



















# Terminology & Interface Guide

**TERMINOLOGY:**

Terms	Meaning	Curability
Life	Life Points. (When 0, your character dies).	Recover using Life healing items or Life healing skills.
Ki	Ki Points. (When 0, your character can't use skills).	Recover using Ki healing items or Ki healing skills.
EX	Experience Points. (Use these to upgrade your character's level).	-
LV	Level. (A higher level gives a character higher statistics).	-
Attack (ATK)	Strength of a weapon.	-
Strength (STR)	Physical strength of the character. (Doesn't include weapon strength).	-
Physical Defense (PDEF)	Defense against physical attacks.	-
Ki Defense (KDEF)	Defense against Ki Skill attacks.	-
Dexterity (DEX)	Character's accuracy. (Increase hit rate and chance of critical attack).	-

Terms	Meaning	Curability
Healthy	Character has no ailments.	-
Burned 	Life of character is reduced every turn.  (Effect will end after a battle ends).	Recover using Bright Emerald or Light Emerald or cure skills.
Confused 	Character attacks allies.  (Effect will end after a battle ends).	Recover using Bright Emerald or Dark Emerald or cure skills.
Drained   Absorb      Drained	Character's Life and Ki are absorbed by source.	-
Ki Drain   Absorb      Drained	Character's Ki are absorbed by source.	-
Blinded 	Character misses when attacking physically. (Last for 3 turns in the battle and ends after a battle ends).	Recover using Bright Emerald or Light Emerald or cure skills.

Paralyzed 	Character misses turn in battle. (Last for 3 turns in the battle and ends after a battle ends).	Recover using Bright Emerald or Dark Emerald or cure skills.
Accuracy Boost 	Raises character's Hit Rate. (Last for 3 turns in the battle and ends after a battle ends).	-
Accuracy Break 	Reduces character's Hit Rate. (Last for 3 turns in the battle and ends after a battle ends).	-
Attack Boost 	Raises character's physical attack. (Last for 3 turns in the battle and ends after a battle ends).	-
Attack Break 	Reduces character's physical attack. (Last for 3 turns in the battle and ends after a battle ends).	-
Ki Boost 	Raises character's Ki skill attack. (Last for 3 turns in the battle and ends after a battle ends).	-
Ki Break 	Reduces character's Ki skill attack. (Last for 3 turns in the battle and ends after a battle ends).	-
Defend Boost 	Raises character's defense. (Last for 3 turns in the battle and ends after a battle ends).	-
Defend Break 	Reduce character's defense. (Last for 3 turns in the battle and ends after a battle ends).	-

## CONTROLS & INTERFACE:

- **Battle Interface & Controls:**

In each battle, there will be a “Battle Command Window” (refer to the picture below) for each character.



There are “**Attack**”, “**Ki Skill**”, “**Defend**” and “**Item**” commands in the “Battle Command Window”.

	Command	Function
	Attack	To attack one enemy by using basic attack (normal/physical attack).
	Ki Skill	To attack or heal or support by using Ki. Every Ki Skill consumes some Ki points.
	Defend	To use one turn to reduce half of the damage inflicted onto the character that is defending. However, that character will not be able to attack or use Ki Skills and items for that turn.
	Item	To use any usable item in player’s inventory.

You can use both **mouse control** and **keyboard keys** to make selections and execute commands.

Function	Mouse	Keyboard
Select commands in the Battle Command Window.	Place the mouse cursor on the Battle Command Window.	Press <b>Up</b> and <b>Down</b> keys or <b>Numpad 2</b> and <b>Numpad 8</b> keys.
To execute a command in the Battle Command Window.	Left click (Mouse 1).	Press <b>Space</b> , <b>Enter</b> or <b>C</b> keys.
To cancel command selection. (This will also bring you a step backward to the previous menu selection).	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x</b> keys.

After selecting a command, a “**Target icon**” (refer to the picture below) will appear under a character or enemy. This shows the command that you have selected will be apply to that target.



All commands will have “Target icon” except for skills that apply to all characters or all enemies, skills that apply to the character who used the skill and “Defend” command.

Function	Mouse	Keyboard
Make selection or change the target of which the command applies to.	Place the mouse cursor on the character or enemy.	Press <b>Left</b> and <b>Right</b> keys or <b>Numpad 4</b> and <b>Numpad 6</b> keys.
To execute the command that has been selected onto that target.	Left click (Mouse 1).	Press <b>Space</b> , <b>Enter</b> or <b>C</b> keys.
To cancel. (This will also bring you a step backward to the	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x</b>

previous Battle Command Window).

keys.

All character's Life points and Ki points are stated at the bottom of the screen. The amount of Ki points needed to activate or use the skill is stated at the right side of each Ki Skill in the Battle Ki Skill Menu. Each Ki Skill is described on the top part of the Battle Ki Skill Menu.



In the Battle Item Menu, the amount of the specific item in the player's inventory is displayed at the right side of each item. The description of each item appears on the top part of the Battle Item Menu.



Function	Mouse	Keyboard
Make selection in the menu.	Place the mouse cursor on the item or skill.	Press <b>Left</b> and <b>Right</b> keys or <b>Numpad 4</b> and <b>Numpad 6</b> keys.
To execute a skill or item in the menu.	Left click (Mouse 1).	Press <b>Space</b> , <b>Enter</b> or <b>C</b> keys.
To cancel. (This will also bring you a step backward to the previous the Battle Command Window).	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x</b> keys.

- **In-game Interface & Controls:**

Below are the controls to invoke the Game Menu in the game while not in battle only.

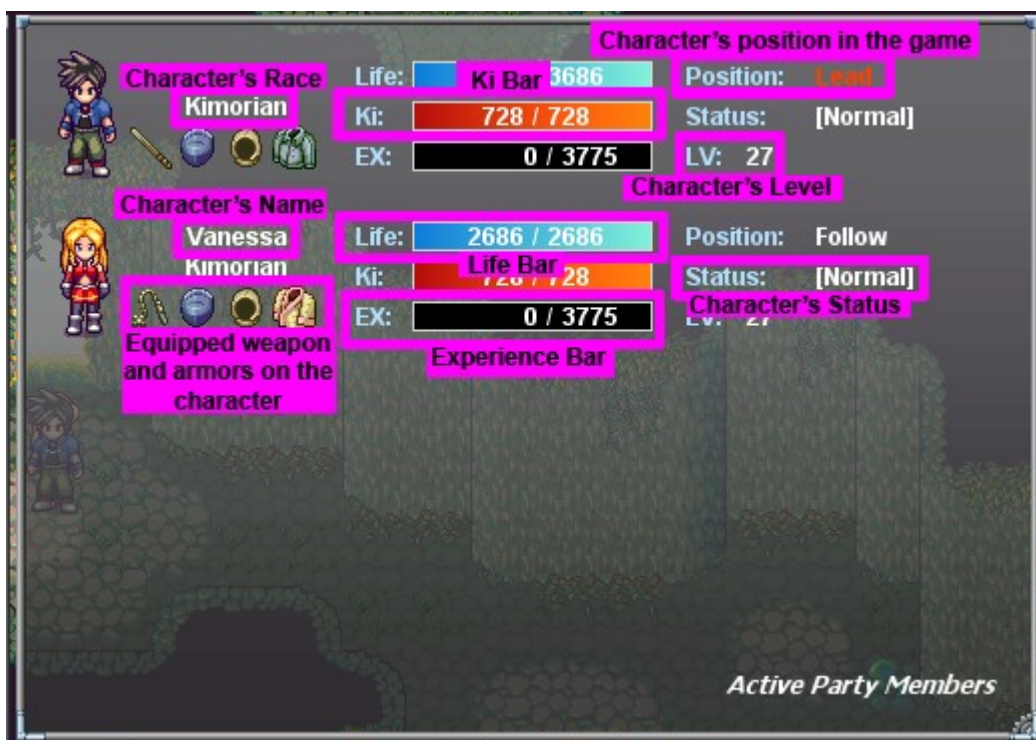
Function	Mouse	Keyboard
To open the Game Menu while not in battle only.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x keys</b> .
To make a selection in the Game Menu.	Place the mouse cursor on the character or enemy.	Press <b>Left</b> and <b>Right keys</b> or <b>Numpad 4</b> and <b>Numpad 6 keys</b> .
To execute a command or Sub Menu in the Game Menu.	Left click (Mouse 1).	Press <b>Space</b> , <b>Enter</b> or <b>C keys</b> .
To return to the previous menu.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x keys</b> .
To cancel.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x keys</b> .
To close the Game Menu.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x keys</b> .

The Game Menu is split into 4 sections. On the left side are the **12 sub menus** that can be accessed. At the bottom right, all the characters that are in the party are displayed regardless of whether they are active or are in reserve except for **side-quest characters** that will not participate in the battle. Only the 4 active party members are allowed to participate in battle.

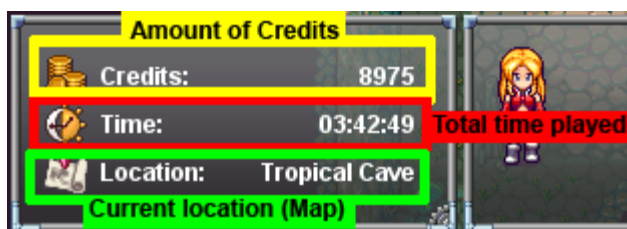


The characters that are active in the party are displayed on the right side. Player statistics (amount of Life, Ki,

experience and level), position in the party, equipped weapons, equipped armor, and status of each character are also displayed.



The amount of Credits the player has for purchasing items, total time played and location/map that the player is in are displayed at the bottom left.



Sub Menu	Function
Items	Use non-battle items in player's inventory.
Ki Skills	Use non-battle Ki Skills of selected character.
Equip	Display and equip characters' weapons and armor.
Party	To switch character to active or reserve mode.
Leader	Change position of the selected character to head of party.
Journal	Display the current quest or task that needs to be done by the player.
Profiles	Display statistics and data of active party members.
Options	Adjust game settings.
Help	Display basic controls and terminology of the game.
Quit	Exit the game.
Load	Load saved game.
Save	Save current game.

**a) Items:**

This is where the player is able to use consumable inventory items on any active party members except for items that can only be used in battle (example: Red Axinite – Battle item that inflict elemental damage on one enemy in battle).



Function	Mouse	Keyboard
To make a selection in the Item Menu. (This will also show description of the selection).	Place the mouse cursor on the item.	Press <b>Left</b> and <b>Right</b> keys or <b>Numpad 4</b> and <b>Numpad 6</b> keys.
To use an item.	Left click (Mouse 1).	Press <b>Space</b> , <b>Enter</b> or <b>C</b> keys.
To target item usage on character.	Left click (Mouse 1).	Press <b>Space</b> , <b>Enter</b> or <b>C</b> keys.
To return to the previous menu.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x</b> keys.
To cancel.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x</b> keys.
To close Menu.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x</b> keys.

**b) Ki Skills:**

This is where all the Ki Skills of the active party members are displayed. The player is able to use non-battle Ki Skills for the purpose of healing, curing and increasing Ki on selected characters.

After selecting “Ki Skills” in the Game Menu (K1), the player has to select a character who will use the Ki Skill from the window of active party members (K2) before the Ki Skills Menu is displayed.



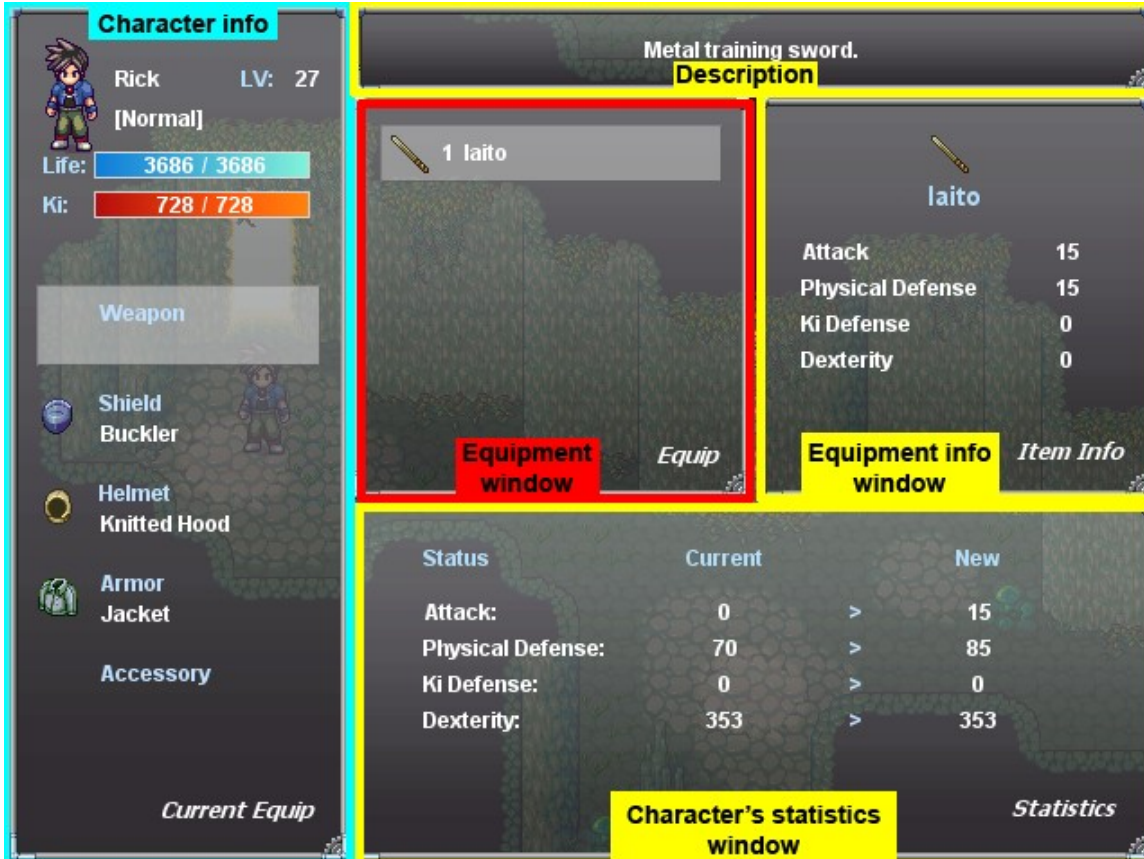
Function	Mouse	Keyboard
To make a selection in the Ki Skill Menu. (This will also show description of the selection).	Place the mouse cursor on the character or skill.	Press <b>Left</b> and <b>Right</b> keys or <b>Numpad 4</b> and <b>Numpad 6</b> keys.
To use a Ki Skill.	Left click	Press <b>Space</b> ,

	(Mouse 1).	<b>Enter or C keys.</b>
To target Ki Skill on character. (This does not apply for self-target and all-target Ki Skills).	Left click (Mouse 1).	Press <b>Space</b> , <b>Enter</b> or <b>C keys</b> .
To return to the previous menu.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x</b> <b>keys</b> .
To cancel.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x</b> <b>keys</b> .

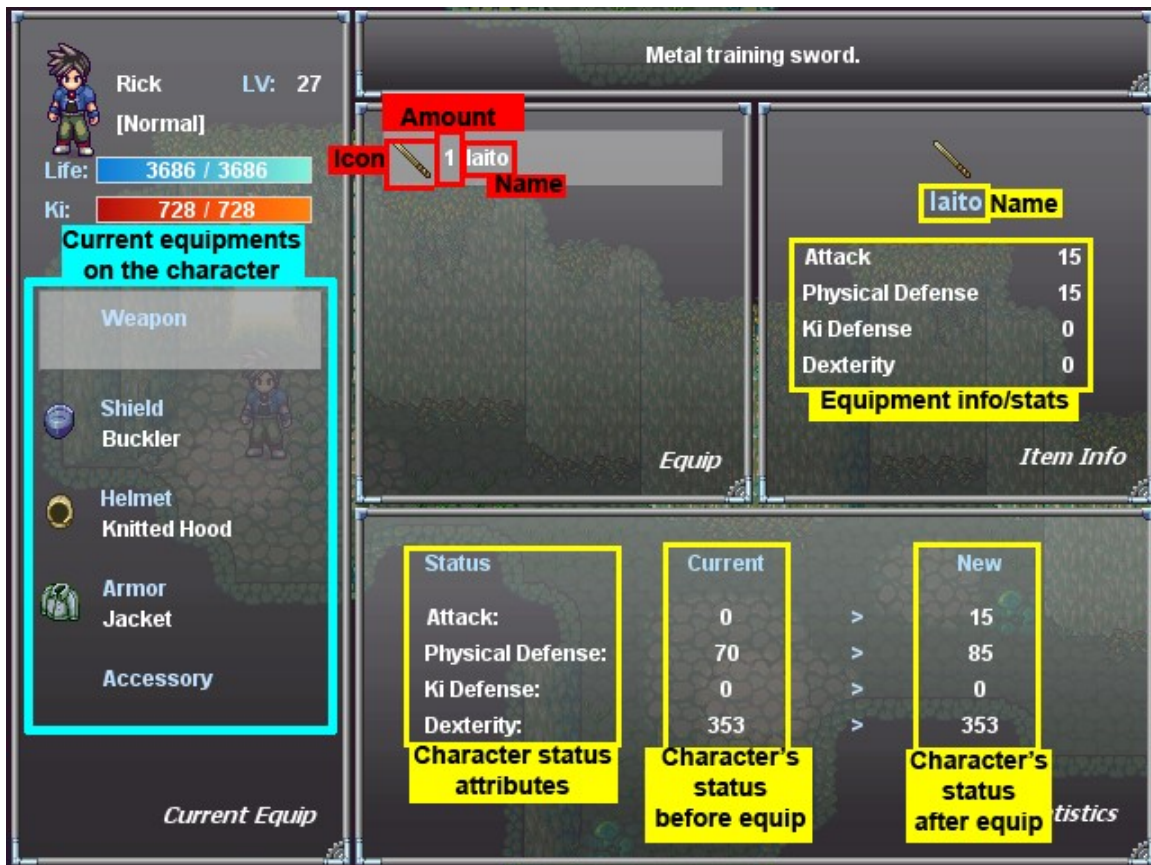
**c) Equip:**

This is where the player is able to equip or unequip equip-able for all active party members.

Similar to Ki Skill usage, the player has to select a character after selecting “Equip” in the Game Menu before the Equip Menu is displayed.



You are able to view the attributes of the equipment in the “Equipment Info window”. You are also able to compare the status of your character before and after equipping the equipment.



To equip, you have to first select the category of equipment that you want to equip. There are 5 categories: **Weapon, Shield, Helmet, Armor and Accessory.**

Function	Mouse	Keyboard
To make a selection in the Equip Menu. (This will also show description of the selection).	Place the mouse cursor on the character or category.	Press <b>Left</b> and <b>Right</b> keys or <b>Numpad 4</b> and <b>Numpad 6</b> keys.
To decide on a category of equipment.	Left click (Mouse 1).	Press <b>Space</b> , <b>Enter</b> or <b>C</b> keys.
To equip or unequip item on character.	Left click (Mouse 1).	Press <b>Space</b> , <b>Enter</b> or <b>C</b> keys.
To return to the previous menu.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x</b> keys.
To cancel.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x</b> keys.

Decide on a category (K3) in the Equip Menu and the Equipment Window will show the list of equip-able items that you possess. Equip the item in the Equipment Window (K4) and the character will be bestowed with the attributes of the item until it is unequipped. To unequip an item, simple select the empty slot directly below all the equip-able items in the Equipment Window.



**d) Party:**

This is where the player is able to switch party members from active to reserve mode. Remember that only 4 party members can be in active mode. Active mode allows the party members to take part in battle and appear to be following the main character outside of battle.

Function	Mouse	Keyboard
To make a selection in the Party Menu.	Place the mouse cursor on the character.	Press <b>Left</b> and <b>Right keys</b> or <b>Numpad 4</b> and <b>Numpad 6 keys</b> .
To decide on a character.	Left click (Mouse 1).	Press <b>Space</b> , <b>Enter</b> or <b>C keys</b> .
To return to the previous menu.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x keys</b> .
To cancel.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x keys</b> .

When a character's status in the party is stated as "**Active**", it means that the character is in active mode. Otherwise, the character will not be visible and will be in "**Reserve**".

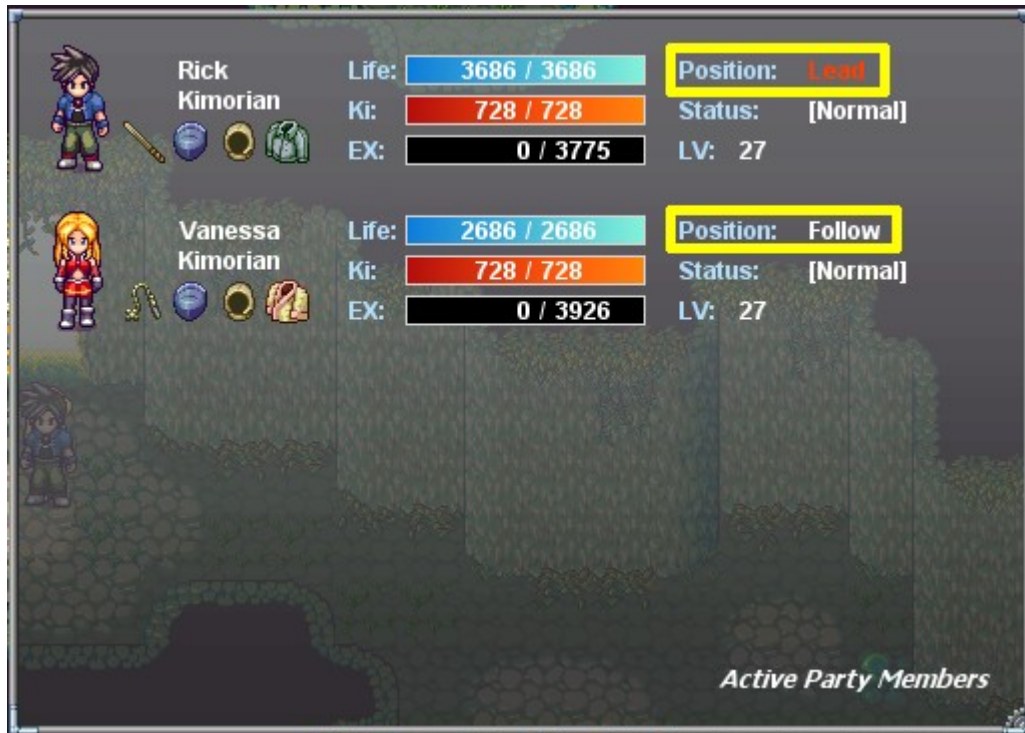


**e) Leader:**

This is where the player is able to change the position of the selected character to the head of the party when displayed outside of battle. The other 3 characters in active mode will follow the head of the party.

Function	Mouse	Keyboard
To make a selection in the Leader Menu.	Place the mouse cursor on the character.	Press <b>Left</b> and <b>Right keys</b> or <b>Numpad 4</b> and <b>Numpad 6 keys</b> .
To decide on a character.	Left click (Mouse 1).	Press <b>Space</b> , <b>Enter</b> or <b>C keys</b> .
To cancel.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x keys</b> .

When a character's position is stated as "**Leader**", it means that the character is in the head of the party. Otherwise, it will be stated as "**Follow**".



**f) Journal:**

This is where the player is able to view the current quest or task that needs to be done. It is important to view this when you are lost in the game or if you have just loaded a save game and you cannot remember what to do next. The shortcut key to access the Journal is “s”.

Function	Mouse	Keyboard
To cancel or return to the previous menu.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x</b> <b>keys</b> .



**g) Profiles:**

This is where the player is able to view each active party member's statistics and data. After selecting "Profiles" (K5) in the Game Menu, the player has to select the character in the Active Party Window (K6) before the Profiles window appears.



Function	Mouse	Keyboard
To make a selection in the Active Party Window.	Place the mouse cursor on the character.	Press <b>Left</b> and <b>Right</b> keys or <b>Numpad 4</b> and <b>Numpad 6</b> keys.
To decide on a character.	Left click (Mouse 1).	Press <b>Space</b> , <b>Enter</b> or <b>C</b> keys.
To return to the previous menu.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x</b> keys.
To cancel.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x</b> keys.



**Name:** Rick Brightheart  
**Home:** Bidari  
**Age:** 18

Rick is a Bidarian warrior who is coming into age. As a Kimorian enhanced human, the Elders expect Rick to perform and he also faces tremendous pressure from his prominent parents in the Bidarian army. Rick is skilled but his childhood memories of a girl with wings, prompting him to swear off violence, continue to haunt him.

*Biography*

**Weapon :** Iaito  
**Shield :** Buckler  
**Helmet :** Knitted Hood  
**Armor :** Jacket  
**Accessory :**

**Current equipped equipments**



Rick

**Experience**

**Current Experience:** 29320  
**Experience For Next Level:** 3775

**Attack:** 15  
**Physical Defense:** 85  
**Ki Defense:** 0  
**Strength:** 368  
**Dexterity:** 353  
  
**Hit Rate (%):** 100

**RACE:** Kimorian  
**LV:** 27  
**Life:** 3686 / 3686  
**Ki:** 728 / 728

**STATUS:**  
 [Normal]

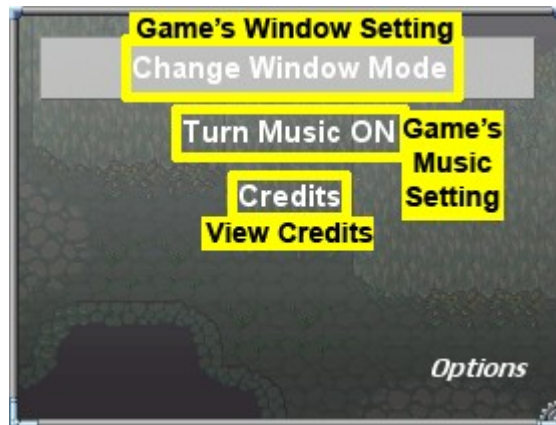
**Total of current stats**

*Rick's Statistics*

**h) Options:**

This is where the player is able to adjust the game settings.

Function	Mouse	Keyboard
To make a selection in the Options Menu.	Place the mouse cursor on the setting.	Press <b>Left</b> and <b>Right</b> keys or <b>Numpad 4</b> and <b>Numpad 6</b> keys.
To decide on an option.	Left click (Mouse 1).	Press <b>Space</b> , <b>Enter</b> or <b>C</b> keys.
To return to the previous menu.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x</b> keys.
To cancel.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x</b> keys.



Settings	Function
Change Window Mode	To toggle between Full Screen or Windowed Mode.
Turn Music (ON/OFF)	To toggle the background music for the game. [When the music is on, it will show: " <b>Turn Music OFF</b> ".] [When the music is off, it will show: " <b>Turn Music ON</b> ".]
Credits	To view the credits.

**i) Help:**

This is where the player is able to view the basic terminology and controls of the game.

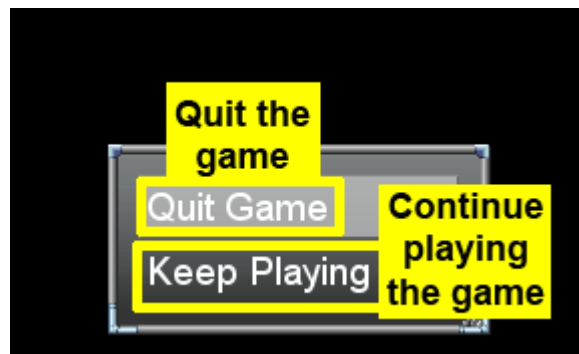
Function	Mouse	Keyboard
To return to the previous menu.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x</b> keys.



**j) Quit:**

This is where the player is able to quit the game from the Game Menu and be taken back to the title screen. The player can also quit the game immediately by pressing "**Alt + F4**" or by clicking on the "**X**" (Close Window button) at the top right corner of the window when in Windowed Mode.

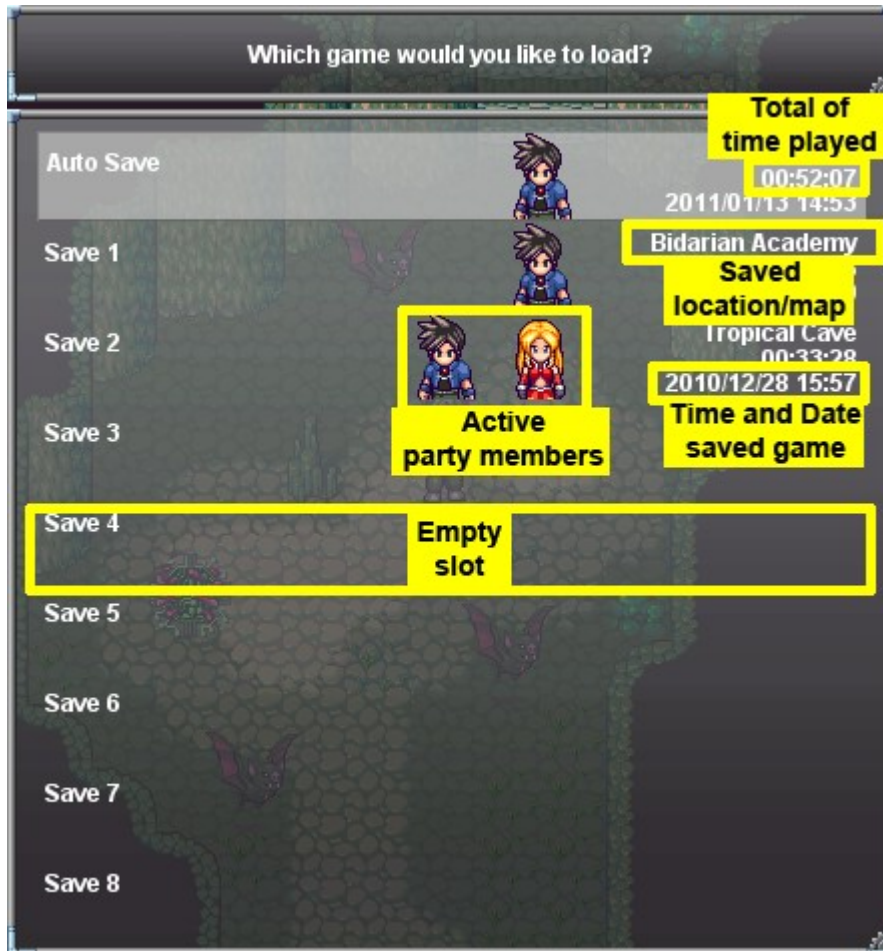
Function	Mouse	Keyboard
To make a selection in the Quit Menu.	Place the mouse cursor on the command.	Press <b>Left</b> and <b>Right keys</b> or <b>Numpad 4</b> and <b>Numpad 6 keys</b> .
To decide on a selection.	Left click (Mouse 1).	Press <b>Space</b> , <b>Enter</b> or <b>C keys</b> .
To return to the previous menu.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x keys</b> .
To cancel.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x keys</b> .



**k) Load:**

This is where the player is able to load saved games. **Auto-save** is a saved game that is automatically created when the player is transferred to a new map.

Function	Mouse	Keyboard
To make a selection in the Load Menu.	Place the mouse cursor on the saved game.	Press <b>Left</b> and <b>Right keys</b> or <b>Numpad 4</b> and <b>Numpad 6 keys</b> .
To load a saved game.	Left click (Mouse 1).	Press <b>Space</b> , <b>Enter</b> or <b>C keys</b> .
To return to the previous menu.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x keys</b> .
To cancel.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x keys</b> .



**I) Save:**

This is where the player is able to save the game's progress. The player is able to save in 8 overwriteable slots just in case the player wants to go back to a particular time in the game. The player need not save the game manually as the Auto-save feature will always update the auto-save slot when the player is transferred to a new map. However, the player is encouraged to manually save to return to a point in time of the game where the player might need to level up the characters before proceeding further.

Function	Mouse	Keyboard
To make a selection in the Save Menu.	Place the mouse cursor on the saved game.	Press <b>Left</b> and <b>Right keys</b> or <b>Numpad 4</b> and <b>Numpad 6 keys</b> .
To save a game's progress to the selected slot. Previous saved game is overwritten automatically.	Left click (Mouse 1).	Press <b>Space</b> , <b>Enter</b> or <b>C keys</b> .
To return to the previous menu.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x keys</b> .
To cancel.	Right click (Mouse 2).	Press <b>Esc</b> , <b>Numpad 0</b> or <b>x keys</b> .

