



ARSLAN

THE WARRIORS OF LEGEND

Produced by
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OMEGA

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STEAM

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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.

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ARSLAN: THE WARRIORS OF LEGEND

The powerful kingdom of Pars enjoyed great prosperity with people, goods and culture flowing into the Royal Capital of Ecbatana, thanks to its central location along the Continental Highway which connected East and West.



Aided by the Erān and other loyal retainers, Arslan, the Crown Prince of Pars, enjoyed this time of great peace, knowing that he would one day inherit its tranquil borders.

However, that all changed when the mighty Parsian cavalry met its end in battle amidst the dusty plains...

Pars Era, Year 320 - The Lusitanian Royal Army invades the Parsian ally of the Kingdom of Maryam



Maryam in the east, their sights ultimately set on the Kingdom of Pars beyond it.

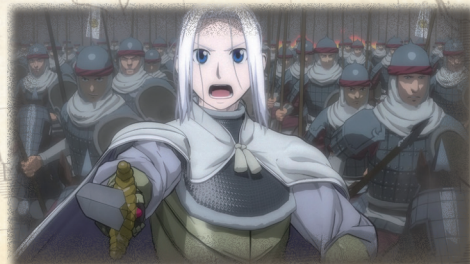
Devout followers of the Faith of Yaldabaoth, the Kingdom of Lusitania launch a large-scale invasion in order to subjugate what it views as the heathen hordes, and to secure new lands and supplies for itself as well. King Innocentis the Seventh and his brother, Guiscard, lead a massive army on the Kingdom of

DARBAND
INLAND SEA

In that same year, the Lusitanian Royal Army eradicates the Kingdom of Maryam and invades Pars

The Lusitanian Royal Army quickly overwhelmed Maryam and turned its attention towards Pars. The Shah of Pars, Andragoras III, led his large army and its eight Marzbāns into battle, meeting the invaders on the fields of Atropatene.

Among the army ranks was none other than the Crown Prince Arslan, fighting in his very first battle. Facing a real battle for the first time in his life, Arslan was unable to hide his nervousness. Almost as if a manifestation of the dread he felt, an uneasy air settled across the chaotic battlefield.



With various plots and political machinations unfolding across the land, the violent fighting continues for days on end...

Amidst it all is Arslan, who with the support of many loyal followers by his side, finds he must quickly mature into the leader that his people so desperately need him to be...



A full-body illustration of Arslan, the Crown Prince of Pars. He has long, flowing white hair and is wearing a white tunic with green armor pieces on the shoulders and knees, a white cape, and brown boots. He holds a large sword with a gold hilt. In the background, a large, faint illustration of his face is visible.

Arslan

The lone son of Shah Andragoras III, he is the Crown Prince of the Kingdom of Pars.

Although gentle and kind, he is not completely ready to succeed his father as ruler...

Attacks

His first weapon is a Royal Sword, an orthodox weapon capable of handling any situation. Although its reach is not very long, it is easy to handle and does not leave many openings for opponents to attack.

As the story progresses, he will be able to perform attacks together with the falcon Azrael.

His Unique Skill combines an evasion and an attack, allowing him to avoid enemy attacks and immediately counterattack.

A full-body illustration of Daryun, a Marzbān of Pars. He has short black hair and is wearing a dark blue tunic with a red cape, a white apron, and dark boots. He holds a long spear with a red tassel. In the background, a large, faint illustration of his face is visible.

Daryun

A Marzbān of Pars, he is the nephew of Vahriz, the Erān of Pars.

He is a brave and valiant young man referred to as “Mardān fu Mardān,” or “a warrior among warriors,” by all who know him.

Attacks

His first weapon is a Battle Spear, which can be swung freely about as its powerful blows send enemies flying.

It features a large number of Power Attacks which cause heavy damage, cover a wide area, and are easy to perform, making him an excellent character for taking on both large crowds and enemy officers.

Additionally, when riding his trusty horse Shabrang, he can also perform a variety of mounted attacks as well. His Unique Skill is a powerful attack that pierces multiple enemies with his spear and flings them aside.



Narsus

Attacks

His first weapon is a Paintbrush, which he swings about in battle, almost as if he is painting a picture. Since he flings his paints about him, the attack range is quite large.

One of his Power Attacks marks an area with paint and when he gives the signal, unleashes a flurry of attacks on the enemy. He possesses six colors in total, and each one of them is capable of a different type of attack.

His Unique Skill allows him to paint a picture and then attack a large group of enemies at once when it is finished.

The former lord of the Daylam region in Pars.

He was made Court Secretary by Shah Andragoras III, but later got into a disagreement with the shah and was forced to live in seclusion in Mount Bashur.



Narsus' retak, he waits upon him hand and foot.

He is the son of gholams that were freed by Narsus.

Attacks

His first weapon is a Short Bow, which specializes in nimble movements and rapid attacks. Naturally, its range is quite long, and it is useful for attacking groups of enemies.

Amongst his Power Attacks, he features a move that can deal massive damage to enemies by rapidly pressing the button to unleash all of his arrows in a coordinated strike. His Unique Skill allows him to jump high into the air and rain arrows down upon his foes. Once he lands back on the ground, he immediately jumps into the air again.

Elam





A wandering musician, he is skilled with the Oud and in poetry, as well as with a sword and bow. A believer in the Goddess Ashi, he also has a fondness for women and gold. However, beyond his detached nature, he is quite calculating and is a competent tactician.

Attacks

His first weapon is an Oud, which is a stringed instrument similar to a lute.

He combines the melodies he emits from the Oud together with attacks from his sword.

The sound waves can combine together to form potent harmonies which attack any enemies around him.

His Unique Skill is an attack which uses the tones generated by the Oud to project illusions before the enemy, which draw them in and attack before vanishing into thin air.



A kahina of the Temple of Mithra, she is a beautiful woman sent by the temple to protect and serve Arslan. Despite her elegant beauty, she is extremely deadly with a bow, and is able to hear the voices of the djinn.

Farangis

Attacks

Her first weapon is Mithra's Bow, with which she possesses unmatched accuracy.

The attack range is especially long, and she can reach even faraway enemies with her arrows.

One of her Power Attacks enables her to aim directly at her enemies in order to target them better.


Additionally, she can draw upon the power of the djinn to inflict even more damage with her arrows.


Her Unique Skill freezes enemies in their tracks before she fires, guaranteeing that her arrows find their mark.



Getting Started

Starting a New Game

The title screen will be displayed after the opening movie plays. If you press  at the title screen, you will be taken to the Main Menu.

*The first time you play the game and press , the Story Mode battle will begin.

Main Menu


*Character development is shared across game modes.

Story Mode (P.2-4)	New Game	Start a new game in Story Mode.
	Continue	Continue from the last time you played.
	Select Scenario	Select a scenario to play.
Free Mode (P.11)	Play any scenario using a character of your choosing.	
Online Mode (P.12)	Connect to the network and play a game online with another player.	
Gallery (P.13)	View movies, character models, and more.	
Encyclopedia (P.13)	View information such as character biographies or a time line of events in the game.	
Options (P.14)	Adjust the game settings, save and load your game, and more.	
Resume	Resume a battle from a previous Interim Save file.	

Saving / Loading

The game will automatically save in places such as after battles (autosave). You can continue playing from where you left off in each mode by selecting that mode from the Main Menu.

Interim Saves

You can also save during battle by selecting "Interim Save" from the information screen after pressing  during battle. Only a single interim save can be stored at a time.

*Once the game autosaves after clearing a scenario, any existing interim save data will be lost.

Free Mode

This mode enables you to play any scenario using a character of your choosing. You can also play with two players.

From the preparation screen, choose a scenario and character, select the game settings, and then select "Begin Battle" to start the game.




Select Scenario	Choose from scenarios cleared in Story Mode, or the Extra Scenarios.	
Select Character	Choose from any character that has been unlocked in Story Mode.	
Character Status	Check the status (P.32) of your character.*	
Weapons	Choose a weapon for your character.*	
Skill Cards (P.34)	Equip, synthesize and sell Skill Cards.*	
Recipes (P.33)	Select a meal from the Recipe Book and eat it. They can offer a variety of beneficial effects.	
Game Settings	Difficulty	Select the difficulty level of the scenario. The higher it is, the stronger the enemies are and the more experience points and rewards you can earn.
	Playable Character	Selecting "Story" allows you to play as the same character from the story, while "Free" lets you select a character of your own choosing. *When playing with two players, Player 2 will be the character selected in "Select Character" no matter what settings are chosen.
	NPC Costumes	Choose whether or not to use costumes selected in the Gallery for non-playable characters.
Begin Battle	Begin the battle.	

*1 This also appears on the information screen (P.28).

COOPERATIVE PLAY

You can play Story Mode and Free Mode cooperatively with two players.

If Player 2 presses  on the information screen in Story Mode, or the information screen or preparation screen in Free Mode, he or she will be able to select a character and join the battle.

*When Player 2 wishes to quit the game, he or she can select "2P Quit" from the information screen.



Online Mode

You can connect to the network to play a multiplayer game online.

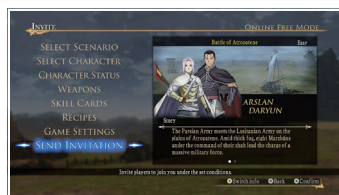
Playing a game online

Select Online Mode from the Main Menu and choose either Story Mode or Free Mode to begin.

The following menu will be displayed.

Quick Match	Automatically join a battle seeking participants.
Join	Select a battle matching your desired conditions and looking for participants.
Recruit	Select a mode, scenario and character, and wait for players using the "Join" command.
Invite	After choosing the settings as per the "Recruit" command, invite a friend to play online with you.

The preparation screen will be displayed. The settings are the same as in Free Mode (P.11), but depending on the settings for options such as "Join" or "Recruit," not all of them may be adjustable.



Gallery

The Gallery lets you view character models, movies and event scenes, and other features from the game. As you proceed through the game, the number of items you can view will increase.



Characters	For characters with multiple costumes, you can press Y on the character list to change the costume they are wearing.
Moves	View the character models and moves for each character.
Expressions	View the facial expressions for each character.
Voice	Listen to the spoken lines for each character.
Scenario Results	Check the results of scenarios you have completed.
Skill Cards	Check the Skill Cards that you have obtained.
Movies	Watch the movies that you have seen within the game.
Event Scenes	Watch the event scenes that you have seen within the game.
Wallpapers	View and set the wallpapers that you have obtained.

Encyclopedia

The Encyclopedia lets you check character bios, an explanation of terms found in the game, a time line of events, and more. As you proceed through the game, the number of items you can view will increase.



Characters	View a bio of each character. The bios will gradually add more information as you proceed through the game.
Battles	View an explanation of each scenario.
Terminology	View an explanation of the various terms that appear in the game.
Chronology	View a chronology of events that have occurred within the Kingdom of Pars.

Options

You can use the "Options" menu from the Main Menu or information screen to adjust the various game settings. After changing the settings, select "Apply" to confirm your changes. You can also select "Restore Defaults" to return all settings to their default values.

Display	Map	[Semi-Auto/Auto/Manual] Switch between the map display methods when battle updates are given. Semi-Auto: Automatically switch to the overview map. Auto: After switching to the overview map, it will return to the previous map setting. Manual: The map does not switch during battle updates.
	Health Gauges	[On/Off/Officers Only] Choose whether or not to display the Health Gauges above the characters' heads.
	Subtitles	[On/Off] Turn the subtitles for the event scenes (movies) on or off.
	Enemy Direction	[On/Off] Turn the indicator that shows the direction of the currently targeted enemy officer on or off.
	Brightness	[15 levels] Adjust the brightness of your screen.
Controls	Camera - Vertical	[Standard/Inverted] Switch the controls for moving the camera up and down.
	Camera - Horizontal	[Standard/Inverted] Switch the controls for moving the camera left and right.
	Guard Camera	[Standard/Auto] Adjust how the camera moves when blocking (LB). Selecting "Auto" will focus the camera on the nearest enemy officer.
	Vibration	[On/Off] Turn the vibration for the gamepad on or off.
	Button Settings	Adjust control settings for your keyboard or gamepad.
Graphics	Adjust various graphics settings.	
Sound	Music Volume	[15 levels] Adjust the volume of the background music in the game.
	SFX Volume	[15 levels] Adjust the volume of the sound effects in the game.
	Voice Volume	[15 levels] Adjust the volume of the voices in the game.
	Sound Test	Play back music that you have heard within the game.
Tutorials	Review tutorials that you have seen within the game.	
Reset Level	Reset a character to his or her default settings. Characters can be reset individually.	
Save / Load	Save	Save your game.
	Load	Load a previously saved game.

*The controls can be adjusted separately for Player 1 and Player 2.

KEYBOARD CONTROLS

Action	1P	2P
Move left	[A]	[←]
Move right	[D]	[→]
Move forward	[W]	[↑]
Move backward	[S]	[↓]
Normal Attack	[J]	[Numpad 4]
Power Attack	[I]	[Numpad 8]
Special Move	[L]	[Numpad 6]
Jump, Mount/dismount horse	[K]	[Numpad 2]
Block / Evade	[V]	[Right Ctrl]
Call horse / Mount horse	[Left Shift]	[Numpad .]
Unique Skill / Chain Strike	[O]	[Numpad 9]
Mardān Rush	[.]	[Numpad 7]
Toggle map	[R]	[Numpad *]
Rotate camera left	[F]	[Delete]
Rotate camera right	[H]	[Page Down]
Rotate camera up	[T]	[Home]
Rotate camera down	[G]	[End]
Display information screen	[F1]	[F9]
Left / Switch weapon	[1]	[Numpad 0]
Right / Switch weapon	[3]	[Numpad Enter]
Up	[2]	[Numpad 3]
Down	[Q]	[Numpad .]

● Controls for menus and the information screen

+	[↑] [↓] [←] [→]	Y	[Tab]	RD	[Page Down]
B	[Enter]	=	[Spacebar]	LT	[Home]
A	[Esc]	↵	[Delete]	RT	[End]
X	[Left Shift]	LB	[Page Up]		

Gamepad Controls

LT

Summon your horse to your side. Hold down the button to mount the horse while it is moving.

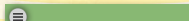


Center the camera behind your character and guard against an enemy attack from the front. You can hold down **LB** and use **L** to evade enemy attacks while continuing to face forward.

Press **LB** to regain your balance after being knocked in the air by an enemy attack.



Change your equipped weapon.



RT

Attack together with your soldiers. The controls and effects will differ by troop type (cavalry, infantry, archers).



Perform a special maneuver unique to each character.

Attack while changing weapons during a Power Attack. This can be followed up with Normal and Power Attacks, and once complete, you will revert to your original weapon.



Perform a basic attack. Afterwards, you can press **Y** to follow up with a Power Attack. You can also attack while jumping.



Perform a powerful attack. By pressing this after performing a Normal Attack (X), you can perform a variety of Power Attacks. You can also attack while jumping.



Perform a powerful finishing move. You can perform this attack when you have at least one unit of the Special Gauge full.



Make your character jump. You can jump even higher with Elam by pressing **(A)** during a jump.

Press **A** to mount a horse you are standing nearby. You can also press **A** to dismount a horse you are riding.

Move

L

Move in the direction you press L. You can also use L to change the direction your character is facing while attacking.

Dash Attack

If you press X after moving for a short distance, you can perform a dashing attack.



Jump

A

By pressing A while moving L, you can jump in that direction.

Jump Attack

When you press X or Y while jumping, you can attack while in the air.



Block

LB

Guard against an enemy attack from the front. Additionally, the camera will center behind your character.

Evade

You can move L while blocking (holding down LB) to perform an evasion in that direction.



Recover

Press LB to regain your balance after being knocked in the air by an enemy attack.

Normal Attack

X

A standard attack. You can press X repeatedly to perform a rapid combination attack. You can also use this attack while jumping.

*You can check information such as the possible number of consecutive attacks by going to "Weapons" on the information screen.



Power Attack

Y

This is more powerful than a Normal Attack. You can perform a variety of attacks by using these to follow a Normal Attack.

*You can check information such as attacks following Normal Attacks or the possible number of consecutive attacks by going to "Weapons" on the information screen.

*The types of Power Attacks will differ depending on the Weapon Art (P.33) equipped.



POWER ATTACK TYPES & ELEMENT ATTACKS

You can check information such as the possible number of consecutive attacks or types of Power Attacks by going to "Weapons" on the information screen. You can also check attacks that have Element attributes.

Things such as the number of consecutive attacks and the kinds of Power Attacks can increase as your character levels up (P.32).

● Element Attacks



	Fire	Engulfs your enemy in flames, inflicting additional damage for a set period of time. Attacks such as fire arrows will include this Element.
	Miasma	Engulfs your enemy in miasma, slowing their movement and inflicting additional damage for a set period of time.
	Water	Prevents your enemy from moving, greatly restricting their movements for a set period of time.
	Wind	Inflicts damage even on enemies that are blocking.

Unique Skill

RB

Perform a special maneuver unique to each character. These moves consume the Special Gauge.

*Unique Skills cannot be used during a Power Attack or Chain Strike.



Chain Strike

RB

You can press **RB** to switch weapons and attack during a Power Attack. By following up the attack with **X** or **Y**, you can also perform a Normal Attack or Power Attack with the other weapon. If you perform a Chain Strike with the other weapon, you will be able to change weapons again and continue to attack.



Once the attacks run out, you will revert to your original weapon.

*Weapons switch in the order they are equipped. You can change the weapon order by going to "Change Order" under "Weapons" on the information screen.

*You are unable to use Chain Strike or switch weapons if you only have one type of weapon.

Switch weapon

+

Change your equipped weapon. Weapons are switched in the order they are equipped.

Special Move

B

If you press **B** when at least one unit of the Special Gauge is full, you can perform a powerful Special Move. Each use of the Special Move consumes one unit of the Special Gauge.



Filling the Special Gauge

You can fill the Special Gauge by inflicting damage on the enemy. Additionally, it will fill automatically when your Health Gauge is red after taking damage from the enemy.

Horse Controls

Mount/dismount horse

A

You can mount a horse by pressing **A** while standing near it. Pressing **A** also enables you to dismount a horse you are riding.

Call horse

LT

You can summon a horse to your side. Simply hold down **LT** to mount the horse while it is moving.

Mounted attacks

X/Y/B while mounted

Attack while mounted atop a horse.

Press **X** for a Normal Attack, press **Y** while moving to perform a charging attack, and press **B** to jump.



Mardān Rush

RT

Inflict heavy damage on the enemy formation while attacking the target together with your troops. You can also destroy objects such as towers. Variables such as the range and effects of your attack will differ by troop type (cavalry, infantry, archers).

Move sequence

As the battle progresses, Rush Zones will appear on the battlefield. If you press **RT** after entering a Rush Zone, you can perform a Mardān Rush.

*The troop type performing the Mardān Rush is predetermined for each Rush Zone.



When you perform a Mardān Rush, a blue colored area will appear on the battlefield. Try to attack as many enemies as possible when heading towards the blue area.

Pressing **X** results in an attack that is difficult to land, but makes it easier to increase the number of CHAIN hits you land.



As your CHAIN hit count increases, your Rush Unit will become inspired (the unit flashes blue). If you are able to reach the blue area before the Mardān Rush ends, you will perform a powerful special attack, and you will receive a reward based on the number of CHAIN hits you successfully land.

*If you fail to reach the blue area in time, you will not receive a reward. After some time has elapsed, a new Rush Zone will appear, so you will have the chance to perform another Mardān Rush.

*If your CHAIN hit count is less than 9,999 in total, you may not be able to receive a Skill Card.

CHAIN hits	Reward
0 ~ 4,999	EXP (small), Skill Cards
5,000 ~ 9,999	EXP (medium), Gold (medium), Skill Cards
10,000+	EXP (large), Gold (large), Skill Cards

Cavalry

Perform a charge attack with cavalry at your side. Cavalry can move quickly and attack a wide area of space.

Pressing **X** allows you to call in your formation and perform a charge attack, helping to increase your CHAIN hit count.

Infantry

Perform a charge attack with infantry at your side. They are able to turn quickly and are extremely accurate when attacking the targeted enemy.

Pressing **X** allows you to unleash a powerful frontal attack, helping to increase your CHAIN hit count.



Archers

Attack the enemy together with your archers. You are unable to move while attacking, but are able to select your target area.

Pressing **X** allows you to attack with fire arrows, helping to increase your CHAIN hit count.



OTHER CONTROLS

● Climbing ladders



When you stand near a ladder, the **A** button will be displayed above your head.

Press **A** to grab the ladder and climb up or down it.



● Operating levers, gates and other devices



There are a variety of levers and other mechanisms throughout the stages.

You can activate them by approaching them and pressing **Y**.



Story Mode

Story Mode Game Flow

1 Select a scenario

Choose a scenario and difficulty level for the game.

You can watch the movies and event scenes to help fill in the story.

"You can select "New Game" to start Story Mode from the beginning, or "Continue" to resume a previously saved scenario.



2 Start the battle

The battle will begin.

Play as the character selected for each scenario, and work your way towards completing the mission for the battle.

"You can confirm the battle's mission by selecting "Battle Info" from the information screen.



3 Complete objectives

After the battle begins, objectives will be triggered during the stage. Successfully completing these objectives will enable you to complete the mission for the battle.

"You receive an evaluation for each objective and the higher your evaluation, the more experience and gold you can receive.



4 Change characters

The character you control will sometimes change during a battle, enabling you to work your way towards victory from a different character's viewpoint.



5 Powerful enemies

When a powerful enemy appears, they may challenge you to a duel (P.30). Try to avoid their attacks while you land some of your own.



6 Victory

You will clear the scenario after completing the battle's mission.

"You will lose the battle if your playable character loses all of his or her Health, or if you are unable to complete the mission for the battle.



Battle Screen

Special Gauge

A Special Move can be performed when at least one unit of this gauge is full. It fills when you inflict damage on the enemy.

Temporary Effect Icons

These icons are displayed when your abilities are temporarily increased. When "x2" or "x3" are displayed, your abilities will be doubled or tripled, respectively.



Attack
increased



Defense
increased



Movement
increased

Current Weapon Type

When you are capable of using multiple weapon types, you can use the left and right buttons to switch between them.

CHAIN Hits

The number of consecutive attacks landed on the enemy.

Health Gauge

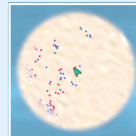
The battle will end in defeat if you run out of Health. You can recover Health through the use of field items (P.29).

Enemy Info

The name and Health Gauge of the enemy you are facing.

Map

Overall ← (switch with R) → Zoomed



- ▲ Player 1 (1P) ▲ Player 2 (2P)
- Horse ○ Rush Zone
- 🏰 Can be destroyed with a Mardān Rush
- 🚪 Gate that can be destroyed with a Mardān Rush
- ✖ Unable to pass 🚧 Closed gates (unable to pass)
- 🚰 Drawbridge (unable to pass when up)
- 📦 Field Item box (requires "Eagle Eyed" Skill)
- 🪜 Ladder ○ Allied officer ● Allied troops
- 👤 Enemy officer ● Enemy troops



Objective

The currently active objective and your evaluation for it.

You will receive an evaluation based on your performance, ranking in order from S > A > B > C > D.

- 🕒 The time to complete the objective. The higher this is, the better your evaluation. You can still complete the objective if this reaches 0, but you will receive a D evaluation.
- 🏆 Your K.O. Count during the objective. The higher this is, the better your evaluation.
- 🏆 Your highest CHAIN hit count during the objective. The higher this is, the better your evaluation.
- 🏆 Your K.O. Count for the objective (when the objective is to achieve a certain K.O. Count). The higher this is, the better your evaluation.
- 🏆 The Health of your escort target. The higher this is, the better your evaluation.

Skill Card

The name of the Skill Card you obtained.

No Entry Markers



No Entry




Unable to use horses

K.O. Count

The number of enemies you have defeated.

Information Screen

You can display this screen by pressing  during battle.



Time limit

If this reaches 0, you will lose the battle.

Map

Battle Info	Check the battle's mission, defeat conditions, the status of allied and enemy units, and more.	
Character Status	Check the levels and abilities of your playable characters.	
Weapons	Change Order	Change the equipped order of your weapons. This will change the order your weapons are switched during Chain Strikes and other instances.
	Weapon Arts	Select the Weapon Arts (P.33) used for each weapon. Depending on the Weapon Art, the Element affixed to each attack and the types of Power Attacks will differ. Weapon Arts are obtained as your Mastery over a weapon increases.
Skill Cards (P.34)	Equip	Equip a Skill Card.
	Synthesize	Take a set of Skill Cards and change them into a different one.
	Sell	Sell a Skill Card.
	View	Check the Skill Cards that you have obtained.
Options	Display (P.14)	Adjust the display settings for the game.
	Controls (P.14)	Adjust the camera and button settings for the game.
	Sound (P.14)	Adjust the volume and other sound settings for the game.
	Tutorials	Check the tutorials that you have seen in the game.
	Manual	View the online manual for a more detailed explanation on how to play the game.
Interim Save (P.10)	Save your current game data.	
Restart	Restart from the previous mission	Restart the current battle from the start of the previous mission.
	Restart from the beginning	Restart the current battle from the beginning.
Quit	Quit the battle and return to the Main Menu. *Your game data will not be saved. If you wish to save your game data, select "Interim Save" before quitting.	




FIELD ITEMS

These items appear after defeating enemies, breaking open boxes, and in other locations. You can pick them up by approaching them.




Recovery items

	Kebab	Restores a small amount of Health.
	Kebab x3	Restores a large amount of Health.
	Nabeed	Restores 1 unit of your Special Gauge.
	Nabeed x3	Restores all of your Special Gauge.
	Goddess Ashi Statue	Restores all of your Health and Special Gauge.

Gold

	Gold (Small)	Bestows a small amount of gold.
	Gold (Medium)	Bestows a medium amount of gold.
	Gold (Large)	Bestows a large amount of gold.

Other

	Skill Card (P.34)	Obtain a new Skill Card. These can appear after defeating enemy officers or when praised by an allied officer for a good performance.
	Limited Skill Card (P.35)	Obtain a new Limited Skill Card. These can appear after achieving certain conditions within the scenario.
	Recipe Book (P.33)	Obtain a new recipe. These can appear after achieving certain conditions within the scenario.

Fighting Powerful Enemies

In certain scenarios, a powerful enemy may appear and challenge you to a duel.

Powerful enemies are much stronger than normal enemies, and it will take more than just regular attacks to damage them.

Deplete the Shield Gauge

When fighting a powerful enemy, a Shield Gauge will be displayed at the top of the screen, and it is depleted as you land attacks on the enemy.

You are unable to damage the enemy until the gauge is empty.

Once the Shield Gauge reaches 0, the enemy will be unable to move and you can inflict damage upon them for a limited amount of time.

During this time, the Shield Gauge will disappear and only their Health Gauge will remain.

Use this opportunity to press the attack.



Evade attacks and look for an opening

If you can evade a powerful enemy's attack with the proper timing, it will reduce their movement speed.

Attacking them at that moment will deplete the Shield Gauge by a larger amount than normal. Additionally, depleting the Shield Gauge to 0 when the enemy is slowed like this will put them in a special weakened state. Red stars will float above their head and you will be able to inflict even more damage than usual.



BATTLE HINTS

● Reduce the damage taken from the enemy

After using a Power Attack or Unique Skill, you will be unable to attack for a short period of time. In this instant, the enemy may try to circle around you and attack from behind. Therefore, it is important to keep an eye on the location of your opponents, especially enemy officers, when using those techniques.

If you are left with no other choice, you can use a Special Move (B) to escape from danger, since you are invincible while performing it. After your character develops and gains additional units of the Special Gauge, it is wise to keep one available for when you find yourself in danger.

You can also use Skill Cards that feature Skills such as "Health Increase" or "Defense Increase" when you are in trouble.

Equipped Skill Cards		COST 15/21	
Health Increase	3	3	3
Defense Increase	2	-	7
Fury	3	-	-
Enhanced Elements	3	-	-
Partials	-	-	-

● Recover your Health

When you take damage and lose Health, be sure to quickly use a field item (P.29) to recover. There are treasure boxes throughout the battlefield that contain items. You can destroy these boxes by attacking them and then pick up the item that was inside.

There are also Skill Cards that contain Skills such as "Procurement Master" that can allow field items to regenerate, or "Healer's Hands" that increase the amount of Health recovered with each item.



● Focus on defeating enemy officers

Compared to regular enemy troops, enemy officers attack more frequently and have more Health and Attack strength.

When fighting in battle, make it a priority to track down enemy officers and attack them first. If you find it difficult to keep track of enemy officers, go to "Controls" under the "Options" menu and set "Guard Camera" to "Auto" and see if that helps. The camera will automatically track to the nearest enemy officer when you block (L).



Powering-up Characters

Leveling Up

Characters have a variety of parameters, and they can increase as your character levels up.

Additionally, leveling up can also increase the types of attacks your character can perform.

Characters level up after earning a certain amount of experience points, which are earned by defeating enemies, completing objectives, and other tasks.

*If you level up during battle, your Health and Special Gauge will be completely refilled.



Level	This increases as you earn experience points (EXP).
Health	Your character's HP. The battle will end in defeat if you run out of Health.
Attack	The higher this value is, the more damage you can inflict against the enemy.
Defense	The higher this value is, the less damage you will receive from the enemy.
Special	The number of units in your Special Gauge. You can have a maximum of three.



Obtaining Weapon Arts

Weapons have a Mastery level, and you can obtain new Weapon Arts as it increases. Each weapon can have one Weapon Art set to it at a time, and it determines the Element (**P.19**) of your attacks, as well as the types of Power Attacks you can use. The weapon's Mastery level is increased by using it in battle to defeat enemies.

*You can change your Weapon Arts by going to the information screen during battle and selecting "Weapon Arts" under the "Weapons" menu.

Additionally, your character can equip multiple weapon types (starting with one type in the beginning). You will need to increase your Mastery level for each individual weapon type.



Recipes

In Free Mode, you can make a recipe to gain various beneficial effects before the scenario begins. When you obtain Recipe Books, you will learn additional recipes that you can make.

Obtaining Recipe Books

You can obtain new Recipe Books by completing specific conditions during certain scenarios. If a Recipe Book appears, remember to pick it up before finishing the stage.

Sample dishes

	Bread	Increases your Health for the next battle.		Tomato Soup	Increases your Defense for the next battle.
	Lamb Skewer	Increases your Attack for the next battle.		Pomegranate Stew	Recovers Health when attacking enemies during the next battle.

*Eating the same meal multiple times will increase your skill level (chances of the recipe being a great success) with that meal and increase its effectiveness.

Skill Cards

Skill Cards can appear after defeating enemy officers or when praised by an allied officer for a good performance. You can pick them up simply by touching them.

Skill Cards can be equipped and viewed by going to "Skill Cards" on the information screen.

You can equip up to three Skill Cards. Once equipped, they provide you with various benefits.

Card Rank

The rarity of the Skill Card. They are ranked in the order of S, A, B, C.



Name

The name of the Skill Card you obtained.

Cost

The cost to equip the Skill Card. The total cost of equipped Skill Cards cannot exceed the total possible cost available for your character.

Skills & Skill Levels

The Skills included with a Skill Card and their levels. If you equip multiple Skill Cards that contain the same Skill, the effect of the Skill will be based on the combined Skill Level value.

Equip

Once you have obtained a Skill Card, you can equip it by selecting "Equip" under "Skill Cards" from the information screen.

Equipped Skill Cards can be registered as Card Sets by pressing

. You can call up these Card Sets and equip them at any time.



Synthesize

You can take 5 or more Skill Cards (up to a max of 10) and combine them to randomly create a new Skill Card. Synthesizing a Skill Card requires gold.

*You cannot obtain Limited Skill Cards.



Sell

You can sell unwanted Skill Cards for gold.

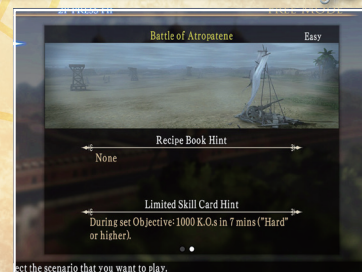
Example Skills

Fury	Increases Attack, but lowers Defense.
Fortitude	Increases Defense, but lowers Attack.
Almighty Focus	Increases damage caused by Special Moves.
Alchemist	Increases the value of all money collected.
Highwayman's Pride	Enemy soldiers will sometimes drop items.
Chain of Power	Higher CHAIN increases damage caused.

Limited Skill Cards

There are also Limited Skill Cards, which can be obtained by completing specific conditions in certain scenarios.

Limited Skill Cards cannot be obtained by the regular methods or by synthesis.



Customer Support

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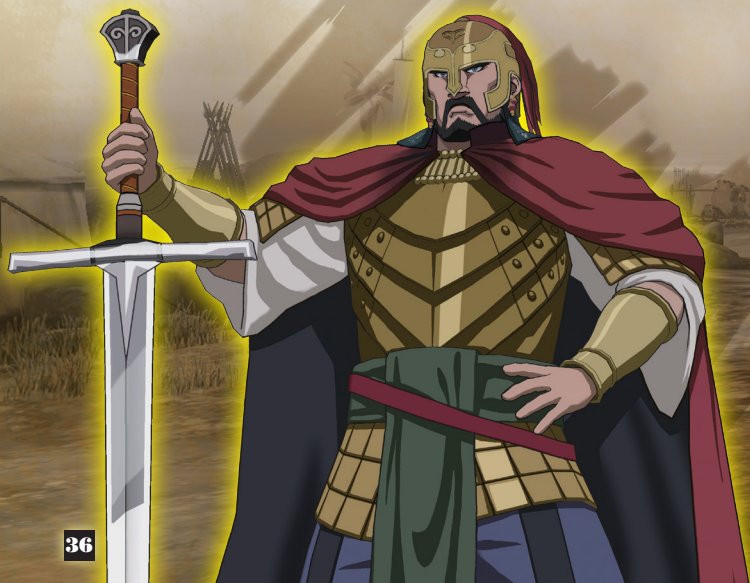
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