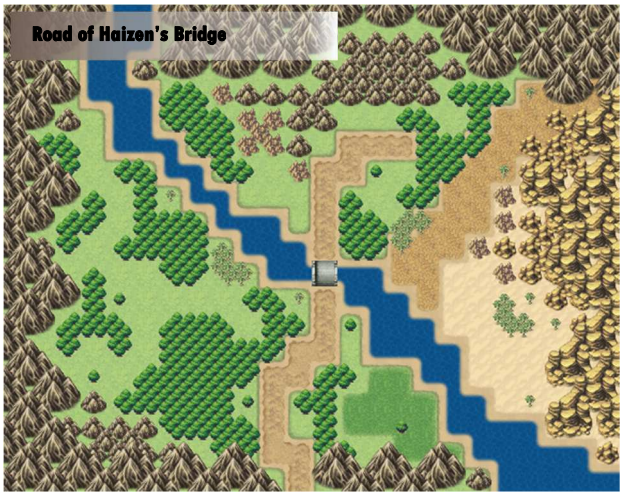
DESTINY OF LIGHT MANUAL

GAMEPLAY



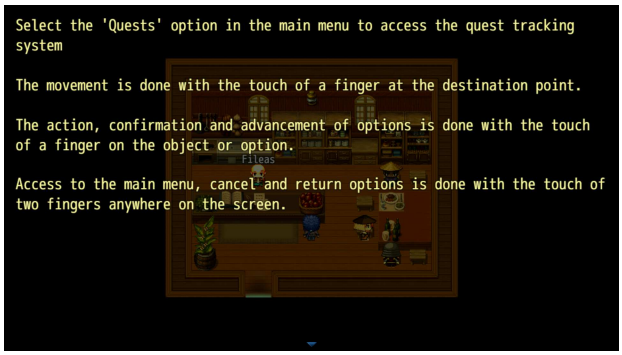
PROGRESSION

The game introduction is a linear story, but when you get to the main map (**Road of Haizen's Bridge**), the game becomes unimpeded in an open world where the main characters can solve various quests offered by different NPC's, merchants and artisans scattered throughout in various farms, towns and cities of game until all development missions in history are activated and completed.



Once this happens, the game outcome is started, but although it is also a linear storyline as in the introduction, the characters are still free to continue solving the missions of the open world, except after the final confrontation is started, which ends with completion of game.

There are some tutorials in initial missions explaining the main systems that are fundamental to good continuity, at least in the early parts of the game's history.



It is important to know that the mission tracking system is always available, containing the description, list of goals and rewards. In addition, an exclamation alert accuses some places, objects and characters needed to solve the missions.





CONTROLE

In Windows: movement is done with directional keys or clicking with the mouse in destination point; the action, confirmation and advancement of options is done with the Enter key or with left mouse button; and access to main menu, canceling and returning options is done with Esc key or with right mouse button.

In Android: movement is made with touch of a finger at destination point; the action, confirmation and advancement of options is done with touch of a finger on object or option; and access to main menu, canceling and returning options is done with touch of two fingers anywhere on the screen.

START MENU



NEW GAME

To create a new game from beginning of story, with the conquest system reseted.

CONTINUE

Allows you to access saved games for:

Load: it reads game file and continues from state of the last saved game.

Delete: executes deletion of saved game file selected. This file can no longer be recovered or loaded.



New Game+: after finishing game, the system will open save game screen and, if it is saved at moment, when selecting that saved game file, the **Load** option will be replaced by the **New Game+** option, which creates a new game from the beginning of history, but with system of conquest accumulated, bringing benefits for having finished the game and for completing some important achievements.

OPTIONS



Where various configurations can be controlled by player, which are:

Remember last action: in combat, **ON** will cause last choice of action performed to be selected on next turn, memory is per character; **OFF** will make the option selected at beginning of turn always to be **Attack** for all characters.

Difficulty: affects parameters of enemies, after calculations of application of level, multiplying by configured factor; the initial and minimum value is

25%, and can be increased every 25% up to a maximum of 250%.

Volume BGM: affects background music of maps and battles; all volumes have an initial value of 100%, and can be reduced in 20% up to a minimum value of 0%.

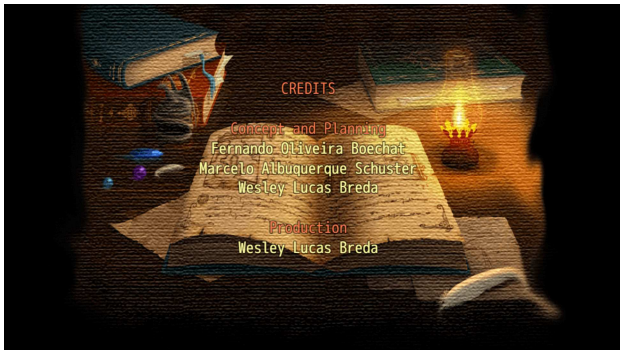
Volume BGS: affects background sound of maps.

Volume ME: affects effect of music.

Volume SE: affects effect songs.

CREDITS

The end-game credit can be viewed directly from start menu.



EXIT

Can be used to close game in place of operating system shortcut to close an application.

GAME MENU



ITEMS



There are several types of items:

Consumables: items that when used are lost, remaining only their effect for duration of their effects.

Weapons: items that are equipped in **Main Hand** and **Secondary Hand**. There are several types of weapons, but not all of them can be used by all the characters, depending on their class choice.

Armors: items that are equipped in the **Head** and **Body**, there are several types of armor, but not all of them can be used by all the characters, depending on their class choice.

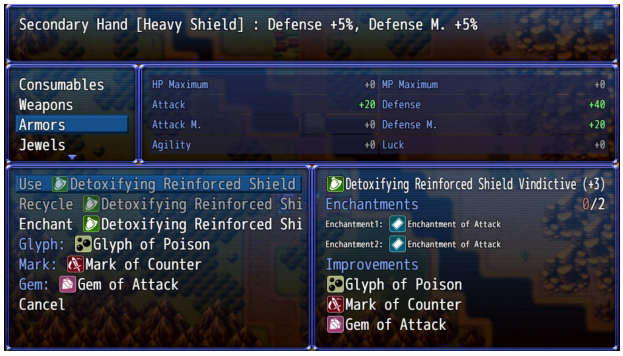
Jewels: items that are equipped in **Accessory**, there are various types of accessories, and all characters can use up to two accessories.

Resources: independent items that are used as materials and reagents to produce other items, as well as the tools, manuals, and recipes needed to do so.

Improvements: items that are used to modify parameters and attributes of weapons, armor and jewelry, or their users, which are: **Enchantment** (it is consumed in the process and its effect is permanent and random, increasing some parameter of enchanted item), **Rune** (apply some status or element), **Glyph** (avoids the application of

any status), **Mark** (increment some attribute of user of the attached item) and **Gem** (increment some parameter of attached item).

Main Items: items needed to complete missions, or complement the story.



When items are selected, several options appear that can be performed on them:

Use: allows you to use the item, consuming it for some effect or simply activating its effect (all types of items).

Recycle: allows you to destroy items using some tool, among the tools already acquired, to obtain resources according to the recycled item (all types of items).

Enchant: allows to apply enchantments (weapons, armors and jewels).

Rune: allows you to attach or remove a rune (weapons).

Glyph: allows you to attach or remove a glyph (armors).

Mark: allows you to attach or remove a mark (weapons and armors).

Gem: allows you to attach or remove a gem (weapons, armors and jewels).

Cancel: exits the item action system, returning to item type menu (all item types).

SKILLS



In this option it is possible to visualize the abilities of all characters, as well as to use some of them that can be activated outside the combat, or that can be activated only outside the combat. First select character, then skill group, and finally the skill.

EQUIPMENTS

When selecting character, you can view your equipped items and their parameters, and use some options:

Equip: lets you select, for each type of slot, an item in the list of items available in inventory for that slot.



Optimize: selects the best items from list of available inventory items for each slot, except accessories.

Clean: removes all equipped items from all slots except the **Main Hand**.

Finish: exit the equipment system, returning to the game menu.

The possible slots are:

Main Hand: equips major weapons.

Secondary Hand: allows to equip secondary weapons and shield.

Head: allows you to equip armor and accessories.

Body: allows you to equip armor and accessories.

Accessory: allows you to equip accessories.

The types of enable and quantity slots may vary depending on class of the character.

When you select the slot, you can view the enhancements attached to the item and its requirements. When you select the item in the list of available items in inventory, you can see the parameter changes, improvements, and item requirements.



QUESTS

All acquired quests can be viewed, grouped by categories and by situation, which are: **Active** (acquired, but not completed or failed), **Completed** (successfully completed), and **Failed** (finished with some failure), but by default all are displayed in a single list, regardless of the situation. The description, all goals and rewards are displayed in mission information.



The categories are:

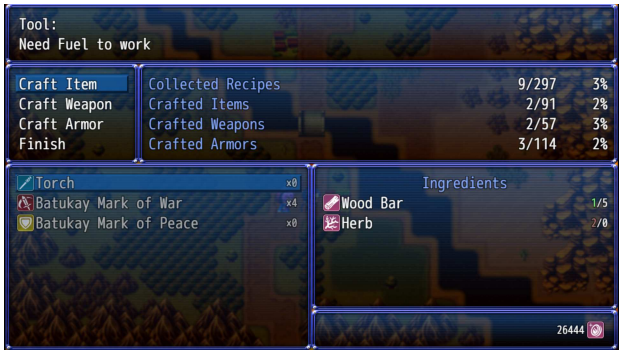
Main Quests: referring to the main line of events that drive game's history.

Secondary Quests: referring to parallel contexts of world history, which may or may not have connection with the main story.

Craft Quests: referring to specialties of vendor NPC who have some type of craft, where one must collect materials to receive specialty as a prize.

Class Quests: referring to training for class acquisition.

CRAFTS

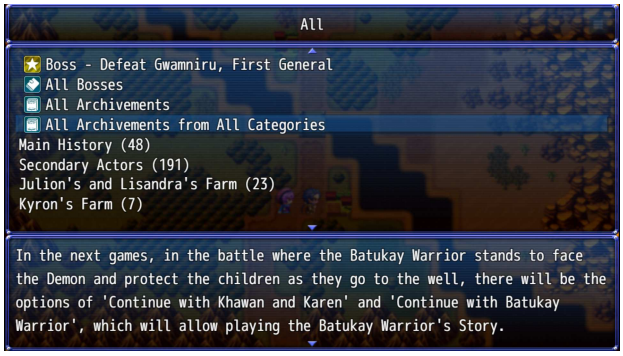


Allows the production of items, weapons and armor known and acquired by the craft manuals that can be purchased in the game. When you select the recipe, the ingredient list appears next to it. You can

also view recipes statistics that are known and used.

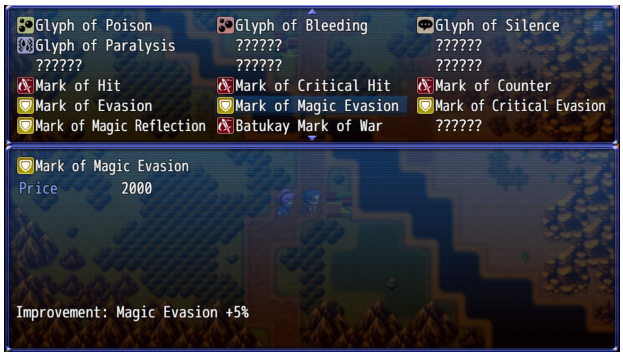
CONQUESTS

All achievements can be viewed, grouped by categories and by situation, which are: Active (not completed) and Completed (conquests), but by default all are viewed in a single list, regardless of the situation. Most have a suggestive name and therefore havent description, but for those who have description, all the goals and rewards are displayed in the information of the conquest.



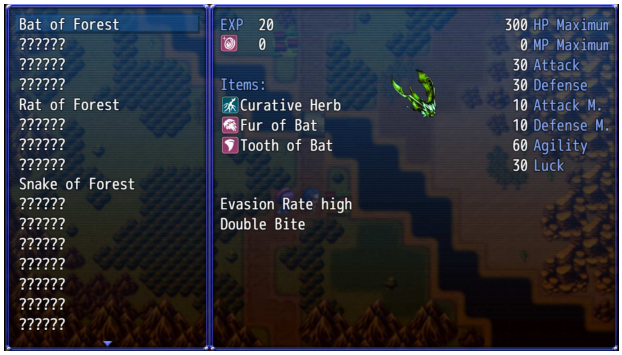
ENCYCLOPEDIA

Contains a list of all items in the game, with a brief description, however, only items that player has acquired in any way will be visible.



BESTIARY

Contains a list of all enemies in the game, with a brief description, but only the enemies confronted will be visible.



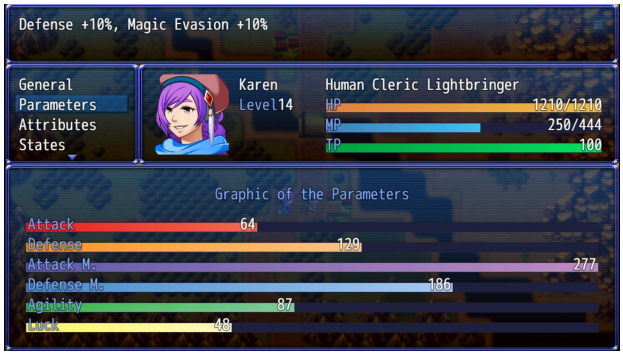
STATISTICS

Where all the data of each character can be visualized and verified. **The name, level, race, class, current HP, current MP, and current TP** will always be visible, but there are a few options:



General: the parameters and the experiment are displayed. The parameters are: **Attack** (is base for effects and physical damage), **Defense** (is basis for resisting effects and physical damage), **Attack M.** (is base for effects and magical damage), **Defense M.** (is base to resist effects and magical damage), **Agility** (determines speed and priority of action during combat, plus physical damage to long range attacks), **Luck** (increases the chance of any action or effect based on random results), **HP Maximum** (maximum damage sustained before being knocked out) and **MP Maximum** (maximum fuel for magical abilities) **TP** (is the fuel for physical abilities).

Parameters: the parameters are displayed in a bar graph, where maximum value is the highest value among all the characters, it is used for comparison and evaluation of balance between them.



Attributes: the attributes with their respective rates are displayed, which are: **Hit Rate** (chance to be successful in executing an action), **Critical Hit** (chance of a successful action having multiplied numerical effect), **Counter** (chance of a successful physical attack against character being redirected against attacker), **Evasion Rate** (chance of avoiding a physical attack on character), **Magic Evasion** (chance of avoiding a magical attack on character), **Critical Evasion** (chance of avoiding a numerical effect of a successful action against character multiplied), **Magic Reflection** (chance of a successful magic attack against character being redirected against the caster), **HP** / **MP** / **TP Regeneration** (percentage of the respective parameter to be retrieved per turn), **MP Cost** (cost in MP of magical abilities), **TP Gain** (multiplication factor of TP gain whenever the character receives a successful attack), **Pharmacology** (multiplier factor when character uses an item) and **Experience** (experience multiplication factor gained).



States: the character's chances of being given a certain status are displayed, which are: **Knockout** (a knocked out character is not a dead character, but if all characters in battle group are knocked out, the group lose combat, which most often means game over. **Poison** (reduces actual HP by 10% per turn), **Bleeding** (reduces current HP by 10% per turn), **Silence** (prevents from using magic abilities), **Paralysis** (prevents physical abilities from being used), **Suspension** (automatically attacks a random ally), **Fury** (automatically attacks an random enemy), **Confusion** (automatically attacks an random enemy or a random ally), **Fascination** (automatically attacks a random ally), and **Blindness** (reduces Hit Rate by 50%).



Battles: all battle counts and rates such as damage, recovery, kill, and assists are displayed.



Cancel: exit statistics system, returning to game menu.

FORMATION



Not all available characters will be part of battle group, only the first 4, or the amount up to 4 that the player to choose. Thus, it is possible to configure the order of battle group characters, change the characters in group with others who are not, respecting the limit of 4 members, or remove characters from the group reducing to many members less than 4. One key in character picture indicates that he cannot suffer any of these actions, i.e. if he is in the group cannot leave and vice versa

LINE

Depending on character's class and his strategic role, one of three combat lines may be the most appropriate:

Frontline: more suitable for melee combat, or who have threat and damage control. High TP gain and normal attack speed, enemies perform normal attacks against this line

Middle Line: more suitable for ranged fighters, or who have no threat and damage control. Moderate TP gain, moderate cost reduction in MP and damage, cannot deal with melee attacks.

Back Line: best suited for combat based on magical abilities. High cost reduction in MP and damage, cannot deliver physical attacks



SLEEP

The characters sleep in a temporary camp, then recover everything status for all characters, just like the innkeepers, but without financial cost and with some risks: when this system is used a battle can occur against thugs, then the characters do not recover and the time advances 2 moments of time and is disabled for the next 4 moments. If battle does not happen, the characters recover everything and the time advances 3 moments of time and is disabled for the next 3 moments. The chance of battle is greater if number of steps taken since the last use of this system, which can be used from anywhere, is greater. See the topic **Time** below.



SAVE

Exactly like the **Continue** option of **Start Menu**, but with an extra option:

Record: executes the recording of game file, memorizing the state of the moment it was used. The game itself will open the **Save Screen** suggesting at important moments that the player saves his progress.



OPTIONS

See **Options** in the **Start Menu**.

QUIT

You will open a list of options, as follows:

Menu: back to the game's home screen without saving progress, so all in-game activities will be discarded.

Cancel: returns to the **Game Menu**.

Exit: can be used to close game in place of operating system shortcut to close application, or the equivalent **Start Menu** option.



TIME

The game time follows the following sequence of moments: **Sunrise**, **Day**, **Day**, **Sunset**, **Twilight**, **Night**, **Night**, **Dawn**, then repeat. The 1 moment advance of time occurs whenever the characters enter the main map (**Road of Haizen's Bridge**). In addition, the game marks the number of steps taken since the last **Sleep** system was used, in addition to the total elapsed time of the game.



COIN

Displays the amount of coins the player has.

BATTLE MENU



This menu follows the following structure:

Attack: ability equivalent to **Attack** ability, however, relative to equipped weapon or class.

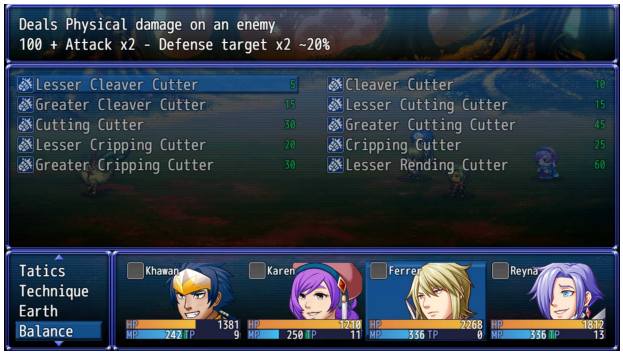


Class Skill: first class skill set, if the character has one, they are usually offensive to melee and ranged fighters and control to casters.

Class Skill: second class skill set, if the character has one, they are usually defensive.



Elementary Skill: elementary class skill set if the character has one, each class having its own affinity element.



Weapon Skill: skill set related to equipped weapon.



Lightbringer: only for main characters, who have access to the special abilities of control of **Sacred** element.

Defense: ability equivalent to **Defense** ability, however, relative to equipped armor or class.



Items: allows you to access inventory for consumable items that can be used in combat.

Escape: the group executes an attempt to escape, and if they fail, the whole group loses its action.



Equipment: allows access to inventory in search of equipment that can be equipped in the **Main Hand** or **Secondary Hand**, enabling exchange of these fittings.

OHAYO Software