

Sakura Dungeon Game Manual

● Recommended System Requirements

OS: Windows XP or higher, Mac OS X 10.6 or higher, Linux (x86_64)

CPU: Intel dual core 2.0 GHz or higher

GPU: OpenGL 2.0 Compatible video card

RAM: 1 GB or higher

● How to play

Sakura Dungeon revolves around dungeon crawling, collecting loot, buying items, fighting monsters, capturing said monsters and making them your allies and composing a party capable of facing the challenges below.

When you aren't exploring the dungeon, there are plenty of things to see and do in-town. A number of different scenes become available as you clear floors.

● Default Controls

Left-click, Enter, F key, Space Key, Mousewheel-Down

Read through the messages.

Left-click, Enter, F key, Pad-A, Pad-RightTrigger

Activates menu choices, buttons, and sliders.

Interacts an object on a current floor or front wall.

Right-click, Escape, R key, Pad_B, Pad_X

Opens the stats menu. Returns to the previous menu, or closes the current menu.

Arrow keys

Navigates between menu choices, buttons, and sliders.

Arrow Keys, QWEASD keys

Moves party position. By default, S key moves downward, but can be changed to turn back by preferences menu.

Mousewheel-Up, PageUp/Down, 2 key, Pad-Right/LeftTrigger

While exploring the dungeon, this key makes you move forward until you meet an obstacle. You can stop moving by pressing any key.

Mousewheel-Up, PageUp, Pad-LeftTrigger

This either makes the dialogue roll back or shows you the backlog, depending on preference settings.

Mousewheel-Up/Down, PageUp/Down, Pad-Right/LeftTrigger

This makes you select a new target. It also scrolls inventory windows.

Ctrl key

When held, it skips dialogue. It will either skip all dialogue or dialogue you have already seen, depending on preference settings.

Tab, S key, Pad-RightShoulder

Makes the game skip dialogue until the key is pressed again. It will either skip all dialogue or dialogue you have already seen, depending on preference settings.

Tab

While you're in the dungeon, this will toggle your map's size.

A, Pad-LeftShoulder

Toggles auto read mode or auto battle mode. This mode can be disabled by pressing any key.

Middle-click, H key, Pad-Y

Hides the text window and other UI effects.

Delete

When a save slot is selected, deletes that save slot.

F1

Opens the game manual.

F5

Quicksave.

F9

Quickload.

F11

Toggles fullscreen mode.

F12

Takes a screenshot.

● **Statistics**

Character slots

On the bottom of the stats screen, there are six character slots. Characters in your frontline are the first to face your enemies in combat. You can change your party order by clicking a character slot. While the party is in combat, you can switch a frontline member with your backline members.

VP

Vitality point. When a character's VP reaches to zero, they are knocked out and can no longer fight. When all characters in your party are knocked out, the game is over. VP and knocked out monsters are healed when you visit town.

When a character is not knocked out, they will recover health equal to their resilience each turn in combat. Taking two steps also heals the same amount. When a character's clothes are damaged, their recovery rate is halved.

AP

Action point. A battle skill costs AP to take an action in her turn. When you enter combat, the AP of each character starts off between 40% to 80% of their maximum AP. When a character does not have enough AP to use a skill, the guard skill allows them to recover AP. The guard skill gains $(\text{maximum AP} - \text{current AP}) / 2$ point.

AP is also used when a character dodges an attack. When a character has more than 5 AP, her AP subtracts from her opponent's HIT rate and CRITICAL rate. When an attack is dodged, the dodging character loses 5 AP points. When she fails to dodge an attack, she loses AP equal to half the damage taken.

CP

Concentration power. Some skills cost CP to use. When you enter combat, the CP of each character starts off between 1 and $1 +$ their mentality stat. Landing an attack grants 1 CP. When critically hit, a character loses 1 CP.

When a character's CP reaches to 0, they gain the panicked condition. While she is panicking, she suffers a 25% penalty to her dodge, hit and critical chance. When her CP reaches to 10, she gains the flow condition. While flow is active, she gains a 25% bonus to her hit, dodge and critical chance. It also allows her to use skills that cost 1 or 2 CP at no cost. If she has a skill which costs 10 CP, she can use it while flow is active. When she does, flow will end. How long panic and flow last depends on the character's mentality stat.

XP and LV

Experience points and character level. A character's strength is measured by her level versus her opponent's level. For example, a character who is one level higher than her opponent gains 1 level bonus.

XP is gained in three ways. attacking an opponent, being attacked by an opponent, and being present when a character defeats an enemy. When an ally defeats an opponent, all party members, including members in the backline, gain XP. Fighting against characters with higher levels grants bonus XP. Fighting against characters with lower levels grant lower XP.

Characters in-town also earn a smaller amount of XP every time you defeat an opponent.

Conditions

There are six conditions: Flow, panicked, paralyzed, dispelled, torn, and knocked out. Some conditions have durations that show how many turns the condition lasts.

Flow – explained on CP.

Panicked – explained on CP.

Paralyzed – Every poison attack has chance to inflict this condition. While paralyzed, every melee and ranged skill get a 50% penalty to their hit rate. This condition expires after several turns or when the battle ends.

Disrupted – The disruption spell inflicts this condition. While a character is disrupted, they cannot use magic skills. This condition expires after several turns or when the battle ends.

Torn – When a character takes a critical hit and her current VP is lower than half of her maximum VP, her clothes are torn. Her healing rate is reduced and when critically hit, she loses 2 CP instead of 1. This condition can only be cured with either a Mending Tonic or by repairing her clothes in-town. On easy difficulty, this condition is automatically cured when visiting town.

Knocked out – explained on VP.

Initiative

This is a hidden stat which decides when a character has their turn in battle. When entering battle, each character gets an initiative count between 10 and 20, minus their agility stat. Characters with a lower initiative count take their turn before characters with a higher count. For example, a character with 1 initiative goes before a character with 2 initiative. Characters with high agility typically go first. Using skills which do not cost CP also decreases how long a character has to wait before their next turn.

Escape rate

When right click is pressed during your turn in a battle, your escape rate is shown on the screen. It's calculated by your current character's AP and level, and your enemies' AP and

level. Your escape rate also increases for each turn a character takes during battle.

Skill panel

One character has six skill slots on her skill panel. You can change its order by clicking a skill slot. A character can get a new skill by using a scroll. If a character already has six skills, one of them must be replaced with the new skill.

Skill costs

When a character uses a skill, this is how much CP and AP the skill will take. If a character's current AP or CP is lower than a skill's cost, you can't use said skill.

Skill types

What type of action a skill do.

Melee – STR based attack skill. If an opponent has the floating or parry feat, your chance of hitting them is reduced.

Ranged – DEX based attack skill.

Magic – MNT based attack skill. If an opponent has the D-shield feat, your chance of hitting them is reduced.

Guard – explained on AP.

Heal – You gain 2 CP when you use this skill. You also reduce the duration of any negative afflictions on you.

Damage types

What type of damage a skill has.

Physical – Attacker's STR is added, and defender's STR is subtracted from its damage.

Poison – Attacker's RES is added, and defender's RES is subtracted from its damage. Also has a chance to inflict paralyzed, calculated by target's RES.

Air – Attacker's MNT is added, and defender's RES is subtracted from its damage.

Fire – Attacker's MNT is added, and defender's RES is subtracted from its damage.

Ice – Attacker's MNT is added, and defender's RES is subtracted from its damage.

Shock – Attacker's MNT is added, and defender's RES is subtracted from its damage.

Astral – Attacker's MNT is added, and defender's RES is subtracted from its damage.

Astral-type attacks bypass resistance and always cost CP to use.

Terror – This is an astral-type spell, but it damages CP instead of VP.

Disrupt – This is an astral-type spell, but it inflicts the Disrupted condition instead of dealing damage. Chance of success is calculated by MNT.

Capture – This is an astral-type spell, but costs higher AP than other skills. When you

defeat a character with this spell and her LV is not higher than the spell caster, you capture her. Once you capture her, she is sent to the jail in-town. You can talk to her to make her your ally later. Capture does not work on unique enemies or when fighting particularly strong enemies (bosses).

Area of effect

If 'Wide' is written besides a damage type, this skill has an area of effect. This type of skill damages all opponents on the frontline. Damage inflicted by wide skills is halved.

Power

Base damage of a skill. Final damage is modified by LV and attributes.

Hit rate

Base hit rate of a skill. Final hit rate is modified by LV and attributes, then subtracted by opponent's AP.

Critical rate

Base critical rate. Final critical rate is modified by LV and attributes, then subtracted by opponent's AP. Your critical chance is separate from your hit chance. It's calculated after you successfully hit an opponent. When you get a critical hit, you deal 150% damage and make the opponent lose 1 CP.

If a monster takes a critical hit and their current AP is lower than half of their maximum AP, then their clothes are damaged.

Attributes panel

There are three types of attributes. The first column is attribute scores. The second column is damage reduction. The third column is special abilities (feats). Attributes can be raised by enhancement seeds.

VIT

For every point of Vitality, you gain 5 VP and 1 damage reduction against all attacks.

AGI

For every point of Agility, you gain 5 AP and an initiative bonus.

MNT

For every point of Mentality, you gain 1 CP and bonuses to CP-related conditions. You also deal 1 more damage and take 1 less damage with elemental and magical attacks.

STR

For every point of Strength, you deal 1 more damage and take 1 less damage with physical and melee attacks.

DEX

For every point of Dexterity, you deal 1 more damage with ranged attacks. This also improves your hit chance by 5%, critical chance by 5%, and dodge chance by 3%.

RES

For every point of Resilience, you gain 1 regeneration. This also makes you deal 1 more damage and take 1 less damage from poison attacks.

Brutal

If this character lands a critical hit, she gains 1 bonus CP.

Patient

If this character takes a critical hit, she does not lose CP.

Adaptive

If this character dodges, she gains 1 CP.

Spiritual

If this character lands a hit, the CP cost for skills is reduced by 1.

Prudent

This character starts with higher CP when entering combat, or when Flow/Panic ends.

Fortitude

If this character is under 50% VP, she gains 1 CP on her turn.

Acrobat

This character gains a dodge bonus equal to 3x her CP.

Grappler

This character gains a melee critical bonus equal to 3x her CP.

Hunter

This character gains a ranged critical bonus equal to 3x her CP.

Conjurer

This character gains a magic critical bonus equal to 3x her CP.

Sneaking

This character starts with a 20% AP bonus at the start of combat. She also increases your escape chance by 20%.

Recovery

This character recovers AP equal to her agility stat + 5.

Endurance

This character's AP drains 50% slower.

Serenity

This character is immune to disrupting attacks and the panic state.

Reflex

This character only loses 1 AP when dodging.

Parry

This character has a chance to parry melee attacks. When attacked, the attacker loses hit rate equal to 25% of her current AP.

Floating

This character has a chance to dodge melee attacks. When attacked, the attacker loses hit rate equal to 50% of her current AP. This also makes her avoid spear trap damage.

S-Field

Stealth-Field. When a character is targeted by a ranged or magic attack, the attacker loses hit rate equal to 25% of her current AP.

D-Shield

Dispel-Shield. When a character is targeted by a magic attack, the attacker loses hit rate equal to 50% of her current AP.

E-Skin

Elemental-Skin. When this character takes elemental damage, she temporarily gains 75% resistance to that damage type.

Capacity

This character gains 1 attribute point for every odd level she earns.

Master

As master of her subordinates, Yomi gains XP every time they defeat a monster.

Dual-Soul

When a character's VP reaches 0, she will be revived with 40% VP. This skill will only activate once in-between town visits.

● **Items**

There are three type of items in Sakura Dungeon: consumables, valuables and outfits.

Consumables are items that can be used once while in the stat screen.

Valuables are items you can't use, but they cause various events in the story.

Outfits are items only Yomi and Ceri have. When you have more than one outfit, you can change their appearance while in town. This only changes their appearance, not attributes. You cannot change their outfits if their current outfit is damaged.

Warp Stone

Returns you to the surface.

Warding Stone

Reduces encounter rate.

Shiny Lure

Increases encounter rate.

Healing Potion

Restores a character's health.

Mending Tonic

Repairs a character's outfit.

Melting Tonic

Damages a character's outfit.

Reviving Balm

Repairs a character's outfit, restores their health and revives them.

Elixir

Restores your entire party's health, revives knocked out members and repairs everyone's outfits.

Seeds

Raises attributes, depending on what seed is consumed.

Scrolls

Teaches a new skill when used.

Fabric scraps

Materials used to make new outfits.

- **Credits**

- **Exilim** - Production and Management
- **Wanaca** - Character Art and Design
- **Nekomimic** - Programing
- **Badriel** - Dungeon Graphics
- **Fatelinealpha** - Background Art
- **Bukka215** - Visual effects
- **Kauru** - Art assistant
- **mmrailgun** - Art assistant
- **Zach Parrish** - Soundtrack Composer
- **Liberty** - Story and Writing