

Brave Vesperia: How-to-Play

Brave Vesperia is an arena battle simulation game based on the characters from the 2008 role-playing video game *Tales of Vesperia* with similar gameplay mechanics to the 2020 mobile game *Tales of Crestoria*.

Goal: The goal is to complete 2 waves of 4 enemies each and 1 wave of a single boss enemy.

Mechanics: The game follows a traditional turn-based battle system, although scaled back to be much simpler. The player starts on the selection screen, where he or she picks four characters to be a member for the party. The four members chosen will remain in the same order as chosen. After selecting four characters, a button to begin the battle appears. This button will only show if four characters are chosen. On the selection screen, there exists an Easter Egg to unlock 2 secret characters when a certain *code* is inputted using keys on the keyboard.



BATTLE WITH THIS TEAM

Once the player enters the battle, he or she will be greeted with the general battle interface. On the left exists the party chosen, and on the right exists 4 randomly assigned enemies from a group of 6, and there may be multiple of one enemy. These enemies differ in element, a mechanic that allows for damage bonuses, both for and against the player. In the middle of the screen exists the game state: the wave, turn, hit count, and total damage.

For each alive party member, seen on the right, the player chooses an attack or “arte” (a special attack) to attack one or all enemies. The normal attack only attacks a single enemy once, and artes can either attack one or all alive enemies. Hover over an offensive arte to see its properties. Estellise is the only character with a healing arte, which heals 5000 health to one ally, and this amount is affected by the turn hit count.

An arte has a certain number of hits attached to it. Over the course of a turn, every 10 hits nets the player a 10% attack bonus for every hit of damage done to an enemy. Combo together large hit counts for massive damage bonuses!

There also exists a small critical hit chance, where if activated, will cause a hit to do 1.5x the damage.

Lastly, the elemental bonus, or penalty depending on the circumstance, is a mechanic, shown in the middle, that either boosts or hinders the attack power of an attack depending on the character’s or enemy’s element. When an attacked foe is weak to the element of the character attacking, the attacker will gain a 1.2x damage boost to the attack. However, if the attacked is strong against the element of the attacker, then the attacker’s damage will only do 0.8x damage. Strategize who to target first to avoid taking more damage!

Each arte has a cooldown in which it cannot be used after a certain number of turns. Plan accordingly to use artes to string big damage!

The screenshot displays the battle interface of Final Fantasy X-2. On the left, the party consists of Repede (17000/17000 HP), Judith (17000/17000 HP), Estellise (35000/35000 HP), and Raven (26000/26000 HP). Each character has an 'ATTACK' button and a list of available artes. Repede's artes are Sonic Fang and Ghost Wolf. Judith's are Moonbeam and Thunder Moon Rising. Estellise's are First Aid and Holy Rain. Raven's are Tempest and Azure Heavens. In the center, the battle status shows 'WAVE: 1', 'Turn: 1', 'Hit Count: 0', and 'Total Damage: 0'. Below this is an elemental wheel diagram with Earth, Fire, Wind, Water, Light, and Dark elements. On the right, the enemy list shows four Earth Polwigs, each with 50000/50000 HP. The Polwigs are represented by blue bird-like creatures with yellow beaks and feet.

Character	HP	Artes
Repede	17000/17000	ATTACK, Sonic Fang, Ghost Wolf
Judith	17000/17000	ATTACK, Moonbeam, Thunder Moon Rising
Estellise	35000/35000	ATTACK, First Aid, Holy Rain
Raven	26000/26000	ATTACK, Tempest, Azure Heavens

Enemy	HP
Earth Polwige	50000/50000
Wind Polwige	50000/50000
Water Polwige	50000/50000
Earth Polwige	50000/50000

Once the player turn is finished when everyone has exhausted their attack or arte for that turn, each alive enemy will attack one by one a single, random member of the player's party. The process is instant to save time, and so once the player's party is finished with their turn, he or she will be able to act again, only with some damaged party members from the enemy turn. The player can see the damage done numerically or visually, with the health stat and health bar, respectively.

WAVE: 1
Turn: 2

Hit Count: 0
Total Damage: 98603

Player Party:

- Repede** (15200/17000): **ATTACK** (Sonic Fang 4), **Ghost Wolf**
- Judith** (17000/17000): **ATTACK** (Moonbeam), **Thunder Moon Rising** 2
- Estellise** (33700/35000): **ATTACK** (First Aid), **Holy Rain** 2
- Raven** (22680/26000): **ATTACK** (Tempest 3), **Azure Heavens**

Enemy Team:

- Earth Polwige** (20167/50000)
- Wind Polwige** (27437/50000)
- Water Polwige** (26791/50000)
- Earth Polwige** (26999/50000)

Once the player has defeated all the enemies in a wave, the next wave will begin. After the second wave, the third wave will be just a singular, non-elemental boss enemy with more health. The lack of element on the boss and lack of other enemies makes it impossible for elemental boosts and trickier to string together hit combo boosts. Use artes wisely!

Once the boss is the defeated, the game is won, and some statistics will be shown about the battle that was taken place. At any point in the game, if the player's party is defeated, it is a game over.

I hope you enjoy Brave Vesperia!