PLAY GUIDE

How to play

Controls, the run, combat and progression, so your first run with the Burning Sword lasts longer than your last one.

For press and creators. Covers the current playable build.





BEFORE YOU DRAW

One man left on the list

You're Zhang Yixian, leader of the Crimson Dust Demon Sect, back from the edge of death to settle one last score. Everyone between you and Gao Tianqi wants you dead.

The road runs five chapters across twelve stages, with nine named bosses, Gao Tianqi among them, two secret bosses and many elite minibosses along the way.

Learn the moves. Read the enemy. Go again.

THE RUN

How a run works

1

Choose

At the Hub, walk to the map table and pick a target.

2

Explore

Travel a big stage with hidden routes off the main path.

3

Fight

Quick Shot, Ignite, your skills and Qi Drain.

4

Grow

Collect rewards, spend what you earned, unlock abilities.

5

Restart

Death ends the run unless a Revive Point saves you.









Current build: one target is available from the Hub.

KEYBOARD AND MOUSE

Controls

Light attack	**Left mouse**
Precision attack	**F**
Guard	**Right mouse**
Drain	**E**
Quick Shot	**R**
Aim	**Ctrl**
Quick Shot while aiming	**Left mouse**
Draw a Charm	**Hold Tab**
Switch ammo	**Mouse wheel**
Ignite	**Q**
Select skill	**1** **2** **3**
Lock target	**Middle mouse**
Dodge	**Shift**
Jump	**Space**
Sprint	**Alt**
Give up a run	**Pause menu**

CONTROLLER

Controls

Same moves on every pad. Switch Pro buttons follow position through Steam Input.
R3 and RS mean clicking the right stick.

	XBOX	PLAYSTATION	SWITCH PRO
Light attack	X	Square	Y
Precision attack	Y	Triangle	X
Guard	LB	L1	L
Drain	B	Circle	A
Quick Shot	LT	L2	ZL
Switch ammo	D-pad up / down	D-pad up / down	D-pad up / down
Ignite	Y + B	Triangle + Circle	X + A
Select skill	D-pad left / right	D-pad left / right	D-pad left / right
Draw a Charm	Select	Select	Select
Lock target	R3	R3	RS
Dodge	RB	R1	R
Jump	A	Cross	B

START A RUN

Choose your target at the Hub





Prepare at the Hub

Equip the skills you want to carry in. Three slots, your call.

Pick a target

The map table is on the right side of the Hub house. Walk up and choose an opponent.

Ride out

Once you've chosen, the run starts. One target is available in the current build.

START A RUN

Explore each stage

Go beyond the main path

Each stage is a long journey through a broad area. The route to the boss is clear, and the stage is bigger than it.

Look for what's hidden

Secrets, chests, documents and other points of interest are tucked off the path. Chests matter: what they unlock stays with you.

Know the stakes

Dying ends the run and sends you back to the Hub, unless a Revive Point applies.



Quick Shot and Ignite



Quick Shot

A ranged attack with three ammo types. Fire with R, or LT on a pad. Switch ammo with the mouse wheel or up and down on the D-pad.



Ignite

Landing attacks fills the Power Gauge. When it's full, press Q, or Y + B on a pad, and the Burning Sword lights up for a flaming combo. Every strike in it hits harder.



Three skills in hand

Carry up to three skills and switch between them with 1, 2 and 3, or left and right on the D-pad. Qi powers them. Run dry and it starts eating your health.

Qi Drain and breakable objects



Look for red meridian lines

Some enemies show red meridian lines running through their bodies. Those ones are carrying Qi, and Drain (E, or B on a pad) takes it, along with some of their life. The marker doesn't show on every enemy, so look before you commit.



See the symbol, hit the thing

A marker on an object means it can be broken. Attack it to clear the way. Objects in the arena can also be launched into enemies to open them up.



PROGRESSION

Grow your build

Instant Skills and Ignite abilities

Both can be bought during a run with the currency you earn in combat, so a build can change shape before the stage is done.

Revive

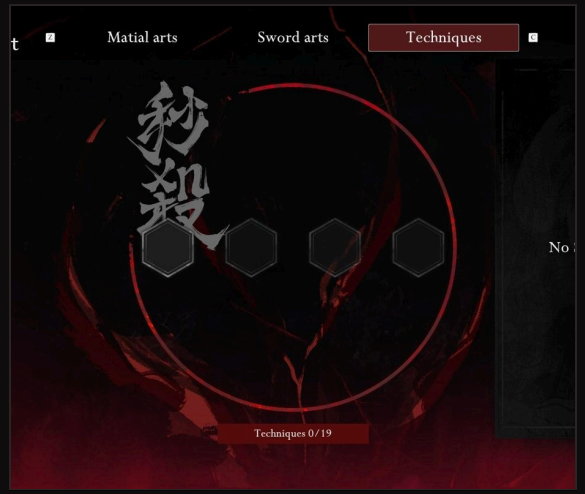
Unlockable, and using it costs one equipped skill. A death doesn't have to send you back to the Hub.

Two currencies

What you earn in a run and what you spend at the Hub stay separate. Beat a boss and a new skill branch opens.

PROGRESSION

Your skill loadout



Equip at the Hub

Open Skill Loadout to prepare and equip the skills you've acquired.



Three categories

Techniques, Sword Arts and Martial Arts, each with its own slots.



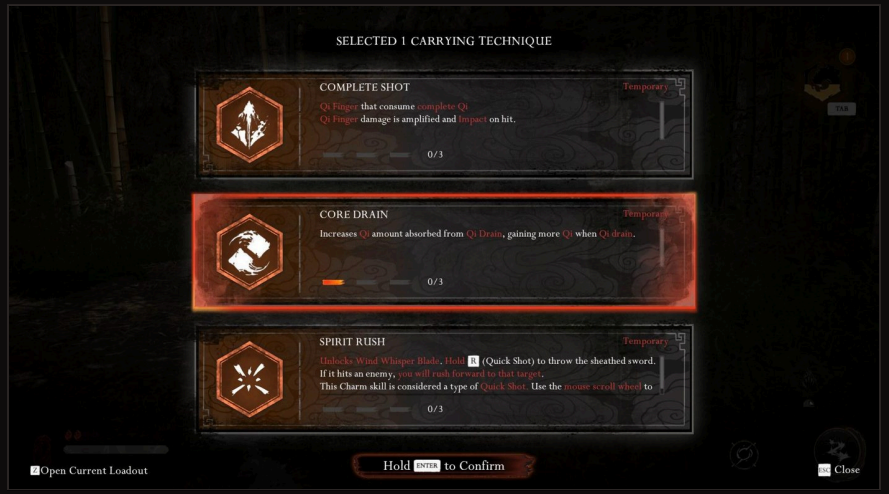
Slots open up as you play

You'll see four slots and one is live at the start. Find or unlock the rest as you progress. Sword Arts and Martial Arts work the same way.

PROGRESSION

Charms





Fill the Charm Gauge

Fighting charges it.

Draw a Charm

Hold Tab, or press Select on a pad, for a random temporary passive. You can bank several draws and use them together.

Make it permanent

Pick the same passive three times and it's yours for good.

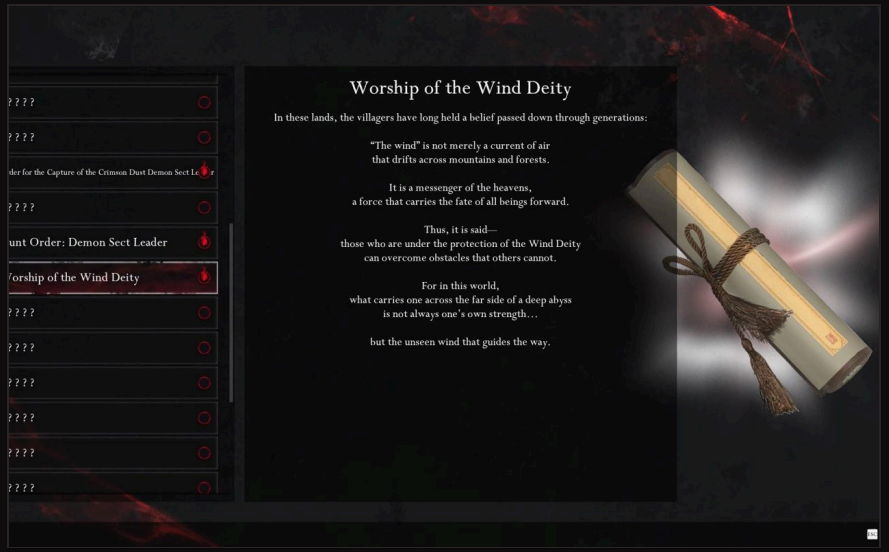
EXPLORATION

Chests and the Collection



Chests stay with you

Chests are hidden all over the world and can unlock new abilities. Those stay unlocked even if the run doesn't make it to the end.



Read what you find

Documents you pick up go into the Collection menu. Some of them point at secrets or at where to find things that matter.

GOOD TO KNOW

Arena Mode, and when to walk away



Arena Mode

An unusual stone pillar is the way in. Inside is endless, arcade-style combat built around score. The entrance itself is unfinished, so point your capture at the fighting, not the pillar.



Give Up

Want to restart, or stuck on something? Open the Pause Menu and pick Give Up. The run ends and you're back at the Hub.

FOR PRESS AND CREATORS

Before you record

The Arena entrance isn't final

The stone pillar that leads into Arena Mode is a placeholder. Leave it out of your footage and show the arena itself.

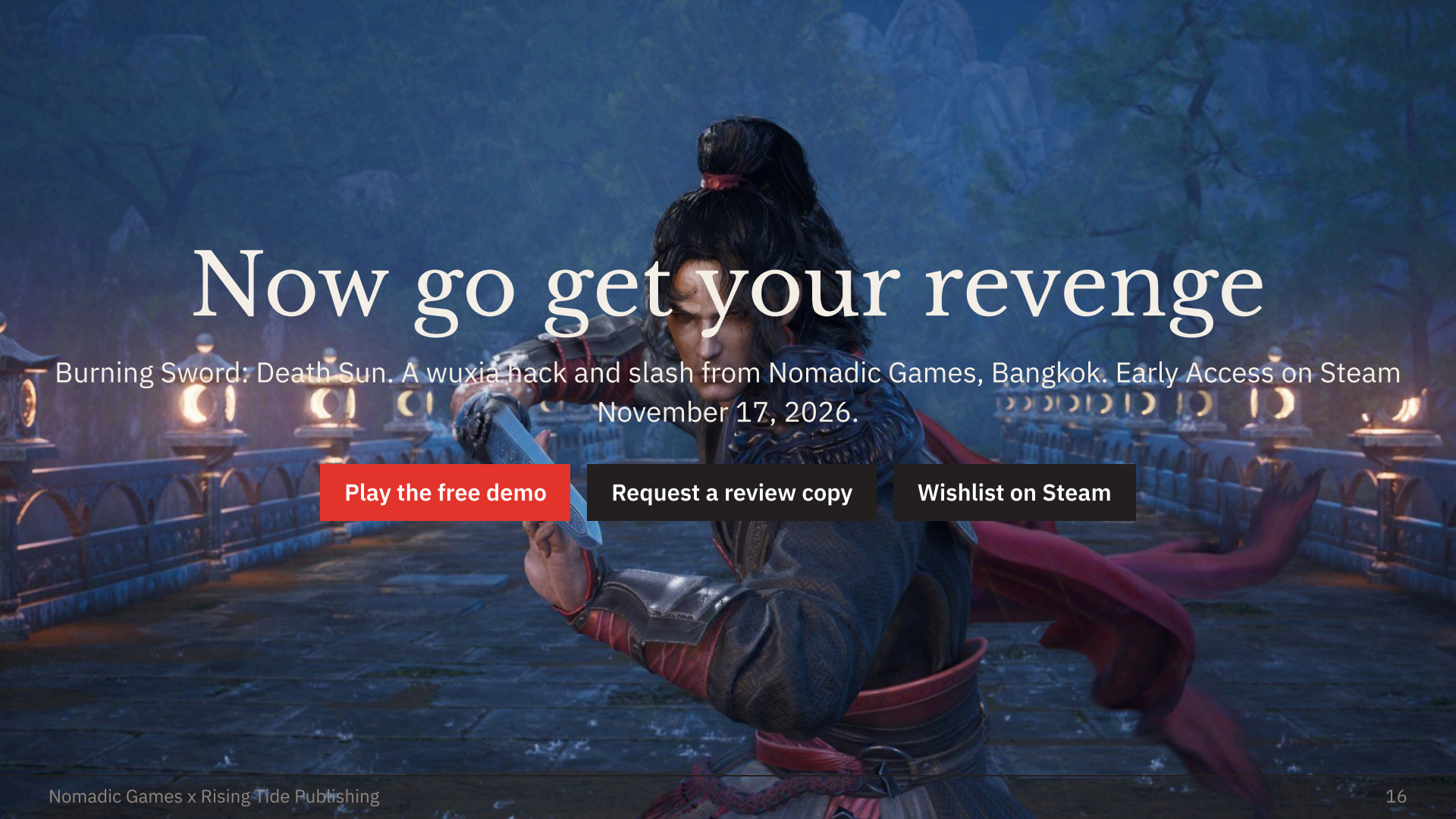
Dialogue language bug

Some dialogue can show up in Thai or another language with English selected. It's a known bug in this build. Cut those lines from your video.

Need more?

Keys, interviews and extra assets: **justin@risingtidepublishing.com**. The press kit has key art, screenshots and both trailers.





Now go get your revenge

Burning Sword: Death Sun. A wuxia hack and slash from Nomadic Games, Bangkok. Early Access on Steam November 17, 2026.

Play the free demo | **Request a review copy** | **Wishlist on Steam**