# Monotone Princess Walkthrough

## Items

There are four types of items in the game; mission items used in battle, equipment which you obtain via mini cutscenes and needs to be equipped before heading out, as well as key items which you're asked to find in missions and event items which are received during the course of the story.

#### Mission Items

Items can be found in breakable wooden boxes, barrels, or treasure chests. During item locating missions, they may also contain a dud (a metal can), or trigger trap and force you into battle.

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| --- | --- | --- |
|  | Stone Sun (Small) | Recovers 15% of your HP. |
|  | Stone Sun (Mid) | Recovers 35% of your HP. |
|  | Stone Sun (Large) | Full HP recovery. |
|  | Stone Moon (Small) | Amplifies resonance by 25%. |
|  | Stone Moon (Large) | Amplifies resonance to max. |
|  | Gold Skull | Restores HP and resonance to max. |
|  | Jewel Skull | Increases attack power by 1.5x for 30 seconds. |
|  | Crystal Skull | Halves damage received |

#### Equipment

Equipment can be accessed via the Item Menu and should be set before heading out on a mission. Note that when a character has an abnormal status, Finishing Strikes can't be used.

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| --- | --- | --- |
|  | Antidote | Halves the duration of poison to 8 seconds. |
|  | Stimulant | Halves the duration of shock to 5 seconds. |
|  | Water Bucket | Halves the duration of confusion to 5 seconds. |
|  | Alarm Clock | Halves the duration of sleep to 5 seconds. |
|  | Sub Soul | Automatic revival on death. Can only be used once. |
|  | Second Life Soul | A Maka-only item, obtained on Day 3, in the sub-event "Unqualified". When equipped, Blair will join you in battle, changing the alternative combo attacks. |

## Side Quests

Extra missions can be taken from the Bulletin Board in the Hallway (Days 1-3) and the Special Guidance Room (4-6). While these are not essential, completing the missions will allow your chosen characters to level up. Each team can take up to five side quests per day.

#### Report Card

Your performance on each mission will be graded based on 3 out of a possible 8 conditions, as well as a level bonus depending on how much your current level differs from the suggested level.

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| --- | --- |
| EXP Obtained | Final Grade |
| 250+ | A |
| 176+ | B |
| 125+ | C |
| 50+ | D |
| 0 | E |

#### Levelling Up

EXP is earnt by clearing missions in teams. Once the required EXP for the current level bracket has been reached, said team will level up. E.g., for Maka Team at Level 1, 150+ points are needed, and at Lvl. 17, 250+ will be needed.

After levelling up, your max HP, speed of achieving resonance and finishing strike attack power will increase, and EXP will be reset. At the end of each day, all teams will be raised above a certain level.

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| --- | --- |
| Level | EXP Required to Level Up |
| 1 -4 | 150 |
| 5-9 | 175 |
| 10-14 | 200 |
| 15-19 | 250 |
| 20-24 | 300 |
| 25-27 | 350 |
| 28-30 | 400 |