



# Atelier Lydie & Suelle

~ The Alchemists and the Mysterious Paintings ~

## Main Menu



## Exploring



## Synthesis



## Battles





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# Customer Support

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## 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, please access the below URL:

Americas <http://www.koeitecmoamerica.com/survey/lydieandsuelle/>

Europe <http://www.koeitecmoeurope.com/survey/lydieandsuelle/>

\*Screenshots in this manual have been taken from a development version of the game.

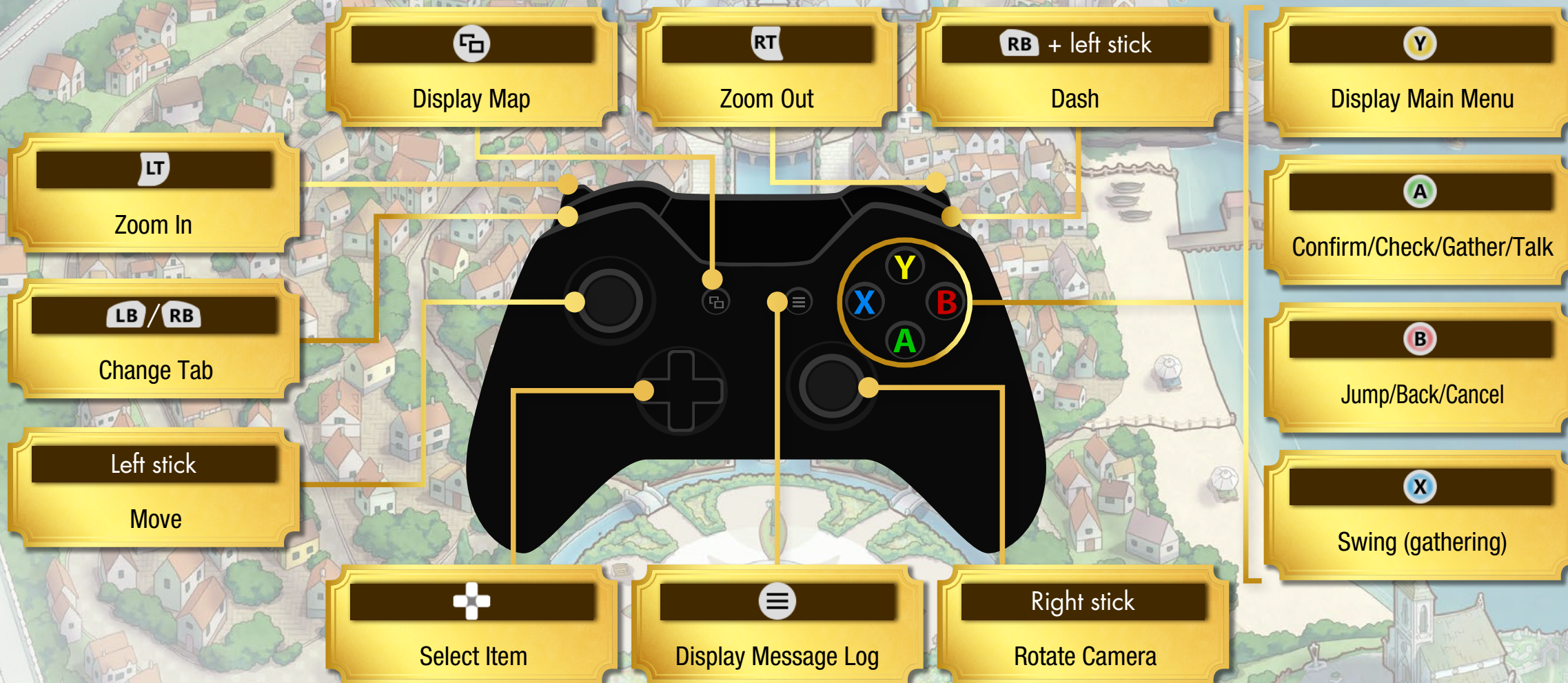
\*Game features described in this manual are subject to change. Thank you for your understanding.

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# Gamepad Controls

04

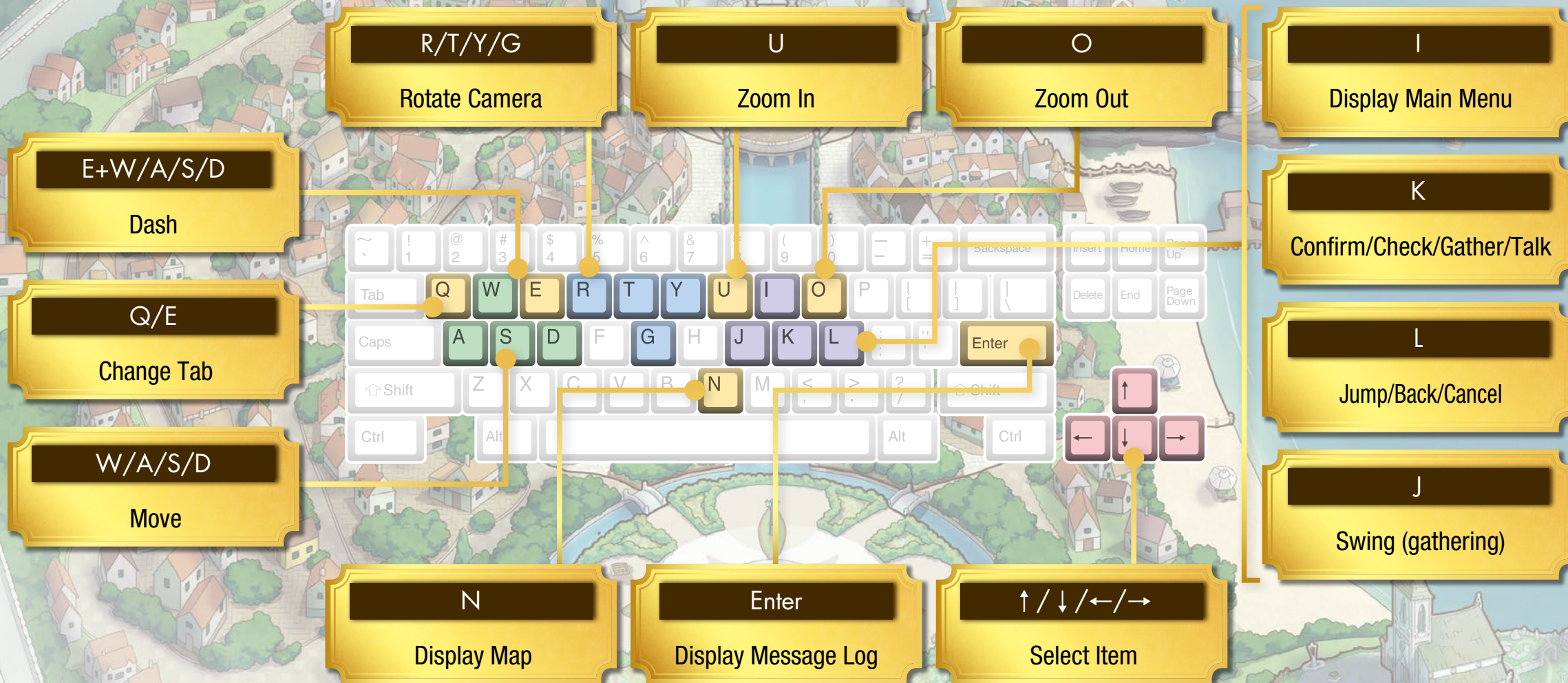


\* Be sure to check the in-game control prompts for more information.



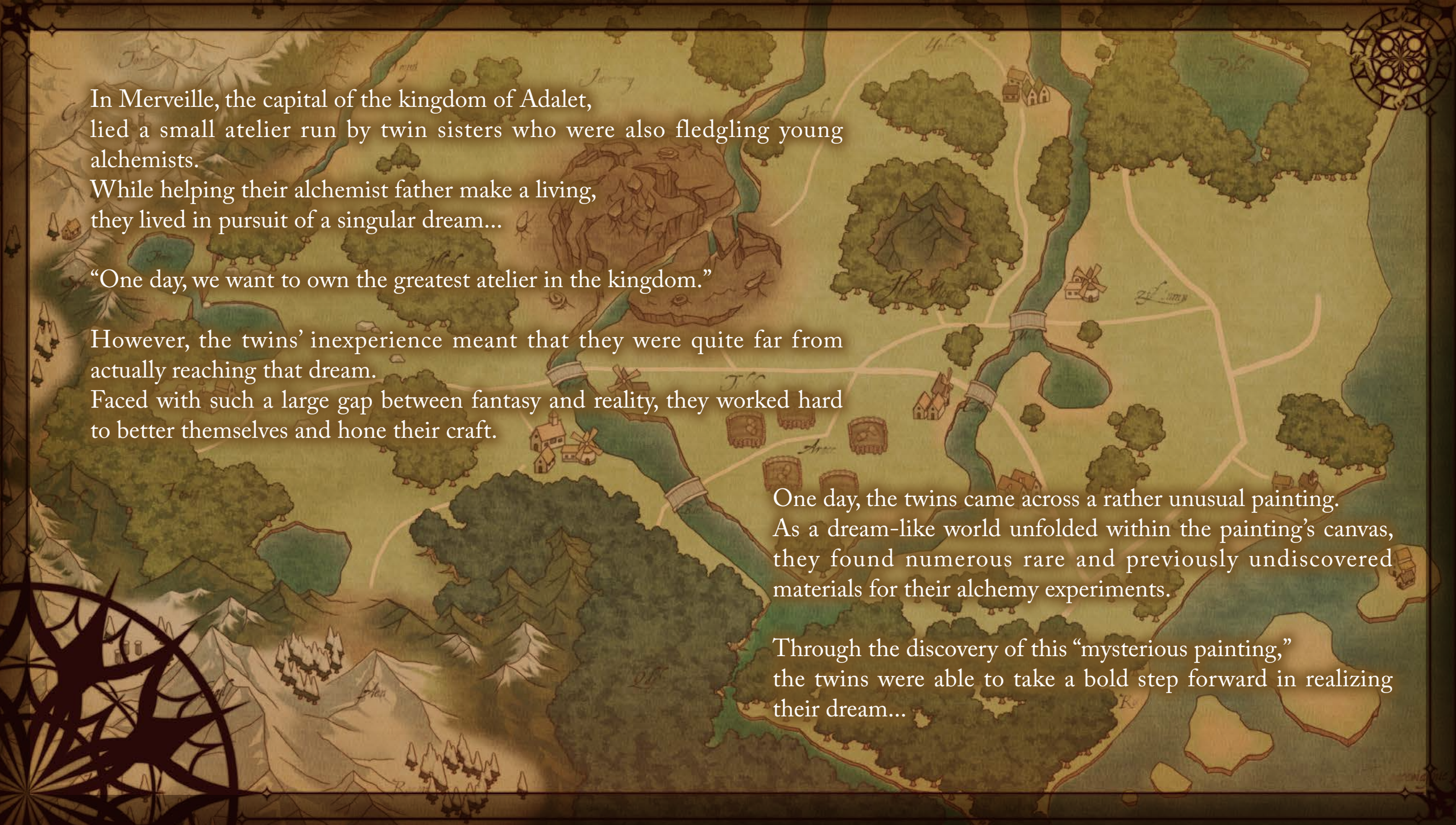
# Keyboard Controls

05



\* Be sure to check the in-game control prompts for more information.





In Merveille, the capital of the kingdom of Adalet, lied a small atelier run by twin sisters who were also fledgling young alchemists.

While helping their alchemist father make a living, they lived in pursuit of a singular dream...

“One day, we want to own the greatest atelier in the kingdom.”

However, the twins’ inexperience meant that they were quite far from actually reaching that dream.

Faced with such a large gap between fantasy and reality, they worked hard to better themselves and hone their craft.

One day, the twins came across a rather unusual painting. As a dream-like world unfolded within the painting’s canvas, they found numerous rare and previously undiscovered materials for their alchemy experiments.

Through the discovery of this “mysterious painting,” the twins were able to take a bold step forward in realizing their dream...



## Lydie Malen



Height 150 cm

Occupation Alchemist

She runs a rather unsuccessful atelier together with her younger twin sister, Suelle.

Although she has a pleasant and gentle personality and is always kind to others, she tends to take a leisurely approach to matters and can be somewhat ditzzy at times.

She constantly tries hard to set a good example for her younger sister, but often finds herself at the whims of the more carefree Suelle's nature.

Lydie is an excellent student, but is not a particularly skilled athlete.

She also has a rather "unique" artistic sensibility.



## Suelle Malen



Height 149 cm

Occupation Alchemist

She runs a rather unsuccessful atelier together with her older twin sister, Lydie.

She is a bright and cheerful tomboy who enjoys playing tricks on people. Although she is somewhat of a prodigy, she is not a very detail-oriented person.

She is also quite skilled with guns, having practiced since she was a little girl. She detests bugs, and goes into a fit if one even lands on her shoulder.





## Firis Mistlud

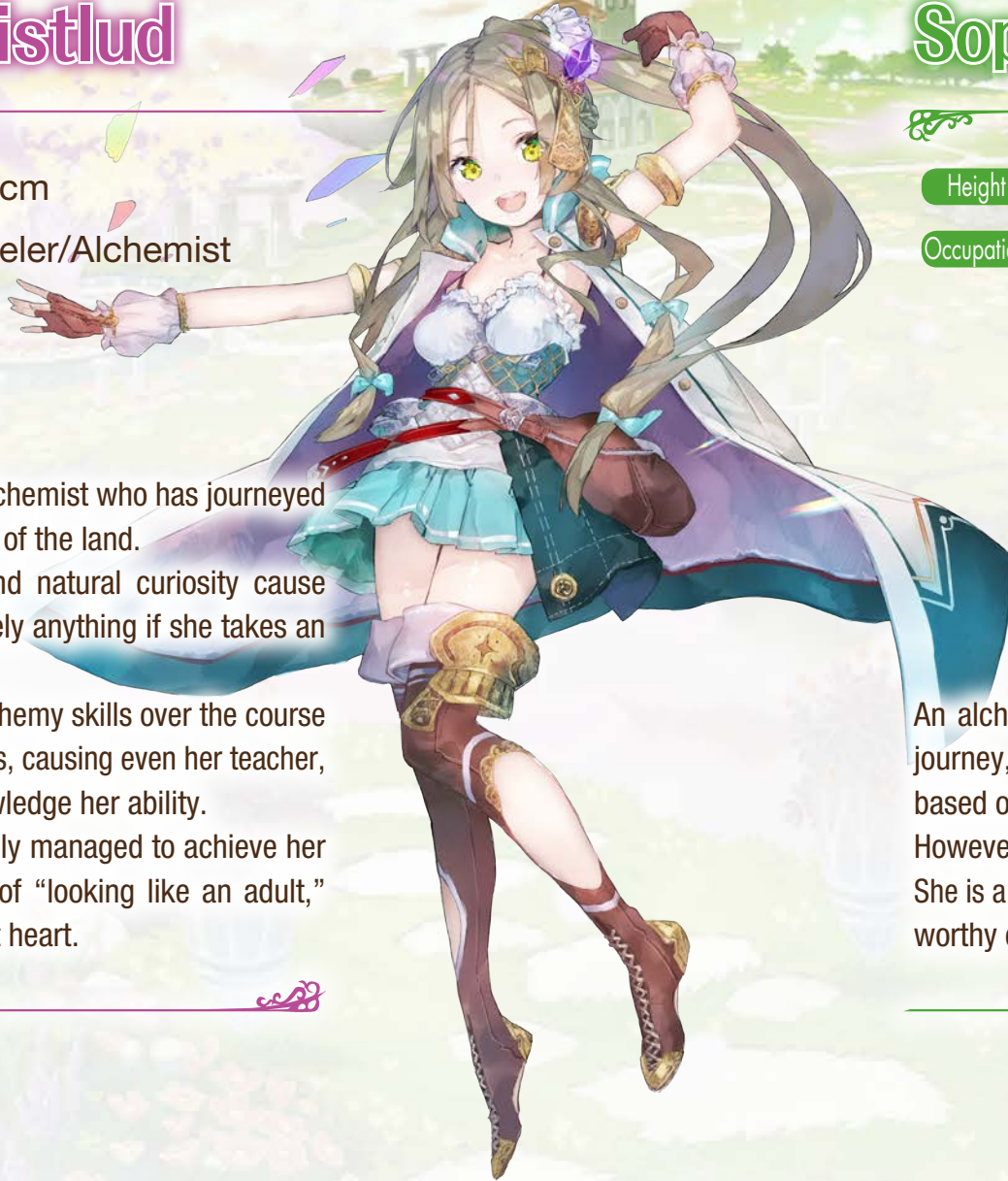
Height 159 cm

Occupation Traveler/Alchemist

She is a skilled alchemist who has journeyed to the far reaches of the land. Her innocence and natural curiosity cause her to try absolutely anything if she takes an interest in it.

She honed her alchemy skills over the course of her many travels, causing even her teacher, Sophie, to acknowledge her ability.

Although she finally managed to achieve her long-held dream of “looking like an adult,” she is still a kid at heart.



## Sophie Neuenmuller

Height 156 cm

Occupation Alchemist

An alchemist that has been on a long and winding journey, she often gives advice to Lydie and Suella based on her considerable experience. However, she is not without her faults. She is a highly skilled alchemist, having reached a level worthy of being considered Firis' teacher.





# Mathias Ferrier Adalet

Height 186 cm

Occupation Knight

He is a young man who is constantly wandering about the streets of Merveille.

Often playful and frivolous, he is always trying to pick up girls.

After an unexpected turn of events, he comes to serve as Lydie and Suelle's protector.

He is a member of the knight's order, making him highly skilled with a sword.

He apparently has an older sister, and is constantly under her thumb.

# Alt

Height 160 cm

Occupation Alchemist

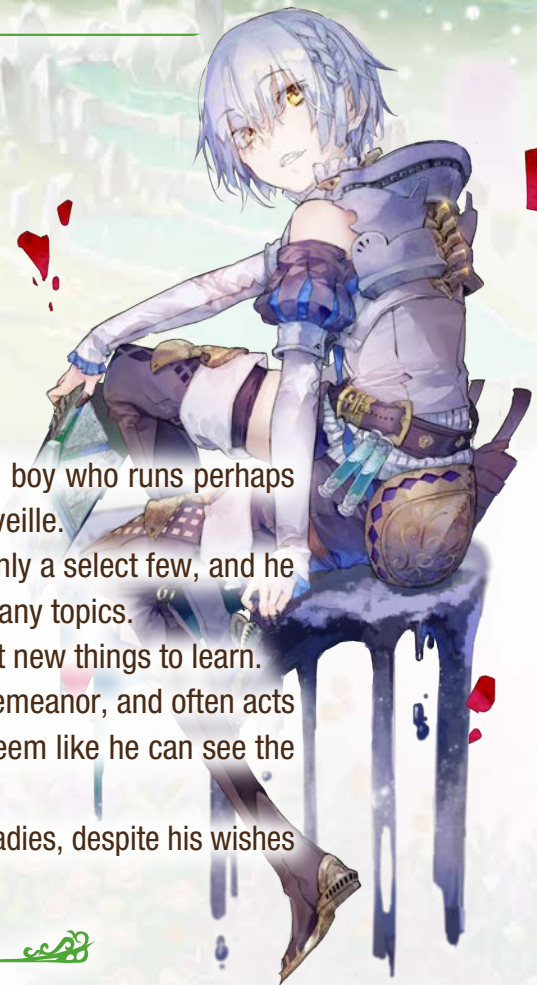
He is an androgynous-looking young boy who runs perhaps the most famous atelier in all of Merveille.

His skills in alchemy are rivaled by only a select few, and he is extremely knowledgeable about many topics.

Furthermore, he constantly seeks out new things to learn.

He has a somewhat cool and aloof demeanor, and often acts and speaks in a way that makes it seem like he can see the future.

As such, he is quite popular with the ladies, despite his wishes to the contrary.





# Starting the Game

Press any button at the title screen to display the following menu.  
Select “New Game” or “Load Game” to begin playing the game.

|           |   |
|-----------|---|
| New Game  | Begin a new game.   |
| Load Game | Continue a previous game.                                     |
| Settings  | Adjust game settings such as the volume and difficulty level. |
| Extras    | View various content from the game.                           |
| End Game  | Exit the game.  |

\*The “Extras” menu will appear after completing the game for the first time.

\*“Load Game” will not be displayed if there is no saved data present.





# Saving & Loading

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Your game data can be saved and loaded from the desk within your atelier.  
You can also load a saved game from the “Load Game” command on the title screen.





# Game Objective

Lydie and Suelle's objective is to become the top atelier in the kingdom.  
You take control of the two sisters as they look to increase the atelier's ranking and hone their skills as alchemists.

## Atelier Rank

Your atelier will receive a ranking, ranging from G to S, which can be increased by passing a promotion test.  
In order to take the promotion test, you will need to meet the conditions contained within your Ambitions Journal (P.17).

## The Passage of Time

Time elapses whenever you select commands such as Move, Search, Battle, or Synthesis. Although the passage of time does not affect the game's story line, many requests do have time limits. Be careful to make sure that you finish such requests on time.





# Game Flow

The game's story progresses as you perform synthesis, fight battles, and search for materials while in town or out in the field. Completing various tasks listed in your Ambitions Journal is what will unlock new promotion tests for your atelier.



If you are unsure of what to do next, check your "To-Do List" by bringing up the Main Menu (  ).



# Main Menu

Press the **Y** button in town or in the field to display the Main Menu.

This menu allows you to select from various commands (P.15-19), view information on your party members, and more.

\*Lydie and Suelle share the same Alchemy Level and money.

|                      |   |
|----------------------|---|
| <b>Battle Level</b>  | Winning battles earns you experience points, which are used to increase your Level. Your base stats rise with each increase in Level, making you more effective in battle.                              |
| <b>Alchemy Level</b> | Synthesizing items earns you experience points, which are used to increase your Level. You can learn skills with each increase in Level, increasing the number of things you can do while synthesizing. |
| <b>Money (Coll)</b>  | This is used for purchasing items and various other purposes. You can earn money by winning battles and by selling items.   |



Money (Coll)

Alchemy Level

Battle Level



# Recipe Book

This book contains recipes for synthesizing items.

If you have not yet learned a particular recipe, only hints and the conditions for obtaining it will be displayed.

Once you have fulfilled the necessary conditions, you will get an idea for the new recipe, at which point you can learn it.



## Obtaining Recipes in the Field

1. Check the conditions for learning the recipe in your Recipe Book, and gather materials and fight battles in the field.

2. Fulfill the necessary conditions to come up with the idea for the new recipe (Recipe Idea). A message and icon will appear on-screen when you get a Recipe Idea.



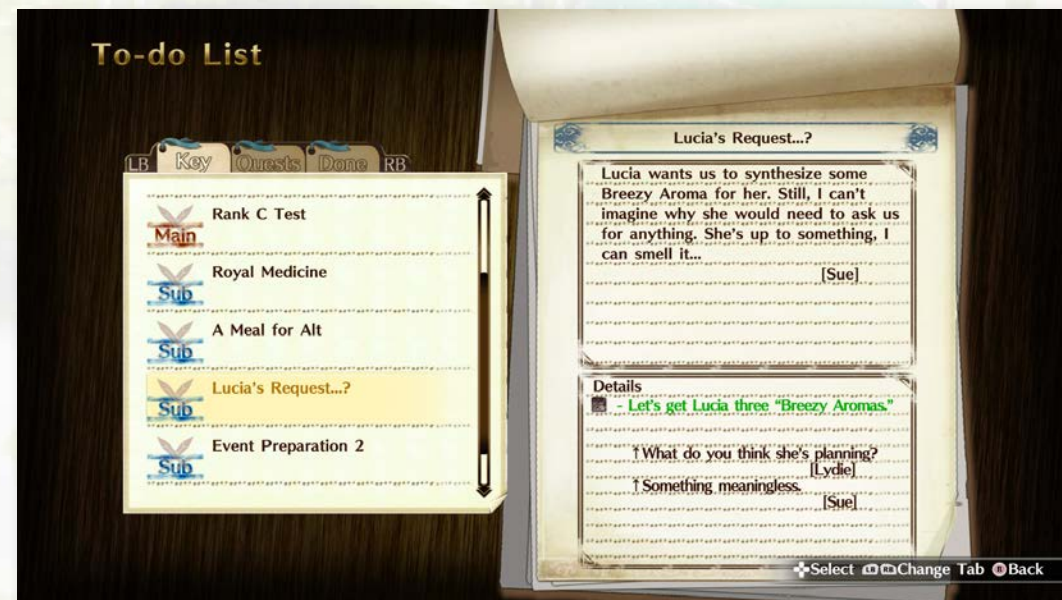
3. Return to your atelier to use the new recipe.



# To-Do List

Check your progress in the story or for your requests.  
The list is divided into three categories.

|               |   |
|---------------|---|
| <b>Key</b>    | These are split into “Main” quests pertaining to your advancement in the game’s story, and “Sub” quests that are related to the requests you receive from various characters. |
| <b>Quests</b> | Requests you have accepted from the Notice Board. They do not affect the progress of the main story.  |
| <b>Done</b>   | Events and requests that you have completed.  |





# Ambitions Journal

This is a list of actions that will help you boost your atelier's reputation.

You need to complete at least half of the tasks on a page for it to be considered "cleared."

There will be four pages devoted to each rank in your Ambitions Journal, and you will be able to take the promotion test for the next rank once you have cleared at least three of those pages.

## Completion Bonus

When you complete all of the tasks on a page it will be considered "completed."

Once you have completed a set number of pages, you will be able to take on special requests. These special requests can allow you to obtain rare materials or learn new Battle Recipes as a reward.





# Battle Equipment / Gathering Equipment

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There are two types of equipment: Battle Equipment and Gathering Equipment.

\*Equipment can only be changed in the town.

## Battle Equipment

You can equip weapons, armor, and accessories.

These items can give your party members the traits or effects attached to the weapons or armor, and also boost their stats and parameters.



## Gathering Equipment

These are items you equip to take with you out in the field.

You can select as many items as will fit within the equipment grid.

There are Usable items that you can use during battles, and Gathering items that you can use in the field.





# Formation / Status

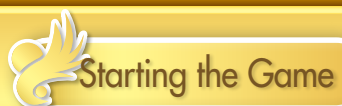
The Formation command lets you choose your party members and adjust the formation used in battle. You can use the Status command to check the stats of your party members as well as the skills that they have learned.



## Status

|                     |  |
|---------------------|--|
| <b>Lv</b>           | Your current Battle Level.   |
| <b>Next</b>         | The amount of experience points needed before reaching the next level.                               |
| <b>HP</b>           | You will be KO'ed if this reaches 0.   |
| <b>MP</b>           | This is needed to perform skills.  |
| <b>Attack</b>       | This affects the amount of damage you inflict on the enemy.  |
| <b>Defense</b>      | This affects the amount of damage you receive from the enemy.  |
| <b>Speed</b>        | This affects your turn order in battle as well as your evasion rate.                                 |
| <b>Equip Effect</b> | This affects damage and numerous other aspects of battle. Your Battle Equipment increases this stat. |
| <b>Resistance</b>   | Your resistance against each of the elements.  |
| <b>Friendship</b>   | This affects the appearance of certain event scenes and other aspects of the game.                   |

| Firis   |          |
|---|----------|
| Lv  | 28       |
| Next  | 1244 exp |
| HP  | 82/ 82   |
| MP  | 127/ 127 |
| Attack  | 49       |
| Defense   | 28       |
| Speed   | 23       |
| Equip Effect  | 5        |
| Resistance  |          |
|  -  -  | -        |
|  -  -  | -        |
| Friendship  | 65       |






# Town -Merveille-


There are various facilities within Merveille, such as ateliers, shops, and a smithy. The town is divided into multiple areas, with entrances and exits allowing you to travel between them.

## Town Map

You can open the Town Map by pressing  while in town.

The Town Map enables you to move to a location you select on it.

You can also open the Outskirts Map and the Painting Map from within the Town Map.

There are various icons displayed next to the Town Map: a ★ indicates an availability of a story-related event scene; ! denotes an availability of other types of event scenes; and !? shows characters that are waiting for an item to be delivered. Additionally, you can purchase items from characters on the map marked with a  icon (merchants).





# Atelier

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In your atelier, you can perform various actions such as synthesis, resting, saving, and loading the game.

## Atelier Furniture

|          |   |
|----------|---|
| Cauldron | Enables you to synthesize items.  |
| Chest    | Allows you to check items in your storage.  |
| Bed      | Advances time within the game.  |
| Desk     | Allows you to save or load your game, and change some of the settings, such as the character you control. |





# Shops

There are a number of merchants within Merveille, each allowing you to buy and sell various items. You will be able to select the Register and Refill commands after completing certain events.

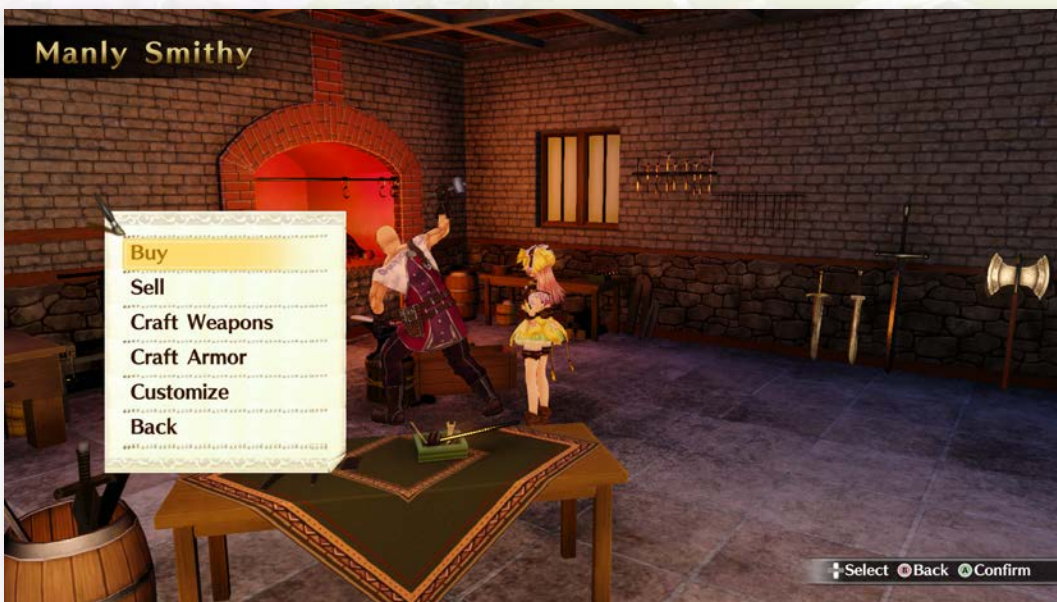
|          |   |
|----------|---|
| Buy      | Purchase items that are for sale.   |
| Sell     | Sell items that you own.  |
| Register | Register items in the shop so that they can be duplicated without having to make them again. This is only available at certain shops. |
| Refill   | Restore the Use Count for items that you have equipped. This is only available at certain shops.                                      |





# Smithy (1)

The Smithy is where you can purchase or make weapons. It is located on Soleil Street.



## Craft Weapons

Use materials and money (Coll) to create weapons for use in battle.

- |                     |  |
|---------------------|--|
| 1. Choose Recipe    | Select the weapon you want to make. ○ indicates weapons you can make; △ are weapons that you can make but require more materials; and × are weapons that you are unable to make. |
| 2. Choose Materials | Select the materials needed for the recipe. The average quality of the materials you choose will be the quality of the finished item.  |
| 3. Complete         | Pay for the finished weapon to add it to your inventory.   |



# Smithy (2)

## Craft Armor

You can also make armor at the Smithy. It costs materials and money (Coll) to create the armor.

|                     |   |
|---------------------|---|
| 1. Choose Recipe    | Select the armor you want to make. ○ indicates armor you can make; △ is armor that you can make but require more materials; and × is armor that you are unable to make. |
| 2. Choose Materials | Select the materials needed for the recipe. The average quality of the materials you choose will be the quality of the finished item.                                   |
| 3. Transfer Traits  | You can select up to three traits to transfer to the item.  |
| 4. Complete         | Pay for the finished armor to add it to your inventory.   |

## Customize

Upgrade a weapon that you currently own. Armor cannot be customized.

|                    |   |
|--------------------|---|
| 1. Choose Weapon   | Select the weapon you want to customize.  |
| 2. Choose Parts    | You can change the core parts and sub parts for the weapon. Core parts boost the weapon's abilities, while sub parts add special effects to it. |
| 3. Transfer Traits | You can transfer up to three traits in total from the core and sub parts.   |
| 4. Complete        | Pay for the upgraded weapon.  |



# Castle Plaza

## Notice Board

The Notice Board in the Castle Plaza allows you to take on requests. Completing the requests can earn you various rewards. Many requests have a time limit, requiring that you complete them before it expires.

You can report completed requests to the Receptionist Lady standing next to the Notice Board.

## Request Types

There are three different kinds of requests.





# The Royal Castle

## Entrance Hall

The Entrance Hall within the Royal Castle is where you can take the promotion tests. You must have at least three pages within your Ambitions Journal (P.17) cleared for a certain rank in order to take the test.

The tests will contain various tasks, such as gathering materials or slaying monsters.

### Completion Rate

This gauge indicates your progress in completing the necessary tasks. You will pass the test once the gauge reaches a certain line.



## Gallery

The Gallery allows you to enter the painting worlds. You can also enter the painting worlds from the Painting Map.





# Exploring

In the field, you can fight monsters and gather materials.

Some materials can only be obtained by using Gathering Equipment, or while swinging your weapon by pressing the **X** button.

## Painting Worlds & Outskirts

The fields include the painting worlds and the town outskirts.

The painting worlds do not change with the passage of time, but the time spent there will elapse after you return to the real world.



Painting World



Outskirts



# The Field Screen

## Calendar

Time elapses when you travel, gather materials, and fight battles. Additionally, time will slowly advance even when you are doing nothing at all. However, time does not elapse when you are viewing the Main Menu or the map screen.










## Monsters

You will engage in a battle if you come into contact with a monster. If you swing your weapon with the **X** button and strike at the monster beforehand, you will begin the battle with an advantage.

## Gathering Points

Press the **A** button to gather materials. Some materials cannot be gathered unless you swing your weapon with the **X** button or use certain Gathering Equipment.

## Mini-Map

-  Player
-  Monster
-  Entrance/Exit
-  Person
-  Fishing Point
-  Water Point
-  Insect Point

## Archeus Anima

Your current stock. This is used as a Battle Mix material.



# Synthesis

You can perform synthesis in the atelier.

Synthesis allows you to mix together various materials in order to create an entirely new item.

Items created by synthesis can be used while exploring or during battles.

Performing synthesis increases your Alchemy Level, allowing you to synthesize even more difficult items.





# The Synthesis Process (1)

## Choose Recipe

Select an item to synthesize from the list.

You are unable to synthesize items if you do not have enough materials or your Alchemy Level is lower than required.



## Choose Catalyst

Select a catalyst for the synthesis process. Using a catalyst lets you change the number of panels for the synthesis, or adds bonus marks to them. However, you can still perform the synthesis even without a catalyst.

### Bonus Marks

Placing a component on a square with a bonus mark can add various effects to the process.





# The Synthesis Process (2)

## Choose Ingredients

Select the ingredients that will be used for the synthesis.  
As your Alchemy Level increases, you will be able to transfer traits from materials to your completed items.



Quality

Component piece

Traits

|            |  |
|------------|--|
| Quality    | The average quality of the materials used will be the quality of the finished item.  |
| Components | These are made up of a number of component pieces. The color and shape when adding them to the various panels will differ. |
| Traits     | The traits that will be transferred to the finished item.  |



# The Synthesis Process (3)

## Add Ingredients

Place the component pieces for the ingredients on the appropriate panels.

You can rotate the pieces with the **LB / RB** buttons.

### Panel

Placing a component piece in a colored square will enable you to receive the corresponding bonus. If you place a piece on a square already containing another piece, you can change its color. However, it will nullify any effects attached to the previous color.



### Effect Expression Points

Placing a component piece on a square will fill the gauge that is the same color as the piece. Filling the gauge allows various effects to be expressed.



# The Synthesis Process (4)

## Using Enhancing Agents

You can choose to add a single Enhancing Agent at any time when adding ingredients.

The addition of an Enhancing Agent allows for various effects, such as changing the color of squares, or enabling you to reuse a component piece that you have placed.



## Completion & Transferring Traits

Once all of the materials have been added, the item will be complete.

After your Alchemy Level has reached a certain level, you can transfer traits to the items you make.

\*You can also transfer traits if you receive the bonus that increases the number of traits that can be transferred, even if you have not reached the required Alchemy Level yet.





# Battles

Coming into contact with a monster in the field will cause you to engage it in battle. In battles, the members of your party will be divided into Attackers, who can select commands and attack the enemies, and Supporters who provide support with Follow-up Skills. When the HP of an Attacker reaches 0, they will trade places with their Supporter. You will lose the battle if the HP of all your party members reaches 0. Defeating monsters earns you experience points, and your level will increase after earning enough points.

Additionally, battles in the painting worlds also feature special Area Effects.

They provide various effects, such as changing characters' parameters, and can affect both allies and enemies alike.

Area Effect

Turn Order

Characters act in order from top to bottom.

## Commands

|                |   |
|----------------|---|
| <b>Attack</b>  | Attack the selected enemy.                      |
| <b>Skill</b>   | Consume MP to use a special skill.              |
| <b>Item</b>    | Use an item you have equipped.                  |
| <b>Defense</b> | Reduce incoming damage from the enemy.          |
| <b>Change</b>  | Switch the members in the pair.                 |
| <b>Flee</b>    | Retreat from the battle. It may fail sometimes. |

Attacker

Supporter





# Skills

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There are three different types of skills.

Follow-up Conditions

## Active Skills

These can be used by consuming MP. Only the Attackers can use them.

## Follow-up Skills

When the Attackers fulfill the Follow-up Conditions, the Follow-up Skills of the Supporters will trigger automatically. You can check the Follow-up Skill that will be used when selecting your Active Skills.

## Passive Skills

These provide various effects in battle after being acquired. There are skills that are always active, and those that require certain conditions to be met before being activated.





# Battle Mix / Extra Mix

These are powerful skills triggered by the use of the special item known as Archeus Anima. Archeus Anima can be obtained in the painting worlds.

## Battle Mix

This is a special Follow-up Skill only Lydie and Suelle can use. Triggering it requires materials and special Battle Recipes in addition to Archeus Anima. The materials must be equipped as Gathering Equipment (P.18) beforehand.

## Extra Mix

This is a Battle Mix that is triggered by using battle items as materials. It increases the effects of the items used as materials. Furthermore, a powerful additional effect known as an EX Effect can also be triggered. The more Archeus Anima you have when triggering the skill, the more powerful the effect will be. The limit for the amount of Archeus Anima that can be used differs by recipe. Using items with a high Use Count allows you to break through the quality limit and increase the effectiveness even further.





# Combination Arts

These are extremely powerful finishing moves that can be used when there is good compatibility between the Attacker and the Supporter.

Pairs with good compatibility will display a Combination Gauge. The gauge is filled by carrying out various actions, and when it is full, you will be able to perform the Combination Art.

These Combination Arts are triggered when a Follow-up Skill is activated while the Combination Gauge is full.

\*Combination Arts are unlocked after reaching a certain point in the story.



Combination Gauge