



A Healer's Almanac

a traditional Chinese medicine village life sim

OFFICIAL DOCUMENTATION

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READ-ME

Game	A Healer's Almanac
Developer / Publisher	Pineroost
Engine	Godot 4.7 (GDScript)
Platform	Windows (64-bit)
Support	pineroost@gmail.com

About the Game

A Healer's Almanac is a cozy pixel-art village life sim built around traditional Chinese medicine. You settle into a Chinese-inspired mountain valley, grow medicinal herbs and crops, craft healing remedies, and care for a small community. There is no combat: diagnosis is the gameplay. You observe, listen, question, and read the pulse of ailing villagers, identify the pattern behind their imbalance, and treat it with herbs, formulas, acupoints, and lifestyle care. There is no money, either: nothing is bought or sold, and the valley runs on growing, gathering, crafting, sharing, and care.

The current build starts you in the Village and your Home, with the Herb Garden, the Orchard, and Bamboo Valley opening up as you progress through the village's community-building projects, alongside the indoor homes and workshops you can enter. About eighteen named villagers keep their own daily schedules across the seasons, and a small robot helper named Doudou can lend a hand with foraging, fetching, and farm chores. Your own character is tracked along three axes: Jing (Essence), Qi, and Shen (Spirit).

System Requirements

These figures are based on a measured profiling pass of the current build; actual requirements may be lower on many systems.

Minimum

Component	Requirement
OS	Windows 10 64-bit (version 1909 or newer)
CPU	Dual-core, 2.0 GHz or better
RAM	4 GB
GPU	Direct3D 12 (feature level 12_0) or Vulkan 1.0 capable - Intel HD 510 / GeForce GTX 900-series / AMD GCN 1.1 or newer (integrated OK)
Storage	1 GB available space
Display	1280x720 or higher

Recommended

Component	Requirement
OS	Windows 10 or 11 (64-bit)
CPU	Quad-core, 2.5 GHz or better
RAM	8 GB
GPU	NVIDIA GTX 1050 / AMD RX 560 or better, or modern integrated (Intel Iris Xe / AMD Vega)
Storage	2 GB free space (SSD recommended)
Display	1920x1080 or higher

The game renders at a base resolution of 768x432 and scales up by whole numbers (a typical windowed size is 1536x864), so the pixel art stays crisp at any size. On Windows the game uses the Forward+ renderer with the Direct3D 12 graphics backend.

Installation and Launch

1. Install or unzip the game through your usual storefront, or to a folder of your choice.
2. Make sure you have at least the free storage listed in System Requirements.
3. Launch the game executable. On Windows this is the provided .exe file.
4. On first launch the title screen appears; start a new game or continue from a saved one.
5. If your security software flags a new unsigned indie build, allow it and relaunch.

Windows is the supported platform for this release.

Languages and Changing Language

The game ships in English and Simplified Chinese. To switch, open Settings from the title screen or the in-game pause menu and use the Language option. Your choice is saved and applied immediately; you do not need to restart the game.

Controls (Summary)

The game is played with keyboard and mouse. There is no gamepad support in the current build, and controls cannot be remapped. Below are the essentials.

Action	Input
Interact, confirm, advance dialogue	E, Spacebar, or Left Click
Move to a spot, or use the selected tool	Left mouse button
Inspect or identify an item	Hover the cursor over it
Use an item in your bag	Right mouse button

Movement (WASD or Arrows) and Interact (E or Spacebar) each accept two keys for comfort. The mouse wheel cycles your hotbar selection, and you can hold the left mouse button on a tree or rock to keep chopping or mining without re-clicking.

Save Data Location

The game keeps an automatic save each time you sleep into a new day and when a quest is completed. You can also save and load manually from the pause menu (Escape) during normal play, and load existing saves from the title screen. There are eleven save slots in total: one automatic slot and ten manual slots. Your saves and settings are stored in your Windows user data folder.

Save folder (Windows) %APPDATA%\Godot\app_userdata\A Healer's Almanac\

Full path example C:\Users\<YourName>\AppData\Roaming\Godot\app_userdata\A Healer's Almanac\

Save data	saves\slots\<slot>\generations\<generation>\ (authoritative), plus compatibility save_slot_* files
Language setting	settings.cfg
Audio, display, and gameplay settings	settings.json

Backup tip: to protect your progress, copy the whole A Healer's Almanac folder above to another location now and then. To restore, close the game and copy the files back. Keeping a backup before installing a new version is a good habit.

Known Issues and Troubleshooting

This is a short guide to the most common situations. If your problem is not listed, please reach out using the contact below.

Black screen on launch

Update your graphics drivers and confirm your GPU supports the DirectX level listed above. Try launching in a smaller window first. If a black screen persists, fully close the game and relaunch.

No audio, or the wrong audio device

Check that your system volume and output device are correct, and that no other application has taken exclusive control of the audio device. Set the device before launching, then restart the game so it picks it up.

Performance feels slow

Run at a windowed size that is a whole-number multiple of the 768x432 base (for example, 1536x864) so scaling stays clean. Close other heavy applications. On laptops, make sure the game uses your discrete GPU rather than integrated graphics.

Fullscreen problems

If fullscreen looks stretched or off-center, switch to windowed mode in Settings and pick a size that matches your display. Because the art is integer-scaled, a windowed size that is a multiple of 768x432 gives the cleanest result.

Language reset back to Chinese

Your language choice lives in settings.cfg inside the save folder. If the interface returns to Simplified Chinese after you set English, reopen Settings and choose the language again, then let the game save normally. Avoid editing settings.cfg by hand while the game is running.

AI Content Disclosure

We want to be clear about how generative AI was used in player-facing content, and where it was not. Generative AI was used during development in the following ways, always under the developer's direction and human review:

- Art. Some game and promotional images began as AI-generated concepts or drafts. They were converted into pixel art or composited with in-game sprites, then reviewed, edited, and finished by the developer. No unedited AI-generated image is shipped as final art.

- Text and localization. AI writing tools helped draft or rewrite portions of in-game dialogue, item and interface text, and English localization from the author's content, direction, and requirements. The developer reviews, edits, and approves the released text.
- Audio. Pineroost did not use generative AI to create the game's audio. Music is licensed third-party or public-domain material, and sound effects are CC0.
- No live AI. The game contains no live or runtime AI generation. Nothing is generated from your input while you play; it is a fully offline, single-player game.

Detailed per-asset AI provenance is maintained internally in line with platform guidelines.

Credits and Asset Licenses

A Healer's Almanac is developed and published by Pineroost. Shipped assets carry clear licenses, and full attribution is provided in the in-game credits. The summary below shows the license families in use.

Asset family	License
Terrain and tileset art (adapted)	Source assets under CC-BY-SA 3.0 / 4.0; project adaptations under CC-BY-SA 4.0
Some external tile and effect packs	CC0 (public domain)
Sound effects	CC0 (public domain)
Music	Pixabay Content License and public-domain tracks
Display font	SIL Open Font License (OFL)
Pixel art, UI, and character design	Original and AI-assisted, human-edited work by Pineroost

Share-alike terms (CC-BY-SA) apply only to the derived tile art they cover, not to the game code or other original assets. Full per-asset attribution accompanies the game.

Medical safety: this game is fiction for entertainment. It does not provide medical advice, diagnosis, treatment, medication guidance, or instructions for real procedures. Do not prepare or ingest remedies or attempt needling, moxibustion, or other treatments based on the game. Some substances depicted can be toxic. Consult a licensed healthcare professional for real medical concerns.

Support and Contact

Email pineroost@gmail.com

When reporting a problem, it helps to include your Windows version, what happened, and the steps that led to it. Attaching a recent save (from the folder above) can speed things up.

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