

Trials of Kokoro

Manual

Word from the Author

Welcome to Trials of Kokoro, and thank you for your interest in the game. This manual will help you learn how to play, and give you a few hints on how to survive the second game in the *Legends of Vitaria* series.

Trials of Kokoro combines resource and character management, strategic battles, and a visual novel-like storyline that I put my heart into. I hope you enjoy it, and happy gaming!

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Controls

Trials of Kokoro features controller and mouse support, but here are the keyboard controls -

- Z / Enter / Spacebar - Confirm
- X - Go back / Cancel
- Q / W - Switch between characters
- Shift - Bypass dialogue / Remove equipment
- Tab - During battle, brings up the Battle Log
- Arrow Keys - Move the cursor
- F2 - Show FPS counter
- F3 - Toggle window scale
- F4 - Toggle Fullscreen / Windowed modes
- F5 - Reset the game
- F6 - Toggle sound
- Alt F4 - Quickly exit the game

Attributes and Statistics

To be successful in Trials of Kokoro, you must know the strengths of your heroes and equip them as best as you can.

- Power Level – Denotes a character's overall effectiveness with his or her class.
- Max Health – A measure of energy for a character's Health.

When Health lowers to zero, the character will fall unconscious, and be unable to act until the end of battle. Characters ending battle unconscious will lose 20% of earned experience, making them level up slower.
- Max Spell Energy – A measure of energy for a mage's ability to concentrate on their magic. Without Spell Energy, mages cannot cast spells.
- Strength – Represents a character's physical power. Each point increases outgoing physical damage done with basic attacks and most abilities.
- Protection – Represents how armoured a character is. Incoming physical damage is reduced by each point. Keep in mind that some attacks, especially those that deal piercing damage, can bypass some or all of a character's Protection rating.
- Talent – Represents a character's skill with controlling magic. Mages that cast elemental or metaphysical spells rely on Talent moreso than Favoured.
- Willpower – Represents how adept one is at defending themselves against the Weave's powers. Incoming elemental damage from spells is reduced by each point.
- Speed – Affects turn order. Most characters have a base Speed of 10. A character with 20 Speed can move twice as fast as a character with only 10.
- Faith – Represents devotion to, adherence to the teachings of, and belief in the God one worships. Faith increases the potency of abilities or spells used by Favoured, and reduces incoming damage from enemy Favoured.
- Aggro – Represents the Aggro multiplier a character will have during battle. A mage dealing 100 points of damage with a 75% Aggro multiplier will be treated like they have only done 75 points of damage. A fighter dealing 100 points of damage with a 150% Aggro rating will be treated like they have done 150 damage, so they will have enemy threat as a result, compared to their mage ally.
- Hit Chance – Affects a character's chance of landing physical attacks. A character with 100% Hit Chance will never miss an enemy with 0% Evasion.
- Counter Chance – Represents a chance to nullify an incoming attack or ability, and perform a basic attack in return.
- Critical Rate – Represents a chance to score a devastating blow, dealing 50% more damage.
- HE Regen – A percentage of the character's Health that they will regenerate at the start of their turn.





- SE Regen – A percentage of the character's Spell Energy that they will regenerate at the start of their turn.

- RE Regen – A percentage of the character's Resolve that they will regenerate at the start of their turn.

- Block Rate – Represents a chance to completely nullify incoming physical attacks and some abilities. Blocking

must first be 'unlocked' to be effective, and this is done by equipping a shield. Block Rate can be eliminated with the fighter technique, Demoralize.

- Evasion – Represents a chance to completely dodge incoming attacks and some abilities. Spells bypass Evasion entirely, but it can also be reduced or nullified with certain actions, like the Wanderer's Diem or the Brawler's Low Blow.
- Spell Deflection – Functions the same as Evasion, but for incoming harmful spells. Spell Deflection can be nullified with the fighter technique, Feint.
- Critical Evade – Represents a chance to dodge incoming critical hits. If a critical hit is successful and the attacked character has Critical Evade, a roll is made to see if the critical hit is evaded.
- Healing Potency – Represents the amount of incoming healing a character will receive. A character with 120% Healing Potency will heal 20% more from any healing ability or spell, on top of the normal amount.
- SE Cost – Represents how much Spell Energy it takes to cast spells. A character with 50% SE Cost can cast a spell that normally costs 20 SE for 10 SE.
- RE Charge Rate – Represents how much Resolve a character will gain when landing an attack or suffering damage. 100% is equal to 5 points, so a rating of 200% would grant 10 RE for every basic attack.

Battle Layout

Battle makes up a huge part of the gameplay of Trials of Kokoro. Knowing how to survive in battle will be incredibly helpful. Study each character's strengths and weaknesses, and use them in tandem against your foes to win. Trials of Kokoro utilizes an Active Time Battle System, and time passes continuously until one side wins. Don't worry, the time will pause whenever one of your characters need to act, so you can make a strategic choice without enemies gaining an advantage.



The turn order is shown on the right side of the screen. Heroes are on the left side, coloured blue, while enemies are on the right, coloured red.

The purple/pink line of the queue represents normal turn order, with the bottom being the character's time to act. Mages that use spells with a cast time are put into the blue queue, and time passes for everyone else while they are casting. Spells with cast times are usually very powerful compared to those that are not, so it must be weighed whether they should be used over instant cast spells. Disabling statuses like Paralysis and Stun cause interrupts, which results in a mage losing the spell they are casting. Know your enemies and keep an eye out for immunity-granting items to plan around this.

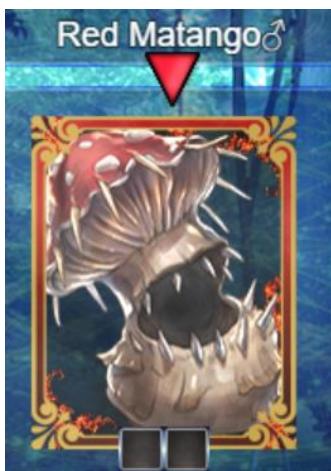
A character using a free action may instantly take their turn again, although if other characters are ready, they may perform their action first. For each character's display, there are several bars that note resources.

Below the character's portrait, the first (yellow) bar represents turn order. A character whose turn order is completely full may act. A green bar means that the character is hastened, a red bar means that they have been slowed, and a blue bar means that they are casting a spell.



The second bar represents the character's Health (HE), and lowers and fills when they are injured or healed, respectively. A character that runs out of Health falls unconscious, and is unable to fight.

The last bar represents Resolve (RE), for fighters, or Spell Energy (SE), for mages. Resolve, coloured pink, starts at zero and must be raised by landing hits, being injured, or regeneration. Spell Energy, coloured blue, usually starts full, and must be restored by the Recover skill, arcane salves, or regeneration.



Some enemies will have weaknesses, denoted by empty boxes below their image. By hitting a weakness, you will see what element they suffer increased damage from. A few skills will allow you to expose some or all of an enemy's weaknesses, instantly.

Statuses, Buffs, Debuffs, and Free Actions

Statuses, buffs, and debuffs are important gameplay elements to Trials of Kokoro. Each of them is unique, and will serve in a different way than the others. Positive status effects are light green, negative status effects are red, and buffs and debuffs are darker green and red, respectively. Status effects can do many things, both good and bad.



By hovering your mouse over a character's or enemy's portrait, you will be able to see all of the statuses, buffs, and debuffs affecting them, along with an explanation of what each does.

Here are some examples –

- Poison – The character loses 16% of their health every round.
- Blind – The character's Hit Rate is reduced by 95%.
- Silence – The character is unable to speak Eldyr or prayers, and therefore cannot cast spells.
- Sundered – The character's armour is damaged. Protection is reduced by 2 points.
- Fancy Footwork – Speed and Evasion is increased, allowing your character to act quicker.
- Offensive Casting – Spell Energy cost is increased, but Talent is increased by 15%.
- Defensive Casting – Speed is slightly reduced, but Aggro generation is reduced dramatically.
- Wardensoul – Resolve regenerates, and the character becomes immune to many harmful abilities used by other fighters.

Buffs and debuffs alter a character's attribute scores directly. Each level of a buff or debuff increases or decreases its respective attribute by 10%, and each can be stacked to a maximum of 3 times, giving a total increase or penalty of 30%. A character with buffs active loses them if they are debuffed by the same attribute, and vice versa, so keep this in mind if a character is in a tight spot, or if an enemy seems to be incredibly powerful.

Free actions are special skills that allow a character to use an action instantly, without consuming their main turn. Only one can be used per round, however. A character's statuses, buffs, and debuffs tick down during a free action's use, so be mindful. Because of this, free actions can be used to hasten certain statuses, or bring used abilities or spells off cooldown quicker. Be mindful, since something like poison taking effect twice could be deadly, but regeneration going off twice could be helpful and ultimately save your character from an unfortunate demise.



The Action Window

Characters may make a number of actions in battle, depending on what you decide.

- Attack / Blast – Perform a basic attack with your weapon. Fighters will gain Resolve if their attacks connect.
- Abilities and Spells – Unique actions for each character, depending on their class.
- Techniques and Staff Skills – A set of general actions. All fighter characters will have access to techniques, and all mages will have access to staff skills.
- Miscellaneous Actions – These special actions are incredibly useful. They are either granted by wearing an item into battle, or are given by special events in the storyline. One such example is the Assist command, which allows a character to aid another, by removing bindings, rousing someone from sleep, and the like. Most miscellaneous actions granted by items are learned permanently once the ‘number of battles’ condition has

been satisfied. Once learned, you can remove the item and the character will always possess the action, regardless.

- Defend – Protect oneself, reducing damage by 50%, and raising Protection slightly.
- Salves – Allows a character to use a salve in battle.
- Log – Allows you to check the progress and gameplay of a battle. This is useful for evaluating things like enemy weaknesses, immunities, and certain special elements, like whether an enemy is preparing a dangerous attack. The Battle Log can also be viewed from the Manage Heroes menu.

Aggro

Manipulation of Aggro is necessary for keeping battles in your favour, since characters that deal heavier damage or use powerful healing spells may often find themselves targets of your foes, otherwise. One point of Aggro is generated for each point of damage or healing done.

There is a wide variety of items, skills, and spells that manipulate Aggro. Some examples follow –

- Bronze Ring of Pacifism – This ring reduces Aggro generation by 25%.
- Guardian’s Stance – A fighter stance that increases Aggro generation by 25%.
- Challenge – A fighter technique that taunts one enemy, forcing them to target you, regardless of your party’s Aggro ratings.
- Defensive Casting – A mage stance that reduces Aggro generation by 25%.



Learning Skills

Characters will level up as the game progresses, and they will gain a Power Point while doing so. Power Points can be used to learn new skills, spells, and the like, which will allow your characters to become stronger and better equipped to deal with the challenges ahead of them.



Once you are in the Powers menu, scroll down to see the Power Points tab, where you may read descriptions for each skill and pick one or more for your character to learn.

Some skills require your character to be at a certain Power Level, while others require them to have other skills already learned.

Make sure to check this menu whenever your characters level up. One skill, alone, can make an incredible difference during battle, and may even be the difference between life or death.



Inventory Management

Inventory management is a huge part of Trials of Kokoro. You will find various shops around the continent of Vitaria, and each one sells a variety of equipment. Use the spoils you find in battle to upgrade the heroes, and prepare them for the challenges they face in the future.

Many powerful items are found in limited quantities, so keep this in mind. Some items will circulate back in stock, and can be found later, while others may be seen only once in a lifetime.

Healing salves are vital to adventurers of all kinds, including Favoured that can heal the injured. Never underestimate a healing salve, and always keep three or four in your inventory at all times, just in case. You never know when they'll be needed, and they may save someone's life.

Stronger weapons and armour are perhaps the easiest method of increasing a character's potency in battle. While defense is incredibly important, a character with a good weapon will have an easier time dispatching their enemies, buying time for everyone else in the process.

Heavier armour provides greater protection, but this can come at the cost of Speed. Decide whether this tradeoff is worth it, or balance your character's equipment with a combination of both. Some enemies are incredibly strong, and can easily defeat heroes that lack sufficient protection.

There are a number of magical items found in stores. Some will augment skills or spells you are already proficient in, making them stronger, some can teach you new skills altogether, and some are incredibly unique, possessing powers that are rarely seen otherwise.

All items in the Miscellaneous category of your inventory can be sold for money. There is no crafting or gathering quests in the game, so there is no need to hang onto these items for future use. The miscellaneous items are small knickknacks and trophies, with no practical use to your adventures.

An item's colour gives an indication of its general effectiveness. Increasing in potency, items are coloured white, blue, green, purple, and yellow. Red items are unique, and are highly valuable, often moreso than items of even the highest quality.

