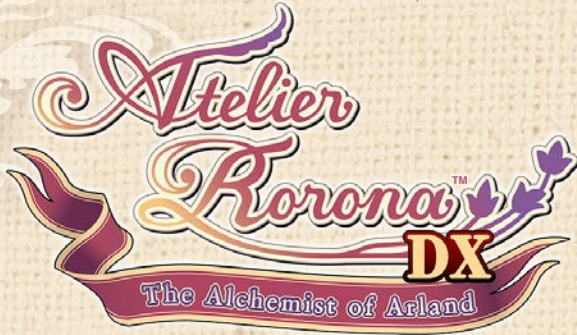




GUST®



Characters

Who will make an appearance? **P.4**

Controls



How do I move? **P.8**

Game flow



What do I do with Rorona? **P.15**

Requests



Fulfill requests and protect the future of the shop. **P.23**

Gather



Set out to look for ingredients. **P.31**

Battles



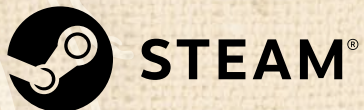
Lots of monsters to fight while exploring! **P.35**

Synthesis



Create items with Alchemy! **P.41**

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*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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STORY

Arland: a small kingdom located at the edge of a massive continent. Once isolated and stricken with poverty, fortune smiled upon the kingdom when ancient relics, called "Machines," were discovered in the nearby ruins.

In the kingdom was a single alchemy workshop.

The workshop used to bustle with activity, but either due to the discovery of Machines, or perhaps the owner's laziness, customers are now few and far between.

One day, a messenger from the castle delivered an order from the king himself. His decree was clear: the workshop must be closed lest the owner prove in three years time that she was capable of running her shop.

However, after hearing the news, the workshop owner abandoned her responsibilities and left the workshop.

Her responsibilities became her pupil's.

The girl, left behind by her master, could only let the bewilderment of the news consume her.

The girl's name is Rorolina Frixell. But to the town, she is more commonly known as Rorona.

As Machines developed, people began to forget the powers of Alchemy. Will our heroine be able to make Alchemy useful to the people once more, and keep the workshop from closing?

Only time will tell if Alchemy will become a lost art of yesteryears.

The story of "The Alchemist of Arland" is about to begin...

Table of Contents

2	Customer Support
4	Characters
8	Game Controls
15	Game flow
23	Accept a request
31	Gather
35	Battles
41	Synthesis
48	Main menu

RORONA

Rorolina Frixell

Height	4'10" (148cm)
Blood Type	O

A girl who was forced by her master into taking over the workshop. She's easygoing and optimistic, but also very clumsy. She makes a lot of mistakes and often gets picked on by others. It gets to her every time, but she's quick to recover.



CORDELIA

Cordelia von Feuerbach

Height	4'7" (139cm)
Blood Type	AB

She's been Rorona's friend since they were both very little. She's dependable, but can sometimes be quite particular. Nevertheless, she cares for Rorona from the bottom of her heart. She's a little sensitive about her height.



ASTRID

Astrid Zexis

Height	5'4" (162cm)
Blood Type	AB

Rorona's alchemy master, well known for her genius. She's capable of doing almost anything if she puts her mind to it, but she won't do anything that she doesn't find interesting. It's hard to notice her true feelings, since she's always joking around.



HOM

Height	4'8" (142cm)
Blood Type	Unknown

A child who Astrid introduces to Rorona. It helps Rorona around the workshop and calls her "Master." It's always straight-faced and lacks emotions. It's not very child-like...



IKSEL

Iksel Jahnn

Height	5'5" (164cm)
Blood Type	A

Rorona's friend who works at a restaurant.

He's still in training, but he actually takes care of most of the tasks already. He's usually courteous and friendly, but his personality changes when he's talking about cooking.

GIO

Height	5'8" (172cm)
Blood Type	B

A self-proclaimed retiree. He trains by fighting monsters outside of town whenever he gets the chance. He possesses master level sword skills. He's easy-going and courteous, but he can be extremely stubborn when he decides to do something.

STERK

Sterkenburg Cranach

Height	6'1" (185cm)
Blood Type	A

A knight who serves the kingdom of Arland. He tries to act serious in order to live up to his ideal knight standards.

Even though it's his job, he feels bad about giving challenging tasks to Rorona.

TANTRIS

Height 5'9" (174cm)

Blood Type B

A wandering bard, who is originally from Arland. He meets Rorona on his journey back home one day. He has a tendency to flirt with every woman he sees.

LIONELA

Lionela Heinze

Height 5'0" (153cm)

Blood Type A

A traveling performer who goes from town to town with her puppets. She became a performer to overcome her shy and quiet nature, but the results haven't been very positive. Because of their similar personalities, she gets along really well with Rorona.

ESTY

Esty Airhart

A receptionist at the castle, she is Sterk's senior and mentor. Her current task consists of gathering requests from the citizens in town. Despite that, however, she loves talking, and Sterk and Rorona happen to be the perfect targets when they visit.

HAGEL

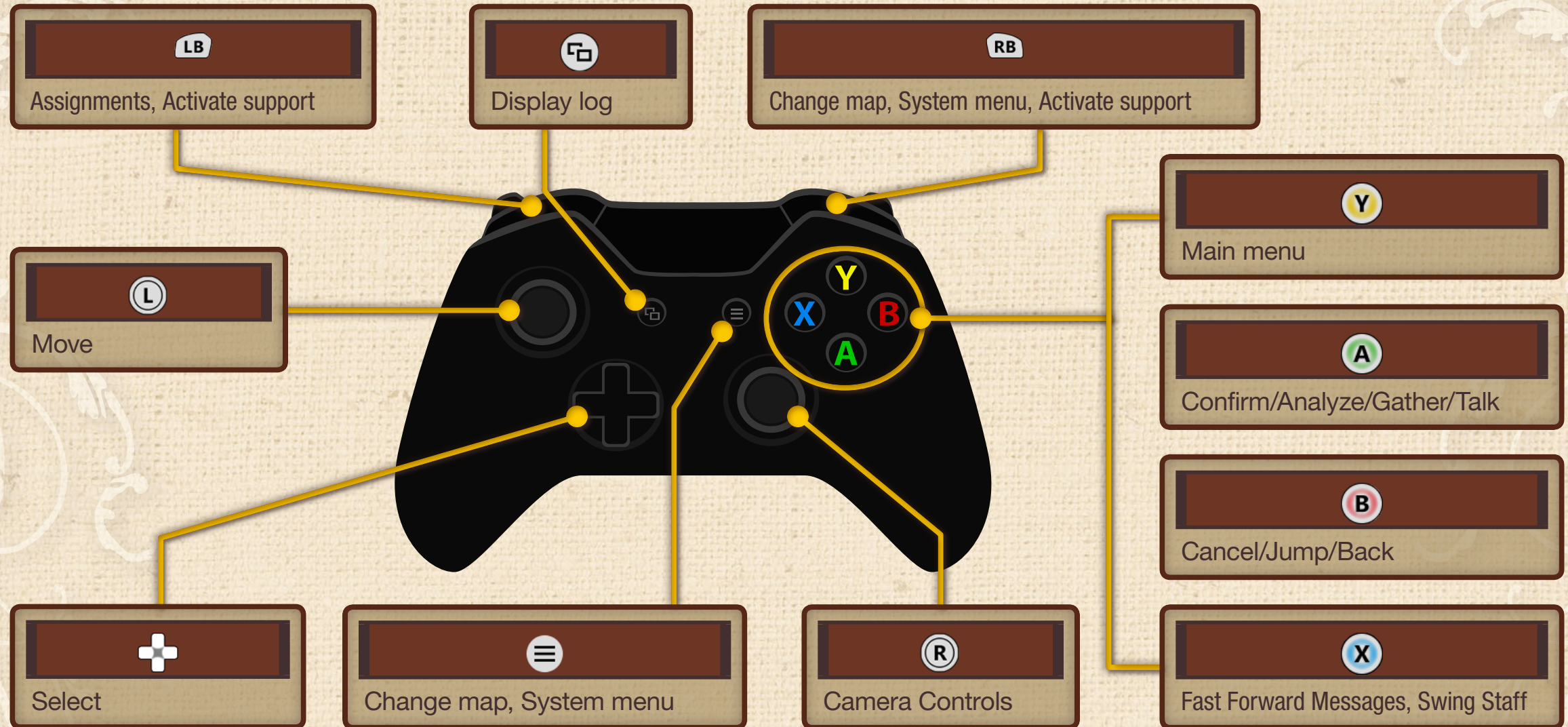
Hagel Boldness

Master of the Weapon Shop. A compassionate and friendly man who hates being called by his name.

Gamepad Controls

Controls

8



Keyboard Controls

Q
Assignments, Activate support

E
Change map, System menu, Activate support

I
Main menu

K
Confirm/Analyze/Gather/Talk

L
Cancel/Jump/Back

J
Fast Forward Messages, Swing Staff

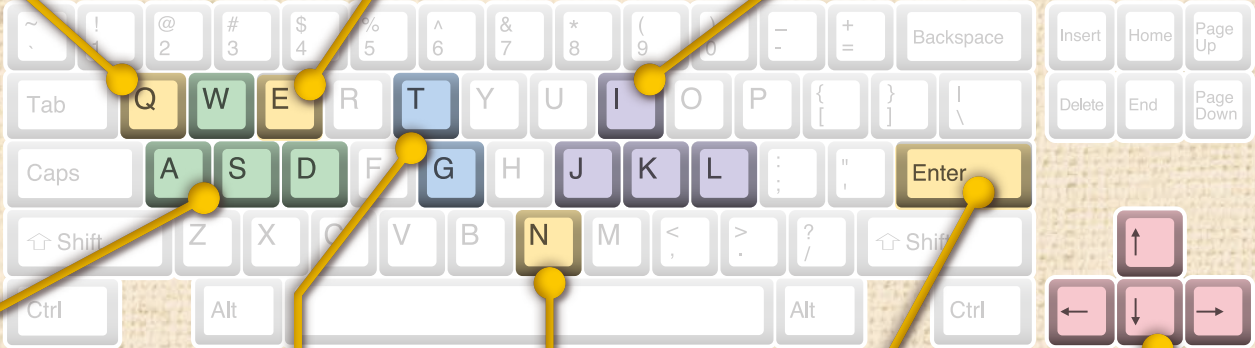
W/S/A/D
Move

N
Display log

↑ / ↓ / ← / →
Select

T/G
Camera Controls

Enter
Change map, System menu



Starting the Game

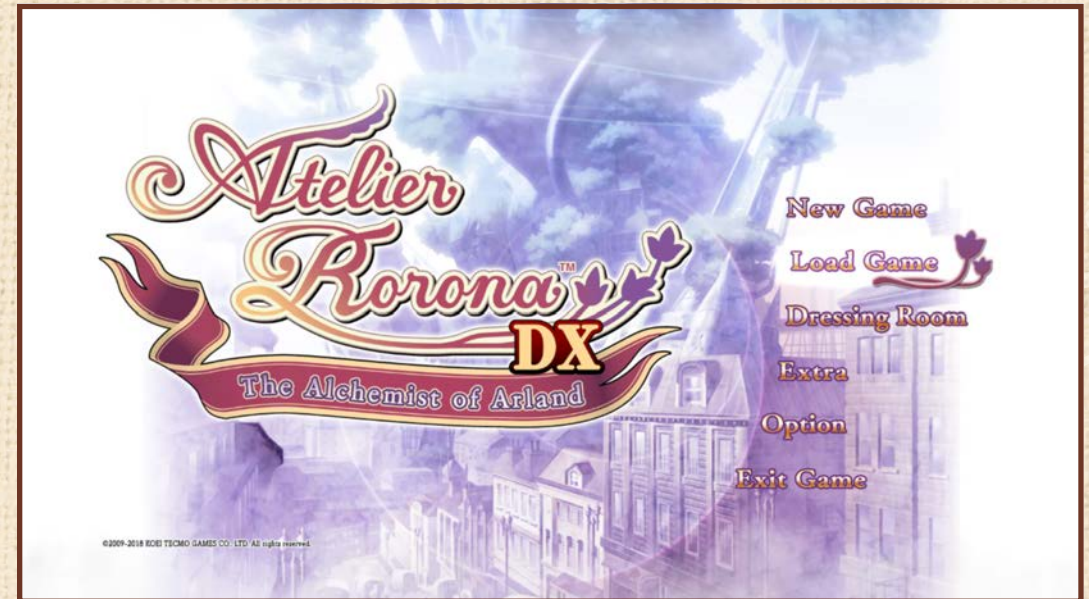
Press any button from the Title Screen to see the list of categories.

Please select “New Game” to start from the beginning, and press “Load Game” to start where you left off.

New Game	Start the game from the beginning.
Load Game	Load a saved game to resume from where you left off.
Dressing Room	Change characters' costumes, obtained during gameplay.
Extra	View various content that is unlocked as you progress through the game.
Options	Adjust game settings.
Exit Game	Exit the game.

Note: "Extra" will only be displayed if save data from a cleared game is detected.

Note: Load Game will only be displayed if save data is detected.



To save, either approach the desk in the workshop or press the **RB** button while on the world map, open the System Menu and select "Save."

To load a saved game, open the System Menu from the workshop or the world map and select "Load." You can also select "Load Game" from the Title Screen.

Load...



From the Title Screen



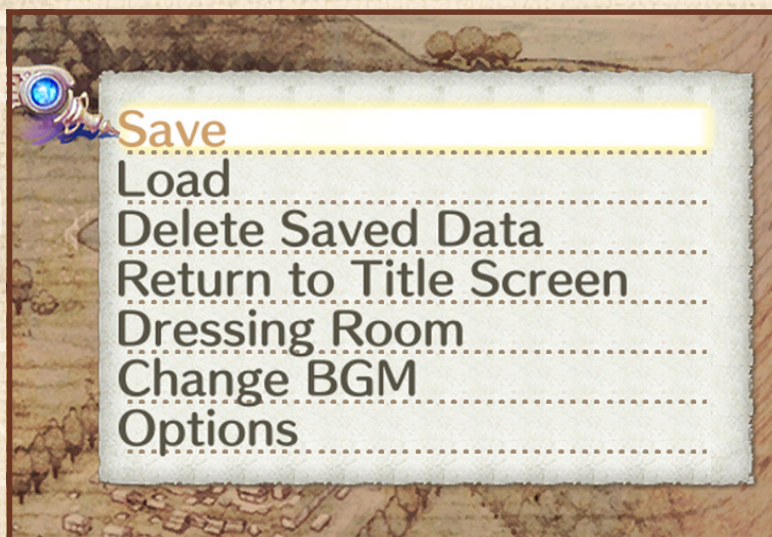
From the Journal



RB button from the world map

The System Menu is displayed when you either approach the desk in the workshop or press the **RB** button while on the world map.

From the System Menu, you can save or load game data, change costumes, redecorate your shop and more.

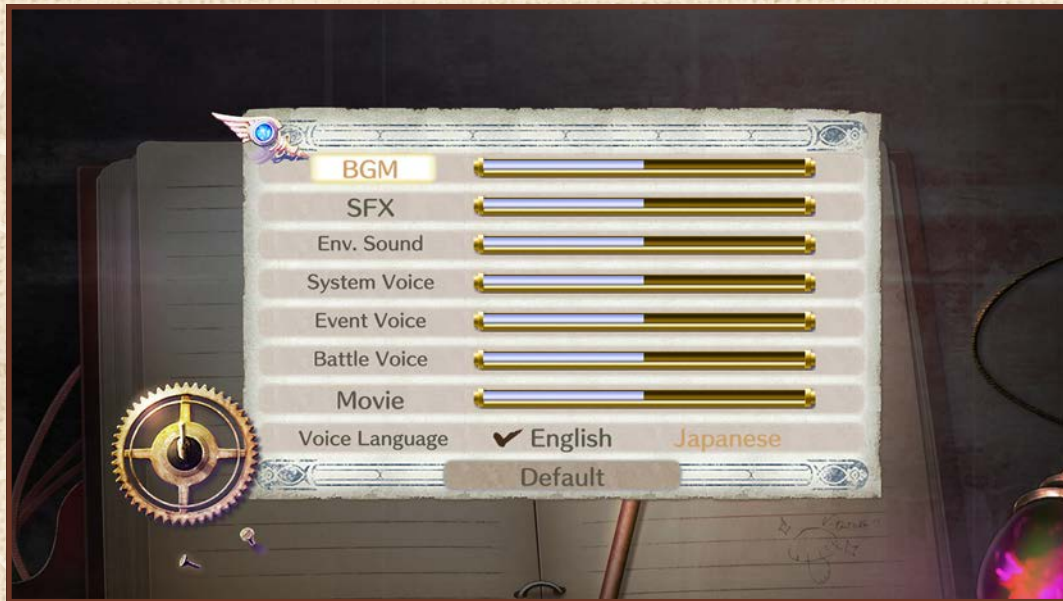


System menu

Save	Saves the game data.
Load	Loads a saved game to resume from where you left off.
Delete Saved Data	Deletes the saved data.
Return to Title Screen	Returns to the Title Screen.
Dressing Room	Change into various costumes obtained during gameplay.
Redecorate	As the game progresses, you will be able to place items found in your travels in your room.
Change BGM	Changes the BGM.
Options	Adjusts various game settings.

Adjust game settings. This can be done from the workshop journal or from "Options" at either the Title Screen or the main menu.

The  button can be used to delete saved data.



Options

BGM	Adjust the volume of music.
SFX	Adjust the volume of sound effects.
Env. Sound	Adjust the volume of environment sounds.
System Voice	Adjust the volume of system voices.
Event Voice	Adjust the volume of voices in events.
Battle Voice	Adjust the volume of voices during the battle.
Movie	Adjust the volume of sound for movie.
Voice Language	Choose between English or Japanese.

Change Costume

Controls

14

Rorona can change into various costumes, obtained during gameplay. You can access the Dressing Room from the Title Screen or System Menu (the workshop journal or World map).



To the Dressing Room



from Title Screen



from the Workshop



from World map by pressing **RB** button

Game Purpose

Game Flow

15

One day, the young apprentice alchemist Rorona is called to the palace. She is told that if she cannot complete the occasional Assignments, her Workshop's License would be revoked.

Create the requested items and deliver them to the Palace!

She must search out the necessary ingredients, having many adventures along the way.

Can Rorona grow as an alchemist and protect her workshop?



Gather



Synthesis



Battle

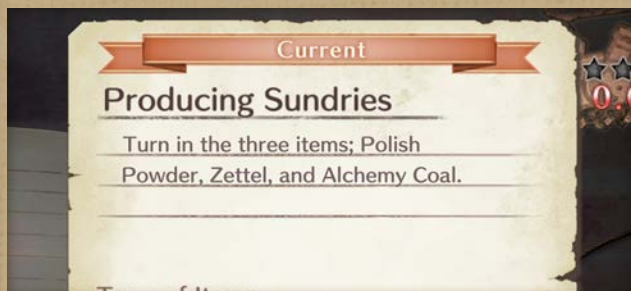


Advancing the Game

Game Flow

16

Requests



Obtain requests from the Palace.

Gather



Explore and gather ingredients.

Battle



Defeat powerful monsters.

Report/Turn In



Turn in items and make reports at the Palace. Just what will the results be?

Synthesis



Synthesize ingredients at the workshop.

What is Rorona's job?

As an alchemist, Rorona's job is to synthesize items. This requires ingredients. Gather together a large amount of ingredients and start synthesizing items.



Ingredients



Gathering at Exploration areas



Buying in town

Learning new synthesis recipes

There are still items that Rorona is unable to synthesize. After reading reference books, she will be able to synthesize more items.

For more details

Gather ingredients for synthesizing...Town **P.31**

Shop **P.32**

Synthesis **P.41**

How do I receive requests?

There are 3 types of requests available: Assignments, Front Quests and Friend Quests. Front Quests are obtained from Sterk. The rest can be gotten from Esty, the receptionist.



Reception



Assignments (Palace Hallway)

For more details

Assignments **P.23**

What are Front Quests? **P.27**

What are Friend Quests? **P.28**

How do you Gather?

There are a number of ways to get ingredients. You can find some in town, buy some at the store, gather some while exploring outside of time, pick some up after fights with monsters, and so on.

Just explore everywhere you can and if you see a mark, check it out.



Gathering outside of town

Gather mark

For more details

Gathering ingredients for synthesis...Town **P.31** Shop **P.32**

How to Explore

Game Flow

20

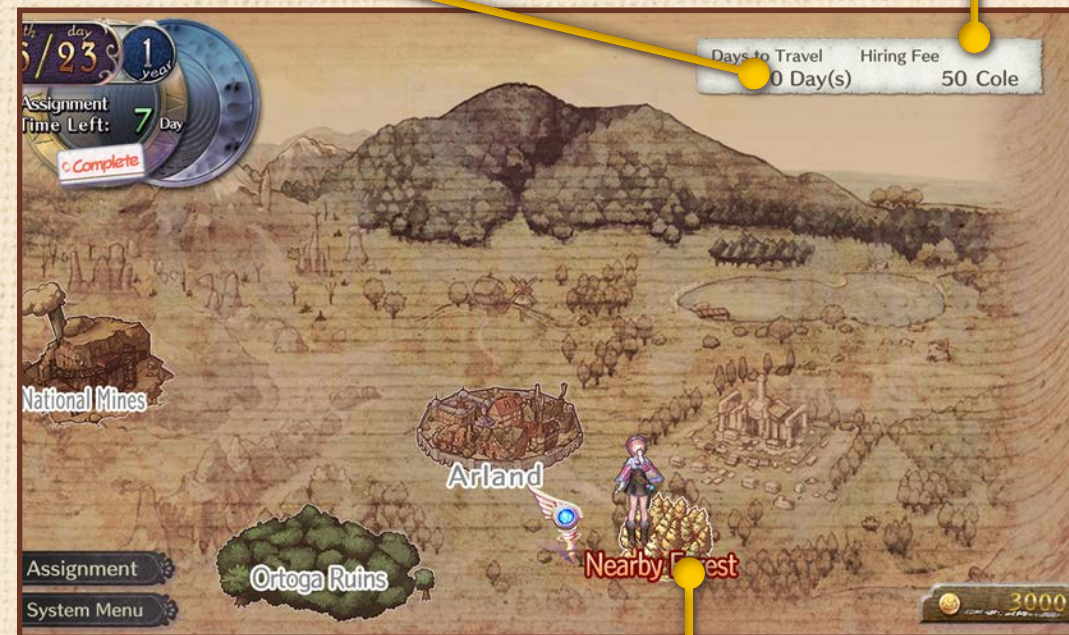
Leave town by using the **RB** button and choosing to go to the World Map.

Even if she can use alchemy, Rorona is still a fragile young girl. Make sure she has allies along with her when she goes out to explore. There be monsters. You can hire people to accompany her each time she goes out to explore.

Equip items before you go out exploring. Equipment can be purchased at the weapon store.

Day Count

Money for Hiring



For more details

Purchase items at the Shop...Town **P.31** Shop **P.32**

Equip items....Equipment **P.52**

Exploration areas

How to Battle

Battles will occur when you run into monsters while exploring.

Pressing the **(X)** button right before the encounter will cause Rorona to swing her staff.

If it hits first, then her party gets to make the first strike. During battle, alchemists can use items.



If Rorona swings her staff right before the encounter, she gets first strike.



Items from the Basket can be used during battle.

For more details

Battle...Flow of Battle and the Screen **P.37**

If you complete a request?

Report assignments to Sterk in the Hallway and all other Quests to Esty at the reception area.
You will be paid as long as you complete the quest in time.



Reporting requests from the Study.



Reporting Quests from the Reception area.

For more details

Reporting Assignments **P.24**

Reporting Quests...What is a Front Quest? **P.27**

What is an Assignment?

Accept a request

In order to keep the Workshop, you must complete the Assignments requested by the kingdom. Requests can be completed by reporting to Sterk, who is at Palace Hallway, once the objectives have been met.

There are 2 type of requests.

Request (Must)	These will effect your evaluation from the kingdom, and must be prioritized. If you are unable to complete these requests, the Workshop will be closed down.
Request (Option)	These will not effect the evaluation from the kingdom. By completing these requests, you will receive various bonuses.

Request (Must)

Request (Option)

◆◆◆ Requests (Must) ◆◆◆

Producing Sundries

◆◆◆ Requests (Option) ◆◆◆

Term Request: Synthesis

Term Request: Gathering

Term Request: Combat

Heal Your Allies

Throw Uni

Blue Puni Subjugation

Make Healing Items

Apprentice Alchemist

Apprentice Adventurer

Apply Trait

High Quality Neutralizer

Wolf Subjugation

Reporting Assignments

Accept a request

24

You can make submissions for your Assignment up to the deadline. You can do that by talking to Sterk at the Palace Hallway. You will receive bonuses if you get a good evaluation.

Assignment (Must)

For Assignments involving item submissions, items are turned in when the report is made. In some, multiple items can be submitted until you reach the quota. Until you finally report, you can even exchange previously submitted items for newer or better ones.

Assignment (Option)

By completing assignments, you will receive a stamp from Sterk. You can clear exploration and gathering goals, battle, and even synthesize. Gathering stamps will earn you a bonus.

For more details

Stamps and Bonus **P.26** Assignments **P.55**



Quest status shows how far you've advanced on each quest.

When an assignment can be reported...

Your display will change after fulfilling the required Quests.



Evaluating Assignments

Accept a request

25

On the day of the deadline, the palace will give you an overall evaluation of your work. You'll pass the Assignment if you've met the requirements. You'll need to work very hard in order to receive a good evaluation.



If you're unable to meet the deadline...

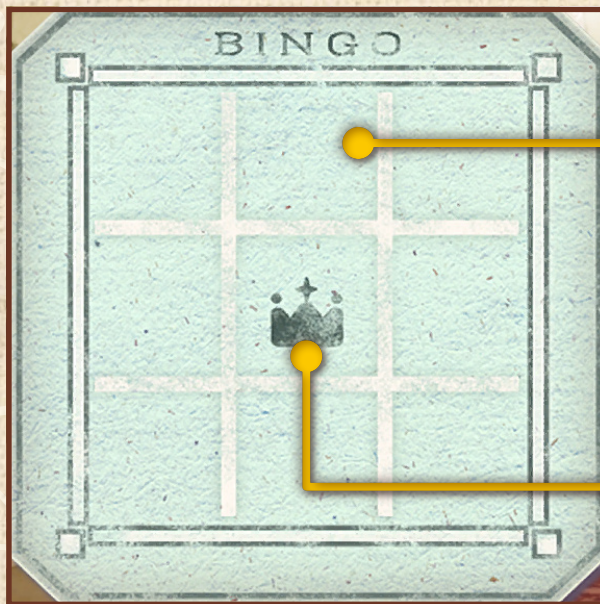
The game will be over if you don't fulfill the Assignment requirements by the deadline. You can restart the game by loading your last save file, but make sure you pay close attention to the Assignment details and deadline.

Stamps and Bonuses

Accept a request

26

There are special requirements for earning bonuses. By completing requests, you will receive a stamp from Sterk. Stamps received by completing mandatory requests can be placed in the center of the grid, while those received from voluntary requests can be placed anywhere except the center. Also, you'll receive a voucher that you can trade in for items at the kingdom's reception area.



Stamp for Requests
(Optional)

Stamp for Requests
(Mandatory)



Vouchers can be traded for items

What is a Front Quest?

Accept a request

27

Front Quests are requests from the people. Esty at the reception area is in charge of these. After fulfilling the conditions and reporting it, you will receive payment. Note that the better the result, the higher your popularity will increase. If you're late turning it in, both your popularity and your payment will decrease.

Quest Types

These are the types of Quests.

Gathering	Gather specific Items and turn them in.
Synthesis	Synthesize specific Items and turn them in.
Bounty	Defeat a certain powerful monster.



Front Quests can be accepted at the reception area.

What are Friend Quests?

Accept a request

28

Friend Quests are jobs requested by the shop owners and your party members. They are managed by Esty at the Palace Reception area. By completing and reporting them, you will earn payment and become closer to the person whose quest you've accepted. Not meeting the deadline will result in popularity dropping and worse relations with the person whose quest it is. Payment will also be reduced.



	Cabbage Soup	2		32
	Ingot	1		548
	Alchemy Coal	2		73

The requester's icon will be displayed on the Friend Quest.

What happens when you fulfill a Friend Quest?

Accept a request

29

Completing Friend Quests improves relations with specific people. As relations improve, individual events may be triggered, items created at the shop can be registered, and various other merits can be had.



As relations improve, events are triggered.

Play extra content

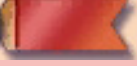
Once you beat the game, you will be able to play additional content. The additional content gives you an extra year and an extended story. You can also enjoy other bonuses, such as befriending new characters and receiving never-before-seen quests.

Check the status of Quests

Accept a request

30

Once you've received Quests, the information will be displayed on the upper left corner of the screen. The icons will change as you progress. Also you can check Quest information in the Main menu by pressing the  button.

Quest Details	
	Front Quests
	Friend Quests
Status of Quests	
	Not Completed
	Completed
	Will Expire Soon
	Expired



Check the status of Quests

Get Bonuses With Over Clear!

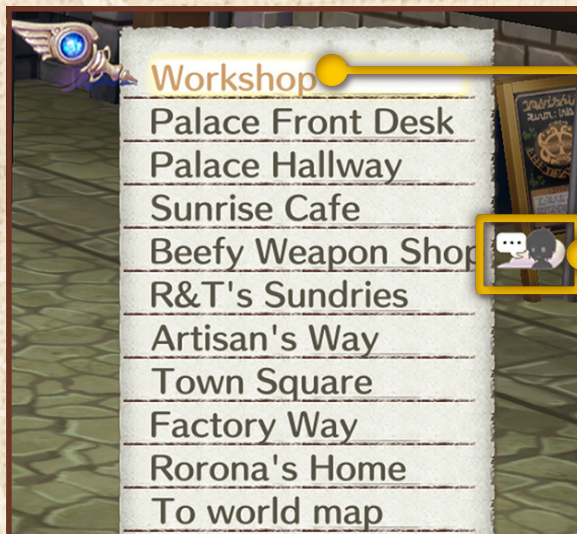
There are certain requirements to earn a bonus. By completing the Quests and fulfilling the additional requirements, you will receive a voucher that can be exchanged for items.

There are places in town where you can Gather ingredients as well. If you see the Gather mark, try checking it out.

Towns can be split among multiple maps. By going to the entrance/exit you can move between maps.

Maps you have previously visited can be moved to directly using the **RB** button.

Places where events occur will be marked by an icon.



Destinations

Event Locations



Gathering points within town

Shops

Gather

32

There are several shops in town where you can go to buy or sell items. By befriending the owners of the shops, more useful functions will be added.



Item Details

Money

How to move?

Gather

33

There are gathering locations outside of town, where you can go and gather synthesis ingredients.

As the story progresses, the number of places you can go will increase. After moving, you select the map to explore.

Upon leaving the map, you will sometimes be able to progress to an even farther map.



What if there are obstacles?

Gather

34

At each Exploration area, you gather items. There are also monsters and obstacles.

There are places where after you break through the obstacles with synthesized items, you can advance to a new area.



The boulder is blocking the road.

Blow up the boulder with a bomb and proceed.

Hiring an ally

Battle

35

Rorona is not really good at fighting monsters. She will depend a lot on her allies. As the story progresses, there will be more characters that can become allies.

How to hire allies

Hiring allies costs money for each time you take them out. By accepting and completing Friend Quests, the cost for hiring that person will decrease.

Dismissing allies

When you want to remove someone from your party, choose Dismiss. You should probably retrieve any equipment that you've loaned them first though. Even after dismissing them, you can talk to them again later and re-invite them to your party.



Hiring allies



Dismissing allies

For more details

Prepare Equipment **P.36**

Prepare Equipment

Battle

36

Press the **Y** button to open the main menu.
There you can change the equipment of the party members.
As the game progresses, you will be able to synthesize equipment at the weapon shop.

Equipment types

Weapons	Increases ATK and allows use of certain Skills.
Armor	Increases DEF.
Accessory	Increases Stats and adds Special Effects. Can equip up to 2.



Change

Info will be shown when you equip items and there are changes in Stats.

In the field, battle will begin when you encounter monsters. During your turn, you use battle commands to either attack or defend against the monsters. Only alchemists have a battle command allowing them to use items from their Basket. (They cannot use items from their Container.)

When the Assist Gauge is full, allies can cooperate with Rorona.

When the HP for the entire party drops to 0 (wiped out), Rorona is returned to the workshop. This is not Game Over, but a few days will have passed.



Stats

HP:When this reaches 0, the character will be KO'd.

MP:This will be consumed when using skills and synthesizing items.

Action Order

Move in order (top to bottom). This order can change.

For more details

Battle Commands **P.38**

Assist Rorona **P.39**

Battle Commands can be issued on your turn. Alchemists can also use items.

Attack	Perform Normal Attack.
Item	Use Items. Only alchemists can use this Command.
Skill	Use Skills by consuming MP.
Defense	Increase your DEF to decrease damage taken.
Escape	Withdraw from battle. May fail against faster or stronger enemies.

Each item has a set number of times it can be used.

Alchemists can use synthesized items from their Baskets. Use these items to execute attacks or healing. Some items can be used multiple times. The number of times they can be used appears with the icon.



Normal Attacks



Item Attacks

When the Assist Gauge is full, allies can help Rorona. The gauge is depleted when used.



Assist gauge is full.

The Assist gauge will increase when...

- Rorona attacks enemies
 - Friends attack enemies
 - Enemies attack Rorona
- (It will be consumed after Assist is triggered.)

Assist System

When the notice is displayed, use the **LB** and **RB** buttons to choose the character who will assist Rorona. Characters will protect Rorona from attacks or maybe perform follow-up attacks.



Protect Rorona from an enemy's attack.



Make a follow-up attack to Rorona's attack.

What are status ailments?

Battle

40

Damage from special attacks or items will sometimes cause status ailments, like Poison or Sleep, during battle.

	Poison	Receive damage every action during battle.
	Slow	Turn will be delayed.
	Curse	Weakens Positive Effects.
	Sleep	Will not be able to act, but is removed after receiving damage.
	Blind	Decreases Accuracy and Evasion Rates.

In addition, there are also some special attacks that lessen certain parameters.



Status has worsened.



You are suffering a status ailment
(Poison)

What is Synthesis?

Synthesis uses ingredients to create items.
At the workshop, press the **A** button and you can synthesize items.
Depending on the recipe, a variety of ingredients might be needed.
Obtaining Recipes at events or from the store will increase the number of items you can synthesize.



The cauldron at the Workshop

Item Info

Items have the following info.

Effect	Effects that can be added. This depends on the ingredients used.
Quality	How good the item is. Determined from the quality of the ingredients used to make it. The rank is assigned based on quality. (S>A>B>C>D>E).
Traits	Additional effects of the item. These effects are drawn from the ingredients.



1 Select Item to Synthesize

Select an item you wish to synthesize from the list. You can't synthesize any items (X) for which you don't have the ingredients. △ are items that both have the ingredients and can be synthesized.



Select the Meister Tarte.

2 Choose Ingredients

Choose items you want to use as the ingredients. The effect and quality of the finished item depends on the ingredients you choose. Higher level ingredients will create a higher effect gauge. Once the gauge exceeds the threshold, the effects will be added.



If the level of the ingredients is high, the gauge will increase.

3 Days Passed and Results

When synthesizing, in addition to the ingredients, Rorona's MP will be used. Once the required number of days has passed, the item will be completed. Depending on the difficulty and Rorona's MP, the process may fail.

4 Select Traits

Once you've successfully completed the synthesis, you may choose the traits from the list that you want to carry over. You may choose multiple traits as long as it is within the cost level. Cost level depends on the level of ingredients you used.

What if there isn't enough MP?

If you don't have enough MP, go sleep on the couch in the workshop.



Cost level

After synthesizing?

Like the ingredients, synthesized goods have both a quality and a rank. If high level ingredients are used, special effects can also be added.

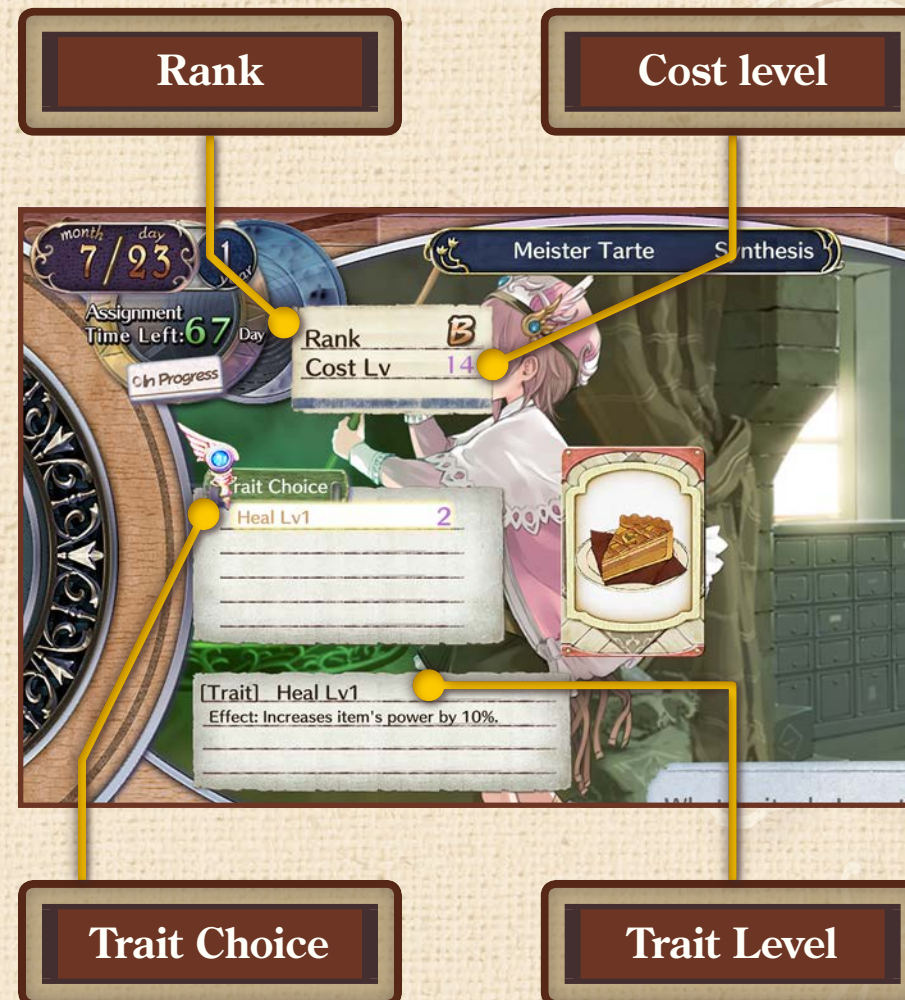
Rank	The higher this is, the higher the evaluation when it is turned in.
Quality	The higher this is, the easier it is for the synthesized item to have a high rank, trait, and effect. Also, the quicker the effect gauge will fill.
Traits	Synthesized items can inherit the traits of the ingredients used to make it.
Cost level	The higher this is, the more traits can be added to the items.
Trait Level	The higher this is, the easier it is for traits to manifest.

Example of traits

Quality : Item quality will grow when the item is completed.

Heal : Healing effects of the item will increase.

Living : In battle, when Rorona's HP is lower than 20%, items with this trait will automatically be used. The power drops by 20%.



Equipment Synthesis

As you progress through the story, Hagel at the Weapon Shop will offer to make equipment. The two basic ingredients you'll always need are Ingots and Cloth, and their higher level equivalents. Once you select the equipment you wish to make, the applicable items to synthesize equipment will be displayed.



Synthesize at the Weapon Shop

Select Equipment Synthesis ingredients

1 Select an Item to Make

Select the item you want to create from the list.



Create a Siphon Rod.

2 Select Ingredients

Select the ingredients to use. Depending on what you used, the effects and quality may change.



Choose Tinc as an ingredient.

3 Item Complete

Pay the fee required to create the item.

A weapon with an effect

Each item can be customized with different effects and traits inherited from its ingredients.

Effects

There are two type of effects: “Natural Type” and “Stat Type”. Each equipment has either one of the effects. Higher quality will produce more effects.

Natural Type Effects :Gives Special Effects that are useful during Battle.

Stat Type Effects :Increases the Stats of the characters equipped with the item.

Effects List

Medicinal Knowledge : Effects of items of the Medicine category are improved slightly.

Attack + 3 : Attack strength rises by 3.

Trait Candidates



Traits

Traits will be passed down to the Item from the Ingredients. It's a good idea to chose items with the traits you want to infuse into the item.

Trait List

MP Cost -10% : Reduces MP consumption of skills by 10%.

Convert : Restores HP based on a certain percentage of damage dealt through normal attacks.

Understanding the Main menu

Main Menu

48

Press the **(Y)** button to display the menu while on the World Map or Field Map.
You can view characters' stats and skills, requests and more.

Deadline

The date by which you need to report your quest. If you are unable to complete the requests before the deadline, the game will end.

Date

The day, month and year in the game.

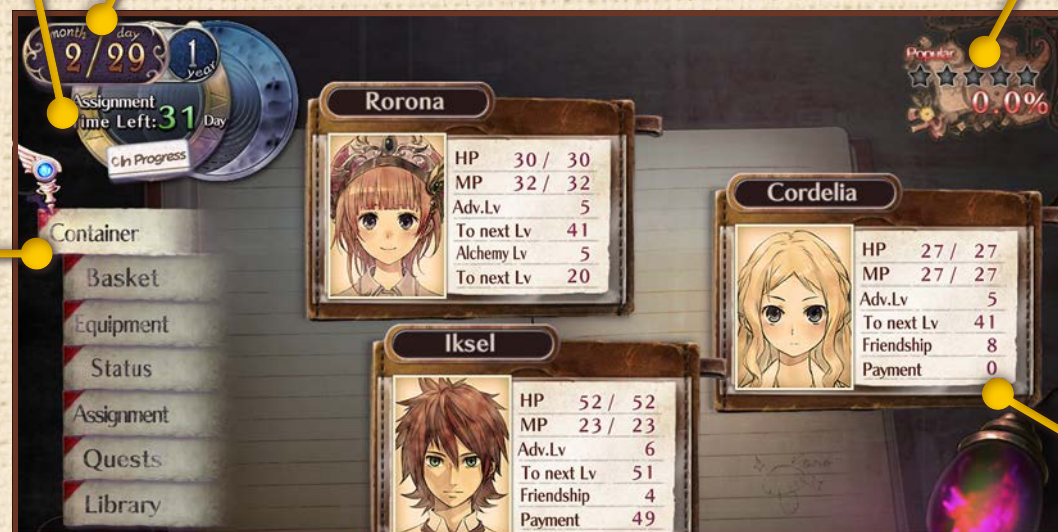
Popularity

This indicates how popular you are in town. Popularity increases as you complete more Quests and may also effect new events and rewards.

If you're late or deliver poor quality goods, this could drop.

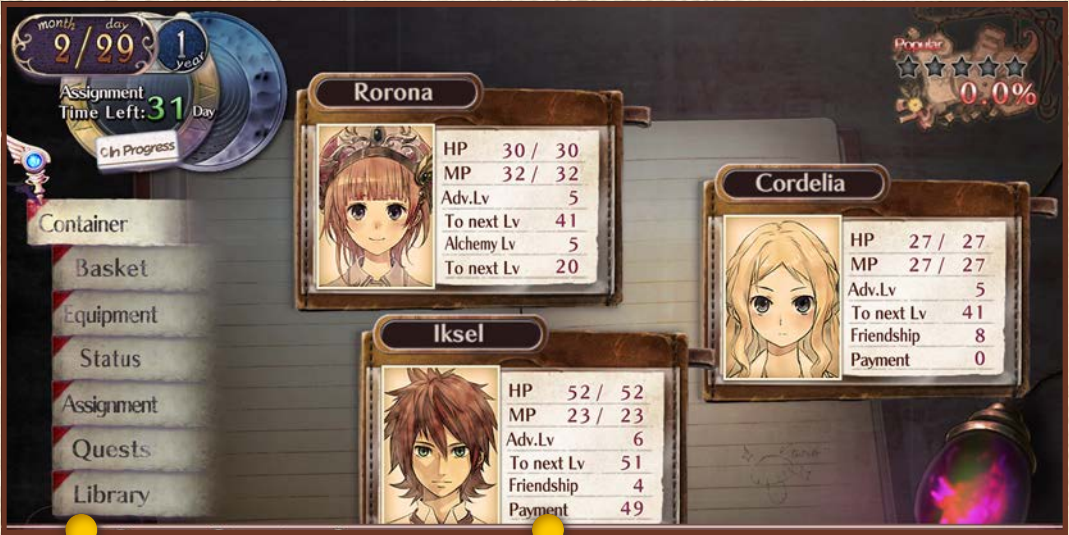
Menu

You can check your Container, Basket and equipment and also interchange it. You can also check status, assignments, quests, recipe books and so on.



Stats

You can view characters' stats and skills.



Main menu

Status

Main menu

Container	Stores your items.
Basket	These are all the items you currently are carrying. Make sure to put in the ones you want to use for battle.
Equipment	Change the equipment of your allies.
Status	You can view characters' stats and skills.
Assignments	Shows the assignment you are currently tasked with.
Quests	Shows the Front Quests and the Friend Quests you have accepted.
Library	See items, monsters, characters, help, and so on.



You can store items in the Container at the workshop. When you return to the workshop after exploring, you can transfer all of the items in your basket into the container. While in town, you can deposit and withdraw items, as well as use the health items contained in your container.



Sub-menu

Press the **Y** button to display the sub-menu while selecting an item.

You can view the items you currently possess. Items that are in your basket can be used in the field. Make sure to move the items you want to use while exploring into the basket.

To Container	Moves multiple items from the Basket to the Container.
Discard Item(s)	Discards multiple items at a time.
Sort	Arrange the order in which items are shown.
Filter	Filter the items with specific criteria.



Make sure to check equipment when an ally joins you.

Change the equipment of your party members. You can synthesize weapons at the Weapon Shop as you progress through the game.

Equipment Types

	Weapon	Increases ATK and allows use of certain Skills.
	Armor	Raises DEF.
	Accessory	Increases Stats and adds Special Effects. Up to 2 can be equipped.

You can view characters' stats, skills, equipment and so on.

Parameter

Skill List

month10/day11/year1

Assignment Time Left: 69 Day

Ch Progress

Container

Basket

Equipment

Status

Assignment

Quests

Library

Rorona

Adv.Lv 15

To next Lv 233

Alchemy Lv 15

To next Lv 100

HP 43

MP 61

ATK 31

DEF 19

SPD 18

Fire 0 Ice 0

Thunder 0 Earth 0

Siphon Rod

Traveler's Wear

Gnardi Ring

Skill

Angel Shot 5

Ether Light 9

Ether Crown 0

Detect Danger 0

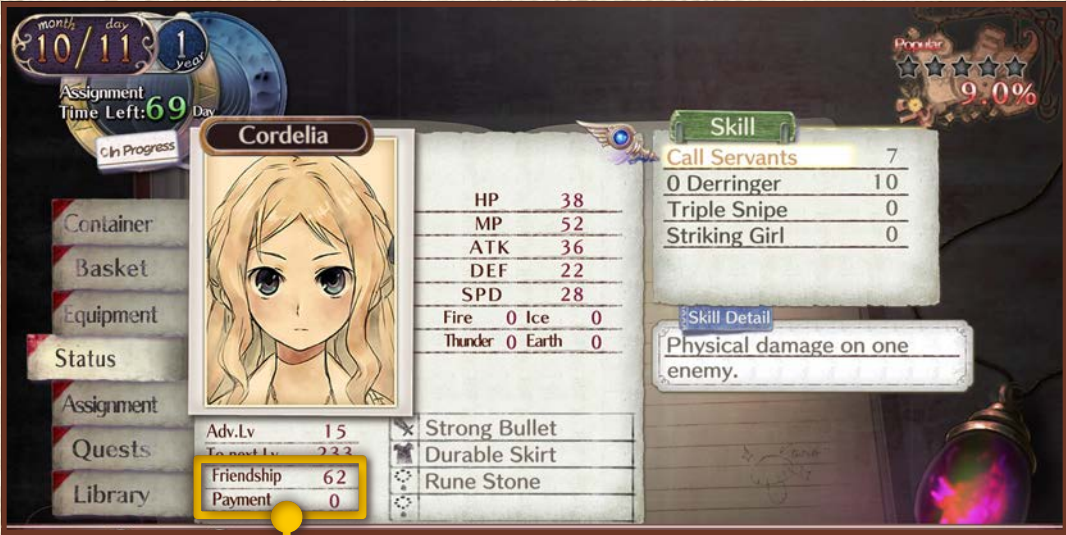
Skill Detail

Physical damage on one enemy. WT is reduced.

Level

Equipment

Parameter	
HP	Ability to endure damage. When this reaches 0, the character will be KO'd. It is restored when you rest on the couch in the workshop.
MP	This will be consumed when using synthesis, or when using skills in battle. It is restored when you rest on the couch in the workshop.
ATK	This affects the damage dealt to opponents when performing attacks.
DEF	This affects the damage received from enemy attacks.
SPD	This affects turn order, evasion, and escape rate.
Resistance	This affects your resistance to elemental attacks (fire, ice, lightning, earth) in battle.



Friend Level and Salary

Friend level and salary will also appear for all characters other than Rorona.

Level/Friends Level

Adv. Lv	Increases as you gain experience in battle. Leveling up will also increase the Adv. Level.
Alchemy Lv (Only Rorona)	Increases as you use synthesis. Affects the Success Rate of Synthesis.
Friend Lv (Other than Rorona)	Indicates the level of friendship with Rorona. Increases as you complete Friend Quests. Affects the events, ending and salary.
Salary	The cost of hiring allies. As your Friend Lv increases, this cost decreases.

You can check the progress of Assignments, as well as their earning bonus.

By completing the requests, you will earn stamps. Lining up 3 stamps vertically, horizontally, or diagonally will grant you a bonus.



List of Requests

Request Status



Stamp Cards

Bonus List



Quest Status

View all the Quests you have accepted. If you select a specific Quest, you will be able to check its progress and view hints.



View Items, Monsters, Characters, and "Help."

You can look up details on items and monsters. View the “Help” section to learn the rules and controls within the game. More information will be available as you progress.