Game Information: Defense, Affinity, and Items!

**Monster Defense**:

This statistic is referred to as (Def), it describes how damage is received by the monster, it has a numerical value which corresponds to their Def.

**0**- The monster has 0 defense, they will take all damage directed at them unless affected by an outside source.

**1**- Damage the monster is to receive is reduced by 2 points before it is received.

**2**- Damage the monster is to receive is reduced by 1/4 before it is received.

**3**- Damage the monster is to receive is reduced by 1/3 before it is received.

**4**- Damage the monster is to receive is reduced by 1/2 before it is received.

**Player Defense (Def):**

This statistic is treated as any normal defense would be where the number written is subtracted from the potential damage taken. Equipped items can affect this number.

**Enemy Elemental Defense (ED):**

This statistic explains how the wide variety of monsters react to various elements that are used on them. As some of them have special affinities.

**0**- There is no special defense for any element. Damage is calculated by Def only.

**1**- All elements listed (By Number e.g. 1-3, 6) deal half of their intended damage.

**2**- All elements listed have their damage reduced to 0 and grant health to the opponent equal to 1/2 of the intended damage.

**3**- All elements listed have their damage reduced to 0 **and** grant health to the opponent equal to 1/2 of the intended damage **and** deal damage to the player equal to 1/4 of the intended damage.

**4**- All elements listed have their damage reduced to 0 **and** grant health back to the opponent equal to 3/4 of the intended damage **and** deal damage to the player equal to 1/2 of the intended damage.

**Item Shops:**

Item shops are found throughout a world and are denoted by a yellow square(s). These places are treated as calm spaces, unless otherwise noted, and you may buy elements, weapons, and armor here. The prices for item shops, in N(Neutrons), are as follows. Note that a player may only buy elements if their level allows them to synthesize them.

H-20N

He-10N

Li-30N

Be-30N

B-50N

C-50N

N-40N

O-30N

F-80N

Ne-100N

Na-

Mg-

Al-

Si-

P-

S-

Cl-

Ar-200N

K-

Ca-

Sc-

Ti-

V-

Cr-

Mn-

Fe-

Co-

Ni-

Cu-

Zn-

Ga-

Ge-

As-

Se-

Br-

Kr-300N

Rb-

Sr-

Y-

Zr-

Nb-

Mo-

Tc-

Ru-

Rh-

Pd-

Ag-500N

Cd-

In-

Sn-

Sb-

Te-

I-

Xe-400N

Cs-

Ba-

La-

Hf-

Ta-

W-

Re-

Os-

Ir-

Pt-

Au-3000N

Hg-

Tl-

Pb-

Bi-

Po-

At-

Rn-500N

All weapon prices and armor prices are as follows (Note, any character may only have 1 weapon and one armor at a single time, also, if you buy a new weapon or armor it is chosen at random just as it was in the beginning of the game, but if you are upgrading then it is the upgraded version of whatever weapon/armor you are carrying):

Level 1 weapon/armor- 100N with level 1 status

Level 2 weapon/armor- 300N with level 3 status

Level 3 weapon/armor- 500N with level 6 status

Level 4 weapon/armor- 700N with level 9 status

Level 5 weapon/armor- 900N with level 12 status

Level 6 weapon/armor- 1100N with level 15 status

Level 7 weapon/armor- 1300N with level 18 status

Level 8 weapon/armor- 1500N with level 21 status

Level 9 weapon/armor- 1700N with level 24 status

Level 10 weapon/armor- 1900N with level 27 status