



A Healer's Almanac

a traditional Chinese medicine village life sim

OFFICIAL DOCUMENTATION

Quick Reference Card

A Healer's Almanac - a traditional Chinese medicine village life sim (the current build).

QUICK REFERENCE

Essential Controls

Action	Key / Input
Move	WASD or Arrow keys
Interact / advance dialogue	E, Spacebar, or Left-click
Cancel / close / pause menu	Esc
Open last-used journal tab	Tab
Player tab (stats)	I
Inventory / backpack tab	B
Doudou (robot) tab	R
Folks (NPC relations) tab	N
Quest log tab	Q
Codex tab	X
Feats tab	V
Mastery tab	T
Calendar tab	C
World map, after receiving the Village Map	M
Hotbar slots 1 through 10	1 to 9, then 0
Cycle hotbar selection	Mouse wheel up / down
Click-to-move / use tool	Left-click ground
Inspect / identify item	Hover the cursor over it
Use item (eat, cook, gift)	Right-click item in bag
Pick up ground item	Interact prompt, or left-click interaction

Controls are keyboard and mouse only. There is no gamepad support and no key-remapping menu in this build.

Daily Routine Checklist

1. Check the clock, season, and solar term in the journal HUD (top-right corner).
2. Water your crops if it is not raining; rain waters everything for free.
3. Forage wild herbs as you travel; harvested patches return on their own cooldowns after a few in-game days.
4. Plant or harvest the crops and fruit trees that are currently in season.
5. Tend the Herb Garden: plant, gather, and dry medicinal herbs.
6. Craft at a station: cook a meal, dry herbs, brew a decoction, or forge a tool.
7. Diagnose and treat any villager who has fallen ill.
8. Gift a favorite item or chat with an NPC to build affinity.
9. Queue a task for Doudou the robot helper (forage, fetch water, farm) before it idles.
10. Sleep in a bed before any stat reaches zero; waking into a new day also auto-saves.

A day runs Morning, Afternoon, Evening, then Night (about 11 minutes in total). Time pauses during dialogue, menus, scene transitions, and main-story quests.

The Three Stats

Stat	What it is	How to keep it up
Jing (Essence)	Deep, long-term endurance that drains slowly from sustained overwork.	Sleep well and pace long work; sustained overwork is what wears it down.
Qi	Everyday action energy spent on walking, foraging, crafting, and healing.	Eat food and rest; fully restored by sleep.
Shen (Spirit)	Mental clarity used for diagnosis and the pulse mini-game.	Sleep and meditate; a night's rest restores more than a daytime nap.

If your Qi empties you do not faint, but you become too weak for heavy work like mining, chopping, and hoeing until you rest or eat; lighter tasks still work. Sleep or eat when you run low rather than pushing on.

Herb Quality at a Glance

Rarity	Common, Uncommon, Rare, Epic, or Legendary, shown as a colored tooltip border. Higher rarity is more potent.
Quality	One to five gold stars on the tooltip. Higher quality strengthens item effects and influences crafted output quality.
Rule of thumb	Better herbs make a better formula, and a better formula heals harder.
Perception	Grows with your medical mastery; rare herbs glow more brightly as you improve.
Forage respawn	Unpicked forage persists. Harvested patches reroll after their individual cooldowns.

The Diagnosis Loop (Five Quick Steps)

1. **Examine:** gather clues with the four methods - Observe (free), Listen (2 Spirit), Question (2 Spirit plus 1 token), and Pulse (3 Spirit mini-game).
2. **Identify the pattern:** fill the diagnosis slots from the suspects your methods revealed.
3. **Score:** your accuracy earns zero to three stars; three stars grants a damage and extra-turn bonus going into treatment.
4. **Treat:** spend turns applying remedies - raw herbs, formulas, acupoints, or lifestyle advice - against each pathogenic evil.
5. **Win** by clearing every evil before your turns run out; the patient is cured and you gain mastery, affinity, and rare herbs.

There is no combat in the usual sense - diagnosis is the strategy. You may eat or drink once per turn for free to top up your own Qi or Spirit during a healing battle, and chaining compatible remedies triggers combos.

Key Locations and Who to Find There

Location	What you do there	Who you find there
Village	The social and crafting hub: forge, loom, benches, well, and bulletin board.	Angelica, the Village Chief, Asher, Dahlia, Tobin, Theo, Dora, Rowan, Garren, Forsyth, Rayne, Magnolia, Wren, and Cedric
Herb Garden	Cultivate tiered herb beds and forage seasonal herbs (built by the village).	No residents; Angelica visits on patrol
Bamboo Valley	Forage river herbs, fish, and pray at the temple to collect offerings (built by the village).	Quinn, Faye, and Emmett
Orchard	Grow and harvest fruit from your own trees (built by the village).	No residents; visited on patrol
Your Home	Farm your plots, sleep, store items, and upgrade the house.	You, plus Doudou the robot helper

Indoor rooms (homes and workshops) connect off these areas. Procedural caves branch off the Village, Bamboo Valley, Orchard, and Herb Garden.

Quick Tips

- The game auto-saves each new day, and you can save or load manually from the pause menu during normal play; there are ten manual slots plus one auto slot.
- Rainy days are a gift: crops water themselves, so spend the time foraging or healing.
- Plant by the calendar - out-of-season seeds simply will not take, and the prompt tells you when planting is allowed.
- Check the Folks tab before gifting; a favorite gives the most affinity, while a disliked item costs you affinity.
- Curing a villager raises affinity and rewards rare herbs, so keep an eye out for anyone who is bedridden.
- Keep your Spirit high before diagnosing - a clearer mind makes the pulse rhythm easier to read.
- Use Doudou as a mobile storage locker and a second pair of hands; upgrade its CPU, Memory, Battery, and Shell over time.
- Hover an item to read its name and details; right-click it in your bag to eat or use it.
- Switch between English and Simplified Chinese at any time from the language toggle in Settings.

Developer and Publisher: Pineroost. Copyright 2026 Pineroost. Support: pineroost@gmail.com. Built in Godot 4.7. Windows is the only supported platform.