

Readcast Recut

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Introduction



The next generation of the virtual pet application, Riftcast Recut is greatly expanded from its predecessor with a greater emphasis on nurturing and interacting with your party. You are tasked with caring for and training a team of up to 20 Reverians out of a roster of over 100 different species.

Note that some features mentioned here aren't final, let alone implemented.... but it's getting there.

- ▶ [What's new](#)
- ▶ [Learn the controls](#)
- ▶ [Creating a new save file](#)
- ▶ [Meet the monsters](#)

Installing on Windows

Just extract the archive to a folder of your choice. You can also update Recut by simply replacing the executable with the newer version.

Save files (MEMENTO.GZR, SAVE1.GZR and SAVE2.GZR, [as well as *.CHRs](#)) are stored elsewhere.

New Features

Recut to Imago

SUMMARY

- 44 species added (103 unique, 124 total)
- 50 areas added (25 special, 70 total)
- 18 tourneys added (40 total)
- 11 player choices added (66 total)
- 3 starters added (11 total)
- 2 invaders added (4 regular, 12 total*)
- 4 shells added (20 total)

GENERAL CHANGES

- Implemented an in-game Dex - view stats and information on (almost) any species
- Starting money and care items have been reduced
- Replaced instances of MEAT as drop items in Ventures with RAW MEAT
- Rearranged player choices (Loxaloids → Beastkin → Invaders → Riftborn)
- Centered screen and new zoom options on Android
- [Something about species profiles going missing](#)

REVERIANS

- Actions added - Allows access to certain areas, particularly Sea Areas
- Implemented (some) Abilities - passive boons and banes that take effect while at home, out venturing or battling
- Added Duty, Fun, Spirit and Stress decay
- Reverians may now have (some of) their stats boosted or lowered in battle depending on their emotional state
- Party members that exceed their natural lifespan now properly lose decay stats much faster
- Party members can now be dismissed
- Removed Sound type on a few attacks, replaced with Blast

GAMEPLAY

- Nightward Hunting added - a wave of battles involving multiple enemy species that can be taken on solo or with a party member/player character
- Implemented Terminus Crossroads - save and load party members to file
- Adoption and Upgrading - recruit from a randomly rotating roster of Reverians and promote a Puparox to a Metalox
- An item can now be held by the player or a party member
- Player characters may disappear for some time depending on certain conditions, only coming back while idling at home
- The player and/or party members can now partner up with another party member in Ventures
- Added bosses to certain new Areas
- The Elusive Eight now only appear in specific biomes under certain conditions
- Tourneys now have set levels and genders for certain opponents for better scaling with species of different ranks
- Adjusted evasion rate against slower/larger species
- Target items in quests now pull from certain areas/amenities instead of a predetermined list
- And quite a few other things...

Riftcast 1.4 to Recut

GENERAL CHANGES

- Only one set of buttons
- Resources are now all packed into the executable
- Debug mode is no more
- Exclusive content
 - Red and Blue versions
- Two save slots per platform
- Encrypted save files

REVERIANS

- Up to 20 Reverians can be stored on a single save
- Reverians cannot die of old age
- Certain returning species have different evolution choices
- Training stats, unique theme songs and cries are removed
- Species can now be weak to or resist elemental and attack types
- Expanded personalities - 30 traits and a range of likes and dislikes
- Innate personalities and behaviours
- Species are split into Races - Animals, Beastfolk, Lox, etc.
- Preferences for biomes, foods, activities, etc.
- And much, much more...

GAMEPLAY

- You are no longer forced to raise two Reverians at once
- Player characters - can be used as a party member or a training buddy
- Training minigames replacing the instant stat boosts of the original
- Tourneys and Ventures are finally here
- Inventory and shopping
- Timescale can no longer be configured
- Improved time-and-day system
- And some other things...

System Requirements

Make sure you have the following minimum system setup.

Windows

- Windows® 7 or newer
- 1GB RAM
- Mouse or touchscreen
- OpenGL 3.3 compatible video card
- ~80 MB free space

Android

- Android 7 or better
- Touchscreen
- ~80 MB free space
- Root access (if transferring/importing saves)

Links

Website: <https://projectrevery.neocities.org>

Discord: <https://discord.gg/5FJqVjQbNx>

Initial Setup

Before starting a new save, you can setup your user data in **SETUP** → **USER**. It's completely optional though - none of these options actually do anything in-game as of yet.

USERNAME

Type in a username to use online. You can use up to 11 characters here (A-Z, 0-9), as with any other text entry box.

BDAY

Set your day and month of birth here. Advance through the numbers the same way you would during text entry.

RECORD

Here you can see your battles, quests and wins from all your save files. You can't clear this without wiping your core save data entirely.

ICON

Select a species to represent yourself. You can't actively use it, though it will show up online instead of whoever your save file's player character is.

Creating a Save

Upon starting a new game, you will first be prompted to select one of two save slots. There *might* be more slots (or the option to name a save file outright) in the future.

CHOOSING VERSIONS

There are two versions on offer: **Red** and **Blue**. Each has their own exclusives, including species, locations and settlements. Note that not all of these are completely unattainable for those on the opposite version, at most affecting what species you'll see more or less of during Ventures and Quests.

CREATING YOUR PARTY







Here, you have the option to start out as any sapient, non-exclusive species (66 as of yet). Note that some species are worse off at battling and/or exploring than others.





CHOOSING A STARTER

Your starter choice selection includes 11 Lessers, as well as the ability to import a duo from Riftcast 1.1+. More information on that can be found [here](#).

CHOOSING A HOMELAND

You have 5 homeland choices per version, each with access to different items and areas. The areas you permanently have access to depend on the continent of your chosen homeland, though your options shift around with your current Rank as well as random daily additions.

	Homeland	Version	Endgame Areas
	Dawnshire	Red	Faraway Road, Ashen Mesa, Murmuring Timberland, Ancient Necropolis, Blighted Bay, Proving Range, Stark Peak, Solglass Sands, Somnolent Shrine, Aurora Tundra, Writhing Labyrinth, Twinpeak Fort, Riftborn Relic
	Hobglen	Red	Bounty Field, Pipe Woods, Sunny Savanna , Volcanic Grounds, Silent Vault, Stone Isles, Mt. Bolide, Infernal Veldt, Abyssal Ingress, Whitewater Cascade, Misty Waterway, Miasmal Core, Upland Cay
	Stratospire Rldge	Red	Prairie Field, Rime Forest, Lofty Peaks, Rocky Grotto, Stone Isles, Silent Vault, Final Frontier, Sky Corridor, Hallowed Ruins, Whitewater Cascade, Misty Waterway, Miasmal Core, Upland Cay
	Luster Falls	Red	Bounty Field, Pipe Woods, Sunny Savanna , Volcanic Grounds, Silent Vault, Stone Isles, Mt. Bolide, Infernal Veldt, Abyssal Ingress, Whitewater Cascade, Misty Waterway, Miasmal Core, Upland Cay
	Langrel Post	Red	Plain Field , Flooded Wetlands, Dusk Dunes, Quarry Mountain, Silent Vault, Stone Isles, Landslide Lane, Baleful Bayou, Mineral Hollow, Whitewater Cascade, Misty Waterway, Miasmal Core, Upland Cay
	Duskwick	Blue	Faraway Road, Ashen Mesa, Murmuring Timberland, Ancient Necropolis, Blighted Bay, Proving Range, Stark Peak, Solglass Sands, Somnolent Shrine, Aurora Tundra, Writhing Labyrinth, Twinpeak Fort, Riftborn Relic

	Darkwater Bay	Blue	Polar Field, Deadwood Way, Soggy Swamp, Cold Caverns, Dusty Outback, Safehold Relic, Mt. Aubade, Deluge Trench, Glacial Chamber, Whitewater Cascade, Iceberg Sea, Lucent Atoll, Caustic Coast
	Ashenbrook	Blue	
	Arcadus	Blue	Prairie Field, Rime Forest, Lofty Peaks, Rocky Grotto, Dusty Outback, Safehold Relic, Final Frontier, Sky Corridor, Hallowed Ruins, Whitewater Cascade, Iceberg Sea, Lucent Atoll, Caustic Coast
	Fortstead	Blue	Plain Field, Flooded Wetlands, Dusk Dunes, Quarry Mountain, Safehold Relic, Dusty Outback, Landslide Lane, Baleful Bayou, Mineral Hollow, Whitewater Cascade, Iceberg Sea, Lucent Atoll, Caustic Coast

After creating your team, you will be greeted with your starter choice (or first imported Reverian) on the [HOME Screen](#).

Importing from Riftcast

At the starter screen, you can import a save from Riftcast to use your currently raised pair as starters. Your memory.rvr save file must be from 1.1 or above.

To do this, copy memory.rvr to the game's save directory alongside MEMENTO.GZR:

Windows: %APPDATA%\Roaming\RCR

Android: /data/data/rvr.gazer.recut/files (Root may be required)

IMPORT NOTES

- Most stats, including Hunger, Energy and Age will be reset.
- Level, EXP, Birthday, Mood and Bond will be retained, but not Power, Defense, Magic, Weight and Lifespan.
- Personality will be retained, but no longer shown in-game.
- The species names Mystlaze, Snaggro and Slare will display as Tornarius, Casberos and Gasto instead.
- Saves with illegal species IDs or edited parameters cannot be imported.
- All imported Reverians will have their lifespan set to their minimum for an Adult, as well as always being alt A.
- Imported Creslumas will always be female, regardless of their original gender.

Controls

This game can be played using a mouse/touchscreen or keyboard controls.

BUTTONS AND FUNCTIONS

- **D-Pad** - Cycle through items or changes mode.
- **A Button** - Select items or accept prompts.
- **B Button** - Cancels selection and prompts.
- **Mouse** - Allows you to focus on text boxes and type in text.

SELECTION AND SCROLLING

Depending on what kind of screen you are on, you may need to use different D-Pad buttons to scroll

through options.

- To scroll through menu options, press **Up** or **Down** on the D-Pad.
- To scroll through preview options, press **Left** or **Right** on the D-Pad.

TEXT ENTRY

- **Keyboard Enter** - Set a nickname or username.
- **Keyboard Escape** - Back out of text entry.

Book of Beasts

Accessible from both the main menu and **SETUP** menu through the **DEX** option, you can preview every available species and quickly review information on them, including their colour alts, weaknesses, resistances, stats and preferred biomes. The information here isn't at all comprehensive - you'll have to look elsewhere to know how to best handle certain species.

Some (generally unobtainable) species, however, cannot be checked at all.

Feeding Behaviours

By default, most species can be either herbivorous, carnivorous or omnivorous.

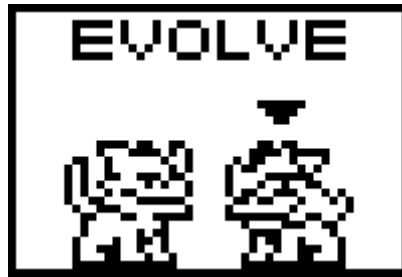
Each species also has their own diet out of 8:

- **Generic**
- **Beastly**
- **Ratty**
- **Birdy**
- **Scaly**
- **Buggy**
- **Fishy**
- **Bot**

Feeding the wrong type of food can make a Reverian seriously ill, so be sure to check their species profile elsewhere.

	Meaty	Veggie	Fishy	Dairy	Brothy	Grainy	Candy	
Generic	✓	✓	✓	✓	✓	✓	✓	
Beastly	✓	✓	✓	?	✓	✓	?	
Ratty	✓	✓	✓	?	✓	✓	✓	
Birdy	✓	✓	✓	?	✓	✓	?	
Scaly	✓	✓	✓	?	✓	✓	?	
Buggy	✓	✓	✓	?	✓	✓	?	
Fishy	✓	✓	✓	?	✓	✓	?	
Bot	?	?	?	?	?	?	?	

Evolution



Evolutions no longer occur automatically upon reaching a specific level; instead they must be manually triggered at the End Of The Line, a special location found in **PLAY** → **WORLD** → **SPECIAL** → **EOTL**. Some species have 2 choices instead of only 1, but not every species can evolve.

Lv. 8 - Lesser to Animal

Lv. 16 - Animal to Beastkin

Lifespans

Each species has an average lifespan of a couple of in-game years, depending on their race and class. Upon evolution or importing, an Adult Reverian will always be a day older than their growth period (around 1/5 of their total lifespan) for their species (e.g. an Adult **Casberos** will always evolve to a 9 year-old **Laminero** or an 8 year-old **Cryogon**) regardless of how long it had left to live.

Though Reverians will no longer die instantly upon reaching the end of their lifespan, they will become much more prone to injuries and illnesses, as well as performing worse in battles.

Illnesses and Injuries

A Reverian may fall ill upon eating the [wrong kind of food](#) for its species or randomly after [Venturing](#). Applying medicine can cure the illness, but bigger species may require more doses.

Injuries often occur after losing a battle or failing training, with minor injuries still leaving the Reverian actionable and major injuries leading to death if it isn't cured in time. Applying bandages can degrade a major injury to a minor one and outright cure a minor injury, but as with medicine, using bandages on a bigger species has a lower success rate.

Death

While Reverians no longer die instantly from old age in Recut, a Reverian can still die from remaining sick, injured or hungry for too long.

If all Reverians in your save file dies, you will immediately be prompted to pick another starter.

Personalities

Greatly expanded from the original, there are now 30 personality traits to work with, each somewhat dictating how a Reverian acts and how their Mood and Bond shifts. Some traits are innately positive, neutral or negative, increasing or lowering Charisma. As of the Imago Update, this is now shown in the last page of a party member's profile.

Do note that certain personalities don't gel well with certain activities, such as battles and training.

Positive

- Careful (originally Wise)
- Docile (originally Calm)
- Pleasant
- Dreamy
- Gallant (originally Obedient/Loyal)
- Bold
- Lively
- Playful
- Daring
- Crafty

Neutral

- Blank
- Quiet
- Cool (originally Mellow)
- Zealous (originally Intense)
- Stern
- Adamant
- Naive
- Tough
- Quirky
- Cynical
- Pensive

Negative

- Timid
- Distant (originally Aloof)
- Tricky (originally Devious)
- Morose
- Vain (originally Proud)
- Moody
- Lax
- Brutal
- Naughty
- Tense

Abilities

Most species now have a few special abilities that activate while idling, venturing and/or battling. Note that some of them can never trigger for the player.

In typical Recut fashion, most of them don't do anything as of yet.

Violator - Ignores abilities, stat boosts and status effects from non-Violators.

Restless - The user cannot be put to sleep.

Antibody - The user cannot be poisoned.

Fireproof - The user cannot be burned.

Antifreeze - The user cannot be frozen.

Limber - The user cannot be stunned.

Blinkers - The user cannot be blinded.

Killshot - Super effective and critical hits deal much more damage.

Interceptor - Intercepts the enemy if they use a priority attack.

Cruelty - Deals more damage to foes under a status condition.

Deadeye - Increases chances of landing a critical hit.

Overclock - Deals more damage when enraged, but greatly decreases defence.

Merciless - The user deals more damage towards enemies with low Resolve.

Neutraliser - Suppresses certain abilities.

Regenerator - The user recovers HP while venturing.

Ramp Up - The user deals more damage the lower its HP falls.

Berserk - Increases power when enraged, but greatly decreases Duty.

Breaker - Ignores blocking.

Intuition - Slightly increases evasion.

Lock-On - Attacks are more accurate on the target.

Razor Sharp - Contact deals Edge damage to the attacker.

Toxic - Blast attacks have a chance to poison the target.

Venomous - Stab attacks have a chance to poison the target.

Tension - Greatly increases chances of causing status effects.

Bombardier - Increases power of Blast attacks and Launch self-damage.

Skimp - Close range attacks won't make contact with the target.

Mettle - Decreases damage gained depending on current HP.

Last Chance - Survives an attack that would have defeated it, and boosts attack.

Bulletproof - Greatly reduces incoming Stab damage.

Mirror - Reflects status effects back to the attacker.

Sluggish - Blunt attacks may stun the target.

Ironclad - Prevents bleed and reduces damage of non-Blast moves.

Recycler - Slight chance of retaining a consumable after use.

Meltdown - Hurts anyone nearby upon defeat or death.

Spiny - Contact deals Stab damage to the attacker.

Sticky Feet - Held items cannot be taken away by outside forces.

Beastmaster - Doubles Bond gains and losses with Animals and Beastkin.

Banisher - Prevents encounters with weaker species.

Lunatic - Increases stats at night, but greatly increases Spirit decay.

Badlander - Resists bad weather and reduces power of incoming Earth attacks.

Heat Res - Resists hot weather and slightly reduces power of incoming Fire attacks.

Cold Res - Resists cold weather and slightly reduces power of incoming Ice attacks.

Super Sense - Increases chances of finding items.

Low Sense - Increases susceptibility to wild encounters.

Illuminator - Increases chances of encounters at night and in dark areas.

Pollinator - Certain items may be duplicated when held.

Synthesizer - Hunger doesn't decrease during daytime.

Metallurgy - Boosts stats while holding a Metal material and increases power of Metal attacks.

Lockup - Decreases stat decay when stressed.

Zero Weather - Clears the sky and disables weather conditions.

Degrader - Steadily hurts everyone, friend or foe, without this ability.

Fickle Fettle - Increases battle performance while in good condition, but decreases it and Mood if not.

Shedder - Removes debuffs at the cost of being prone to contact. Can only be triggered once per battle.

Vampire - Steals HP when biting or stabbing.

Softie - Decreases damage taken from Blunt attacks, but increases damage taken from other attacks.

Pressuriser - Steadily decreases foes' Resolve.

Revenant - Blocks poison, Ramping and ambient damage, but disables healing.

Accumulator - Increases Energy after eating fuel or defeating someone.

Hibernator - Decreases Hunger and Energy decay, but prolongs sleep.

Riftwalker - Prevents Venture Energy drain in Realm areas.

Sensitive - Much more prone to buffs and debuffs.

Overcast - Causes Cloudy weather.

Misty - Causes Foggy weather.

Warming - Causes Fiery weather.

Rain Spell - Causes Rainy weather.

Whiteout - Causes Snowy weather.

Dustbowl - Causes Dusty weather.

Turbulence - Causes Windy weather.

Wild Blue - Causes Stormy weather.

Star Showers - Causes Starry weather.

Black Hole - Pulls in items, but prevents escape from encounters.

Lucky Magus - Sometimes increases EXP gain and rare item chances.

Slider - Increases evasion against physical attacks.

Riser - Increases evasion against ranged attacks.

Primordial - Nullifies damage from incoming attacks of the same primary type as itself.

Shadow Walker - Moves faster when venturing alone at night.

High Low - Emotionally erratic.

Healing Heart - Heals teammates switching in.

Final Fortress - Boosts stats when they're the last one standing in a duo/team. Doesn't do anything when alone.

Infiltrator - Greatly reduces encounter chances.

Pride - Boosts or lowers Resolve when buffed or debuffed.

Nurse - Cures teammates of status conditions.

Echo Chamber - Increases Resolve and Spirit of friends, stacks with other Echo Chamber users.

Bloodlust - Increases Resolve and Rage after winning a battle, but decreases Spirit.

Killer Glare - Decreases Resolve of the target every time someone does a physical attack or switches in.

Motivator - Increases Resolve of both the user and any teammates.

Short Fuse - Greatly increases chance of becoming enraged.

Hostler - Gets along well with Animals.

Wild Call - Gets along well with Beastkin.

Inhumanity - Gets along well with Loxaloids.

Abnormie - Gets along well with Wraiths, Mutants and Puppets.

Diviner - Gets along well with Mythics.

Happy Aura - Increases non-Riftborn Reverians' Mood.

Shamed Aura - Decreases non-Riftborn Reverians' Mood and Spirit.

Fearsome Aura - Decreases non-Riftborn Reverians' Mood and increases Stress.

Surprise Aura - Increases non-Riftborn Reverians' Spirit and Stress.

Curious Aura - Increases non-Riftborn Reverians' Fun and decreases Stress.

Disgust Aura - Decreases non-Riftborn Reverians' Bond and increases Rage.

Rage Aura - Increases non-Riftborn Reverians' Rage.

Sad Aura - Decreases non-Riftborn Reverians' Mood.

HOME Screen






HOME Screen

Once you've created or loaded a save, you'll land at the **HOME Screen** where your active Reverian will be waiting for you. From here you can either look at your team information, care for your active Reverian or play, fight or go out with them, your player character or a party member.

Shown on the top of the screen is their current Hunger and Energy, as well as the in-game date and time. During most interactions and random events, these details will be hidden and every variable, including stat decay and time progression will freeze until you return to this screen.

When your Reverian needs or is affected by something, a status icon may show up. Depending on their species and/or their emotional state, they might not be able to tell you anything.

STATUS ICONS

-  Calling
-  Enraged
-  Disciplinable
-  Injured
-  Dying
-  Overjoyed

⏸ Depressed

⌚ Torpor

💤 Asleep

INFO Tab

INFO Tab

The records and status of your player and party members are shown here. You can also switch out active party members from here.

- ▶ [Active Profile](#)
- ▶ [Player Profile](#)

Active Profile



By accessing **INFO** → **ACTIVE** or pressing Button B on the [HOME Screen](#) while nothing's happening, you can find out the current status of your active Reverian. Check often to see how to care for it. Pressing Button A while you're here also lets you rename or take away a held item.

LANDING

Your active Reverian's nickname, gender, typing and colour alt will be shown here. Most of these aspects don't really do anything outside of battle.

FLAVOR

Check the age, date met, time spent together and birthday. Depending on the bond between you and the Reverian, they might be in greater spirits on the day met or their birthday.

HUNGER/ENERGY

Check the active's hunger and energy levels. Keep in mind that every species has a different rate of hunger and energy decay, especially between races and classes.

MOOD/BOND

Check the active's happiness and how close they are to you is shown here. How quickly they plummet depend on many factors, including species and personality.

STRESS/DUTY

Check the active's stress levels and obedience. Be sure to keep the Stress bar empty and the Duty bar full.

EXPERIENCE

Check the level, experience points gained/until level up, battle count and total wins. Note that training battles won't affect the count for the latter two.

SPECIES/PERSONALITY

The final screen simply shows the species name and current personality trait of the active Reverian, nothing more.

Player Profile

At **INFO** → **PLAYER**, you can see your player character's current stats.

LANDING

Your player character's nickname, gender, typing and colour alt will be shown here. Most of these aspects don't really do anything outside of battle.

EXPERIENCE

Check the level, experience points gained/until level up, battle count and total wins. Note that training battles won't affect the count for the latter two.

INFORMATION

Here you can check your current homeland, player rank/EXP and how much cash you have on hand.

GEAR Tab

GEAR Tab

All your care items and possessions are stored here.

- ▶ [Food and Care Items](#)
- ▶ [Egg Carton](#)
- ▶ [Inventory](#)

Food and Care Items

You start out with a finite amount of food medicine and bandages, which can be replenished at your homeland's Shop. When it comes to food, you may be better off frequenting the Eatery if you have the funds for it instead of using the FEED function, particularly if you want to recover your active Reverian's Energy with drinks or feed certain artificial species.

Egg Carton



After getting a wild Reverian to flee and accepting the recruit prompt, it's egg will be placed in the carton where it can be hatched or discarded. Up to 10 eggs can be stored here.

Inventory



The ITEM function shows both your current inventory and pouch, in which any items in them can be swapped out to another place. Items can also stack up in a single slot, usually up to 99.

STOCK

The item stock contains items brought from shops and eateries, storing up to 50 items. Items here can be used while idling.

POUCH

Your item pouch contains items that are earned and can be used during Ventures and Raids - though some items have no function here. It can only store up to 10 items at once, so be sure to clear it out every now and then.

PLAY Tab

PLAY Tab

This is where you'll spend the majority of your playtime.

- ▶ [Training](#)
- ▶ [Quests](#)
- ▶ [Battles](#)
- ▶ [Travelling](#)

Training

Training is a quick and easy way to gain EXP when starting out with a low-level Reverian. All of these minigames increase EXP by a flat amount, but also decreases their Energy. Failure in any of these minigames may result in injury.

- **BRICK** - You must press Button A when the bar is lined up around or at the middle to break the bricks.
- **PUNCH** - You have 3 seconds to press A as much as you can. Press enough times to destroy the punching bag.
- **BLOCK** - A cannon will appear, which will shoot either up or down at the trainee. You must press up or down on the D-Pad to block the shot.

Quests

One of your daily activities will be taking on quests of a multitude of types. These can be accepted at your homeland's hub, refreshing daily and expiring in your quest list after a certain number of days. Quests vary

depending on your current player rank, with a higher rank granting access to more areas and quest types.

Beware taking quests involving bounties at night - encounter rates are much more infrequent in most areas, but some species also won't appear during daytime in the quest's location.



Capturing

This quest tasks you with capturing a specified Reverian by defeating it, on top of making it to the end of an area.



Slaying

In this quest, you must defeat the specified Reverian. Upon beating them, the venture is over.



Touring

This quest simply requires you to make it to the end of an area. Escaping from encounters is also disabled while a Touring quest is active - you'll have to fend off whatever comes your way.



Poaching

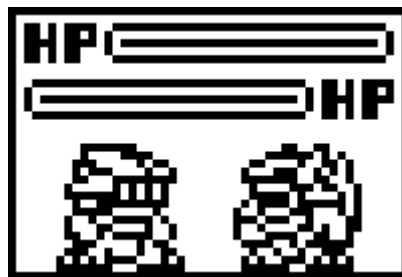
In this quest, you must retrieve an egg of a specified species, which can be found while venturing or after defeating an enemy. Upon collecting the egg, you will be prompted to deliver it to end the quest or claim the egg for yourself.



Delivery

This quest simply requires you to own the targeted item, which will typically be a rare item or treasure from a high-rank area. If it's not in your inventory, you can't accept and complete the quest from your list.

Battles



Battles are a major part of Recut, as part of training battles, tourneys and random encounters while Venturing. Battles automatically play out between two Reverians, with the fastest of the two having the first move. A number of variables play a part in who wins or lands an attack, including base/attack stats, levels, as well as size differences between species. Sapient species will also attempt to use moves that the target is weak to element and/or type-wise, if they have any effective moves.

- ▶ [Training Battles](#)
- ▶ [Tourney Battles](#)

Tourneys



There are 44 tourneys to power through, each having a certain number of opponents to beat. By winning a tourney, you'll receive a cash prize and unlock the next one. If you started the game with an imported pair, you will automatically unlock all tourneys up to Stage 9.

Note that you cannot switch tourneys while you're in the middle of one.

Training Battles

As long as at least two party members (including the player) are available, training battles can be initiated between the player and a party member or two party members. These don't count towards the participants' battle count nor wins, but they will decrease the Energy of the active Reverian if they were involved in the battle.

Upon selecting **TRAIN** at **GAME** → **BATTLE**, you will be prompted to select the first combatant from your party. From there, you have the option of facing off between the player or another party member.

Nightward Raids

Introduced in the Imago Update, Nightward Raids (**GAME** → **BATTLE** → **MELEE**) involve a wave of battles with a random selection of enemies. As with Ventures, these can be taken on solo with the player/active party member, or as a duo with another party member - you'll be prompted to switch after a wave.

For each enemy you defeat, you might get a rare Lodestar or Nodestone out of it - depending on what kind of species they were. These items are only varying levels of valuable when it comes to selling them - but they are required for evolution for certain species. Finish the raid entirely, and you'll come out of it with quite a bunch of Rank EXP and money.

You also cannot quit out of this at any point once you select a raid, so be sure to be prepared.

Travelling

There's lots to see and do in Recut. Granted, most of it isn't accessible nor implemented, but it's something.

- ▶ [Homelands](#)
- ▶ [Ventures](#)

Homelands



Accessible from PLAY → TRAVEL → TOWN, your Active Reverian can venture out to your chosen home settlement. Each homeland has the same amenities, with eateries varying in stock between settlements and the hub giving out quests based in specific areas.

SHOP

Basic items and refillable amenities are stocked here, including canned food, medicine and bandages. Cities and towns stock more kinds of items than those seen in villages.

You can also sell items from your inventory here, so long as they haven't already used.

EATERY

A big variety of meals are offered here, as well as Energy-increasing drinks. Your options vary depending on your home settlement, though WATER will always be available no matter where you are. Food and drinks can also be purchased and sent to your inventory.

HUB

Here you can see the 10 quests on offer for the day, refreshing daily at midnight. Up to 5 can be accepted until they expire. For more information on quests, go [here](#).

Ventures



During quests, tours and searches, your player character or your active Reverian can venture out to a number of areas at any time. Your available/starting area(s) are restricted by your current player rank and your chosen homeland, though some extra areas may show up for the day.

The leader of the party will be shown onscreen moving along the area, plus a partner if they're there and healthy. Some locations are bigger than others, taking more time and Energy out of the party.

An area can be of any one of these 11 biomes:

- Polar

- Montane
- Field
- Barren
- Marsh
- Forest
- Desert
- Sea
- Manmade
- Realm

If it matches with a species' favorite biome, they'll gain a Mood and Spirit boost upon finishing the venture. You can easily check what biomes a species likes through the in-game Dex.

Beware travelling in Realms though - most species take constant damage here.

MENU

By pressing **Button A**, you'll be sent to a menu with a selection of activities:

STATUS



Here you can check the status of the party and progress of the Venture, as well as information on the active quest if applicable. Keep an eye on the party's HP bar and resulting stance too - it might mean something.

ITEM

The items in your Item Pouch will be shown here. Anything you find during a venture will go here, and any foods or healing items can be used to recover HP - though diets still affect how well the former does that.

SWITCH

You can quickly switch places of the leader and partner here. Some abilities won't do anything in a partner position, however.

QUITTING

By pressing **Button B** or selecting the QUIT option in the menu, a Y/N prompt will appear. Quitting the venture will still cause time to pass.

ENCOUNTERS

Sometimes in the middle of a venture, a wild Reverian or an invader to the area may show up, and you will be prompted to battle them or flee. Their levels vary depending on the rank of the area, and by defeating them, you might be able to obtain the egg of the same species as the wild Reverian or be asked by the invader to join your party.

Invaders now keep the current level they were fought at, with random skills, birthdays/birthplaces, age and other such traits. Some also only appear in specific biomes and under certain conditions, such as time of

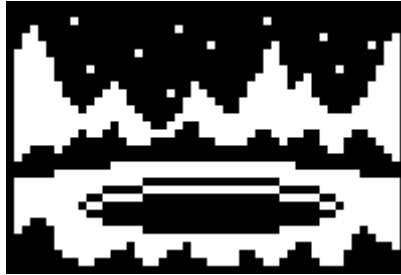
day or the party's current health.

BOSSES

Certain areas have a boss of a waiting at the end, some of which are only available during the day or night. Their level is always fixed and they cannot be recruited when beaten, but they always give a hefty amount of EXP when defeated.

Note that if you already have a quest active in an area with a boss, they won't appear at the end of the trail.

End of the Line



This special location is where evolution is initiated, where only those able to evolve can access the area. More info on evolution can be found [here](#).

Terminus Crossroads



At the Terminus Crossroads (**PLAY** → **WORLD** → **SPECIAL** → **TC**), you can seal away (so long as they're not the sole party member) or call a party member from a file. Saving a party member resets Bond and cuts any ties they have with other teammates, though this doesn't have serious ramifications as of yet.

You'll also be punished if you attempt to call a party member while they're already on your save file, so watch yourself.

Alterworks Depot



This special location stocks a big variety of items for purchase, some of which can't be found anywhere else. The selection on offer is the same every time you visit and isn't affected by hometown nor version, but the prices of all items stocked here will be higher than what you'd find elsewhere.

MENU Tab

MENU Tab

- ▶ [Saving and Loading](#)
- ▶ [Shells](#)
- ▶ [Window Size](#)
- ▶ [Book of Beasts](#)
- ▶ [Quitting](#)

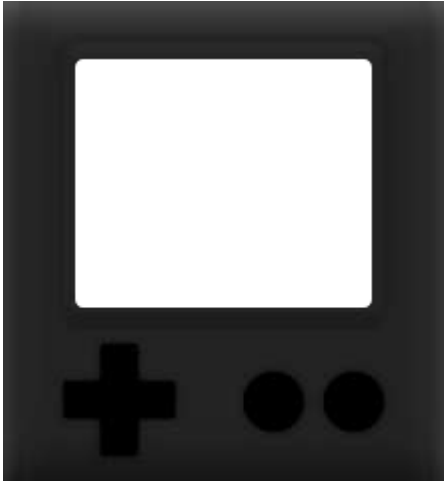
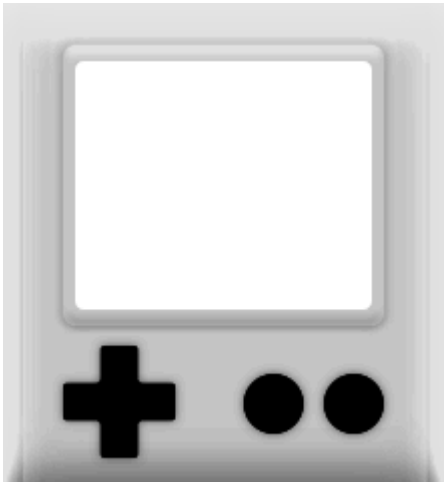
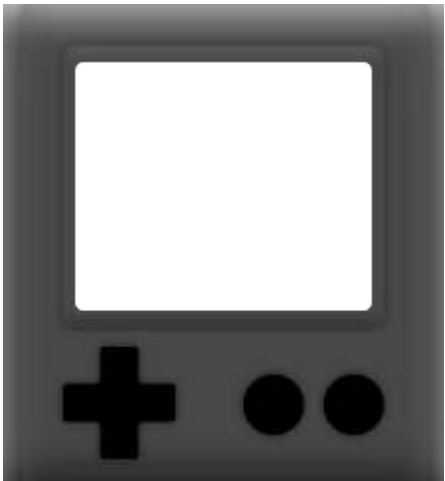
Saving and Loading

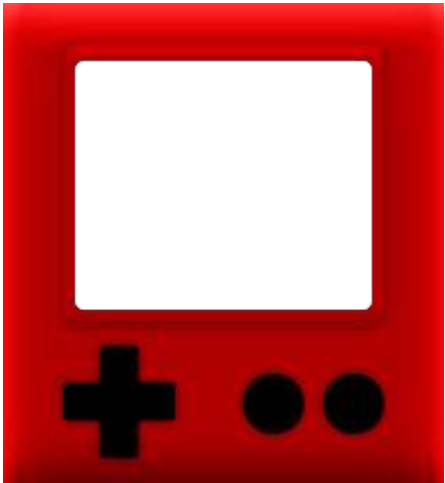
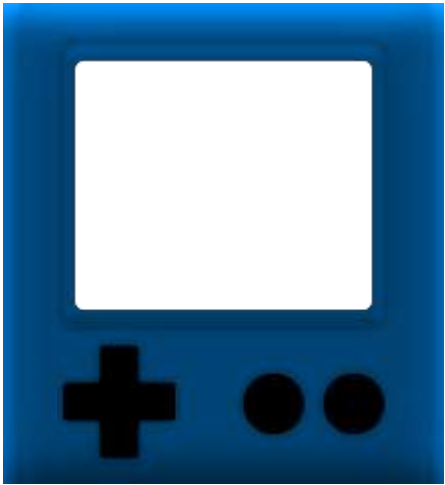
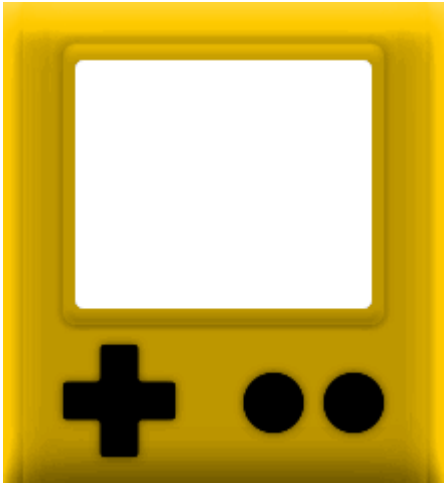
From **MENU** → **DATA**, you can either save your current game or reload a previous save in the same slot. You will always be prompted beforehand before accessing the file.

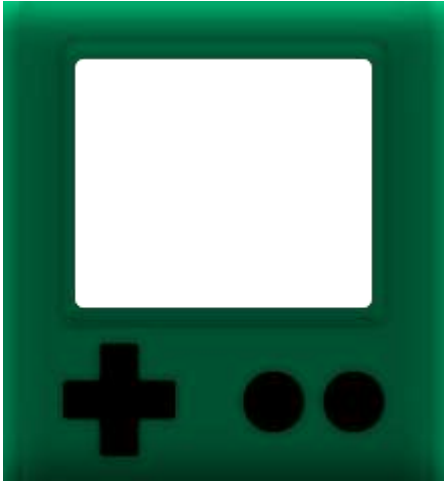


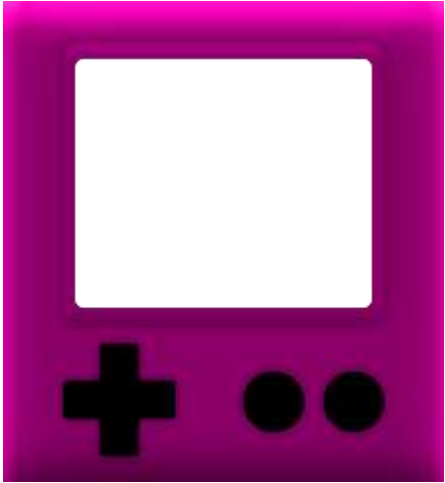


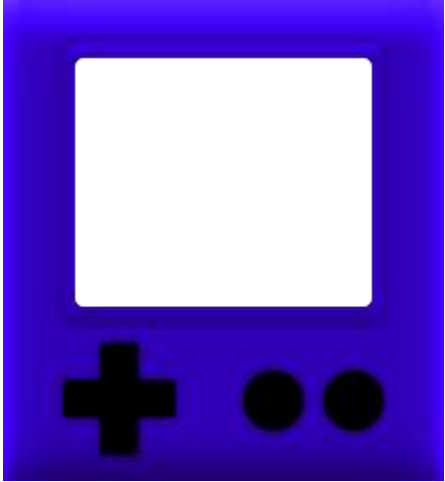


Shells

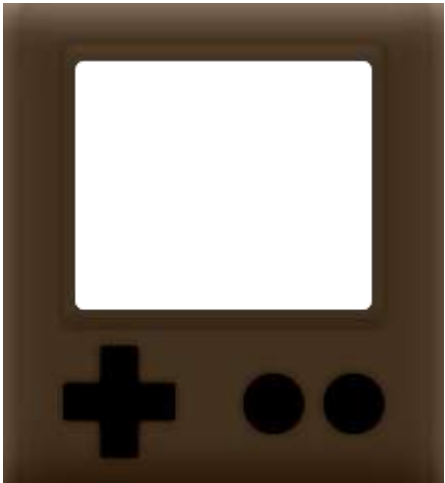

Carried over from the original Riftcast, you can choose an application theme out of a selection depending on your chosen version, with the default shell varying with major updates. More will be added every now and then.




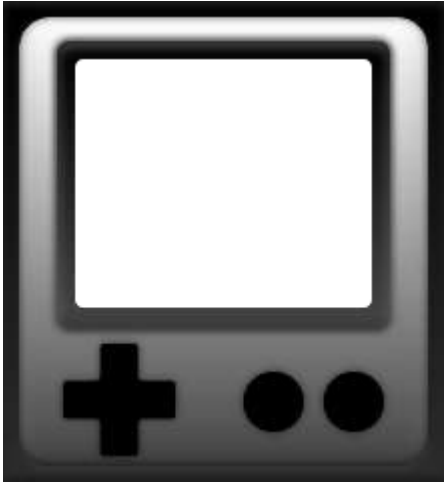





Name	Shell	Red	Blue
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BLACK		✓	✓
WHITE		✓	✓
GREY		✓	✓

RED		✓	?
BLUE		?	✓
YELLOW		✓	?

GREEN			
PINK			
VIOLET			

BROWN		✓	✓
CLASSIC		✓	✓
WILDFIRE		✓	?

LAGOON			
MONOIC			
EVERTED			

SPECTRUM	 A console skin with a white body and a thick, multi-colored rainbow border. It features a black plus button and two black circular buttons at the bottom.	✓	✓
PHANTASM	 A console skin with a dark purple body and a white border. It features a black plus button and two black circular buttons at the bottom.	✓	✓
REVERIE	 A console skin with a dark blue body and a white border. It features a black plus button and two black circular buttons at the bottom.	✓	✓

DAYDREAM		✓	?
STARGAZER		?	✓

Window Size

From the main menu and in-game **SETUP** menu, you can change the size of the application, at the cost of mangling dragability (on desktop). Window sizes aren't persistent, and will return to normal upon restarting the game.

Quitting

You can choose to either quit to the main menu or exit the application entirely from **MENU** → **QUIT**. As with saving and loading, you will be prompted to confirm either choice.