

To communicate with the creator (danzibr), please go to
<https://discord.com/channels/672152438043705346/932756742121619466>

Tips

- Explore! You might find an item, or something to boost your stats, or maybe something that brings a smile to your face
- Converse! Some people might have something to give you, or give you a hint, or set you on a quest. People also have multiple things to say, so it pays off to talk more than once
- Monsters dealing lots of damage? It might be worthwhile to have Zemi wear 2 shields and deal damage with items/techniques
- Use macros! They allow you to control party action order (including triggering combos), and keep you from choosing the same actions over and over

Status Effects

- All status effects only last 1 battle (e.g., no curing poison outside of battle)
- Every status effect has a 100% chance to hit (unless it is attached to a physical attack which may miss)
- Upon infliction, each status effect has a certain percent-based potency. While this number does not change for the duration of the status effect, it may be tied to a chance-based effect (which may or may not trigger)
- Opposite status effects cancel each other (e.g., if someone has regen, then is inflicted with dots, they lose regen but don't gain dots)
- All inflicts (negative status effects) are only half as potent on bosses
- Vigors (positive)
 - Aura: gives a chance (between 10 and 66.8%) to act multiple times per round, without consumption of additional TP, skill charges, or items. This applies to attack, tech, skill, item. Opposite of stun
 - Focus: increases contribution of base stat to tech/skill, as well as critical chance, by between 5 and 33.4%. Opposite of dark
 - Note: default contribution of base stat to tech/skill is 50%
 - Example: Wat's base damage is 12. If Zemi has 32 mental, that results in 16 (50% of 32) extra damage, for a total of 28 (12+16). If Zemi has 25% focus, instead 75% of her base mental is added, for a total of 36 (12+24)
 - Regen: restore between 5 and 33.4% max HP at the start of every round. Opposite of dots
 - Tough: increases all elemental resistances by between 10 and 66.8%. Opposite of frail
 - Note: capped at immunity (e.g., if someone is already immune to an element, then receives tough, they will not absorb damage)
 - Example: a bite's default fire damage multiplier is 1.5 (it takes 1.5 times fire damage). If it had a 60% tough effect, it would only take 0.9 times fire damage
- Inflicts (negative)
 - Dark: decreases contribution of base stat to tech/skill, as well as hit chance, by between 5 and 33.4%. Opposite of focus
 - Dots: deals between 5 and 33.4% max HP at the start of every round. Cannot drop HP to 0. Opposite of regen
 - Frail: reduces all elemental resistances by between 10 and 66.8%. Opposite of tough
 - Stun: gives a chance (between 10 and 66.8%) to not act. Opposite of stun

Combat Mechanics

- When using a skill in combat, the number on the far right is warmup/cooldown
 - Warmup: this number starts positive (usually: some skills have a warmup of 0) and is reduced by 1 each round. When the number is 0, you may use it without consuming a charge
 - Cooldown: upon using it for free, the number on the right goes back up, and counts back down to 0, when it may again be used for free
- Opposite status effects cancel each other
 - Example: if Zemi has regen, then is inflicted with dots, she loses her regen but does not gain dots
- Combatants may have both a buff and weaken on a particular stat. Buffs are a flat plus, whereas weakens subtract a percent from the combatant's base stat+equipment
 - Example: Zemi enters combat with 30 attack. She uses ignite, giving her +20 attack, but is also affected by a 10% attack weaken. Her total attack is 47 (30+20 buff-3 weaken)
- Elements only matter for damaging, and instant kills
 - Example: Zemi casts Wat (a damage tech which has the water element) on a larvac, which is weak to water. The damage is increased by roughly 50%
 - Example: Zemi casts Glen (a buff tech which, while thematically associated with other water spells, does not have the water element) on Pech. Whether Pech has resistance or susceptibility to water is irrelevant
- Rough damage calculation: (base value+equipment+[base stat+buff-weaken])*elemental multiplier-defending stat
 - Note: techs/skills which use a primary stat (str, agi, vit, mtl) by default add half the value in brackets above
 - Example: if Zemi's total mental is 30 (from base stat+buff-weaken) and casts Wat, she adds 15 to Wat's base value
 - Attack example: Zemi enters combat with 30 strength, a weapon with 10 attack, has ignite, has a 10% attack debuff, is using a weapon with a fire element versus a larvac (which has a weakness to fire, and 5 defense). She uses the attack command, which has a base value of 0. Damage is roughly $(0+10+[30+20-4])*1.5-5=79$
 - Tech example: Zemi enters combat with 40 mental, a weapon (irrelevant), has a buff which increases her mental by 16, has a 10% mental debuff, and casts Wat against a larvac (which has a weakness to water, and 0 magic defense). Wat has a base value of 12. Damage is roughly $(12+0+.5*[40+16-4])*1.5-0=57$
- Members in the front are more likely to be targeted by enemies
 - Party size of 2: 60% chance the member in the front is targeted, and 40% the other is
 - Party size of 3: 44% member front is targeted, 33% the second member is, 23% the third is
 - Party size of 4: 32% front, 28% second, 22% third, 18% fourth
 - Party size of 5: 26% front, 23% second, 20% third, 17% fourth, 14% fifth

Macros

- Macro options are accessed through the bottom left of the radial menu. The intent is to allow the player to not have to select the same options over and over, and to increase the likelihood to trigger combos
 - Example: you find a piece of equipment which deals damage when used. You can give Zemi 2 shields and set up a macro where Pech attacks, then Zemi uses the aforementioned item
 - Example: you find a weapon for Cane which targets all enemies. You can set up a macro

where Cane attacks first, then Pech, then Zemi, possibly removing a wasted move by Pech killing an enemy which Cane would have

- Example: selecting Wat for Zemi, attack for Pech, and MuMyo for Cane (outside of a macro) could result in Cane going first, then Pech, then Zemi, which would interrupt the Wat+MuMyo combo. Instead setting up a macro where Zemi first casts Wat, then Cane casts MuMyo would force Cane to go after Zemi, and a combo will trigger (unless an enemy acts between Zemi and Cane)

Monsters

- BiteME: deals single-target matter damage v. defense; weak to fire, ice; resists psionic; drops stimulant, biteME wing
- Jackalope: often flees; drops unipal, jackalope foot
- Larvac: deals single-target matter damage v. defense, or single-target organic damage v. defense; weak to fire, water; resists psionic, dark; drops guk, larvac stinger
- Goomshroom: deals single-target matter damage v. defense, or multi-target organic damage v. defense; weak to fire; resists light, psionic, dark; absorbs water; drops smelling stalk, goomshroom stalk
- Slime: deals single-target matter and organic damage v. defense which inflicts dots, or multi-target organic damage v. defense which inflicts dots; weak to ice, water, earth, inorganic; resists organic; drops acid, slime mucus. If there are exactly 2 remaining, can fuse to form glime
- Glime: deals single-target matter and organic damage v. defense which inflicts dots, or multi-target organic damage v. defense which inflicts dots; weak to ice, water, earth, inorganic; resists organic; drops bipal, glime mucus.
- K-313: deals single-target fire damage v. defense, or single-target matter damage v. defense; weak to electric, water; resists inorganic, light, psionic, dark; immune to life; drops sparkler, K-313 eye
- F-537: deals single-target energy damage v. mdf, or single-target matter inorganic damage v. defense; weak to electric, water; resists inorganic, light, psionic, dark; immune to life; drops static, F-537 tentacle

Combos

- If certain techs/skills are performed back-to-back, a combo will occur. Any action between will make the combo not trigger (e.g., if Cane casts MuMyo, Pech defends, then Zemi casts Wat, no combo will occur despite Pech not appearing)
- Rough damage calculation: (sum of base values+sum of equipments+[sum of base stats+sum of buffs-sum of weakens])*elemental multiplier-defending stat
 - Note elemental multiplier is for the entire combo (e.g., Wat+MuMyo would deal extra damage against an enemy weak to either water or electric)
 - Primary benefits are: hitting multiple enemies; defending stat is only subtracted once; the above “elemental multiplier is for the entire combo” (e.g., Wat+MuMyo used against an enemy only weak to electric would still have the damage contribution from Wat increased)
- Below is a list of combos
 - Wat+Myo in either order, of any level, but at least one must be multi (e.g., MuWat+GiMyo, MuMyo+Wat)
 - Earliest access: Zemi 2 (Wat) + Cane 9 (MuMyo)
 - Wat+Kag in either order, of any level, but at least one must be multi (e.g., MuWat+GiKag, MuKag+Wat)
 - Earliest access: Zemi 7 (MuWat) + Pech 11 (Kag)

- Myo+Kag in either order, of any level, but at least one must be multi (e.g., MuMyo+GiKag, MuKag+Myo)
 - Earliest access: Cane 9 (MuMyo) + Pech 11 (Kag)

New Game+

- When you load up the game, new game+ will be enabled if there is a save file detected with the following properties:
 - Saved after you beat chapter 0; cheats not enabled; difficulty never set to Story
- New Game+ gives you the options to replace Zemi with O.P. Zemi, set your party (e.g., play with 5 copies of Pech), and start the game with 0 exp
 - Note if you do have multiple copies of the same version of the same person, weird stuff happens (like sharing stats)

Chapter 0 Important Things To Do

- WARNING: spoilers ahead
- Several things you do in chapter 0 heavily impact how the rest of the game goes. Below is a list of everything that needs to be done to have a “perfect” chapter 0 save:
 - Do not enable cheats
 - Complete all optional quests: retrieve Bunyan’s knife; deliver Hunt’s meal; complete Hashidara’s quest (make sure you talk to him after); set all traps before reporting back to Zemi’s mom; make sure Ray and Teapo get out of Kifkey (talk to them a few times and make nice choices); give Pametrice the fern flower and supox root; do not lie to Zemi’s mom
 - Show Pech a good time: have him talk to everyone (including those outside the village); show him things around the village (diary, clock, fireplace, stove, range, O.P item, Arthurio item, Vivien item, table, books, Sunrise Peninsula flag); have Corrid give Pech a saber (talk to Corrid on day 2, after having talked to him on day 1); have Pech eat 2 stat-boosting snacks (one in the cave, one in Rip’s house)
 - Note: to access Rip’s house, Zemi must attempt to rouse him before recruiting Pech, then attempt to rouse him after the machines arrive. Then leave the screen and come back
 - O.P. interactions: talk to Zemi’s mom with O.P.; during the final battle, make sure O.P. ends combat conscious
- Here are some things you can do which don’t particularly affect later chapters:
 - Pechy Dash, the minigame accessible just to the left to the cave entrance. Pech can get new skins (while equipping the skin has strictly a cosmetic effect, unlocking them gives boosts to stats) and new skills
 - You can beat the second boss. Doing so changes some text, and gives a good weapon
 - Have Hunt fashion some chimera armor or knife. They’re the best equipment in chapter 0 for Zemi and Cane
 - Get jackalope feet and glime mucus. They’re accessories dropped from jackalopes and glimes, respectively
 - After giving Pametrice her requested items, if you talk to Robin on day 2, he’ll tell you where a barbed ring is
 - After you recruit Cane, searching things in his house results in him assembling a gun
 - If you manage to equip the Ishibo at level 1, something special happens (but be sure you don’t open your equipment or check your stats after Zemi levels up)

