Walking

Dashing

You can increase your walking speed if you are playing with a keyboard by holding shift. Hold (X) on a control pad for the same effect. On a mouse or touchscreen, click-to-move makes the character dash by default. Dashing can be set to default in the options. If character dashes by default hold (X) or shift to walk slower.

Opening a Menu

Control Pad: Y
Keyboard: Esc
Mouse: Right-click

Function Key Shortcuts

F2 - Displays frames rate. Pushing F2 a second time will display frame-length.
F3 - Video will prioritize scaling pixels.
F4 - Video will prioritize filling screen size.
F5 - Reset Game

Battle

Your party must do battle in three specific situations. (1) Certain areas trigger random encounters. (2) Certain objects and (3) Non-player characters can also trigger battles.

Escape Command

For Act 1, the Escape command is 100% effective. This may or may not change in future Familia content. The Escape command is not accessible by default.

In order to escape:

Mouse - Right-click

Control Pad - Push B

Keyboard - Push Esc

Experience Gain

Experienced is gained from fighting enemies and is required to level up characters. If a character is knocked they will not gain Experience after defeating an enemy. The Experienced gained is not increased for surviving characters if a character in the party dies.

Menus

The user-interface was primarily made for control pads. While the game is 100% playable on a touch-screen, mouse, and keyboard, not using a gamepad creates a few unintuitive situations.

1) On a gamepad, the (R) and (L) buttons allow the player to cycle through menus. The keys (Q) and (W) serve the same purpose as the (R) and (L) buttons. There is no equivalent to the above menu navigation touchpad and mouse.

Item Menu

The Item Menu has four commands. The Item command allows the player to examine items or use items. The Weapon, Armor, and Rare Item command only allows the player to examine weapons, armor, and rare items.

More information about how stats work in Familia can be found in the stats section of this guide.

Skill Menu

The Skill Menu allows players to examine and use their abilities. Most abilities cannot be used outside of battle.

Equipment Menu

Equip

This command is used to equip gear to your characters.

Optimize

In the equipment menu, you have an option to optimize equipment. The optimization command will automatically equip the item with the highest single stat.

It's important to note that, the Optimize Command may not necessarily equip the most appropriate gear. Make sure to look at stats and traits for each item when choosing a gear setup.

Remove

This will remove gear from a specific slot.

Status Menu

The Status Menu shows plenty of useful information. The following items are shown in the Status Menu: portrait, class, level, health, mana, experience, next level, stats, equipment, and elemental resistances.

More can be found about stats in the stats section of this guide.

Formation

Formation dictates the order your party members will line up in battle. Being closer to the front gives a character a slight increase in physical damage but also reduced a character's defense.

Options

Options allow you to change many gameplay, audio, and visual options.

Save

You can save your game in friendly places, the overworld, and save points. In the Save Menu, you can also load a past save point.

End Game

Resets the game.

Stats

Knowing the specific effects of stats will help you to optimize your gameplay.

Health

Health is a point system that indicates how much damage an enemy can take. Make sure to watch your health bar between battles. When a character or enemy has 0 health, they will be knocked out. Health can be recovered from items, abilities, or rest points.

Mana

Mana is an exhaustible resource used for abilities (usually magic). Abilities that spend Mana can be used both in and out of battle. Unlike Focus, a character's Mana will not be lost after a battle. However, recovering Mana is more difficult than recovering Focus. Mana can be recovered with items, abilities, and rest points.

Focus

Focus is an exhaustible resource required to use certain abilities. Unlike Mana, Characters who utilize Focus start with 0 Focus at the beginning of every battle. Abilities that use Focus, can only be

used during a fight. Focus is generated by taking damage and using abilities. Some abilities generate more Focus than others, so experiment to develop optimal Focus spending and generation.

Strength

Strength is the primary Stat for physical attacks. All physical damage is based primarily on Strength. Usually, offensive Ninpo abilities are dependent on Strength, despite having similar effects to spells.

Defense

Defense reduces damage received by physical attacks.

Intelligence

Intelligence is the primary factor in casted ability effectiveness. Magic is an example of a casted ability.

Wisdom

Wisdom dictates general resistance to casted abilities (magic). It's worth noting that Elemental Resistance and Wisdom are not synonymous. Elemental Resistance indicates resistance to a specific type of cased ability (fire, lightning, earth, etc.). In contrast, Wisdom indicates resistances against all spells.

Agility

Agility increases the effectiveness of certain abilities. Agility determines turn order during battle. Also, the average agility of all party members affects two aspects of battle: (1) the likeliness of preemptive attacks and (2) the likeliness that a party will be able to run.

Luck

Luck increases critical strike chance and critical strike damage. Luck decreases the chance that status alignments and buffs miss their target.

Resistances

Both, playable characters and enemies, are affected by elemental resistances and weaknesses. All abilities are either elemental or physical.

Specific character's resistances can be found in the Status Menu.

Currently, trial and error is the only method for discovering enemy weaknesses. If an enemy is weak against a specific type of attack, the word 'weak' will pop up along with the damage numbers.