

# Chronicles of a Dark Lord: Episode 1 Tides of Fate

## Game Manual

### ***How come it takes longer for some of the scenes to load than others?***

In some portions of the game, you may encounter a few seconds' worth of loading times before the next screen is seen due to the number of sprites on-screen or the complexity of some of the background animations. Do not worry if you cannot see anything for the first 5 or 10 seconds or so, it's just loading.

### ***Is this game compatible with a PC controller?***

Yes. It has been tested with a number of different PC controllers.

### ***Why can't I save?***

There is a known issue with some versions of Windows that may not allow you to save your game. Uninstall the game, then re-install in a manually created folder on your desk-top, or some other public access location on your computer, instead of the Default location. The reason for this bug is that some versions of Windows will require Administration Access to change files. The game attempts to add or change files and cannot get administration permission, thus causing an inability to save.

### ***I ran into an error and my game crashed, what should I do?***

Please contact us (with the full message of the error in question) at [\(kisarethstudios@gmail.com\)](mailto:kisarethstudios@gmail.com)

Note - Using F12 to reset the game can, if used too many times, corrupt the game's data, thus causing the game to not function properly, or not work at all.

## **Game Controls:**

F1 (during in-game) – Toggle Full-Screen mode, lower Screen-Flickering, set Keyboard and Gamepad Controls.

Up arrow – Moves character up.

Left arrow – Moves character left.

(also used during combat to switch between characters when ATB gauges are filled)

Right arrow – Moves character right.

Down arrow – Moves character down.

Z key – Confirms actions and begins conversation with other characters.

X key – Brings up In-Game Menu, Cancels actions, and also exits out of Pause.

Q key – Pauses the game.

Note: For those using PC Game Controllers, the Start Button is Pause, and the Select Button is to unpause the game, or those with the 10 and 9 keys are pause and unpause respectively.

## **ATB Battle System**

The ATB Battle System for Chronicles of a Dark Lord allows players to maintain a steady flow of combat, while also allowing beginners to not become overwhelmed by the fast pace of combat. The green bar that fills up is an indicator as to how long before you can act with that character.



The purple bar that fills up is an indicator as to how long before the action is performed. Physical attacks are usually near-instantaneous, while certain magic spells take up to a few seconds to be cast.



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\*Note\* When the green bar is full for more than one person, you can switch between those characters using the up and down keys, to better plan battle strategy, depending on the enemies you are facing. For those using a game controller, using left and right on the analog direction pad lets you switch between characters that are ready to attack.



## Status Ailments

Throughout the course of the game, your party will be faced with monsters that can affect your party's ability to fight. The various ailments are as follows:

**Confusion** - Disorients the affected character, making them unable to distinguish friend from foe. Random chance of attacking either another character, themselves, or the enemy. Certain characters are able to inflict this same ailment on the enemy. This ailment has a duration of two turns for the affected character. This ailment has a duration of two turns.



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**Poison** - Your character/s double over in pain, fire rushing through their veins, as one or more toxins seep through their bodies. This ailment inflicts extra damage to the affected party member/members each turn they take. Quite a few enemies are able to inflict this status ailment on your party, though thankfully, the effects can be countered, either with such items as Antidote or Ambrosia, or spells such as Detox and Rejuvenate, though it does remain after battle. This ailment can also be inflicted upon the enemy, either by certain abilities or spells.



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**Paralysis** - Your character finds themselves completely unable to move, his/her body completely locked in place. This status effect lasts five turns, and, unlike Stun, leaves the affected character unable to have a chance at evading enemy attacks.



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**Darkness** - Whether by an enemy's attack or some dark magic, your character is unable to see, his/her vision becoming completely impaired. Physical attacks against enemies have a much higher chance of missing outright, though area-of-effect attacks and magic spells will still be able to strike your enemies. This ailment is cured with the item Eye Salve or the item Ambrosia, or the healing spell Rejuvenate. This ailment's duration ends after three turns.



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**Critical Health** - Your character staggers, his/her strength fading, their wounds taking a heavy toll on them. When your character's HP number turns yellow, and the teardrop appears above your character/s, it means they are in critical condition. Healing at this point is quite necessary, or else, in all probability, that character will die the next time he/she is attacked.



**Incapacitated** - Your character is laying on the floor, a skull and crossbones at the bottom right corner of their character screen, and their health is at 0. This means they are currently dead, and use of certain healing items and spells, ( Phoenix Feathers, Phoenix Tears, Revive, Ressurect ) are the only means of bringing them back.



**Sleep** - Whether it was a tainted blade, or a bit of strange dust blown in your character's face, they suddenly feel quite tired, unable to keep their eyes open. This status mark is represented by a trio of Z's at the bottom right corner of the affected character's status screen. Certain items ( Smelling Salts, Ambrosia ) can wake them up, as can certain spells, ( Rejuvenate) if you are in a hurry to get your characters back into the fight.




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**Negate** - One of your mages/healers goes to cast a spell, only to find they can't utter a word! That is due to them being Negated, either by a spell or attack, it disables your character's ability to cast spells, though physical attacks/special abilities are still able to be used. The Negate ailment is represented by the bubble with three dots at the bottom-right of the affected character's status screen. This ailment can be cured by items ( Velan Root or Ambrosia ) or spells ( Rejuvenate. ) This ailment disappears after five turns of the affected character.



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**Agility Down** - Your character is feeling slow, sluggish, taking longer in aiding their comrades in battle. The green bar above the affected character's picture will fill slower than normal, giving the enemy more time to attack before they are killed. This effect can also be afflicted upon enemies by certain characters you acquire over the course of the game. This effect lasts three turns on the affected character/Ginar'i



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**Agility Up** - The senses are heightened, your character feels lighter, his attacks are faster, his spells are cast quicker. The green bar above the affected characters head will fill up much faster, allowing you to get the jump on your enemies. Though be forewarned, for there are some monsters out in the various places of Cora that have similar status-boosting abilities...



**Magic Attack Down** - Your most powerful spells seem to be weaker, failing to kill your enemies outright. Abilities which normally end a battle swiftly fail to do the job. This ailment lowers the affected Character's Magic Attack Power, thus reducing the effectiveness of spells. This ailment can be cast on your enemies, as certain character reach greater pinnacles of power.



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**Magic Attack Up** - Your spells grow more powerful, magical might coursing through your veins as you destroy your enemies beneath the mystical fury of your conjurations. This status enhancement lasts a set amount of turns, during which the affected party members' magical attacks will be enhanced.

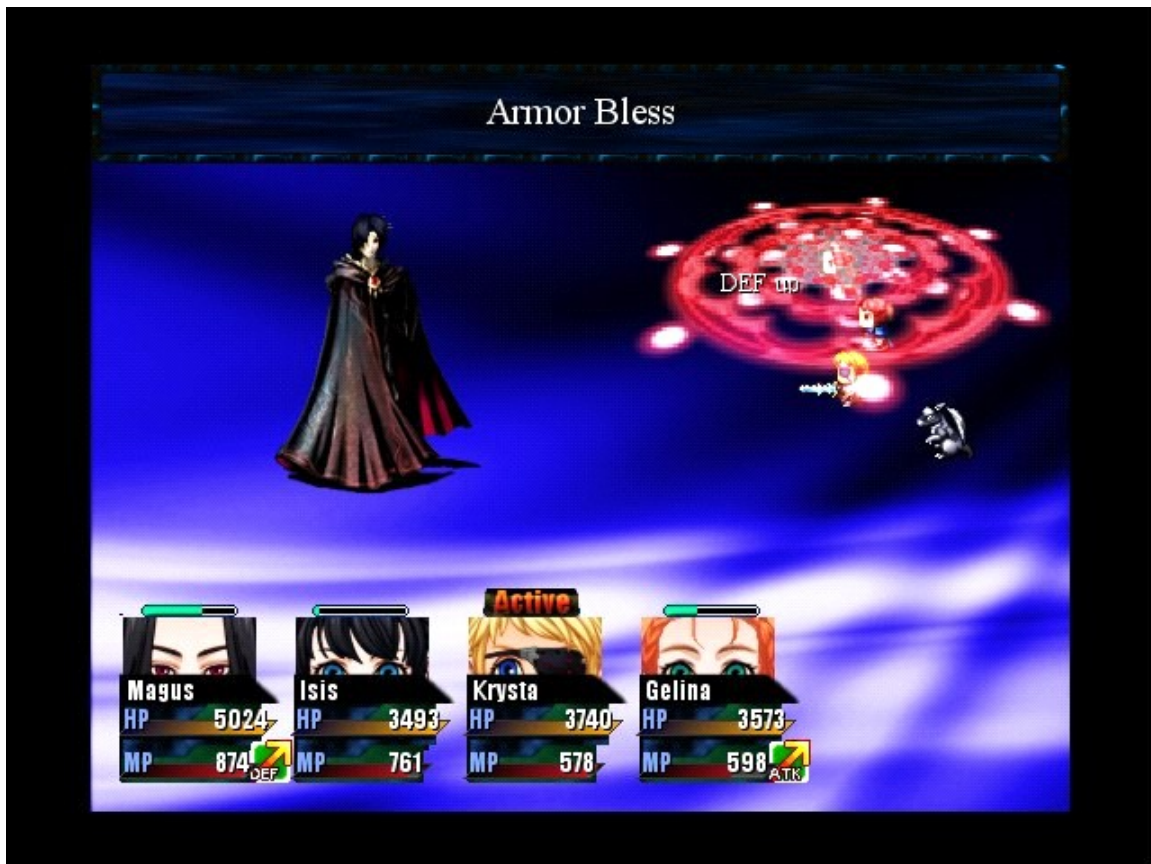


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**Defense Down** - Your foe's attacks seem to cut through your defenses, your wounds more severe than usual. This ailment reduces the affected character's DEF, enabling enemy attacks to inflict more damage. This ailment does go away in time, though can also be counteracted by the ability Armor Bless.



**Defense Up** - You stride into battle, your enemies' attacks unable to do more than ding the armor you wear. This buff increases the affected character's Defense, reducing the amount of damage they take from attacks. This effect lasts three turns on the affected character.



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**Attack Down** - Your attacks, while normally dispatching the enemy in two to three blows, are taking much longer than that to kill them. This ailment decreases the ATK of the affected character, and lasts for three turns on the one affected by the ailment.



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**Attack Up** - Your strength has been greatly increased, enemies falling to your attacks at a much faster rate. This status buff increases the attack of the affected character, and lasts for a duration of three turns.

## Weapon Bless



			
<b>Nagus</b>	<b>Isis</b>	<b>Krysta</b>	<b>Gelina</b>
HP 3846	HP 2114	HP 2614	HP 2547
MP 885	MP 781	MP 588	MP 698 