

PUZZLE CHRONICLES



EVERYONE 10+
ENFANTS ET ADULTES 10+



CONTENT RATED BY
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ESRB

KONAMI



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CONTROLS

Player 1

Move Up – Up Arrow

Move Down – Down Arrow

Move Right – Right Arrow

Rotate – Right Control

Counter-Rotate – Left Control

Drop – Spacebar

Cast Red Spell – 1

Cast Yellow Spell – 2

Cast Green Spell – 3

Cast Blue Spell – 4

Player 2

Move – Hold left mouse button and move mouse

Rotate – Left Click

Drop – Right Click

Cast Spells – Left Click on desired spell

MAIN MENU



Single Player

Enter Story, manage character in Inventory or Quick Battle.

Multiplayer

You can battle your hero against your friends in Multiplayer via the internet. One player must create a game while the other player should join it. Each player will need their own copy of *Puzzle Chronicles* to play.

Mini Games

Play any of the Minigames from the Story at your chosen difficulty level.

Settings

Change Sound Effect and Music Volume.

Credits

View the Credits.

STORY MODE

Your Hero explores the world, enters battle with fearsome opponents, and accepts secondary quests on his journey to find the truth through the Single-player Story.

TOOLBELT



The Toolbelt allows quick entry to the Items, Warbeast, and Quest Inventory pages, as well as access to the World Map, Home Village, and Main Menu. Access the Toolbelt by pressing R on the location map.

INVENTORY



Items

View and Equip different Items to your Hero for battle.

Skills

View your Hero's advancement along a particular Skill Path.

Warbeast

View and Equip different colored abilities for battle.

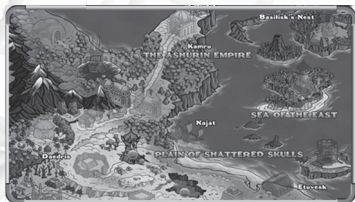
Familar

Equip an additional companion that can bring its own bonuses to battle.

Current Quests

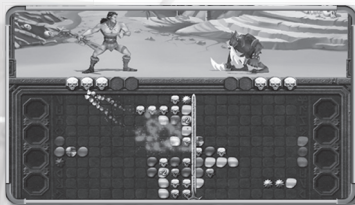
View current Quest details or Abandon a Quest (Quests can be started again later).

THE WORLD MAP



The World Map is used to move between locations (primarily to return and complete unfinished or unaccepted quests in that location).

THE BATTLE BOARD



A battle is won when your Hero forces the Center Bar far enough towards the Opponent that they have no room for more Gems to enter the Board.

Groups of three of the following types of Gem will slide in from the side of the Board. They can be rotated and dropped into place and they have the following effects:

Gems – The basic Gems; Red, Yellow, Green, and Blue. These are combined or destroyed (see Power Gems and Battle Gems respectively) to create Power of their color, changing any Warbeast Abilities you have equipped that are tied to that color.

Wildcard Gems – These Gems can assume the color of any Gem they are adjacent to.

Skull Gems – Destroying these Gems will increase your Hero's Rage. When the Hero's Rage meter is full he will perform an attack, pushing the Center Bar closer to your opponent.

Power Gems – Combining four Gems of the same color into a square shape will create a Power Gem. This process will destroy the original Gems, such as Skull Gems, granting their effects. When your Hero has items equipped to a particular colored Power Gem its effects will be triggered upon its destruction.

Battle Gems – A Battle Gem (crossed swords) is used to destroy Gems of the same color, including Skull Gems, Power Gems, and Wildcard Gems that are attached to that group. This is the only way to keep your side of the Board clear and charge your abilities.

Completing a battle within the Story will award you with both gold and experience that can be used to enhance your Hero.

YOUR VILLAGE

Your Village can be visited for information on your collective progress throughout the game. It can be accessed from within the Story. From the Village you can view the following:

Awards

Perform daring deeds and remember them here.

Trophies

A record is made here of each Opponent you defeat.

Scenes

After viewing Story Cutscenes, you can come back here to view them again anytime.

Scrolls

The St Giles Scrolls are collected to be viewed here.

Seals

Rewards for defeating hidden monsters are kept here.

THE MINI-GAMES

Tame Warbeast – Build up 4 or more Gems of an individual color to destroy them and earn points. The Gems in the row can only be shifted left or right. Bombs will destroy the 8 Gems surrounding them. Warbeast taming locations are limited by level and have a gold cost to begin.

Train Skill – Build up 4 or more Gems of an individual color to destroy them and earn points. A particular Skill is chosen and a gold cost is paid before each training session.

Treasure Hunt – Destroy all Gems of a particular color, by matching 4 or more, before you run out of time. The treasure piles are usually quite large, so there is no limit to how often you may hunt.

Dungeon Unlock – Make a sequence of Gem destructions in the correct color order, by matching 4 or more, before time runs out. Once a Dungeon is unlocked it can be challenged repeatedly.

Craft Item – Shift 3x3 blocks of Gems to create the number of destructions of each color listed, by matching 4 or more, before you run out of space on the Board. There is no cost requirement for Crafting other than having 2 or more of the same Item. These two Items are destroyed and replaced with the new Item when successful.



QUICK BATTLE

Quick Battle will allow you to challenge an A.I. controlled opponent. You will enter battle with your current progress intact, and your opponent will be automatically leveled and equipped to match.

MULTIPLAYER

You can battle your hero against your friends in Multiplayer via the internet. One player must create a game while the other player should join it. Each player will need their own copy of Puzzle Chronicles to play.

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www.konami.com/puzzle

