



Gust®

# Atelier Sophie

~The Alchemist of the Mysterious Book~



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# Contents

|                           |    |
|---------------------------|----|
| Basic Controls            | 3  |
| Starting the Game         | 8  |
| Learning Recipes          | 11 |
| Synthesis and Doll Making | 14 |
| Town                      | 19 |
| World                     | 22 |
| Menu                      | 25 |
| Battles                   | 34 |

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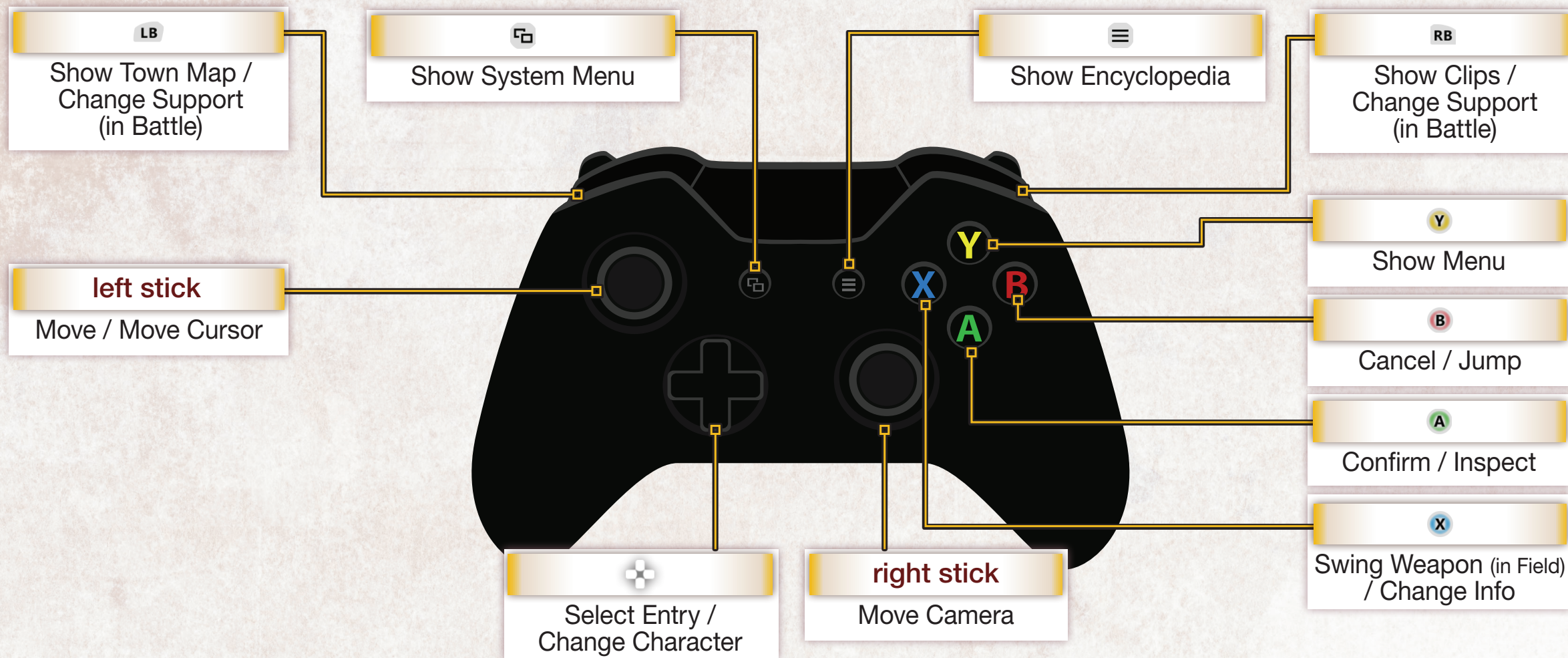


Manual Design: Manabu Ito / FILTH



# Basic Controls

3



\*Control details can also be seen on key cards displayed in game.



*Lush trees rustle in the wind. Birds sing their songs with the morning sun.  
And the light shines upon flowers blooming along the roads.*

*The atmosphere on the edge of town is warm and gentle.  
The sunlight filtered through trees spreads out like a carpet of light and  
shade covering a lonely road.  
It leads to a house. And in the house, is a girl.*

*She's cheerful and bright, though somewhat absentminded.  
An ordinary girl you might find anywhere.  
But, there is one thing that sets her apart – one special power that the townspeople don't have.*

*A mysterious power to mix several materials together to create something entirely different, "alchemy"–*

*Nonetheless, the same cannot be said about another essential skill: Synthesis.  
With neither literature nor a mentor to guide her through  
the winding roads of alchemy, she has reached her limit.*

*One day, the girl encounters a mysterious book, capable of moving about and even talking on its own.  
This meeting between a book and a young alchemist will become a small yet certain, step forward.*



# Sophie Neuenmuller

Height 154 cm

Occupation Alchemist

*This game's heroine.  
She runs an atelier on the outskirts  
of the town of Kirchen Bell.  
She has a bright and cheerful personality,  
calming everyone around her,  
but she's also a slacker when it comes to  
keeping time, among other things.  
She loves alchemy, and feels happy when she's  
able to help others using it.  
While she's unmatched when it comes to curiosity  
and dedication to alchemy,  
she doesn't do any housework.  
Cleaning? Forget about it...*





## Plachta

Height 152 cm

Occupation Encyclopedia

*An old book kept by Sophie's grandmother, stuffed away on a bookshelf in the atelier. She wakes up when Sophie writes a recipe into the book. Before long, she becomes Sophie's alchemy teacher.*

*Certain events lead to her taking human form, but her personality remains unchanged, and she continues to give Sophie advice.*

*That said, she's completely hopeless when it comes to anything besides alchemy, and causes trouble for people when she walks around town making ambiguous statements. She's generally cool headed and composed, but she can be unexpectedly bold.*

*After taking human form, she begins to remember a certain calling.*



## Monika Ellmenreich

Height 163 cm

Occupation Church Volunteer

*Sophie's best friend. She was born into a decently well off family, and is a talented girl, capable in both studies and fencing. She takes everything seriously, and acts politely around others.*

*She and Sophie are childhood friends, and while she's always pointing out Sophie's faults, she's very willing to help.*

*She enjoys singing and can be found practicing in secret at times. She often visits Sophie's house to eat sweets, but generally ends up cleaning the place, in exchange.*





## Oskar Behlmer

Height 165 cm

Occupation Grocer

*Sophie's other best friend, and the son of a grocer.*

*An optimistic guy who doesn't care about minor details -- he has the unique ability to hear plants' voices. Needless to say, his knowledge of plants is quite vast and can become quite passionate, when it comes to that subject.*

*He carries himself with a certain amount of confidence, but can cave in to others rather easily. Also, he is quite lazy when it comes to exercise.*



## Julio Sebald Leidenschaft

Height 177 cm

Occupation Knight

*A young knight belonging to the knights of the Church, from the neighboring country of Adalett. He has a gentle demeanor, both elegant and honest.*

*He's investigating alchemy for certain reasons, and visits Sophie's atelier. He can easily swing around a sword that is as long as he is tall. He excels in combat.*






After the opening movie ends, press any button on the title screen to display the following options.

|               |   |
|---------------|---|
| New Game      | Start the game from the beginning.                        |
| Load Game     | Continue a previously saved game.                         |
| Dressing Room | Enter the dressing room.                                  |
| Settings      | Adjust volume, difficulty, and other settings.            |
| Network Load  | Use save data from the online network to continue a game. |
| Extra         | View various extra contents.                              |

\*"Extra" can be selected after clearing the game.




## Dressing Room

As you progress through the game, this feature will unlock. You can change the costumes of characters here. You can also access the Dressing Room in game from the Diary in the Atelier, or by pressing  on the World Map to open the "System Menu".



## Save / Load

To save or load game data, access the Diary in the atelier, or press  on the World Map to display the "System Menu".

You can also select "Load Game" on the title screen.

## Change BGM

You can select "Change BGM" from the "System Menu". By doing this, you can modify the BGM that plays in various different scenes. Scenes and tracks that you can change will increase as you progress the game.



## The World Surrounding the Atelier

The heroine uses her atelier as a base, traveling around town and outside to explore the world and fight battles. You use materials gained from exploration to Synthesize items, and improve your alchemy skills.

## The Flow of Time

Performing Synthesis, moving around town and in the field, and other actions cause time to pass. This can invoke changes like the following:

- Changes to scenery, weather, and characters.
- Opening and closing of shops and other facilities.
- Changes to monsters that appear, and gatherable materials.





Through her various actions, the heroine will accumulate alchemy related knowledge, experience, and insight. As her knowledge reaches certain points, she will gradually learn new recipes to Synthesize. Information relating to recipes can be found under "Recipe Ideas" in the Menu (p.25) or the Encyclopedia (p.33).

## Knowledge, Experience, Insight

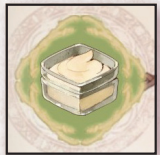
Exploration, Synthesis, events, and other actions will cause the heroine to learn recipes. The main actions related to learning recipes are as follows:

- Synthesizing specific items.
- Discovering materials on the field map.
- Gathering specific materials.
- Defeating specific monsters in battle.

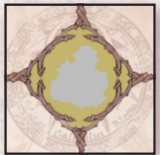


## Display and Learning

Under Recipe Ideas, you can view recipes you know, and conditions to learn new ones. "Hidden" recipes will display when you learn a connected recipe, allowing you to see the conditions to learn it. Also, learning "Important" recipes will progress the story.



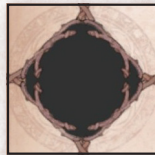
Synthesized



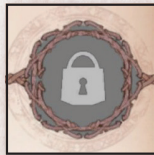
Learned



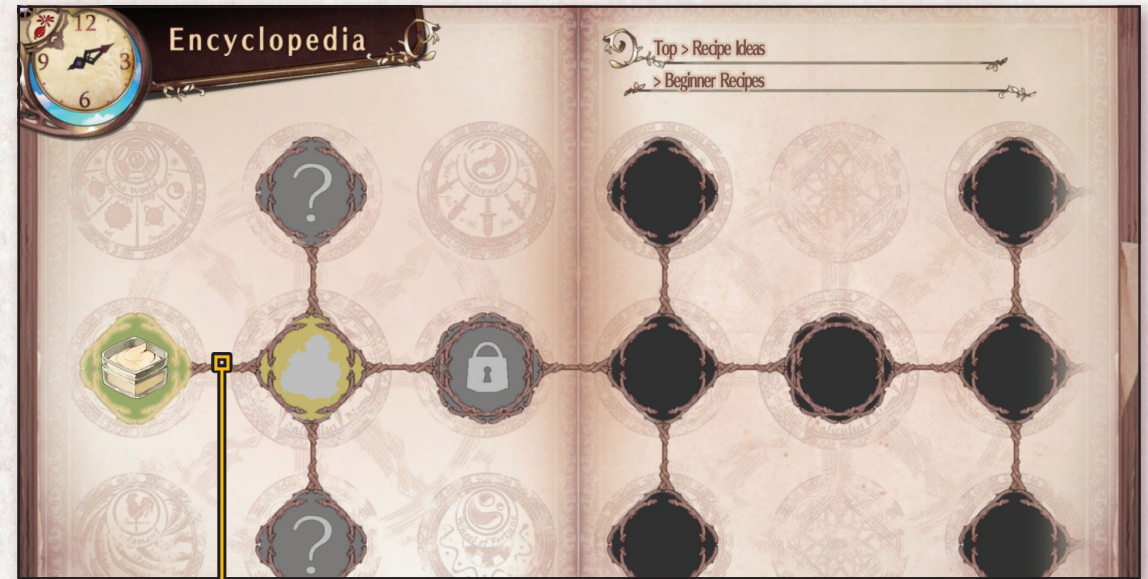
Displayed



Hidden



Important



Recipe Connections

## Reference Books

You can learn recipes by reading reference books. Reference books are acquired as you progress the game.

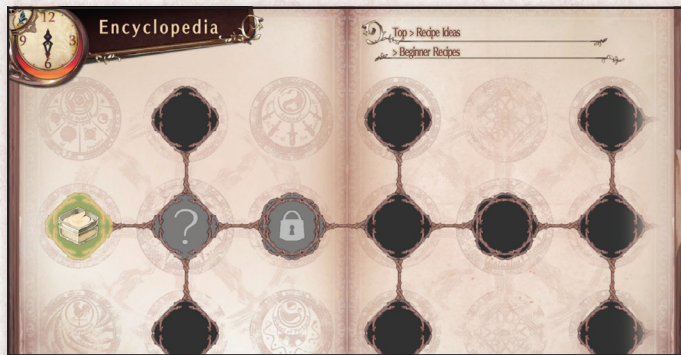


## Flow of Learning

When you return to the atelier with conditions fulfilled, you will learn a new recipe. Gather the materials required for the newly learned recipe, and try Synthesizing a new item.

### ① Fulfill Conditions (Synthesis, Exploration, and Battle)

Synthesize items, explore fields, battle monsters, and more to fulfill conditions.



### ② Return to the Atelier and Learn the Recipe

When you return to the atelier with conditions fulfilled, or fulfill them through Synthesis, you will learn a recipe. The new recipe will be written into the Encyclopedia.



### ③ Gather Materials and Perform Synthesis

Try Synthesizing your newly learned recipe. Synthesizing new recipes can teach you new recipes, and increase your alchemy level.





In the atelier, you can Synthesize items by combining materials. The required materials are displayed on the recipe. You can sell items you create, use them in battle, and more.

Synthesizing items will give you alchemy experience points, and your alchemy level will increase at certain amounts. When your alchemy level increases, you will be able to make better quality items.

Press **A** at the alchemy cauldron to start Synthesis.





# Synthesis

## STEP 1

### Choose a Recipe

Select the recipe of the item you wish to Synthesize. You cannot Synthesize it if you don't have enough materials.

If your alchemy level is too low for the recipe, the resulting item's quality will decrease.



Recipe

Time for Synthesis

Number Made



## Synthesis

### STEP 2

#### Choose Materials to Use

Select the materials designated by the recipe. If a category is designated, you can select any material in that category. Selecting materials with traits can result in those traits being transferred to the completed item.

|         |   |
|---------|---|
| Quality | Synthesized item's quality will be the average of all the material's quality. |
| Size    | The shape of the item when placed in the cauldron.                            |
| Traits  | These can be transferred to the Synthesized item.                             |

### STEP 3

#### Choose a Cauldron

As you progress the game, you will be able to select different cauldrons for Synthesis. Each cauldron can have different panel size, number of bonuses, and more, and these will affect materials placed inside. Also, some cauldrons have fixed effects. Choosing the right cauldron for the recipe and materials used will make it easier to create better items. You will gain more cauldrons as the game progresses.

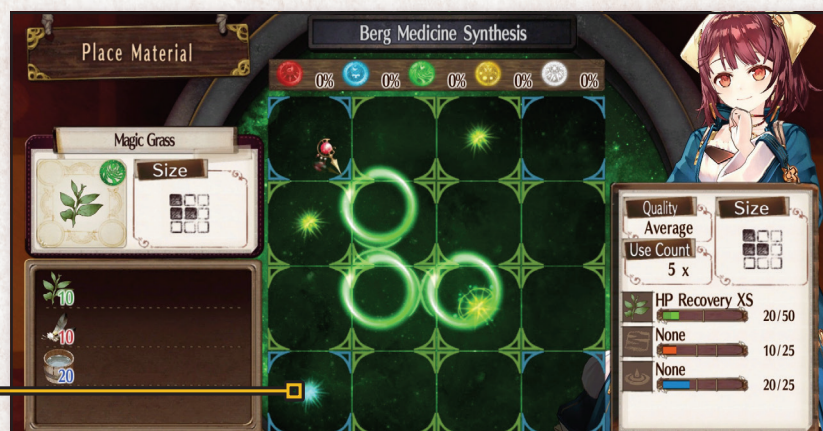


## Synthesis

### STEP 4

#### Add Materials to the Cauldron

You can place materials wherever you want, in whatever order you want. Placing an item will increase the bonus level of surrounding spaces, which will increase the effect of other materials placed. Also, the panel color with the most spaces filled will receive a boost.



### STEP 5

#### Completion

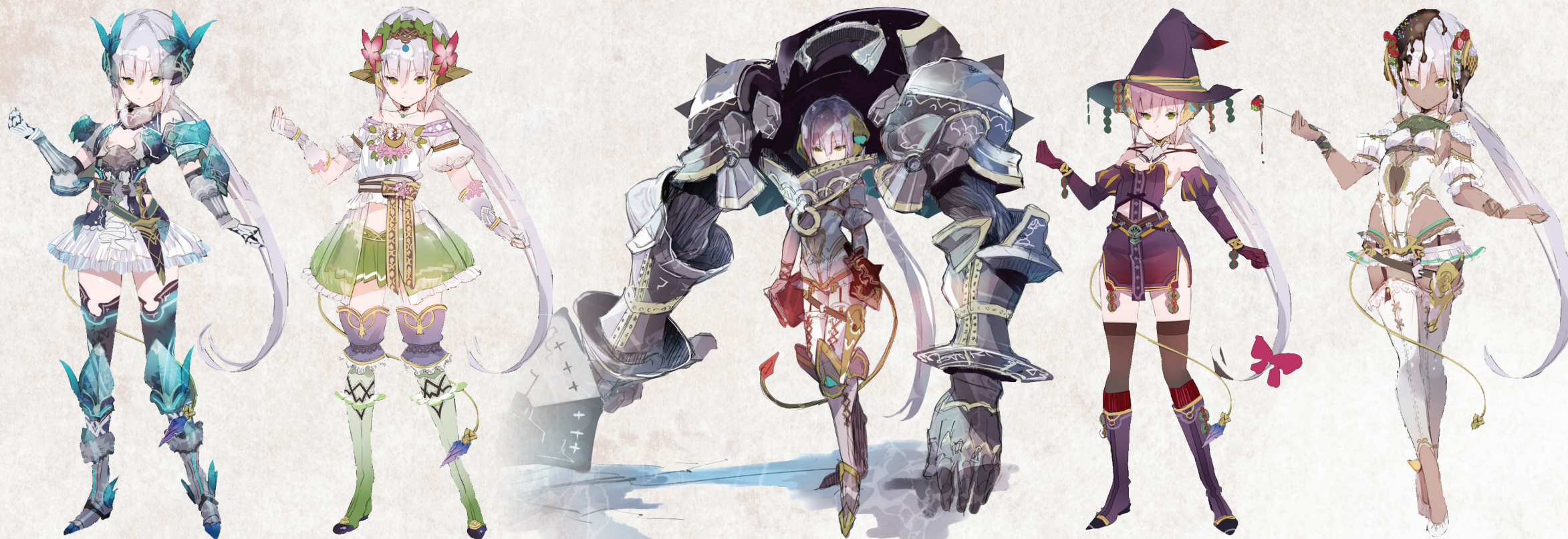
The Synthesis item will be completed. You can select traits to transfer upon completion.





## Doll Making

As you progress the game, you will be able to use "Doll Making" to customize Plachta's form. Doll Making requires specific materials.



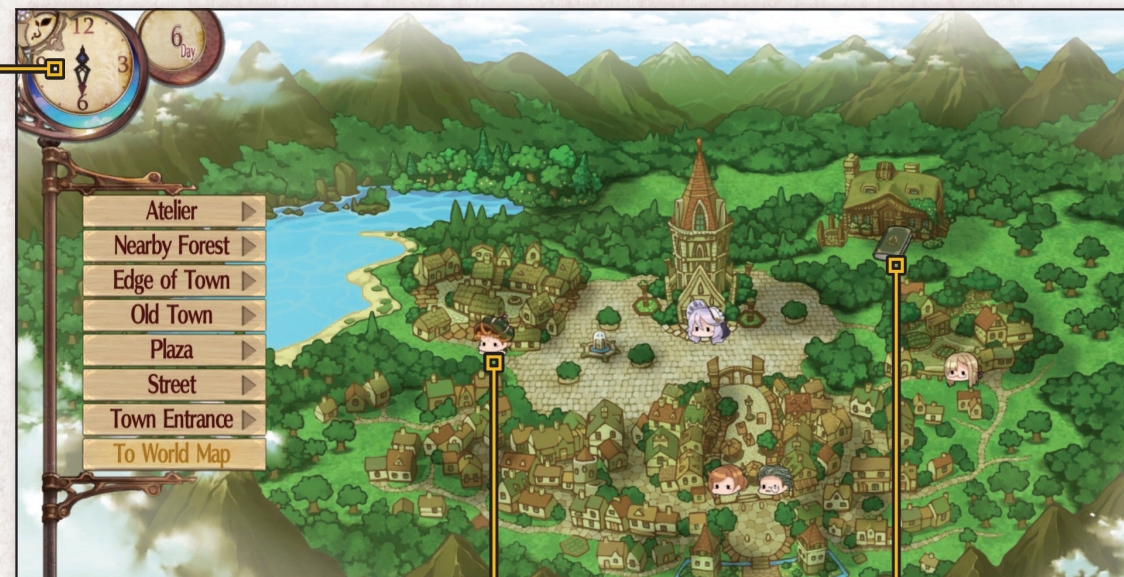


## Town Map

Pressing **LB** in town will open the Town Map. Selecting an area on the Town Map will move you to that location. Moving causes some time to pass.

While in town, you can press **A** to speak to people, or press **X** to give them gifts.

Clock



Location with Characters

Present Location



## Shops

There are various shops in town. There are many things that you can do at shops, including buying, selling, and duplicating items, as well as crafting or enhancing equipment. The things that you can do at shops will increase as you progress the game.

|                          |   |
|--------------------------|---|
| <b>Buy</b>               | Purchase items.   |
| <b>Sell</b>              | Sell items from your Basket or Container.   |
| <b>Register</b>          | Give the shop a Synthesis item for duplication, which will then be part of their merchandise. |
| <b>Craft Equipment</b>   | Make equipment items.   |
| <b>Enhance Equipment</b> | Strengthen your equipment items.  |





## Requests

You can accept Requests at the cafe. You will receive a reward when you complete them. Completing harder Requests may come with an extra bonus.

### Types of Requests

|                          |  |
|--------------------------|--|
| <b>Synthesis Request</b> | Mainly involves Synthesizing and delivering items.               |
| <b>Gathering Request</b> | Mainly involves gathering items and delivering them.             |
| <b>Slaying Request</b>   | Requests that involve slaying monsters.                          |
| <b>Group Request</b>     | More difficult Requests that involve multiple goals to complete. |

## Rumors

You can pay money to purchase Rumors.  
Buying Rumors can cause various changes to fields.



## World Map

When you leave town, the World Map will display. There are many fields around town where you can gather materials for Synthesis. As you progress the story or explore, you will be able to travel to more places. Moving on the World Map causes time to pass.

Present Location

Destination



## Clip Information

Pressing **RB** on a Field Map allows you to immediately bring up clipped (p.33) information from your Encyclopedia. You can use Clips after progressing the game to a certain extent.



## Field Map

When you enter a gathering field, a Field Map will display. You can gather materials and fight monsters on the Field Map. Gathering and fighting will both cause time to pass. Gatherable items and monsters that appear will vary by time on most maps.

Materials you gather will be placed in the Basket, but you can't see details until you return to the atelier. However, when the heroine's alchemy level reaches a certain point, you will be able to see details.

Clock



Gatherable Materials

Monsters

Mini Map



## Actions in the Field

As you investigate the same field multiple times, you will be able to obtain better materials. However, monsters will also grow stronger, so you must be careful.

If your party is wiped out during battle, you will be returned to the atelier, and you will lose some of the materials that you gathered. If things seem too dangerous, don't push your luck, and try to avoid monsters.




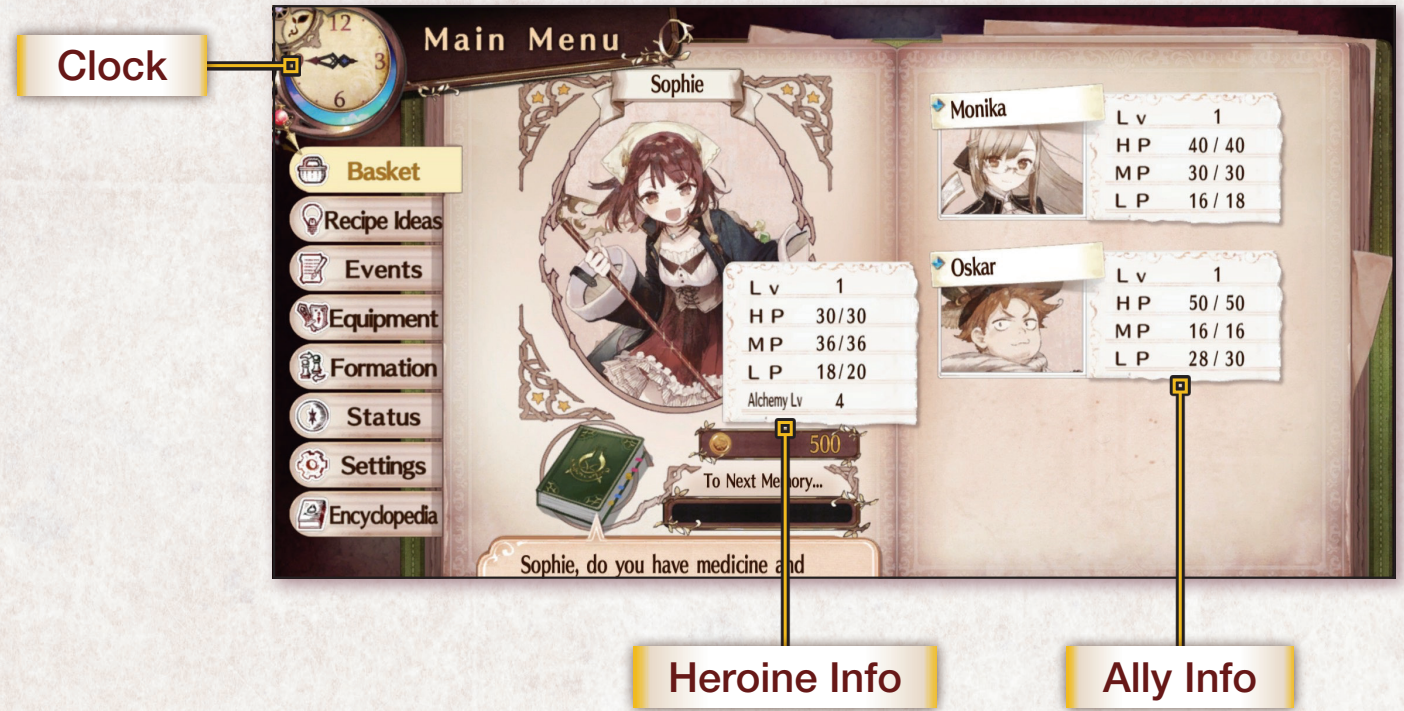
If you hit a monster using **X**, you will gain a preemptive attack.



Press **A** at shining locations to gather materials.



Pressing  in town or on the World Map will display a menu. You can check your characters' present status from there.





## Container / Basket

The Container can only be used while in town. When you return to town, all items in your Basket will be moved to the Container. You can also sort and filter items.

The Basket is only used while outside of town.

You can check materials that you gathered, or use currently equipped items.

Pressing **Y** will open a sub-menu.

### Sub Menu

|                   |  |
|-------------------|--|
| Many to Container | Send multiple items to the Container.        |
| Discard Many      | Throw away multiple items at once.           |
| Sort              | Sort items.                                  |
| Filter            | Only display items that meet specifications. |



Container



Basket

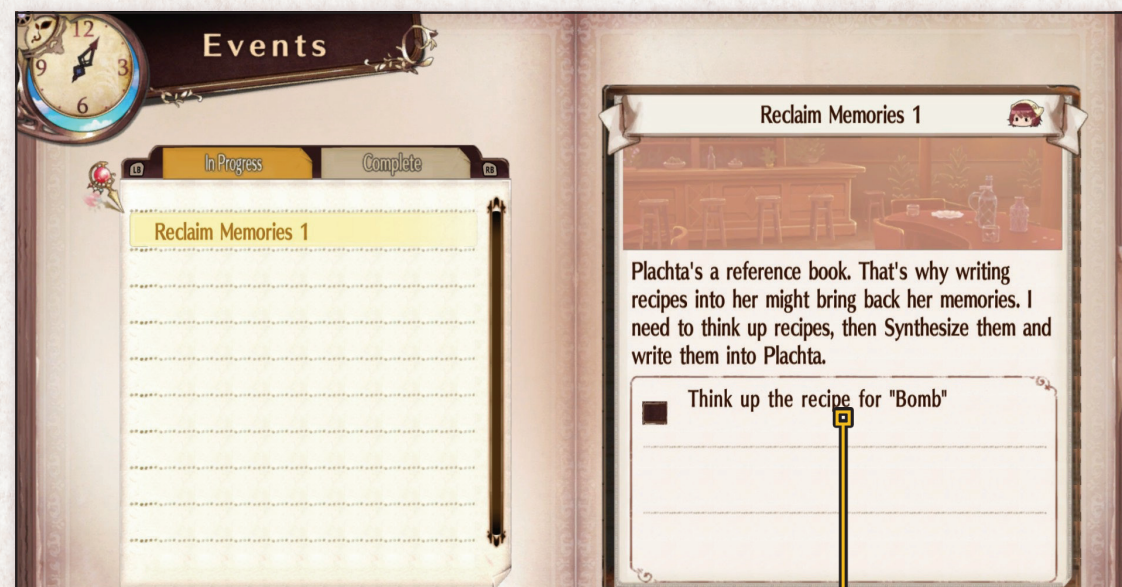


## Recipe Ideas

Check recipe details, and conditions for learning them.

## Events

Check your progress in the game.



Progress



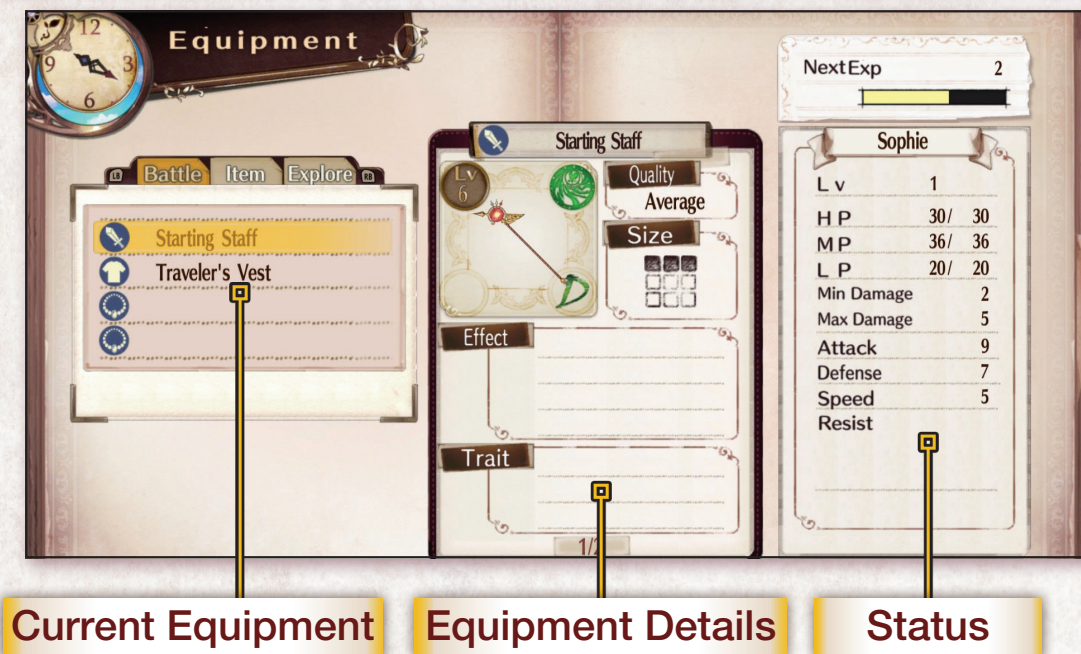
## Equipment

Change equipment on characters.

Press **LB / RB** to change equipment types.

### Equipment Types

|                    |  |
|--------------------|--|
| <b>Battle</b>      | Weapons, armor, and accessories.   |
| <b>Use</b>         | Synthesis items, such as bombs or medicine. Can be used with the "Item" command in battle. |
| <b>Exploration</b> | Shoes, gloves, and more (only for the heroine).  |



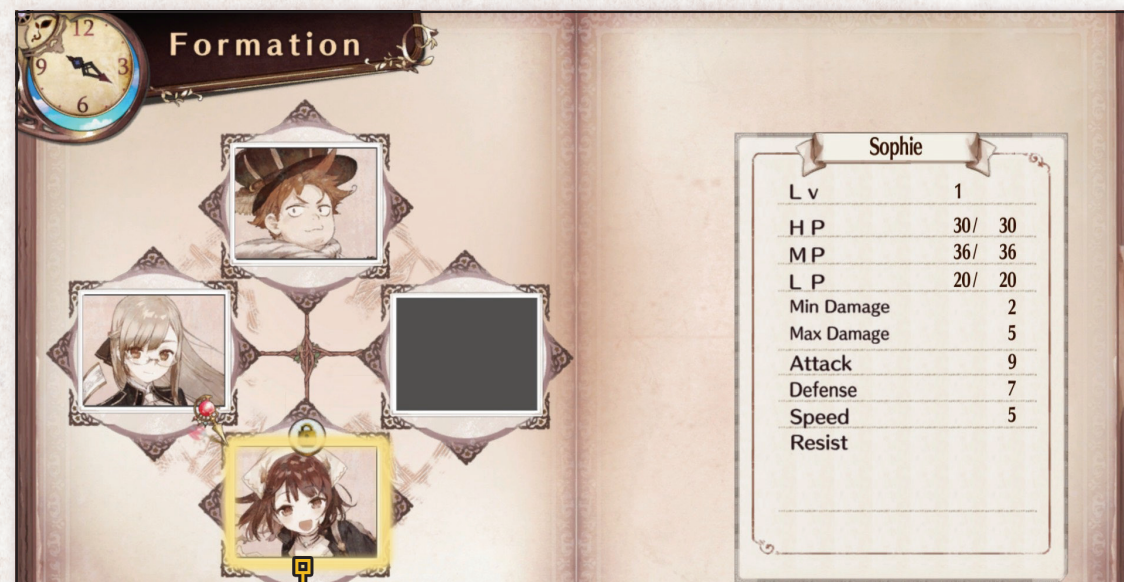
### About Item Equipment Limits

Everyone except Sophie is limited in the types of items that they can equip. Also, the total item level of equipped items cannot exceed their "Equipment Cost".



## Formation

Change starting position of characters in battle, and which members will participate.  
The heroine's position cannot be changed.



Heroine's Position



## Status

Check each character's parameters, acquired skills, current equipment, etc.



## Parameters

|                   |   |
|-------------------|---|
| <b>Next Exp</b>   | Required experience points to the next combat level.                                |
| <b>Lv</b>         | Current combat level.   |
| <b>HP</b>         | Character will be KO'd if this falls to 0.  |
| <b>MP</b>         | Using skills consumes this.   |
| <b>LP</b>         | A measure of fatigue. You will have a disadvantage in battle if this falls too low. |
| <b>Damage</b>     | Base damage value dealt by attacks.   |
| <b>Attack</b>     | Increases damage dealt to enemies.  |
| <b>Defense</b>    | Reduces damage taken from enemies.  |
| <b>Speed</b>      | Affects turn order, evasion, and escape rates.                                      |
| <b>Resist</b>     | Displays any elemental resistances.   |
| <b>Friendship</b> | Represents how close the character is to the heroine.                               |



## Abilities

After fulfilling certain conditions, you will gain points from leveling up, which can then be used to customize a character's stats.

The ability menu will be added to the status screen.





## Requests / Rumors

Shows a list of currently accepted Requests, as well as purchased Rumors. Requests and Rumors can be accepted and purchased from the cafe (p.21).

## Settings

Change volume, difficulty, and other settings.

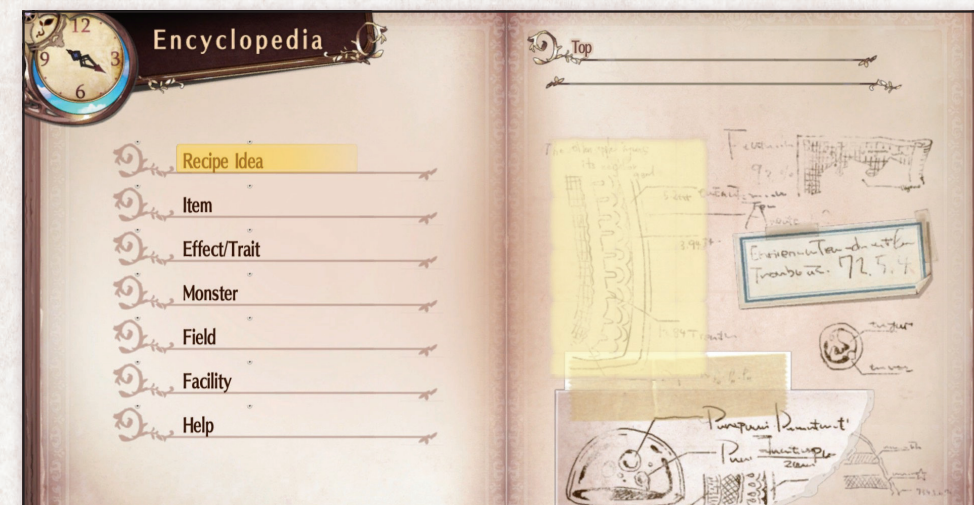
|                   |   |
|-------------------|---|
| <b>BGM</b>        | Adjust the BGM volume.  |
| <b>SE</b>         | Adjust the Sound Effect volume.   |
| <b>Voice</b>      | Adjust the speech volume.   |
| <b>Movie</b>      | Adjust the movie volume.  |
| <b>Camera</b>     | Changes the rotation direction of the camera.   |
| <b>Difficulty</b> | Changes the difficulty of the game. Difficulty affects how strong enemies are, and item drop rates. |
| <b>Language</b>   | Choose a language (English/Japanese).   |



## Encyclopedia

View information obtained in the game.

|                       |  |
|-----------------------|--|
| <b>Recipe Idea</b>    | Check recipe contents and conditions for learning.                 |
| <b>Item</b>           | Check details of items you've obtained or Synthesized.             |
| <b>Effect / Trait</b> | Check details about effects and traits on items.                   |
| <b>Monster</b>        | Check details about monsters you've encountered.                   |
| <b>Field</b>          | Check gatherable materials and monsters that appear in each field. |
| <b>Facility</b>       | View explanations of facilities in town.                           |
| <b>Help</b>           | View detailed game explanations.                                   |




### Encyclopedia Clips






If you press **Y** in the Encyclopedia and select "Clip", you can register an entry to easily call up while out in the field. You can Clip up to 30 entries. If you exceed this, your older Clips will be removed in order.



Touching a monster in the field will start a battle. Defeating monsters will reward you with experience points, and obtaining enough experience will increase your combat level.

## Commands

Use  to select each character's action. After time passes and their turn comes up, they will perform the selected action.

|   |  |
|---|--|
|  <b>Attack</b> | Attack the selected enemy.                                   |
|  <b>Defend</b> | Focus on defense, reducing damage taken until the next turn. |
|  <b>Skill</b> | Use a skill you've learned.                                  |
|  <b>Item</b> | Use an equipped item.  |
|  <b>Run</b>  | Attempt to flee from battle.                                 |

Turn Order



Chain Link Gauge

Commands and Support

Ally Information



## Support

Characters who have finished their action will automatically support their allies.

Press **LB / RB** to change their support type.

|                  |   |
|------------------|---|
| <b>OFFENSE</b>   | Follow up allies' attacks on monsters, as well as increasing damage dealt.      |
| <b>DEFENSIVE</b> | Shield allies and take damage in their place, as well as reducing damage taken. |



## Chain Link Support

After progressing the game, when the Chain Link reaches 200%, special supports can be used. Two or more allies will perform a powerful attack or guard at the same time.



## Break

After taking enough damage to fill the Break gauge, a character will enter the "Break" state.

While Broken, they will be stunned and unable to act, and all attacks taken will be critical hits.



## Powerful Enemy Attacks

The "red orb" displayed on enemies in the turn list will grow with each action. When the orb burns and "Warning" is displayed, they will use a powerful skill on their next turn.

Hold them off by prioritizing defeating them, Breaking them, or healing HP and using defensive support actions.

