ARCHA

OFFICIAL MANUAL

by OPagel

Table of Contents

Installation

Archa is currently only available on 64 bit Windows, Linux, and Android devices.

Windows:

- Download the latest .zip folder for the latest release. Extract it, and open archa.exe to run the game.
  - If you're playing on Windows 7 or Vista, make sure you have DirectX 11 installed. Otherwise, the game won't run.

Android:

- Download the latest APK for the latest release. Go to the "My Files" app and open the APK in the folder you installed it.
- When updating from Early Access build v0.B.080 to Early Access build v2025.4.1 or higher, you must uninstall the older version first.

Linux:

- Download the latest AppImage file for the latest release. Go to the folder you downloaded to, and click on the AppImage file to run the game. If the game doesn't run, go to "Properties" and enable "Allow executing file as program". While most Linux distros can run the game just fine, Ubuntu 16 or higher is recommended.

Story

   The Obsidian Search was an underground gang of criminals looking to find the Obsidian Ruby, a priceless gem capable of good and evil. This group wanted it to control the world, but one of the members wanted it to pay their student loans for college. They left the group due to a low pay and a disagreement towards who would keep the Obsidian Ruby once it was found. That former member would later be known as Archa.

   Two years later, Archa is sitting in her apartment while her roommate is shopping for groceries. All of a sudden, a portal to another dimension appears, sucking Archa in. Now, she has to try and escape. One of the other members, Anubis, is also trapped there, so he and Archa have to become allies to escape.

Objective

To complete an act in *Archa*, you must collect the amount of points required to unlock the exit, which can be done by attacking enemies or collecting items or shards. The amount of points you have and the amount needed are shown at the top-right of the screen.

2860
out of 20880 (14%)

EXIT

When enough points are collected, a compass will appear, leading to the end of the act.

Characters

ARCHA KAY

Archa Kay is a 23 year old college student who was once a member of the Obsidian Search, an underground gang of criminals searching for the Obsidian Ruby. While in the group, she was considered an exceptional member to the group due to her energy, speed, and experience. She now studies film-making with her roommate, who she is only friends with to get a higher grade and survive. She is selfish, impulsive, and has no fear of death. Her personality can be energetic and sometimes hyperactive. She is usually motivated by her own personal gain, and would do anything if it seems like it would benefit her. She gets trapped in the Eighth Dimension looking to escape and hopefully get some money off of her adventure.

ANUBIS

Anubis was the Obsidian Search's guard dog before being turned into a scythe as a punishment for disagreeing with the gang's boss. After this, he would be used as a weapon by most of the group for his ability to shoot bigger bullets than any of the guns they had. He gets trapped in the Eighth Dimension before Archa does, and has been waiting for someone to finally let him escape.

VON DRAC

Von Drac was the leader, founder, and boss of the Obsidian Search before it disbanded. He handled most of the planning, crimes, and financial decisions. He first heard about the Obsidian Ruby through a news story of another gang of criminals who took a small piece of it, which inspired him to create the Obsidian Search. Von Drac has remained as its leader ever since it was created, but the members vary every summer. He is persistent, persuasive, and always had a plan until the group went bankrupt. Even without his gang, he was recently given the Obsidian Ruby, but may not be allowed to use it. Did he truly obtain it, or is he simply being used as a distraction from someone greater? He would rather use it for business than to create a whole dimension.

Settings

The settings menu is a place where you can customize *Archa* to your liking.
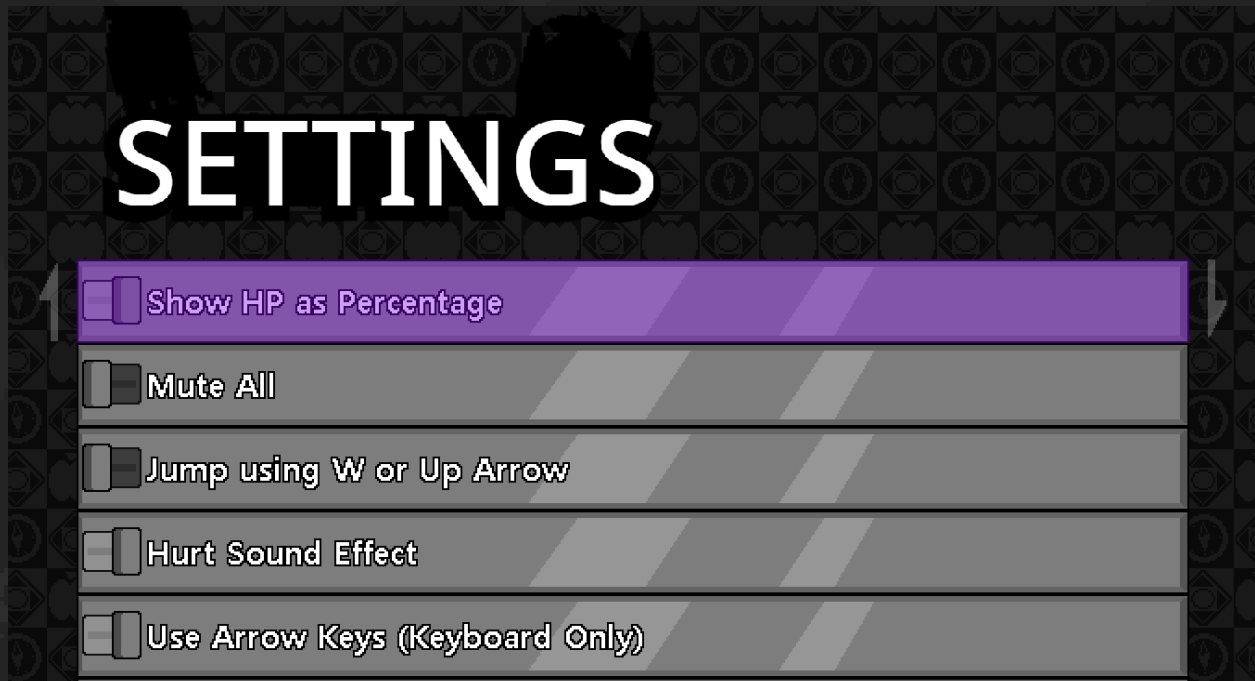
Show HP as Percentage: Shows the player's health as a percentage between their current and maximum health.

Mute All: Mutes all audio.

Jump using W: Self-Explanatory.

Hurt Sound Effect: Plays a sound effect when the player is hit.

Use Arrow Keys: Allows the use of arrow keys to move the player.

Experimental Features: Enables the use of features that are in development and unfinished. Be careful when enabling.

Remove Particles: Disables all particles and effects from the game. Enable this if you're experiencing lag.

4:3 Aspect Ratio: Displays the game in 4:3 instead of 16:9, just like older PCs. Not recommended for mobile.

Obvious Pause & Settings Selection: Makes the selection cover the whole button instead of just the outline.

Show FPS Counter: shows the current frames per second (maximum 60) in the top right corner of the screen.

Show Version Number: shows the current version played on the top right corner of the screen.

Show Timer: shows a timer in a Minute:Seconds:Miliseconds format under the score.

HUD Bobbing: Makes the heads-up display lag behind the player when moved.

Anubis Cooldown: Adds a cooldown when the Anubis Attack is used.

30-Lives Mode: DANGEROUS SETTING! Deletes the game's save data when the player dies 30 times while it's enabled.

See Below when Crouching: Tilts the camera down when the player is crouching.

Start in Fullscreen: Self-Explanatory.

Obvious Enemy Projectiles: Adds a white outline to all enemy projectiles.

Allow Debug Mode: Allows the use of Debug Mode when F3 is pressed.

Show Healthbars: Self-Explanatory.

Remove Background Elements: Removes all background elements. Enable this if you're experiencing lag in the Lobby.

Pause Music: Plays music in the Pause Menu when enabled.

Gamepad Rumble: Makes the connected controller vibrate. Only available on Windows.

Obvious Enemies: Adds a white outline to all enemies. May affect performance.

Vsync: Makes the game run the same frame rate as the display's refresh rate.

Keep Camera Centered: When enabled, the camera will not move to the left or right as soon as Archa changes direction.

Hoagie Cursor: Changes the mouse pointer into a hoagie.

Controls

Keyboard:

A & D - Move
S - Crouch
W - Look Up
Space - Jump
M - Attack
N - Special
B - Use
Shift / V - Focus
R - Teleport to the latest checkpoint
T - Teleport to the start of the act
H - Toggle Hints
J, K, L - Use Cards
I - Reload Cards
Escape - Pause
F11 - Fullscreen
F1 - Hide HUD
F3 - Debug Mode

Controller:

Left Stick: Move, Crouch, & Look Up

 or Jump

 Attack

 Special

 Toggle Hints

 Use

 Focus

D-Pad: Use Cards
Start: Pause

Attacks
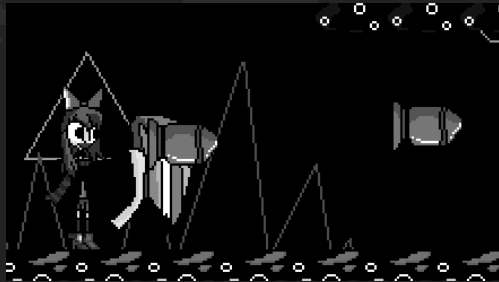
Anubis Attack:

Press the Attack button while standing or walking. Shoots a bullet from Anubis, Archa's scythe.

Revolver:

Press the Attack button while on the air. Shoots a small but powerful bullet.

Spark Sphere:

Attack while crouching. Unleashes electric sparks that damage nearby enemies.
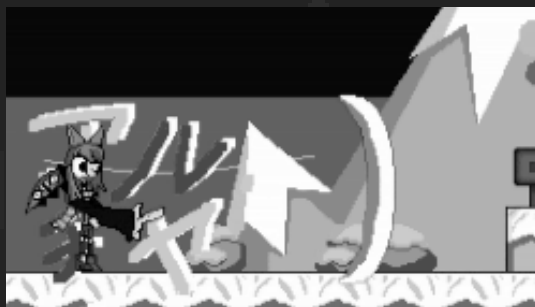
Cutter Counter:

Attack when the Meter is maxed out. Shoots a powerful wave that pierces through enemies.

Specials

The Butterfly

Use the special while standing still. Takes a butterfly out of a jar and attacks all enemies it flies towards.
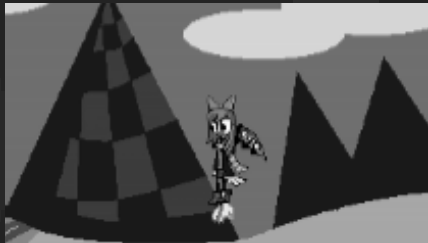
Double Jump

Use the special while on the air. Acts like an extra jump that attacks enemies below. Can also be used by pressing Jump Twice.
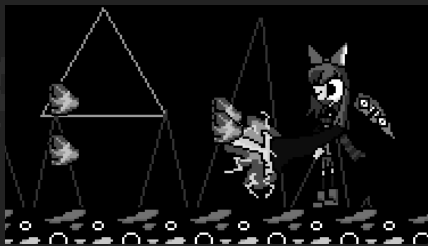
Purple Energy

Use the special while walking. Throws a few bits of purple energy that pierce through enemies.

Pointy Point
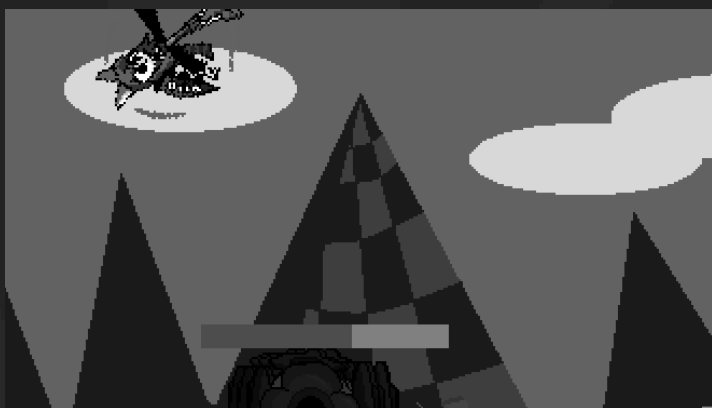
Use the Special while crouching. Places a small spark that attacks enemies.

Use
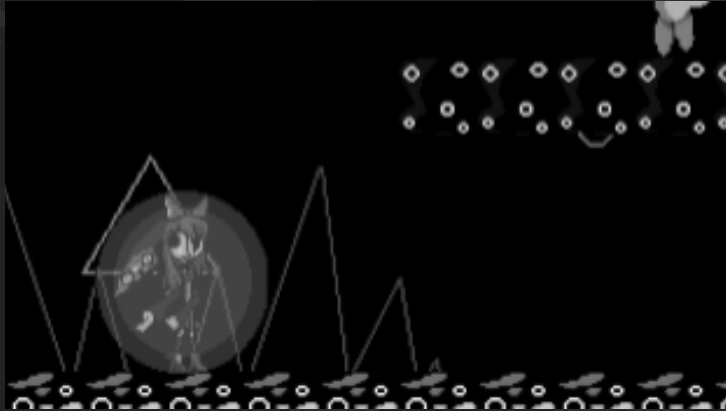
Shield

Press Use while no item is equipped or while focusing. Blocks projectiles, increases the Meter and damages enemies.

Item

Press Use while an item is equipped. What happens depends on the item used.

Spinball

Press Use while crouching or on the air. Launches the player horizontally.

Focusing

When the player focuses, it shows the player's hurtbox (where the player would be damaged when they're attacked) and slows them down. It can also be used to heal up to 45% of the player's health when it is less than 45%. You can moonwalk by focusing while walking.

Cards

Spawns a Blue Propeller on the player.
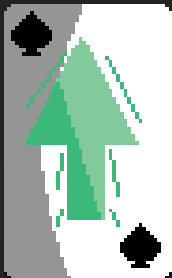
Gives the player an extra jump.
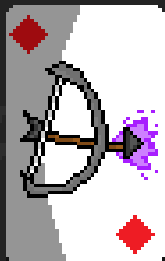
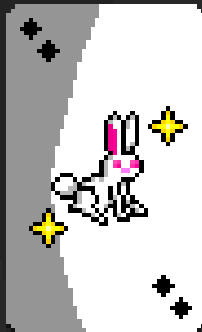Shoots two arrows from a bow. Does the same amount of damage as the Revolver.

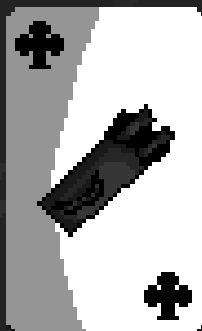Blocks projectiles from enemies. Disappears after some time has passed.
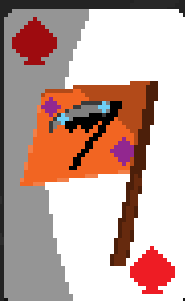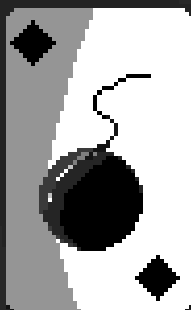
Places a Checkpoint in the player's current location.

Places a Red Propeller on the player.

Increases the player's jump height and speed for a limited time.

Gives the player a Minigun that shoots multiple bullets all at once.

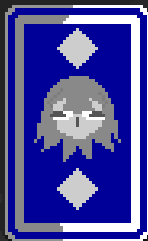**Spawns a bomb that explodes after a few seconds.**

Heals the player by 30%.
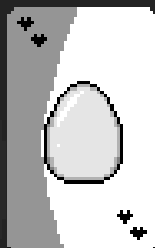
Damages the player by 60%.

Destroys all checkpoints.

Replaces all the cards the player has with new ones.

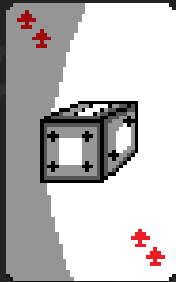Heals the player by 75%, Slows down the player for a short period of time.

Throws an Egg, which does the same amount of damage as the Butterfly.
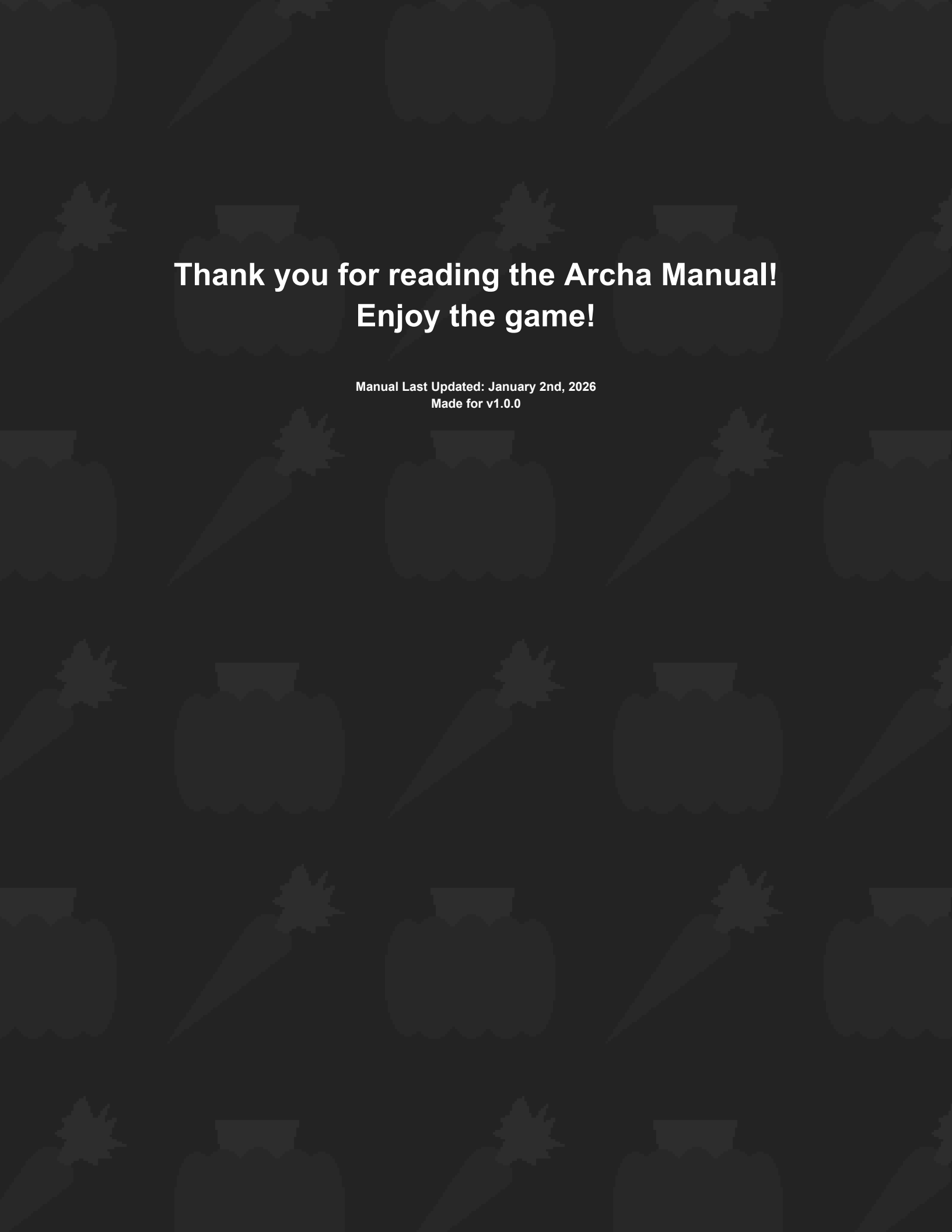
Empty card.

Modifiers

This is the Modifier Card. On normal acts, it adds 10 Modifier Dice to random positions in the act. On boss levels, it instead heals the player by 50%.

When touching the Modifier Dice, a random effect (known as a Modifier) is applied for 8 seconds (480 frames). These effects include:

- Shooting 3 bullets instead of one when using the Anubis Attack.

- Making the Act have lower gravity. On levels that already have low gravity, gravity is instead set to normal.

- Spawns 3 grayscale dice enemies every 2 seconds near the player's position while the modifier is active.

- Multiplies the player speed and jump height by 1.5.

Thank you for reading the Archa Manual! Enjoy the game!

Manual Last Updated: January 2nd, 2026
Made for v1.0.0