-pad + A
8	Notes	A
7	Rating guide on and off	
Enter / 6	Hear the word / the sentence again	R1 / L1
S	Sound on or off (then 5)	
Ctrl + N	Notes always on	
9	Leave the session; rated cards are kept	B
0 7	In a lesson: skip this time · never show again	

In a boss fight

1–8	Your answer. Four right in a row win.
9	Ask to retreat. Then 5 fights on, 9 gives up for today.

The window

F2	Hotkeys list (again to close)	Start
F11 F8 F9	Full screen · animals · frame position	
Ctrl + L	Interface language	
Ctrl + O	Audio and voice	
Ctrl + P	Text to speech	
Ctrl + E	Esperanto word analyser	

The road to each place

Today’s cards	Enter 1 5 5 5
Clusters and bosses	Sanctum 4
Records, achievements, master	Sanctum 6
Cluster training	Sanctum 5 8
Revision games	Gates 6
Another course	Gates 7
Tier Skip, Weekly Challenge	Gates 8
All lessons	Heroes 8 1
Preferences	Heroes 8 3
Hero Archive	Heroes 6

Sanctum to Gates: 9, then your hero’s number.

The six ratings

0	Never heard it	back to 1 day
1	Heard it, did not know it	3 steps down
2	Wrong, but close	2 steps down
3	Guessed, and was right	1 step down
4	Right, could not spell it	stays
5	Know it perfectly	**1 step up**

Steps, in days: 1 · 2 · 3 · 5 · 8 · **13** ★ · 21 · 34 · 55 · 89 · 144 · 233 · 377. Two 5s master a new word. A boss is ready at 80% mastered.

WHERE THE USUAL MEANINGS DO NOT HOLD

List of heroes: 9 closes the game.
Sanctum: 9 goes to the list of heroes, past the Gates.
Card, last step: 5 is the top rating.
Boss fight: 9 9 is a defeat.
Grimoire card: 9 costs a streak day.
Your Records: 5 is Delete Profile (asks for the name).
Choose your tier: digits are tiers; empty Enter goes back.
Change course: Enter confirms.
Typing screens: 9 is a character; empty Enter goes back.