



Nights of Azure™

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Official Site: <http://www.koeitecmoeurope.com/nightssofazure>

Note: Screenshots are taken from a development version of the game. The features described in this manual are subject to change.

Story

Once there was
a being who wasn't human—

The battle against the demonic Nightlord ended with a victory for humanity.

In his defeat, the Nightlord spilled his foul essence, which took root to form an evil that lingers to this day—Blue Blood.

Those who bathed in the Blue Blood were transformed body and soul into fiends, and became a blight upon humanity.



Thereafter,
they would appear at night to take people.
In doing so, they robbed the human race
of nighttime itself.

Beset by sleepless nights caused by these wicked fiends, the city became known as "The Land Without Night," a place that does not exist on any map.

A young woman who was doused with the Blue Blood became cursed with blood-drinking abilities. She lived for those who dwelled in The Land Without Night, and fought for a woman that was destined to be sacrificed to the Night.

This is a love story of two star-crossed women who lived, fought, and were ultimately lost to the annals of history.

Characters



Arnice

A knight in service to the Curia. After coming in contact with the Nightlord's blood, she became a half-demon. Her half-demon nature has given her blood-drinking powers, and she fights with a demon sword composed of her own blood. Though she seems like a calm, collected woman at first glance, she harbors a fierce passion deep within her.



Lilysse

The Saint who is destined to give her life to seal the Nightlord. She has been close friends with Arnice since boarding school. While she understands the Curia's expectations of her to a certain extent, she has already accepted her destiny as a Saint. Her nickname is Lily.

How to Start the Game

Title Menu

| | |
|-----------|---|
| New Game | Start the game from the beginning. |
| Load Game | Continue the game from a save file. |
| Extra | Depending on your game progress, certain content can be seen here. It will become available once the game has been cleared. |
| Option | Adjust the game settings, such as volume and control types. |

Save / Load

Saving and loading game data can be done by accessing the ledger in the hotel lobby. You can also load the game from [Load Game] on the Title Menu.

» During auto-save, do not reset or turn off the game.



Purpose of the Game

The main character, Arnice, goes to the island of Ruswal, hidden in the North Sea, on a fiend-slaying mission. There, she makes full use of her Servans, who act as her minions in battle, and weapon as she fights.

Depending on Arnice's activities, she can obtain a variety of equipment, new Servans, and learn new skills. By strengthening herself and her Servans, she can continue to complete missions.



Reading the Battle Screen

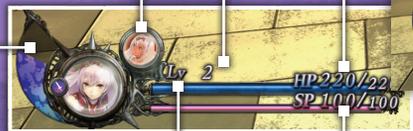
Chain
The number of consecutive hits landed (combo). As this number increases, you will acquire more blood and the Transformation Gauge will fill faster.

Transformation Gauge
Attack enemies to fill the gauge. When it is full, press **RT** to transform into a powerful form.

HP Gauge
Arnice's HP. When it reaches 0, you will either restart the stage from the beginning or return to the hotel.

Form Indicator

Status Indicator



Level
Offer blood at the Altar of Jorth to increase Arnice's level.

SP Gauge
Arnice's SP is consumed when using special attacks and summoning Servans. It will recover over time or by attacking enemies.



Time Limit
When it reaches 0, you will return to the Lobby.

Map
▲ Arnice ● Allies ● Enemies ● Return
● Map Movement ● Map Movement (One way)

Target Line
The direction your Servan is aiming.

Log
Displays information, such as items or money (Libra and Blood), or completed Quest objectives. You can obtain items and blood by defeating enemies or opening treasure chests.



Servan Information
The Servan's level, HP (blue), and SP (red). SP will recover over time, by attacking enemies, or by sucking blood (☞ + ☞). SP is split into sections that show how much is needed to perform a Servan Burst.

Summoning Deck
You can summon Servans by pressing **RB** + **X/Y/B/A** (Servan Burst can be used when a Servan is summoned). You can switch Servan Deck Parties by pressing **RT**.

Pause Menu

Press **ESC** to bring up the Pause Menu.

| | |
|--------------|------------------------------|
| Resume | Exit the Pause Menu. |
| Return | Return to Ende Hotel. |
| Quest | Confirm your current Quest. |
| Scenario | Confirm your story progress. |
| Battle Guide | View the help menu. |
| Options | Change the settings. |

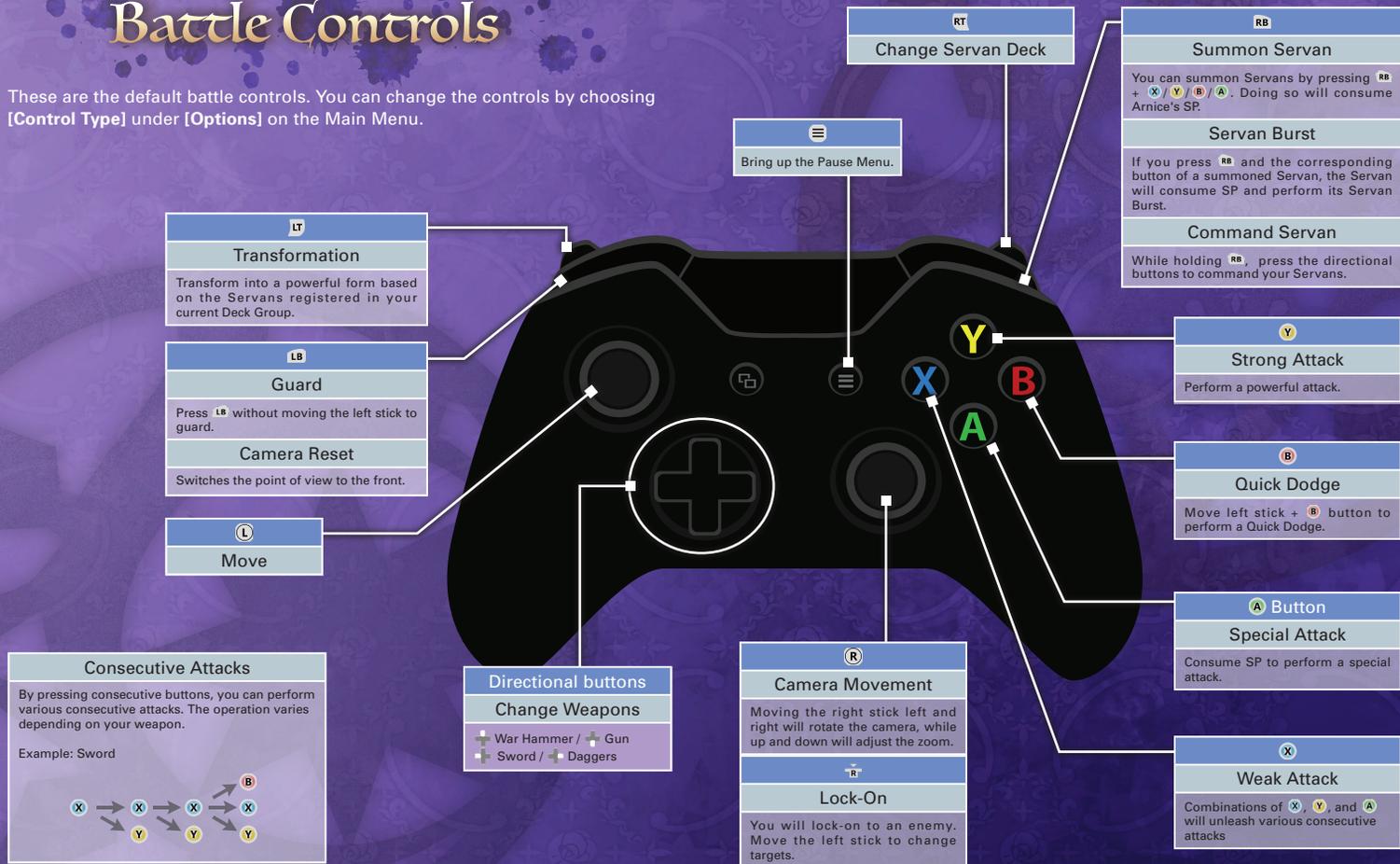
Status Effects

When enemies attack you, sometimes your status will be affected, which may cause you to take damage or reduce your ability scores.

| | | |
|--|--------------------|--|
| | Stun | Unable to move. Move the left stick to recover faster. |
| | Bleed | Take damage over time and DEF is reduced. |
| | Poison | Take damage over time; lasts longer than Bleed. |
| | Paralysis | Unable to attack. |
| | Buff/Debuff | Raises or lowers ATK or DEF respectively. |

Battle Controls

These are the default battle controls. You can change the controls by choosing [Control Type] under [Options] on the Main Menu.



LT

Transformation

Transform into a powerful form based on the Servans registered in your current Deck Group.

LB

Guard

Press **LB** without moving the left stick to guard.

Camera Reset

Switches the point of view to the front.

L

Move

Directional buttons

Change Weapons

⚔ War Hammer / ⚔ Gun
 ⚔ Sword / ⚔ Daggers

☰

Bring up the Pause Menu.

RT

Change Servan Deck

RB

Summon Servan

You can summon Servans by pressing **RB** + **X** / **Y** / **B** / **A**. Doing so will consume Arnice's SP.

Servan Burst

If you press **RB** and the corresponding button of a summoned Servan, the Servan will consume SP and perform its Servan Burst.

Command Servan

While holding **RB**, press the directional buttons to command your Servans.

Y

Strong Attack

Perform a powerful attack.

B

Quick Dodge

Move left stick + **B** button to perform a Quick Dodge.

A Button

Special Attack

Consume SP to perform a special attack.

X

Weak Attack

Combinations of **X**, **Y**, and **A** will unleash various consecutive attacks

Consecutive Attacks

By pressing consecutive buttons, you can perform various consecutive attacks. The operation varies depending on your weapon.

Example: Sword

R

Camera Movement

Moving the right stick left and right will rotate the camera, while up and down will adjust the zoom.

Lock-On

You will lock-on to an enemy. Move the left stick to change targets.

Weak and Strong Attacks

With the **X** button, you can perform consecutive attacks with less chance for reprisals. The number of consecutive attacks differ per weapon. At the end of a consecutive attack, if you press **X/V** or **B** without moving the left stick, you will perform a finisher.



With the **Y** button, you can perform a powerful attack or special effects.

Other Attacks

Depending on the action, while in the air, you can perform an aerial attack by pressing **X** or **Y**. When you master the Dash Attack skill, you will even be able to attack during a Quick Dodge.

Special Attacks

Press the **A** button to perform a special attack by consuming SP.

The amount of SP consumed, power, and effect all vary depending on the weapon.



Fire-Attribute Attacks and Weak Points

Arnice and some Servans can use fire attacks. They deal large amounts of damage to enemies who are weak to fire, such as Wood Golems.



Summon Servan

Press **RB** + **X/V/B/A** to summon a Servan. Summoning consumes SP. Servans are helpful beings that fight by Arnice's side. They can perform strong attacks to match with Arnice, or provide help in a pinch.



Commanding Servans

While holding **RB**, press the directional buttons to command the Servan being summoned.

| | | |
|-------------|----------------------|--|
| Rampage | RB + + | The Servan will freely choose an enemy and attack. |
| Teamwork | RB + + | The Servan will attack the enemy Arnice is fighting. |
| Drink Blood | RB + + | The Servan will drink the blood on the ground to restore its SP. |
| Follow | RB + + | The Servan will come to Arnice. |

Servan Burst

Press **RB** + **X/V/B/A** to make the summoned Servan perform a Servan Burst. The effects of Servan Bursts can range from special attacks to stat bonuses. The power and effect will vary depending on the Servan, and you can confirm it under "Servan Formation" from the Main Menu.



When you press the corresponding button while summoning a Servan, it will perform a Servan Burst.

Switching Weapons

You can switch weapons by pressing the directional buttons. Arnice will have more choice of weapons as she levels up. When you master the skills “Weapon Chain” and “Dash Attack,” you will be able to switch weapons while attacking and executing a Quick Dodge.

| | |
|--|------------|
| | War Hammer |
| | Gun |
| | Sword |
| | Daggers |



Transforming

When the Transformation Gauge is full, you can press the **LB** to change into a powerful form. Depending on the type of form, you can perform different attacks.

Depending on the Transformation Factors of the Servans registered in your deck, Arnice's form will differ. When Arnice changes form, the Servan's abilities will be enhanced. When the Transformation Gauge reaches 0, she will revert back to normal.



Transformation Factor

Each Servan has a Transformation Factor. When you transform, you will assume a form based on whether or not the combined Transformation Factors of the Servans in your deck equal 10 or more (If they equal less than 10, you will assume a generic demon form). The Servan Leader's Transformation Factor will always be worth double its point value. In addition, the higher the total of the combined Transformation Factors, the faster the Transformation Gauge fills.



Activity Report

When you return to the Hotel after fighting, a full day will pass. The results of your daytime activities will be recorded, including any blood and items that were acquired. However, you won't gain skill points if you don't stay out for enough time.

Leveling Up Servans

Servans that participate in battle gain experience points. After accumulating a certain amount, it will level up, its power will rise, and it will master abilities. Even if it was not summoned, a Servan in your deck will receive a portion of the experience points.



Daytime Activities

You can select activities for Arnice to carry out and view her results from “Action Management” in the Main Menu. Any skill points you gain will be awarded here.

Select “Status” then “Skills” in the Main Menu, and you can use skill points to master new skills.



Selling Items

You can sell items that you have acquired. If you do not wish to sell any of the items, you can press the **A** button without selecting any of the items.



Hotel (Base)

Lobby

Arnice uses the Hotel as her base of operations. At the Lobby, you can prepare for battle and converse with other characters. When you're done with your preparations, use the revolving door to go into the city to slay fiends.

| | |
|----------------|--|
| Revolving Door | Displays the town map. When you select a place on the town map, the battle will start. |
| Elevator | Move to your hotel suite, the Arena, or the Altar of Jorth. |



Shop

There is a shop in the Lobby where you can buy or sell items. There is also a shop that deals with special and suspicious items while in battle.



Trade

As the game progresses, you will be able to trade with the shop in the Lobby. By dispatching a trade merchant to specific regions in the world, you can obtain various items. You can only dispatch a trade merchant to one area at a time. Once dispatched, the trade merchant will not return for a while.



Quests

You can receive Quests from the manager in the Lobby. By fulfilling Quests, you can obtain various rewards. You can also earn skill points from completing Day Quests.



| | |
|---------------------|---|
| Slay Quest | A quest to slay specific fiends. |
| Search Quest | A quest to search for specific objects. |
| Investigation Quest | A quest to go to a specific area. |
| Daytime Quest | A quest that Arnice can perform during the day. |

Altar of Jorth (Desden)

When you offer blood to the Altar of Jorth through an act known as "Desden," you can raise Arnice's level. Her ability scores will increase, and you can earn skill points and learn new skills. You can go there by boarding the elevator in the Lobby and selecting "Altar of Jorth."



Arena

You can train or test your skills at the Arena. When cleared, you can get various rewards depending on your score. You can go there by boarding the elevator in the Lobby and selecting "Arena."



Main Menu

Press **Y** or **Enter** in the Hotel or town map to bring up the Main Menu. There, you can prepare for battle or read a hint to progress in the game.

Servan Formation

Arnice can summon Servans and make them fight. When Servans are assigned to a deck, you can summon them during battle. Servans become stronger by equipping items and raising their level. The Servan you set to the **X** button will be the "Servan Leader," and can be summoned without consuming SP. The value of its Transformation Factor will also be doubled.



| | |
|-------------|---|
| Deck Party | You can assign up to 4 Servans to a deck. After meeting certain conditions, you can craft several different decks. In addition, you can give your Servans items to equip and use. |
| Servan Case | The current list of Servans you possess. You can give your Servans items to equip and use here. |
| Actualize | You can use an item known as a "fetish" to form a contract with a new Servan. Doing so will consume the fetish and some blood. You can form contracts with up to 10 of the same type of Servan. |

Strengthening Servans

Servan get stronger by using items or taking them into battle.

| | |
|-----------|---|
| Equipment | When you equip an item to a Servan, their ability scores will increase. They may also receive special effects. |
| Level | After returning to the Hotel, depending on the battle, your Servans can gain experience and level up. When they level up, their power increases, and they can get new skills and abilities. |
| Item | When a fetish is used on a Servan, its power will rise. When you use a fetish that matches the Servan, its Transformation Factor will also increase. You can also use items to change its current Native Abilities. |

Status

Arnice gets stronger by equipping items and mastering skills.



| | |
|-----------|---|
| Equipment | By equipping items, her powers will rise, and she will gain effects from the equipment. |
| Skill | Use skill points to master new skills. |
| Inventory | You can check which items you currently possess. |

Ability Scores

| | |
|-----|---|
| Lv | As Arnice's level increases, her power will increase and she can acquire skills and skill points. She can increase her level at the Altar of Jorth. |
| HP | When HP falls to 0, you will either restart the stage from the beginning or return to the Hotel. |
| SP | Used for special attacks and summoning Servans. |
| ATK | The higher the value, the more damage you will deal. |
| DEF | The higher the value, the less damage you will take. |

Skill Types

Use skill points to master new skills. Skills fall under the following 3 categories.



| | |
|--------------------|---|
| Battle | Increases the number of actions and extends your transformation time. |
| Daytime Activities | Increases the number of Daytime Activities you can do. |
| Special | Increases such things as the number of equipment slots, or the time limit during battles. |

Action Management

You can confirm the activities, Quests, and story scenarios to be carried out during your free time during the day. Arnice fights battles during night, and she will automatically perform any Daytime Activity you have selected. After a battle is finished, you can earn skill points depending on these activities. Skill points are necessary for mastering skills.



| | |
|------------------|--|
| Daytime Activity | Set the activities that Arnice will perform during the day. When you finish battling, you can obtain skill points. |
| Quests | Confirm any Quests you have taken. You can receive Quests from Simon in the Lobby. |
| Scenario | Check the story's progress. |

Setting Daytime Activities

Select a category, and then select an action. Depending on the action, the skill points you acquire will vary. When you return from battle, depending on the Daytime Activities you set, you will get skill points. Skill points may not be obtained if you haven't fought enough before you return.



Check Scenario Conditions

When you are not sure what to do next, check "Scenario" under "Action Management" for hints.



Library

You can view various information and tutorials.

| | |
|--------------|---|
| Encyclopedia | You can view information about enemies, Servans, and items. |
| Battle Guide | You can view various tutorials. |



Options

You can adjust the volume and camera settings.



| | | |
|-------------------|--|--|
| Volume | BGM | Adjust the volume of the BGM. |
| | SE | Adjust the volume of the sound effects. |
| | Voice | Adjust the volume of the voices. |
| Camera | Camera Up/Down Operation | [Normal/Reverse] Switch how to operate the up and down movements of the camera. |
| | Camera Left/Right Operation | [Normal/Reverse] Switch how to operate the left and right movements of the camera. |
| Control Type | Type A-E | Switches the control configuration types. |
| Default | Restore the default settings. | |
| Screen Adjustment | Adjust the display area of the screen. | |
| Confirm Settings | Save your settings. | |

Servans

About Servans

Servans are pivotal to the battle against fiends, and are Arnice's companions. If you are struggling against an opponent on your own, using Servans can lead you to victory. Even if a Servan's HP falls to 0, after a certain amount of time passes, you will be able to summon them again.



Fetishes & Actualizing

By having Arnice offer blood to a fetish, you can form a contract with a Servan (Actualize). Specific fiends may drop a fetish when you defeat them. There are also fetishes that can only be obtained through special means. You can only form contracts with 10 of the same type of Servan.



Skills & Abilities

Servans have skills with various actions and abilities that give you supporting effects. All actualized Servans possess a unique ability (Native Ability). Each time they level up, you will choose one of two abilities for it to master.

Summon Skills

These are special skills that are triggered when a Servan is summoned. Many summon skills are powerful, so assess the situation and try to summon them at the proper time.



Alraune restores Arnice's HP when summoned.



Bisque puts up a barrier when summoned, and prevents enemy invasions.

Servan Burst

These are special skills that Arnice can order her Servans to perform. If you hold **Alt** + **X/V/B/A**, it will consume that corresponding Servan's SP to perform their Servan Burst. Servan Bursts are more powerful than a Servan's Summon Skill, but the timing may be difficult to pull off.



Wood Golems will raise their DEF and taunt the enemy to attack them.



Plumie will charge and deal damage over a wide area.



Starting Servans

Alraune

Healer that restores your allies' health, focusing primarily on Arnice. It doesn't have much offensive power, so make sure you keep it safe.



Dinosword

Specialized attacker. Inflicts the Bleed status to deal damage over time. It is an excellent Servan that is useful at all stages of the game.

Wood Golem

A reliable Servan with high HP and DEF. It also has an ability that taunts enemies to attack it, and it fulfills an active role as Arnice's shield.



Customer Support

For customer support, please visit:

Americas <http://www.koeitecmoamerica.com/support/>
Europe <http://www.koeitecmoeurope.com/support/>



Survey

For those interested in completing our product survey, access the below URL:

Americas <http://www.koeitecmoamerica.com/survey/nightssofarure/>
Europe <http://www.koeitecmoeurope.com/survey/nightssofarure/>



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