

AGAREST

Generations of War





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STORY

Back in the era of Gods...

A story of when the door that led to the oblivion was opened.

There were five continents in the world called Agarest.

In each continent, a huge pillar towered, holding up the heavens, piercing the ground.

Their dignified figures were Gods themselves.

The story and the end of mythology begins in One of the five continents, known as "Lucrellia".

Leonhardt gives everything including his future for the one who needs to be protected.

The contract he signed as he stood at the crossroads of death was...

To become the Spirit Vessel and the pillar that holds the world with the maidens who carry the blood of God.

Promised death... inherited fate...

It is the last tale of Gods that is woven by spirits and passed down for generations...

CHARACTER INTRODUCTION

LEONHARDT

An impoverished aristocrat who serves as an assistant official of the Gridamas Frontier garrison. He's called 'Leo' by his friends and also known as 'Golden Leo' because of the way he fights with his golden sword in battle.

He aims to gain distinction on the battlefield so he can rebuild his house, but he begins to question the purpose of war. The only things he could see as a warrior and a human being was unilateral destruction and massacre. This devastating sight made him discard his path of knighthood and his country, to save a girl.

Unfortunately, he suffers fatal injuries in the battle against a valiant warrior, the Knight of Darkness. With his last breath, he makes a vow to Dyshana to be the Spirit Vessel an agreement which bind his descendents.



DYSHANA

A mysterious female who appears in Leonhardt's dream to tell his fate and provides him with power in exchange for becoming the Spirit Vessel. As a "Ryulent", a race known to possess ancient knowledge, her abilities are incredible.



ELLIS

A high elf girl which is something of a rare breed these days. When she visits Mimas, she gets caught up in the Gridamas's invasion and meets Leonhardt who saves her life. She's friendly and has strong opinions for her age, maybe because of the responsibility she holds as a high elf.



FYURIA

Originally from the Frontier, her village was destroyed during the Gridamas's invasion. She fights against the Gridamas with the survivors to avenge her lost parents and friends and ends up being helped by Leonhardt whilst hiding in Pyuto. She dislikes him at first because of her mistrust of humans and the hate she feels towards the Gridamas. However, gradually she opens up to him as she witnesses his acts of kindness towards those who are weak and suffering.



WINFIELD

An outlaw who wishes to gain power. His actions may sometimes be excessive, but he has a strong sense of justice. He can't abandon people who need help. He meets Leonhardt during his revenge mission and decides to join him on the journey.





CONTROLS

	World Map	Continent Map
ENTER Key	Confirm Destination	Confirm Destination
BACK SPACE Key	Cancel	Cancel
E Key	Not in use	Move between continents
F Key	Not in use	Open Menu
PAGE UP Key	Scroll Page	Not in use
PAGE UP Key	Scroll Page	Not in use
SPACE Key	Not in use	Not in use
Q Key	Not in use	Not in use
Directional Keys	Select Continent	Move Character
W, A, S, D Keys	Select Continent	Move Character
Z, C Keys	Not in use	Not in use
ESCAPE Key	Open Pause Menu	Open Pause Menu

Exploration Point	Battle	Event
Search	Confirm Action	Skip dialogue/ Confirm your choice
Jump	Cancel Action/ Cursor Free Mode	Close Windows / Close Windows / Skip Mode / Cancel Auto Mode
Not in use	Not in use	Skip Mode
Open Menu	Display Status	Skip Mode / Cancel Auto Mode
Not in use	Change Character	Not in use
Not in use	Change Character	Not in use
Not in use	Execute Skill	Auto Mode
Not in use	Auto Battle Mode ON/ OFF	Not in use
Move Character	Move Cursor/ Select Menu	Select Choice
Move Character	Move Cursor	Not in use
Not in use	Control Camera	Not in use
Open Pause Menu	Open Pause Menu	Open Pause Menu



GETTING STARTED

After the opening movie, a title screen will be displayed. Select either **[New Game]** or **[Continue]** from the title menu then Press the **ENTER** key.

*The opening movie can be skipped by pressing the **SPACE** key.



TITLE MENU

- Continue:** Loads the last saved game then continues the game.
- New Game:** Starts a new game.
- Load Game:** You can select a saved game to load.
- Options:** Open the options menu.
- Quit Game:** Return to the desktop.

NEW GAME

Select the level of difficulty before starting a new game.

- EASY:** This is for beginners. Enemies are weakened in this mode.
- NORMAL:** The standard level of difficulty.
- HARD:** This is for advanced players. Enemies are strengthened.
- SELECT DLC:** Allows you to enable / disable DLC packs.



PLAYING THE GAME

An opening event begins when you start a new game.

After the event is over, the continent map is displayed. The game progresses as you move between "Shop", "Quest", "Event", and "Battle" points on the continent map.

Shop



You can buy/sell items, and use the services of the Blacksmith Guild and Adventurer's Guild.

Quest



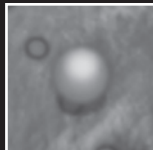
You can explore places such as a forest or a cave, or engage in battle. Some events and battles only occur after certain conditions are met.

Event Point



Various events relating to the plot or subplots occur.

Battle Point



A battle occurs. When you go through this spot for the first time, you have to engage in a battle. After the Battle Point is cleared, you can choose to engage in battle again or pass through freely.

*All HP is restored after a battle.

Please keep in mind that a character can't be resurrected at an exploration point.



WORLD MAP



On the world map, you can select a continent and place, and then move your character to the destination.

There are five continents in Agarest. Each continent becomes selectable as you progress in the game.

Continent: Name of the selected continent.

Places: Names of the places you can go to on the selected continent.

World Map: The selected continent blinks.



CONTINENT MAP



- (1) **Place Name:** Name of the current place.
- (2) **Character:** The current position of the character.
- (3) **Event:** Event areas such as the shop or quest point. A mark is displayed at the next event.
- (4) **Battle:** Battle engagement area.
- (5) **Turns:** Current number of turns.
- (6) **Generation:** Current generation.
- (7) **Party:** Party members and HP.
- (8) **Points:** Various game points.
- (9) **Buttons:** Open the World Map and the Camp Menu.



Press **F** key on the continent map to display menu.

(1) Menu

- Party:** Select the members of the party and a formation for a battle.
- Status:** Shows detailed information on your characters.
- Organize:** Sort your party and spend PP.
- Equipment:** Change equipment and skills.
- Item:** Use and organizes items.
- Data:** Shows various game data.
- Diary:** Save and load game data.

(2) Basic Status: Basic status of party members.

The number shown on the left of the basic status is the character's initial position in a battlefield.

(3) Points

- G:** Currency used in the game. You earn them by defeating enemies or selling items and they can be used to purchase items and resurrect your character.
- EP:** Enemy Points. Used to enhance your equipment and active skills. You gain them by defeating enemies.
- TP:** Technical Points. These can be exchanged for items and skills. The amount you earn depends on the maximum number of combo hits you execute in a battle.
- PP:** Party Points. The status points shared by all party members. You mainly earn them as bonuses after a battle.

PARTY

You can select an "Enchanted Field", starting members for a battle, and their initial positions. Up to 6 characters can be selected as starting members.

Enchanted Field

Here you can select the battlefield. Enemies are placed on the upper half and your members can be placed on the lower half. Some enchanted fields have unique effects and any character on the effect-grid including enemies become affected. New Enchanted Fields are added as you progress in the story.

Field

You can select a battlefield you want to use from the enchanted field list. Some events must be fought in special fields and you can't change the field at these times.

Change Party

Select a desired position then pick a character you want to place there from the characters displayed on the right. If you leave a fallen character as a starting member, the character won't appear when you encounter a battle.

Remove

You can remove a character from your party.

STATUS

Each character's status can be viewed from here. Select Status first to display the character list and choose a character then press **ENTER** key to view their status. On the status screen, you can switch characters by pressing the **W** or **S** keys, and switch pages by pressing the **A** or **D** keys.

Status Details (top to bottom)

- 1: Name
- 2: Current HP/Max. HP
- 3: Level
- 4: Current SP
- 5: Current AP
- 6: Class
- 7: Current EXP
- 8: Required EXP to the next level



- STR:** Character's strength. The higher STR, the greater ATK and ACC become.
- VIT:** Character's vitality. The higher VIT, the greater DEF becomes. It also affects the amount of HP gained when you level up.
- AGI:** Character's agility. The higher AGI, the greater EVA becomes. A character's turn also comes faster.
- INT:** Character's intelligence. The higher INT, the greater MAG becomes. It also increases the success rate of status ailment attacks and evasion rate.
- LUK:** Character's luck. The higher LUK, the greater EVA and ACC become. It also affects various other general matters.
- ATK:** Character's physical attack power. It varies depending on equipment and STR. The higher ATK, the more damage you can do to enemies.

- DEF:** Character's physical defense. It varies depending on equipment and VIT. The higher DEF, the less damage you receive.
- MAG:** Character's magic attack. It varies depending on equipment and INT. The higher MAG, the greater your magic attack becomes.
- RST:** Character's magic resistance. It varies depending on equipment and INT. The higher RST, the less damage you receive by magic.
- HIT:** Character's accuracy rate. It varies depending on equipment, STR and LUK. The higher ACC, the greater your accuracy rate becomes.
- AVD:** Character's evasion rate. It varies depending on equipment, AGI, and LUK. The higher EVA, the greater your evasion rate becomes.
- MOV:** Character's movement allowance. It determines the distance you can move.
- Equip:** Currently equipped items.
- Will Power:** Character's special abilities. You can learn them as you level up.
- Extra Skill:** Special skills that each character has. You can learn them either at level up or class up.

*Press the **E** key while you're on this screen to move the cursor to the Will Power list.

Status Growth

When you level up, you gain a certain amount of "Bonus Points". You can use these points to increase your STR, VIT, AGI, INT and LUK. The required points for increasing each status varies according to the characters. For example, some characters can improve their STR status easily, but not INT.

Status Details (2)



- (1) **Weapon Slot:** Slots on weapon. This varies according to the equipment used.
- (2) **Unit Slot:** Unit slots for each character. They increase only when you class up.
- (3) **Active Skill:** Support skills that you gain by equipping an item.
- (4) **Skill Level:** The level of each skill type.
The level increases by using them in battle.
When used a certain amount, the level increases (up to a max level of 10).
The higher the Skill Level, the more damage you can do.

Skill Type

There are a total of 12 types: Fire, Water, Thunder, Wind, Earth, Darkness, Light, Extra, General, Power, Combination, and Special. Each character has a specialty and some skill types may increase easier than others.

ORGANIZE

Use PP

You can distribute “Party Points” that you gain after a battle. Like bonus points, you can use party points to increase each stats. These points can also be combined with bonus points to be used when you level up.

Select character then use points to increase status!!

Party

Sorts in order of each characters initial position on the battlefield.

Level

Sorts in descending order of level. Select again to sort in ascending order.

ABOUT CLASS UP

When a character is over level 50, you can raise your class, “Class Up”, with the “Proof of Valiant” item.

EQUIPMENT

Selecting “Equipment” brings the cursor over to the character list so you can choose a character whose equipment you wish to change. After choosing a character, the Status window appears and the cursor moves to the Equipment window. Press **F** key to see the details of the item or skill.

- Equipment:** Equips weapons, armors, and accessories.
Skill: Sets skills that you want to use in battle.
Active: Sets active skills.

Equipment

Select a part you want to change then press the ENTER button to bring the list of equipment Red numbers show the status increasing and blue numbers show the stats decreasing.

Skill

Selecting a desired slot displays the list of skills. Choose a desired skill then press **ENTER** key to set the skill.

Active

Selecting a desired slot displays the list of active skills. Choose a desired active skill then press **ENTER** key to set the active skill.

Some armors and accessories start with an active skill. They can't be removed until the item is converted at the Blacksmith Guild.

*Changing equipment automatically removes the active skills set on the item.

ITEM

Selecting “Item” brings up the following menu.

- Current Items:** Shows the list of weapons and armors you have.
Use: Shows the list of items you can use. Select an item then use it on a character.
Name: Sorts the items you have by item type. Select again to sort in reverse order.
Sort Manually: Sorts items manually. You can select an item then select the one you want to switch places.
Discard: Discards a selected item. It discards all of the selected items regardless of the amount you have.

*Highlight an item in the Current items or item in the store then press **E** key to view the rise or fall of stats such as ATK for each character.

DATA

You can view the data recorded in the game. Extra entries are added as you progress in the story.

- Item Book:** Shows the list of items you found in the game.
Esoteric Book: Shows the list of skills required for Arts and Special Arts.
Combine Book: Shows the list of items you can make and required materials for smithing.
Profile: Shows the Character profiles.
Gallery: Shows the images you find in the game.

DIARY

You can save your progress or load saved data in the Diary.

- Save:** Saves your progress in the game.
Load: Loads previously saved game data.

PAUSE MENU



Press **ESCAPE** key anywhere to display pause menu.

(1) Menu

- Options:** Change gameplay, video, audio and device settings.
- Quit To Main Menu:** Return to the main menu.
- Quit to Desktop:** Quit the game.

(2) Exit button

Return to the previous screen.

OPTIONS MENU (1)



(1) Battle Animation

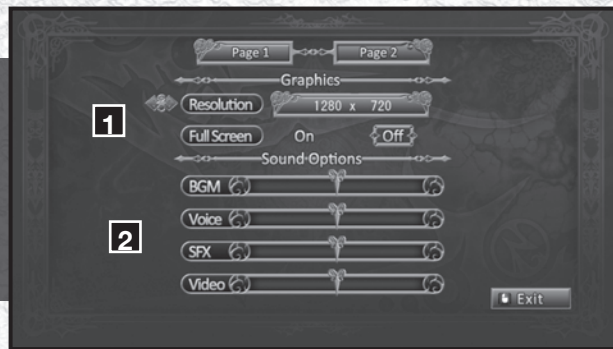
- Effects:** Set attack effects on or off.
- Movement:** Set movement animations on or off.

(2) Input

- Select Device:** Choose your input device.
- Remapping Actions:** Remap the controls.

*You can change page with **PAGE UP** key and **PAGE DOWN** key.

OPTIONS MENU (2)



(1) Graphics

- Resolution:** Change the game resolution.
- Full Screen:** Change between full screen and windowed mode.

(2) Sound Options

- BGM:** Change the background music volume.
- Voice:** Change the speech volume.
- SFX:** Change the sound effects volume.
- Video:** Change the movies volume.

SHOP FACILITIES

The following facilities appear once you're in a city. If an event occurs in a city, you can't use these facilities until the event is over. New facilities are added as you progress in the story.

- Item Shop:** Where you buy or sell items and equipment.
- Blacksmith Guild:** Create new items and also enhances items.
- Adventurer's Guild:** Exchanges TP for items and distributes titles.
- Monster Guild:** Combines monsters or exchange monsters for items.
- First Aid:** Resurrects characters.
- Alchemist's Guild:** Brings previous members of your party back as a "Marionette".
- Horoscope:** Shows the attributes of the next generation's main character.

ITEM SHOP

You can buy and sell items at an item shop. There is a limit on the amount of each item you can carry and also on the total number of items you can carry. You can't purchase more than the limit.

Buy Item

Select an item type using the **PAGE UP** key or the **PAGE DOWN** key and the desired item with the **W** key or the **S** key.

A confirmation message is displayed after you select the number of items you want to purchase.

*Some items are added to the store after "alchemy" at the Blacksmith Guild.

Sell Item

Select an item type using the **PAGE UP** key or the **PAGE DOWN** key and the desired item with the **W** key or the **S** key.

A confirmation message is displayed after you select the number of items you want to sell.

BLACKSMITH GUILD

You can do the following things at the blacksmith guild:

Enhance: Enhances your items and active skills.

Alchemy: Creates items listed on the Smithing List in Data.

Enhance

Items and active skills start off at “Lv. 1” but they can be enhanced up to “Lv.5” using the EP received after each battle. By enhancing them, statuses such as ATK and DEF increase for equipment and the effects of active skills improve.

Procedure

1. Select an item you want to enhance from the list.
2. Select the desired level of enhancement, press **ENTER** key, then select “Yes”.
3. Enhancement Completed!!

You can convert an item after it reaches Lv. 5.

Alchemy

Materials and G are required for Alchemy. Used materials will be gone after Alchemy. Some items become available at a shop after Alchemy.

Procedure

1. Select an item you want to create.
2. The confirmation message is displayed. Select “Yes” if you want to continue.
3. Alchemy Completed!!

Smithing Accident

Occasionally, an unexpected item will be created.

About Convert

“Convert” transforms an item that is enhanced to Lv. 5 into another item or active skill. The procedure is the same as enhancement. Select a convert-ready item, then choose “Convert”. The original item will be gone after conversion.

*Active skills can’t be converted.

ADVENTURER’S GUILD

You can do the following things at the Adventurer’s Guild:

Skill Research: Creates skills from items.

Title: Shows the requirements for achieving titles. There are various possible rewards for attaining them.

Exchange TP: Exchanges TP for skills and items.

Update Rankings: Updates your character’s stats, maximum damage, and maximum combo on the leaderboards.

View Rankings: Shows current rankings.

Skill Research

You have to find the “Secret of Technique” in order to use the skill research service. The name of the skill and required items will be listed once you obtain the “Secret of Technique”. A researched skill becomes available at a shop like an item created through alchemy.

Title

By fulfilling conditions such as defeating specific monsters or collecting items, you can achieve titles. Some title names are listed from the beginning and some of them are displayed as “???”. Those titles are revealed as you progress through the story or achieve other titles.

Procedure

1. Select a title you want to achieve or check the requirements for a title. The titles displayed in green are the ones which you meet the requirements but you haven’t received yet.
2. The requirements of the title are displayed. If you satisfy the requirements, then it’ll be displayed in green.
3. If all the requirements are met, you can achieve the title, item, G, PP, and TP.

Reminder on the Requirements

Some requirements are to defeat specific monsters. However, the monsters you defeat in an event are not counted. The items you’ve equipped are not counted either.

Exchange TP

Procedure

1. Select a skill or item you want to exchange from the list.
2. Set the amount you want to exchange then select "Yes" after the confirmation message.

Update Rankings

You can update your character's status, maximum damage, and maximum combo to the leaderboard.

View Rankings

You can check the current rankings.

MONSTER GUILD

You can do following things using your captured monsters at the Monster Guild.

Combine Monster: Creates a new monster by combining two monsters.

Trade: Exchanges monsters for items.

Combine Monster

You have to capture more than two monsters in order to combine monsters. Captured monsters and newly created monsters can be used as your starting members and fight in battle.

Procedure

1. Select the monsters you want to combine. The image of the new monster is displayed after you move the cursor to the second monster.
2. Detailed status of the second monster is displayed when selected. The confirmation message is displayed after pressing **ENTER** key. Select "Yes" if you want to proceed.
3. The monsters are combined and a new monster is created. The monsters used for combining will be gone.

Trade

Procedure

1. Select a monster you want to trade.
2. The details of the item are displayed after selecting a monster.
3. The confirmation message is displayed after pressing **ENTER** key. Select "Yes" if you want to proceed.
4. You earn an item in exchange for the monster.

About Capture

You must use the "Capture" skill when the target monster's HP is below 5% of its maximum HP. The greater STR, INT, LUK, and dark magic skill level, the higher the capture rate becomes. It's harder to capture strong monsters.

FIRST AID

You can resurrect your character here by spending G. If you don't have enough G the resurrection can still proceed, but the amount will be deducted as a debt to be repaid later.

ALCHEMIST'S GUILD

At the Alchemist's Guild, you can bring back a member who left your party as a "Marionette". It requires some G and the Forbidden Book. A member who comes back as a Marionette doesn't get involved in the story. The cost varies depending on the character's level when they left.

HOROSCOPE

You can see the attributes of your next generation's main character. In order to see your fortune, the love rate of each heroine must be at a certain level.

Other Status Ailments

There are various status ailments other than death.

STATUS AILMENTS LIST

Icon	Status	Effect
	Sleep	Falls asleep and becomes immovable. It can be cured by item or magic. A character wakes up after a few turns.
	Poison	Loses HP gradually. It can be cured by item or magic.
	Paralysis	Becomes paralyzed and immovable. It can be cured by item or magic. A character is cured after a few turns.
	Blind	Loses some accuracy. It can be cured by item or magic. A character is cured after a few turns.
	Stuck	Can't move around for a certain number of turns. Skills and items can be used at this time.
	Stun	Can't use skills and items. A character is allowed to stand by and move around at this time.
	Death	Character loses all their HP.



Story Scene



(1) Dialogue:

The dialogue of characters is displayed.

(2) Link Gauge:

It changes according to your decisions in the story.

(3) Love Rate Icon:

It represents the love rate of each heroine.

LINK GAUGE

This represents the state of the main character's soul. It changes according to your decisions in the story and depending on its status; some special events can be triggered. It also determines the ending.

Light: It is leaning towards light.

Dark: It is leaning towards darkness.

Neutral: It doesn't belong to either light or darkness.



LOVE RATE

This shows how three females are thinking of you by their facial expressions. The Love Rate is not displayed until the character appears in the story. There are 5 states of facial expression.

- 1: Hate
- 2: Dislike
- 3: Normal
- 4: Like
- 5: Love



BATTLE PART

BATTLE SCREEN



- | | |
|--------------------------|--|
| (1) Current Turn: | 1 turn is added each time the Action Phase ends. |
| (2) Remaining AP: | Remaining AP of the character in play. |
| (3) Action Turns: | The characters turn. |
| (4) Basic Status: | Basic status of the character in play. |

PARTY

Before engaging in an event battle you may select a field and choose which characters you want to take part in the battle

Choose starting members and enter a battlefield.

EXTENDED TURN BATTLE

In the extended turn battle, both the "Move" and "Action" phases take place on the grid battlefield.

First, you move your characters in the "Move Phase" then proceed to the "Action Phase" where you can set skills and items to use in the battle. "1 turn ends" after all characters finish making their moves in the Action Phase.

BATTLE PROCEDURE

(1) Place Character

Selected characters on the party screen are placed in their initial positions. Normally, your characters are placed in front and the enemies are placed in the back. However, a "Surprise fight" occasionally occurs where your characters and enemies are placed in disorder.

(2) Move Phase

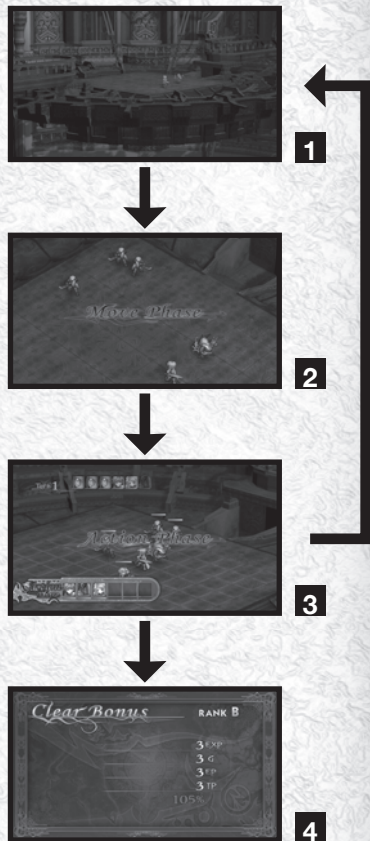
Where you can move all your characters.

(3) Action Phase

The phase where you attack enemies, heal your party members etc.

(4) Clear Bonus

You gain "G", "EXP", "EP", and "TP" after a battle. For an event battle, you also gain a "PP" bonus. The less turns you take in a battle, the more points you will receive as a clear bonus. If you take many turns to finish a battle or defeat weak monsters, these points may be reduced. The difference between the highest level of enemies and the highest level of the party members is used to determine the bonus.



MOVE PHASE

You can move your characters during the Move Phase. The character's turn is displayed on the upper side of the screen and you can move the characters starting with the one shown on the left.

About Move Range

Blue Grids are the range where you can move to.

Red Grids are the spaces already taken by other characters.

Flashing Grids are the "Extended Area".

The move range varies according to the character's MOV.

About Moving

First, you select a destination. A character will temporarily move to the position and then you can decide the character's facing direction. After selecting the facing direction, you can move the next character.

After you have decided the destinations for all characters and end the move phase, all characters will head towards the destinations according to their turn order.

**"1 AP" is required for each space and it's used when you determine the destination.

If you decide to move your character three grids, 3 AP will be used even if your character ends up moving only 1 grid.

Procedure

1. Select the destination.
2. Select the facing direction.
3. Characters begin to move.

Turns

The character's turn is determined by "AGI". The higher the character's AGI, the faster the character can move. The characters in blue frames are your party members and the characters in red frames are the enemies.

ACTION PHASE

During the Action Phase, each character's turn is calculated based on the character's AGI and remaining AP. The higher the character's AGI and remaining AP, the faster the character's turn comes. You can execute the following commands during Action Phase.

Skill: Executes skills and extra skills.

Item: Uses items in battle.

Esoteric Book: Shows the required skills for Arts and Special Arts.

Settings: You can change various settings for the battle.

Stand by: Ends the character's command and moves to the next character.

Skill

You can select a skill and target using this menu. The displayed range is based on the skill that has the "largest attack range". A list of skills is displayed and you can choose multiple skills as long as you have enough AP. You can't select a skill that cannot be used on a selected target.

*Try to set your skills from the equipments menu beforehand.

The attack range and the number of hits of each skill are shown below the skill list.

Item

A list of items you can use in battle is displayed in this menu. It requires AP to use items. The amount of required AP for item use is fixed for each item.

Stand by

You can make your character wait and go to the next character. You can carry over the remaining AP of the character to the next turn. The maximum amount of AP you can carry over to the next turn is equal to the maximum AP of the character times two. You can't exceed this amount so use AP efficiently.

EXTENDED AREA

Extended Area is the "Linked Area" set for both your party and enemies. Each character has a uniquely shaped area.

When a character's turn comes, all characters in the extended area of the character in play and the characters in the extended area of those characters can combine in an extended attack.



Character B is in the extended area of character A.



Characters C and D are in the extended area of character B.

In this case, all characters can participate in an extended attack.

Move the cursor to a character to see the "link" and who is available for the extended attack.

When it's the character's turn, the character restores AP equivalent to the total number of AP restored by the linked characters.

EXTENDED ATTACK

First, you select a skill and target. The characters that can join the extended attack are displayed along with the skill list.

Choose a skill you want to execute. You can select multiple skills as long as you have enough AP just like normal attacks.

*Press the **PAGE UP** key or the **PAGE DOWN** key to switch between characters.

Selected skills are displayed on the right side like a tree branch. After selecting the skills for each character, each character moves to the closest grid where the character can reach the target with the selected skill.

Pressing the **SPACE** key will start an extended attack. Each character executes skills in the order you selected. Depending on the combination of the selected skills, Arts and Special Arts may be executed.

Reminder on Extended Attack

Characters may move to a different grid or change their facing direction after an extended attack.

Characters who move to a non-extended area after the first extended attack will not be selectable for the next extended attack.

SPECIAL SKILLS

Extra Skill

Each character has unique "Extra Skills" which can be performed by using AP and "SP".

It requires more AP than a normal skill but the damage is enormous.

You learn the second extra skill at Lv. 25 and the third one when you class up.

Arts

When some skills are selected in a certain order during an extended attack, a different skill called an "Arts" can be performed. These are powerful skills triggered by combining certain skills in order.

Required Conditions

You must select some specified skills in order to execute Arts. When selected, they will be displayed on the right as a tree branch.

Special Arts

By combining certain extra skills during an extended attack, you can execute a powerful skill called "Special Arts". The procedure is basically the same as with normal arts.

Arts can be done by one character, but Special Arts require multiple characters' extra skills.

Special Arts cause more damage and have more effect compared to "normal" Arts. Use them well to defeat a powerful boss.

BREAK

All characters have "Endurance". A character reaches "Break State" when they lose all their endurance.

When a character is in break state, the character receives more damage than usual. Break state happens to all characters including enemies and your party members.

*Endurance only decreases when skills are in use and it returns to normal after skills are executed. Use combination or extended attack to break an enemy.

Break Arts

If you perform Arts while an enemy is in a break state, "Break Arts" is activated. Break Arts are a more powerful version of arts. The number of hits is increased when activated.

*Break Arts is only activated by "Arts".

OVER KILL

"Over Kill" occurs by causing damage that's more than the total of current HP and maximum HP of the target. For example, if the target's maximum HP is 200 and it currently has 150 HP, you must give a minimum 350 damage to cause an over kill.

You can get a bonus item by defeating a target with over kill. Try to over kill using extended attack and break.



DATA LIST

ENCHANTED FIELD

Field Name	Detail
Basic	A basic default field.
Force Field	STR changes.
Vital Base	VIT changes.
Sorcery Place	INT changes.
Speed Zone	AGI and LUK change.
Fundamental	A plain field. A large unit can be placed.
Happy Time	Gaining EXP and LUK increase.
Gravity	Accuracy and evasion rate change.
Hypnotic Field	Characters become vulnerable to Poison and Sleep.
Nightmare Prison	Characters become vulnerable to Blind and Paralysis.
Deadly Gamble	Characters become vulnerable to Critical Hit and Instant Death.
Hazardous Kingdom	Characters become vulnerable to various status ailments.
Wild Coliseum	Physical status changes.
Mystic Brain	Magic status changes.

SKILL

Name	Type	Effect
Fire	Fire	Wraps a target with flame.
Ice Needle	Water	Attacks a target twice with an ice pillar and causes poison at low rate.
Thunder	Thunder	Drops a lightning to a target and paralyzes at low rate.
Wind	Wind	Wraps a target in a swirl of vacuum and causes sleep at low rate.
Earth Needle	Earth	Attacks a target twice with a stone pillar.
Black Mist	Dark	Wraps a target with black mist and causes blind.
Ascension	Light	Purifies a target with holy light.
Impulse	Extra	Attacks a target with impulse wave.
Double Edge	General	Attacks a target twice.
Power Attack	Power	Charges power then attacks a target.
Rush	Combination	4 combo attack.
Steal	Special	Steals an item from a target.
Capture	Dark	Captures a weakened monster.
Heal	Light	Restores HP of a target.
Refresh	Water	Cures sleep, poison, paralysis and blind.
Resurrect	Light	Resurrects a fallen party member.
Power Up	Fire	Increases STR of a target.
Magic Up	Water	Increases INT of a target.
Speed Up	Wind	Increases AGI of a target.
Stamina Up	Earth	Increases VIT of a target.

WILL POWER

Name	Requirement	Effect
Concentration	SP	Increases accuracy and evasion rate.
Satori	SP	Increases accuracy and evasion rate.
Kill Switch	SP	Increases accuracy and critical hit rate.
Hunter	SP	Increases critical hit and capturing rate.
Absolute-Hits	SP	Hits a target with no mistake.
Anger	SP	Increases physical damage.
Guard	SP	Increases defense.
Critical Break	SP	Increases magic damage.
Block Magic	SP	Increases magic defense.
Boundless Power	Near-Death	Increases physical damage and defense.
Unleash All	Near-Death	Increases physical damage, defense, magic damage, and magic defense.
Unleash Magic	Near-Death	Increases magic damage and magic defense.
Absolute Resistance	Auto	Increases all status ailments resistance.
Parry	Near-Death	Evades physical attacks.
Magic Shelter	Near-Death	Evades magic attacks.
Blessing	Auto	Increases EXP and EP gain.
Heavenly Sense	Auto	Increases item drop and steal rate.
Potential	Auto	Increases bonus points when you level up.
Kung Fu Qigong	Sp	voids your level x 10% damage at certain rate.
Bullishness	Auto	Increases SP gain at each turn.
Mikiri	Auto	Blocks counter attacks.
Genius	SP	Reduces the amount of AP use except movement.
Float	Auto	Nullifies some skills, burst effects, and directional effects.
Feat of Agility	Auto	Increases steal rate.

*Requirement:
 [Auto] Activated at all times.
 [SP] Activated when SP is over a certain amount.
 [Near-Death] Activated when a character's HP is less than a certain amount.

ACTIVE SKILL

Name	Effect
Resist Sleep	Increases sleep resistance.
Resist Poison	Increases poison resistance.
Resist Paralysis	Increases paralysis resistance.
Resist Instant Death	Increases instant death resistance.
Resist Blind	Increases blind resistance.
HP Up	Increases Max. HP temporarily.
Magic Up	Increases magic power.
Resist Magic Up	Increases magic resistance.
Resist Status Ailments	Increases all status ailments resistance.
Accuracy Up	Increases accuracy.
Evasion Up	Increases evasion rate.
Critical Hit Up	Increases critical hit rate.
Counter	Activates a counter attack.
Item Drop Rate Up	Increases the item drop rate.
MOV+1	Increases MOV of a unit by 1.
Restore HP 5%	Restores HP by 5% at each turn.
Resist HP Drain	Blocks HP Drain attacks.
Resist HP Reduction	Blocks HP Reduction attacks.
Resist Stuck	Blocks Stuck attacks.
Resist Stun	Blocks Stun attacks.
Resist Burst	Blocks Burst effects.
Resist Directional Effect	Blocks Directional effects.
Float	Makes a character float.
Restore AP	Increases AP recovery rate.



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