



Elmrag
Gothic

INSTRUCTION
MANUAL

THANK YOU FOR PURCHASING
'ELMINAGE GOTHIC: UHLM ZAKIR AND THE RITUAL OF DARKNESS'
BY STARFISH SD.

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CONTROLS

ALL MENU SCREENS

← → ↑ ↓	MOVE CURSOR
A D W S	MOVE CURSOR
↵	SELECT
Esc	CANCEL
E <small>DURING MESSAGE DISPLAY</small>	AUTO-READ TEXT

EQUIPMENT SCREEN

↵	DISPLAYS CURRENT EQUIPMENT, SELECT EQUIPMENT
Esc	EXIT EQUIPMENT SCREEN
F	DISPLAY ITEM DETAILS
E	WITHDRAW CURRENTLY EQUIPPED ITEM

COMBAT SCREEN

← → ↑ ↓	MOVE CURSOR
A D W S	MOVE CURSOR
↵	SELECT
Esc	CANCEL
F	CHECK BATTLE PROGRESS
E	ALL-OUT ATTACK
↵	COMMAND REPEAT
↵	ACTION ORDER

EXPLORING DUNGEONS

↑ OR W	MOVE FORWARD
→ OR D	TURN RIGHT
← OR A	TURN LEFT
↓ OR S	TURN AROUND/STEP BACKWARDS (CHANGEABLE IN SETTINGS)
↵	MOVE FORWARD, KICK DOWN DOOR
Q	OPEN CAMP MENU
F	INVESTIGATE
E	USE MAP ITEM, DISPLAY MAP
Esc	OPEN SYSTEM MENU
↵	STRAFE RIGHT
↵	STRAFE LEFT

STARTING THE GAME



ON THE MAIN MENU YOU CAN CONTINUE FROM YOUR MOST RECENT SAVE, START A NEW GAME, LOAD A SAVE GAME, GO TO THE OPTIONS OR RETURN TO WINDOWS.

THE KINGDOM OF ISHMAG



THE KINGDOM OF ISHMAG SERVES AS A HUB AREA FOR YOUR ADVENTURES AND HAS VARIOUS USEFUL FACILITIES.

DONDUN'S TAVERN	PG. 14	ORGANIZE PARTY MEMBERS
HOSBARN INN	PG. 15	RECOVER HP AND MP, LEVEL UP, USE ALCHEMY
JADGEBOL SHOPPE	PG. 17	BUY, SELL, APPRAISE AND UNCURSE ITEMS
LOHAGRA TEMPLE	PG. 19	CURE NEGATIVE STATUS EFFECTS. REVIVE DEFEATED ALLIES
ISHMAG CASTLE	PG. 20	MEET WITH THE KING AND ACCESS ENCYCLOPEDIAS
TRAINING SCHOOL	PG. 5	REGISTER CHARACTERS
WORLD MAP	PG. 20	ENTER DUNGEONS
QUIT TO MAIN MANU		EXIT THE GAME AND RETURN TO THE MAIN MENU

HOW TO PLAY

- 1) REGISTER YOUR CHARACTER AT THE TRAINING SCHOOL (PG. 5). IT IS POSSIBLE TO ADD PREVIOUSLY RECORDED CHARACTERS TO YOUR PARTY.
- 2) GATHER YOUR PARTY AT DONDUN'S TAVERN (PG. 14).
- 3) BY ORDER OF THE KING, MARK THE CAVES OF TSUN-KURN ON YOUR MAP.
- 4) IF YOU HAVE ENOUGH MONEY, YOU CAN PURCHASE EQUIPMENT FROM JADGEBOL SHOPPE.
- 5) ENTER THE DUNGEONS FROM THE WORLD MAP (PG. 20). INITIALLY THE ONLY DUNGEON AVAILABLE WILL BE THE CAVES OF TSUN-KURN, BUT AS YOU PROGRESS THROUGH THE STORY, MORE WILL BECOME AVAILABLE.
- 6) IN THE DUNGEONS ARE NUMEROUS OBSTACLES AND MONSTERS TO BLOCK YOUR PATH, SO GATHER YOUR STRENGTH AND PROCEED CAREFULLY. SOME MONSTERS WILL HAVE TREASURE CHESTS, SO BE SURE TO HAVE A CHARACTER WITH THIEF SKILLS TO UNLOCK THEM.
- 7) WHEN RUNNING LOW ON HP AND MP, BE SURE TO RETURN TO THE KINGDOM. IN THE DUNGEONS, EVEN ONE STEP CAN PROVE FATAL.
- 8) WHEN TIRED, YOU CAN RECOVER AT HOSBARN INN (PG. 15). CHARACTERS WITH ENOUGH EXPERIENCE POINTS WILL ALSO BE ABLE TO LEVEL UP.
- 9) AT THE JADGEBOL SHOPPE, YOU CAN IDENTIFY AND SELL ITEMS OBTAINED FROM TREASURE CHESTS. BISHOPS IN YOUR PARTY CAN ALSO USE THE IDENTIFY SKILL.
- 10) DEFEATED CHARACTERS AND CHARACTERS AFFLICTED WITH NEGATIVE STATUSES CAN BE CURED WITH SPELLS OR AT LOHAGRA TEMPLE. BY MAKING AN OFFERING AT THE TEMPLE, CHARACTERS CAN BE REVIVED. FURTHERMORE, CHARACTERS WHO HAVE BEEN TURNED TO ASH CAN ONLY BE REVIVED AT THE TEMPLE.
- 11) BE SURE TO REVISIT DUNGEONS AND EXPLORE THEM THOROUGHLY
- 12) ONCE YOU HAVE OBTAINED THE RESULTS OF YOUR INVESTIGATION, YOU CAN REPORT YOUR FINDINGS TO THE KING AT ISHMAG CASTLE.
- 13) THE KING WILL THEN DISPATCH YOU TO INVESTIGATE A NEW DUNGEON.

THE TRAINING SCHOOL



THIS FACILITY IS FOR REGISTERING YOUR CHARACTERS. INCLUDING YOUR INITIAL CHARACTER, UP TO 108 CHARACTERS CAN BE REGISTERED.

REGISTER ADVENTURER	REGISTERS NEW CHARACTERS
ADVENTURER LIST	VIEW ADVENTURER INFORMATION
ERASE ADVENTURER	DELETES REGISTERED CHARACTER. DELETED CHARACTERS CANNOT BE RESTORED, SO PLEASE BE CAREFUL.
CHANGE REGISTRATION	LETS YOU CHANGE YOUR CHARACTERS' REAL NAME, SECOND NAME, NICKNAME, PERSONALITY COMMENT AND PORTRAIT.
CHANGE OCCUPATION	IF THE REQUIREMENTS ARE MET, YOU CAN CHANGE YOUR CHARACTERS' OCCUPATION.
*REGARDING SPELLS POST-OCCUPATION CHANGE	A CHARACTER WILL NOT LOSE A SPELL ALREADY LEARNED. ONCE A SINGLE SPELL IS LEARNED, ALL OTHER SPELLS OF THAT LEVEL CAN BE LEARNED (THE TIME AT WHICH THEY CAN BE LEARNED BEING REGULATED ACCORDING TO EACH SPELL GROUP). NUMBER OF CASTS OF SPELLS WILL CHANGE ACCORDING TO THE OCCUPATION THE CHARACTER HAS CHANGED TO. THE MAXIMUM NUMBER IS 3.
TALK	SPEAK WITH PEOPLE IN THE TRAINING SCHOOL
RETURN	GO BACK TO THE KINGDOM FACILITY SELECTION SCREEN.

REGISTERING A CHARACTER

1) REAL NAME, SECOND NAME AND NICKNAME

SPECIAL CONTROLS

PRESS **E** AFTER GENERATING BONUS POINTS TO GENERATE A NEW NUMBER.

2) CHOOSING A RACE

THERE ARE 8 DIFFERENT RACES TO CHOOSE FROM. WHILE EACH RACE HAS ITS STRENGTHS AND WEAKNESSES, ALL RACES ARE COMPATIBLE WITH ALL OCCUPATIONS, SO FEEL FREE TO MAKE ANY KIND OF CHARACTER YOU LIKE.

RACE	BASE AC	ATTRIBUTES						MAGIC RESISTANCE				STATUS RECOVERY	OTHER
		STR	INT	PIETY	VIT	AGI	LUCK	MAGIC	CLERIC	ALCHEMY	SUMMON		
HUMAN	10	8	8	7	9	8	9	10	10	10	100	30	
ELF	10	7	10	10	6	8	6	25	25	25	100	30	
DWARF	10	10	6	10	11	6	7	15	15	15	100	30	
GNOME	10	7	7	12	9	8	7	15	15	15	100	30	
HOTLET	10	6	6	5	7	12	15	15	15	15	100	30	
FAIRY	5	5	9	9	5	14	9	15	15	15	100	30	
WEREBEAST	10	9	9	9	10	11	6	15	15	15	100	30	HAS A 20% OF INFLECTING POISON. REVILES SILVER ITEMS.
DRAGONEWT	10	12	7	5	12	6	7	15	15	15	100	30	HAS 'BREATH'.

3) CHOOSING GENDER

THE 'GODDESS (VALKYRIE)' OCCUPATION IS ONLY AVAILABLE TO FEMALE CHARACTERS. BEAR THIS IN MIND IF YOU WANT TO MAKE A GODDESS CHARACTER.

4) CHOOSING ALIGNMENTS

CERTAIN OCCUPATIONS ARE ALSO RESTRICTED ACCORDING TO ALIGNMENT.

GOOD	NEUTRAL	EVIL
ONE WHO LOVES JUSTICE. CANNOT OVERLOOK ACTS OF WICKEDNESS.	ONE WHO FOLLOWS NEITHER GOOD NOR EVIL. CAN ALSO BE SAID TO BE INDECISIVE.	ONE WHO HAS NO ISSUE WITH SACRIFICING OTHERS FOR THEIR OWN BENEFIT.
















5) CHOOSING A PERSONALITY COMMENT - (UP TO SIX LETTERS).

6) CHOOSING AGE

DECIDES THE CHARACTER'S AGE. THE AGE OPTIONS FOR CHARACTERS VARY ACCORDING TO RACE. BONUS POINTS CAN INCREASE PROPORTIONATELY WITH AGE, BUT IN TURN LEVELING UP MAY HAVE REDUCED ATTRIBUTE GROWTH. FURTHERMORE, EXCEEDING THE AGE OF MAXIMUM LIFE EXPECTANCY FOR A RACE CAN DRASTICALLY REDUCE A CHARACTER'S VITALITY.

7) CHOOSING AN OCCUPATION

ONCE YOU HAVE DECIDED ON YOUR CHARACTER'S GENDER, PERSONALITY AND ATTRIBUTES, YOU WILL THEN CHOOSE AN OCCUPATION FOR THEM. ONCE YOU HAVE SPENT THE NECESSARY BONUS POINTS, YOU CAN THEN ASSIGN THE REMAINING POINTS ACCORDING TO YOUR OCCUPATION, THOUGH THIS IS NOT REQUIRED. SHOULD YOU PERSIST WITH THE OCCUPATION AND REACH CERTAIN LEVELS (26 FOR BASIC, 32 FOR INTERMEDIATE AND 36 FOR ADVANCED), YOU CAN ATTAIN THE 'HIGH MASTER' OR 'SAMAR' SKILLS. EXTRA SKILLS CAN BE CHOSEN AS AN ADDITION FROM THE SKILL LIST MATCHING THE CHARACTER'S OCCUPATION. THESE CAN BE USED TO SUPPLEMENT THE CHARACTER'S ABILITIES, OR TO COMPENSATE FOR WEAKNESSES IN THE PARTY. IT IS POSSIBLE TO NOT CHOOSE AN EXTRA SKILL.

OCCUPATION	GENDER			ALIGNMENT			REQUIRED ATTRIBUTES						SKILLS
	MALE	FEMALE	L	GOOD	NEUTRAL	EVIL	STR	INT	PIETY	VIT	AGI	LUCK	
FIGHTER 	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	12	-	-	-	-	-	BASIC: NONE HIGH MASTER: PHYSICAL ATTACK UP +1
MAGE 	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	-	12	-	-	-	-	BASIC: MAGICIAN SPELL HIGH MASTER: MAGICIAN SPELL UP +1
CLERIC 	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	-	-	12	-	-	-	BASIC: CLERIC SPELL, DISPEL, HOLY PHYSICAL ATTACK HIGH MASTER: CLERIC SPELL UP +1, SOUL RELEASE
THIEF 	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	-	-	-	-	12	12	BASIC: THIEF SKILLS +1 HIGH MASTER: PHYSICAL ATTACK UP, EQUIPMENT REMOVAL, STEAL
ALCHEMIST 	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	-	12	-	-	-	12	BASIC: ALCHEMY SPELL, FORGING, TRANSMUTATION HIGH MASTER: ALCHEMY SPELL UP +1, DISASSEMBLE, HIGH PURITY SYNTHESIS
SERVANT 	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	-	12	-	12	-	-	BASIC: TREATMENT, HERBOLOGY, SPECIAL RESISTANCE UP HIGH MASTER: PHYSICAL ATTACK UP, APOTHECARY
BISHOP 	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	-	15	15	-	-	-	BASIC: MAGICIAN SPELL *, CLERIC SPELL *, DISPEL, IDENTIFICATION HIGH MASTER: MAGICIAN SPELL UP, CLERIC SPELL UP
HUNTER 	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	12	12	-	-	15	-	BASIC: THIEF SKILLS, SWIFT ATTACK, PURSUIT HIGH MASTER: PHYSICAL ATTACK UP, PURSUIT SWEEP
BRAWLER 	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		15	-	-	12	12	-	BASIC: LOWER AC, GROUP ATTACK HIGH MASTER: PHYSICAL ATTACK UP, COMBATIVE INSTINCT
BARD 	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		-	10	10	12	-	15	BASIC: MAGICIAN SPELL *, THIEF SKILLS, TAROT, INSTRUMENTAL HIGH MASTER: PHYSICAL ATTACK UP, ALTER FATE
SHAMAN 	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	-	12	15	-	12	-	BASIC: DISPEL, SPIRIT ATTACK, INSTRUMENTAL, BARRIER HIGH MASTER: PHYSICAL ATTACK UP, ANCIENT RITES
SUMMONER 	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	-	12	10	10	-	15	BASIC: SUMMON SPELL HIGH MASTER: BLOOD OATH
VALKYRIE 		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	12	-	12	11	11	10	BASIC: CLERIC SPELL *, DISPEL, HOLY PHYSICAL ATTACK SAMAR: PHYSICAL ATTACK UP, HOLY LANCE ART
LORD 	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			14	11	14	15	11	15	BASIC: CLERIC SPELL *, DISPEL, SPECIAL RESISTANCE UP HIGH MASTER: PHYSICAL ATTACK UP, COURT SANCTUARY
SAMURAI 	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		15	12	-	14	15	12	BASIC: MAGICIAN SPELL *, DUAL WIELDING SAMAR: PHYSICAL ATTACK UP, SWALLOW RETURN
NINJA 	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			<input type="radio"/>	14	15	13	15	16	16	BASIC: THIEF SKILLS, LOWER AC, IMPROVED BEHEADING RATE, VIGILANCE SAMAR: PHYSICAL ATTACK UP, SURPRISE ATTACK

OCCUPATION SKILLS

MAGE SPELLS	CAN LEARN MAGICIAN SPELLS
MAGE SPELLS'	LEARNS MAGICIAN SPELLS. LEARNING SPEED IS SOMEWHAT SLOW.
MAGE SPELLS"	LEARNS MAGICIAN SPELLS. LEARNING SPEED IS SLOW.
CLERIC SPELLS	CAN LEARN CLERIC SPELLS
CLERIC SPELLS'	LEARNS CLERIC SPELLS. LEARNING SPEED IS SOMEWHAT SLOW.
CLERIC SPELLS"	LEARNS CLERIC SPELLS. LEARNING SPEED IS SLOW.
DISPEL	UNDOES THE CURSES OF GHOSTS AND IMMORTAL-TYPE MONSTERS.
HOLY PHYSICAL ATTACK	CAN ATTACK GHOST-TYPE ENEMIES WITH A WEAPON.
+1 THIEF SKILLS	DISCOVERING SECRETS, HIDING, SURPRISE ATTACKS, DISCERNING TRAPS AND DISABLING TRAPS ARE ALL NOW POSSIBLE
ALCHEMY SPELLS	CAN LEARN ALCHEMY SPELLS.
FORGING	CAN MATCH WEAPONS WITH ORES AT THE ALCHEMY STOREHOUSE AND STRENGTHEN THEM.
TRANSMUTATION	CAN MATCH ORES TOGETHER AT THE ALCHEMY STOREHOUSE TO MAKE TRANSMUTED ITEMS.
TREATMENT	MEDICINE PLACED IN THE MEDICINE POUCH CAN BE USED AUTOMATICALLY IN BATTLE AT THE END OF YOUR TURN.
HERBOLOGY	USING A MAGIC HERB RESTORES 1 MP. CAN ALSO RESTORE DEPLETED SP, DRAW RATE AND BARRIER SKILLS.
IDENTIFICATION	CAN ASSESS ITEMS.
PURSUIT	IF A BOW IS EQUIPPED, THE CHARACTER CAN PERFORM ANOTHER ATTACK ON AN ENEMY THAT HAS BEEN INFLICTED WITH A NEGATIVE STATUS
THIEF SKILLS	SAME AS THIEF SKILL +1. HOWEVER, THE SUCCESS RATE IS LOWER THAN THIEF SKILLS +1.
LOWER AC	AC IS LOWERED ACCORDING TO LEVEL. WITH THE EXCEPTION OF ONE PART, THE EFFECTS OF EQUIPPED ITEMS WILL NOT BE DISPLAYED.
GROUP ATTACK	THERE IS A 50% CHANCE OF A SECOND ATTACK. ON THE THIRD ATTACK, THERE IS A CHANCE TO DESTROY ENEMY DEFENSES AND LAND A CLEAN HIT.
TAROT	CAN DRAW A TAROT CARD.
INSTRUMENTAL	CAN USE A MUSICAL INSTRUMENT.
BARRIER	CREATE A BARRIER TO DEFLECT ENEMY SPELLS.
SUMMON SPELL	CAN LEARN SUMMON SPELLS.
SPECIAL RESISTANCE UP	DEPENDING ON LEVEL, INCREASES RESISTANCE TO ENEMY SPECIAL ATTACKS.
DUAL WIELDING	MAIN WEAPON CAN ALSO BE EQUIPPED AS A SUB.
IMPROVED BEHEADING RATE	DEPENDING ON LEVEL, BEHEADING RATE INCREASES.
VIGILANCE	CHANCE TO PREVENT ENEMY PRE-EMPTIVE ATTACKS AND AUTOMATICALLY HIDE AT THE START OF BATTLE.



OCCUPATION SKILLS

PHYSICAL ATTACK POWER UP+1	DEPENDING ON LEVEL, PHYSICAL ATTACK DAMAGE DRASTICALLY INCREASES.
PHYSICAL ATTACK POWER UP	DEPENDING ON LEVEL, PHYSICAL ATTACK DAMAGE INCREASES.
MAGIC SPELL POWER UP+1	DEPENDING ON LEVEL, MAGICIAN SPELL POWER DRASTICALLY INCREASES.
MAGIC SPELL POWER UP	DEPENDING ON LEVEL, MAGICIAN SPELL POWER INCREASES.
DIVINE BLESSING POWER UP+1	DEPENDING ON LEVEL, CLERIC SPELL POWER DRASTICALLY INCREASES.
DIVINE BLESSING POWER UP	DEPENDING ON LEVEL, CLERIC SPELL POWER INCREASES.
ALCHEMY POWER UP+1	DEPENDING ON LEVEL, ALCHEMY SPELL POWER DRASTICALLY INCREASES.
ALCHEMY POWER UP	DEPENDING ON LEVEL, ALCHEMY SPELL POWER INCREASES.
+1 MAGIC POWER UP	DEPENDING ON LEVEL, SPELL POWER DRASTICALLY INCREASES.
MAGIC POWER UP	DEPENDING ON LEVEL, SPELL POWER INCREASES.
SOUL RELEASE	RECEIVE EXPERIENCE FOR DEFEATING ENEMIES WITH DISPEL.
EQUIPMENT REMOVAL	CAN TAKE POSSESSION OF ENEMY EQUIPMENT
STEAL	CAN TAKE POSSESSION OF ENEMY ITEMS
DISASSEMBLE	ITEMS FORGED BY THE BLACKSMITH CAN BE RETURNED TO THEIR ORIGINAL STATE.
HIGH PURITY SYNTHESIS	WHEN FORGING OR TRANSMUTING, HIGHER VALUE MATERIALS CAN BE MADE.
APOTHECARY	DOUBLES AMOUNT RECOVERED FROM USING A MAGICAL HERB.
PURSUIT SWEEP	THE TARGET FOR PURSUIT INCREASES TO ALL ENEMIES.
COMBATIVE INSTINCT	DEPENDING ON LEVEL, RATE OF CLEAN HIT INCREASES.
ALTER FATE	REDUCES TAROT CARD DRAW SUCCESS DECLINE.
ANCIENT RITES	TALISMAN-TYPE ITEMS CAN BE EQUIPPED AS ARMOUR.
BLOOD OATH	DEPENDING ON THE SUMMONER'S LEVEL, SUMMONED MONSTERS' ABILITIES INCREASE.
HOLY LANCE ART	LANCES WIELDED WITH BOTH HANDS CAN BE EQUIPPED AS A MAIN WEAPON.
COURT SANCTUARY	DIVIDES YOUR SPECIAL REDUCTION RATE AMONG YOUR PARTY MEMBERS (IF THE SKILL OWNER IS A SUMMONED MONSTER, IT WILL NOT TAKE EFFECT.)
SWALLOW RETURN	WHEN TAKING A SINGLE ATTACK FROM AN ENEMY, THERE IS A CHANCE TO NULLIFY DAMAGE TAKEN AND COUNTER-ATTACK.
SURPRISE ATTACK	WHEN UNARMED, ATTACK RANGE BECOMES LIMITLESS.



EXTRA SKILLS

BRACE	SURVIVE ONCE WHEN TAKING FATAL DAMAGE.
STRONGHOLD	EVEN WHEN DRAWN INTO BATTLE, PARTY MEMBERS WILL REMAIN COMPOSED.
HIGH MAGIC SOURCE	PREVENTS BARRIER. CHANCE OF EFFECTING MULTIPLE CHARACTERS.
SPIRIT CONTRACT	STRENGTHENS FIRE, ICE AND LIGHTNING TYPE MAGICIAN SPELLS.
MAGIC ESSENCE	IGNORES ENEMY MAGIC RESISTANCE.
HAND OF KINDNESS	WHEN CASTING A HEALING SPELL, A LARGE AMOUNT OF HP WILL BE RESTORED.
CURSE	CHANCE TO INFLICT 'FEAR' STATUS ON ENEMY.
PASS-ALONG THEFT	WHEN STEALING AN ITEM, IF THE THIEF CANNOT CARRY ANY MORE ITEMS, AN ALLY WILL TAKE IT.
FIND TREASURE	TREASURE CHESTS CAN APPEAR IN RANDOM ENCOUNTERS.
TACKLE	CHANCE TO PREVENT ENEMY AUTO-RECOVERY AT THE END OF ENEMY TURN.
AVENGE	ATTACKS ENEMY WHEN ALLY IS DEFEATED.
RESTORE MAGIC	CHANCE TO RESTORE MP WHEN CASTED UPON.
DIVINATION	DISPLAYS SPELL INFORMATION ON ITEM SCREEN. ALSO SHOWS ORE CRAFTING.
MYSTERIOUS BAG	SENDS EXCESS ITEMS TO THE ALCHEMY STOREHOUSE.
IMITATE	COPY ENEMY MOVE.
WAR RITE	RAISES ALLY ATTACK POWER. ONLY LASTS FOR TURN IN WHICH IT IS USED.
CHI WAVE	DOES NON-ATTRIBUTED DAMAGE TO ONE ENEMY.
DRUNKEN FIST	WHEN AFFLICTED BY POISON, USERS DAMAGE INCREASES.
SHOUT	CHANCE TO INFLICT 'FEAR' STATUS ON ALL ENEMIES.
SUN'S BLESSING	RESTORES HP WHEN WALKING DURING SUNNY PERIODS AND AT MIDDAY.
SONG OF HEALING	SONG THAT HEALS ALL PART MEMBERS AT THE END OF YOUR TURN. INCREASES IN POWER EACH TIME USED.
SONG OF DESTRUCTION	SONG THAT DAMAGES THE ENEMY AT THE END OF YOUR TURN. INCREASES IN POWER EACH TIME USED.
SONG OF PROTECTION	SONG THAT REDUCES DAMAGE. INCREASES IN POWER EACH TIME USED.
SONG OF HOPE	SONG THAT RESTORES STATUS. INCREASES IN POWER EACH TIME USED.
ORACLE	EXPERIENCE POINTS AND MONEY RECEIVED AFTER BATTLE MAY CHANGE.
SPIRIT PACT	FORMS CONTRACT WITH MONSTER.
MASTER THERION	SUMMONS CONTRACTED MONSTER. DURING SUMMONING, ALLIES CANNOT TAKE ACTION.



EXTRA SKILLS

LEVEL DRAIN	LOWERS YOUR OPPONENT'S LEVEL.
ABSOLUTE BARRIER	PUTS ALL CONCENTRATION INTO DEFENSE AND NULLIFIES ALL ENEMY ATTACKS.
COUNTERATTACK	UPON RECEIVING A SURPRISE ATTACK FROM AN ENEMY, DAMAGE INFLICTED ON ENEMIES INCREASES FROM FIRST TURN ONWARDS.
NOCTURNAL	INCREASES YOUR DAMAGE AT NIGHT.
SWALLOW KILLER	CAN ATTACK WITHOUT SWALLOW RETURN
REPLICA	SUMMONS A COPY OF YOURSELF.
LAST STAND	AS YOUR PARTY MEMBERS DROP, DEFENSE INCREASES, AND THEY BECOME RESISTANT TO DEATH.
CRUELTY	THE HIGHER YOUR HP, THE HIGHER YOUR ATTACK POWER.
GLUTTON FOR PUNISHMENT	THE LOWER YOUR HP, THE HIGHER YOUR ATTACK POWER.
MARK OF RUIN	ATTACK POWER INCREASES DRAMATICALLY, BUT YOUR HP DECREASES AT THE END OF YOUR TURN. FURTHERMORE, HEALING TREATMENT WILL NOT WORK.



8) CHOOSING AN ICON IMAGE AND A STYLE IMAGE (LARGE IMAGE)
CHOOSE A PORTRAIT OR ICON TO REPRESENT YOUR CHARACTER.

8) INVEST AND EARN EXPERIENCE POINTS

INVESTING MONEY CURRENTLY IN YOUR POSSESSION WILL GRANT YOUR REGISTERED CHARACTER EXPERIENCE POINTS.

CHARACTER STATUS SCREEN



ON THE CHARACTER STATUS SCREEN, YOU CAN SWITCH BETWEEN DISPLAYED CHARACTERS WITH THE   KEYS.

CHARACTER STATUS	
LEVEL	STRENGTH
SECOND NAME	ALIAS
NAME	FULL NAME
NICKNAME	NICKNAME
RACE	RACE
GENDER	GENDER
AGE	AGE

CHARACTER STATUS

ALIGNMENT	CHARACTERS' CREED BASED ON GOOD, NEUTRAL, OR EVIL
OCCUPATION	CURRENT OCCUPATION
HP	VITALITY. IF HP REACHES 0, THE CHARACTER DIES. (CURRENT HP/MAXIMUM HP)
AC	ARMOUR CLASS. THE 'EASE WITH WHICH AN ATTACK MAY HIT'. THE LOWER THE STAT, THE HIGHER CHANCE THERE IS OF AVOIDING AN ENEMY ATTACK.
STATUS	HEALTH STATUS. IF WELL, IT WILL BE DISPLAYED AS 'HEALTHY'.
DEATHS	NUMBER OF DEATHS.
DEFEATS	NUMBER OF DEFEATED ENEMIES.
EP	AMOUNT OF EXPERIENCE A CHARACTER HAS GAINED. ONCE A CERTAIN AMOUNT HAS BEEN REACHED, RESTING AT AN INN WILL LET THE CHARACTER LEVEL UP.
GP	CURRENTLY POSSESSED MONEY. CAN BE GAINED BY DEFEATING MONSTERS AND SELLING ITEMS.
SPECIAL POINTS	A CHARACTER'S CURRENT NUMBER OF ABILITY POINTS. CAN BE INCREASED OR DECREASED DURING LEVEL UP. THE VALUE IS 10 PLUS BASE RACE ATTRIBUTE NUMBER, BUT THERE IS AN UPPER LIMIT. STRENGTH - DETERMINES THE CHANCE OF LANDING A HIT AND PHYSICAL STRENGTH. INTELLIGENCE - DETERMINES THE POWER AND LEARN SPEED OF MAGE AND ALCHEMY SPELLS. PIETY - DETERMINES THE POWER AND LEARN SPEED OF CLERIC SPELLS. VITALITY - DETERMINES MAXIMUM HP AND SUCCESS RATE OF REVIVAL. AGILITY - DETERMINES ORDER OF ATTACK AND THIEF SKILLS. LUCK - DETERMINES VARIOUS FACTORS.

SPELLS

THE FOUR TYPES OF SPELLS ARE 'MAGE', 'CLERIC', 'ALCHEMY' AND 'SUMMON', WHICH ARE EACH DIVIDED INTO SEVEN LEVELS. THERE ARE SPELLS FOR COMBAT, FOR IN THE FIELD AND SPELLS USED FOR SPECIFIC TIMES. FURTHERMORE, FOR EACH TYPE AND LEVEL OF SPELL, THERE IS A LIMITED NUMBER OF USES. PLACING THE CURSOR OVER A SPELL NAME WILL DISPLAY A DESCRIPTION OF THE SPELL.

ITEMS

A SINGLE CHARACTER CAN CARRY UP TO 10 ITEMS. THE NUMBER OF TIMES DISPOSABLE ITEMS CAN BE USED CAN BE ADJUSTED. ITEMS WITH USABLE EFFECTS CAN BE SELECTED. WHEN FIRST OBTAINED, MOST ITEMS WILL HAVE AMBIGUOUS DESCRIPTIONS, SUCH AS '? SWORD'. IN THIS STATE THE ITEM CANNOT BE USED, EQUIPPED OR SOLD, AND MUST FIRST BE IDENTIFIED BY A BISHOP OR THROUGH OTHER MEANS.

USE - USE ITEM

HAND OVER - GIVES ITEM TO OTHER CHARACTER. CHOOSE THROUGH PARTY ORDER.

THROW AWAY

THROWS AWAY ITEM. THE ITEM WILL BE TRANSFERRED TO A RUBBISH MOUND IN A CERTAIN DUNGEON. SHOULD A VALUABLE ITEM BE THROWN AWAY, THERE IS A CHANCE THAT IT CAN BE RECOVERED AT THE RUBBISH MOUND.

RETURN - RETURN TO CHARACTER COMMAND OPTIONS.

SPECIAL CONTROLS

PRESS **F** BUTTON DURING ITEM SELECTION

DISPLAYS DETAILED ITEM INFORMATION.

EQUIPMENT

SELECTING THE EQUIPMENT SECTION WILL ALLOW YOU TO SELECT ITEMS WITH THE **←** BUTTON. IF YOU ALREADY HAVE A CORRESPONDING ITEM EQUIPPED, YOU CAN COMPARE ITS DETAILS WITH THE ITEM YOU WANT TO EQUIP. FURTHERMORE, PRESSING THE **E** BUTTON WILL LET YOU REMOVE THE ITEM. PRESSING THE **F** BUTTON WHILST EQUIPPING WILL DISPLAY ITEM DETAILS.

ITEMS' 'SPECIAL POWER'

CERTAIN ITEMS POSSESS HIDDEN 'SPECIAL POWERS'. THESE POWERS CAN BE UNLOCKED BY EQUIPPING THE ITEM. SELECTING 'YES' WHEN ASKED 'WILL YOU UNLEASH THE HIDDEN POWER?' WILL CAUSE IT TO EFFECT YOUR CHARACTER. HOWEVER, NOT ALL SPECIAL POWERS HAVE POSITIVE EFFECTS, AND MOST ITEMS WILL BE LOST ONCE THEIR SPECIAL POWER HAS BEEN USED.

SKILL

CONTINUING FROM THE AFOREMENTIONED BASIC OCCUPATION ABILITY 'EXTRA SKILL', THERE ARE STANDARD ONES, ONES THAT CONSUME SP AND SOME USABLE AT VARIOUS POINTS IN CAMP AND IN BATTLE. YOUR SP WILL INCREASE GRADUALLY AS YOU LEVEL UP. TO CONFIRM REMAINING USES OF SP, YOU CAN SELECT SKILLS IN YOUR CAMP MENU (PG 22) OR SELECT A SKILL DURING BATTLE.

STATUS SPECIFICS

DETAILED INFORMATION ON CHARACTER STATUS CAN BE VIEWED BY PRESSING THE **F** BUTTON AND CHANGED BY PRESSING THE **F** BUTTON AGAIN.

AUTOMATIC EFFECTS AND THE BREATH SKILL

YOU CAN CHECK SPECIAL SKILL, SUCH AS NATURAL, RECOVERY AND BREATH SKILLS.

SPELL RESISTANCE, ATTACK AND DEFENSE ATTRIBUTES AND DOUBLE-STRIKE

SHOWS RESISTANCE TO SPELLS, ATTACKS AND DEFENSE ATTRIBUTES AND THE EFFECT OF DOUBLE-STRIKE WITH YOUR CURRENT EQUIPMENT.

RESISTANCE TO SPECIAL EFFECTS

YOUR ABILITY TO RESIST SPECIAL EFFECTS AND NEGATIVE STATUS EFFECTS. THE NUMBER IS BASED ON YOUR CURRENT EQUIPMENT.

OTHER COMMANDS

DIVIDE MONEY

DIVIDES THE MONEY ALL PARTY MEMBERS ARE CURRENTLY CARRYING EQUALLY AMONG THE MEMBERS.

GATHER MONEY

GIVES THE MONEY ALL PARTY MEMBERS ARE CURRENTLY CARRYING TO A SINGLE CHARACTER.

DONDUN'S TAVERN



THE TAVERN IS WHERE ALL CHARACTERS REGISTERED AT THE TRAINING SCHOOL CAN GATHER. YOU CAN CALL REGISTERED CHARACTERS HERE AND FORM PARTIES.

CALLING ALLIES

YOU CAN SELECT A CHARACTER FROM THE CHARACTER CATALOGUE AND HAVE THEM JOIN YOUR PARTY. THE THREE CHARACTERS IN THE FRONT ROW (NUMBERED 1 TO 3, FROM THE LEFT) ARE THE ADVANCE GUARD AND ARE AT HIGH RISK OF TAKING DIRECT ATTACKS FROM THE ENEMY. THE THREE CHARACTERS IN THE BACK ROW (NUMBERED 4 TO 6, FROM THE LEFT) ARE THE REAR GUARD AND ARE AT LESS RISK OF TAKING DIRECT ATTACKS FROM THE ENEMY, THOUGH THOSE WITHOUT RANGED WEAPONS WILL BE UNABLE TO ATTACK. FURTHERMORE, CHARACTERS OF OPPOSING ALIGNMENTS (GOOD AND EVIL) CANNOT BE RECRUITED INTO THE SAME PARTY, SO BE CAREFUL.

STANDBY

HAVE A CHARACTER LEAVE YOUR PARTY AND REMAIN ON STANDBY.

CHARACTER STATUS

CHECKS CHARACTER STATUS (PG 11).

IDENTIFY

IF THERE IS A BISHOP IN YOUR PARTY, YOU CAN IDENTIFY UNKNOWN ITEMS.

CHANGE ORDER

CHANGES POSITIONS. INDICATE WHERE CHARACTERS SHOULD MOVE TO FROM THE FRONT CHARACTERS ONWARDS.

SPEAK

TALK WITH THE PEOPLE IN THE TAVERN.

RETURN

GO BACK TO THE KINGDOM FACILITY SELECTION SCREEN.

HOSBARN INN



THIS FACILITY ALLOWS YOU TO RESTORE YOUR VITALITY (HP), MANA (MP) AND SKILL POINTS (SP), AS WELL AS ENABLING YOU TO LEVEL UP AND USE ALCHEMY.

ROOM	VITALITY RECOVERY	MP RECOVERY	SP RECOVERY	COST
STABLE	0	FULL	0	0G
ECONOMY	10	FULL	0	100G
SUITE	100	FULL	1	1000G
ROYAL SUITE	FULL	FULL	FULL	10,000G

REST

CHOOSE WHICH CHARACTER TO REST AND WHICH ROOM TO USE. MP WILL ALWAYS BE FULLY RECOVERED, BUT VITALITY AND SP RECOVERY VARIES DEPENDING ON WHICH ROOM IS USED.

LEVEL UP

WHEN RESTING AT THE INN, IF YOU HAVE GAINED ENOUGH EXPERIENCE POINTS, YOU WILL LEVEL UP. LEVELING UP CAN INCREASE YOUR MAXIMUM HP AND SPELL USES, AS WELL AS CHANGE YOUR SPECIAL POINTS AND LET YOU LEARN NEW SPELLS. IF YOU HAVE INSUFFICIENT EXPERIENCE POINTS TO LEVEL UP, THE REQUIRED NUMBER OF EXPERIENCE POINTS LEFT TO LEVEL UP WILL BE DISPLAYED.

INFIRMITY

WHEN RESTING AT THE INN, THERE IS A CHANCE OF CHARACTERS WITH LOW VITALITY TO DIE OF INFIRMITY.

ALCHEMY STOREHOUSE

ITEMS CAN BE KEPT HERE AND ALCHEMY CAN BE PERFORMED HERE (PG 16).

CHARACTER STATUS

CHECKS CHARACTER STATUS (PG 11).

SPEAK

TALK WITH THE PEOPLE IN THE INN.

RETURN

GO BACK TO THE KINGDOM FACILITY SELECTION SCREEN.

ALCHEMY STOREHOUSE

THIS MENU ENABLES YOU TO PERFORM FORGE TRANSMUTATION, SYNTHESIS TRANSMUTATION AND DISASSEMBLING TRANSMUTATION. YOU CAN ALSO STORE AND WITHDRAW ITEMS FROM THE STOREHOUSE. TO USE IT, YOU MUST PAY A SERVICE CHARGE.

*IN ORDER TO PERFORM FORGE TRANSMUTATION, SYNTHESIS TRANSMUTATION OR DISASSEMBLING TRANSMUTATION, YOU WILL NEED AN ALCHEMIST.

FORGING

THIS COMMAND ALLOWS YOU TO ADD VARIOUS EFFECTS TO WEAPONS AND ARMOUR BY MATCHING THEM WITH ORES. THE STEPS FOR FORGING ARE AS FOLLOWS:

1. CHOOSE AN ITEM FOR THE BASE MATERIAL
2. CHOOSE THE ORE TO BE ADDED
3. THE BASE ITEM WILL BE STRENGTHENED ACCORDING TO THE ADDED EFFECT OF THE ORE AND THE LIMITS OF ITS ALCHEMY POINTS.

THE ADDED EFFECT WILL VARY DEPENDING ON WHETHER THE BASE ITEM IS A WEAPON OR PIECE OF ARMOUR. ORDINARILY, EFFECTS RELATING TO OFFENSIVE ATTRIBUTES ARE LIMITED TO WEAPONS AND EFFECTS RELATING TO DEFENSIVE ATTRIBUTES ARE LIMITED TO ARMOUR.

ALCHEMY POINTS

THESE ARE INDEFINITE POTENTIAL VALUES POSSESSED BY ORES. THE HIGHER THIS FIGURE, THE GREATER THE EFFECTS OF STRENGTHENING ITEMS WITH FORGING AND THE EFFECTS OF ITEMS CREATED WITH SYNTHESIS TRANSMUTATION ORES OF THE SAME TYPE MAY HAVE DIFFERING ALCHEMY POINTS, SO IT MAY BE BETTER NOT TO THROW AWAY ORES JUST BECAUSE THEY ARE THE SAME. AN ALCHEMIST WHO HAS BECOME A HIGH MASTER CAN INCREASE THE MAXIMUM ALCHEMY POINTS OF AN ORE BY USING THE SKILL 'HIGH PURITY SYNTHESIS'.

TRANSMUTATION

BY COMBINING TWO ORES, YOU CAN MAKE TRANSMUTATED ITEMS, WHICH HAVE SPECIAL PROPERTIES.

DISASSEMBLING

THIS COMMAND CAN BE OBTAINED BY A HIGH MASTER ALCHEMIST. ANY ITEM USED IN FORGING CAN BE RETURNED TO ITS ORIGINAL STATE.

1. SELECT AN ITEM REINFORCED BY FORGING
2. ONCE DISASSEMBLED, IT WILL REVERT TO THE TWO ITEMS IT STARTED AS.

DEPOSIT AT THE STOREHOUSE

STORES ITEMS A CHARACTER IS CURRENTLY CARRYING AT THE STOREHOUSE.

WITHDRAW FROM THE STOREHOUSE

A CHARACTER WITHDRAWS AN ITEM FROM THE STOREHOUSE. ITEMS CAN BE SORTED THROUGH BY PRESSING THE **[F]** OR **[E]** BUTTONS.

CHARACTER STATUS

CHECK CHARACTER STATUS (PG 11)

RETURN

RETURN TO THE INN

JADGEBOL SHOPPE



HERE YOU CAN BUY AND SELL ITEMS AS WELL AS HAVE THEM IDENTIFIED.

SHOPPING

START DOING BUSINESS

HAVE IDENTIFIED

BY PAYING HALF THE COST OF THE ITEM, YOU CAN IDENTIFY UNKNOWN ITEMS.

COLLECT AND SELL

DISPLAYS A LIST OF IDENTIFIED AND UNEQUIPPED ITEMS TO SELL. FORGED ITEMS APPEAR HIGHLIGHTED IN YELLOW.

UNCURSE AND REPAIR

THIS CAN REMOVE CURSES FROM ITEMS THAT CANNOT BE WITHDRAWN. HOWEVER, CURSED ITEMS THAT HAVE BEEN EQUIPPED WILL BE LOST, SO BE CAREFUL. FURTHERMORE, THERE ARE ENEMIES WITH THE ABILITY TO BREAK WEAPONS OR BREAK ARMOUR. BROKEN WEAPONS AND ARMOUR WILL LOSE THEIR EQUIPMENT EFFECTS UNTIL REPAIRED, SO IT IS ADVISABLE TO REPAIR THEM AS QUICKLY AS POSSIBLE. THE COST OF UNCURSING OR REPAIRING AN ITEM IS HALF OF THAT OF ITS PURCHASE PRICE.

MIX

BY MIXING MEDICINAL HERBS YOU CAN CREATE MEDICINES. HOWEVER, IT IS POSSIBLE TO FAIL AT MIXING, AND THE HIGHER LEVEL A HERBALIST, THE GREATER THE CHANCE OF SUCCESS.

*A HERBALIST IS REQUIRED FOR MIXING.

CHARACTER STATUS

CHECKS CHARACTER STATUS (PG 11).

SPEAK

TALK WITH THE PEOPLE IN THE SHOPPE.


RETURN

GO BACK TO THE KINGDOM FACILITY SELECTION SCREEN.

SHOPPING

THIS MENU IS FOR CONDUCTING BUSINESS WITH CHARACTERS.

BUY ITEMS

SELECTING THE TYPE OF ITEM YOU WANT TO BUY WILL DISPLAY THE SHOPPE'S CURRENT STOCK. SOLD ITEMS, EVEN IF THEY ARE OUT OF STOCK, WILL STILL BE DISPLAYED. PRESSING THE  BUTTON WILL DISPLAY MORE DETAILED INFORMATION ABOUT THE ITEM

REGARDING RANGE: WEAPONS HAVE A SET RANGE IN BATTLE. THE RELATION BETWEEN RANGE AND POSITIONING OF ATTACKABLE ENEMIES IS AS FOLLOWS:

		FRONT ROW ENEMY	BACK ROW ENEMY
FRONT ROW CHARACTER	S	○	×
	M	○	○
	L	○	○
BACK ROW CHARACTER	S	×	×
	M	○	×
	L	○	○

SELL

SELLS ITEM. SELLING PRICE IS HALF OF BUYING PRICE.

MEDICINE POUCH

HERBALISTS CAN USE THIS TO BUY AND SELL DIRECTLY.

DIVIDE MONEY

DIVIDES THE MONEY ALL PARTY MEMBERS ARE CURRENTLY CARRYING EQUALLY AMONG THE MEMBERS.

GATHER MONEY

GIVES THE MONEY ALL PARTY MEMBERS ARE CURRENTLY CARRYING TO A SINGLE CHARACTER.

RETURN

RETURN TO THE SHOPPE.

LOHAGRA TEMPLE



THIS FACILITY ALLOWS FOR HEALING AND REVIVAL.

HEALING COSTS

FEAR	50 GP X LEVEL
PARALYSIS	100 GP X LEVEL
PETRIFY	200 GP X LEVEL
DEATH	300 GP X LEVEL
TURNED TO ASH	500 GP X LEVEL

HEAL AND REVIVE

CURES NEGATIVE STATUS EFFECTS AND REVIVES DEFEATED PARTY MEMBERS.

PRAY

OFFER PRAYER

CHARACTER STATUS

CHECK CHARACTER STATUS (PG 11)

SPEAK

TALK TO PEOPLE IN THE TEMPLE.

RETURN

GO BACK TO THE KINGDOM FACILITY SELECTION SCREEN

HEALING AND REVIVING

HEALS STATUS EFFECTS FOR A FEE

FEAR, PARALYSIS AND PETRIFY CAN BE CURED WITH CERTAINTY, BUT CHARACTERS WITH LOW VITALITY HAVE A HIGH CHANCE OF FAILING TO BE REVIVED FROM DEATH AND TURNED TO ASH. SHOULD A CHARACTER FAIL TO BE REVIVED FROM DEATH, THEY WILL BE TURNED TO ASH.

WITHDRAW

RETURN CHARACTERS STAYING AT THE TEMPLE.

STORE

ENTRUSTS A NEGATIVELY AFFLICTED PARTY MEMBER TO THE TEMPLE.

RECOVER ADVENTURER

RECOVERS A DEFEATED CHARACTER FOR A PRICE. THE COST WILL VARY ACCORDING TO THE CHARACTER'S LEVEL.

REVIVAL COST

REVIVAL	300 GP X LEVEL
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RETURN

RETURN FROM THE TEMPLE

ISHMAG CASTLE



HERE YOU CAN ARRANGE MEETINGS AS WELL AS VIEW RECORDS OF THE RESULTS OF YOUR ADVENTURES AND MONSTERS YOU HAVE ENCOUNTERED.

ARRANGE MEETING

HAVE AN AUDIENCE WITH THE KING. THIS ALLOWS FOR PROGRESSION OF THE STORY, SO BE SURE TO VISIT WHEN YOU HAVE CONCLUDED INVESTIGATIONS.

MONSTER ENCYCLOPEDIA

MONSTERS YOU HAVE DEFEATED IN THE DUNGEONS ARE RECORDED HERE. AFTER SELECTING THE MONSTER TYPE AND MONSTER NAME, ITS GRAPHIC WILL BE DISPLAYED.

ITEM ENCYCLOPEDIA

ITEMS SOLD AND REGISTERED AT THE SHOPPE WILL BE RECORDED HERE. SELECTING THE FIRST OPTION (ITEM TYPE) AND THEN THE ITEM NAME WILL DISPLAY THE DESCRIPTION.

RETURN

GO BACK TO THE KINGDOM FACILITY SELECTION SCREEN.

WORLD MAP



HERE YOU CAN PROGRESS TO A DUNGEON AND CONTINUE OR SAVE YOUR ADVENTURE.

AREA SELECT

ENTER THE VARIOUS DUNGEONS AND LOCATIONS.

SAVE AND CONTINUE

SAVE YOUR CURRENT PROGRESS AND CONTINUE THE ADVENTURE OF PARTY MEMBERS ON STANDBY IN DUNGEONS (PG 21)

EVENT LIST

CURRENT AND PAST EVENTS ARE LISTED HERE

OPTIONS CHANGE GAME SETTINGS.

PAUSING AND CONTINUING



PAUSING

WHEN IN A LOCATION

OPEN THE SAVE AND CONTINUE LIST ON THE WORLD MAP SCREEN AND SELECT 'SAVE' TO RECORD YOUR GAME.

WHEN IN A DUNGEON

PRESS **ESC** TO OPEN THE SYSTEM MENU AND SELECT 'ADVENTURE RECORDS' TO RECORD YOUR GAME. IN SOME DUNGEONS, THE 'ADVENTURE RECORDS' OPTION IS UNAVAILABLE.

CONTINUING

WORLD MAP

WHEN SAVING ON THE WORLD MAP, YOUR GAME WILL CONTINUE WITH YOUR PARTY AT THE CASTLE.

IN DUNGEONS

WHEN SAVING IN DUNGEONS, SELECT FROM THE "SAVE AND CONTINUE" SCREEN ON THE WORLD MAP AND CHOOSE YOUR PARTY.

NEGATIVE STATUS EFFECTS

NEGATIVE STATUS EFFECTS

NON-SEVERE STATUS EFFECTS CAN BE RECOVERED FROM AUTOMATICALLY DURING BATTLE, WALKING THROUGH DUNGEONS OR RETURNING TO TOWN. CHARACTER INFLICTED WITH SEVERE STATUS EFFECTS (PARALYSIS, PETRIFY, DEATH AND TURNED TO ASH) WILL RETURN TO THE TEMPLE.

SLEEP	UNABLE TO TAKE ACTION. ALL ENEMY ATTACKS WILL HIT.
POISON	ABLE TO TAKE ACTION. TAKE DAMAGE EVERY TURN.
PARALYSIS	UNABLE TO TAKE ACTION. AC FORCIBLY BECOMES 10.
SILENCE	UNABLE TO CAST SPELLS.
CONFUSION	ABLE TO TAKE ACTION, BUT WILL ATTACK ENEMIES AND ALLIES INDISCRIMINATELY.
CHARM	UNABLE TO TAKE ACTION. WILL ATTACK ALLIES AND SELF.
PETRIFY	BODY TURNS TO STONE AND BECOMES INCAPABLE OF ACTION.
CURSE	50% CHANCE OF BEING UNABLE TO TAKE ACTION.
FEAR	50% CHANCE OF BEING UNABLE TO TAKE ACTION. CAN BE RECOVERED FROM NATURALLY.
DEATH	BECOMES INCAPABLE OF TAKING ACTION.
TURNED TO ASH	RESULT OF FAILING TO REVIVE FROM DEATH. CANNOT BE REVIVED BY CONVENTIONAL SPELLS.

*IF ALL PARTY MEMBERS ARE AFFLICTED WITH PARALYSIS, PETRIFY, DEATH OR TURNED TO ASH, THE PARTY IS DEFEATED.

YOU MAY EITHER WITHDRAW THEM AND HEAL THEM WITH YOUR OWN MEANS, OR HAVE THEM TREATED AT THE TEMPLE.

CAMP MENU



PRESSING **[C]** WHILST IN A DUNGEON WILL DISPLAY THE CAMP MENU. HERE YOU CAN MAKE PREPARATIONS FOR YOUR ADVENTURES AND MANAGE YOUR CHARACTERS' STATUS.

CHECK CHARACTER

CHECK CHARACTER STATUS (PG 11)

IDENTIFY

IF THERE IS A BISHOP IN YOUR PARTY, YOU CAN IDENTIFY UNKNOWN ITEMS.

CHANGE ORDER

CHANGES TROOP POSITION.

KEY ITEMS

DISPLAYS ALL OBTAINED VALUABLES.




SEARCH FOR COMRADES

SEARCHES FOR PARTY MEMBERS LEFT ON STANDBY OR DEFEATED IN THE DUNGEON. SHOULD SOMEONE BE FOUND AND THERE IS A SPACE IN YOUR PARTY, THEY CAN REJOIN THE PARTY.

RETURN

RETURN TO THE DUNGEON.



DUNGEON SPELLS	
EROMA (FLARE) 	LIGHTS THE DUNGEON TO MAKE FINDING TRAPS EASIER.
HALLOBUKARM (INCREASES EVASION) 	LOWERS AC FOR THE WHOLE PARTY. DOES NOT LOSE EFFECT DURING BATTLE.
SOSAREO (FLOAT) 	GRANTS THE ABILITY TO FLOAT AND TO AVOID HUTES AND SIMILAR TRAPS.

DUNGEON SPELLS CAN REMAIN IN EFFECT THROUGHOUT THE TIME SPENT IN A DUNGEON. THE SPELL ICON INDICATING THAT IT'S IN EFFECT IS DISPLAYED ON-SCREEN.

COMBAT

ENCOUNTERING MONSTERS IN A DUNGEON WILL INITIATE COMBAT. VICTORY IN COMBAT WILL GRANT YOU EXPERIENCE (EP) AND GOLD (GP). TREASURE CHESTS MAY ALSO BE OBTAINED.

BATTLE SITUATIONS

SURPRISE ATTACK

ENABLES YOU TAKE A SINGLE TURN WITHOUT ENEMY ACTION. THE SITUATION IS THE SAME WHEN THE ENEMY SURPRISE ATTACKS YOU.

NON-AGGRESSIVE MONSTERS

OCCASIONALLY YOU WILL COME ACROSS NON-AGGRESSIVE MONSTERS. YOU WILL HAVE THE CHOICE TO ATTACK THEM OR LEAVE THEM ALONE. YOUR CHOICES MAY INFLUENCE THE ALIGNMENT OF NON-NEUTRAL PARTY MEMBERS.

BATTLE COMMANDS

ATTACK

ATTACKS WITH CURRENTLY EQUIPPED WEAPON.

SPELL

CASTS LEARNED SPELL

SKILL

SELECTS ONE OF THE FOLLOWING ACCORDING TO THE CHARACTER'S OCCUPATION:

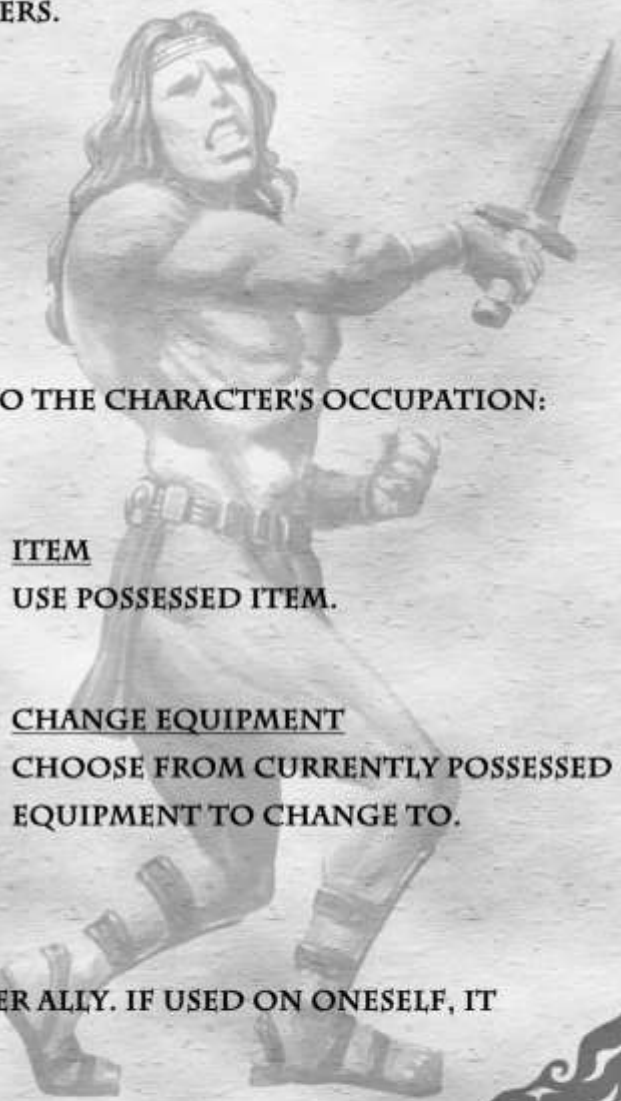
DISPEL	REMOVES CURSES FROM GHOSTS AND UNDEAD MONSTERS
HIDE	FLEES FROM THE ENEMYS SIGHT TO AVOID A SINGLE ATTACK.
STEAL	STEALS ITEM FROM ENEMY.
EQUIPMENT REMOVAL	TAKES POSSESSION OF ENEMY'S CURRENT EQUIPMENT.
SWIFT ATTACK	PERFORMS A RAPID ATTACK WITH CURRENT WEAPON.
TAROT	BARD COMMAND. DRAWS TAROT CARD.
BARRIER	SHAMAN COMMAND. CREATES A BARRIER.
BREATH	DRAGONEWT COMMAND. ATTACKS WITH BREATH.

DEFEND

TAKES AN ENEMY ATTACK ON BEHALF OF ANOTHER ALLY. IF USED ON ONESELF, IT LOWERS AC BY 10.

FLEE

THE INDIVIDUAL CHARACTER WILL LEAVE THE BATTLE. IF ALL CHARACTERS SUCCESSFULLY FLEE, YOU CAN LEAVE THE BATTLE. SHOULD A SINGLE CHARACTER ESCAPE, EVEN IF THE REMAINING PARTY IS WIPED OUT, THE ESCAPED CHARACTER CAN CONTINUE ON THEIR OWN.



ITEM

USE POSSESSED ITEM.

CHANGE EQUIPMENT

CHOOSE FROM CURRENTLY POSSESSED EQUIPMENT TO CHANGE TO.

TREASURE

SPECIAL ROOMS CAN BE FOUND AROUND MONSTERS, AS WELL AS MONSTERS GUARDING TREASURE. DEFEATING SUCH MONSTERS CAN GRANT YOU TREASURE CHESTS.



EXAMINE

CHECK THE CHEST FOR TRAPS.

REMOVE TRAP

REMOVES TRAPS IN THE CHESTS.

SEARCH WITH SPELL

IF YOU HAVE A CHARACTER WITH INVESTIGATION SPELLS WITH YOU, YOU CAN CHECK THE CHEST FOR TRAPS WITH MAGIC.

UNLOCK WITH SPELL

IF YOU HAVE CHARACTER WITH AN UNLOCKING SPELL, YOU CAN OPEN THE CHEST SAFELY WITH MAGIC.

OPEN CHEST

OPENS THE CHEST. IF THERE IS AN ARMED TRAP, IT WILL ACTIVATE.

LEAVE

LEAVE WITHOUT OPENING IT.

CHEST TRAPS

NAME	TARGET	EFFECT
ROCKSLIDE	CHARACTER WHO FAILED AT UNLOCKING	TAKE DAMAGE
POISON NEEDLES		POISONED
MAGIC DRAIN	ALL PARTY MEMBERS	ALL SPELL CASTS ARE LOWERED BY 1.
POISON GAS		POISONED
BOMB		TAKE DAMAGE.
GHOST SWARM		HP IS REDUCED TO 1.
COBRA CURSE		PARALYZED.
DEMON EYE		PETRIFIED.
SPELL BLASTER	THOSE WITH MAGICIAN SPELLS	PARALYZED OR PETRIFIED.
CLERIC BLASTER	THOSE WITH CLERIC SPELLS	PARALYZED OR PETRIFIED.
TREASURE CHEST	CHARACTER WHO FAILED AT UNLOCKING	AGE +1-5.
COUNTER-PUNCH		INSTANT DEATH.
KISS OF THE GODDESS		REVERSE AGE.
MIMIC	ALL PARTY MEMBERS	A MIMIC APPEARS.
TELEPORTER		MOVE TO A DIFFERENT PART OF THE FLOOR.

ANYONE CAN USE THE INVESTIGATE AND REMOVE TRAP ABILITIES, BUT IT IS ADVISABLE TO HAVE A CHARACTER WITH THIEF SKILLS PERFORM THESE ACTIONS. IT IS ALSO ADVISABLE TO INVESTIGATE WITH SPELL BEFORE REMOVING A TRAP. SHOULD AN ITEM BE FOUND IN THE CHEST AND THERE IS NO AVAILABLE ITEM SPACE LEFT AMONG YOUR PARTY MEMBERS, YOU WILL BE UNABLE TO TAKE IT, SO BE CAREFUL.

SYSTEM MENU

ADVENTURE RECORDS

SAVE CURRENT PROGRESS.

PAUSE ADVENTURE

LEAVE CURRENT PARTY ON STANDBY AND RETURN TO THE KINGDOM.

MONSTER ENCYCLOPEDIA

THE SAME MONSTER ENCYCLOPEDIA AVAILABLE AT THE CASTLE

ITEM ENCYCLOPEDIA

THE SAME ITEM ENCYCLOPEDIA AVAILABLE AT THE CASTLE.

OPTIONS

OPEN THE OPTIONS SCREEN.

LEAVE

RETURN TO THE DUNGEON.



DUNGEON EVENTS

WALL/DOOR	SECRET DOOR	INDISTINGUISHABLE FROM REGULAR WALLS AT A GLANCE. INVESTIGATING THEM WILL REVEAL THEM.
	LOCKED DOOR	LOCKED DOORS THAT CAN BE OPENED WITH THIEF SKILLS.
	SWITCH	CAN BE ACTIVATED BY INVESTIGATING THEM. MAY CAUSE ALL SORTS OF CHANGES IN A DUNGEON.
	EVENT DOOR	MUST BE OPENED WITH SWITCHES OR SPECIAL DEVICES.
	ONE WAY ONLY	A PATH THAT WILL LET YOU ADVANCE, BUT A WALL WILL APPEAR BEHIND YOU, PREVENTING FROM TURNING BACK.
FLOOR	PIT	FALL INTO A HOLE AND TAKE DAMAGE FROM THE DROP. FLOATING SPELLS CAN PREVENT THIS.
	CHUTE	THE FLOOR OPENS UP AND DROPS YOU TO A LOWER FLOOR. FLOATING SPELLS CAN PREVENT THIS.
	TURNING FLOOR	STEPPING ON THIS WILL TURN YOU MOMENTARILY SO YOU LOSE SENSE OF DIRECTION. IN THE WORST CASE, CAN INFLICT CONFUSE.
	SLIPPERY FLOOR	STEPPING ON THIS WILL MOVE YOU FORWARD BEYOND YOUR CONTROL.
	WARP	WARPS TO A SPECIFIC SPOT.
OTHER ZONE	DARK ZONE	A PITCH-BLACK AREA. ANY ENEMY FOUGHT HERE CANNOT BE SEEN. FLAME AND LIGHTNING SPELLS CAN TEMPORARILY ILLUMINATE YOUR OPPONENTS.
	ANTI-MAGIC ZONE	CAST SPELLS WILL HAVE NO EFFECT. FIELD SPELLS WILL ALSO LOSE EFFECT. SPELLS CANNOT BE CAST IN BATTLE.
OTHER	SPRING	PROVIDES DRINKING WATER. WILL USUALLY RECOVER VITALITY, BUT EFFECTS MAY VARY DEPENDING ON THE SPRING.
	SIGN	BEARS USEFUL INFORMATION AND WARNINGS. IT IS BEST NOT TO IGNORE THEM.

SPELL SUMMARY

MAGE SPELLS

	NAME	CAMP	BATTLE	EFFECT
1	BALAD		<input type="radio"/>	ATTACK A SINGLE ENEMY WITH FLAMES.
	MISAMA		<input type="radio"/>	HIGH PROBABILITY OF PUTTING A SINGLE ENEMY TO SLEEP.
	DIOSEED	<input type="radio"/>		DISPLAYS THE MAP OF THE CURRENT FLOOR.
2	BALADOS		<input type="radio"/>	ATTACK A ROW OF ENEMIES WITH FIRE.
	GLASS		<input type="radio"/>	ATTACK A SINGLE ENEMY WITH ICE.
	RAMISAMA		<input type="radio"/>	HAS A CHANCE OF PUTTING A ROW OF ENEMIES TO SLEEP.
	VENOM		<input type="radio"/>	HIGH PROBABILITY OF POISONING A SINGLE ENEMY.
3	MABALAD		<input type="radio"/>	ATTACK A ROW OF ENEMIES WITH FIRE.
	ZIAKAL		<input type="radio"/>	ATTACK A SINGLE ENEMY WITH LIGHTNING.
	RAVENOM		<input type="radio"/>	HAS A CHANCE OF POISONING A ROW OF ENEMIES.
	ROBUTI		<input type="radio"/>	RAISES A SINGLE ENEMY'S AC BY 7. STACKABLE.
4	MAGLASS		<input type="radio"/>	ATTACK A SINGLE ENEMY WITH ICE.
	STOMA		<input type="radio"/>	HIGH PROBABILITY OF PETRIFYING A SINGLE ENEMY.
	SOSAREO	<input type="radio"/>		LETS YOUR PARTY FLOAT INSIDE A DUNGEON.
5	RABALAD		<input type="radio"/>	ATTACK A ROW OF ENEMIES WITH FIRE.
	ARGEISS		<input type="radio"/>	DAMAGE ENEMIES WITH AN EARTHQUAKE. HAS A LOW PROBABILITY OF SWALLOWING THEM INTO THE EARTH.
	HALLOBUTI		<input type="radio"/>	RAISES ALL ENEMIES' AC BY 4. STACKABLE.
6	RAGLASS		<input type="radio"/>	ATTACK A ROW OF ENEMIES WITH ICE.
	ZIAKALAD		<input type="radio"/>	ATTACK A SINGLE ENEMY WITH LIGHTNING.
	RASTOMA		<input type="radio"/>	HAS A CHANCE OF PETRIFYING A ROW OF ENEMIES.
7	ENTEROOK MISTA		<input type="radio"/>	ATTACKS ALL ENEMIES WITH A NON-ELEMENTAL BOMB. STRENGTH SLIGHTLY BOOSTED BY FIRE, ICE AND LIGHTNING ATTACK ATTRIBUTES.
	DIOMENTE	<input type="radio"/>	<input type="radio"/>	MOVES THE PARTY TO A PLACE YOU'VE ALREADY BEEN. IF USED DURING BATTLE, TAKES YOU TO A RANDOM LOCATION.
	MIRACLE		<input type="radio"/>	ASKS THE GODS TO RAISE A POWERFUL MIRACLE IN EXCHANGE FOR ONE LEVEL.



CLERIC SPELLS

	NAME	CAMP	BATTLE	EFFECT
1	FEIRIA	<input type="radio"/>	<input type="radio"/>	RECOVERS A SMALL AMOUNT OF HP FOR A SINGLE ALLY.
	HARIAS		<input type="radio"/>	BLESSES THE WHOLE PARTY'S WEAPONS TO ATTACK GHOSTS AND UNDEAD.
	TASHIF		<input type="radio"/>	HIGH PROBABILITY OF SILENCING A SINGLE ENEMY.
	EROD	<input type="radio"/>		ILLUMINATES THE DUNGEON TO LET YOU FIND HIDDEN TRAPS FOR A SHORT TIME.
2	VENOM-FEI	<input type="radio"/>	<input type="radio"/>	RECOVERS A SINGLE ALLY FROM POISON.
	LATASIF		<input type="radio"/>	HAS A CHANCE OF SILENCING A ROW OF ENEMIES.
	HALLOBUKAN		<input type="radio"/>	LOWERS THE ENTIRE PARTY'S AC BY 3. STACKABLE.
	ZOMPERI	<input type="radio"/>		DISPLAYS ANY DEAD ADVENTURERS ON THE CURRENT FLOOR.
3	FEIRIMA	<input type="radio"/>	<input type="radio"/>	RECOVERS A NORMAL AMOUNT OF HP FOR A SINGLE ALLY.
	ROODFEI	<input type="radio"/>	<input type="radio"/>	RECOVERS A SINGLE ALLY FROM PARALYSIS.
	EROMA		<input type="radio"/>	ILLUMINATES THE DUNGEON TO LET YOU FIND HIDDEN TRAPS. NO TIME LIMIT.
4	RAFELIMA	<input type="radio"/>	<input type="radio"/>	RECOVERS A SMALL AMOUNT OF HP FOR ALL ALLIES.
	MIRROR EYES	<input type="radio"/>	<input type="radio"/>	RECOVERS ALL ALLIES FROM SLEEP, SILENCE, CONFUSION, CHARM, AND FEAR.
	HALLOBUKARM	<input type="radio"/>	<input type="radio"/>	LOWERS THE ENTIRE PARTY'S AC BY 2. USABLE DURING ADVENTURES.
	HONEY RESTORER	<input type="radio"/>		RETURN TO THE KINGDOM. FORGOTTEN ONCE USED.
5	SAMA EYES	<input type="radio"/>	<input type="radio"/>	RECOVERS ALL ALLIES FROM ALL STATUS AILMENTS EXCEPT PETRIFY, DEATH, AND TURNED TO ASHES.
	ZEFEIFUS		<input type="radio"/>	HIGH PROBABILITY OF INSTANTLY KILLING A SINGLE ENEMY.
	ROBUKAND		<input type="radio"/>	MAKES A SINGLE ALLY'S AC -20.
	PSI DRAIN		<input type="radio"/>	CREATES A BARRIER THAT CAN DEFLECT A SINGLE DRAIN ATTACK. STACKABLE.
6	FEIREED	<input type="radio"/>	<input type="radio"/>	RECOVERS ALL HP FOR A SINGLE ALLY AND RECOVERS ALL STATUS AILMENTS EXCEPT DEATH AND TURNED TO ASHES.
	RIZEFUS	<input type="radio"/>	<input type="radio"/>	LOW PROBABILITY OF RECOVERING A SINGLE ALLY FROM DEATH WITH MEDIUM HEALTH. IF FAILED, THE ALLY WILL BE TURNED TO ASH.
	ELNAM		<input type="radio"/>	ATTACKS A SINGLE ENEMY WITH HOLY POWER.
	PSI BREATH		<input type="radio"/>	CREATES A BARRIER THAT CAN DEFLECT A SINGLE BREATH ATTACK. STACKABLE.
7	IMMOLARATI		<input type="radio"/>	REMOVES A SET AMOUNT OF ALL ENEMIES' CURRENT HP IN EXCHANGE FOR ALL MP. WHEN A CLERIC USES THIS, THEY ACHIEVE MAXIMUM POWER.
	RAFEIREED	<input type="radio"/>	<input type="radio"/>	RECOVERS A NORMAL AMOUNT OF HP FOR ALL ALLIES.
	REZEFEID	<input type="radio"/>		HIGH CHANCE OF RECOVERING A SINGLE ALLY FROM DEATH. IF FAILED, THE ALLY WILL BE TURNED TO ASH.
	RAZEFEIS		<input type="radio"/>	HAS A CHANCE OF INSTANTLY KILLING A ROW OF ENEMIES.



ALCHEMIST SPELLS

	NAME	CAMP	BATTLE	EFFECT
1	POMEDOON		<input type="radio"/>	BREATH ATTACK.
	ROOD		<input type="radio"/>	HAS A HIGH PROBABILITY OF PARALYZING A SINGLE ENEMY.
	MAHAMAHA		<input type="radio"/>	LETS ALL PARTY MEMBERS ESCAPE FROM BATTLE.
	PORTAL	<input type="radio"/>		IDENTIFIES BOOBY TRAPPED CHESTS.
2	RAROOD		<input type="radio"/>	HAS A CHANCE OF PARALYZING A SINGLE ENEMY.
	BULAFEI		<input type="radio"/>	HIDES A SINGLE ALLY, REMOVING HIM OR HER FROM THE ENEMIES' TARGET LIST.
	SKOREKH		<input type="radio"/>	RAISES THE SPEED OF ALL ALLIES.
3	KARACHA		<input type="radio"/>	HAS A HIGH PROBABILITY OF CONFUSING A SINGLE ENEMY.
	ORATH		<input type="radio"/>	RAISES AN ALLY'S ATTACK FREQUENCY BY 1. STACKABLE.
	LASCOREK		<input type="radio"/>	LOWERS ALL ENEMIES' SPEED.
4	MAKARACHA		<input type="radio"/>	HAS A CHANCE OF CONFUSING A ROW OF ENEMIES.
	BIFEI		<input type="radio"/>	MAKES ENEMIES CONCENTRATE ATTACKS ON A SINGLE ALLY.
	YUNIWA COAT		<input type="radio"/>	GIVES ALL ALLIES THE INFINITE RANGE ATTRIBUTE.
5	PINTO		<input type="radio"/>	HAS A HIGH PROBABILITY OF CHARMING A SINGLE ENEMY.
	RAPOOLFEI		<input type="radio"/>	RAISES THE MAGIC RESISTANCE OF ALL ALLIES. STACKABLE.
	RAMIALF		<input type="radio"/>	RETURNS ALL ENEMY AND ALLY ABILITIES CHANGED DURING BATTLE BACK TO NORMAL.
	PENDEKU	<input type="radio"/>	<input type="radio"/>	RETURNS ALL ITEMS BROKEN IN BATTLE TO THEIR ORIGINAL STATES.
6	RAPINTO		<input type="radio"/>	HAS A CHANCE OF CHARMING A ROW OF ENEMIES.
	RAPIDOS		<input type="radio"/>	LOWERS ALL ENEMIES' MAGIC RESISTANCE. STACKABLE.
	PENDEA COAT	<input type="radio"/>		DESTROYS CURSED ITEMS.
7	ZEO NADAR		<input type="radio"/>	ATTACKS A SINGLE ENEMY WITH A RAINBOW OF LIGHT. DAMAGE INCREASES IN PROPORTION TO THE NUMBER OF SPELLS USED DURING BATTLE.
	HIGH PORTAL	<input type="radio"/>		SAFELY REMOVES TRAPS FROM TREASURE CHESTS.
	PROTECTORATE	<input type="radio"/>		GRANTS A SPECIAL WISH, BUT IS FORGOTTEN AFTER ONE USE.

SUMMON SPELLS

	NAME	CAMP	BATTLE	EFFECT
1-7	CONTRACT		<input type="radio"/>	FORMS A CONTRACT WITH A MONSTER.
	SUMMON	<input type="radio"/>	<input type="radio"/>	SUMMONS A CONTRACTED MONSTER.
	RETURN	<input type="radio"/>	<input type="radio"/>	RETURNS A SUMMONED MONSTER.

*SUMMON SPELLS ARE THE SAME REGARDLESS OF LEVEL.

TAROT CARDS



THE USE OF TAROT CARDS IS RESTRICTED TO INTERMEDIATE BARDS. THE EFFECTS OF TAROT CARDS ARE DIVIDED INTO INSTANT AND LONG-LASTING EFFECTS. ONCE BATTLE HAS ENDED, THE EFFECT OF TAROT CARD ENDS.

INSTANT-EFFECT

ONCE DRAWN, THE CARD HAS AN INSTANT EFFECT ON ALL PARTY MEMBERS. ONCE APPLIED, BATTLE WILL THEN CONTINUE AS USUAL.

*EXAMPLE: WHEN DRAWING A CARD THAT PUTS AN THE ENEMY TO SLEEP, BATTLE WILL CONTINUE AS USUAL ONCE THE ENEMY HAS BEEN PUT TO SLEEP.

LONG-LASTING EFFECT

ONCE THE CARD HAS BEEN DRAWN, ALL ACTIONS TAKEN BY THE TARGET THEREAFTER WILL BE AFFECTED. THE EFFECT CANNOT BE REMOVED, BUT IF ANOTHER LONG-LASTING EFFECT CARD IS DRAWN, THE PREVIOUS EFFECT CAN BE OVERWRITTEN.

*EXAMPLE: IF A CARD IS DRAWN WITH THE EFFECT OF PREVENTING MAGIC BEING CAST, THE EFFECT CANNOT BE OVERWRITTEN AND THE REMAINDER OF THE BATTLE WILL TAKE PLACE WITHOUT MAGIC.

DRAW SUCCESS RATE

TAROT CARDS CAN BE SPLIT INTO TWO FURTHER CATEGORIES; CARDS THAT JUST EFFECT ALLIES OR JUST EFFECT ENEMIES, AND CARDS THAT EFFECT BOTH ALLIES AND ENEMIES. IF THE CARD IS NOT DRAWN SUCCESSFULLY (I.E. REVERSED), A CARD THAT TARGETS ONLY ALLIES OR ENEMIES CAN HAVE THE TARGET REVERSED, WHEREAS A CARD THAT TARGETS BOTH ALLIES AND ENEMIES MAY NOT WORK AT ALL. REPEATEDLY DRAWING A CARD WILL CAUSE ITS SUCCESS RATE TO DROP. IN THE GAME, THIS IS DISPLAYED AS 'DRAW SUCCESS RATE'. THIS SUCCESS RATE CAN BE RECOVERED BY RESTING AT THE INN.

TAROT SUMMARY

NAME	EFFECT TYPE		EFFECT	TARGET		FAILURE EFFECT
	INSTANT	LONG-LASTING		ALLY	ENEMY	
FOOL	○		AFFLICTED WITH SLEEP. IGNORES RESISTANCE.		○	TARGET IS SWITCHED
MAGICIAN		○	MAGIC ATTACK DAMAGE IS DOUBLED.	○		TARGET IS SWITCHED
PRIESTESS	○		AFFLICTED WITH POISON. IGNORES RESISTANCE.		○	TARGET IS SWITCHED
EMPRESS		○	PHYSICAL ATTACKS CANNOT BE USED.	○	○	NOTHING HAPPENS
EMPEROR	○		AFFLICTED WITH SILENCE. IGNORES RESISTANCE.		○	TARGET IS SWITCHED
HIEROPHANT		○	NON-PHYSICAL AND NON-MAGICAL COMMANDS CANNOT BE USED.	○	○	NOTHING HAPPENS
LOVERS	○		AFFLICTED WITH CHARM. IGNORES RESISTANCE.		○	TARGET IS SWITCHED
CHARIOT		○	EVASION IS RAISED.	○		TARGET IS SWITCHED
JUSTICE		○	CHARACTERS ALIGNED WITH GOOD INFLICT DOUBLE DAMAGE.	○	○	NOTHING HAPPENS
HERMIT		○	ANYONE WHO TAKES NO DAMAGE FROM AN ENEMY RECEIVES DAMAGE EQUIVALENT TO HALF THEIR CURRENT HP AT THE END OF THE TURN.		○	TARGET IS SWITCHED
FORTUNE		○	MOVEMENT ORDER IS RANDOMIZED.	○	○	NOTHING HAPPENS
STRENGTH		○	PHYSICAL ATTACK DAMAGE IS DOUBLED.	○		TARGET IS SWITCHED
HANGED MAN		○	ABILITY TO EVADE NEGATIVE STATUS AND ADDED EFFECTS FAILS	○	○	NOTHING HAPPENS
DEATH	○		A TARGET IS CHOSEN AT RANDOM. IF THEIR LEVEL IS LOW, THEY DIE.		○	TARGET IS SWITCHED
TEMPERANCE		○	NEUTRAL ALIGNED CHARACTERS INFLICT DOUBLE DAMAGE.	○	○	NOTHING HAPPENS
THE DEVIL		○	EVIL ALIGNED CHARACTERS INFLICT DOUBLE DAMAGE.	○	○	NOTHING HAPPENS
THE TOWER	○		AFFLICTED WITH CONFUSION. IGNORES RESISTANCE.		○	TARGET IS SWITCHED
THE STAR		○	ALL ATTACKS ARE CERTAIN TO HIT.	○		TARGET IS SWITCHED
THE MOON	○		TARGETED PARTY HAS A 50% CHANCE OF FLEEING.		○	TARGET IS SWITCHED
THE SUN	○		HP IS COMPLETELY RECOVERED.	○		TARGET IS SWITCHED
JUDGMENT	○		LOW LEVEL CHARACTERS HAVE THEIR HP REDUCED TO 1 AND THE TURN FORCIBLY ENDS.	○	○	NOTHING HAPPENS
THE WORLD		○	ALL WEAKNESSES AND RESISTANCES ARE LOST.	○	○	NOTHING HAPPENS



FAQ

Q: WHAT KIND OF PARTY IS RECOMMENDED?

IT IS BEST TO HAVE FIGHTER TYPES IN THE FRONT ROW AND TO HAVE A MAGICIAN, CLERIC AND THIEF IN THE BACK ROW AS YOUR BASIC PARTY SET-UP. INTERMEDIATE OCCUPATIONS HAVE QUIRKS TO THEM, SO IT MIGHT BE BEST TO AVOID THEM EARLY ON. FINALLY, YOU SHOULD CHOOSE THE CHARACTERS AND OCCUPATIONS YOU LIKE THE MOST.

Q: WHAT IS AC?

AC STANDS FOR ARMOUR CLASS. IT DETERMINES THE 'EASE WITH WHICH THE ENEMY MAY LAND AN ATTACK' AND THE GREATER YOUR DEFENSE, THE LOWER THE FIGURE. [LO] STANDS FOR LOW (-10) AND [VL] STANDS FOR VERY LOW (-20).

Q: MY ATTACKS WON'T CONNECT.

ENEMIES HAVING LOW AC OR CHARACTERS HAVING LOW STRENGTHS OR LEVELS ARE THE PRIMARY CAUSES OF THIS. YOU CAN TRY TO INCREASE ENEMY AC WITH MAGIC, OR FOCUS STATUS ADJUSTMENT IN FAVOUR OF STRENGTH, OR LEVELING UP YOUR CHARACTERS.

Q: EVEN WHEN MY ATTACKS CONNECT, IT DOES 0 DAMAGE.

IT IS POSSIBLE THAT THE ENEMY TYPE IS 'GHOST' IN THIS CASE. THERE ARE CERTAIN MONSTERS THAT PHYSICAL ATTACKS SIMPLY WON'T WORK ON. ATTACKING THEM WITH PHYSICAL ATTACKS IS MEANINGLESS, SO TRY USING MAGIC OR DISPEL TO DEFEAT THEM. IT IS ALSO POSSIBLE TO MAKE PHYSICAL ATTACKS EFFECT TEMPORARILY BY USING THE CLERIC'S HARIAS SKILL.

Q: MY MAGICIAN'S SPELLS ARE WEAK.

THE MAGICIAN HAS THREE TYPES OF MAGIC: FIRE, ICE AND LIGHTNING. BY EQUIPPING MAGIC SEALS MATCHING THESE AFFINITIES, YOU CAN STRENGTHEN THE SPELLS OF THE SAME ELEMENTAL TYPE.

Q: ENEMY SPELLS ARE TOO STRONG.

THERE ARE THREE DIFFERENT WAYS TO DEAL WITH STRONG ENEMY SPELLS. THE FIRST IS TO INCREASE MAGIC RESISTANCE. THIS CAN BE INCREASED BY USING SPELLS OR EQUIPPING CERTAIN ITEMS. IF YOU ARE ABLE TO RESIST A SPELL YOU WILL NOT TAKE DAMAGE, BUT IF YOU CANNOT, IT WILL BE A DIRECT HIT. A SECOND METHOD IS TO INCREASE YOUR DEFENSE ATTRIBUTES, THEREBY REDUCING DAMAGE TAKEN. YOU WILL STILL TAKE DAMAGE, BUT AT A GUARANTEED REDUCED RATE. THIS IS PRIMARILY ACHIEVED BY REINFORCING EQUIPMENT WITH FORGING TRANSMUTATION. THE FINAL METHOD IS THE SHAMAN SKILL, BARRIER. THIS POWERFUL SPELL CREATES A MAGIC WALL AROUND THE PARTY AT THE BEGINNING OF A TURN. ONCE USED IT WILL LAST THE FULL DURATION OF A TURN, BUT ITS POWER WILL BE REDUCED IF USED TOO MUCH. ONCE ITS POWER IS DEPLETED, YOU CAN RETURN TO THE KINGDOM AND RECOVER ITS POWER BY RESTING AT THE INN.

Q: I DIED.

THE SECRET TO NOT DYING IS TO BE SURE TO INCREASE YOUR THREE FRONT ROW PARTY MEMBERS' HP. WHEN CREATING A CHARACTER AT THE TRAINING SCHOOL, YOU CAN ASSIGN SPECIAL POINTS TO THE VITALITY ATTRIBUTE, THEREBY ALLOWING THEIR HP TO INCREASE WHEN THEY LEVEL UP. WHEN A CHARACTER HAS DIED, YOU CAN REVIVE THEM AT THE TEMPLE IN THE KINGDOM OR HAVE A CLERIC REVIVE THEM WITH RIZEFUS OR REZEFEID. IF THE CHARACTER HAS BEEN TURNED TO ASH, IT WILL NOT BE POSSIBLE TO REVIVE THEM WITH SPELLS, SO RETURN TO THE KINGDOM AND HAVE THEM REVIVED AT THE TEMPLE.

Q: ARE THE ADVANCED OCCUPATIONS MORE POWERFUL?

IT IS POSSIBLE THAT BETWEEN CHARACTERS OF THE SAME LEVEL, THOSE WITH ADVANCED OCCUPATIONS WILL BE MORE POWERFUL. HOWEVER, INTERMEDIATE OCCUPATIONS WILL HAVE FASTER LEVELING THAN ADVANCED, AND BASIC OCCUPATIONS WILL HAVE FASTER LEVELING THAN INTERMEDIATE ONES. HIGH MASTER ABILITIES ARE ALSO INCREASED ACCORDING TO LEVEL, SO BASIC OCCUPATIONS MAY PROVE EASIER TO USE.

Q: LEVELING UP HAS LOWERED MY PARAMETERS.

DEPENDING ON RACE AND AGE RANGE, THERE ARE PARAMETERS THAT ARE EASILY INCREASED AND EASILY DECREASED. WHILE YOUNG, A CHARACTER'S VITALITY AND STRENGTH CAN BE EASILY INCREASED, BUT ONCE GROWN OLD IT BECOMES EASILY DECREASED. HOWEVER, ELDERLY CHARACTERS MAY MORE EASILY INCREASE INTELLIGENCE AND PIETY, SO A YOUNG CHARACTER IS NOT NECESSARILY THE MOST ADVANTAGEOUS.

Q: SHORT-LIVED RACES DIE TOO QUICKLY.

SHORT-LIVED RACES LIKE FAIRIES CAN ONLY LIVE FOR A BRIEF PERIOD. THERE IS NO WAY OF PREVENTING AGING OVER THE NORMAL PASSAGE OF TIME, BUT SHOULD A CHARACTER BE REVIVED FROM DEATH OR TURNED TO ASH, THEY WILL AGE EVEN FURTHER THAN NORMAL. SO THE MOST IMPORTANT THING TO DO IS TO PREVENT SHORT-LIVED RACES FROM SUCCUMBING TO DEATH OR TURNED TO ASH. IF YOU ABSOLUTELY MUST EXTEND A CHARACTER'S LIFESPAN, THERE ARE YOUTH-RESTORING ITEMS THAT CAN BE FOUND, SO BE SURE TO SEARCH FOR THEM. FURTHERMORE, SINCE DEATH FROM INFIRMITY OCCURS DUE TO REDUCED VITALITY, YOU CAN PREVENT IT BY INCREASING VITALITY.

Q: I DON'T HAVE ENOUGH MONEY.

IF YOU DON'T HAVE ITEMS FOUND IN DUNGEONS IDENTIFIED, YOU WILL BE UNABLE TO USE THEM. YOU CAN GAIN MONEY BY IDENTIFYING AND SELLING UNNEEDED ITEMS. HOWEVER, THE COST OF HAVING AN ITEM IDENTIFIED AT THE SHOP IS THE SAME AS THE SELLING PRICE, SO THIS WILL NOT YIELD ANY PROFIT. INSTEAD, IT IS BEST TO HAVE A BISHOP IN THE PARTY TO IDENTIFY ITEMS AND THEN SELL THEM AT THE SHOP.

Q: I ACCIDENTALLY THREW AN ITEM AWAY.

DISPOSED ITEMS WILL APPEAR AT A RUBBISH MOUND IN A CERTAIN DUNGEON. IF YOU WANT TO RETRIEVE A DISPOSED ITEM, YOU SHOULD LOOK FOR IT THERE.

Q: MY PARTY WAS WIPED OUT.

FOR TIMES WHEN YOUR PARTY IS WIPED OUT, IT IS BEST TO HAVE A BACK-UP PARTY PREPARED IN ADVANCE TO RETRIEVE YOUR PARTY FROM THE DUNGEON. IF YOU DO NOT HAVE A BACK-UP PARTY TO RESCUE THEM WITH, YOU CAN GIVE AN OFFERING TO THE TEMPLE TO HAVE THEM REVIVED. SYNTHESIS TRANSMUTATION ALSO ALLOWS FOR THE CREATION OF ITEMS THAT CAN AUTOMATICALLY RETURN YOUR WIPED-OUT PARTY TO THE KINGDOM.

Q: EVENTS AREN'T TRIGGERING.

EVENTS WILL OCCUR AT VARIOUS LOCATIONS. SOME REQUIRE MEETING WITH THE KING AT THE CASTLE, OTHERS REQUIRE SPEAKING TO CERTAIN CHARACTERS IN THE KINGDOM OR WILL ONLY OCCUR IN DUNGEONS. WHEN YOU ARE UNSURE WHAT TO DO, TRY INVESTIGATING DIFFERENT AREAS.

Q: FIGHTER AND NINJA AC REDUCTION ISN'T WORKING.

FIGHTERS AND NINJAS HAVE THE ABILITY TO REDUCE THEIR AC AUTOMATICALLY AS THEY LEVEL UP. HOWEVER, THIS WILL NOT WORK IF THEY HAVE ARMOUR EQUIPPED. TO ALLOW FOR THE AC REDUCTION ABILITY, TRY REMOVING THEIR EQUIPMENT. YOU MAY FIND THAT CERTAIN EQUIPMENT WILL PREVENT THE AC REDUCTION ABILITY FROM WORKING.

Q: THE THIEF'S STEAL ABILITY KEEPS FAILING.

IN ORDER FOR A THIEF TO STEAL AN ITEM, THE ITEM MUST BE IN THE TARGET'S POSSESSION. MONSTERS WITH ITEMS THAT AREN'T EQUIPPED CAN BE STOLEN FROM NORMALLY, BUT ITEMS THAT ARE EQUIPPED TO THE ENEMY CANNOT BE STOLEN SO EASILY. TO STEAL EQUIPPED ITEMS, YOU MUST FIRST USE THE 'REMOVE EQUIPMENT' SKILL ON THE ENEMY AND THEN USE STEAL TO OBTAIN THEM.