

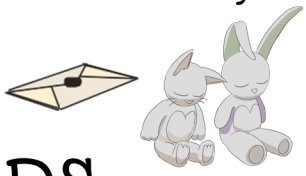
Psyche GUIDE AND Dive CHEAT SHEET



ENEMIES

Each enemy has an emotion type: Anger, Joy, Fear and Sadness.
In order to defeat an enemy, you need to attack it using an emotion that is not the enemies current emotion.

For example, when attacking an Anger enemy, you can attack it using Joy, Fear, Sadness or Neutral (your default emotion). If you attack it using the Anger emotion, it will not do any damage to the enemy.



COLLECTABLES AND REWARDS



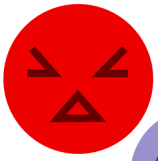
In each of the main levels, there are collectables that you can collect and enemies to defeat that give you a reward.

In Ava's mind (the first patient), if you read all of the letters, you unlock the Joy emotion forever and can use it for unlimited time.

In Ava's mind, if you defeat the boss, Jose, You will unlock the Anger emotion forever and can use it for unlimited time.

In Gracie's mind (the second patient), if you collect all of the teddies, you will unlock the Sadness emotion forever and can use it for unlimited time.

In Gracie's mind, if you defeat the enemy targetting the patient, you will unlock the Fear emotion forever and can use it for unlimited time.




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EMOTIONS

There are 5 emotions that you can use throughout the game. They are Anger, Joy, Fear, Sadness and Neutral.

Each emotion has a specific perk that provides benefits to the player.

Anger makes your movement and attack speed slower but you have a more powerful attack. You could use Anger when fighting a boss and when you want to deal lots of damage to an enemy.

Joy enables you to attack and gaurd faster, but it uses more stanima. You could use Joy when there are lots of smaller enemies that you would like to clear through them quickly.

Fear makes your movement and dash speed faster, but your attacks are weaker. You could use Fear when there are lots of enemies and you just want to quikcly escape and just regroup yourself away from all of the enemies.

Sadness enables you to recover your health and stamina faster, but your attacks and blocks are slower. You could use Sadness when you see that you are losing health and stamina fast and want to replenish them quickly.

Neutral has no special perks, but it does make your attacks less effective. You start yout with Neutral, so you are encouraged to get other emotions as quickly as possible, as each other emotion provides special perks.



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EMOTION ORBS

Scattered throughout all the levels, you can find emotion orbs. Emotion orbs replenish the specific emotion.

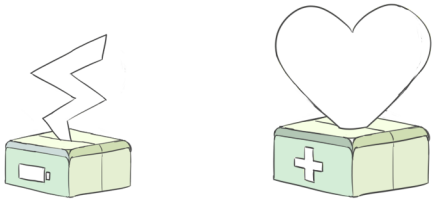


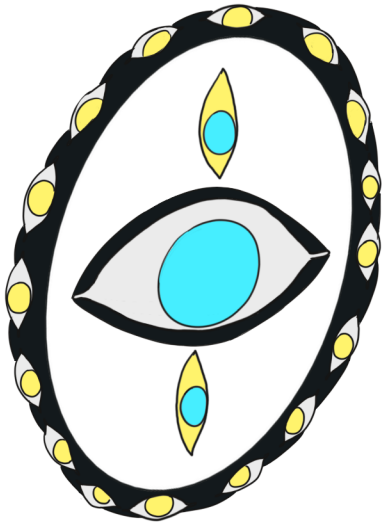
Emotion orbs are also dropped when enemies are killed. The type of orb dropped is the emotion of the enemy that was killed.

HEALTH AND STANIMA

Health and stamina play an important role in Psyche Dive. Your health and stamina are regenerated while you play, although it regenerates painfully slowly.

You can speed up this process by picking up a Health or Stamia pack.











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PROGRESSION

In Psyche Dive, there are 4 main stages/levels for you to play They are the Tutorial, Ava's Mind, Gracie's Mind, and the Final Boss.



Tutorial

To finish the tutorial, you just need to go through the level, completing all tasks and objectives that you get given, testing everything out so you can get used to the mechanics.



Ava's Mind

In the mind of Ava, there are two routes that you can take to complete the level. You can collect all the letters located around the level or defeat the mini-boss.



Gracie's Mind

In the mind of Gracie, there are two routes that you can take to complete the level. You can either collect all of the teddies located around the level or defeat the enemy that is attacking Gracie.



Final Boss

You've reached the end of the game. All you need to do now is defeat the final boss to finish the game, but watch out, the boss has some sneaky tricks up their sleeves.

