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Story

As demons from every dimension threatened to consume the land,
Seven Heroes rose to banish the evils to whence they came.
Yet they vanished without a trace before
they could revel in their victory.

Prelude to an Epic SaGa

Peace is but a distant tale in history.
Regimes lost control,and monsters run
rampant in Varennes and in other lands.
As the world spirals into chaos, the Seven Heroes
grace the lips of man.
An epic story that will span generations is about to begin.

Once upon a time...



The bard sings his tale...

The grand story of Romancing SaGa 2 begins from days long past. Emperors rose and fell, but each ruler in Varennes shared a common goal-to make history.



The first Emperor is Leon.

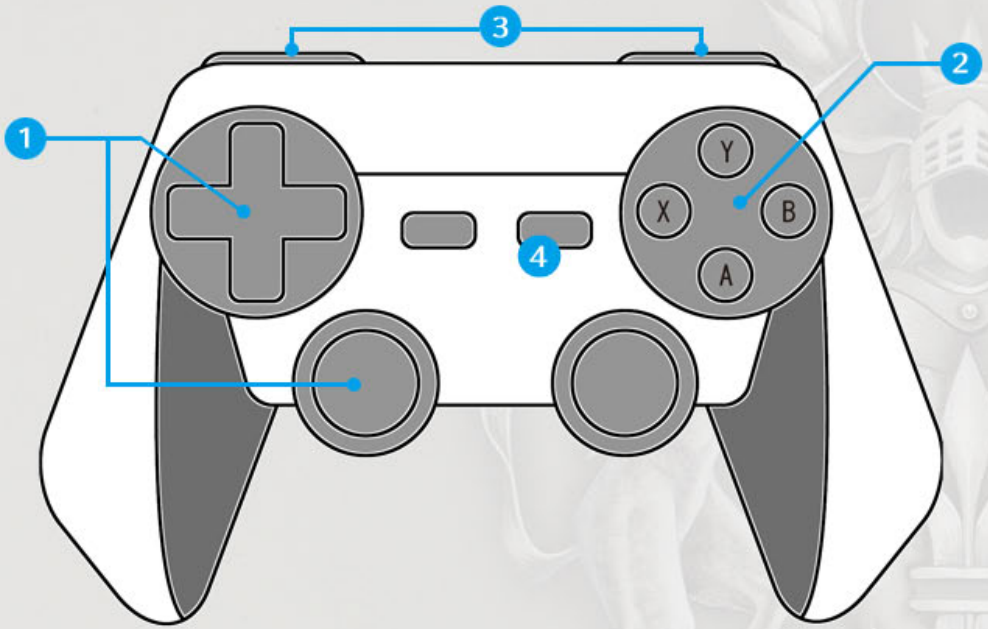


He will be succeeded.



The story is yours to guide.

Hardware and Controls



1. Directional Buttons/Left Stick Move/Select



Moves the on-screen character or vehicle and selects commands or items. Left/Right also switch between selection windows and pages in battle.

2. ABXY Buttons

A button: Confirm/Talk
Confirms a command on the Menu Screen. Also used to speak to people in the castle or towns and to investigate items.

B button: Cancel/Dash/Jump
Cancels a command, or hold while moving to dash (or walk depending on settings). Dashing will allow you to jump over gaps in some areas.

Y button: Show/Hide Menu Screen
Brings up or hides the Menu Screen (see P9 for details). This button is also used to close menus.

X button: Show Area/World Map
Press once to bring up the area map and twice for the world map. Press inside a building to warp to the entrance.

3. L/R button: Change Page

Changes menu on multiple pages. Press R to go to next page, and L to go back. Use in battle to switch between weapons, recovery items, and spells. Jumps to the [Defend/Flee] page if the L/R buttons are pressed simultaneously.



4. START button: Pause

Use to pause the game.

Controls w/ Keyboard & Mouse

Controls for the keyboard & mouse are as follows.
See page 5 for details about each feature.

Esc Quit Game
Use to exit the game.

F11 Screen Mode Toggle
Switch between Fullscreen and Window modes.

Q **E** Turn Page



W **A** **S** **D** **↑** **←** **↓** **→** Move/Select

X **Enter** Confirm/Talk

Shift Cancel/Dash /Jump

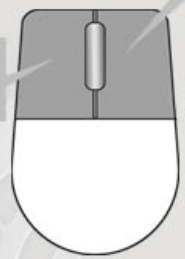
Back Space Pause

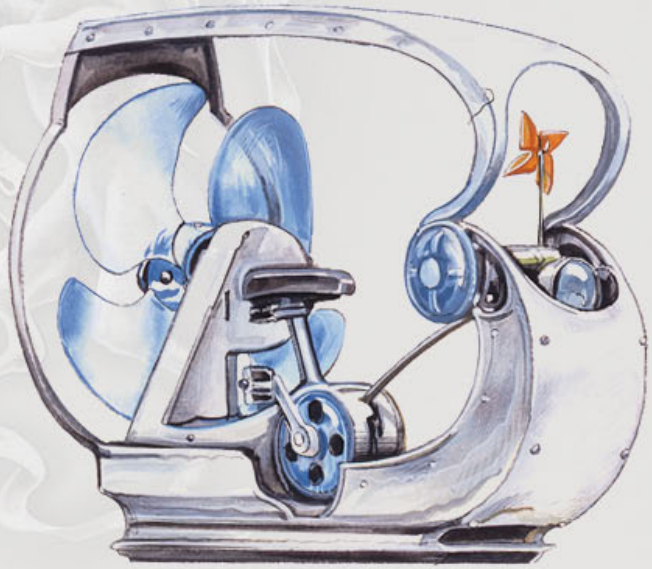
C Show/Hide Menu Screen

V Show Area/World Map

Right click
Cancel/Dash/Jump

Left click
Confirm/Talk





Starting a Game

Press the BACK/Menu button during the opening sequence to skip to the Title Screen.
Start a game by performing the following steps.

NEW GAME

When playing for the first time, select NEW GAME, then press the A button. Select "No" when asked about Previous Data and confirm with the A button.



NEW GAME+ with Previous Data

If you have progress from a previously saved file, you can start from the beginning with some of the items, skills from the Skill Dojo and glimmers, gold, and spell levels carried over.

▼

Select the Mode

Next, select the Game Mode. Select whther or not you wouldl ike to play with additional content and confirm with the A button.

What is Additional Content?

Additional content refers to downloadable events that were in-app purchases on the featurephone version. The content is free for this title, so we recommended selecting "With additional content." Note: This setting CANNOT be changed after starting.

▼

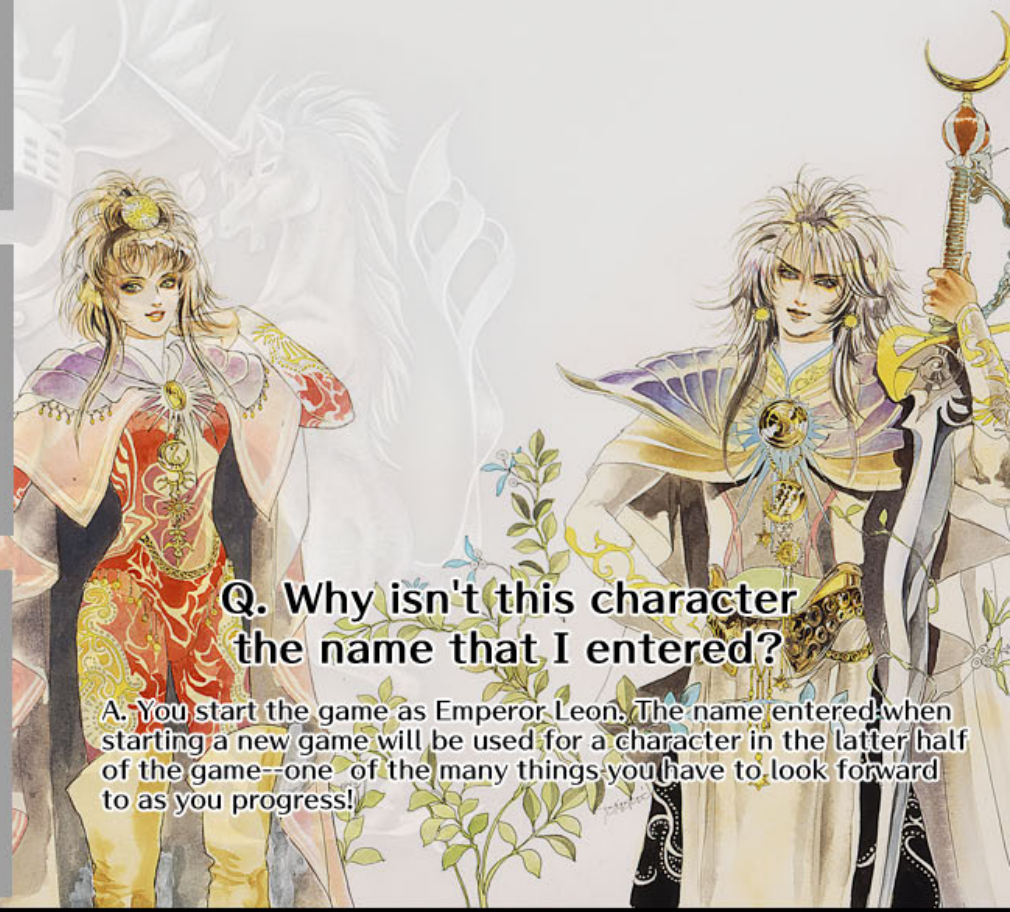
Select Gender and Enter Name

Next, configure your character. Use the Directional Buttons/Left Stick to select a gender and confirm with the A button. In the next step, enter the name of your choosing (see below for instructions). The prologue commences once you have entered a name.

Entering Your Name

Select letters with the Directional button/Left stick.
Confirm with A; cancel with B.
Press BACK/Menu to confirm.





Q. Why isn't this character the name that I entered?

A. You start the game as Emperor Leon. The name entered when starting a new game will be used for a character in the latter half of the game--one of the many things you have to look forward to as you progress!



CONTINUE

If you wish to continue a game, select CONTINUE and press the A button to go to the File Select Screen. See details (party/location) when selecting a file using the Directional button/Left stick.
Select the data you wish to continue playing and confirm with the A button.



Select File

Auto-Save Feature

An auto save file will be created when you quit the game. This file cannot be overwritten in the Data Menu, but will automatically save your progress each time you quit. Use a normal data slot for data you wish to save manually.

Steam Cloud

This game supports the Steam Cloud.
You can upload and download save data to play on another PC.



Using the Menu Screen

Check various data andsettings
from the Menu Screen
brought up with the Y button.



1. Year

As you progress through the game, time (years) will pass.
The number shown here is the current year.

2. Party

Members of your current party.

3. Character HP/LP/MP/SP

Shows the HP, LP, MP, and SP of each character.
Use the L/R buttons to swap between stats.
Numbers in black indicate it is full, blue indicates low,
and red indicates critical condition.

4. Character Name

Names of the emperor and his/her party.

5. Command Window

A window of various commands. The following pages provide details on each individual command.

6. Battle Formation

Current battle formation.

7. Current Location

Current location of the party.

8. Coffer

Amount of crowns possessed.



Viewing and Using Command Windows

Command windows allow you to execute commands and see valuable information essential to the story. The below explains each screen.



Name: Character's name	STR: Damage from direct attacks
Class: Character's class (*1)	DEX: Accuracy of attacks
Gender: Character's gender	MAG: Strength of offensive magic
HP: Current health points (*2)	SPD: Order of attack in battle
LP: Current/Max life points (*3)	STA: Recovery speed of HP/ailments
MP: Current/Max magic points	DEF: Defense with equipped gear
SP: Current/Max skill points	Defensive Traits: Resistances (P16)

*1 *Emperor* for the above image. See P24 for details.
*2 Current HP. Always shows max HP outside of battle.
*3 Lose points when HP reaches 0 in battle. Character dies at 0 LP.

Attributes



▼



Checking a Character's Attributes

Select Attributes and press the A button to go to the Character Selection screen. Select the character you would like to view with the Directional button/Left stick. You can also see their Weapon/Spell Level (see P15) on this screen.

Viewing Character Status

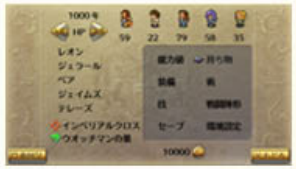
On the above screen, select a character and press the A button to view that character's status screen. Press the L/R buttons on this screen to switch to another character without returning to the previous screen.



Inventory

Using and Checking Items

Select "Inventory" and press the A button to go to the Inventory Selection screen. The selected item data will be shown at the bottom of the screen.



Note: Use the L/R buttons or press left/right with the Directional button /Left stick to switch between inventory list pages.

Using or Equipping Items

Select the item you wish to use and press the A button once to select a character on the right. Use the Directional button/left stick to select whom to use the item on and confirm with the A button. Use the same steps to equip a character with an equippable item. Not that items cannot be equipped if the chosen character's inventory slots are full.



Sorting Items

To reorder items for ease of access, press the X button. As seen to the right, a different colored cursor will appear. Select the item slot you wish to swap the item with and confirm with the A button.



Discarding Items

Your inventory can only hold 32 types of items, and up to 99 of each type. In order to acquire new items, you must discard unnecessary ones. Select an item followed by the trash can icon and press the A button to discard the item.

Note: Discarded items are not thrown away, but stored in the warehouse within Castle Avalon. You can pick them up when needed.



Equipment



Equipping Weapons/Armor/Potions

Select "Equipment" and press the A button to go to the Character Select screen. Select a character with the Directional button/ Left stick and press the A button.



Equipping Weapons/Potions

Select an open slot and press the A button as shown on the left. Equip a weapon or potion by selecting it and confirming with the A button.



If there is a weapon or potion you wish to unequip, select it and press the A button twice.
If you want to swap it with another item, press the A button once and select the item to equip in its place and confirm with the A button.



Armor

Controls are generally the same as for weapons, but armor shown in red is unique to that character and cannot be removed.



Armor DEF and overall DEF is shown at the top when gear is selected.

Note: Weapons will show damage values.

Spells



Checking Spells

Select "Spells" and press the A button to go to the Character Selection screen. Select a character and press the A button again to check a list of learned spells.



See the character's name, current/max MP, element of selected spell, and a list of spells learned and their MP cost.

Skills



Checking Skills

Select "Skills" and press the A button to go to the Character Selection screen in the same manner as with Spells. Select a character and press the A button again to see a list of learned skills.



See the character's name, current/max SP, compatible weapons for the selected skill, and a list of skills learned and their SP cost.

Forgetting Skills

Characters may only have up to 8 skills in total. A character must have at least one open skill slot to learn a new move through glimmers or a ward move from an enemy. A currently known skill may be forgotten to free up a slot.

On the skills list, select a skill and press the A button to forget it. Select Yes and confirm with the A button.

Forgotten skills can be reacquired at the Skill Dojo. However, only skills picked up in battles are available at the Skill Dojo. Some characters have default skills that have not been acquired in battle, so be careful when forgetting skills.

Note: Spells can also be forgotten, but only at the Incantations Lab. Talk to a mage and select a spell to forget.
(This will only occur when you attempt to learn more than 8 spells. You cannot forget a spell in any other case.)

Battle Formation



Choose Formation

Select Formation and press the A button to go to the Battle Formation screen. Consider the following when selecting a formation.

Selecting a Battle Formation



1. Select a Formation

Select a formation from the list and see the party in formation to the right. Details about the selected formation are shown at the bottom of the screen. Select your desired formation and confirm with the A button.



2. Place Characters

After selecting the battle formation, you can choose where characters are placed.
You can swap characters in the same way you swap items. Consider the attributes of the formation and characters when deciding on placement.

Note: While swapping, the impact of each position will be shown at the bottom of the screen.
Ex.) Easily targeted, boosts attack, etc...



After deciding on placement, press the B button to return to the menu. You have now successfully set a battle formation.

Learn Battle Formations

You start off with only two formations, but you will learn more as you progress through the game. See P20 for details.



Saving Game



Saving and Checking Saved Data

Select "Save" and press the A button to go to the Save File screen with the year and Emperor name. You can have up to four save files.

Save Game Progress



1. Select a Save Slot

Select the slot you want to use on the Save File screen. If there is previously saved data, the play time, Emperor status, and location will shown.

▼



2. Save progress

Press the A button
to see party and year (see left).

If you are sure you want to overwrite the file, select yes and press the A button. When the saving process is complete, you will automatically return to the Menu Screen.

Note: You can save anywhere except during a battle, event, or while on the map screen.

Settings

Configuring Settings

Select "Settings" and press the A button to change the default movement speed and battle log display time.
You can also use the "Return to Title" option to return to the Title Screen.



Note When Defaulting to Dash

If you enter a battle while dashing, your formation will be broken!
This can also happen if your Default Movement Speed is set to Dash.
Take stock of your surrounding when deciding to dash.

Indicators



Meaning of Icons

Icons used in various areas within the Menu show a character's magic or skill level, attributes, and defensive traits.
The following shows what each icon means.

Magic & Skill Level and Attribute Icons

Sword/Great Sword Level	Terrology Level and Attributes
Axe/Mace Level	Hydrology Level and Attributes
Spear/Short Sword Level	Pyrology Level and Attributes
Bow Level	Aerology Level and Attributes
Martial Arts Skill Level	Cosmology Level and Attributes

Defensive Trait Icons

Defense against slashing attacks from swords, great swords, and claws.	Defense against heat-based attacks such as fire.
Defense against blunt attacks from axes, maces, punches, and kicks.	Defense against cold-based attacks such as ice.
Defense against piercing attacks from spears, short swords, horns, and beaks.	Defense against electric-based attacks such as lightning.
Defense against projectile attacks such as bows, needles, and darts.	Defense against status ailments such as sleep, poison, and paralysis.

Defensive Traits

Strong defense against a certain type of attack. For example, if your entire party is hit with a fire spell, those with the defensive trait against heat attacks will take much less damage. Enemies also have defensive traits. If an attack doesn't work, try using a different type of attack.



Accessories and headgear often have defensive traits.

Imperial Log



A book recording the history of the Empire.

At the home Menu Screen, press the X button to go to the Imperial Log screen. Use it to keep track of events.

Checking the Imperial Log



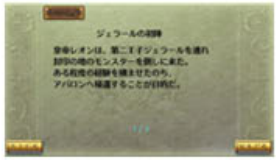
1. Select a Region

Once you see the region list of the Imperial Log, use the Directional Button/ Left stick to choose the region you wish to check and press the A button. The screen will then show a title list.



2. Select a Title

Select the item you wish to read from the title list and press the A button to bring up the story log.



3. Turning Pages

If there are multiple pages in the log, use the L/R buttons to turn the pages. Press the B button to return to the Title Screen, and the Y button to exit each menu.

Note: Question marks (???) in the list signify a region you have not visited yet or an event that has yet to happen.



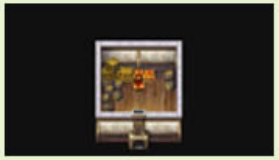
Collecting Info and Supplies

It is important to talk to the townspeople and villagers,
as well as investigate odd places to make progress in the story.
See the following for details regarding controls.



Talk

If you wish to speak to someone, stand in front of them and press the A button.
A message window will appear and the person you are speaking to may provide you with information.



Investigate

Stand in front of chests, notice boards, or other objects and press the A button to investigate. Chests usually provide gold and items, but occasionally with something a little different...



Move

Use the directional button/Left stick to move your character. They can also be used for moving within the map and sailing ships. See P22S for details.



Freeform Scenario System

Your dialogue choices and order in which you travel/take action affects the story.
With endless possibilities, the story is yours to write.

Sample Choices



Go to Somon or deal with monsters haunting your back door. What do you do?



You'll make your move after securing the rear. First priority goes to defeating the monsters!



A brood of third-rate monsters can wait. Attacking Somon comes first!

Alter Events and the Story

Shops

The following are the main types of shops that can be found in towns and villages. This list is not comprehensive, and it's up to you to discover some things for yourself!



Inns

Accommodations that can be used for free. Stay the night to fully restore MP and SP used in battle.



Taverns

Places to relax and have a cold one. Get various intel from customers. Have the barkeep make you a drink and you might hear something useful.



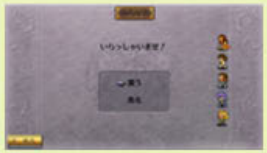
Store

You can buy weapons and armor here. Items available differ by store, so check them out when you go to a new area.

Buying and Selling Items

Buying Items

Select "Buy" and press the A button. Select the item you want and press the A button again. Use the Directional button/Left stick to select the amount.



Selling Items

Select "Sell" and press the A button. Select the item to sell and use the Directional button/ Left stick to choose the amount. Press the A button to complete the transaction.



Free Items at Territorial Stores!

Items at stores in your territory are absolutely free.
Funds are required to keep a country afloat. Save as much as you can.

Currency System

Currency is held in your coffer and the Imperial Treasury.
The emperor can hold up to 10,000 Crowns in his or her coffer, and any other Crowns gained from territories and chests go straight into the Treasury. If your coffer is not full, it will be filled.

Note that if you sell items and your wallet is full, the excess money does not go into the Treasury.



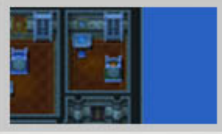
Avalon Building Guide

These are the facilities located in the imperial capital of Avalon.



Inside the Castle





1. Bedroom

Take a rest to fully restore MP and SP. Some events may even occur during your slumber.

2. Throne Room

The magnificent throne of the emperor.
Sitting on the throne may trigger a flash of inspiration.
When in Avalon, be sure to have a seat.





3. Treasury

This is where imperial funds are managed. You can check how much revenue you have as well as your reserves. You can also refill your wallet by talking to the treasurer.

4. Storeroom

Store or retrieve items here, including discarded items, equipment from the previous emperor, and potions.





5. Intel Room

Officials here gather information regarding nearby regions. Get hints for your next adventure or check how many battles you've fought.

6. Skill Dojo

This area is not present in the early stages of the game. Skills unlocked through glimmers in battle can be learned by other characters.





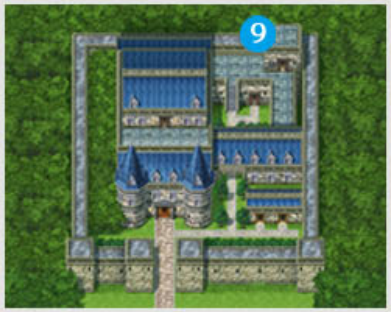
7. Formation Training Room

A room where battle formations are studied.
When a new emperor ascends, the talk to the captain for ideas about new formations.

8. Soldier Corridor

Rooms full of soldiers that serve the Emperor.
Other members in the world can also join your party, so be on the lookout for new recruits.





Castle (Exterior)





9. Forge

This is where new weapons and armour are developed. Development requires time and money, so think about a smith's proposal carefully before responding.

10. Incantations Lab

A facility that can be built in the castle town that does not exist in the early stages of the game. You can learn and develop spells for each attribute. However, you must have an understanding of how spells work before beginning R&D.





11. Avalon University

Built once requirements are met. Gather talented scholars and they will surely be assets to the Empire.

12. Avalon Gardens

When you start the game with additional content enabled, this facility will become available as you play through the game. It can greatly increase your revenue, so check up on it every now and then.



Note: There are also other facilities.
Play through the game to discover and build them.



Movement

It's time to explore the world.
Let's go over how to move between locations.

Moving on the Regional Map

Regional and world maps are used for movement. Exiting a town or dungeon puts you on a regional map. Use the Directional button/ Left stick to select a point and see the location name.



Current location (Default)　　Select another point to move

Press the A button to move to a location. More points will appear on the various regional maps as you make progress, talk to people and gain information, or travel by boat.

Moving on the World Map

Press the X button on a regional map to zoom out to the world map. Move with the directional button/ Left stick to select other sections. To move to the selected blinking region, press the A button.



The first region is North Varennes (in Avalon), and all other regions are grayed out and unselectable. Regions that become a part of the Empire will be colored in.

Note: When going to a region that is not a part of the Empire, there will be a point that says "To [area]".

Other Methods of Movement



Walking/Sailing

You can also walk and sail.
Towalk, use the Directional button/Left stick.
To sail, go to a pier, talk to the boatman and tell him where you wish to go.
These two methods can also lead you to other areas.



Dungeons

Move in towns and dungeons by walking (or dashing to move faster.)
Note that if you encounter monsters while dashing, your battle formation will be broken.

* Press the X button to leave a location that belongs to the Empire.

Character System

In this game, the player takes on the role of a series of emperors and engraves a legacy in the annals of time. The following explains the succession system.

Conditions for Succession

If any of the following three conditions occur, the current emperor will be succeeded. Heirs will also change depending on how the reigning emperor came to leave the throne.



Emperor's LP is reduced to 0

When the emperor dies after LP is reduced to 0, one of the remaining party members will be the heir.



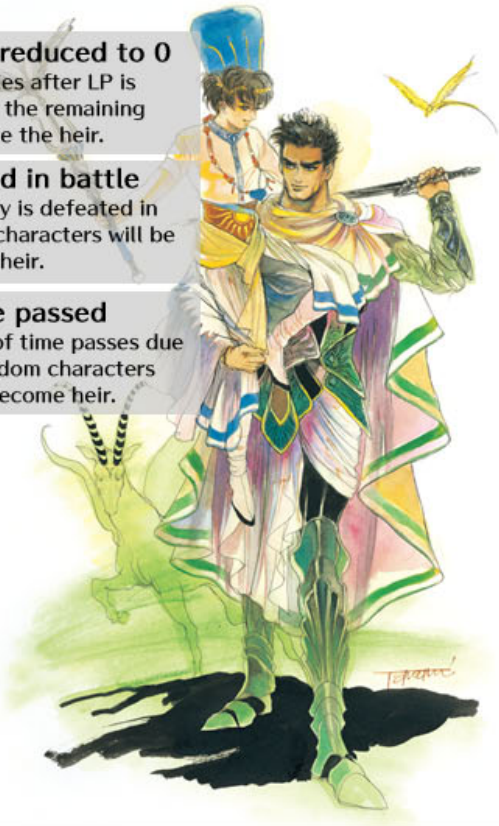
Party is defeated in battle

When the entire party is defeated in battle, four random characters will be available to become heir.



Many years have passed

When a long period of time passes due to an event, four random characters will be available to become heir.



Succession Procedures

If succession is required due to one of the above conditions, use the following steps to select a new emperor. Selecting an heir is an extremely important process in the game.





1. View Candidates

When succession is required, a candidate list will appear as shown on the left. Use the Directional button/Left stick to select a character. Confirm with the A button to go to the next screen.



2. Check Candidates

The status window of the selected character will appear, so look over the details and decide whether the heir is fit for the throne or not. Use the L/R buttons to switch between candidates.



3. After Choosing

After selecting an heir, the inheritance ceremony will take place in the throne room.
The new emperor will not have allies, so party members must be recruited.

Heir's Parameters, Skills, & Spells



Previous Emperor



New Emperor

The HP, MP, and SP of the new emperor will be inherited from the previous emperor if the value is higher. In other words, if the previous emperor had higher stats, the new emperor will inherit them, but if the heir has higher stats, then those values will be used.
Other stats (LP, STR, SPD, etc.) will use the heir's values.

The previous emperor's equipment can be found in the castle's storeroom.

When succession occurs, spells and skills are inherited. However, magic compatibility may conflict with the heir, in which case the previous emperor's magic attributes will be prioritized.

Heir's Class

A class is a character's job. The heir's class can greatly boost their HP or inspire them to think of new battle formations.
Be sure to consider your potential heirs carefully.



Recruiting Allies



When the LP of an emperor's ally is reduced to 0, you can recruit another ally to your party.
Find allies in the soldiers' corridor in Avalon Castle and around the world in various locations.
You can recruit allies as long as your party does not have five members.

Recruiting Procedures

If your party does not have five members, talk to a potential recruit, select "Add to Party" and press the A button to have them join you.

LP (Life Points)

LP represents your life force.

If a character's HP is reduced to 0 in battle, they lose an LP.
If a character falls to 0 LP, he or she is removed from the party.

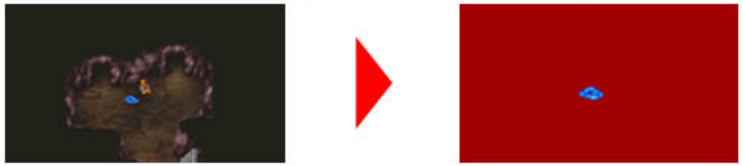


Battle Guide

If you encounter a monster in a dungeon or
in an outdoor field, a battle will ensue.
The following explains how to battle.

1. Collide with a Monster

Collide with a monster to enter a battle. However, if the monster catches you from behind, your battle formation will be broken. Be careful which direction you face when entering a battle.



2. Join the Fray

Various information is shown on the screen while in combat. The monster's name is shown under its sprite, while the numbers over allies are their HP (top) and LP (bottom.)

Press the A button to select a battle command. If your formation is broken, a message will inform you to that extent.

If your formation is broken, you will fight in the Free For All formation.



3. Choose Party Members' Actions

Select battle commands. The following can be accessed with the L/R buttons. Change a selected an action by using the B button to cancel. Press the X button while selecting commands to see the names of enemies and HP/LP of allies.



Weapons and Skills

Commands that use a weapon or a weapon skill.
Skills consume SP. Costs are to the right of the skill name.



Punch (Martial Skill)

Attack with a martial skill.
Select the enemy to confirm.



Spell

Use a spell.
Select the target (enemy or ally) to confirm.

Items (Potions)

Use an item.
Select on whom to use the item.

Defend/Flee

Defend in battle. "Flee" is only available to the emperor.



4. Commencing the Assault

After commands are selected for all members, the battle starts. Monsters will also have the chance to attack. If a targeted monster is taken out before an attack is unleashed, another monster will be automatically selected.



5. Post-Battle

The battle ends when all monsters are defeated. Rewards include technical points, which are distributed towards weapon and spell types used in that battle to level them up. Victory can also lead to status boosts such as HP increases.

Status Ailments in Battle

You may be inflicted with a status ailment if hit by a monster.
Battling with an ailment is dangerous, so try to cure it ASAP.

Status Ailment and Cures

Death	When LP becomes 0	Not curable
Petrify	Immobilized by petrification. HP & LP does not decrease	Cannot be cured in battle
KO	Knocked out at 0 HP. Further hits reduce LP	Medicine, Spells & Skills that heal HP
Paralyze	Immobilized by paralysis	Physic Water, Time
Sleep	Immobilized by sleep	Physic Water, Time, Being Hit
Stun	Pass turn without taking action	Not curable for one turn
Berserk	Cannot use spells or skills. ATK boost	Physic Water
Charm	Perform action as an enemy	Physic Water
Confuse	May fail to perform action. Sometimes disables commands.	Physic Water
Poison	Take damage at theend of turn from poison	Medicine, Physic Water
Dark	Eyes are clouded. Halves accuracy	Physic Water



Weapon Types & Acquiring Skills



The weapons in this game are categorized.
The following explains weapon types and the skills that can be learned by using them in battle.

Weapons and Characteristics

Sword/Great Sword



Sword
A one-handed blade that is long and sharp. Lightweight and easy to handle, swords can typically lash out multiple quick attacks.



Great Sword
Generally a large two-handed blade. The sheer size of these swords allows for skills that can dish out massive damage.

Axe/Mace



Axe
A one-handed weapon with low accuracy.
Provides long-ranged and anti-plant type attacks.



Mace
A long weapon with a spiky tip. Includes hammers and staves.
Has a vast set of special moves with bonus effects.

Spear/Short Sword



Spear
A two-handed polearm with a sharp, bladed tip.
Acquirable skills include piercing attacks.



Short Sword
Thin swords that are lightweight and can perform piercing attacks.
Easy to use with a large skill set.

Bow



Bow
A two-handed weapon that specializes in long-ranged attacks.
Difficult to wield, it can target all enemies or affect the mind.

Martial Skill



Martial Skill
Attacks that use bare hands and feet. Various skills can deal massive damage, but their power depends on the user.

Distribution of Tech Points

Skills differ by the weapon, but tech points will be distributed to the category of weapons used in battle. For example, if you use an axe, tech points will also boost your mace skill level.



Learning Skills

Special moves differ for each weapon (sword, great sword, axe, mace, spear, short sword, bow, martial skill).
You can use the "Skill" command from the Menu Screen to see current skills learned.



As seen on the left, a weapon icon is displayed next to the skill name corresponding to the weapon type.

Ward Moves

There are Ward Moves that allow you to anticipate and evade special moves performed by the enemy. A Ward icon will be displayed next to the skill name instead of a weapon.

Note: Ward moves do not consume any of your combat resources.

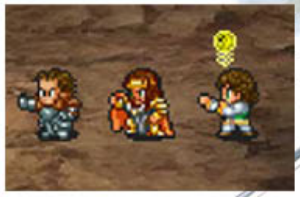


Two Ways of Learning

Skills differ from normal attacks because they have special or powerful effects. However, a character can only learn up to eight moves.
To learn another move when full, go to "Skill" in the menu to forget a skill.

Glimmers in Battle

Using the same weapon in a battle allows you to glimmer in battle.
A lightbulb will appear before your attack, indicating you learned a new move.
A learned skill can be forgotten, or else it stays with the character until death.



*A lightbulb will also appear for ward moves.

Skill Dojo Training

Skills can also be learned from the Skill Dojo in the Avalon Castle.
Talk to a scholar in the Skill Dojo and a list of weapons will appear.
Select the weapon of the skill to learn and confirm with the A button. Next, select the skill to learn and confirm.
Then select a character to teach it to and press the A button to finish.

Combat Spells

Spells are useful as they can be used to attack monsters or heal an ally.
The following covers magic and spells.

Magic Compatibilit

There are five attributes of magic: terro, hydro, pyro, aero, and cosmo. Other than cosmology, magic has counterparts, as shown below. You cannot learn spells of one magic and its counter attribute. E.G. If you have learned a pyro spell, you cannot learn a hydro spell until the pyro spell is forgotten and vice versa. Also factors in when choosing an heir.

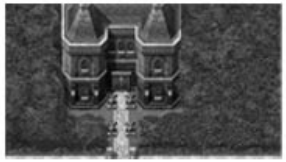


Opposing Attributes





Attributes and Characteristics



The five magic schools have attributes and characteristics. There are also spells that combine two attributes being studied somewhere. Rumors say a lost log somewhere in the world also has records of ancient magic.

Powerful Pyrology
Powerful, offensive magic that uses intense flames.
・Fireball ・Self-immolation ・Flame Whip and more

Soothing Hydrology
Magic that heals HP, cures ailments, and boosts defense.
・Life Water ・Physic Water ・Mist Cover and more

Augmentive Terrology
Magic that buffs or debuff targets.
・Gilden Strength ・Entangle ・Earth Heal and more

Spatial Aerology
Magic that can cause indirect damage or absorb hits.
・Blades of Wind ・Air Screen ・HP Absorb and more

Mysterious Cosmology
Boundless magic that uses the vast heavens.
・Lightball ・Moonlight ・Sunlight and more

Armor Guide

Armor protects you from enemy attacks and reduces damage.
There are 11 types of armor, including shields and headgear.
Learn the characteristics of each type and equip your characters with the right gear.

Shields: Blocks/Diverts attacks
Shields can reduce damage and Guards can help you evade.
No effect if using a two-handed weapon.

Helmets: Solid headgear
Firmly protects the head.
Strong against blunt attacks.

Hats: Special headgear
Weaker against blunt attacks, but strong against magic.
Many hats boost the mind or magic power.

Light Armor: Lightweight armour
Thin armor to protect the chest.
Recommended for classes that require nimble movement.

Heavy Armor: Sturdy armour
Heavier than light armor, it provides extra defense.
Great for heavyweight classes.

Robes: Fabric for mages
Light, comfortable, and tough clothes.
Perfect gear for magic users.

Full Armor: Full body armor
Highly defensive armor.
Not suitable for non-heavyweight classes.

Gauntlets: Arm guards
Armor that protects the hands. Although lightweight and easy to use, they decreases the accuracy of archers.

Greaves: Leg guards
Armor that protects the feet and shins.
Some shoes may have special effects.

Clothes: Under gear
Sturdy clothes worn under armour that boost defense from the inside out. Some classes prefer clothes over bulky armor.

Accessories: Items with power
Not great at physical defense, but they offer resistance to effects or boost other stats.

Note: The icons below correspond to icons in the Menu Screen.

