

## VasterClaws 3:Dragon slayer of the God world

Our world lays in ruins after 900 years of endless war.

Even now, 《Lord Vaster Dragon》 is devouring the Gods of the 《God World》.

Two beings of the 《human world》 hold holy power:

《Shrine Maiden》holds “The Holy Power of Transition”,

《Dragon Slayer》 holds “The Holy Power of Dragonslaying”.

These two souls resonate, and

the soldiers of the 《human world》 assemble to

face the 《evil dragons of the God World》.

### ■Force How strength is calculated

- No equipment

$\text{MAX HP} + \text{MAX SP} + (\text{Atk} + \text{Def}) \times 2 + \text{Tec} \times 4 + \text{WP} + \text{skill force value}$

- With equipment

No equipment force value + equipment (weapons and magic items) force value

### ■Force XP (Experience)

- Defeating enemies increases XP.
- Defeat enemies with high Force to acquire higher XP.
- You also gain some XP when other platoon members defeat an enemy.
- When your XP is 100%, your Force baseline and strength increases.

### ■Hit (hit accuracy) and Eva (evasion)

- Final Hit value is based on soldier Tec + equipment Hit + skill effects.
- Final Eva value is based on soldier Tec + equipment Eva + skill effects.
- Attack power increases in direct hits if Hit is double the enemy's Eva or higher. But, attack power decreases in direct hits if the enemy's Eva is double your Hit or higher.

### ■Gain New Skills

- Soldier skills will be unlocked when conditions are fulfilled.

Skill1 - Unlocked by default OR after defeating 1 monster.

Skill2 - Unlocks when level of Skill1 is +2 or higher.

Skill3 - Unlocks when level of Skill2 is +1 or higher.

- To level up, use your skills to gain experience (XP).

Skills will level up when XP is 100%.

(Unused skills will gain some XP when you defeat enemies)

### ■Status Changes

- Poison - Inflicts slow and steady damage.
- Flame - Inflicts slow and steady damage (stronger than poison).
- Freeze - Temporary loss of all actions, evasion blocked, damage reduced by half.  
Attacking grants 20% probability of restoration of normal condition.
- Sleep - Temporary loss of all actions, evasion blocked, damage doubles.  
Attacking grants 90% probability of restoration of normal condition.
- Darkness - Temporary loss of attack ability, evasion reduced by half.
- Shock - Attack speed, attack power, and movement speed reduced by half.
- Confusion - Temporary loss of control, possibility of attacking platoon mates.
- Force Boost - All skills and capabilities improve.

### ■Extra Notes

- Status changes can be overridden.  
(If flames are applied after poison, they will only suffer from flames.)
- But, Force Boost overrides all other status changes.  
(poison and other attacks will have no effect)

### ■Back Attack

Attack power and accuracy increases when you attack from behind.

(approx. 45 degrees)

### ■Overhead Advantage

Attack power and accuracy increases when you attack from a higher position.

#### ■Spirit Wall Damage

Followup damage will occur when the enemy is cornered against a cliff or orb and unable to move.

Note that using magic attacks like Blast and Hell claws to blow enemies away will inflict greater damage.

\*Spirit Wall is effective against humans and monsters possessed by ghosts.

Note that Spirit Wall has no effect on long-distance attacks like arrows and magic bullets.

#### ■Multi Effect

Magic bolt, Vaster, Hell claws, etc. may show different results depending on attack effects described above and status changes like poison.

Followup damage effects will all apply if 1 enemy is attacked simultaneously by multiple attacks.

However, multiple status changes can't be applied.

#### ■Followup Damage Warnings

Followup damage from attacks or conditions like poison, flame, spirit walls and magic bolts will not kill the enemy completely (they will leave at least 1 HP).

\*Damage from ranged attacks like Vaster can finish enemies.

#### ■BA

Barrier attack. Effective against enemies with barriers.

#### ■VasterClaws3 Web-Site

<http://www.studiogiw.jp/game/vc3/>

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