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<u>MENU</u>





Fig Bra

A combo is made by stringing multiple attacks together. A combo is dropped if you are hit or if too much time passes between successful attacks.

Combos

Your combo is given a 'Style' rating that increases as it gets as the combo goes on. Using different attacks types, magics, and various skills can increase your combo rating. The style rating increases the XP gained for killing enemies during the combo.

Combo Styles

MENU

Novice: x1.25 Fighter: x1.5 Brawler: x1.75 Soldier: x2 Warrior: x2.25 Knight: x2.5 Duelist: x3 Destroyer: x3.5 Warlord: x4 Reaper: x5 Legend: x6 Stigandr: x7 Sword Saint: x8 God Hand: x9 God Slayer: x10





Focus is gathered as you raise your combo style, kill enemies, and get hit. You focus meter can be seen in the upper left corner of the screen near you Hp and Mp Gauges. When your focus meter is full it changes from blue to gold. At this point you can activate Focus Mode.

To activate Focus Mode, press the [Attack 1] and [Magic] buttons at the same time. Initiating Focus Mode will recover 25% of your Max Hp and Mp as well as perform a Heavy Attack that resets you attack animations. The focus meter will slowly drain over time during Focus Mode. When it reaches zero your Focus Mode will end.

During Focus Mode your Attack, Magic, Armor, Resist, and Mp Regen are all slightly increased based on your current level. At any point during you Focus Mode you can perform a Focus Finisher by pressing the [Attack 2] and [Magic] buttons at the same time. Focus Finishers are powerful special abilities, but they will end your Focus Mode so it is best to save them until you are near the end of your focus meter.



Items/Equipment

Items

Various Items can be found throughout the game by dropping from defeated enemies, locating treasure chests, or trading with vendors. While most items are for crafting equipment, some have unique properties or special uses in the game. Items you have collected can be viewed in the Items tab of the pause menu.





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Potions

Potions are unique items that are used automatically when specific requirements are met. There are two types of potions, Hp and Mp, and you can see how many potions you have in the top left corner of the game screen near your Hp and Mp Gauges. Hp Potions are used when your Hp reaches zero. Mp potions are used when attempting to cast a spell with insufficient Mp. You can refill your potions at any save point.

Equipment

There are 3 types of equipment, weapons, armor, and accessories. Weapons and armor can be upgraded at specific vendors found throughout the game. You can change your equipment, as well as your Assist and Focus Finisher, in the status tab of the pause menu.





Soul Affinity

Your equipment can have various Soul Affinity Values. Depending on the total value of your Soul Affinity you are granted Affinity Boosts based on how much Str, Int, Agi, and Luck you have.

Neutral Affinity Boosts

Str: +5 A.Ruin for every 5 Str (max 20) Int: +5 S.Ruin for every 5 Int (max 20) Agi: +5 Critical Damage for every 5 Agi (max 20) Luck: +10 Hp for every 5 Luck (max 40)

Demonic Affinity Boosts

Str: +2% Life Leech for every 5 Str (max 8%) Int: +2% Spell Leech for every 5 Int (max 8%) Agi: +5% Run Speed for every 5 Agi (max 20%) Luck: +5% Affliction Chance for every 5 Luck (max 20%)

Angelic Affinity Boosts

Str: +5 Armor for every 5 Str (max 20) Int: +25% Mp Regen for every 5 Int (max 100%) Agi: +5% Attack Speed for every 5 Agi (max 20%) Luck: +12.5% Assist/Minion Power for every 5 Luck (max 50%)

Lost Crew

The original Lost Crew were designed by the highest level Backers from our Kick Starter campaign for the development of Valdis Story: Abyssal City. Each crew member has some unique ability that falls under one of 3 main categories.

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Assist

Can be called out in battle to perform an action by pressing the [Assist] button. Assist characters can level up (Max Lv.5) as they are used in combat.

Vendor / Service

These crew members offer unique goods or services, that can't be found anywhere else, in exchange for trade items.

Sensei

These crew members can teach the player a permanent skill. (Usually a Focus Finisher)



Weapon Upgrades

(Click a weapon icon to see it's upgrade tree)



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Attributes

(Strength) Str: Affects base Attack Damage and max Hp. (Intelligence) Int: Affects base Magic Power, max Mp, and Resist. (Agility) Agi: Affects base Critical Chance, Focus Mode duration, and A.Ruin. Luck: Affects various properties. (Health Points) Hp: Determines how much damage can be taken. Death will result if Hp reaches '0'. (Mana Points) Mp: Determines how many spells can be cast. Mana regenerates slowly over time. (Experience Points) Xp: When Xp reaches max you gain 1 Level. Attack Damage: Determines base physical damage. Magic Power: Determines base Magic Power. Armor: Reduces physical damage received. **Resist:** Reduces magical damage received and the effects of status afflictions. (Armor Ruin) A.Ruin: Determines how much armor your physical attacks will ignore. (Spell Ruin) S.Ruin: Determines how much resist your magical attacks will ignore. Critical Chance: Determines how often your attacks will land a critical hit. Critical Damage: Multiplier that increases the bonus damage dealt by critical hits. Affliction Chance: Determines how often your spells will cause status afflictions. Soul Affinity: Measures how Light/Dark/Neutral your soul is and alters you Affinity Boosts.



Glossary pt.2

Afflictions and Special traits

Corruption: Prevents Hp and Mp recovery and reduces **Armor** and **Resist** by 30.

Silence: Prevents spell casting.

Freeze: Freezes target in place. Physical attacks on a frozen target will shatter, dealing bonus damage.

Burn: Does damage over time and Increases Fire damage taken by 50%.

Static: Reduces Attack Damage and Magic Power by 50%

Stun: Prevents all actions for a duration.

Reckoning: Increases Divine damage taken by 40% and reduces Armor by 15

Poison: Drains Hp and Mp over time.

Bleed: Deals physical damage over time that ignores armor.

Mana Steal: Steals Mp from target.

Life Leech: Recovers a % of physical damage dealt as Hp.

Spell Leech: Recovers a % of Dark Class magic damage dealt as Hp.

Attack Speed: Increases the speed of your attacks.

Run Speed: Increases your running speed.

Assist/Minion Power: Increases the power of Assist characters and summoned Minions.





Misc.

Dark Class Magic: Demonic type magics. Dark / Fire / Void Light Class Magic: Demonic type magics. Light / Ice / Lightning Arcane Class Magic: Neutral type magics. Divine / Poison Heavy Attack: A physical attack type that can break through normal guard. Magic Attack: A magical attack of any type. Is only reduced by Resist and can break normal guard. Force Guard: A powered up guarding technique that can defend against Magic Attacks and Heavy Attacks. Weapon Effects: Refers to any ability that is specifically assigned to weapons. Punch / Kick: Refers to any unarmed attacks. (Defense) Def: Term used when something affects both Armor and Resist.