

# Tower Descent Simulation

## Official Player Guide

U.A. High School Training Exercise



First Edition | by TsuMePlz

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# Introduction

Welcome to the official player guide for Tower Descent Simulation, an immersive roguelike experience set in the My Hero Academia universe. In this challenging training exercise, you will guide the students of U.A. High School Class 1-A through 20 increasingly difficult zones as they descend into the depths of an underground facility.

## What is Tower Descent Simulation?

Tower Descent Simulation is a turn-based roguelike game where strategic decision-making and resource management are key to success. You will deploy students one at a time into procedurally generated zones, engaging in tactical combat, exploring for valuable resources, and facing powerful boss enemies.

## Key Features

**21 Playable Characters** - Each Class 1-A student has unique abilities, stats, and personal skills

**Dual Skill System** - Global skills benefit everyone, personal skills provide powerful bonuses but are lost if captured

**Environmental Effects** - Seven zone types with different effects on character performance

**Team-Up Attacks** - 28 devastating combination attacks between Level 10+ partners

**Party Buff Skills** - Support characters can unlock abilities that benefit the entire team

**Persistent Progression** - Global skills and boss damage carry between attempts

**Adaptive Final Boss** - All For One grows stronger based on how many students you lost

# Game Controls

Tower Descent Simulation uses a text-based command interface. All actions are performed by typing commands and pressing Enter.

## Combat Commands

Command	Description
1 - Attack	Perform a basic attack using your current attack stat
2 - Quirk	Use a powerful quirk ability that costs energy
3 - Item	Use an item from your shared inventory
4 - Skills	Access the skill tree menu mid-combat
5 - Team-Up	Execute a devastating team-up attack (Level 10+ required)
6 - Plus Ultra	Full HP and Energy recovery (once per zone, all skills maxed)

# Combat Mechanics

Combat in Tower Descent Simulation is turn-based and tactical. Understanding the combat system is essential for success, especially in later zones and boss fights.

## Damage Calculation

**Actual Damage = max(1, Base Damage - Target Defense)**

Where Base Damage = Attack stat + random variance (-3 to +5) and Target Defense = Defender's defense stat. All attacks deal at least 1 damage.

## Combat Passives

Character	Passive	Effect
Mashirao Ojira	Last Stand	2x damage when HP ≤ 25%
Izuku Midoriya	Defensive Instinct	2x defense when HP ≤ 25%
Katsuki Bakugo	Ambush Master	+30% damage on first strike
Eijiro Kirishima	Hardening Armor	-10% damage taken
Denki Kaminari	Electric Shock	33% chance to stun enemy
Shoto Todoroki	Versatile Combat	+5% to all combat stats

# Class 1-A Roster

All 21 students of Class 1-A are available to deploy (20 initially, Hitoshi Shinso unlocks in Zone 3+). Each has unique stats, abilities, and specializations.

## Character Roles

Role	Purpose	Count	Key Characters
TANKS	High survivability, frontline fighters	5	Kirishima, Todoroki, Midoriya
DAMAGE	High attack, end fights quickly	5	Sato, Bakugo, Ojiro
SCOUTS	POI discovery, rescue missions	5	Hagakure, Iida, Sero
SUPPORT	Bufs, healing, utility	5	Uraraka, Asui, Mina, Momo

# Early Game Tips

Your first few zones set the foundation for your entire run. Here are essential tips for zones 1-7.

## First Zone Priority

1. **Deploy a Balanced Character** - Midoriya or Todoroki are excellent first choices
2. **Invest in Global Skills** - Put your first skill points into Strength or HP
3. **Learn Combat Flow** - Practice basic attack vs quirk ability timing
4. **Search Everything** - POI searches give valuable items early

## Skill Point Strategy

### **Recommended Split (First 10 Points):**

- 4 points in Strength (permanent damage boost)
- 3 points in Vitality (more HP for everyone)
- 2 points in Defense (survivability)
- 1 point in Stamina (energy pool)

**Why this works:** Focuses on survivability and consistent damage. Evasion becomes more valuable later when you understand combat flow.

# Boss Fight Strategies

Boss fights occur every 5 zones and at zone 20 (final boss). These encounters are significantly harder than regular combat.

## Boss Mechanics

**Persistent HP:** Boss health carries over between attempts

**Higher Stats:** Bosses have 2-3x the HP of regular enemies

**Scaling Difficulty:** Stats increase with zone number

**Strategic Deployment:** You can retreat and switch characters

## Multi-Attempt Strategy

Because boss HP persists, you can employ a chip damage strategy:

**First Attempt:** Deploy a high-damage character (Sato, Bakugo) to deal massive damage

**Second Attempt:** If first character falls, deploy a tank (Kirishima, Todoroki) to finish the weakened boss safely



# Final Boss: All For One

The final boss at zone 20 is unique and adaptive. All For One grows stronger based on the number of students captured during your run.

## Adaptive Difficulty

Captured Students	HP	Attack	Defense
0 (Perfect Run)	200	20	10
5 Students	450	45	20
10 Students	700	70	30
15 Students	950	95	40

### Strategy:

- Bring your highest-level, most-equipped character
- Use Team-Up attacks if you have Level 10+ partners available
- Have at least one character with Plus Ultra unlocked
- If Asui has Ribbit Recovery, she provides a party-wide safety net

# Closing Notes

Thank you for reading this official player guide for Tower Descent Simulation. We hope this guide helps you achieve victory and master all aspects of the game.

**Game Design & Development:** TsuMePlz  
**Inspired By:** My Hero Academia by Kohei Horikoshi  
**Guide Author:** TsuMePlz

**Plus Ultra!**  
Go beyond your limits and achieve victory