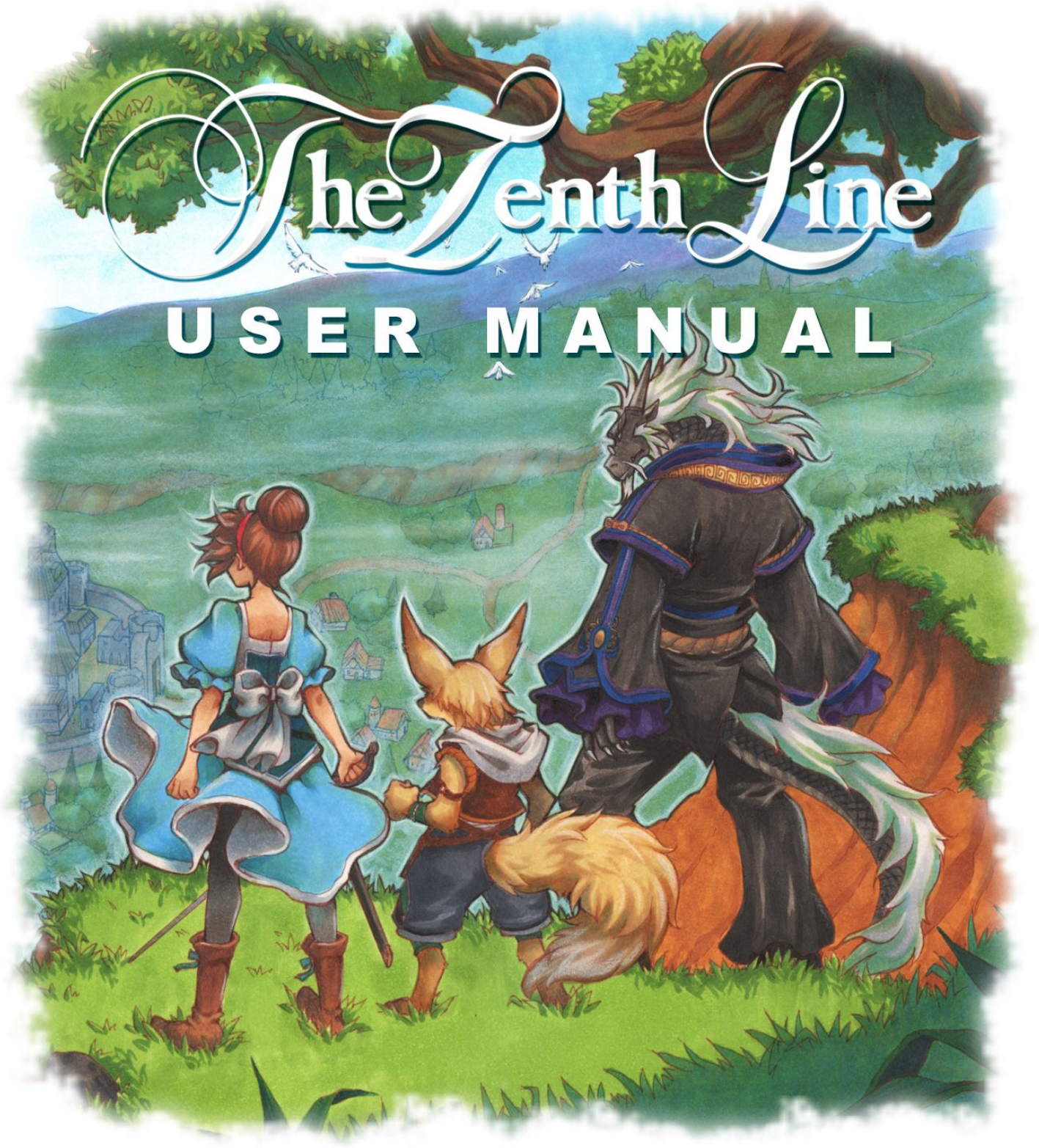


Version 1.0.7. "The Tenth Line" and "Quad Pro Quo" © 2016-2017 Sungazer Software LLC

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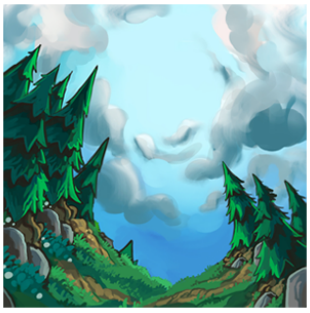
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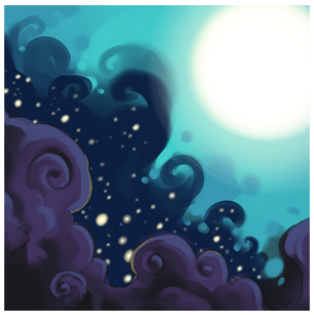
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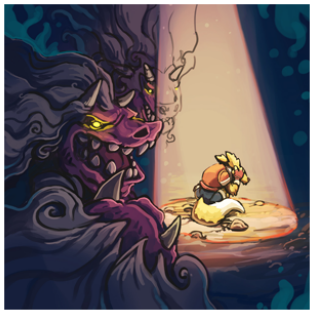






1. About *The Tenth Line*

History



The Tenth Line is a modern take on the classic platformer/RPG created by Elliot Mahan (sole proprietor of Sungazer Software). Lead a colorful cast of characters through 2D exploration, turn-based/active-time combat, treasure hunting, and in-depth training and progression!

Credits



Producer, Designer, Writer, Programmer
Elliot Mahan

Character Designer
Karina Phelps



World Artist, Interface Artist
Domen Koželj

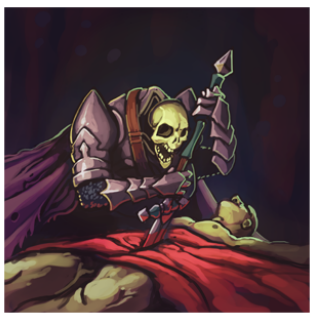
Sprite Artist
Keith Burgun

Music Composer
Alan Monteiro



Additional Art
Karina Phelps, Alexander Zagorulko, Jean Moreno, Luigi Llave

Testers
Alan Monteiro, Jackson Rorie, Hunter Bearden, Annika Johnson, Domen Koželj



Voice Talent
Ruby J. Shilan, Brody Allen, Tristan Edwards, Alexander Stravinski, Rachael Chau, Dan Dawson, Alan Zhu, Samuel Martinez, CJ "Ninethie" Bull, Cliff Thompson, Laura Schafer

Additional Audio Credits
Some sound effects created by ViRix Dreamcore

2. Controls & Options

Control Layout

The Tenth Line is designed to be best played using any standard dual-analog gamepad. If a gamepad is not available, the game can still be played with the keyboard. Controls can be remapped on the Options screen in-game. Controls listed below will show generic gamepad buttons as well as corresponding keys. Controller buttons will be referenced using the following diagram:



Input/Prompt Options

From the **options** screen, in-game button prompts can be changed between three different styles: keyboard keys, gamepad "letters", and gamepad "shapes". Choose the style that best suits your controller or control preference.

Menu Controls (Default)

Action	On Gamepad	On Keyboard
Navigate/Move Cursor	Pad or Left Analog	Arrow Keys
Select/Confirm	A	X
Cancel/Go Back	B	C
Context-Specific Actions	X	Z
Open Main Menu (from game)	Y	ESC
Switch Characters	LB RB	1 2

Exploration Controls (Default)

Action	On Gamepad	On Keyboard
Move Character Analog: Slight tilt to walk; full tilt to run. Keys/Pad: Running by default; hold [Left Shift] to walk.	Pad/ Left Analog Stick	Arrow Keys
Walk (Keyboard only)	-	Left Shift
Nudge Camera	RS (Right Analog Stick)	Numpad Arrows
Inspect, Speak to, Open, Interact With, Advance Text	A	X
Jump, Skip Text (Hold)	B	C
Swing Weapon, Play Cards, Context Actions (Note: The Princess and Rik can also attack while in the air.)	X	Z
Open Main Menu	Y	ESC
Switch Controlled Character	LB RB	1 2
Use Character's World Skill	LT or RT	Q or W
Toggle Character Following Where possible, characters in range will follow your current hero. Characters will not jump or interact, and will stop following when entering battle, switching characters, or triggering a cutscene. Press again to stop following.	RS (Click in)	Ctrl



Continued on next page

Battle Controls (Default)

Action	On Gamepad	On Keyboard
Choose Command, Choose Target(s)	Pad/Left Analog	Arrow Keys
Confirm Action, Rik Actions (Attack, Defend)		
Cancel Choice, Princess Actions (Attack, Defend)		
Tox Actions (Attack, Defend)		
(Hold) Flee Battle, During Attack: Press to End Turn		
Assist Character #1 Normal Attack		
Assist Character #2 Normal Attack		
Assist Character #1 Super Attack		
Assist Character #2 Super Attack, (Hold + Action Button) Character Super Defense		

Options

- **Controls:**
  - **Rebind Buttons**: Bind most controls to your preferred settings.
  - **Reset Bindings**: Restores all custom control bindings to default.
  - **Button Prompts**: Set style of buttons prompts as they appear in-game. Use the up/down directions to choose a style from the list on the left. Press the confirm button to choose the style.
- **Performance:** Toggle performance mode, if desired. Setting to "Speed" will improve performance, but disable several special effects and enlarge the camera's rendering. Changing from "Speed" back to "Quality" will reset the camera, but some effects will not appear until the next level load.
- **Camera Style**: Toggle camera behavior. The "dynamic" camera will pan out while the character runs, allowing a wider view of what's coming ahead of the character. "Static" will keep the camera centered on the current character at all times.
- **Audio Options.** To set an option, highlight this selection, then press the confirm button. Use the up/down directions to select an option, then left/right to toggle its state. Press confirm again to exit the selection.
  - Sound FX: Sound effects and ambient sounds.
  - Music: Background music.
  - Dialog: Whether to play the chirping sound that accompanies dialog.
  - Voice: "All" plays all voice samples. "World" only plays voices in exploration and cutscenes. "Battle" only plays voices in battle. "Off" disables all voices.

Starting Out

Launcher Configuration Options

- **Resolution**: Choose game resolution. *The Tenth Line* supports 16:9 ratio screen resolutions. Use lower resolutions to improve performance. Check the **Windowed** box to play in windowed mode.
- **Quality**: Choose "Highest Quality" for the best quality graphics. Choose "Economy Mode" to use compressed graphics in exchange for lower memory usage. You can also choose an option with **VSync** enabled if you experience freezing or video issues due to an extremely high framerate.
- **Monitor:** Choose the monitor where the game window will display, where applicable.

Once your preferred options are set, press the "**Play**" button to launch the game.

Title Screen Options

- **New Game**: Begin a new game. You will be given several options before starting:
    - Set button prompts. Choose your desired button prompt appearance from the list.
    - Set difficulty. See the following page for details on difficulty settings.
- **Load Game**: Load a previously saved game. Choose a game to load from the four possible save files. Note: Your most recently-saved game will be selected by default.
    - Slot number: The number of the save file.
    - Play time: The amount of time played on this saved game.
    - Location: The location in the game's world where progress was last saved.
    - Levels: The number of power levels for each of the Princess, Rik, and Tox are shown next to their portraits in their corresponding colors. A star indicated maximum level achieved.
    - Gildeds: The number of gildeds the party has on-hand in that save.
- **Quit Game:** Close the application.

New Game Plus: Completing the game and saving your progress will give the save slot a golden color. At the post-game Rally Point, pressing the "Context" button (gamepad: **X**) while in range will allow you to start a new game using all of the items, training, and other accumulated progress from that saved game. This will not delete or change the existing save game in any way, unless progress is saved and overwritten onto the same slot. Note that your difficulty setting (full or light mode) will be maintained. **Story-only difficulty cannot participate in a New Game +.**

Saving and Loading

- **Saving Progress.** You can save your game at any "Rally Point" in the world. Using a rally point will summon all party members close by and open the save screen, so be certain that's what you want to happen!
    - Choose a slot to save your game in. If a save game already exists in a slot, you will be prompted to overwrite it.
    - The next time you save or load a game, the most recently-used slot will be selected by default.
    - You can load a game from the title screen only.

Difficulty Options

When you being a **New Game** from the title screen, you can choose from a few difficulty options that will affect how the game is played. Choose the difficulty that sounds most appealing to you. Note that **post-game content (including special boss battles and certain achievements)** is only available in the "full challenge" difficulty!



Full Challenge: All game mechanics and features are available, and the enemies will be unforgiving to your party. This is the "normal" difficulty, and is meant for RPG veterans looking for something new and challenging. **Mastery of all of the mechanics will be vital to your survival!** Post-game content is available to challenge even the most adept players!

Lighter Experience: This mode is a bit closer to a traditional RPG experience, while still having a few surprises of its own. The differences from the "Full Challenge" are as follows:

- Training is no longer necessary. Any time a weapon level is gained, the damage boost is applied as if you've already trained up to that level.
- Specialties are removed. Tox's breath element can be swapped while playing as him by using the (Gamepad default: Left Trigger) button in the world, on his status screen, and during his Command phase of battle. This will change his elemental affinity and breath weapons. Press the button repeatedly to cycle through his elemental options.
- The Power Flow system is your main way of getting stronger, now. Item drops are rarer, but treasures are still present throughout the world, so use them wisely!
- Enemies are less powerful and less threatening, overall. Battle mechanics remain the same.
- Platforming is easier.
- Post-game challenges are **not** available. Any New Game Plus playthroughs **will stay in Light mode**.

Story Only: This mode is available for players who just wish to experience the exploration and story. The changes from the regular modes are as follows:

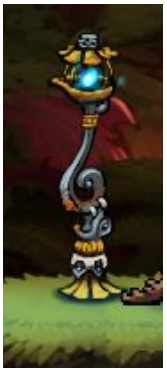
- All enemies are removed from the world. Boss battles are greatly simplified and pose no threat.
- No leveling-up is necessary to progress at all.
- Platforming is easier.
- Post-game challenges are **not** available. New Game Plus is **not** available from this mode.

Note that this manual will assume the "Full Challenge" difficulty was chosen.
Your experience may vary from what is described!

3. Exploring the World

Exploration Areas

Gameplay in *The Tenth Line* takes place in side-scrolling levels filled with platforms, treasures, enemy encounters, and environmental elements. Control your characters to run and jump through the levels, avoid or engage foes, collect items and power fragments, and reach the end of the level! **All party members must reach the end of the level in order to progress.**



Rally Points: Every level and location will have one "Rally Point" at the entrance. Use the rally point to **save your progress** at any time. Note that using a rally point in an exploration area will cause your party members to be summoned.

You can also engage in **practice battles** by pressing the "Menu" button (gamepad:**Y**) where prompted. Use practice battles to try out new skills and strategies against a team of foes with no risk. When you're finished, flee the battle (gamepad: hold **Y**) to continue the main game.



Power Fragments: Every level contains floating "power fragments." Your current character can collect these by touching them directly. **Small** fragments add "Power" to that character (see chapter 5). **Large** fragments are **gold** in color, and add Power and also the capacity for more training. Note that, once collected, a power fragment is gone for good, and will never "respawn" or appear again, so collect them wisely! **Collect every Power Fragment in a level to unlock bonus fragments at the level's exit!**



Treasure chests: Treasures are placed around each exploration location, and contain many valuable items you'll need for training and growing your characters. They can be opened by approaching them on the ground and pressing the button indicated by the prompt once in range. Some chests may be blocked by hazards or out-of-reach, and will require the use of world skills in order to get to their contents.



Pushable Objects like large stones can be used as platforms to reach higher areas. The Princess can push these within a certain range by using the World Skill button as it appears in the prompt. Note that these objects cannot be pushed off of edges, and cannot be pushed anywhere inaccessible.

Enemies will roam around the levels, looking for a fight. A character within their sight range will gain their attention (resulting in a sound and a red "sparkle" effect), and could be attacked, even if you're not currently playing as that character. Enemies may charge at your party members, swing their weapons, or attack with projectiles.

Touching a foe, attacking it with your weapon, or being struck by its projectile will send your party into **battle mode** (see chapter 4).

- Attacking from the front with your weapon, or stunning a foe and then touching it, will start a **normal** battle.
- Attacking a foe from behind will start a **surprise** attack. Your allies will start with an SP bonus.

- Being struck by a foe, touching a non-stunned foe, or touching a foe's projectile will result in an **ambush**, where the enemy team gets to go first. Avoid this!

Playing As Each Character

Each of your three party members has a different run speed, jumping style, method of attack, world skill, and size. All of these aspects have an effect on how you'll handle the exploration of levels in the world.

Use the gamepad bumpers or the 1 and 2 keys to change the currently-controlled character. Make sure the character you were playing before is someplace safe! In addition, it's a good idea to keep all three characters somewhat close together, so that your allies can quickly jump into battle if an enemy is engaged.



The Princess is the leader of the party, and has all-around average run speed and jump height.

- Weapon: **Sword.** The sword swings quickly and has good range. She can also attack in the air.
- World Skill: **Strength.** The Princess can push heavy objects to help other characters reach new areas. Pushable objects will show a prompt when approached.



Rik the kobold is very fast on his feet, and can clear long jumps, but his jump height is rather lacking, and he may need help in reaching high platforms. His body is small, though, meaning he can squeeze into tunnels and other areas where your other allies would not easily fit.

- Weapon: **Knife.** Rik's knife swing is fast, but has very short range. In the air, Rik can throw a single knife a short distance to attack. This knife will follow his momentum.
- World Skill: **Throw Stone.** Rik can throw a stone at targets in the world. First, press the World Skill button (gamepad: **Right Trigger**; keyboard: **W** key) to bring up the targeting reticle. Then, press the Confirm button (gamepad: **A**) at the right time to throw a stone. This stone can knock down hanging items, and can also stun foes if hit from behind.



Tox the dracomage moves at an average speed, and teleports instead of jumping, allowing him to reach higher platforms than the other characters. Hold the jump button to disappear and ascend; release it to reappear. He will also reappear automatically after a brief time. Enemies cannot spot him while he is incorporeal.

- Weapon: **Black lash.** Tox's attack has a brief windup, but it strikes quickly and has very long range. It also leaves him briefly vulnerable afterward. Tox cannot attack in the air.
- World skill: **Dragon Puff.** Tox's current breath weapon (see Specialties in chapter 5) can be used in small doses on objects, NPCs, and even enemies for different effects. Using the Devour specialty command on an item can change his breath to one of the following:
  - **Flame breath** is fire element. It can burn certain obstacles, and will also burn up enemy projectiles such as arrows. It opposes ice, and will dispel ice magic attacks.
  - **Frost breath** is ice element. Certain obstacles can be frozen or withered away. It can also stun certain foes briefly, and will dispel fire magic attacks.
  - **Force breath** is sky element. It is a burst of wind that can move some objects, and will also stop physical projectiles like arrows. It will also dispel nox magic attacks.
  - **Foul breath** is nox element. It creates a cloud of noxious gas that can wither or weaken certain obstacles and stun certain foes. It will also dispel sky magic attacks.

Certain characters can only reach certain treasures, and will have an easier time using their abilities to take some foes by surprise, so switch often and use the right character for the right situation!

Towns & Safe Areas

In non-combat areas, characters will move together as a group automatically. You can still choose a character to control manually, and your other allies will follow you automatically.

In these areas, you can speak to NPCs (by approaching them and pressing the button that appear on the prompt) to obtain information and partake of conversations. Note that each character will have a different conversation with every NPC, so it may be worthwhile to speak to everyone with all three characters. Speaking to NPCs can also unlock quests and create new opportunities to spend gildeds (see chapter 6).

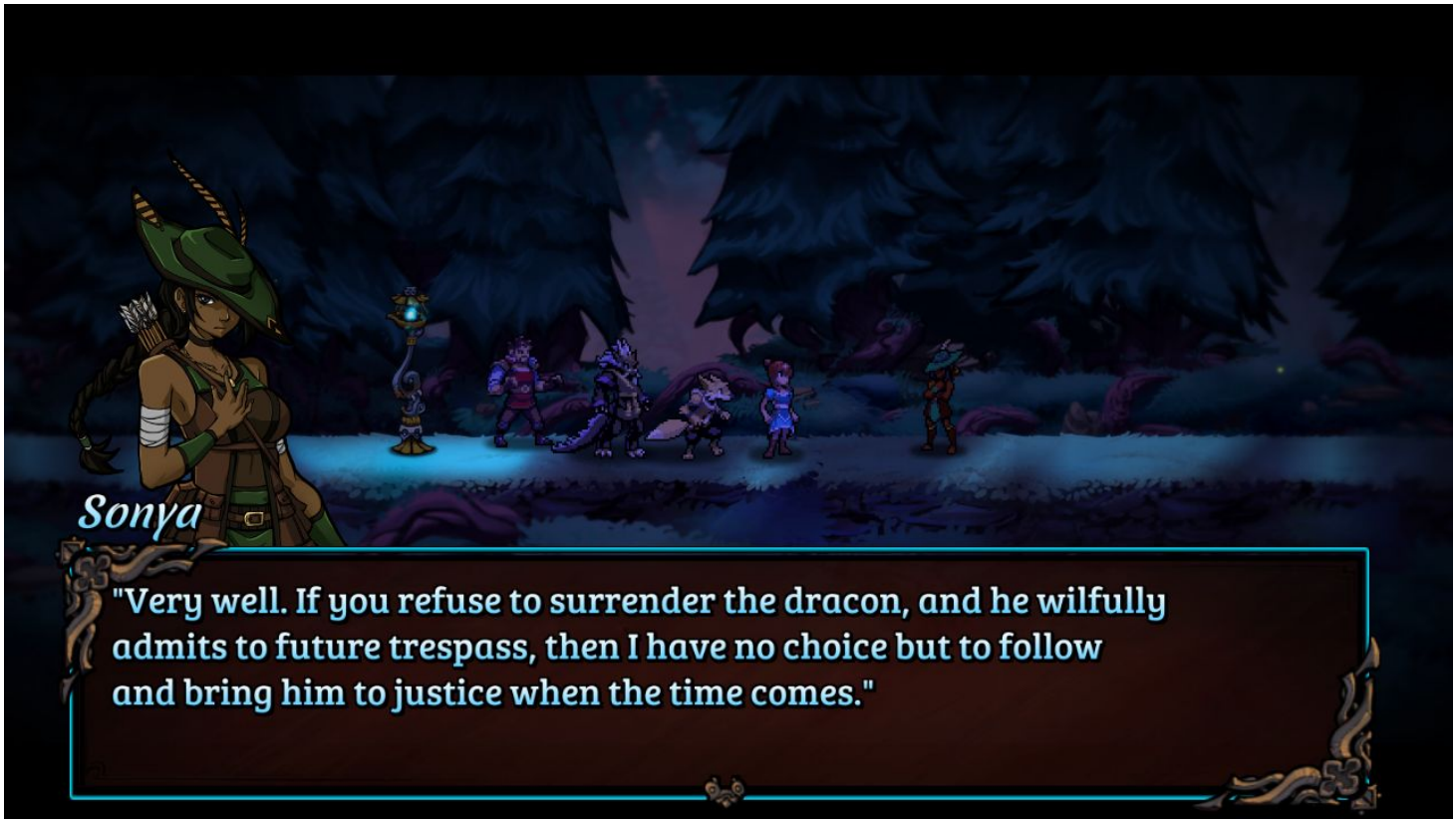
In the event that a **response prompt** appears inside of a dialog box, use the up/down directions to choose a response, then the confirm button to select that response.

Some characters will have a "Cards" prompt in addition to a speech prompt. In this case, press the context button to challenge that NPC to a game of "Quad Pro Quo." The wager and challenge information will be given; if the challenge is accepted, the card game will immediately begin. See chapter 7 for information about "Quad Pro Quo."

Cinematic Scenes

Several cinematic cutscenes will appear throughout the game to allow characters to speak and act freely. These may be triggered by speaking to an NPC, interacting with an object, reaching a checkpoint or area in the level, or as a part of a level introduction.

During these scenes, dialog will be displayed and will pause the scene so long as the text window is on-screen. Text can be advanced with the Confirm button. Text sequences can also be fast-forwarded by holding the Cancel button. Entire cinematic sequences cannot be skipped, but can be sped-up using this fast forward function.



4. Battle System

Battles in *The Tenth Line* are a turn-based/active-timing hybrid. Battles will typically pit your three main characters against dozens of foes at once, so fight smart and train well in order to survive!

Initiating Battles

A battle is initiated in the world in one of these ways:

- Battles may begin as a result of a cutscene or story segment. These battles also occur in "Story Only" mode, though their difficulty will be greatly reduced.
- Striking a foe with your character's weapon from the front will result in a "normal" battle. You get to go first, and you start with a small amount of SP.
- Touching a stunned foe (either by Rik's stone throw, or Tox's breath) will result in a normal battle.
- Striking a foe with your character's weapon **from behind** will result in a "surprise" attack. You get to go first, and all characters start out with 25% of their max SP (minimum 10).
- Being touched by a foe, struck by a foe's weapon, or struck by a foe's projectile attack will result in an "ambush" attack. Your current character will be alone, with no SP, and the enemy party gets a free attack.

When a battle is initiated, **the distance your characters are away from the character who initiated the battle** affects how long it takes them to join the fray. Try to keep your characters together in the world so that characters aren't forced to fend for themselves while waiting for their allies to join!

Objectives & Goals of Battle

All party members have the following traits:

- **HP.** Hit points; a character's vitality. HP is recovered when resting, and through the Princess' "Forgiveness" speciality and certain moves with a "healing" component. Your party members' HP is shown by the colored gauge beside their portrait, as well as the large number (which turns green when at max). Enemy HP is hidden, though the maximum HP can be ascertained with the Look command.
    - If HP drops to zero, an ally will be knocked out. Their SP will drain, and they will be unable to fight for three turns. In addition, enemies will not target a downed character with their attacks, making the situation more dangerous for the remaining characters.
    - After three turns (as shown by the red countdown beside their HP bar), they will recover automatically and return to fighting shape with 25% of their HP restored and a small amount of SP available.
    - For foes, when HP hits 0, they will be ejected from the battle.The goal is to reduce the HP of all foes to 0, clearing them out while your party remains standing. Note that more foes may be waiting off-screen (as designated by the "!" mark by each row of foes). These enemies will be at full health when they enter the battle.
- **SP.** Skill points; a character's ability to perform actions. SP is recovered by resting, through the Princess' "Fury" specialty, and as a reward for generating Momentum in the previous turn.
    - All player attacks require SP to initiate. Cards for attacks that cost more SP than is available will be darkened. In addition, each character's "super" attack consumes all of their SP (the SP count will turn green when 100% SP is achieved).
    - Enemies have SP that grows as they successfully score attacks against player characters. This is shown by blue sparkles on the enemy character. Some enemies will use special or even super skills when enough SP is generated.

The **flow of battles** works like so:

1. Command Phase. Characters choose their attacks, or can choose to "Rest" to recover HP and SP instead.
2. Attack Phase. Characters carry out their attacks against the enemy party. SP is consumed whether the character attacks or not, though some SP will be refunded for an incomplete attack.
3. Defend Phase. The remaining foes have the opportunity to counter-attack. Each ally can normally defend one time, Defending costs SP, though, and if a character doesn't have enough SP remaining to defend, his or her SP count will appear in red.
4. The momentum generated during the turn (for attacking and defending both) is turned into SP for your party members and assist characters. Ideally, smart use of attacks and defense means that more SP will be generated than was consumed, meaning that more powerful attacks can be used on the next turn, which will generate even more momentum, and so on.

Status Effects

Both allies and foes can fall victim to several status effects attached to skills and attacks. These effects are reflected upon each character's sprite during the Command phase.

- **Sick.** Character is ill, and takes HP damage each turn. The amount of damage is a percentage for allies, and a fixed value for enemies. However, HP cannot drop below 1 due to sick damage.
- **Tired.** Character is suffering from exhaustion, and loses SP every turn. SP cannot go below 0 due to Tired status. Using the Rest command will recover Tired status more quickly. Enemies who are tired will not generate SP from their normal attacks.
- **Dizzy.** Character is off-balance and cannot concentrate. For allies, only the "basic" starting skills can be used. For enemies, only basic attacks will be used. Enemies who are dizzied will only use their basic attack.

- **Hindered.** Character is unable to defend themselves. Defensive actions are unavailable to that character. Enemies who are hindered will not defend during your Attack phase.
- **Stun.** Character is completely stunned. That character cannot attack or defend for the turn.

All status effects heal naturally as turns pass, though some may last longer than others. Characters with a higher **DEF** stat will resist status effects more often, and some characters may innately resist certain status effects. Foes may resist or be vulnerable to certain status effects as well - experimentation will help you determine which!

Victory and Defeat

Victory: If all foes are defeated (including reinforcements), the party will be victorious in battle! At this point, the rewards screen will appear.

(*Continued on next page.*)



- **Power Acquired:** Power granted to each ally as a result of winning. If any allies are KOed when the battle ends, their "power bar" will appear red, and they only receive half of the Power displayed. Power is *not* divided among allies, so fight together whenever possible!
- **Items:** Items will be randomly dropped by your defeated foes. The items you've acquired from the battle will be shown here.
- **Bonus**: You will be scored from one to five "Stars" based on how quickly you won the battle (in turns). Defeat all enemies in as few turns as possible to earn a better rating. More stars grants more "gildeds" for winning, and winning with four or five stars grants a bonus to Power gained as well!
- **Gildeds:** Amount of money obtained for winning. See "spending gildeds" in chapter 6 for more information.

After the Rewards screen has appeared, you can press the Confirm button to close it and return to exploring the world. You will continue with the last character you were playing as, and any allies who participated in the battle will be returned to where they were last left, as well. The defeated enemy will be removed from the map.

Note: Defeated enemies will remain removed from the world until:
- The game is saved and loaded again, or
- The major area is exited and re-entered. So, for instance, returning to town before coming back to the forest means that any defeated foes in the forest will appear once more. However, traveling to the second half of the forest and then returning to the first half will not cause defeated enemies in the first half to re-appear.

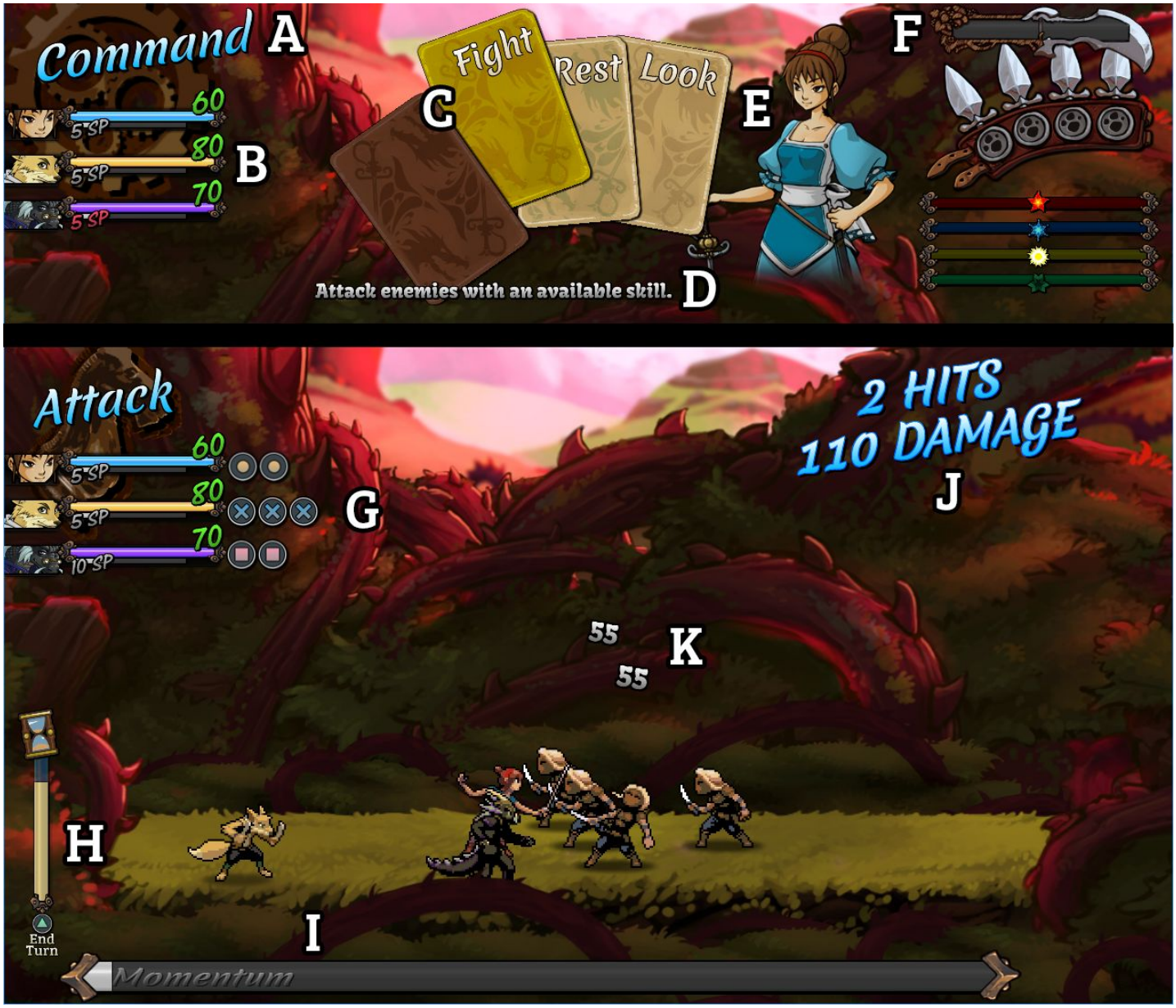
Defeat: If all allies are defeated, the battle is lost. Any allies who were participating in the battle will be sent back to the Rally Point in the level, and a percentage of your accumulated gildeds will be lost. The enemy party will reset, so it's possible to regroup and take them on again.

Using the "Flee to Rally Point" command during the command phase is treated as a defeat, and the same penalties apply. However, the number of gildeds lost is greatly reduced. If you find yourself up against insurmountable odds, there is no shame in retreating!

If all allies are defeated during a "boss" battle or other forced battle, then the option to flee is not available. You will be able to retry the battle from the beginning (all HP for both sides will be recovered), or quit and return to the title screen. **Progress since the last save will be lost** if this option is chosen, so make sure you want to back out before giving up!

Battle system information continues on the next page.

Interface



Command Phase elements:

A. Phase indicator.
B. HP and SP bars for all participating characters. The large colored bar is remaining HP, also indicated by the large number. The smaller bar and number is that character's SP.
C. Command menu. Actions and skills are chosen from a card-like selection. Use the left/right directions to pick an option, and the Confirm button to select. You can also use the Cancel button any time to back up as far as desired.
D. Description text for chosen command.
E. Truncated character portrait to identify whose commands are being chosen.
F. Specialty meters:
    a. The Princess' "Fury and forgiveness" meter, which dictates her HP and SP restoration.
    b. Rik's "quiver," which shows elemental bonuses for his next four thrown attacks.
    c. Tox's "affinity" gauges, which show his affinity toward certain elements.

[Attack & Defend Phase elements]

G. Button prompts. These appear to demonstrate how many more actions each character can take this turn. A three-hit attack would prompt you with 3 button presses, and one disappears as each hit is carried out.
H. Timer bar. Begins as soon as the first attack is made. If this bar runs out, the turn ends, and any leftover attacks are skipped. You can also press the indicated button to end your turn early.
I. Momentum bar. Fills for dealing damage and successfully defending. More momentum grants more SP on the following turn.
J. Hits and damage counter. Counts the number of hits and the amount of damage dealt by your party members for this turn.
K. Damage numbers. Damage dealt to enemies (and to allies) is depicted as a number being knocked loose from their sprite. Elemental damage is color-coded, and healing is a solid green color.

Command Phase

In the Command phase, you'll choose the attacks for each character. The order is always The Princess - Rik - Tox, though any characters who are knocked out or not present in the battle will be skipped. The currently-choosing character will appear to the right.

- **Fight:** Choose a battle skill for that character to use, then choose a range of targets to hit. Targets that will be affected are highlighted; use the up/down directions to choose the target(s) to attack, or press the Cancel button to back up. If no skills are available (due to SP cost, status effects, or cooldowns), the "Fight" card will appear in **red.**
- **Rest:** Instead of fighting, the character rests for the turn, recovering a percentage of HP and SP. Note that SP cannot recover beyond 75% by using the Rest command. Also note: **if all active characters choose to rest for the turn, the recovery on all of them is diminished!** So, it's best to have at least one character attack while the others rest, if emergency recovery is needed for the turn.
- **Look:** See information about enemies currently in the field. Each character will have a different observation about the enemies, and this can sometimes reveal hints about effective strategies to use against them. The "Look" command **does not take up the character's turn**, so use it freely when facing new foes.

The "look" command displays the following information about your foes.



- Name and sprite.
- Maximum HP.
- "Type," which appears in blue. This can be Fighter, Magical, Large, Small, and Flying. Enemies can have multiple types, as well. Certain attacks are more effective against certain types.
- Resistances appear in green and on top of each elemental icon (Fire, Ice, Sky, Nox, in that order). Damage of this element is reduced by the percentage shown.
- Similarly, elemental weaknesses appear in red below, and damage of that element is amplified by this percentage for the enemy in question. Enemies who are neutral to certain elements will have no icon or number, as shown above.
- Lastly, the character's remarks on the enemy in the bottom right.

All of this information is available freely for any foe currently on the battlefield.

Attack Phase

Once commands have been chosen and confirmed, the Attack Phase begins. Begin your attack by pressing one of the corresponding character action buttons as prompted on-screen.

Action	On Gamepad	On Keyboard
Rik Actions (Attack, Defend)		
Princess Actions (Attack, Defend)		
Tox Actions (Attack, Defend)		

The number of prompts that appear for each character are the number of timed hits that will be performed.

Hits and damage: Each attack will hit all targeted foes at once. Damage dealt will appear as a number flying off of the sprite; this number is the amount of HP damage the enemy sustained. Hits that deal elemental damage are color-coded to that element. Hits that exploit elemental weaknesses, as well as "critical" hits, will appear larger. Similarly, hits that are blocked, and hits that have an element that was resisted, will appear as much smaller numbers.

Single-Target attacks (like Left Right Left) will push through into the enemy in the next column if the first target is defeated. Use these attacks to your advantage!

Adding Momentum: Momentum is granted for every hit delivered using the following rules:

- Every hit that lands on a foe adds a small amount of momentum.
- More momentum is granted for stronger hits, such as critical hits and elemental exploits.
- Finally, bonus momentum is granted when a foe is defeated (HP reaches 0) and is knocked out of battle.

Critical hits: When an enemy is attacked, it is briefly launched into the air by the hit as described by the "**Launch**" rating on the skill's card. During this time, follow-up attacks from your other allies deal **critical** damage to this foe.



Breaking guard: Some foes will defend themselves for a length of time during your attack phase. You can either wait for them to drop their guard, or use skills with a high "G. Break" value as described on the skill's card. After sustaining enough breaking attacks, the enemy will be forced to drop their guard and will take normal damage for the rest of the turn.

Inflicting status effects: Status effects are automatically attached to many attacks, and can also occur due to specific conditions or passive abilities. When a status effect is inflicted, its name will fly out of the target, like a damage number.

Cooldowns: After a skill is used, it cannot be used again until a certain number of turns pass. This delay is labeled as the "cooldown" on the skill cards.

ATK: Attack rating. An estimation of attack strength based on base damage, Offense stat, hits, and other factors.

(*Continued on the next page.*)

Turn Timer: Once the first attack is unleashed, a timer begins to tick down. When the timer empties, any unused attacks are forfeited. You can also end the turn early any time by holding the Menu button. A small amount of SP will be refunded to characters with any attacks left over.

Melee versus ranged attacks: Some characters will use projectile attacks for certain skills. Unlike melee attacks, these will continue traveling even if the original target is defeated; however, they can potentially miss foes who are in the air or too small, so be wary of tricky foes.

Assist Characters



During your journey, several secondary characters will join your party. These characters cannot be controlled directly, but will always join in battles. These characters are called "assist" characters, and up to two can be assigned from the Main Menu during exploration. Assist characters cannot be targeted by enemy attacks.

Assist characters have their own SP bar that charges as momentum is gained in battle. When an assist character has gained enough SP, its attack name will "light up" on the interface, and that attack can be used any time during the Attack Phase.

- **Normal attacks** become available when an assist character's SP reaches 25%. These attacks are potent, but may be limited in range or effectiveness. Once a normal attack is used, the assist character must rest for a turn before he or she can attack again, even if enough SP is available for another attack. Using a normal attack drains 25% of the assist character's SP. Use the left or right bumper (or key 1 or 2) to trigger either assist character 1 or 2's normal attack. Both can also be used in the same turn, if desired, so long as they each have enough SP and are not subject to cooldowns.
- **Super attacks** can be used when the SP bar fills up to 100%. These attacks are powerful, and typically hit all foes at once. After a super attack is used, the assist character must rest for several turns before he or she can attack again. In addition, using a super attack drains 100% of the assist character's SP. Use the left or right trigger (or key Q or W) to trigger either assist character 1 or 2's super attack.

Assist character attacks will build momentum for the party, making them useful for supplementing the main party's attacks for damage and SP building. Assist characters' attacks gain strength as your party gains Power Levels.

Super Attacks

Each of your primary characters has a "super" move that can be used when his or her SP hits 100% (the SP count will turn green when it's full). These moves can be devastating, and should be used against large groups of foes. Note that using a super attack will drain all of that character's SP, and the move itself has a long cooldown, but if used properly, it will generate a massive amount of momentum to benefit your entire party.

- **The Princess** uses "Blade of Glory." She strikes all enemies three times and greatly heals the party. In addition, her sword is energized for a few turns, turning single-target attacks into row-hitting ones.
- **Rik** uses "Quiver with Rage." Once initiated, press his Action button as fast as possible to throw out dozens of knives and decimate foes! In addition, for a few turns after, all of this "thrown" attacks will have triple the number of hits!
- **Tox** uses "Dragon Breath," which floods the field with his current breath element, dealing massive damage to all foes. It may also stun any surviving foes of a certain type, depending on the element.

Defend Phase

After the attack phase ends, the remaining foes have an opportunity to counter-attack your party. Enemies will use melee or ranged attacks, and possibly use special or super skills of their own. Enemies tend to choose their targets randomly, or may attack all of your party members at once.

You can defend against enemy attacks by pressing the corresponding character's action button at the right moment. A character's defense will only last for a limited time, though in some cases, this time can be increased through training. Successfully defending against attacks will add Momentum for the party.

Action	On Gamepad	On Keyboard
Rik Actions (Attack, Defend)		
Princess Actions (Attack, Defend)		
Tox Actions (Attack, Defend)		

- **The Princess** will guard with her sword, greatly reducing any damage received. Her guard stance lasts a long time, and can be lengthened even more with training.
- **Rik** will briefly dodge melee attacks; however, ranged attacks can still hit him, even when he's in his dodge pose. Rik's dodge always lasts the same amount of time, but a passive ability can allow him to dodge twice in one turn.
- **Tox** will teleport away, briefly avoiding *all* damage. The duration is short, but can be lengthened with training.

Super Defenses

Characters also have a "super" defensive ability that can be used to protect the entire party from certain kinds of damage. This super ability is initiated by holding the trigger (or Q/W) while pressing that character's action button. Only one super defense can be used per turn, and after using it, it cannot be used again for three turns.

Characters who can use their super defense move will have a star shown by their HP/SP bars.

- **The Princess**' super defense is "En Garde." For a brief period, enemies will target the Princess for melee attacks, and each one she blocks will restore HP to the entire party. She will also block ranged and magical attacks as expected. THe duration is based on her Guard training.
- **Rik's** super defense is "Tricky Deflection." For the rest of the turn, he will deflect any non-magical projectiles (such as arrows and thrown objects) and restore a small amount of SP to himself for each projectile reflected. He also prevents all **flying** foes from attacking, if they haven't yet moved forward. It's best to use this one at the beginning of the Defense phase!
- **Tox's** super defense is "Black Vortex." For a brief period, Tox will draw in and absorb any magical projectiles, as well as magic that hits the entire party. Each absorbed magic attack will restore some of his SP, and also increase his affinity toward that element. The duration is based on his Teleport Dodge training.

Hints and Tips

- Spread out attacks among foes that you know you can defeat in one turn. The more foes you can defeat in one turn, the more momentum you'll build, and the fewer will be left to counter-attack during your Defend phase.
- Don't be afraid to use super defenses once you know what kinds of foes you're facing!
- Try to defeat at least the first two columns of foes (the six in front) if possible. Only foes in these two columns can use melee attacks. Keep in mind that magic/projectile users and **flying** foes can still attack from the back rows, though!
- Be sure to touch up your training after every battle! Keeping a full "bonus" bar for each training type on each character is like having another entire level of effectiveness.



5. Progression & Leveling Up

Your main party members in *The Tenth Line* grow strong through a combination of training, specialties, and the Power Flow board. In all three instances, you'll use items you've found to grant improvements.

Progression Basics

Training and progression allows your characters to hit harder, survive longer, and acquire powerful new abilities to use in combat. Enemies will grow in strength as the game progresses, and so training and leveling up will be essential in keeping up.



Training allows items to be used to directly improve skills, and for some characters, improve defensive moves as well. To train characters, open the Main Menu, select Training, then select the character you wish to train. The area on the left of the status screen is the training section - press the Confirm button when this section is highlighted to begin training.

You will be shown your inventory on the right side of the screen. Use the directional buttons to navigate your inventory. Every time you highlight an item, the labels within the training section will change colors to let you know that the item you've selected will affect that kind of training. The item description will show the type of training and its effectiveness.

Training is achieved by consuming the item from this screen, causing the bar(s) to fill up. When the bar fills all the way, a level will be gained, and the bar will empty. A higher level makes all affected skills (highlighted at the bottom of the screen during the item selection process) stronger. Level is capped at the character's "Weapon Level," which can be increased by finding certain rewards in the world.

The **bonus** bar attached to each kind of training fills up whenever an item is consumed. It adds an additional bonus to the skills' effectiveness, and a full bar is like having an entire additional level of training for those skills! However, this bar depletes after every battle, so continually training between battles and keeping it topped off will make your skills stay strong, at the expense of consuming more items. Regular training experience (the longer bars) does not reduce over time.



Finally, the smaller bar at the top of the section is the **capacity** for training. This goes down whenever training is performed, and cannot go below zero - training is no longer possible once the bar is depleted. Capacity is slowly restored as battles are won, and also for finding **large** Power fragments in the world.

Specialties have their own section on the status page (shown to the left), and work differently for every character. Like with training, they have a capacity that can refill over time, and items are used to make improvements. The specifics of each character's specialty will be explained later in this chapter.

(*Continued on the next page.*)

You can navigate to the character's specialty section by pressing the right direction to move the cursor off of the training section, then pressing Confirm. You can also browse skill cards by pressing down to move the cursor into the rows below.

Stat Explanations

All characters have four basic stats, which affect combat performance.



HP: Hit points. Hit points are a character's vitality in battle; if HP drops to zero, that character is knocked out for a few turns. More HP means the ability to survive more attacks, and also increases the potency of healing effects done to them.



SP: Skill points. Skill points are consumed to use attacks in battle. More SP allows for the use of stronger skills, and also improves recovery of SP due to momentum, resting, and the Princess' "Fury" specialty. A higher amount of maximum SP also makes the character's "super" attack even stronger.



Offense. Increases the attack power of all skills - physical, magical, or ranged.



Defense. Reduces damage taken from enemy attacks of all kinds - physical, magical, or ranged. Also, more defense increases the chance of resisting status ailments.

All stats are increased by placing items on the Power Flow board for each character. Some characters will start with naturally higher stats in some areas, and their Power Flow boards will lean toward preferred stats. However, you are free to build your characters any way you like, provided you have the items and Power Levels to do so.

You are limited to 500 items in your inventory! Use items to train and power up; no need to stockpile them! You can also sell items from the "Inventory" screen on the Main Menu. An item's value is based upon its **rarity**.

Items have several stats, as shown below. Each stat affects characters' training and specialties in different ways.



- **Item name and icon.** Items are shown in your inventory as a series of icons. Pointing to one with the cursor will show its stats and character description(s) about the item.
- **Shape** is its general shape. This can be curved, sharp, or big.
- **Elem** is the item's elemental affinity. This can be fire, ice, sky, or nox, or none at all.
- **Weight** is the item's weight, from 1 to 5.
- **Bulk** is the item's bulkiness, from 1 to 5.
- **Rarity** is the overall "value" of the item, counted in stars.
- **The glyph and stat** on the right will be covered in the "Power Flow" section.

Princess Training & Specialties



Study: The Princess can study the **shapes** of items to improve certain attacks.

- **Curved** items improve slashing attacks.
- **Sharp** items improve thrusting attacks.
- **Big** items improve the length of her defense pose.
- The amount of improvement is based on the item's **bulk**.
- The capacity cost ("Patience Remaining") is based on **rarity.**

 **Curved items** have this icon.

 **Sharp items** have this icon.

 **Big items** have this icon.



Sacrifice: The Princess can sacrifice items to improve her speciality.

Specialty: Fury and Forgiveness. The Princess' "Fury and Forgiveness" bar dictates passive recovery effects on the party in battle. Certain skills she uses will push the bar toward either fury or forgiveness.

- **Fury** grants all characters more SP every turn. However, her healing is diminished as Fury increases. Past a certain point, skills with a healing component will no longer generate healing at all.
- **Forgiveness** increases the effectiveness of healing effects attached to skills, and can generate passive healing for all allies.

Fire and Nox elemental items will increase starting **Fury**.
Ice and Sky elemental items will increase starting **Forgiveness**.
The item's **weight** affects how much Fury or Forgiveness is added.

Note that the bar balances both ways, so increasing Fury will decrease Forgiveness, and vice versa. The Fury or Forgiveness applied here cannot go past the gray area on the bars, though it can be pushed further by using skills in battle. In addition, this "base" level will decay over several battles.

Blade of Glory: Increase the duration of the Princess' post-"Blade of Glory" passive effect. This effect increases the range of many of her sword attacks, after she uses her super attack in battle. Applying items to Fury/Forgiveness will also increase this duration.

The item's **rarity** and **shape** affect how much of a bonus is added to the Blade of Glory. Big items add a small amount. Curved items add a moderate amount. Sharp items add a large amount.

Rik Training & Specialties



Practice: Rik can practice his combat techniques against items to improve certain attacks.

- **Direct Attacks** are melee attacks like Left Right Left.
- **Thrown Attacks** are projectile attacks that use the Quiver.
- Big items improve direct attacks.
- Curved items improve thrown attacks.
- Sharp items improve **both** kinds of attacks.
- The amount of improvement is based on the item's **weight.**
- Capacity cost ("Attention Remaining") is based on **rarity.**



Quiver: Rik's specialty is his quiver of throwing knives. He can apply up to four items to his quiver, which will add an elemental effect to "slots" in his quiver. These slots cycle through as he uses thrown attacks. This elemental effect also adds extra damage to the thrown attack.

- **Bulk** affects how many items can be applied. The "Bulk Remaining" displays how much more bulk can be added to the quiver. If the bulk limit is reached, no more items can be added.
- **Battles Remaining Until Decay:** Each item will continue to add its elemental effect until the displayed number of battles have passed. This value is based on the item's **rarity**.

Slots:



When applying an item to the quiver, its effects on Rik's quiver slots will be shown below. The "slots" list is the current quiver loadout. The "after" is how the slots will look if the currently-selected item is applied. Items applied farther to the right will "overwrite" existing elemental slots.



In battle, the upcoming slots on the quiver are shown on Rik's specialty indicator. The current slot is on the far left, with the following slots in order from left to right. Each hit of a "thrown" skill will move the slots to the left, so a three-hit throw skill with this quiver would have a fire effect, a sky effect, and no elemental effect, in that order. When the end of the slot list is reached, the order of elemental slots repeats from the beginning.



Tox Training & Specialties

Blacken: Tox can annihilate and absorb items to improve his non-elemental attacks and improve his dodge ability.

- **Energy Attacks** are black magic attacks that do not have an elemental affinity. Attacks like "Black Pulse" are affected by his affinity for that element, instead.
- **Teleportation** is Tox's ability to dodge enemy attacks.
- Heavy items (weight 3 or above) affect energy attacks.
- Light items (weight under 3) affect teleportation.
- The bulk of the item affects the training amount.
- Capacity cost ("Tolerance Remaining") is based on **rarity.**



Devour: Tox can eat items with an elemental affinity in order to shift his own affinities and change his breath weapon.

Note: A **high** affinity (such as fire, shown here) will increase the damage he deals with attacks of that element, and **also** increase the damage he **receives** from enemy attacks of that element! Affinity does not mean resistance!

Items that will change his breath weapon will be marked in the description. This will also affect his "Dragon Puff" world skill, as well as any other "Dragon" attacks available to him.

Affinity changes are independent for each item. Affinity for each element ranges from -100 to 100. The capacity cost ("Stomach Capacity") is affected by the item's **bulk**.



Snack Pouch: Tox can equip a single item to take into battle. This item can be consumed using the "Dragon Snack" skill, which will consume the item to change affinities and his breath weapon.

Press the Down direction while the Devour section is highlighted in order to reach this option. The item equipped can be replaced or removed from this menu any time without being lost, and will not be removed until it is consumed in battle.

Power Flow System

The **Power Flow** system is the system for leveling up in *The Tenth Line*. "Power" is like experience, and "Power Levels" can be spent to add items to a character's Power Flow board to improve stats and learn new skills. Power is gained by winning battles, picking up Power Fragments in the world, and completing quests. Each future Power Level costs more Power to acquire than the previous one, so strategic use of the Power Flow board is recommended!

Each character's Power Flow board is separate, and unique. To view the Power Flow board for a character: Open the main menu, select "Power Flow" from the list, then select the character you wish to level up.

Use the directions to move the cursor around the board. Press the Confirm button to attempt to place an item in a slot. If you can place an item in that slot, you'll be given an inventory window with items that can be placed in that square. If not, you'll receive a message that no items are available.



How it works: Every item has a "glyph" attached to it, as shown to the right. It's the shape beside the "+1 HP" label.



A glyph has a **line, color, and stat**. The line is (in this example) the T-shaped orientation that opens up toward the sides of the glyph. The color is either red, blue, green, or yellow. Lastly, the stat is stated directly, though the stat type is tied to the color, and the stat amount is typically based on the rarity of the item.

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Essentially, you can place items on the Power Flow board as long as the line touches an existing line on the board, essentially forming a path or "flow" across the board. All characters have a "Source" square that serves as a starting point, so items can be placed beside this Source square to start with in order to begin progress on the board.

Future items can be placed using the same rules, so long as one open side touches an existing open side. See the image on the previous page for an example of this.

Every time an item is placed, its stat is granted to the character directly. In addition, a level is consumed if it was placed into an empty square. If the character runs out of stored levels, he or she will have to gain more in order to continue placing items and gaining stats.

If a glyph of a certain color is placed on a square of the same color (for instance, the yellow glyph shown before is placed on a yellow square), the stat bonus is doubled. This is reflected by a golden label where the item was placed. Note that you can place mismatched colors so long as the connections are correct; however, it is wise to make use of these doubled stats to make efficient use of your items and levels.



Unlocking Skills: If a connection is made to a "skill block" (for instance, the "Double Spike" block above), that skill is immediately unlocked for the player, and all eight squares around the skill block are opened and can form connections for items. You can place your cursor over the skill block to see its description and decide whether to plan for unlocking it.

Replacing items: You can replace poorly-placed, outdated, or ineffective items any time by selecting an existing item and pressing the Confirm button. However, **existing connections must be maintained** by the new item's glyph. Selecting a slot this way will display all items that follow these rules, so don't worry about using invalid or incorrect items. You will receive a message if no items are available that would follow the rules. Replacing an item on a square does not cost a level, but it will consume the item, and the item that was previously in that square will **not** be returned.

6. Other Mechanics

Quests



Occasionally, quests will be given to your party, either due to the story or by speaking to NPCs. You can view your active and completed quests and their status by choosing "Quest List" from the main menu. The name of the quest will appear on the left, and its active/turn-in location appears on the right.

Completing quests will reward your party with Power, gildeds, and other rewards. However, some quests are time-sensitive, and if the story is progressed too far without the quest being completed, they could be lost forever!

Treasure Hunter Quests: These quests become available automatically in most exploration areas. To complete a treasure hunter quest, find all of the treasure chests and sparkling stray treasures in an area, and then return to a Rally Point in the area and press the Context button as shown in the prompt to turn it in. You can also check your progress on these quests by returning to a Rally Point and pressing the Context button.

Treasure Hunter quests reward all of the following:

- A weapon level for each character
- A unique Quad Pro Quo card
- Bonus Power for all characters
- Free travel within the area (only one character must be at the end to continue)

Spending Gildeds



Unlike most role-playing games, purchasable items in *The Tenth Line* are for progression instead of healing purposes; therefore, bundles of these items can be purchased at any time by using the "Spend Gildeds" option from the main menu.

You can also purchase unique cards, special items, and even new assist characters from this screen, so check it often! When new purchases are available, a golden "NEW" label will appear on the option in the main menu.

New purchases are unlocked by speaking to certain "vendor" NPCs, completing some quests, and after certain story events. Purchases will never disappear or expire, so feel free to shop at your leisure.

The cost of each item or bundle is shown to the left of each entry. Items that cannot be purchased (due to a lack of money) will have a red cost label.

7. Quad Pro Quo

About Quad Pro Quo

Quad Pro Quo is a collectible card game played by inhabitants of the world of *The Tenth Line.* You'll begin with a small set of cards, with dozens more available to collect and use as the game progresses.

Initiating a Game



NPCs who want to play cards with you will have a card icon overhead when approached, as shown. Use the Context button to take them up on their offer.

You can play cards against any willing NPC; however, most NPCs will require a wager of gildeds before playing. This wager is paid if you win or lose the game; in the event of a tie, your wager is returned. Winning against your opponent will net you a prize - it could be money, an item, or even a new unique card!

You cannot play cards if you cannot afford the wager. However, once an opponent has been beaten, you can play against them again freely for no cost or prize.

Game Rules

The object of Quad Pro Quo is to control more cards than your opponent when the board is filled with cards. Cards are placed one at a time, with you and your opponent alternating turns.



Starting Out: Before the game is played, you have a chance to choose your deck of ten cards to play with.

- **Favorite Deck(s)**: Choose a "favorite" deck that you've set up previously. You can set up your favorite decks from the "Cards" option on the Main menu.
    - Setting up a favorite deck: A deck must have exactly ten cards in order to be saved. Use the directions to navigate around your collection. Press the Confirm button over a card to add it to the deck. Press the Cancel button to pop off the last added card from the deck. Again, ten cards must be chosen before the deck can be saved!
- **Use Highest Cards:** Automatically use your last ten cards from your collection. Higher-numbered cards tend to be a bit stronger, but use caution when choosing this option - some opponents may have special decks that are best countered by a careful setup!
- **Manually Choose Cards:** Choose ten cards by hand. The interface for building this deck is identical to building a "favorite" deck.

Forfeiting: You can back out of a game from the initial menu without losing your wager. You can also forfeit a game in process by pressing the Cancel button during your turn; **however**, your wager will be lost!



About cards: Every card has four numbers and an "element". The numbers range from 1 to 8; the element is shown with the icon in the bottom center, and can be **Fire**, **Ice**, **Sky**, or **Nox**. The colors of the numbers will change to reflect the card's element.

Higher numbers are stronger, though many cards may have one "weak" corner or side, so keep this in mind!

Playing a card: Use the directions up and down to select a card from your deck. The currently-chosen card will pop out from the others and appear on top. Press the Confirm button to pick this card and move it to the board. Once a card is chosen, use all four directions to move the card around to one of the sixteen squares on the board.

Press the confirm button when the card is over an empty square to place it. You cannot place a card on an occupied square. You can also use the Cancel button to return the card to your deck and choose another one. You must choose a card to place on your turn. Once you've taken a turn, your opponent will take a turn in a similar fashion - choosing a card from his or her deck and placing it on the board. You and your opponent cannot see one another's cards until they're set on the board.



Card battling: If a card is placed that touches an opponent-controlled card on one edge, those two cards will "battle." The two numbers on the edge will compare against the two touching numbers on the other card. The higher number will turn green, and the lower number will turn red, as shown to the left.

- If both of your numbers are higher, your card will win the battle, and the card will flip to your control.
- If both your numbers are lower, the opponent will immediately win and take control of your card.
- If any number ties, or one is higher and one is lower, then no change takes place.
- As long as your card is not lost immediately, it will also attack any other opponent's cards touching the card you've placed.
- You won't permanently lose cards to your opponent if a card is captured, so don't worry - your collection is safe!

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Elemental factors: If your attacking card has an element that opposes the foe's card's element (**Fire** and **Ice**, or **Sky** and **Nox**), then a **bonus** of 1.5 points will be added to both of your attacking numbers! This is an excellent way to break what would otherwise be a tie, or to overpower a slightly stronger card. This elemental attack bonus only occurs when the card is played.

Victory: Turns will continue back and forth until all 16 squares are filled with cards. When this occurs, a winner will be decided.

- If you control more cards than your opponent, you win! If this was your first win against this NPC, you'll receive an item or other reward. However, your wager is still paid.
- If your opponent controls more cards, you lose. Your wager is lost, but you can try again by paying the wager again.
- If both players control the same number of cards, there is a tie, and your wager is returned. You can challenge the NPC again by paying the wager like normal.