



Gust



Characters

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

Controls



How do I move?

P.8

Game flow



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

Adventure



Rank up the Adventurer License **P.23**

Gather



Set out to look for ingredients. **P.33**

Battles



Lots of monsters to fight while exploring! **P.37**

Synthesis



Create items with Alchemy! **P.43**

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STORY

This nation has a job called “adventurers.”
It all happened before Arland became a republic.

People wanted to explore, adventure,
or develop the frontier.

The knights of Arland were weak,
so the citizens joined them and helped out.

It happened gradually,
but that system was later institutionalized.

Adventuring is now a real job.

My mother was one of those adventurers.

I hear she’s actually famous, too,
but we haven’t heard from her in years.

My father and sister both think she’s already...
but I don’t think so.

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TOTORI

Totooria Helmold

Height 4'9" (146cm)

Blood Type A

The protagonist of this story. She had always been timid and introverted, but after learning alchemy, she has begun to have more confidence in herself. She lives in a small fishing village at the edge of Arland with her father and sister. Her mother is a famous adventurer, but she had gone missing several years ago. She wants to become an adventurer one day to travel and find her mother.



RORONA

Rororina Fryxell

Height 5'1" (153 cm)

Blood Type O

Totori's alchemy teacher and protagonist of the previous game. She really hasn't changed much, but years of traveling and a variety of experiences have made her a stronger person. She completely spoils Totori, who is her very first student. Since the end of the last game, she has traveled all around Arland to teach alchemy.



CECI

Cecilia Helmold

Height 5'2" (156 cm)

Blood Type A

Totori's elder sister. She's capable and reliable, possibly because she has taken a motherly role with Totori after their real mother had gone missing. When she and Totori fight or argue, she tends to act like a child and will sulk for days on end.



GINO

Jeeno Knab

Height 5'2" (155 cm)

Blood Type B

Totori's childhood friend. He's innocent, optimistic, and perpetually cheerful. His dream is to become a great adventurer and he continues to train for it. He doesn't seem to know or understand why he wants to become an adventurer.

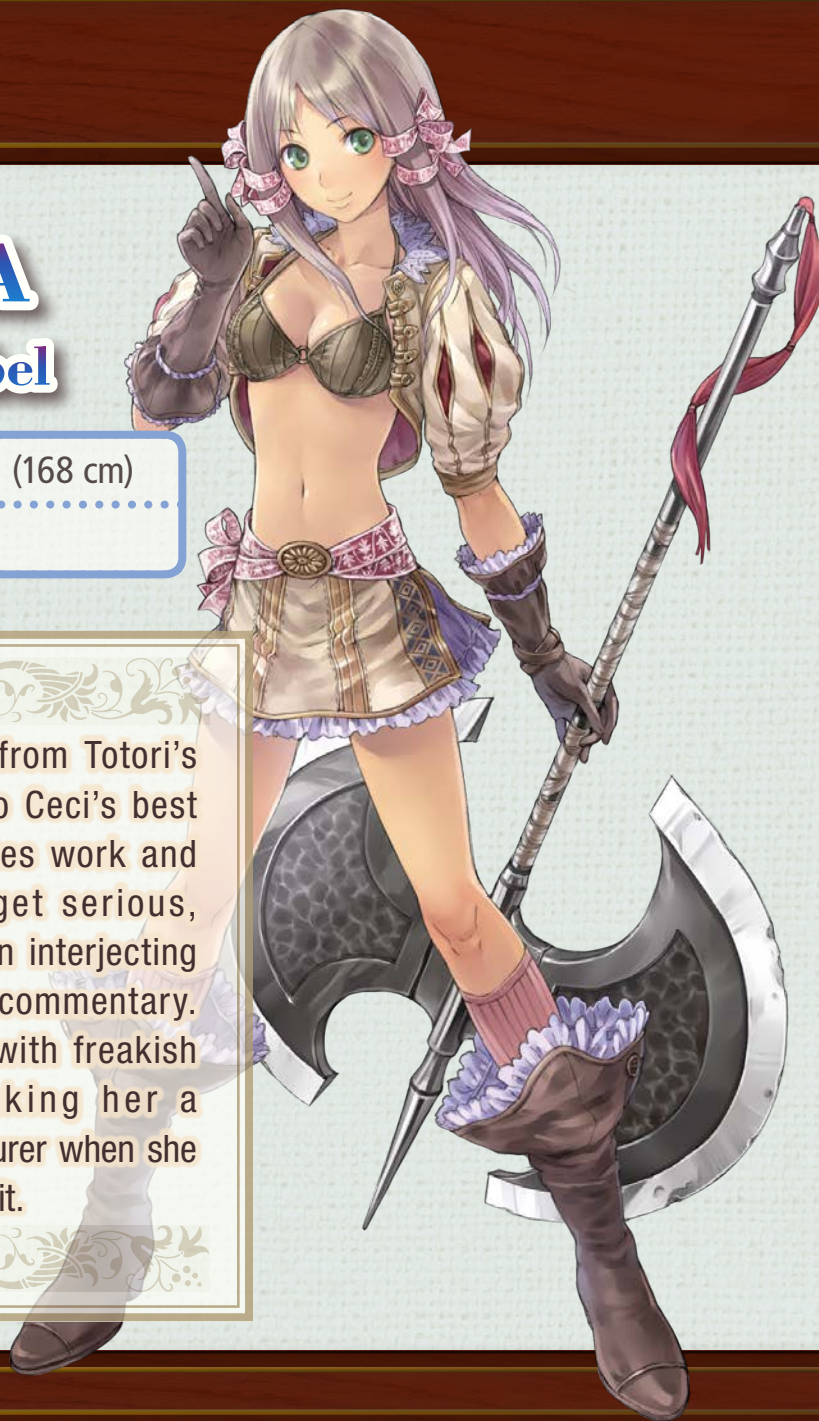


MELVIA

Mervia Siebel

Height	5'7" (168 cm)
Blood Type	O

An adventurer from Totori's village and also Ceci's best friend. She hates work and when things get serious, she's often seen interjecting with facetious commentary. She was born with freakish strength, making her a powerful adventurer when she puts her mind to it.



MIMI

Mimi Houllier von Schwarzlang

Height	5'1" (152 cm)
Blood Type	A

A member of an aristocratic family of Arland. Unable to accept others calling the aristocracy a relic of the past, she becomes an adventurer to make her name known throughout the land. She is very hardworking and hates any act of cheating.



STERK

Sterkenburg Cranach

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

Years of worry and hard work had put him in an even worse mood, making his already scary face more menacing. However, his personality hasn't changed at all. Because Arland became a republic, he is no longer a knight.

Chim

Height	About 2' (60 cm)
Blood Type	None

A tiny Hom, also known as Chim. These are homunculi Rorona made to assist Totori. Unlike the original Hom, they can't talk. Instead, they have a myriad of emotions and expressions they share. Also, they work for pie. No pie, no work.

MARC

Marc McBrine

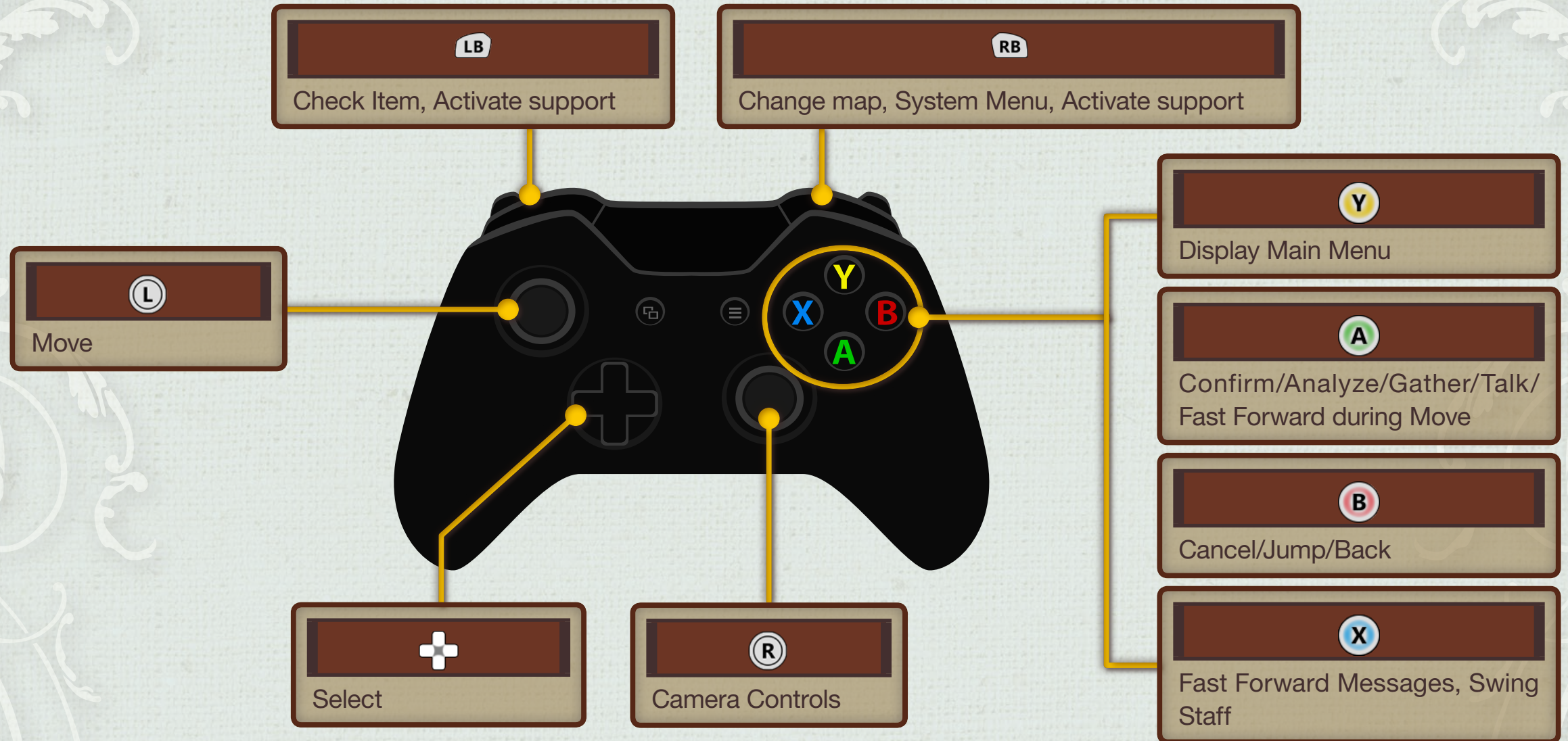
Height	5'9" (172 cm)
Blood Type	AB

A young man who loves machines of all kinds. He may not look it, but he has a very amicable and sociable personality. His dream is to propagate the use of machines throughout the nation and have everyone use them as a part of their lives.

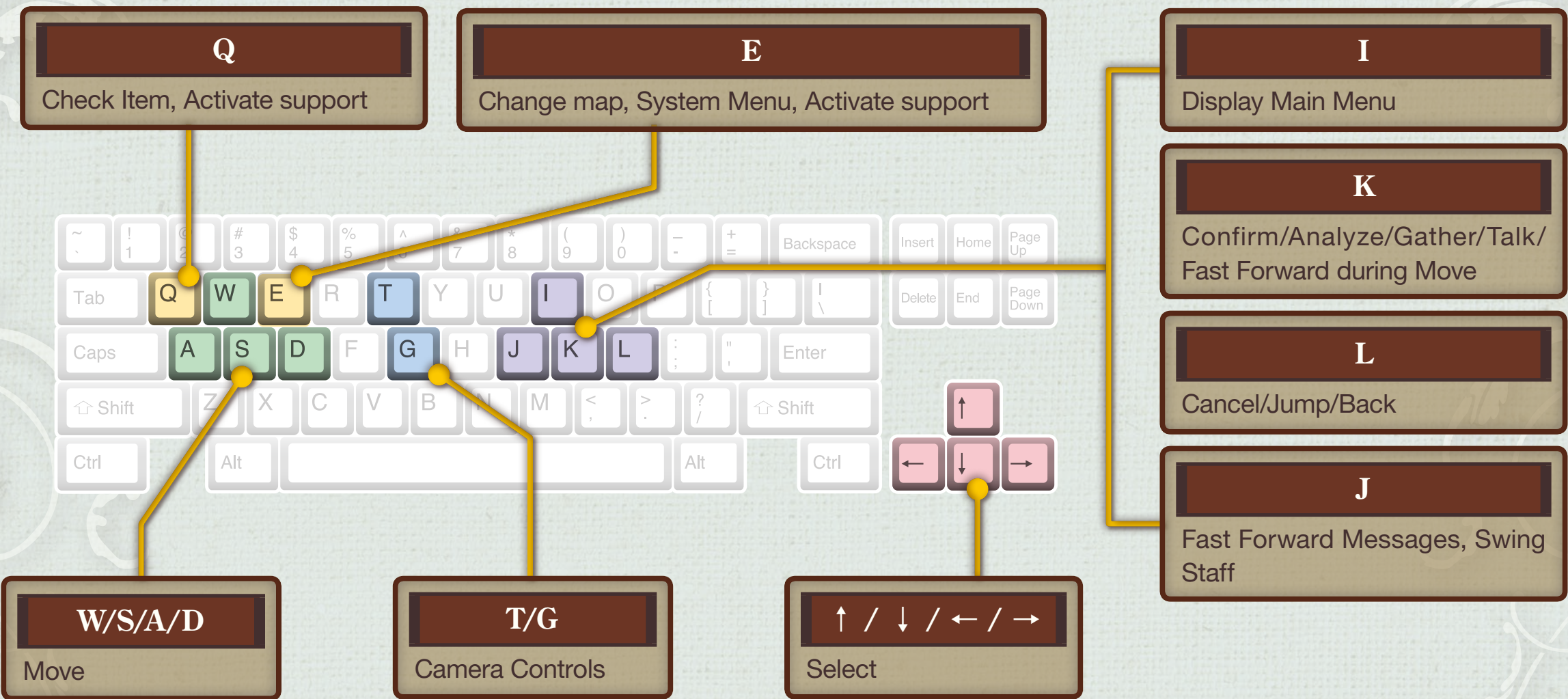
Gamepad Controls

Controls

8



Keyboard Controls



Press any button from the Title Screen to see the list of categories.
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.
Extra	View various content that is unlocked as you progress through the game.
Options	Adjust game settings.
Exit Game	Exit the game.

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



For more details

Extra...Have fun with changing costumes, the groundwork and voice. **P.14**

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



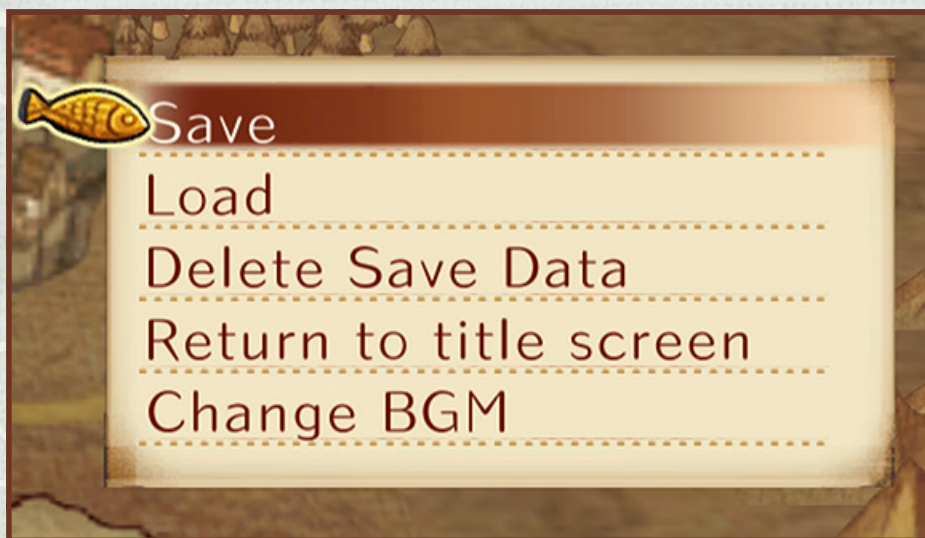
From the Journal



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 the music, 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.
Change BGM	Changes the music.

Adjust game settings, like volume. This can be done by selecting "Options" at either the Title Screen or the main menu.

X button can be used to return the settings to the default state.



Options

Voice	Adjust the volume of voices during events.
BGM	Adjust the volume of music.
SFX	Adjust the volume of sound effects.
Movie	Adjust the volume of sound for movies.
Voice Language	Choose between English or Japanese.

Can be viewed from "Extra" at the Title Screen. As the story progresses, you will be able to enjoy changing costumes, the groundwork and voice.



Totori's dream is to find her missing mother. She intends to obtain the adventuring License necessary to go to all the various areas of the world, becoming a first class adventurer through her use of alchemy.

However, if she doesn't clear the requirements of the Adventurer's Guild within 3 years, then they will revoke her License.

Will Totori be able to use alchemy to become an adventurer and embark on a journey to find her mother?

Adventure



Synthesis



Battles



Advancing the Game

Game Flow

16

Requests



Requests can be got at the bar and guild.

Gather



Explore and gather ingredients.

Battles



Defeat powerful monsters.

Raising Rank



Accumulate discoveries and embark into the greater world.

Report



Report at either the tavern or the Adventurer's Guild.

Synthesis



Synthesize ingredients at the workshop.

What is Totori's job?

Totori is aiming to become an alchemy wielding adventurer. An alchemist's job is to synthesize items. Gather together the necessary ingredients and start synthesizing items.

Adventurers are tasked with slaying monsters, adventuring into new places and carrying out quests. Carry out your job as an adventurer while gathering ingredients for your alchemy.



Ingredients



Gathering at Exploration areas



Buying in town

Learning new synthesis recipes

There are still items that Totori 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.33](#) Shop [P.34](#)

What is Synthesis? [P.43](#)

How do I receive requests?

There are 2 types of requests available: Front Quests and Friend Quests.

Front Quests are jobs requested by the townspeople you can accept from the tavern or guild.

Friend Quests are requests by characters who visit your workshop.

By completing these, you will receive payment. If you do your job well, you may gain more money and other extra rewards.



Accept a Quest from the Tavern



Some come visit the workshop

For more details

What are Front Quests? **P.29** What are Friend Quests? **P.30**

How do I 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.33** Shop **P.34**

How to Explore

First, it's time to leave town. As the game advances, you will be able to leave town by using the **RB** button and choosing to go to the World Map.

Totori is still a fragile young girl. Make sure she has allies along with her when she goes out to explore the monster filled world.

But before going out, make sure you have the right equipment. Equipment can be purchased at the weapon store in Arland.



Info on Exploration areas



Day Count

LP

For more details

Purchase items at the Shop...Town **P.33** Shop **P.34**

Equip items....Prepare Equipment **P.38**

Battles will occur when you run into monsters while exploring. Pressing the (X) button right before the encounter will cause Totori to swing her staff. If it hits first, then her party gets to make the first strike. During battle, alchemists can use items.



If Totori 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.39**

If you complete a request?

Report to Gerhard at the tavern in Alanya or to Filly at the Adventurers Guild.
You will be paid as long as you complete the quest in time.



You can accept and report requests with Gerhard at the Tavern.



You can also accept and report requests at the Adventurers Guild.

For more details

Raising your Adventurer rank **P.24**

Reporting Quests...What is a Front Quest? **P.29**

What is an Adventurer License?

Become an Adventurer

23

Totori is traveling the world in search of her mother. In order to leave her village and adventure, she requires an Adventurer License. So she leaves her village to travel to the capital of Arland to get one.

These Licenses have expiration dates, and so Totori must raise her rank as an adventurer and periodically renew her License.

After receiving a License from the Adventurer Guild in Arland, you are able to see the "Adventurer License." The adventurer rank can be raised by clearing the "discoveries" shown on the License and accumulating points.

The screenshot shows the 'Adventurer License' interface. It features a left sidebar with a menu, a central 'Discovery' panel, and a right 'Discovery Details' panel. A third panel at the bottom right shows 'Totori's Adventure Info'. Yellow callout lines connect the labels to their respective panels in the game interface.

Discovery

Discovery Details

Totori's Adventure Info

Totori	
Rank	IRON
AdvPoint	105 Pt
Next	105 Pt
Battle	5 Quest 0
Explore	80 Library 20
Next Rank Bonus	
Book: Aquanaut Memo	

Improving the License

Become an Adventurer

24

1

Get a License from the Arland Adventurer Guild.



2

Go on adventures and make discoveries.



3

Report to the Guild and accumulate points.



4

Once your License rank increases, you will receive payment and other places to explore will be unlocked.



What are Discoveries?

Become an Adventurer

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Discoveries are the standards for getting License points. They can be checked at "Adventurer License" of the main menu.



Main Categories of Discoveries

Map Completion : Obtained by exploring certain points on the World Map.

Landmark Discovery : Obtained by finding specific locations at specific maps/areas.

Monster Hunt : Obtained by defeating monsters.

Knowledge : Obtained by discovering a certain number of synthesized/gatherable items.

Renewing the Adventurer License

Become an Adventurer

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Whether you can continue adventuring or lose your License is based on whether or not you have reached a certain rank within 3 years of gaining your Adventurer License. You must keep ranking up in order to continue adventuring.





You can go to Exploration areas around town to obtain materials and ingredients for alchemy syntheses.

Raising your Adventurer Rank or exploring further will grant access to more locations. Also, moving through the World Map will always consume a specific number of days. Events and battles will occur even while in transit.

Controlling the World Map

After using the  button to select a direction and advancing, the  button allows you to enter the location arrived at.  also allows you to enter direct movement mode, which allows you to use the cursor to select your destination.

Pressing the  button during movement will speed up the movement, while the  button will allow you to cancel that movement.

Info on the selected Exploration area



Exploration areas

LP Consumed

Required Travel Time

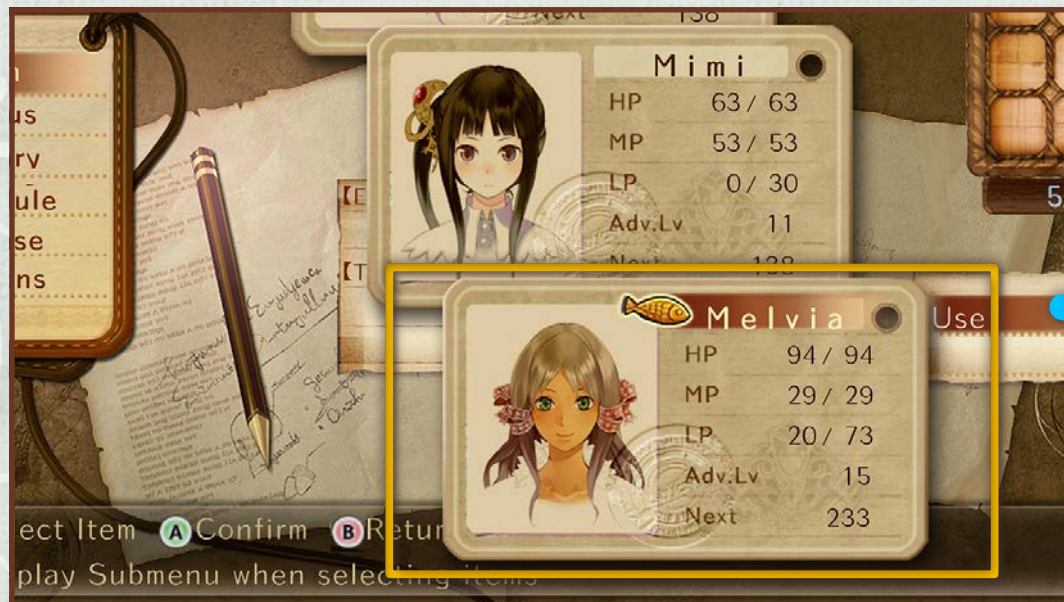
What is LP?

Become an Adventurer

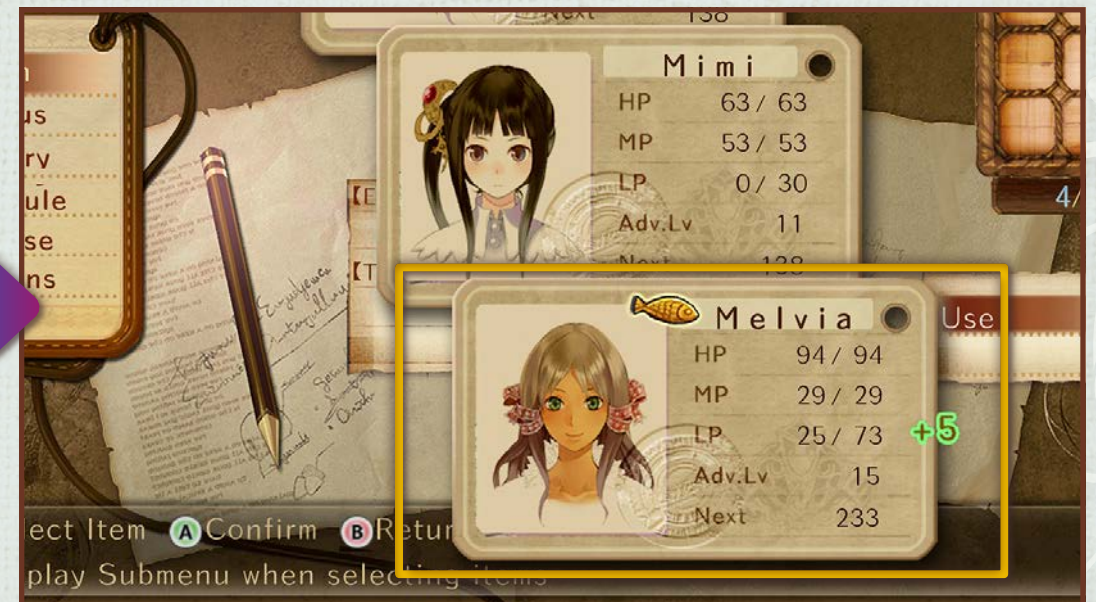
28

Like HP and MP, each character has a certain amount of LP. It will be consumed when moving around the World Map. Certain special attacks will also cause this to decrease.

When LP is below 25%, attack and defense abilities drop, and the speed at which your turn comes around will slow. It can be renewed by resting at the village or in town, and by using items like pies.



If you use an Item...



LP will recover.

What is a Front Quest?

Accept a request

29

Front Quests are requests from the people. They can be accepted from Gerhard at the Tavern or at the adventurer guild. After fulfilling the conditions and reporting it, you will receive payment.

Note that the better the result, the bigger the payment and the better the ingredients you will receive.



Quest

Quest Types

These are the types of Quests

Gather	Turn in items found at the exploration areas.
Synthesis	Synthesize specific Items and turn them in.
Hunt	Defeat a certain powerful monster.

What are Friend Quests?

Accept a request

30

Friend Quests are jobs from your party members. Fulfilling them will improve your relations with that person. Sometimes the characters will visit the Workshop directly and request an item. Good things may happen if you meet their requests.



Friend Quests

What happens when you fulfill a Friend Quest?

Accept a request

31

As you complete Friend Quests and become better friends with party members, you will receive a number of benefits. Certain individual events will be triggered. The Battle Support system will trigger more easily. And more.



Easier to receive assistance



Events triggered

Check the status of Quests

Accept a request

After accepting a request, the Quest info will be displayed in the top left corner. You can also see the requests have been currently accepted by going to the main menu with the **Y** button and checking the Schedule.

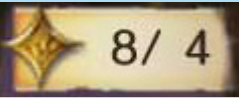


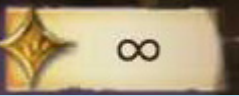


Deadline

Request location

 : A request taken on at Arland (Adventurer Guild).

 : A request taken on at Alanya (Tavern-Gerhard).

Deadline	
 8/ 4	Incomplete request (Dated Deadline)
 7/ 8	Completed request. Hurry up and report it.
 14/ 18	Request whose deadline is past. (Canceled at the Reception)
 ∞	Request with no deadline.

Get a bonus based on the quality.

Status is judged based on the type of request.

Gather: The average of the delivered items.

Synthesis: The average of the delivered items.

Hunt: Turns to defeat/Difference in level.

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.

As the game progresses, you will be able to move directly to maps you have previously visited using the **RB** button.



Gathering points within town

At the store in town you can buy and sell items.
The Shop sells reference books and ingredients.
As the story progresses, you will eventually be able to
register your synthesized items.

Items for sale



Total Amount

Item Details

Money

How to move?

Gather

35

There are Exploration areas outside of town to obtain materials and ingredients for alchemy syntheses.
More areas become available to you as the rank of your License increases. Movement uses LP.

Exploration area info



Exploration area

Days Required

LP Used


What if there are obstacles?

Gather

36

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.



Smaller obstacles can be jumped over with the  button.



Things like boulders can be blown up with an item, allowing you to proceed.

Totori is not really good at fighting monsters. She will depend a lot on her teammates.

As the story progresses, there will be more characters that can become allies.

To Recruit

Talking to the characters in town allows you to make them your ally.

Dismissing allies

When you want to remove someone from your party, choose Part ways. 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.



Hire



Dismissing allies

For more details

Prepare Equipment **P.38**

Prepare Equipment

Battle

38

Press the (Y) button to open the main menu. There use status to choose a character and change their equipment.

As the game progresses, you will be able to synthesize equipment at the weapon shop.

Equipment types

Weapon	Increases ATK and allows use of certain Skills.
Armor	Increases DEF.
Accessory	Increases Stats, Some add Special Effects.



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 Totori.

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

Battle Commands



Assist Gauge

Action Order

Move in order (right to left).
This order can change.

Stats

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

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

LP: Used when moving on the world map. When at less than 25%, attack ability will decrease.

For more details

Battle Commands **P.40**

Assist Totori **P.41**

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.



Normal Attacks



Item Attacks

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.



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



Assist gauge

The Assist System can be used in the following situations:

- Totori uses an item to attack
- Totori is the target of an attack.
- Allies take some kind of action

Assist system

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








Choose who will assist.

What are status ailments?

Battle

42

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

	Poison	Receive damage every action during battle.
	Curse	Weakens Positive Effects.
	Blind	Decreases Accuracy and Evasion Rates.
	Paralysis	Decreases Accuracy and Evasion Rates.
	Sleep	Will not be able to act, but character awakens after receiving damage.

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



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.

Item Info

Items have the following info.

Recipes	Shows the ingredients required to synthesize that item.
Quality	The quality of the synthesized item is effected by the quality of the ingredients.
Level	If the level is higher than Totori's own level, the success rate for synthesizing it will decrease.
Effect	Effects that can be added. This depends on the ingredients used.
Traits	Additional effects of the item. These effects are drawn from the ingredients.



The cauldron at the Workshop

Item name

Effect

Traits

Use

Witch Salve

Pesticide

Quality 55 Level 9

[Effect] Poisonous

Attack S

[Trait] Sharp Edge

Surprisingly Light Swarm Slayer S

Apocalyptic

Rank

Quality

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 Witch Salve.

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.



Effect Gauge

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

3 Days Passed and Results

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

What if there aren'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	There are 6 stages. S>A>B>C>D>E The higher this is, the greater the cost level of the synthesized item. Also, the higher the evaluation when it is turned in.
Quality	The higher this is, the quicker the effect gauge will grow and the better the chance of it getting a bonus effect. This is an effect of the Effect gauge.
Effects	The effect received from the effect gauge.
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.

Example of traits

- Quality up: Item quality will grow when the item is completed.
- Living: In battle, when Totori's HP is lower than 20%, items with this trait will automatically be used. The power drops by 20%.
- Usage +1: Can be used one additional time.



Quality

Cost level

Possible Traits

Quality

Effect



What is Equipment Synthesis?

As you progress through the story, Hagel at the Weapon Shop in Arland 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

Synthesis

48

1 Select an Item to Make

Select the item you want to create from the list.



Creates an Iron 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”.

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

Healing Power: HP restored each turn.
Attack + 3: Attack strength rises by 3.

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.

Traits passed down from Items



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

50

Press the **(Y)** button to display the menu while on the World Map or Field Map.
You can view characters' stats and items, Quests, License rank, and so on.

Date

The day, month and year in the game.

Deadline and Status

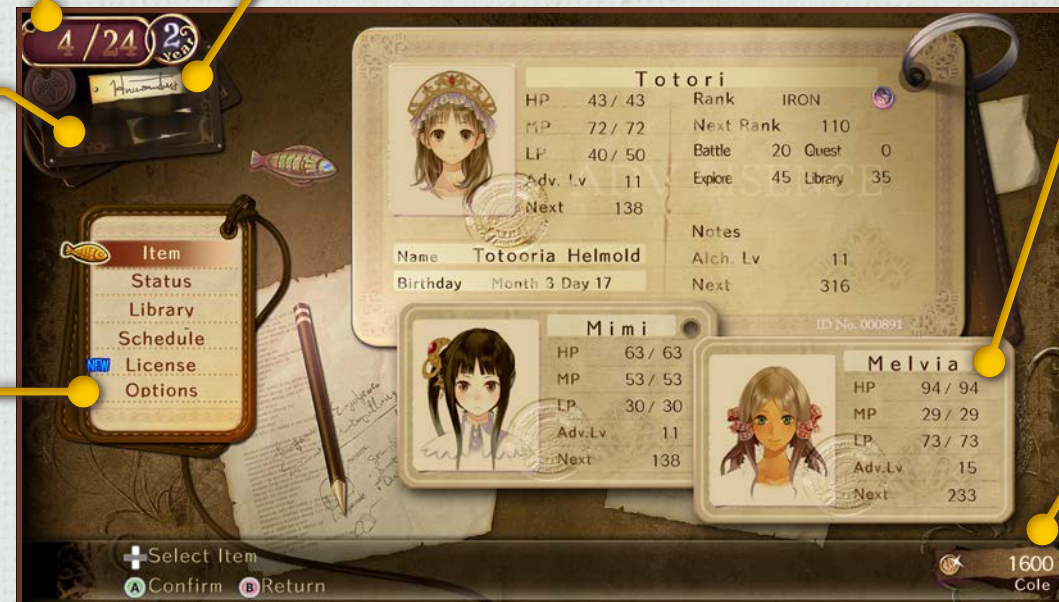
The time by which you must complete the quest. Status is shown by the icons.

Schedule

Schedule for quests you've accepted.

Menu

You can see items, status, books, schedules, Licenses, options and so on.

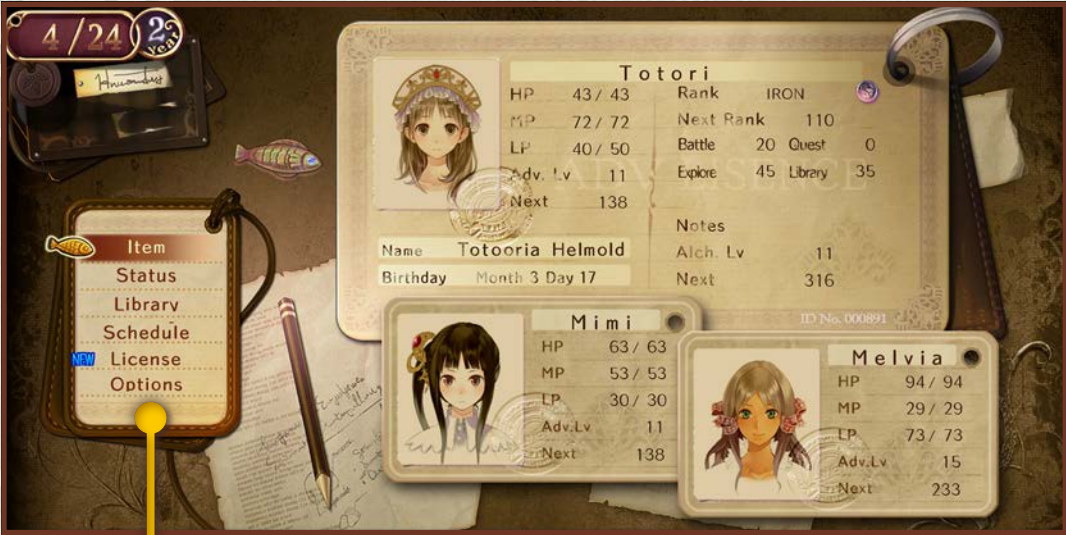


Stats

You can view characters' stats and skills. Also you can change the equipment of your party members.

Money

How much money you currently have.



Main Menu

For more details

What is a Adventurer License? **P.23**
What are discoveries? **P.25**
Options **P.13**

Main Menu

Item	Items you are currently carrying. At the Workshop, you can also see the things in your container.
Status	See character parameters and skills. You can also change equipment.
Library	See items, monsters, characters, Licenses, help, and so on.
Schedule	Shows the currently accepted quest.
License	See a list of your Discoveries.
Options	Set volumes for voice and BGM.



Check and exchange items. You can store or withdraw items from the container only while at the workshop. Remember to put all of the items you want to use into your basket.

Item was destroyed!

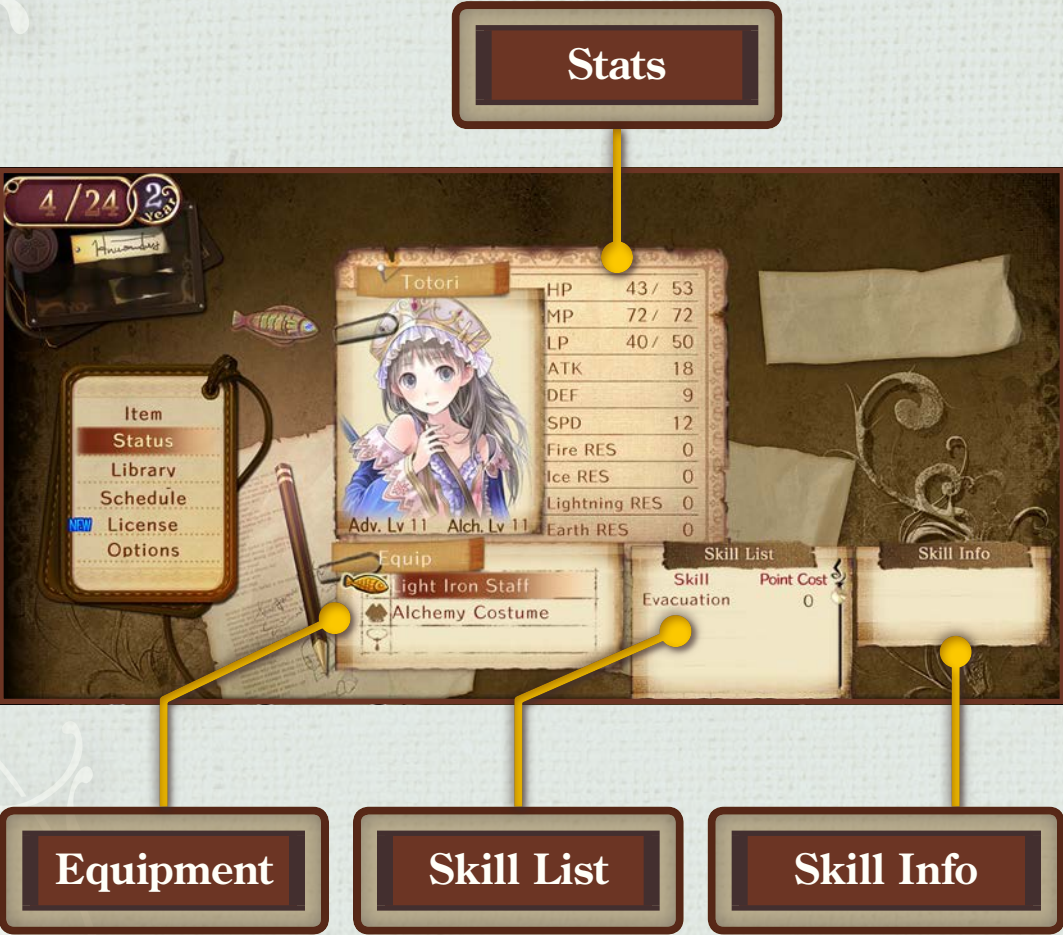
Some items will weaken or be destroyed while in the basket. You cannot use broken items.

Submenu

By selecting an item and pressing the **Y** button, you can call up a submenu.

Sort	Arranges the order in which items are shown.
Discard Item(s)	Discard multiple items at a time.
To Basket	Move multiple items at a time to the basket.

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



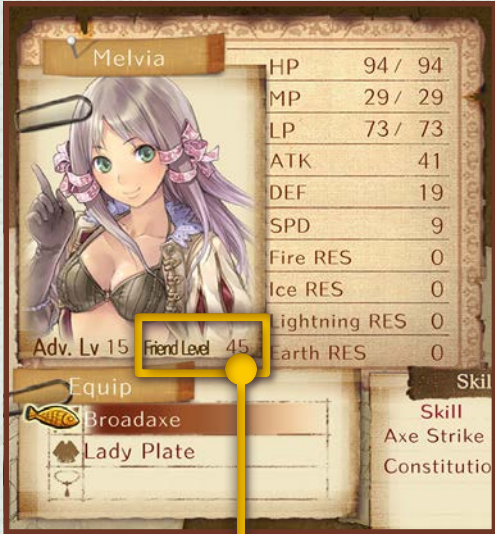
Stats

HP	Ability to endure damage. When this reaches 0, the character will be KO'd.
MP	This will be consumed when using synthesis, or when using skills in battle.
LP	Consumed when moving. If it falls below 25%, your strength in battle will be affected.
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.
RES	This affects your resistance to elemental attacks (fire, ice, lightning, earth) in battle.

Check party member parameters and equipment.



Adv. Lv and Alchemy level






Friend Level

Adv. Lv, Alchemy level, Friend level

Adv.Lv	Increases as you gain experience in battle. Leveling up will also increase the Adv. Level.
Alchemy Level (Only Totori)	Increases as you use synthesis. Affects the Success Rate of Synthesis.
Friend Lv (Other than Totori)	Indicates the level of friendship with Totori. Increases as you complete Friend Quests.

Equipment

	Weapon	ATK increases.
	Armor	DEF increases.
	Accessory	Stats increase. There are some accessories with special effects.



You can look up details on items, monsters and characters.

With License, you can check a list of Discoveries and perhaps gain some hints.

View the “Help” section to learn the controls within the game. More information will be available as you progress.



List of Quests

Quest Info

You can confirm information concerning your current quests.