



Vestaria Saga Help

How to Play

Starting Out

Vestaria Saga is a strategy RPG that takes place over the course of several maps. Each map has its own victory conditions and story events to discover and experience.

When you first begin the game, you'll be able to choose one of two different modes.

Orthodox: Recommended for those seeking a challenge. Be prepared to reload, reload, reload on your first playthrough if you want to save everyone. This is the original high difficulty that the game was designed around, and will certainly test every player's strategic mind. In this mode, Athol gains a unit skill that gives all allies within 5 squares a 5% evasion boost.

Clemency: Designed for intermediate players. Increases all EXP awards by 20 and grants ATK/DEF/RES +2 (when Athol is present). This is the easier of the two modes, and will allow less experienced players to proceed to the end more easily.

Story events do not differ between the two difficulties.

Saving

After proceeding through the story and beginning a map, you will be able to save on the first turn and every fifth turn. Saving can only be done at the beginning of a turn - the moment a unit takes action, saving will no longer be available for that turn. 98 save files can be created in total. Data can also be loaded at any time during battle from the menu.

Controls

The game's control keys can be edited at any time through the game.ini file in the game's main folder. This can be used to help make the game more compatible with some USB gamepads. The game is also compatible with keyboard and mouse controls.

Map Interactions

While moving your units across the map, you may sometimes encounter villages and houses. Move a unit to these squares in order to discover conversation and story events that may result in new items or allies.

Unlike houses, villages are always in danger of being destroyed by enemies. Once a village is destroyed, it cannot be visited.

The "Unit Roster" menu will bring up a list of your units and their basic stats. It will also list any other characters on the current map who that unit may converse with. If two units' names are listed in each other's rows, either unit can begin the conversation. Otherwise, that unit must be the one to initiate the conversation. Having a conversation will end that unit's turn.

Attacking

Each weapon has a different range of attack. In order to successfully attack an enemy, you need to move the unit close enough so that their weapon's range square reaches the target. After a unit attacks an enemy, the enemy will strike back at the unit - but only if your unit is within the enemy's attack range.

Death

If any of your units' HP reaches 0, they will die permanently. If important characters such as Zade or Athol die, you'll get a game over. Fulfilling a defeat condition will also cause the game to end.

Restoring HP

HP can be restored in the following ways

- Using a healing staff. (But the user of the staff cannot use it to heal themselves.)
- Using a healing item. If you possess a healing item, you can only use it on yourself.
- Using of a healing skill or an item that bestows a healing skill.
- Using a skill or weapon that absorbs HP from the enemy after an attack.
- Passing one turn while on a terrain tile that restores HP.

Items and Weapons

When an item or weapon's number of uses reaches zero, it will break. There are certain items and skills that can boost an item or weapon's use count, but only before it breaks. Once an item or weapon's use count reaches 0 and it breaks, it will be permanently lost, and there will be no way to restore its use count.

Unit Inventory

Each unit can hold up to 6 items, while your army's stockpile can hold up to 500. You can only access the stockpile while standing next the leader unit that has access to it.

If a unit with a full inventory acquires an item, you may choose to send an item from that unit's inventory straight to the stockpile. The same is true for items in shops. Simply press the cancel button to send an acquired item to the stockpile.

If a unit is forced to leave your party, their items will be automatically sent to the stockpile. (There are certain exceptions to this, such as units who die.)

Weapons and items with star symbols next to them will be sent back to the stockpile even when units who possesses it dies.

Weapon Types

Each unit's class determines what weapon types they can use. Sometimes, they may not be able to wield certain weapons until they acquire the necessary amount of Proficiency (PROF).

Unit Types

There are three different types of units: player, NPC, and enemy. Player units are denoted by a blue circle underneath them. NPC units are denoted by a green circle. Your allies cannot use Items/staves on NPCs, nor can they trade with them. Enemy units are denoted by a red circle.

Unit Growth

Units will gain experience points whenever they battle. Once they reach 100, they will level up and gain boosts to parameters. Each unit has their own unique growth rate, and the numbers they gain will differ by playthrough.

Once a unit's level or parameter reaches its max value, the value will turn green (excluding HP). Numerical values that appear after + signs denote equipment or separate stat buffs.

Stats

Lv: Every time a unit gains a level, it will gain stat boosts. Every class maxes out at Level 20.

Ex: Experience points. Once a unit gains 100 and levels up, this number will go back to 1.

HP: Hit Points. Each class has its own max, and most units cannot go over 80.

Strength (STR): Boosts the attack power of the unit's weapons.

Magic (MAG): Boosts the attack power of magic books and magic weapons, as well as the restorative power of staves.

Dexterity (DEX): Boosts the accuracy (ACC) of weapons, your critical hit rate (CRIT) and the activation rate of certain skills.

Agility (AGI): Boosts your evasion rate (EVA), attack speed (SPD), and the activation rate of certain skills.

Luck (LUCK): Boosts your critical hit evasion (C-EVA) and the activation rate of certain skills.

Proficiency (PROF): The higher this is, the more powerful weapons your unit will be able to wield.

Defense (DEF): Reduces the damage a unit takes from physical attacks.

Resistance (RES): Reduces the damage a unit takes from magical attacks.

Mobility (MOB): Determines how far a unit can move per turn.

Battle Calculations

When a unit gains a stat buff from a weapon, item, or skill, it will be displayed on the right side of the stat screen, after the + sign next to the applicable stat.

How stats are calculated:

Attack (ATK): $\text{Weapon} + \text{STR or MAG}$, depending on the weapon type.

Accuracy (ACC): $(\text{Unit's DEX} \times 3) + \text{Weapon's ACC}$. Determines a unit's chance of hitting or missing.

Critical Hit Rate (CRIT): $\text{Unit's DEX} + \text{Weapon's CRIT}$. Determines a unit's chance of landing a critical hit on the enemy.

Evasion (EVA): $(\text{Unit's SPD} \times 2) + \text{Terrain Bonus}$. Determines a unit's chance of dodging an enemy attack.

Critical Evasion (C-EVA): $\text{Opponent's CRIT} - \text{Unit's LUCK}$

Defense (DEF): This value determines how much damage is removed from a physical attack before it lowers a unit's HP based on the remainder.

Resistance (RES): This value determines how much damage is removed from a magical attack before it lowers a unit's HP based on the remainder.

Range (RNG): The range of the unit's weapon, based entirely on the weapon itself.

Speed (SPD): $\text{AGI} - (\text{Weapon's Weight} - \text{Half of Unit's STR})$ This stat will never drop below 0. If your unit's SPD is three points higher than the enemy's, you will be able to attack again. The opposite is true for the enemy, so be careful.

Changing Classes

A unit's class may be changed regardless of what level they are, but only certain classes may change into other classes. Class changes cannot be reverted.

In order to change class, the unit must possess the proper class change item that pertains to their class.

When a unit changes class, their stats will be increased, but they will revert to Level 1, with some exceptions. Changing class may also grant them new skills and new weapon types. After a unit changes class, their experience point gain will change to 60%, with the exception of units who possess the 'Diligence' skill.