

Burning Faith

Instructions Manual

I GAMEPLAY FEATURES

I.1. BATTLE STAR CODE

You get a CHEERS (and extra EXP and GOLD) if you complete a battle in a timely fashion. The difficulty (length) of each battle is indicated by the number of stars (sometimes zero star).

- No Star -> Finish the battle in 10 turns or less for CHEERS!
- ★-> Finish the battle in 20 turns or less for CHEERS!
- ★★-> Finish the battle in 30 turns or less for CHEERS!
- ★★★-> Finish the battle in 40 turns or less for CHEERS!

Better bonuses apply if the player finishes in 10 turns LESS than the CHEERS limit, eg in 20 turns or less in the case of ★★, and so on.

I.2. RECORDS

Records are saved locally (specific to a savefile) and globally (over all savefiles).

Global (all-time) records only apply in **Normal Game** (not New Game+) and as long as you haven't suffered a battle defeat in your playthrough.

If you lose once, you will only get local records from the point of defeat on (records from past battles will be unaffected).

I.3. MP and TP

MP (Magic Points) are necessary to use your spells.

TP (Technic Points) are necessary to use your skills.

Spells and skills are called Specials. Both are very important in this game.

Your characters start each battle with 25TP, whereas enemies do so with a random number between 0 and 25.

You gain TP from hitting normally or getting hit, but also 2 extra if you kill an enemy (only 1 if you do so by using a Special with multiple targets).

Your characters start each battle with their full MP tank.

Plan ahead how much MP you're going to need so you don't run out of MP before the battle is over, which could lead to dire consequences.

Both TP and MP can be slightly replenished after a turn is over.

- Each character (and enemy) has their AGI total out of 100 chances to get +2 TP. For instance an AGI of 80 gives you 80% chances to get +2 TP each turn.
- Similarly each character and enemy has their LUK total out of 100 chances to get +1 MP. Therefore, a LUK of 80 gives you 80% chances to get +1 MP each turn.

This does not last forever.

It lasts as long as the maximum number of turns allowed to still get a CHEERS (which is different from one battle to another).

For instance if a battle has 1 star, it means it can be finished between 10 and 20 turns to get a CHEERS, so the MP/TP of each character (and enemy) may get a +1/+2 up until the 20th turn included.

I.4. TREASURE CHESTS and ITEMS OF INTEREST (eg crates, barrels)

While in battle mode, position a character over a treasure chest, or any item you'd like to check out, and use "wait". This will prompt the character to open the treasure or check out the barrel, crate etc.

You don't have to necessarily use "wait" if you can perform a more interesting action instead, such as attacking, using a skill or a spell. The chest will still be opened as long as you stand on it.

I.5. TERRAINS

Move range is very important in this game.

It determines how many maximum tiles each character or enemy is allowed to move each turn. It is also affected by terrains.

There are 3 terrain types of gradual difficulty in this game:

- "difficult" terrain (eg broken, dirty or full of weed)
- water
- air

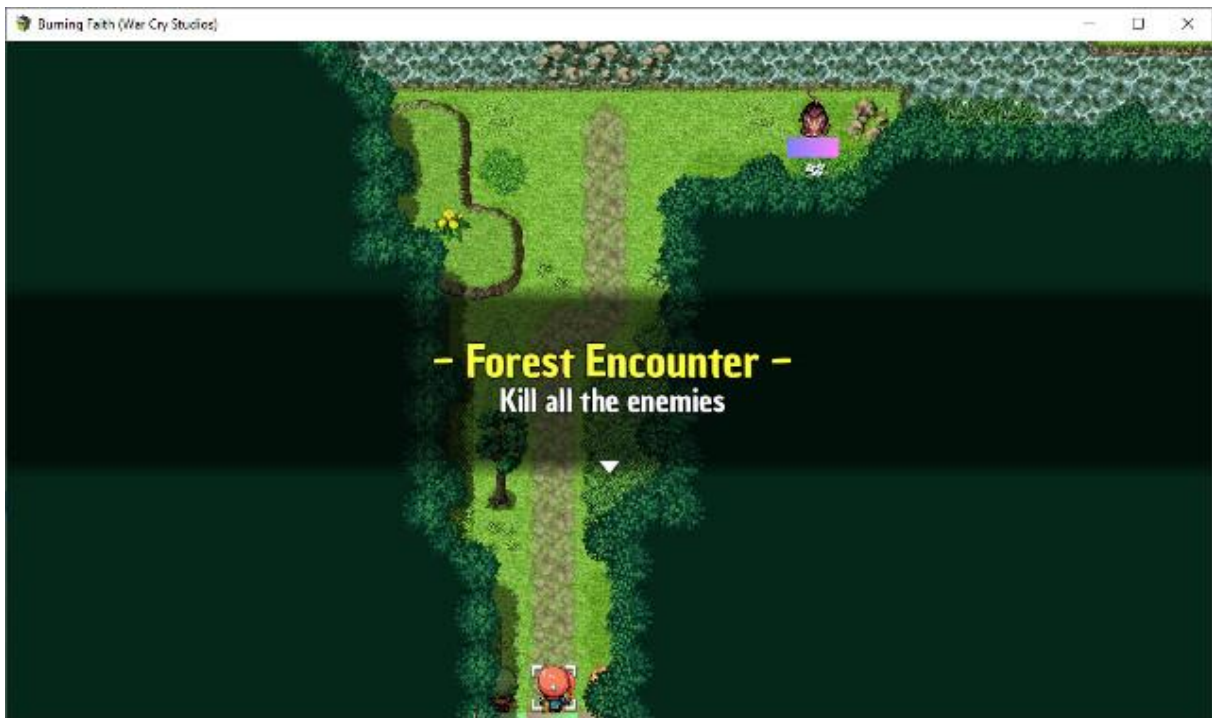
Flying battlers can "walk" on all 3 terrains, whereas sea battlers (such as mermaids or squids) can manage water and difficult terrains. Agile characters such as thieves or elves can go through difficult terrains.

I.7. STATES EFFECTS

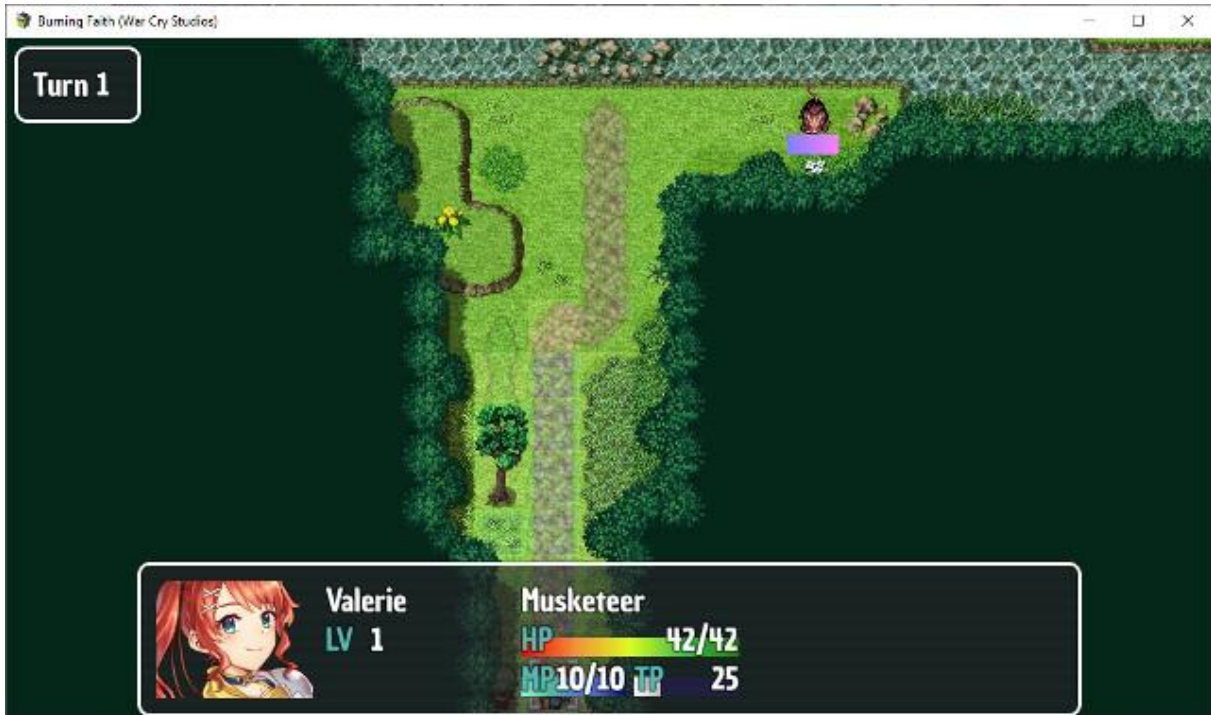
- Poisoned: -10% HP per turn
- Bleeding: -12% HP per turn
- Blinded: DEF/LUK 90%, -50% accuracy and evasion
- Silenced: can't use spells, LUK 50%
- Tired: can't use skills, -1 move, AGI 50%
- Dizzy: can't use normal attack, MAT 90%
- Charmed: cannot move, 25% chances removed by damage, ATK 90% LUK 110%
- Paralyzed: cannot move, ATK/DEF 70%, evasion -100%
- Sleeping: cannot move, 100% chances removed by damage, ATK/DEF 50%, evasion -100%
- Confused: attack an ally, 50% chances removed by damage

STEP-BY-STEP TUTORIAL "HOW TO PLAY THE GAME"

1. The battle begins. You see the name of the area as well as your objective. If you explore the map with your mouse or the directional arrows, you can also see all the enemies and your characters, who are generally gathered at the bottom of the map.



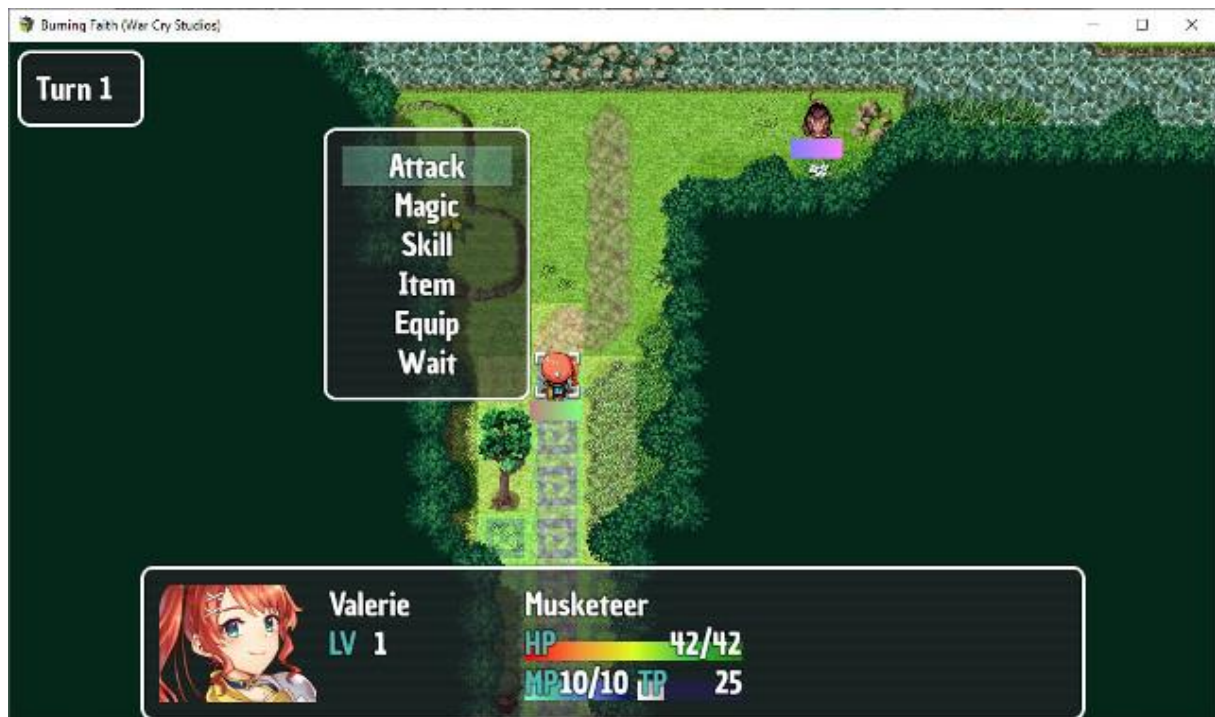
2. Your turn begins. Select one of your characters by moving the cursor over them and press ENTER/SPACEBAR (or left-click if you're using the mouse) once to see their move range (indicated with blue squares) and attack range (indicated with a yellow area). Move range means how far they can go in one turn, weapon range means the spots they can hit with their normal attack after they've moved.



- 3. Pick a position among the ones available (indicated by blue squares) and position your character on the battlefield by clicking on the blue square of your choice. A red arrow will indicate for confirmation the move you're about to perform.



4. Click again to validate the move (or press ESC/right-click to cancel it and pick another one). Your character will perform the desired move and as a result, a menu of possible actions will automatically pop up.



5. Actions are pretty common to all RPG.

- Select "Attack" to attack with your weapon (whose range is indicated in yellow)
- Select "Magic" to use one of your spells (if any)
- Select "Skill" to use one of your skills (if any)
- Select "Item" to use an item from your inventory

If you have nothing to do, just select "Wait" and the cursor will automatically move to the next character.

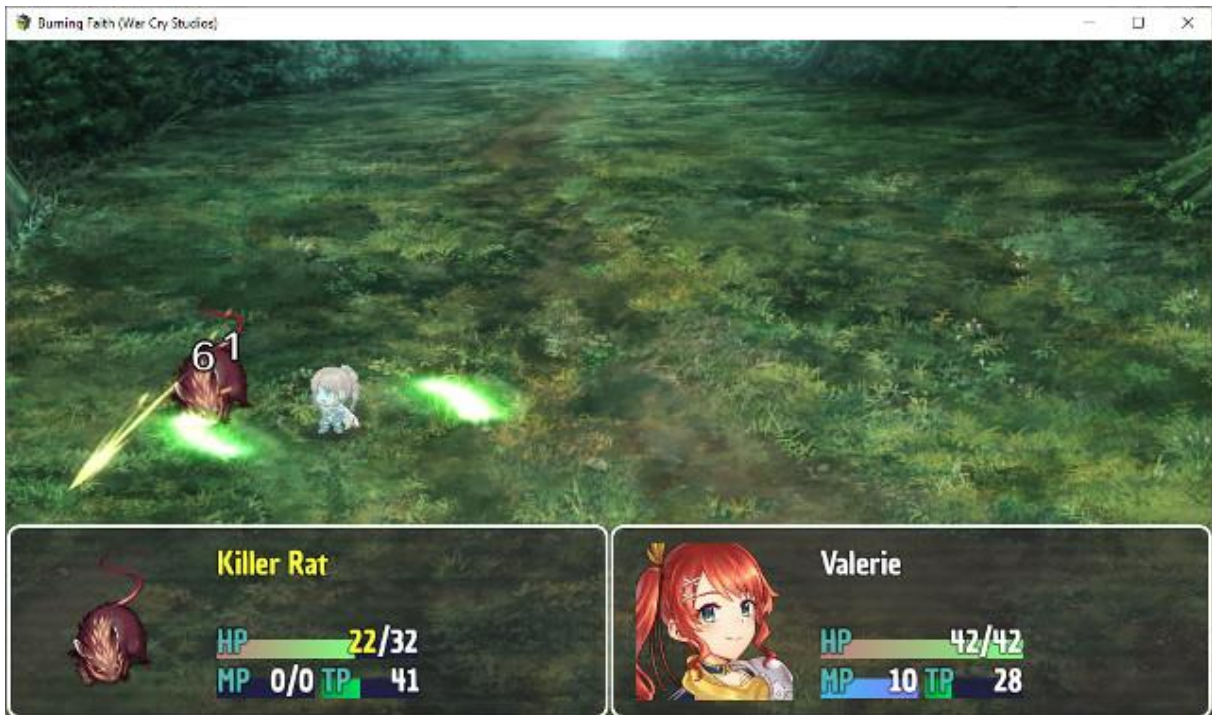
You can repeat steps 1 to 5 with each character until you've played them all.

6. If there is an enemy nearby, most of the times you should attack them or pick a spell (or a skill) to target them, instead of picking "Wait". A recap screen will display your character, the enemy you're targeting, and an estimation of the damage they will receive (at bottom/right).

Make sure to click on "Fight" at the bottom of the screen to validate your action (Attack, a spell, a skill etc).



7. If you attack (or target an enemy), this will prompt a sideview battle sequence, showing the result of your action.



8. Once your turn is over (ie you've played all your characters), monsters will attack, which is called the "Enemy Phase". Once the Enemy Phase is over, if at least one of your characters is still alive, it's your turn again, and you can assign new positions and actions to each of your remaining characters, by repeating steps 1 to 7 until you either win or the monsters do.