Astralojia Player Guide (Season 1)



Please write in any bugs or feedback to:
astralojia@gmail.com

...or visit AstralojiaStudios.com and use the Steam Community to write in bugs and feedback.

Welcome to the wonderful world of Astralojia! D:

A controller is required to play. Astralojia uses the InControl Unity Asset by Gallant Games.

Most modern controllers
are supported including Xbox, Playstation,
and Logitech.

List of supported controllers - - - - >

(Taken from Gallant Games website)

Amazon Fire Game controller and remote.
Android TV controller and remote.
Apple MFi controller on iOS 7 and above.
Executioner X on Windows and Mac.
GameStick on itself and on Linux.
Google Nexus Player controller and remote.
Green Throttle Atlas on Android.
Hama Black Force on Windows.
Logitech F310 on Windows, Mac and Linux.
Logitech F510 on Windows, Mac and Linux.
Logitech F710 on Windows, Mac and Linux.
Logitech WingMan on Windows.
MaxFire Blaze5 on Windows.
Moga Pro on Windows, Mac and Linux.
Natec Genesis P44 on Windows.
NVIDIA Shield on Android and Windows.
OUYA Everywhere (supporting all controllers the OUYA SDK supports).
OUYA controller on Windows and Linux.
PlayStation 2 controller on Windows (with adapter)
PlayStation 3 controller on Windows, Mac and Linux.
PlayStation 4 controller on Windows, Mac, Linux and Android.
PlayStation 4 console.
PlayStation Vita / PSM.
Samsung GP20 on Android.
Speedlink Strike on Windows and Mac.
SteelSeries Free on Windows, Mac and Linux.
Valve Streaming Gamepad on Windows.
Xbox 360 controller on Windows, Mac, Linux and Android.
Xbox One controller on Windows and Mac.
Xbox One console.
A variety of Xbox 360 clones are supported.
Some generic Android controllers are supported.
Some generic Blackberry controllers are supported.
Keyboard and Mouse support.
XInput support on Windows (with rumble!)



Move your character using the left joystick.



Rotate the camera using the right joystick.



A is to proceed or go forward
through events and menus.

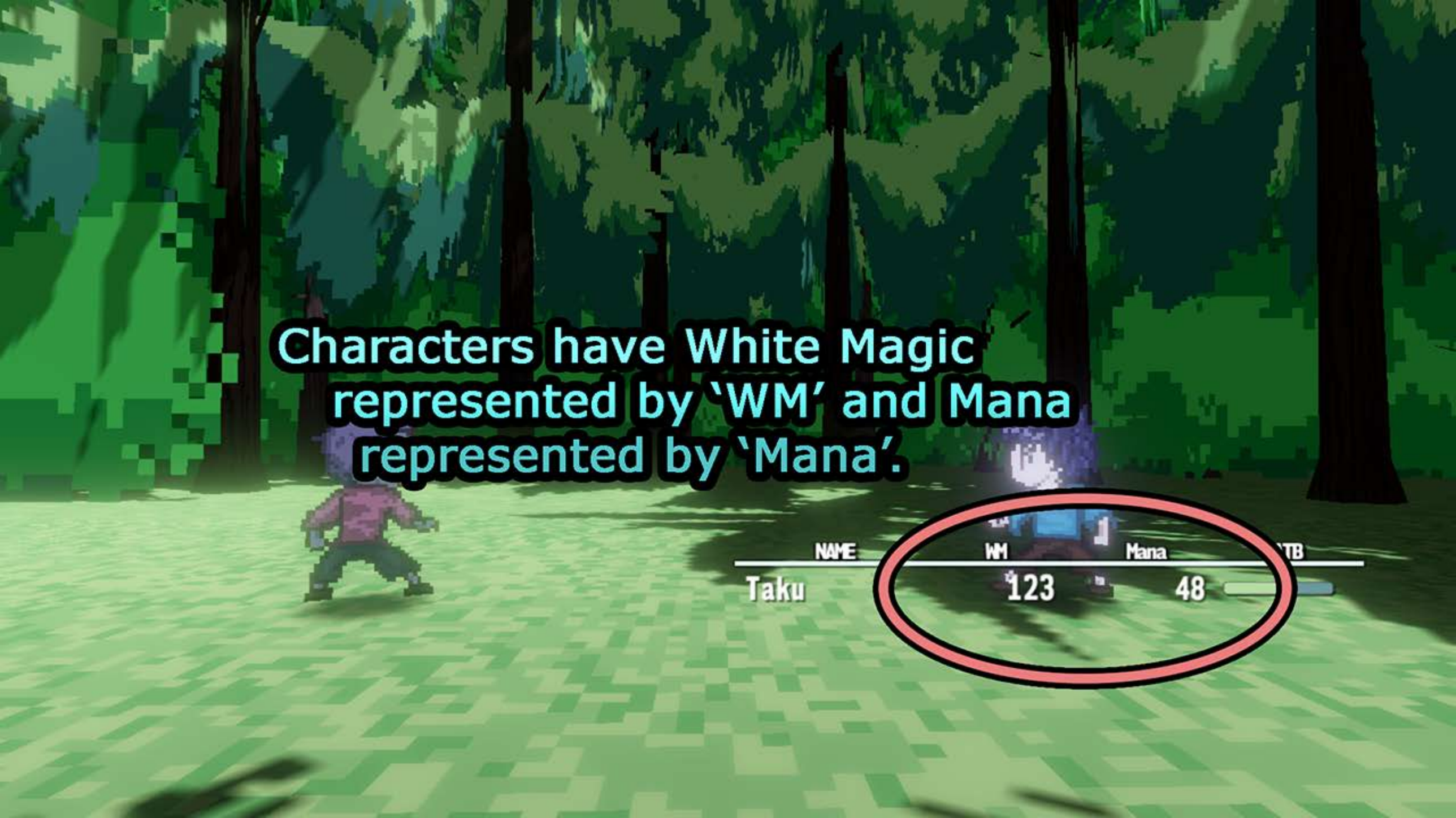


B also calls menus, but you can only call menus in particular scenes (usually not in cutscenes)



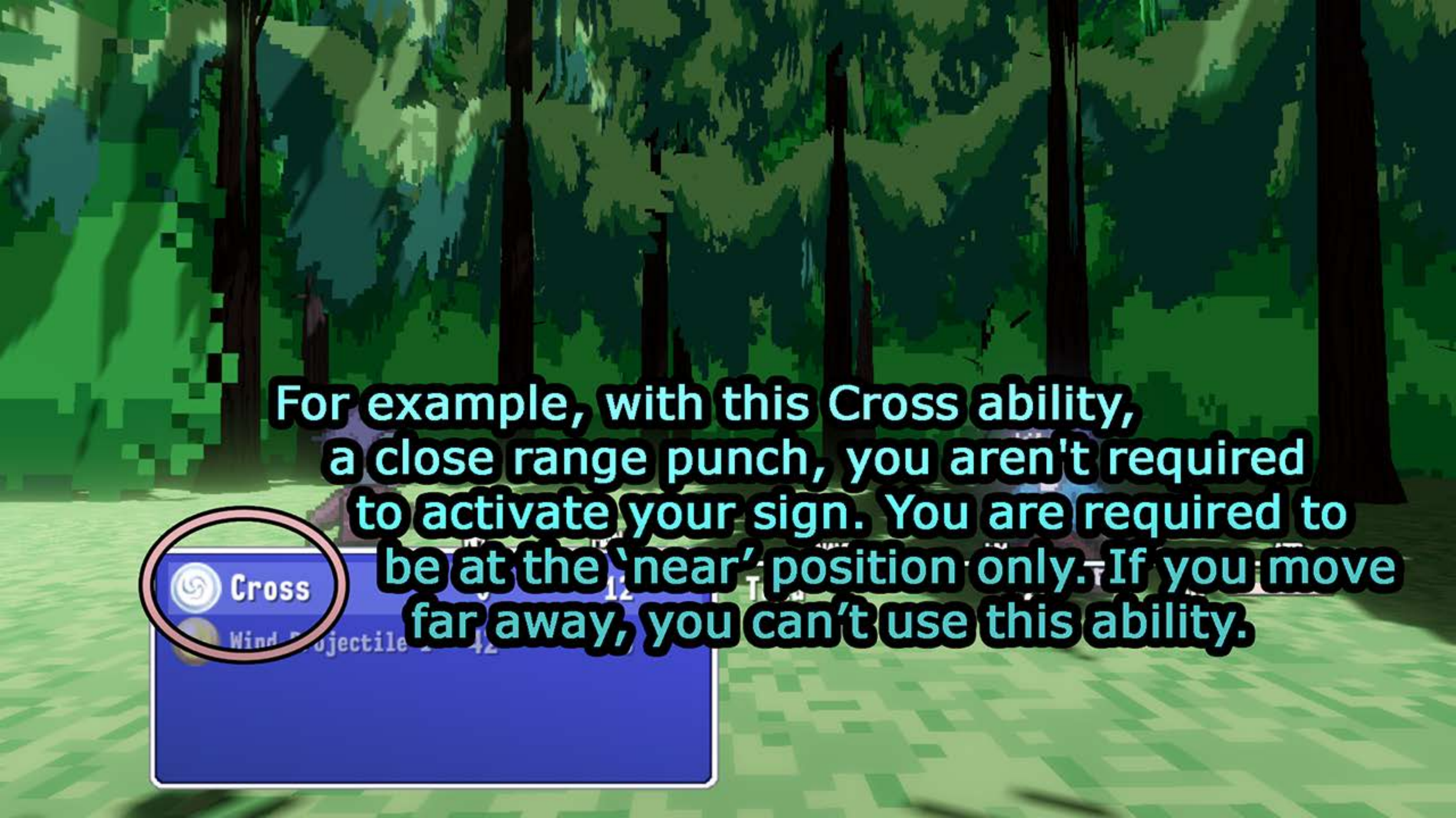
B is to go back through events and menus.

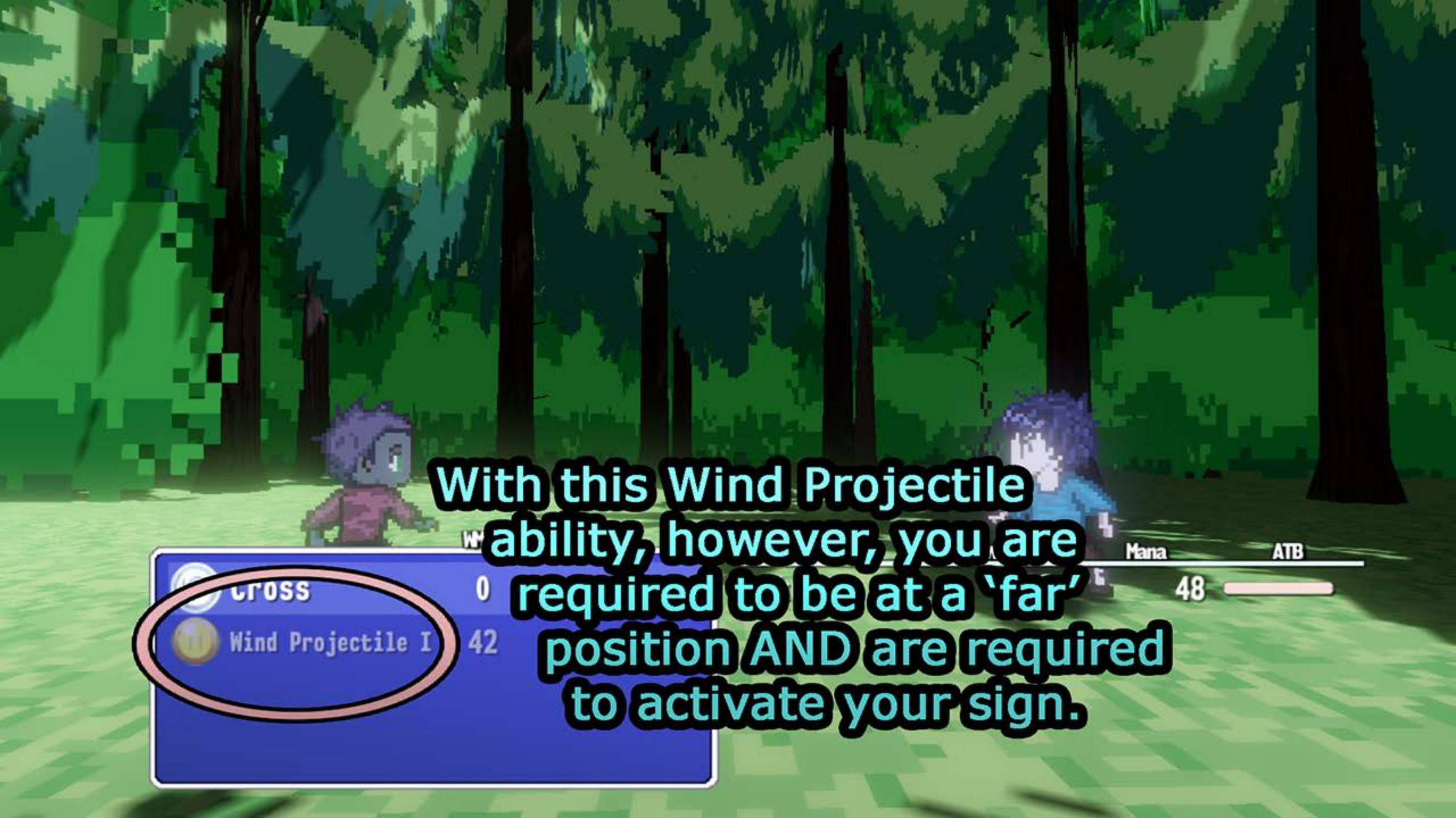

Y
X
B
A
If you lose the player, you can press
Y to trigger an arrow above the
character's head.


Characters have White Magic
represented by 'WM' and Mana
represented by 'Mana'.
NAME
WM
Mana
TB
Taku
123
48

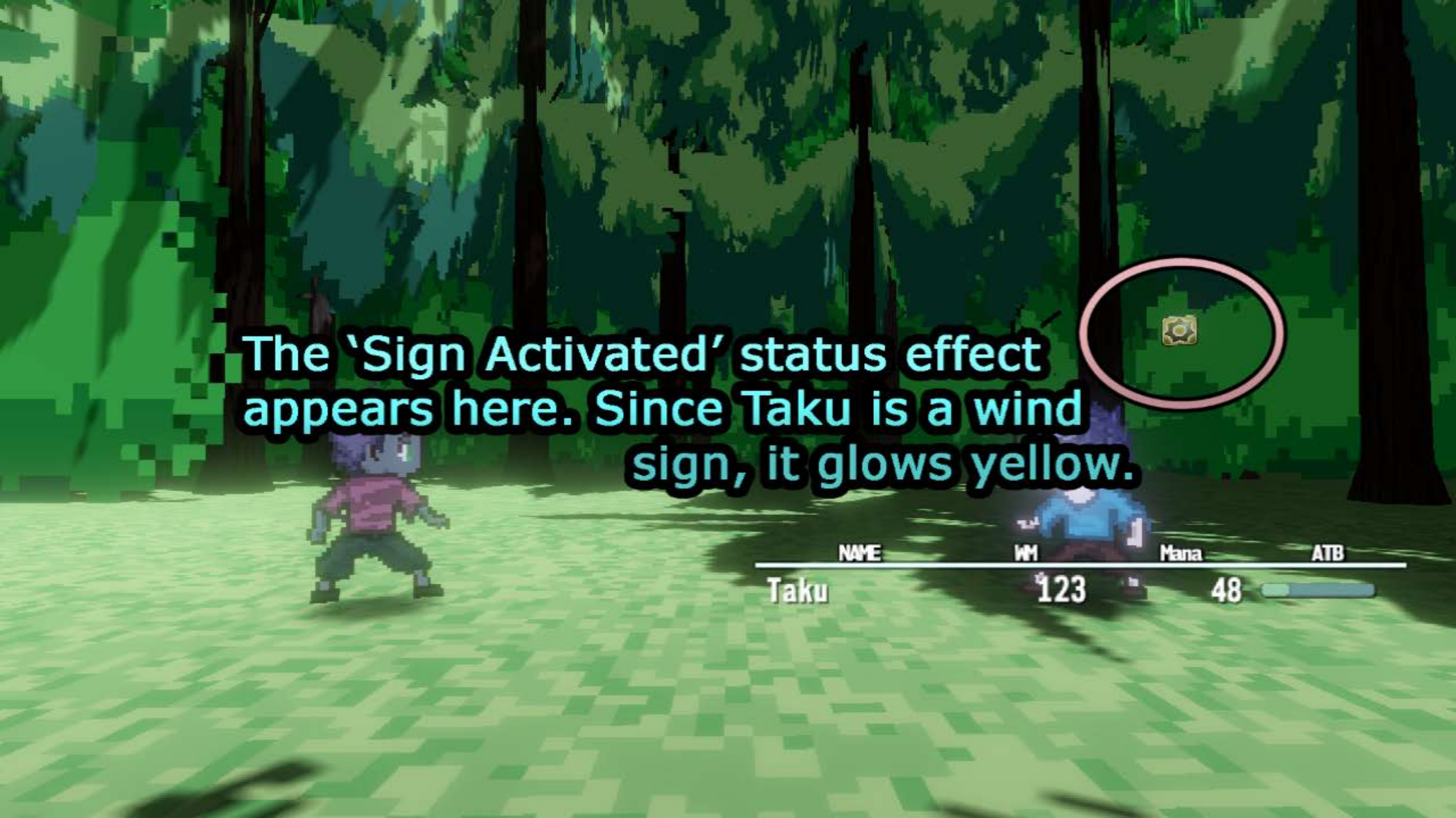

When your White Magic is drained completely, you lose the match!
NAME
WM
Mana
ATB
Taku
123
48


Use abilities to spar! Abilities
use both White Magic AND Mana!
Cross
Wind Projectile I
42
48

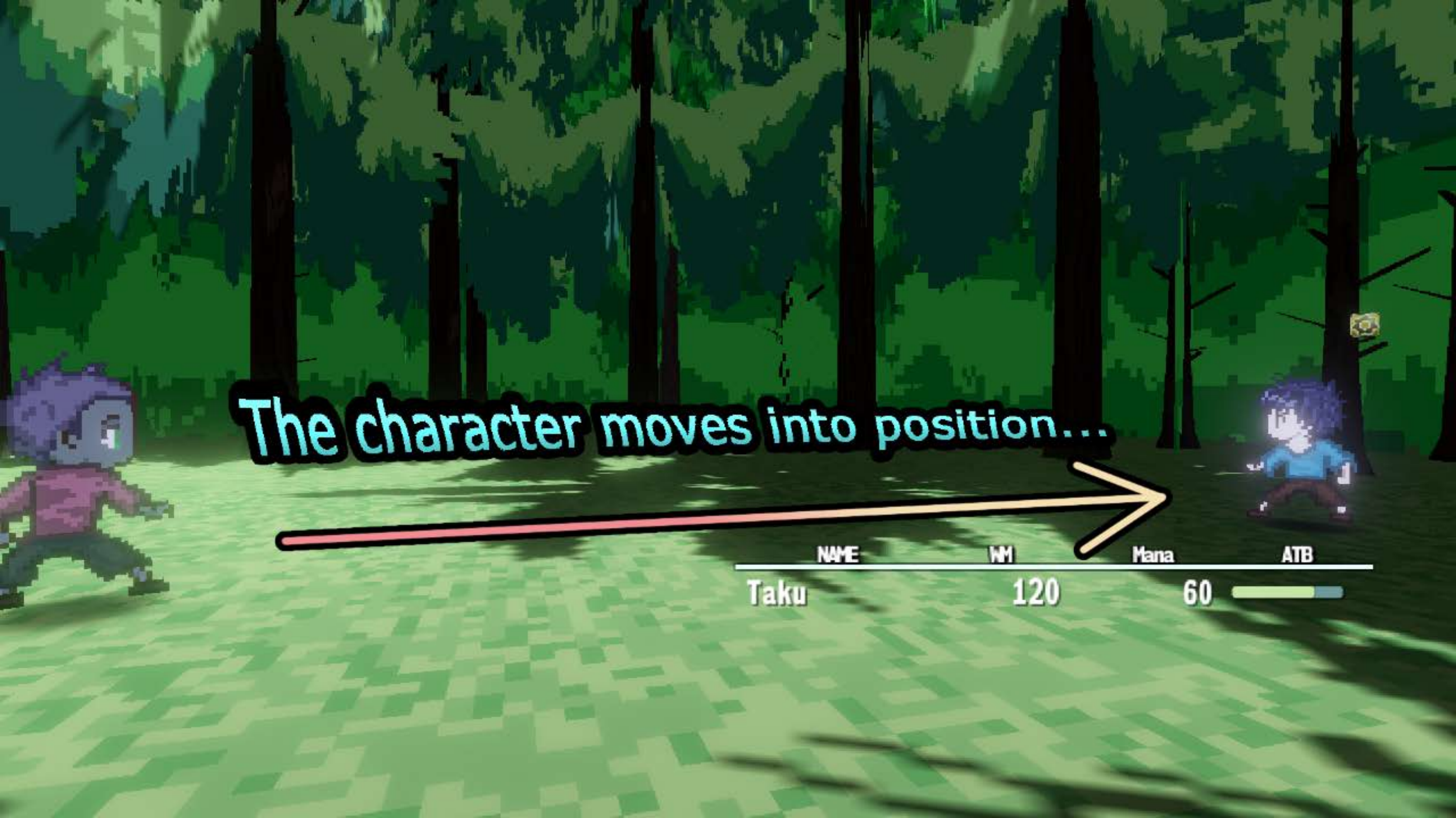

For example, with this Cross ability,
a close range punch, you aren't required
to activate your sign. You are required to
be at the 'near' position only. If you move
far away, you can't use this ability.
Cross

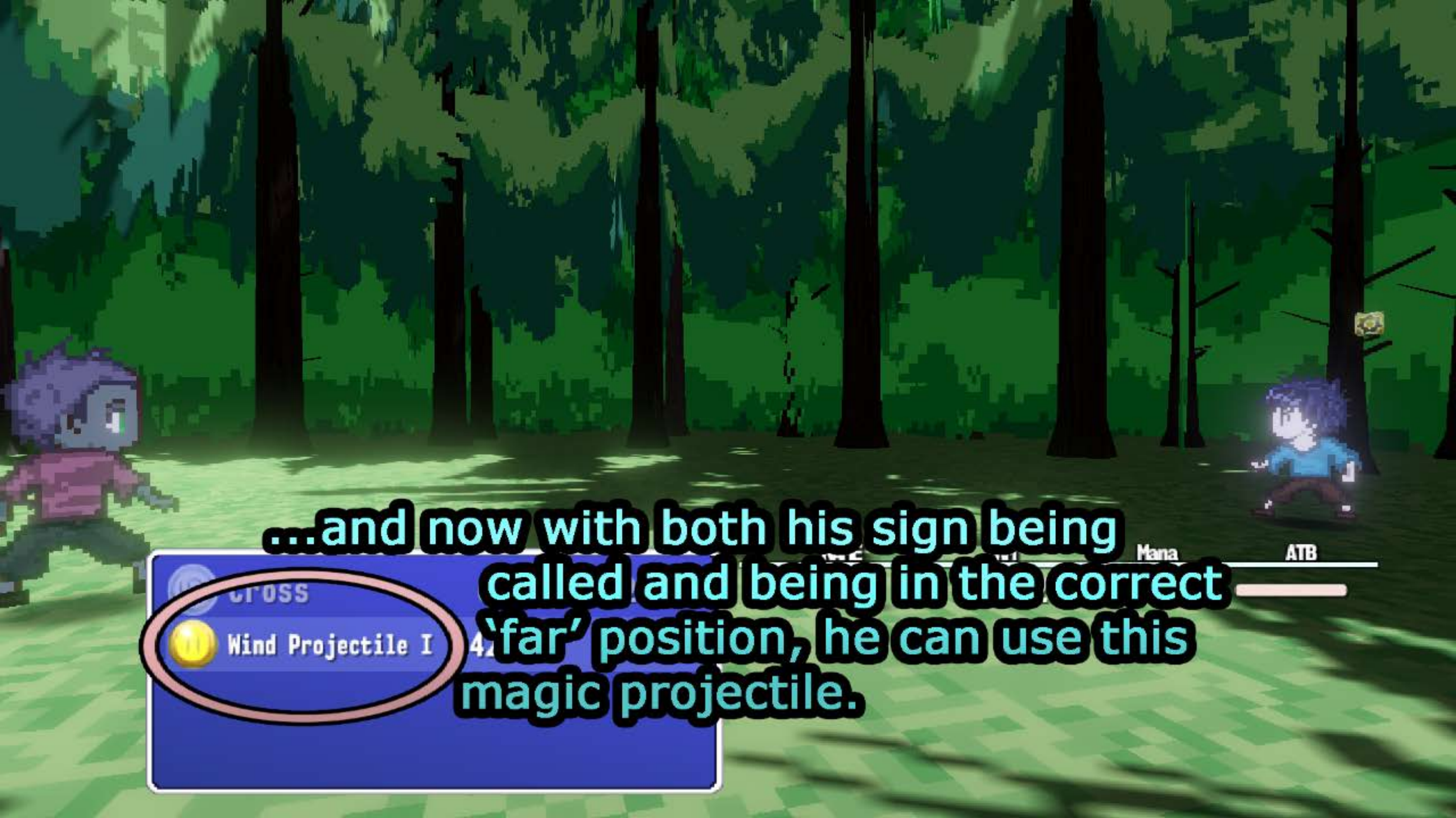

With this Wind Projectile ability, however, you are required to be at a 'far' position AND are required to activate your sign.
Cross 0
Wind Projectile I 42
Mana
ATB
48

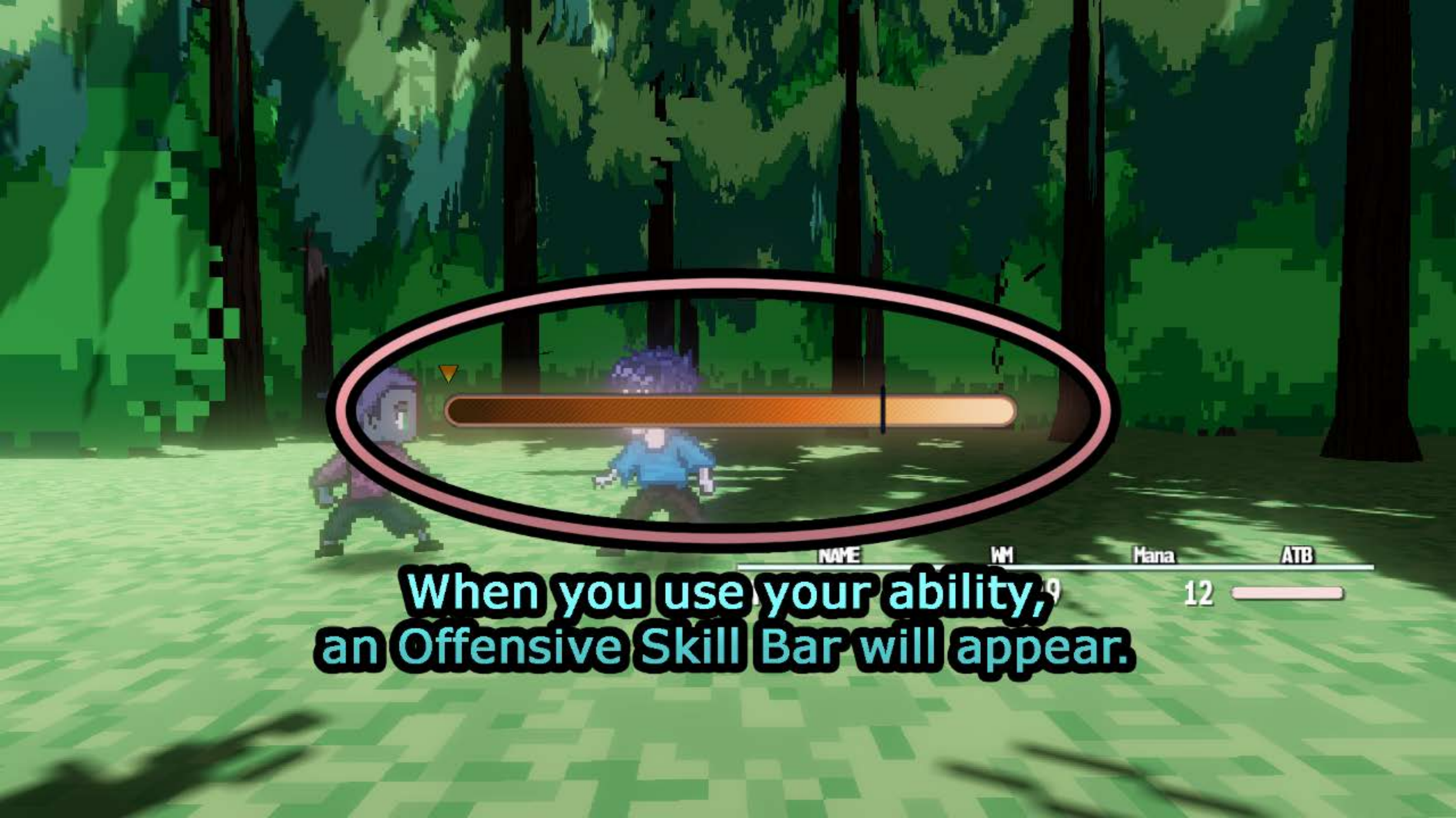

First, you activate your sign.
Ability
Move
Call Sign
NAME
WM
Mana
ATB
Taku
123
48


The ‘Sign Activated’ status effect appears here. Since Taku is a wind sign, it glows yellow.
NAME
WM
Mana
ATB
Taku
123
48


The next turn you can move into position.
Move
NAME
WM
Mana
ATB
Taku
136
60


The character moves into position...
NAME
WM
Mana
ATB
Taku
120
60

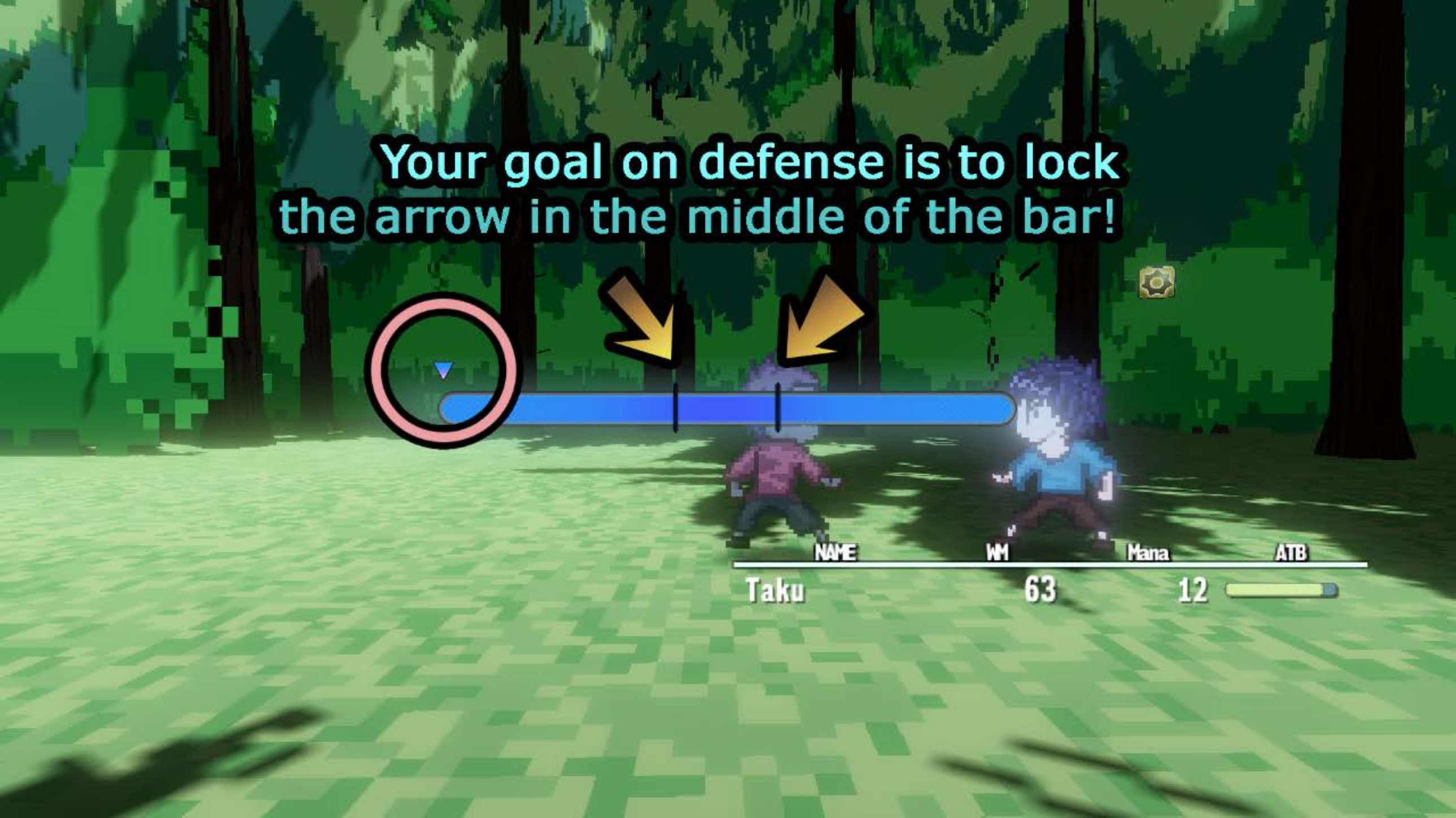

...and now with both his sign being called and being in the correct 'far' position, he can use this magic projectile.
Mana
ATB
Wind Projectile I


NAME
WM
Mana
ATB
12
When you use your ability,
an Offensive Skill Bar will appear.

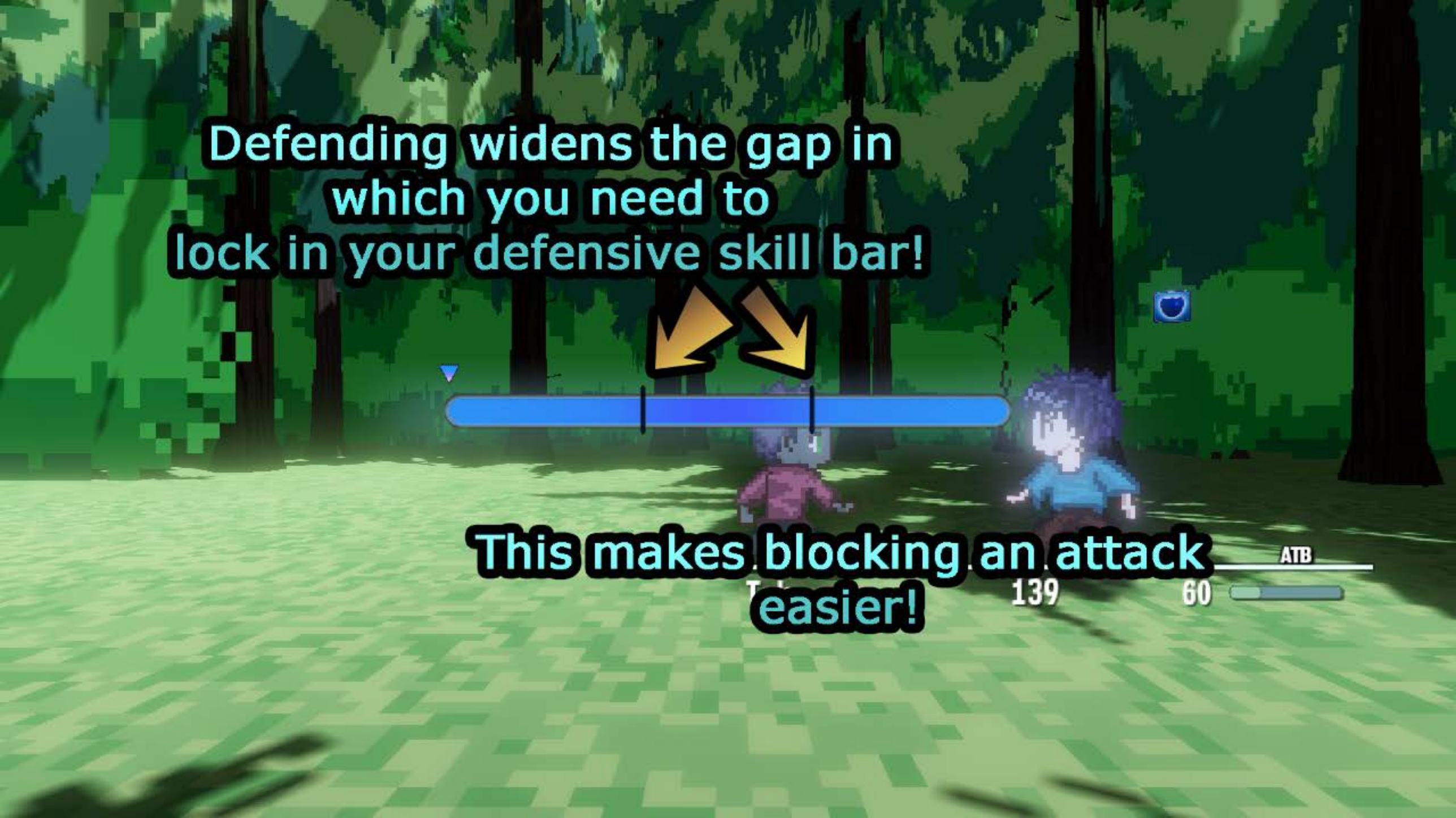

Press B to start the skill bar.
Y
X
B
A
Mana
ATB
12

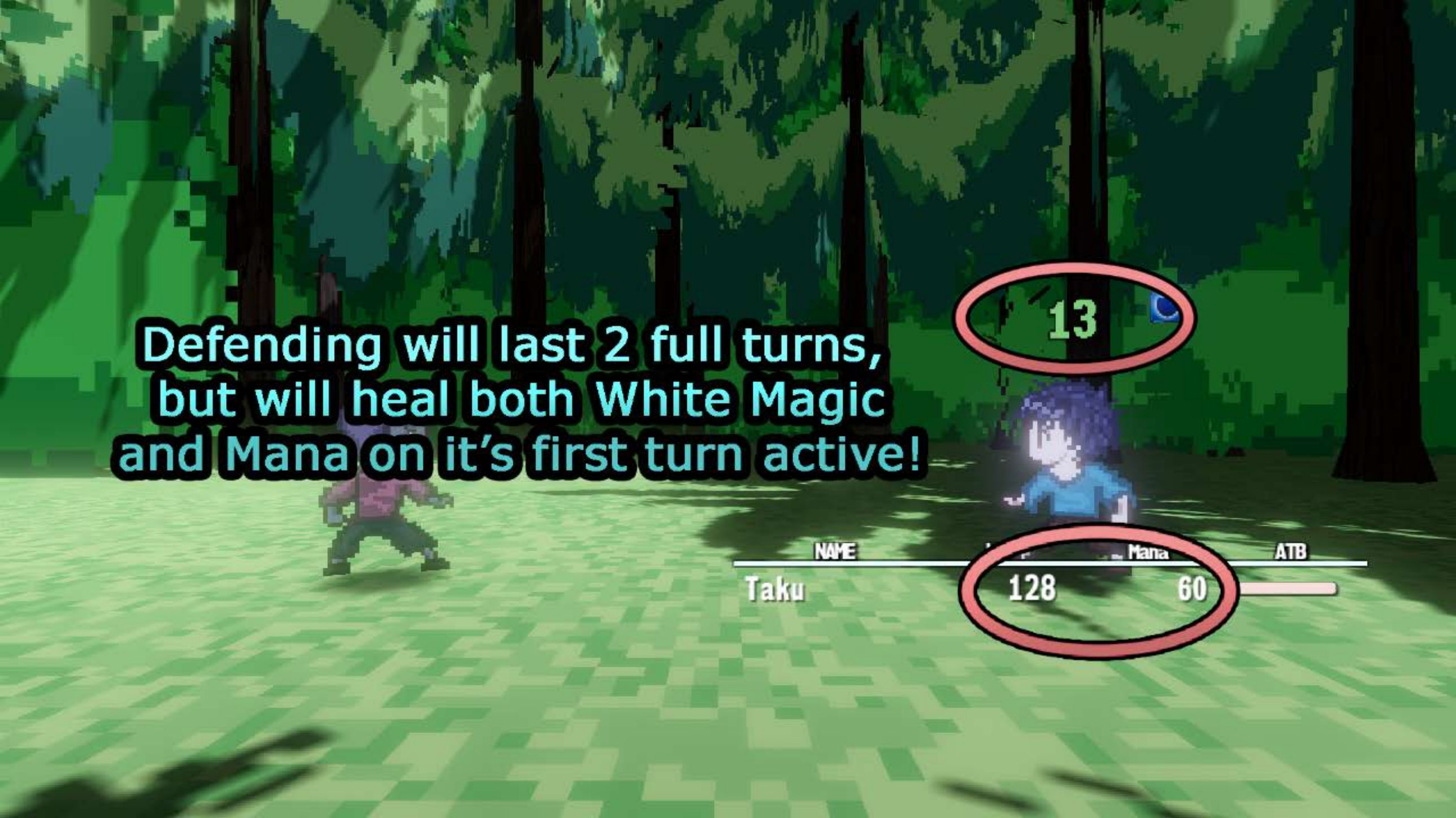

Y
X
B
A
After the small arrow starts
to move, press A to lock it!
Mana
ATB
12

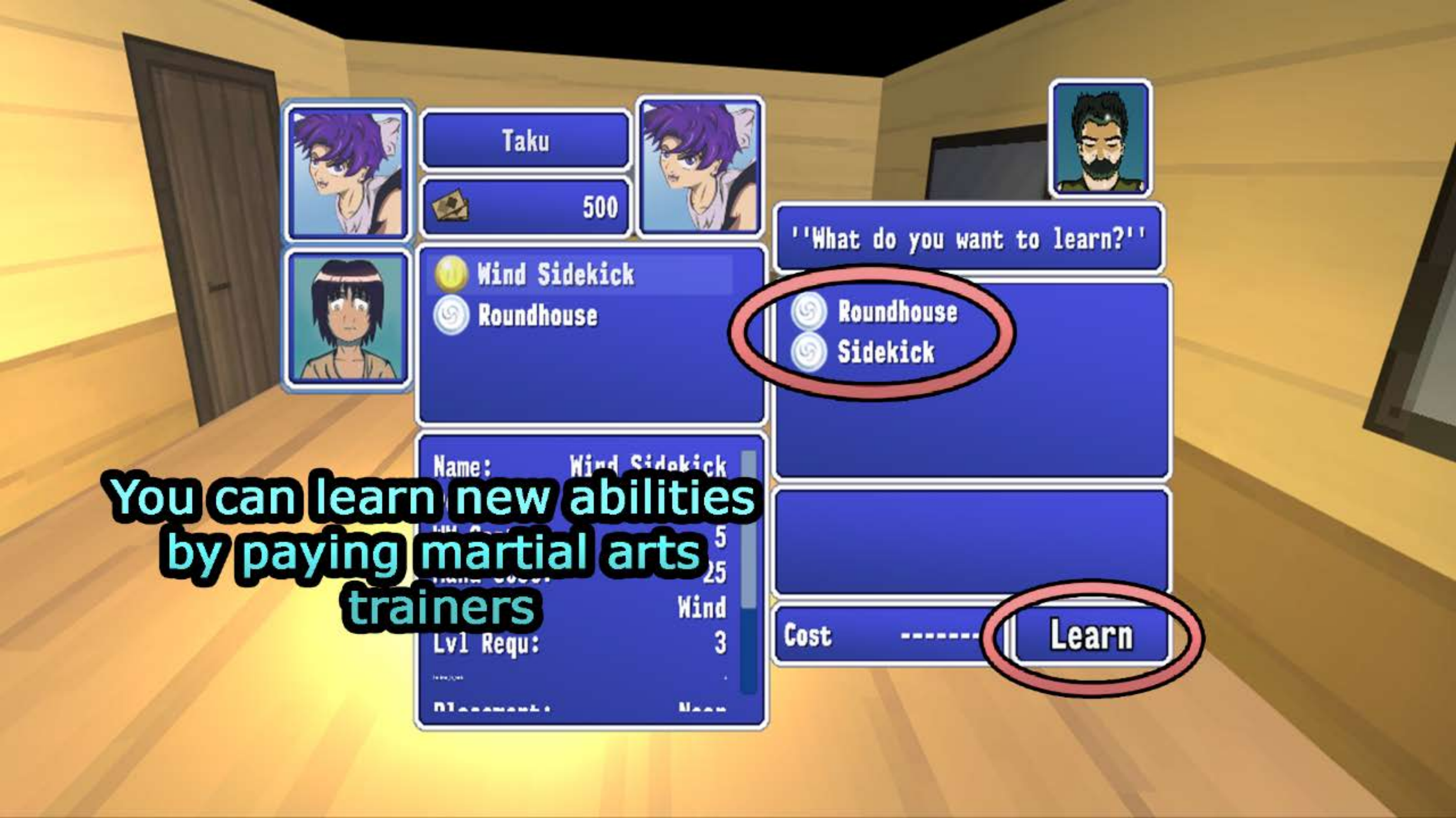

Your goal on offense is to get the small arrow to lock in this area!
Y
X
B
A
Mana
ATB
12


Your goal on defense is to lock
the arrow in the middle of the bar!
NAME
WM
Mana
ATB
Taku
63
12

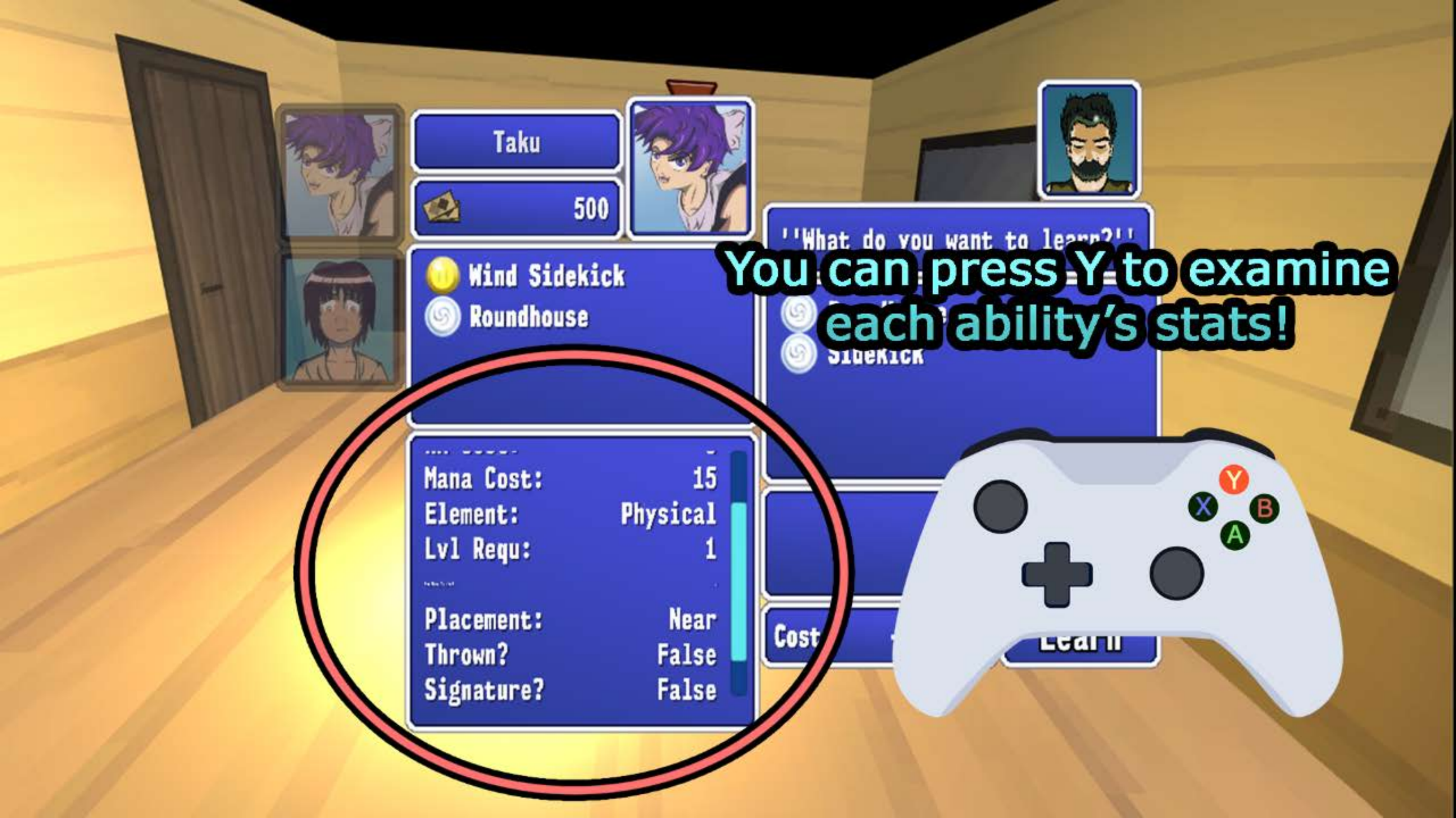

Defending is important!
Ability
Move
Defend
Call Sign
NAME
WM
Mana
ATB
Taku
139
60

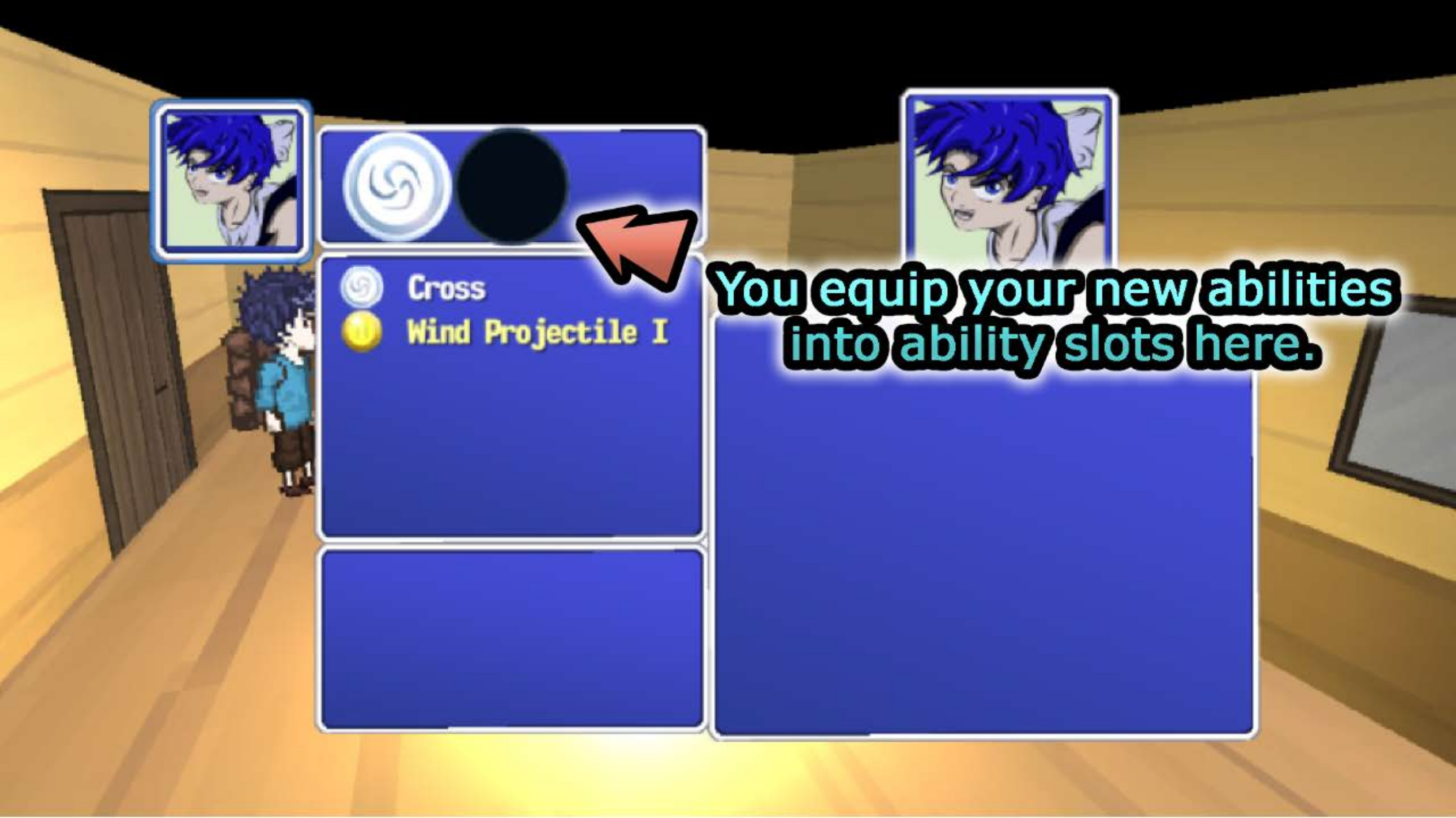

Defending widens the gap in
which you need to
lock in your defensive skill bar!
This makes blocking an attack
easier!
ATB
139
60


Defending will last 2 full turns,
but will heal both White Magic
and Mana on it's first turn active!
13
NAME
Mana
ATB
Taku
128
60


Taku
500
Wind Sidekick
Roundhouse
''What do you want to learn?''
Roundhouse
Sidekick
Name:
5
25
Wind
Lvl Requ:
3
Cost

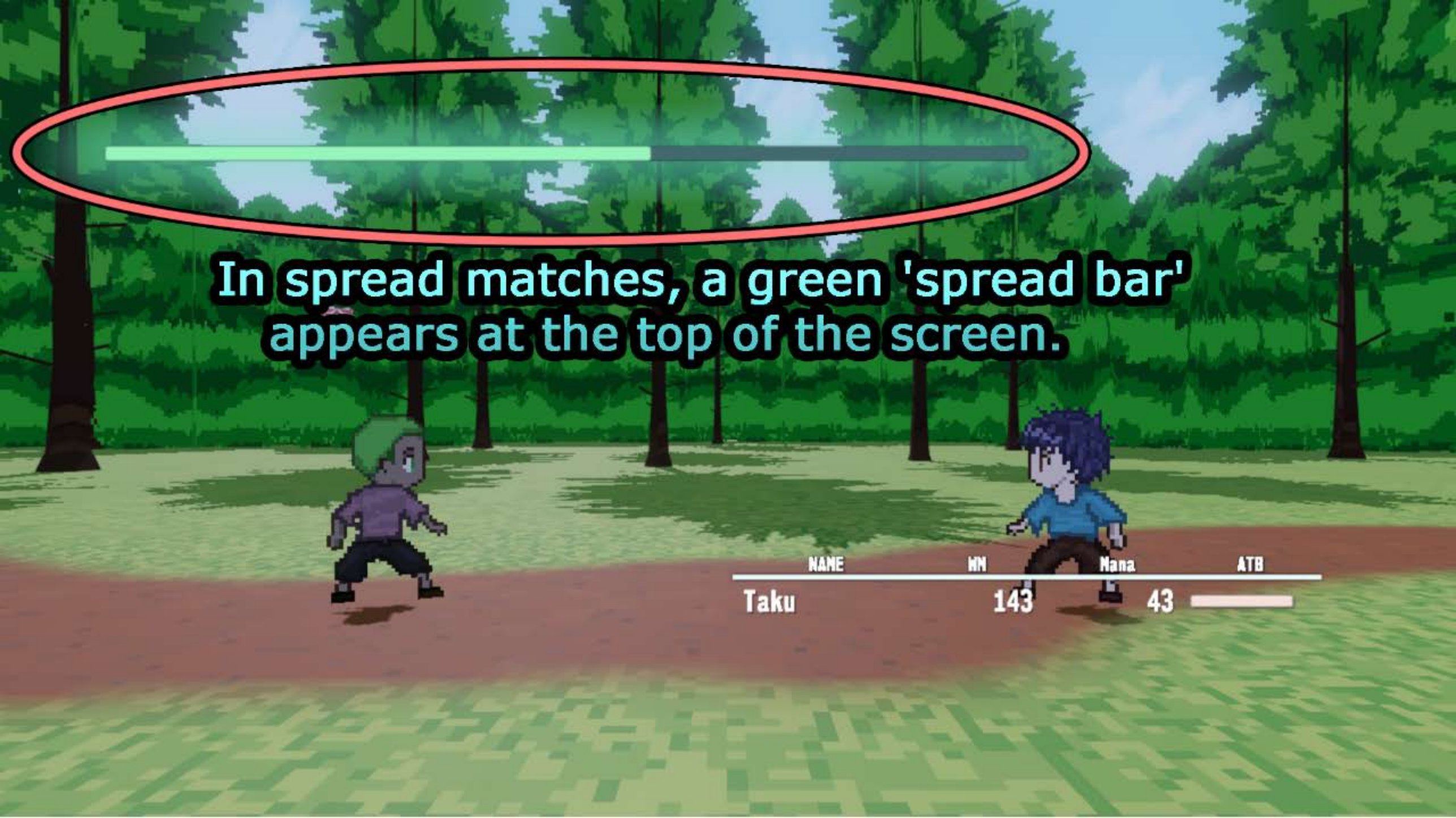
Learn
You can learn new abilities
by paying martial arts
trainers

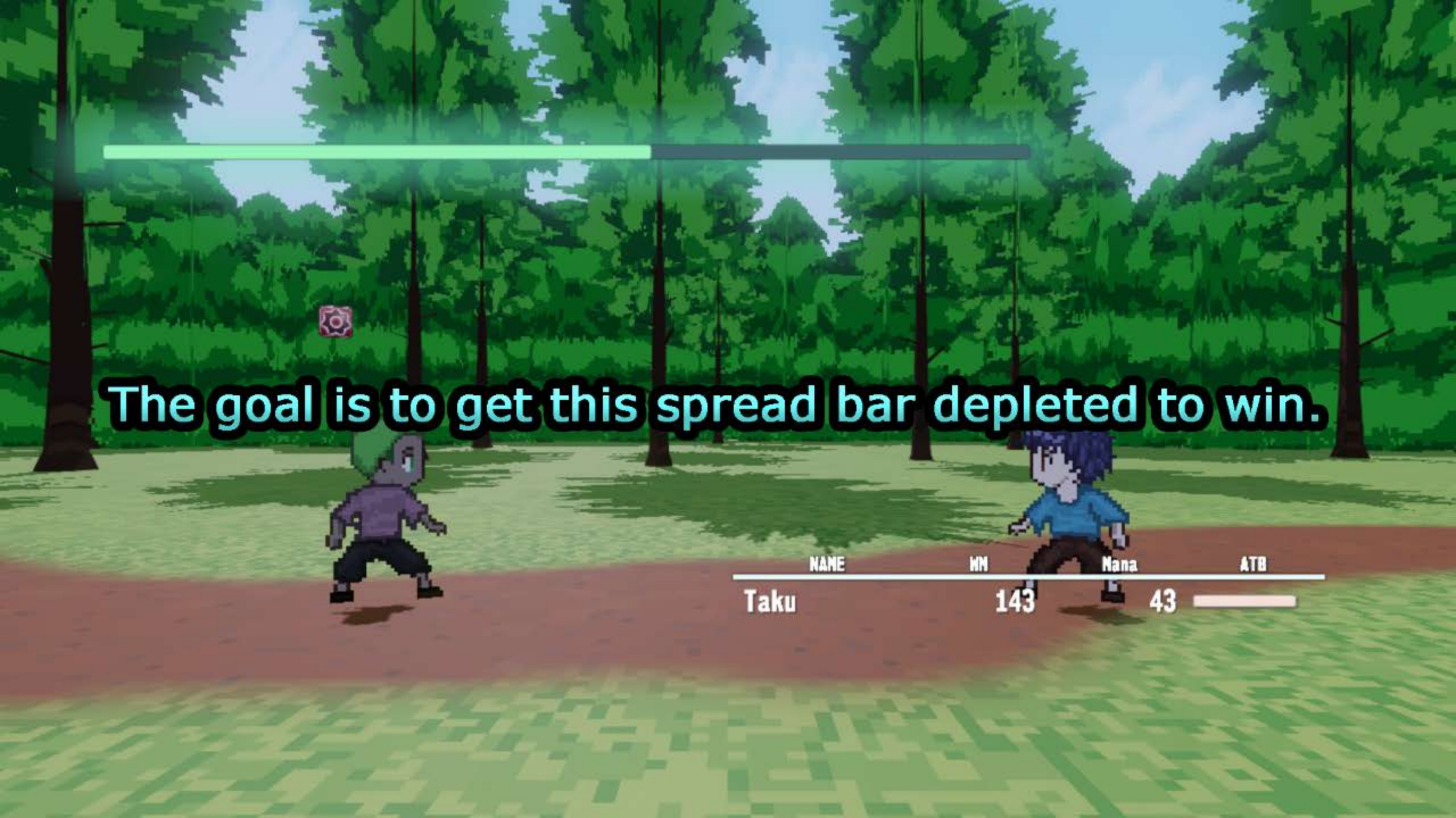

Taku
500
Wind Sidekick
Roundhouse
Mana Cost: 15
Element: Physical
Lvl Requ: 1
Placement: Near
Thrown? False
Signature? False
Cost
You can press Y to examine each ability's stats!

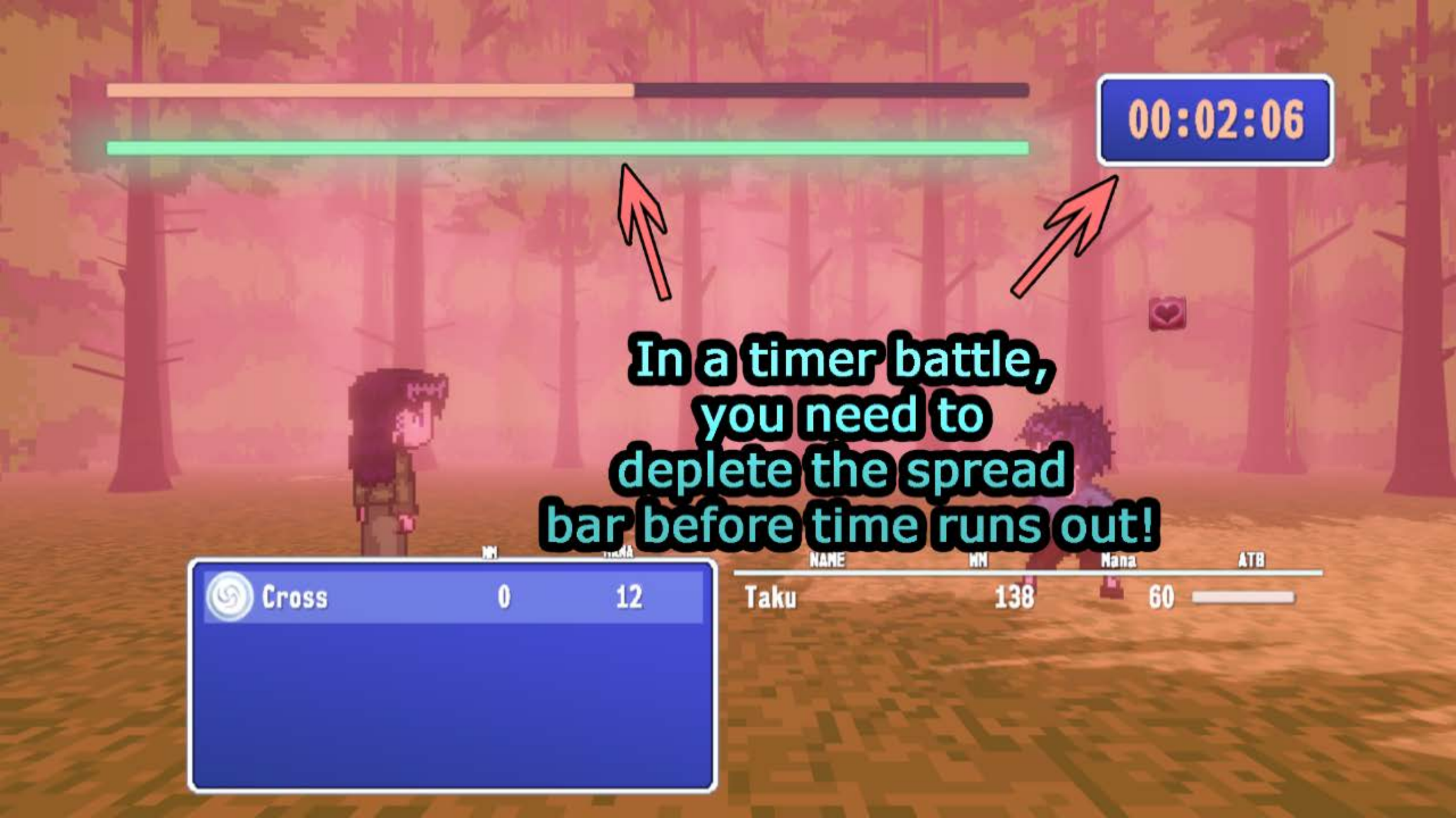

Cross
Wind Projectile I
You equip your new abilities
into ability slots here.

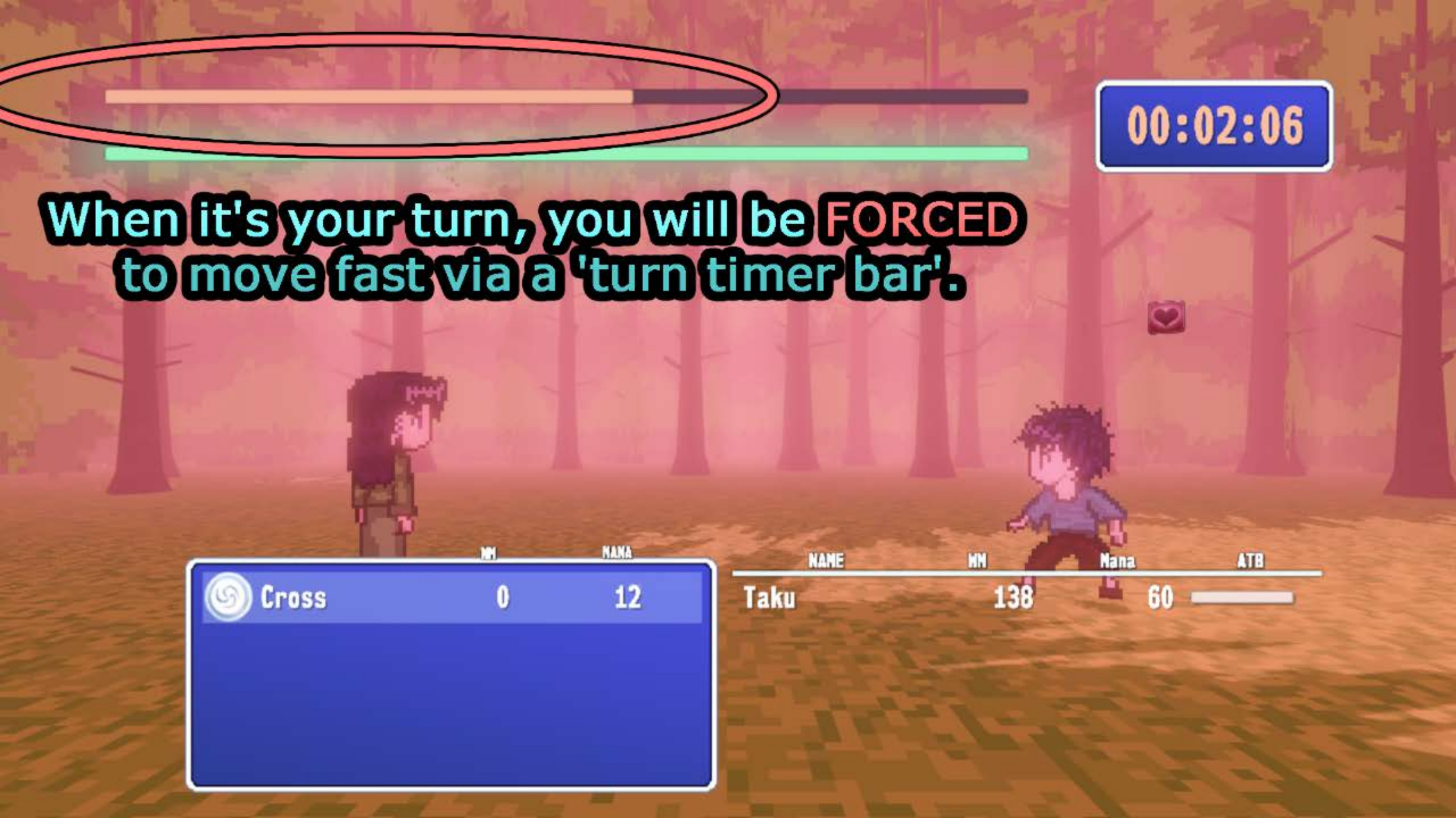

Cross
Wind Projectile I
Name: Wind Projectile I
Power: 273
WM Cost: 42
Mana Cost: 48
Element: Wind
Lvl Requ: 2
Placement: Far
Thrown? True
Signature? False
Guardian Req?:
New ability slots are gained by lvling up a character. They have a total of 3 ability slots, and in future episodes one signature ability!


To gain more money, you find kids to spar with!
Blue Fire Kid
Oh, hi there...So you want to spar is it?
Sure thing
Not right now.


In spread matches, a green 'spread bar'
appears at the top of the screen.
NAME
HN
Nana
ATB
Taku
143
43


The goal is to get this spread bar depleted to win.
NAME
HN
Mana
ATB
Taku
143
43


00:02:06
In a timer battle,
you need to
deplete the spread
bar before time runs out!
Cross 0 12
NAME MN Nana ATB
Taku 138 60

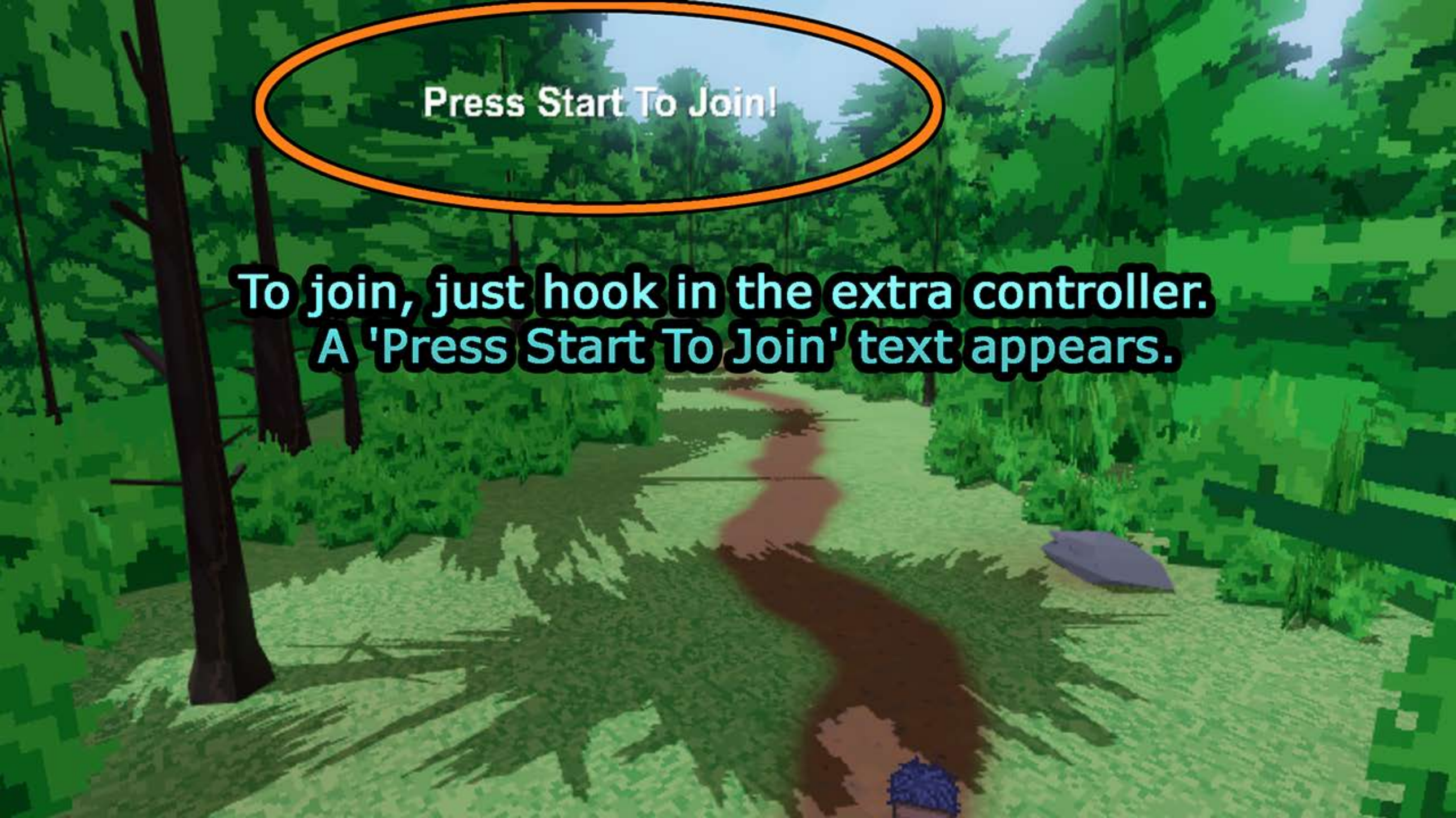

When it's your turn, you will be FORCED
to move fast via a 'turn timer bar'.
00:02:06
MN
MANA
Cross
0
12
NAME
MN
Mana
ATB
Taku
138
60

THE TURN TIMER BAR IS RELENTLESS!
You must make your turn
quick or else it will
run out and you'll
lose your turn!

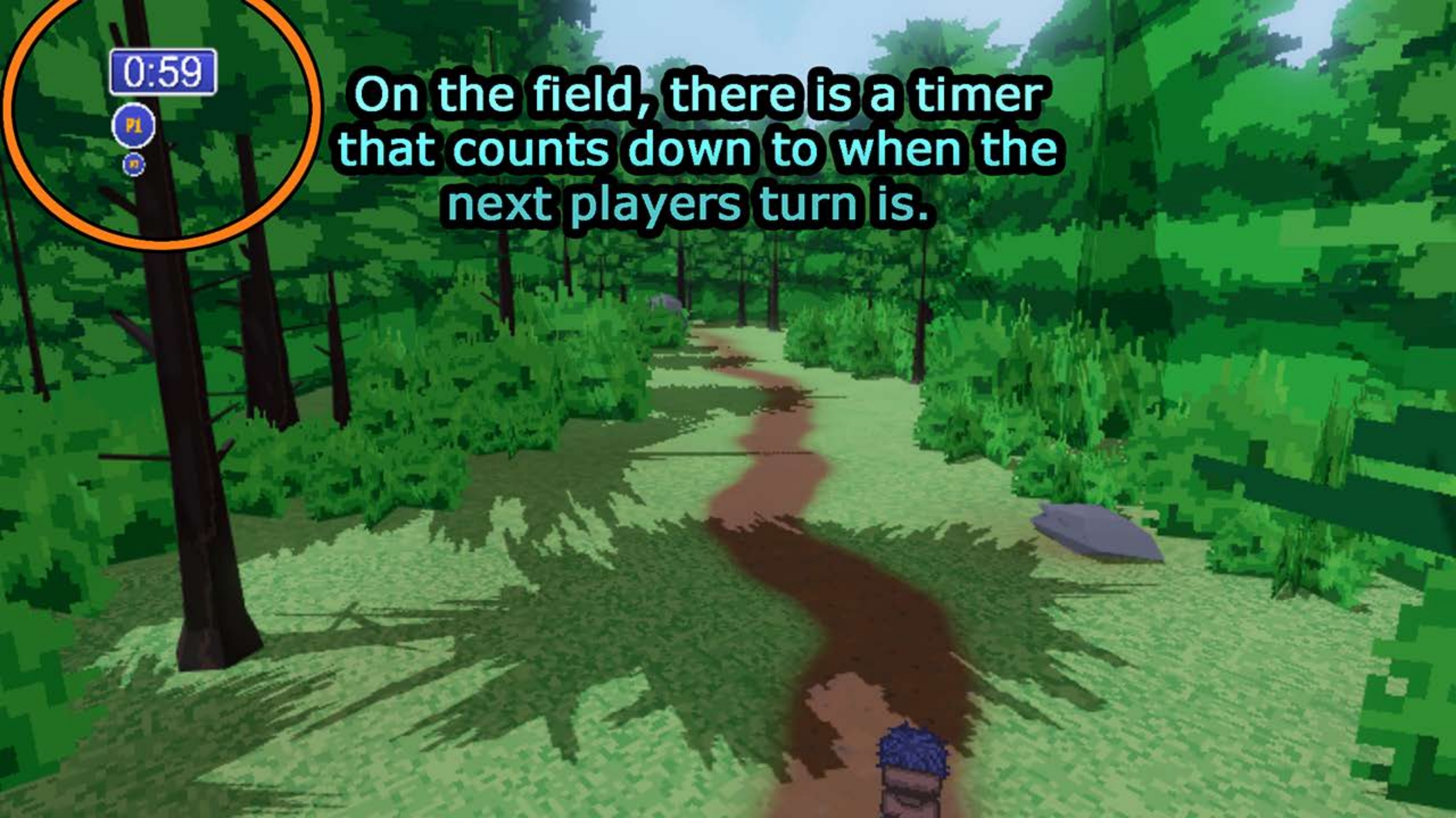
WARNING

Save when you can! If you lose a spar of any kind, you will lose the game!!

Astralojia requires a controller to play.
This is due to the 360 degrees of
movement that's required for the
player to move.


Press Start To Join!
To join, just hook in the extra controller.
A 'Press Start To Join' text appears.


Player Left The Game!
When start is pressed,
the player joins.
To leave, you just press start
again on the controller.


0:59
P1
On the field, there is a timer
that counts down to when the
next players turn is.


0:49
P2
Switched to: Player 2
You can switch control of a player by hitting R1 at any time.



In battle, any time someone takes a turn, it switches control to the next player.

AstralojiaStudios.com