Romancing SaGa 3

E-Manual

Contents

Game Story

...When the Dark Star fully eclipses the sun, all new life is extinguished,
only to be replaced by the stench of death...
600 years ago, when the Rise of the Morastrum (eclipsing of sun by Dark Star) occurred, all new life was lost.

Devastation visited upon humans, animals and monsters alike.
However, a lone baby somehow survived.
Fascinated by death, the child embraced his morbid destiny,
and grew to reign over the world as the diabolical Archfiend.

300 years ago, when the world was finally recovering from the horrors of the Archfiend's rule,
the Rise of the Morastrum brought darkness to the world once more.
And yet again, only one baby survived. Terrifying memories of the Archfiend resurfaced,
and the people tried to kill the baby in a panic.
But fate would not let this child die.
The child persevered, rejecting death with hope,
and grew to restore peace to the world as the loving Matriarch.

Now in this age where the delicate balance created by the Matriarch was beginning to falter,
the Rise of the Morastrum swept over the world for a third time, and left another baby in its wake.

As fate would have it, the child grew and thrived. What destiny awaits this child, and for that matter the world?

Life or death?
The fate of the world hangs in the balance...

World of Romancing SaGa 3

●Opening Story and Free Scenario System

In the eastern side of a world mired in chaos, a lone girl soaked by the rain appears at a tavern in the frontier village of Sinon amidst a stormy night of thunderstorms.
She is revealed to be the sister of the Marquis of Loanne, who was on her way to send word to her brother–away on expedition–of a brewing rebellion in their homeland.

4 young local Sinon men and women who now knew the identity and peril of this visitor, enlist the aid of a mysterious stranger at the tavern to help them escort the lady to the Marquis of Loanne.

Meanwhile, the Marquis of Loanne, who already knew of the sinister plot, was surprised by the unexpected visit of his sister, but nevertheless proceeded with his cunning strategy, which now involved all of them.

And so, despite having their own circumstances, the unwitting heroes find themselves brought together by fate, and fight for the common goal of saving the chaos-ridden world.

You can choose a main character from 8 men and women.
Choose your preferred character, and then start the game.

No matter who you choose, the main narrative of the story will not change, but some events that occur may differ.

Expand your horizons–talk to townsfolk, cross the seas and travel the four corners of the world... What will you find then?

How to Play with a Controller

This section describes basic operations with a controller.
See page 6 for keyboard/mouse controls.

1. Directional Buttons/Left Stick   Move/Select

Used to move your player character, and select destinations on the map. Also used to select commands and items with the cursor. You can also switch between various menu selection windows, and skip pages during battles with left/right.

2. Various Buttons/Triggers

× button: Confirm/Talk

Confirms a command on the Menu Screen.
Also used to speak to people in the castle or towns and to investigate items.

○ button: Cancel/Dash/Jump

Cancels a command, or hold while moving to dash (or walk depending on settings).
Dashing will allow you to jump over gaps in some areas.

△ button: Show/Hide Menu Screen

Brings up or hides the Menu Screen (see P12 for details). This button is also used to close menus.

□ button: Show Area/World Map

Press once to bring up the area map and twice for the world map. Press inside a building to warp to the entrance.

3. L1/R1 button: Change Page

Changes menu on multiple pages. Press R to go to next page, and L to go back. Use in battle to switch between weapons, recovery items, and spells.

4. OPTIONS button: Pause

Use to pause the game.

Starting a Game

After the opening movie, the title screen is displayed. Follow the steps below to start the game.

●Playing for the First Time

If you are playing Romancing SaGa 3 for the first time, select "NEW GAME".

At this time, you will be asked if you want to carry over save data. Select "No" here and then confirm.

●Select Mode

Next, select the game mode.
Choose between "With Additional Content" and "Without Additional Content", and then confirm.

●About NEW GAME+

If you have save data from a previous playthrough, select "Yes" when confirming that you want to carry over data in "NEW GAME". You will be able to start a new game while retaining some of the items, skill levels, skill mastery, money, tactics glimmered in Mass Combat, etc. you gained in the previous playthrough.
This is the NEWGAME+ function.

Select Main Character

Before you start the game, choose a main character that will be your avatar.
This section describes the procedure and controls.

●Select Gender and Character

First, move the cursor left/right to choose your gender
(male/female), and then confirm.
Next, choose who will be your main character.
Move the cursor up/down to choose your preferred
character.
Then press the × button.

There are four choices for each gender.
Start the game with your preferred character.

●Enter Name

Now enter the name of the character.
If you want to start with the default
name, just confirm it.
If you want to change names,
delete all the letters and enter a new
name. You can delete one letter at a
time by pressing the ○ button.

Entering Your Name

Choose a letter to enter with up/down/left/right.
If the letter is blinking, it is currently selected.

*If you change your mind and want to choose a different character, you can return
to the previous screen by deleting all the letters with the ○ button at the name
entry screen, and then pressing the ○ button once more.

●Select Star of Fate

Next, select a Star of Fate that will determine the attributes of your main character. On this screen, the cursor will already be aligned with the default Star of Fate of the selected character.
Move the cursor to the Star of Fate you want to select.

The Stars of Fate are as follows:

Artemis/The Hunters' Star: A star that governs harvest and birth.
Athena/The Scholars' Star: A star that governs academics and research.
Zeus/The Monarch's Star: A star that governs politics and emperors.
Ares/The Warriors' Star: A star that governs military affairs and soldiers.
Hermes/The Traders' Star: A star that governs technology and business talent.

●Signature Weapon Selection

Next, choose your preferred weapon.
Use the cursor to select a weapon from the list, and then confirm.
Signature weapons affect how you learn special moves and your initial stats, but you can also gain proficiency in the other weapons you did not choose here simply by using them.

Sword: A one-handed sword that can be equipped with a shield.

Greatsword: A large two-handed sword that cannot be equipped with a shield.

Short Sword: A thin sword such as a rapier, which has lower attack power than other swords.

Axe: A powerful weapon that smashes the opponent, but is difficult to wield and can lead to misses.

Spear: A weapon that pierces the enemy with a sharp tip, and has high attack power.

Bow: A long-range weapon that can attack enemies in the back row.

Club: A melee weapon for bashing enemies. Some are imbued with spells.

Martial Skill: The more skilled you become, the more techniques you will learn.

None: By not choosing a signature weapon, you can cast spells from the beginning.

CONTINUE

●Continuing Your Game

To continue from save data, align the cursor with "CONTINUE", and press the × button to switch to the data selection screen.

Switch between pages with left/right, and select files with up/down. Save data details such as your party and current location will be displayed.
Select the data you want to load, and then confirm to resume play.

Auto-Save Feature

When you quit the game, save data is automatically created aside from the save slots at the bottom of the screen. This data cannot be overwritten with the "Save" option on the menu screen.
It is automatically overwritten each time you quit the game.
Record any data you want to keep in the normal save frame.

●Cross-Saving

This game supports cross-saving.
You can upload & download save data to play on another PlayStation®4 or PlayStation®Vita system.
*You must own the game on each platform to play.

Caution! Game Over Conditions

If your main character's LP becomes 0 or your whole party is defeated in battle, it will be game over. However, there are some exceptions in certain events.
Note that if your entire army is defeated or retreats in certain Mass Combat events, it will also result in game over.
When the game is over, you will return to the title screen.

Main Character Introduction

There are 8 characters that can be selected as the main character.
The story changes depending on the character you choose.
Also, there may be special events or commands that are exclusive to certain characters.

Julian Nord

Sinon settler in the southern
part of Loanne.
Childhood friends with Thomas,
Ellen and Sarah.
Has a strong sense of justice,
but can be a little reckless.
His default Star of Fate is Artemis,
and his signature weapon is a sword.

Ellen Carson

Beautiful, but strong-minded and
a tomboy.
A reassuring presence.
Also Sarah's sister.
Her default Star of Fate is Ares,
and her signature weapon is an axe.

Thomas Bent

Childhood friends with Julian,
Ellen and Sarah. Eldest of the
Sinon foursome.
Calm and attentive,
plays the role of leader of the group.
His default Star of Fate is Hermes,
and his signature weapon is a spear.

Sarah Carson

The youngest of the Sinon
foursome. Although timid and
very shy around people,
she can be surprisingly bold.
Her default Star of Fate is Artemis,
and her signature weapon is a bow.

Monika Ausbach

The Marquis of Loanne's sister.
Willing to risk her life for her brother.
A very intelligent young lady.
Meets Julian and his friends at the
beginning of the story.
Her default Star of Fate is Athena,
and her signature weapon is a
short sword.

Mikhail Ausbach von Loanne

The young Marquis of Loanne,
highly regarded by his people.
Cunning and highly ambitious,
he is capable of making ruthless
decisions to protect his country.
His default Star of Fate is Zeus,
and his signature weapon is a
short sword.

Katarina Lauran

An aristocratic woman who serves as
Monika's escort and lady attendant.
An excellent swordswoman,
she thinks of Monika like a real sister.
Her default Star of Fate is Hermes,
and her signature weapon is a
greatsword.

Khalid

A wandering warrior and curved
sword user.
Has a freewheeling personality,
but is extremely stingy when it
comes to money.
Gets involved in the Loanne
incident on a chance visit to
Sinon.
His default Star of Fate is
Ares, and his signature
weapon is a sword.
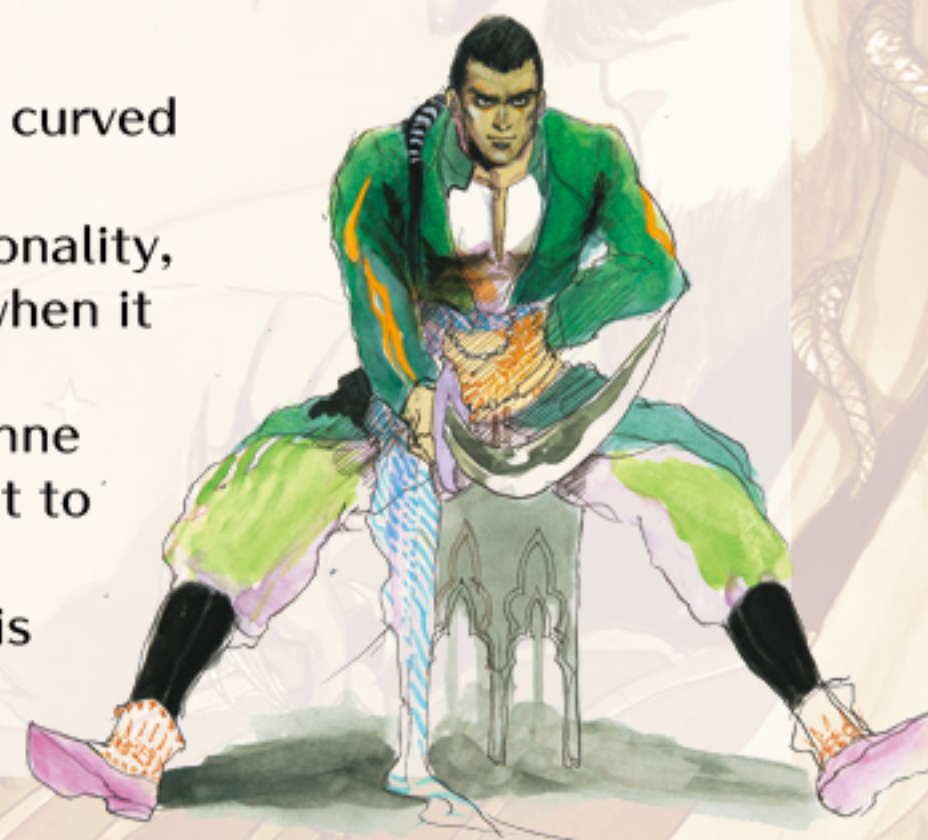
How to View the Menu Screen

When the menu is opened on the field, the screen shown in the figure is displayed. Through this screen, you can do various things such as prepare equipment for your characters and save your game.

4. Current Battle Formation
Current battle formation.

5. Current Location
Current location of the party.

6. Coffer
Amount of aurums possessed.

1. Party
List of characters who are currently in your party.
You can have up to 6 members in your party including the main character.

2. Party Member Information
Displays name, HP and LP of characters who are currently in your party.
LP in black means it is at max, blue means slightly reduced, and red means low.

3. Command Window
A window of various commands. The following pages provide details on each individual command.

Character Selection Screen

When you select "Equipment", "Skills" or "Spells" from the main menu, the character selection screen will be displayed as shown below. This section describes the various types of information displayed on the screen.

1. Character Selection Window

A window for selecting characters. Displays the following information:

Character Name and Icon
A character's icon and name.

HP
Hit Points (HP) of characters.
If this reaches 0 during battle, the character will be incapacitated. When the battle is over, it will be fully restored automatically.

LP
Life Points (LP) of characters.
Decreases each time a character is incapacitated or hit while incapicitated. The character dies if their LP reaches 0. Use recovery items or by stay at an inn to restore points.

2. Current Defense

DEF
Defense against physical attacks.

MDF
Defense against magic attacks.

3. Title and Gender
Character title (occupation, status, etc.) and gender.

4. List of Parameters

LP
Current/Max life points

SP
Current/Max skill points

MP
Current/Max magic points

STR
Strength of physical attacks.

DEX
Accuracy of attacks

SPD
Affects how early you perform an action and evasion rate.

STA
Affects HP capacity and status ailment recovery speed.
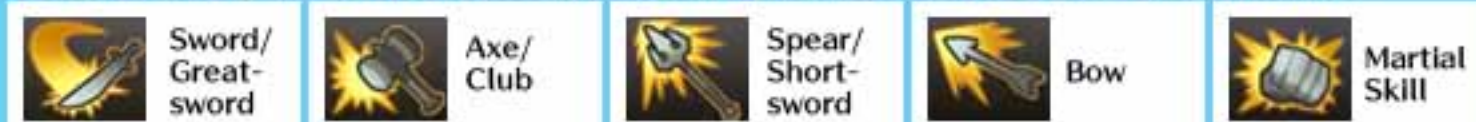
MAG
Strength of offensive magic.

WIL
Affects success rate and evasion rate against special attacks with status ailments such as Paralyze and Stun.

CHA
Affects success rate and evasion rate against charm attacks.

5. Weapon Proficiency
Proficiency in various weapons. Applicable icons are as follows.

Sword/ Great- sword	Axe/ Club	Spear/ Short- sword	Bow	Martial Skill

6. Spell Proficiency
Proficiency in studied arts.
If you have not learned any spells, this will not be displayed.

Solar	Lunar	Byakko	Soryu	Shucho	Genbu

Celestial Arts   Terrestrial Arts

Equipment

Equip Weapon/Armor/Item

Align the cursor with "Equipment" and press the × button to display the character selection screen. By moving the cursor again and selecting the character whose equipment you want to change, the screen will switch to the equipment item selection screen.

Equipping Weapons/Armor/Items

If the equipment slot is open as shown in the left figure, select it and then confirm.
Your weapons, armor and items will be displayed. Select the item you want to equip with the cursor, and then confirm.

If you want to change equipment, align the cursor with the corresponding equipment, and then confirm.
Items in your possession are displayed in the same way as with an open slot, so you can select the item you want to equip and swap it by pressing the × button.
If there is equipment you want to remove, align the cursor with the corresponding item, and press the × button twice to remove it.

However, any equipment displayed in red letters, as shown to the left, cannot be removed or replaced with other items.

About "+" Display Next to Parameters

As shown in the figure on the right, a value such as +1 may be displayed next to a parameter. This is a stat bonus from the equipment. Some equipment provide bonuses, and others do not. Use them to your advantage depending on the situation.

Equipment Description

When the cursor is aligned with a piece of equipment, a brief description of it is displayed just outside the frame. This is useful when you are selecting an item to equip.

Skills

Checking Skills

If you press the × button on "Skills", the character screen will appear in the same way it did with Spells. Select any character to display their equipped skills list screen.

What is displayed here is the name of the character, current/max skill points, weapons corresponding to a selected skill, a list of skills learned, SP required to use them and information about their effects.
In addition, skills displayed in red are those that have not been mastered.

Learning and Mastering Skills

Skills may glimmer by attacking with a weapon or using a weapon-specific skill, or attacking with martial arts during combat.
If a light bulb icon appears above the character's head as shown on the left, it is a sign that you have learned a new skill.

By repeatedly using the skill you glimmered, you can gain mastery of that skill. Skills that have been mastered can then be learned and equipped by other characters via the [Skills]>[Learned] screen.

You can view the skills list to check if you have gained mastery of a skill.
Like "Brusque Slice" in the figure, the skills that have been mastered are shown in black letters, and the skills that are shown in red are skills that have not been mastered.

Skill Points (SP)

Skill points (SP) are required to use a skill, with each skill designated a cost.
The more powerful and effective the skill, the higher the SP cost.
Depleted SP can be restored by using items, staying at an inn, etc.
If you attack with weapons or martial arts, or use skills during battle, your max SP may increase at the end of the battle.

Equipment Limit and Forgetting Skills

The only skills that you can use during battle are the ones equipped in your skills list (excluding weapon-specific skills).
The maximum number of skills that you can equip on the skills list is 8, but if your list is full, you will not be able to learn new skills.

To prevent the above, you can forget skills.
You can delete skills you do not use from the skills list by forgetting them.
If you align the cursor with the skill you want to forget, and press the Confirm button twice, you will be asked if you want to forget the skill. Select "Yes".

In addition, skills that have not been mastered (displayed in red letters) will disappear completely if you forget them, but can be restored to the skills list by learning them again.
However, some skills are difficult to glimmer, so you should always try to master them before forgetting them.

Spells

Checking Spells

If you press the × button on "Spells", the screen switches to the character selection screen.
If you select the character you want to check here, a screen for spells you currently have will be displayed.

What is displayed here is the name of the character, current/max MP, properties of the selected spell, a list of mastered spells and the MP required to use them, and information about their effects.
Spells can be learned by purchasing them at a magic shop. For more information on magic shops, see P20.

Inventory

How to Check and Use Inventory Items

Select "Inventory" with the × button to switch to the Inventory screen.
You can view the items in your possession, check their effects or use them on your characters. What's more, items you can use are displayed in blue text.

When you want to use an item, first select the desired item with the × button, then select the character you want to use it on, and press the × button again.

You can select items with up/down, and switch between pages with left/right.

Spells

Checking Spells

If you press the Confirm button/key on "Spells", the screen switches to the character selection screen.
If you select the character you want to check here, a screen for spells you currently have will be displayed.

What is displayed here is the name of the character, current/max MP, properties of the selected spell, a list of mastered spells and the MP required to use them, and information about their effects.
Spells can be learned by purchasing them at a magic shop. For more information on magic shops, see P21.

Inventory

How to Check and Use Inventory Items

Select "Inventory" with the Confirm button/key to switch to the Inventory screen.
You can view the items in your possession, check their effects or use them on your characters. What's more, items you can use are displayed in blue text.

When you want to use an item, first select the desired item with the Confirm button/key, then select the character you want to use it on, and press the Confirm button/key again.

You can select items with up/down, and switch between pages with left/right.

Settings

Configuring Settings

If you select "Settings" and press the × button, you can change your default movement speed or the message speed of explanations displayed during battle in addition to other play settings.

Note When Defaulting to Dash

If you engage in battle while dashing, your battle formation will collapse and default to "Free Fight". Note that the same thing happens when you run into an enemy while dashing under normal settings, so be careful when you move.

Save

Record your progress in the game.

The figure on the left is the save screen that appears when you press the × button at the "Save" screen. Switch between pages with left/right, and move the cursor with up/down to select where you want to save your game. If other save data exists in that location, the play time, main character's stats and save location are displayed at the top of the screen.

Then, if you press the × button, data with more detailed information will be displayed (see figure on the left). If you have checked that it is safe to overwrite the data, align the cursor with "Yes", and press the × button.

*Except for some floors, you can save your game at any time, even in town and dungeon maps.

Adventure Log

Review past adventures.

With the "Adventure Log", you can read about the adventures you had in the past. Use the cursor to select a large title you want to view, and press the × button. Next, select what you want to read from the small titles on display and then confirm. If there are multiple pages, you can switch between them with left/right.

The Adventure Log records all your adventures from the beginning to the end of the story.

As the world expands through your adventures, you can also review adventures by region.

You can also review an adventure in progress to find out what it is about, and even read stories from start to finish..

Movement

Romancing SaGa 3 has a large world and many regions. This section describes how to get around on various maps.

How to Move in Areas

Moving in Towns and Dungeons

In areas such as towns and dungeons, the main characters move in the direction that you press: up/down/left/right.
Also, you can hold the ○ button to run quickly.

About Travel Shortcuts

By pressing the □ button when you are in a town, you can perform the following travel shortcuts.

If you press the □ button inside the building...

You can travel to the edge of the town in an instant. Press again...

Now try moving to a regional map.

Using Ships

You can travel to other regions by going to a town with a dock, and boarding a ship from the dock. Some ships charge a certain fee, and some others can be used for free.

How to Move on Maps

Moving on the Regional Map

When you leave a town or dungeon, a regional map is displayed. Use the cursor to select the destination symbol, and then use the × button to move to that field. If you want to move to another region, select a movement icon (located on the four sides of the map) and then confirm.

Moving on the World Map

If you select "World" on a regional map, the world map will be displayed. Move the cursor to select the area you want to go to, and then press the × button to move to that regional map.

Using Facilities

There are many facilities in towns that can help you with your adventure. This section describes those facilities.

Inns

By staying at an inn, you can recover SP, MP and LP that have been depleted in battle. The fee varies depending on the number of people in your party.

Item Shop

You can buy or sell weapons, armor and potions. You can exit the shop menu with "Exit".

Buy

You can make a purchase by selecting the item you want to buy, and pressing the × button. Details of the item that the cursor is aligned with will be displayed at the bottom of the screen. Refer to it when you make a purchase. You can also switch between pages with left/right.

Sell

Sell items by selecting an item then confirm. Point to an item to see details at the bottom of the screen before selling. You can change pages ith the left and right arrows.

*There are hidden shops around the world rumored to deal with rare items. If you sell a valuable item and wish to find it again, seek one of these out.

Pub

A place where patrons come to exchange information. The barkeeper can remove members from your party and may have useful information to offer.

Magic Shop

Unlike other facilities, you need to find magic shops scattered throughout the world in various towns in order to buy spells. A character who wears clothes like the one above is a magic shop owner.

Buy

You can purchase (learn) spells by following the steps below.

Select the magic attribute you want and confirm.

Select the character to teach the spell to.

Use Up/Down to select the spell you want, then confirm to purchase.

About Spells and Types

There are two categories of spells--celestial and terrestrial--and six types.

◆Celestial Arts

Solar type. Symbolized by light, rules over light and heat.

Lunar type. Symbolized by shadow, rules over spirit and shadow.

◆Terrestrial Arts

Byakko type. Symbolized by gold, rules over beasts and land.

Soryu type. Symbolized by a tree, rules over plants and wind.

Shucho type. Symbolized by fire, rules over air and fire.

Genbu type. Symbolized by water, rules over wind and rain.

About Spell Learning Restrictions

Note that you can only learn one Celestial Art (Solar/Lunar) and one Terrestrial Art (Byakko/Genbu/Shucho/Soryu). If a character who has only learned Byakko Arts tries to learn Solar Arts and Genbu Arts, they can learn Solar Arts, but will forget all their Byakko Arts.

About Forgetting Spells

Select "Forget", and then select the character who has learned the spell you want to remove. After that, select the desired spell and press the × button. You will be asked if you really want to forget. Select "Yes" and confirm. This is useful when you want to remove a specific spell.

Warehouse

If you talk to the warehouse attendant in the left figure, you can access the warehouse menu.

You can store or retrieve items. When your party inventory is full and you can no longer carry anymore items, up to a certain number of them will be sent to the warehouse.

Store

Select "Store" and press the × button to open the party inventory menu. Use the cursor to select an item that you want to store, and then confirm.
You can store up to 9 weapons and armor each, and 99 items.

Retrieve

When you select "Retrieve", the item type selection menu appears as shown in the left figure.
Select the item type you want to retrieve with the cursor, and then press the × button.

Bank

If your money exceeds 10,000 Aurums, any additional money you gain will automatically be transferred to the bank.

You can withdraw the money you have deposited by talking to the bank clerk above.

About Battles

Coming into contact with an enemy symbol on the field will result in a battle on the spot.
Battles are either conducted in "Fighter Mode", where you enter commands for each party member, or in "Commander Mode", where the main character outlines general tactics for the whole party to follow from the rear.
This section describes how to view the screen in Fighter Mode.

1. Command Type

Currently selected command type. You can switch between equipment-specific commands, martial arts, spells, Defend/Flee with left/right.

2. Battle Command

Battle command for the selected character.

3. Command Information

Details of the selected battle command.

4. Character in Action

Name of character executing the selected command.

5. Current/Max Points

Current/max SP/MP when selecting a skill/spell.

◆Flow from Start to End of Battle

Select battle command for the first character with up/down/left/right, and press the × button.
Then, align the cursor with the target enemy, and confirm again (*).

Continue to enter commands for the second and third character, and so on. When commands for all of your characters have been entered, the battle begins.

Press the ○ button before the battle starts to go back one command. Also, if you press the △ button to select "Information" during command selection, a character status summary will be displayed.

If you select "Flee", all party members will run from the battle.

Even after everyone has executed their commands, you must enter the next set of commands if there are still enemies remaining.

From here on, repeat the above until either all enemies or allies are defeated.

When all enemies have been defeated, the battle is over. At this time, stats may increase or items may be dropped. Stat increases depend on the commands you used... For example, if you used a sword skill, your SP and sword proficiency will tend to increase.
If you used a spell, your MP and spell proficiency will tend to increase in particular.

*Only projectile attacks such as bows and some spells can reach enemies in the back row. If you have no such attack, you must first eliminate the enemies in the front row.

◆About Losing Conditions

If any of the following conditions are met, you will lose the battle and it will be game over.

1. All party members are afflicted with either "KO", "Death" or "Petrify".

2. The main character's LP becomes 0 and results in "Death".

3. All party members other than the main character are afflicted with "KO", "Death" or "Petrify" in Commander Mode.

◆About Commander Mode

This section describes how to view the screen and how to fight in Commander Mode.

1. Command Type

Currently selected command type. You can switch between formation skill commands, Backpack and Flee with left/right.

2. Battle Command

Selected formation skill command.

3. Switch Windows

Switch between various windows. Displays status summary for each character, strategy commands and formation selection.

4. Command Information

Description of selected command.

5. Mode Name Display

Displays current battle mode.

6. Current/Max Formation Skill Points

Current/max formation skill points. Increases by 1 every turn.

◆Flow from Start to End of Battle

At the same time the battle starts, the main character disappears from the screen. Switch between pages with left/right, and select the commands, backpack items, strategy, etc. you want to use.

*You can use items stored in the backpack. However, items equipped by a character are not displayed in the backpack and cannot be used.

The battle starts once you have selected a formation skill or changed formation.
Attacks are normally made with the weapon displayed in a character's top equipment slot.

After exchanging attacks with the enemy, a small amount of HP will be restored.

Turns continue until all enemies have been defeated.

◆Strategy Menu

The various commands that are displayed in the strategy menu serve as action guidelines for AI-controlled characters. Details are described below.

Concentrated Offense Focus attack on one enemy.	**Defense** Protects characters that cannot use Formation Skills.
Preemptive Attack If successful, you can attack first.	**Counter Strike** Wait for opponent's attack to end before counterattacking.
Formation Skill Priority given to using combo skills and combo spells.	**Diversion Tactic** If successful, you can stun the enemy.
Power Offense Launch an all-out attack for as long as SP/MP lasts.	

About Formation Skills

Under "formation skills", you may be able to choose "combo skills" or "combo spells" in which two or more characters attack at the same time. These skills and spells become available/unavailable by switching character positions, or by equipping certain equipment.

What's more, you may glimmer new formation skills during battle, or certain characters who become allies may come with new formation skills.

◆About Status Ailments

If the enemy hits you with a special attack that inflicts status ailments, your fighting ability may decrease or you may not even be able to fight.

List of Status Ailments

Death
LP becomes 0, cannot be revived. Removed from party after battle ends.

KO
HP becomes 0. Further attacks decrease LP.

ASLEEP
Immobilized by sleep.

Confuse
Gets confused and attacks friend and foe alike.

Blind
Blinded by darkness. Reduces accuracy of physical attacks.

Petrify
Immobilized by petrification.

PARALYZED
Immobilized by paralysis.

Stun
Immobilized for that turn.

Charm
Charmed by enemy, cannot receive commands.

Poison
Receive damage from poison at end of every turn.

Berserk
Cannot use skills or spells in exchange for increase in physical attack power.

Status ailments excluding "Death" can be cured with skills, spells or items.
Also, they may wear off on their own after a certain amount of time.
What's more, status ailments excluding "Death" are cured at the end of battle.

Mass Combat

Depending on the main character you choose and events that have occurred, "Mass Combat" in which you lead an army into battle against an enemy army may occur.
This section describes the controls for Mass Combat.

Preparation Before Mass Combat

When Mass Combat is triggered by an event, a menu like the one on the left will be displayed if you talk to a nearby soldier.
Move the cursor up/down, and press the × button on the desired item. You can exit the menu with "Hold On" or the ○ button.

Commence Battle

If you press the × button at the "Commence Battle" screen, Mass Combat will begin. Once you start, you cannot exit Mass Combat until you win, lose or retreat. Select this command after setting your tactics and formation in "Battle Prep" described later.

Battle Prep

This menu opens in "Battle Prep".
Here, you can set the formations and tactics that you can use during Mass Combat.
Move the cursor with left/right, align it with the desired "formation" or "tactic" and press the × button.

Formation

When Mikhail is the main character, you can set the formations you will use in Mass Combat. You start off with only two types, but you will learn new ones as you engage in more battles or join the throne event (see P.27).

Tactic

When Mikhail is the main character, as was the case with Formation, you can set the tactics you will use in Mass Combat. You will learn new tactics as you engage in more battles or join the throne event.

Sitrep

A brief description of the upcoming Mass Combat will be displayed.
Review what you have learned, and prepare your formations and tactics.

Standby

Exit from the menu. You can also use the ○ button.

◆Starting Mass Combat

This section explains how to view the Mass Combat screen and how to fight.

1. Message Window
Displays information about both armies and battle reports.
When you are selecting a formation or using a tactic, it changes into the command window.

2. Enemy Commander
Commander of the enemy army. Essentially, red represents the enemy army, and blue represents your army.

3. Enemy Soldier
Soldiers of the enemy army. Soldier types change depending on the opponent.

4. Morale Gauge
Indicates the morale of the enemy army and your army. The enemy army is on the left, and your army is on the right. The presence or absence of morale is an important factor that changes the tide of battle. Try to maintain your morale as high as possible while switching tactics depending on the situation.

5. Your Commander
Commander of your army, the main character.

6. Your Soldiers
Soldiers of your army. Soldier types change when you hire mercenaries via military affairs in throne events (See P27).

◆Flow from Start to End

At the start of Mass Combat, two types of formations are displayed. Move the cursor up/down to select a formation, and press the × button.

*You cannot change formations midway, so choose carefully.

After you select your formation, the commanders, formations and number of soldiers of both armies will be displayed. Press any button to start Mass Combat.

If you press the × button while Mass Combat is in progress, the tactics menu will be displayed as shown on the left.
Mass Combat differs from normal battles in that they progress in real time. Switch between tactics depending on your morale and the current battle situation.

If you wipe out the opponent's army, or all soldiers on both sides have entered their respective enemy bases (after reaching the edge of the screen, "OK" is displayed), the winner is whoever has more soldiers that survived. Note that if you select "All Retreat", you will automatically lose.

If you win in Mass Combat, you can learn new formations and tactics only when Mikhail is the main character. You can use them in the next battle, so don't forget to set them in "Battle Prep".

The Odds of a Game Over Outcome

If you lose in certain Mass Combat events, it will be game over. You should save your game before starting Mass Combat.

Throne Events

Events that occur only when Mikhail is the main character.
If you sit on the Loanne Palace throne, you can carry out domestic affairs.

Sitting on the Throne

If you sit on the Loanne Palace throne, select "Do Work" and confirm, domestic affair commands will be displayed.

In addition to domestic affairs, there are other events that occur when you sit on the throne. You should periodically return to Loanne throughout your adventure.

How to View the Domestic Affairs Window

The figure on the left is the domestic affairs window that can be opened with "Do Work". The contents of each command and how to read the screen are described below.

1. Throne Commands
Various commands for carrying out domestic affairs.
Details will be described later.

2. Domestic Situation
Current domestic situation.

Populace
Indicates morale of Loanne residents.

Prestige
Loanne's standing in relation to other nations.

Industry
Indicates domestic industry development status.

Funds
Money in the national treasury that can be used for domestic affairs.

Throne Commands
Carry out domestic affairs with throne commands.
Develop and expand Loanne while being mindful of finances.

Military
You can hire mercenaries to strengthen your army, research new formations and tactics, and develop equipment. Commands may increase or disappear depending on Mass Combat progress.
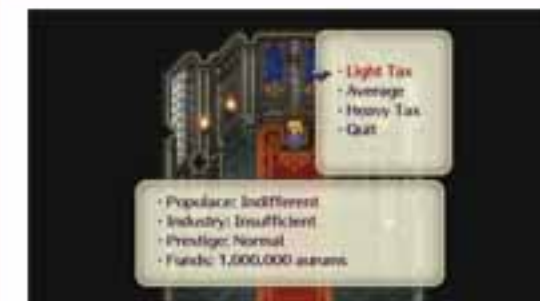
Domestic
Commands to develop Loanne such as by investing funds to support residents, and promoting the domestic industry.

Diplomacy
A command to increase national prestige by carrying out diplomatic affairs with other nations. The larger the nation, the higher the expenses.

Taxes
A command to collect taxes from residents. If you take too much, residents will be unhappy and tax revenue will drastically decrease.

If You Can't Collect Taxes...

Domestic affairs are not going well, and you are out of money. However, residents are extremely unhappy and collecting taxes is not an option... In such case, go to the field and hunt monsters. As you continue to hunt, residents will gradually become happier and you can recover from your mistakes.

Company Management

An event that occurs when Thomas is either the main character or in your party, and you meet certain conditions. Acquire businesses all over the world, and accumulate total assets of 100 million Aurums.

Start Doing Business

Find and talk to agents scattered in each town to open a business menu like the one on the left.

When the event occurs, talk to everyone. The person you least expect might be an agent.

How to View the Business Menu

The business menu consists of the following items:

Assets : Total of all business assets owned by your company + total funds.

Capital : Total company funds.

Funds : If you have partners, you can access this assets.

Next Earnings Forecast : Revenue/expense forecast for next period.

Businesses : Total number of businesses you own.

XX period : Business period: Increases by one with each transaction.

Points : A measure of your company's reputation.

◆Partners, Etc.

Partners : A list of partner companies.

Change Asst. : You can change your assistant (character next to speech bubble).

Give Up : Give up and stop managing your company.

*Business acquisitions will be explained on the next page.

Business Commands

Commands for viewing information about your company.

◆View Information

Owned Bus.

A list of businesses that you currently own. Align the cursor with a business you want to view, and press the × button to check its earnings forecast, asset amount, group affiliation, products, location and bidding fund capacity.

Group Skills

You can check group skills that have been developed between businesses you own. You can learn group skills by meeting certain conditions during bidding. When a group is formed, its productivity and bidding fund capacity will increase and be greater than the sum of its parts.

Rankings

You can check the name, location, total assets and number of businesses owned by the top 20 companies in the world.

Negotiation Skills

A list of skills that can glimmer under certain conditions after bidding ends. If you align the cursor on a skill, its effect and cost will be displayed. *Will not display if you have not learned any skills.

Trading Goods

A list of products handled by your company. A crown mark indicates that you have the world's largest market share of a product.

Town Info

You can check information about towns in which you own businesses.

Rules of Acquisition

When you select a business you want to acquire in "Business Acquisition", bidding (trade) begins. Use acquisition commands to push the acquisition gauge in your favor: Collect funds from businesses or groups you own or from partners to raise your bid, or use negotiation skills to your advantage.
If the gauge goes all the way to the edge of the opponent's side, the acquisition will be a success. If the gauge reaches the edge of your side, the acquisition will be a failure.

How to View the Business Acquisition Screen

1. Info
Displays number of days elapsed since start of bidding, target business details and messages.

2. Bid Price
Current bid price. The left side of the screen is your opponent, and the right side is your company.

3. Acquisition Commands
Commands that can be used during bidding. Details will be described later.

4. Acquisition Gauge
The gauge is divided into red and blue: Red is your opponent, blue is your company. The gauge of whoever has more sway will push toward the other side. The first to push their gauge all the way to the other side will be the winner of the acquisition.

Before Attempting an Acquisition...

1. If you plan on making an acquisition, make sure to carefully analyze your opponent. If a company that seems to have little association with the selected business appears, it is most likely backed by a parent company with deep pockets, and should be avoided during the early stages.

2. To the extent possible, focus on businesses that are located in the same region or handle the same products. This makes it easier to form groups.

Acquisition Commands

Commands that can be used during bidding are described below.

Request Funds

A command to request a business owned by your company to provide funds for bidding. You can raise the bid price without using your own funds, but the business might desert you if you abuse this command. Note that the probability of a business deserting you goes from high to low in the following order: red, yellow, blue and black (will not desert you with a single request).

Request from Group

A command to request funds from a group of your company's businesses. With the group formation bonus, you can collect more funds from the group than requesting each business to provide funds individually. However, as was the case with "Request Funds", businesses will desert you if you abuse this command.

Negotiate

A command to gain the advantage during bidding by using negotiation skills on the target business, your opponent or their businesses. You can learn negotiation skills regardless of whether you win or lose an acquisition.
*If you have not learned any negotiation skills, this command will not be displayed.

Provide Funds

A command to raise bidding funds from your company's total funds. Choose the amount you want to use by pressing up/down/left/right, and then confirm. However, if you spend too much to the point your funds run out, your reputation will be adversely affected. If the acquisition fails, your money will be returned.

Partner Funds

A command to request a partner to provide funds. Unlike requests to a group, you will never be rejected, but the amount you receive is relatively small.
*If you do not have a partner, this command will not be displayed.

* If you choose "Give Up" you can leave an Acquisition immediately. It will result in losing the sale.