**Max Level: 10**  
**HP**

Max: 200

Starting:

* Protagonist: 20, final: 92. Growth variable: 8.
* Character B (healer & magic attacker): 15, final: 78. Growth variable: 7.
* Character C (tanker & physical attacker): 30, final: 120. Growth variable: 10.

**MP**

Max: 110

Starting:

* Protagonist: 15, final 87, growth variable: 8
* Character B: 20, final: 110, growth variable: 10
* Character C: 10, final: 64, growth variable: 6

**STR**:

Affect normal attack (or physical attack).

This status gets affected by the weapon used.

Max: 98 (without equipment).

Starting:

* Protagonist: 5, final: 77, growth variable: 8.
* Character B: 4, final: 49, growth variable: 5.
* Character C: 8, final: 98, growth variable: 10.

**END**:

Affect the amount of damage taken from an attack

This status gets affected by the weapon used.

Max: 92 (without equipment).

Starting:

* Protagonist: 14, final: 68, growth variable: 6
* Character B: 10, final: 46, growth variable: 4
* Character C: 20, final: 92, growth variable: 8

**AGI:**

Affect the evasion rate of a character and also how fast their turn comes.

This status gets affected by the boots used by the characters.

Max: 88 (without equipment).

Starting:

* Protagonist: 16, final: 88, growth variable: 8.
* Character B: 13, final: 67, growth variable: 6
* Character C: 8, final: 44, growth variable: 4

**INT or MAG:**

Affect the damage done by elemental skills, as elemental skills doesn’t get affected by STR.

Can be enhanced by certain type of weapons (rod, magic book) and accessories

Max: 110 (without equipment).

Starting:

* Protagonist: 10, final: 82, growth variable: 8.
* Character B: 20, final: 110, growth variable: 10.
* Character C: 8, final: 62, growth variable: 6.

**ACC:**

Affect the chance of an attack dealt successfully to the opponent.

Affected by the weapons and can be enhanced by accessories.

Max: 98 (without equipment).

Starting:

* Protagonist: 10, final: 73, growth variable: 7.
* Character B: 17, final: 98, growth variable: 9.
* Character C: 9, final: 63, growth variable: 6.

**Skill types:**

**Healing:**

**Heal:**

MP Cost: 5

HP heal range: 5 – 95, target: 1

**Great Heal:**

MP Cost: 10

HP heal range: 20 – 110, target: Party

**Full Heal:**

MP Cost: 20

HP heal range: Full, target: 1

**Offensive**

Divided into 8 attributes:

**Water** (strong against fire, weak against electric):

Water Gun: 5 – 48 water damage. Gets 40% bonus against fire & 40% decrease against elec and water. Single target. MP cost: 3

Hydro Gun: 5 – 48 water damage. Gets 40% bonus against fire & 40% decrease against elec and water. All target. MP cost: 6

Hydro Blast: 20 – 132 water damage. Gets 40% bonus against fire & 40% decrease against elec and water. Single target. MP cost: 10

**Fire** (strong against wind, weak against water)

Fire shot: 5 – 48 fire damage. Gets 40% bonus against wind & 40% decrease against water and fire. Single target. MP cost: 3

Blaze shot: 5 – 48 fire damage. Gets 40% bonus against wind & 40% decrease against water and fire. All target. MP cost: 6

Giga Blaze: 20 – 132 fire damage. Gets 40% bonus against wind & 40% decrease against water and fire. Single target. MP cost: 10

**Wind** (strong against earth, weak against fire)

Wind cut: 5 – 48 wind damage. Gets 40% bonus against earth & 40% decrease against fire and wind. Single target. MP cost: 3

Gale cut: 5 – 48 wind damage. Gets 40% bonus against earth & 40% decrease against fire and wind. All target. MP cost: 6

Divine gale: 20 – 132 wind damage. Gets 40% bonus against earth & 40% decrease against fire and wind. Single target. MP cost: 10

**Earth** (strong against electric, weak against wind)

Ground smash: 5 – 48 earth damage. Gets 40% bonus against elec & 40% decrease against wind and earth. Single target. MP cost: 3

Earth smash: 5 – 48 earth damage. Gets 40% bonus against elec & 40% decrease against wind and earth. All target. MP cost: 6

Ground Crush: 20 – 132 earth damage. Gets 40% bonus against elec & 40% decrease against wind and earth. Single target. MP cost: 10

**Electric** (strong against water, weak against Earth)

Electric shock: 5 – 48 elec damage. Gets 40% bonus against water & 40% decrease against earth and elec. Single target. MP cost: 3

Thunder shock: 5 – 48 elec damage. Gets 40% bonus against water & 40% decrease against earth and elec. All target. MP cost: 6

Thunder Judgement: 20 – 132 elec damage. Gets 40% bonus against water & 40% decrease against earth and elec. Single target. MP cost: 10

**Light** (strong against darkness, weak also against darkness).

Holy light: 5 – 48 light damage. Gets 40% bonus against dark & 40% decrease against light. Single target. MP cost: 3

Radiance: 5 – 48 light damage. Gets 40% bonus against dark & 40% decrease against light. All target. MP cost: 6

Grand Cross: 20 – 132 light damage. Gets 40% bonus against dark & 40% decrease against light. Single target. MP cost: 10

**Darkness** (strong against light, weak also against light)

Dark Claw: 5 – 48 dark damage. Gets 40% bonus against light & 40% decrease against dark. Single target. MP cost: 3

Dark Wave: 5 – 48 dark damage. Gets 40% bonus against light & 40% decrease against dark. All target. MP cost: 6

Dark Viper: 20 – 132 dark damage. Gets 40% bonus against light & 40% decrease against dark. Single target. MP cost: 10

**Physical or Neutral** (doesn’t gain any bonus or decrease when attacking the other elements)

Slash 5 – 48 physical damage. Single target. MP cost: 3

Wind Cutter: 5 – 48 physical damage. All target. MP cost: 6

Heaven Divider: 20 – 104 physical damage. Single target. MP cost: 10

**Buff & Debuff**

**Buff**: Buff skills last up to 4 turns.

Rage: Increase physical attack by 10%. Single target, MP cost: 3.

Super Rage: Increase physical attack by 10%. Party, MP cost: 5.

Accelerate: Increase agility by 10%. Single target, MP cost: 3.

Super Accelerate: Increase agility by 10%. Party, MP cost: 5.

Stronghold: Increase endurance by 10%. Single target, MP cost: 3.

Super Stronghold: Increase endurance by 10%. Party, MP cost: 5.

Meditate: Increase magic attack by 10%. Single target, MP cost: 3.

Super Meditate: Increase magic attack by 10%. Party, MP cost: 5.

**Debuff**: Debuff skills last up to 4 turns.

Tame: Decrease physical attack by 10%. Single target, MP cost: 3.

Super Tame: Decrease physical attack by 10%. Party, MP cost: 5.

Time Binding: Decrease agility by 10%. Single target, MP cost: 3.

Super Time Binding: Decrease agility by 10%. Party, MP cost: 5.

Crumble: Decrease endurance by 10%. Single target, MP cost: 3.

Super Crumble: Decrease endurance by 10%. Party, MP cost: 5.

Hypnotism: Decrease magic attack by 10%. Single target, MP cost: 3.

Super Hypnotism: Decrease magic attack by 10%. Party, MP cost: 5.

**Special skill and the relationship:**

**Imca:**

Level 1:

Reincarnation: Revive dead character with 30% of his/her HP. MP cost: 20

Level 4:

Pure Reincarnation: Revive dead character with 60% of his/her HP. MP cost: 27

Level 5:

True Reincarnation: Revive dead character with full HP. MP cost: 30

**Galard:**

Level 2:

Rush: Deals 5 random low (5-30 damage) physical damage to enemies. MP cost: 10

Level 3:

Cleaving Rush: Deals 5 random medium (30-60 damage) physical damage to enemies. MP cost: 15

Level 5:

Severing Rush: Deals 5 random medium (60-80 damage) physical damage to enemies. MP cost: 25

**Igna:**

Level 1:

Fierce Light: Deals 5 random low (5-30 damage) light damage to enemies. MP cost: 10

Level 3:

Light Call: Deals 5 random medium (30-60 damage) light damage to enemies. MP cost: 15

Level 5:

Light Advent: Deals 5 random medium (60-80 damage) light damage to enemies. MP cost: 25

**Fei Long:**

Level 1:

Fierce Wind: Deals 5 random low (5-30 damage) wind damage to enemies. MP cost: 10

Level 2:

Wind Call: Deals 5 random medium (30-60 damage) wind damage to enemies. MP cost: 20

Level 5:

Wind Advent: Deals 5 random medium (60-80 damage) wind damage to enemies. MP cost: 35

**Xelvaria:**

Level 2:

Fierce Hydro: Deals 5 random low (5-30 damage) water damage to enemies. MP cost: 10

Level 4:

Aqua Call: Deals 5 random medium (30-60 damage) water damage to enemies. MP cost: 20

Level 5:

Aqua Advent: Deals 5 random medium (60-80 damage) water damage to enemies. MP cost: 35

**Dungeon: Tower of the End 1st Floor:**

**Enemies:**

Slime, level 1:

* HP: 20
* MP: 6
* Endurance: 8
* Speed: 10
* Strength: 14
* Intelligence: 7
* Accuracy: 10
* Weakness: Elec.
* Skill: Water gun, Normal Attack.

Zombie, level 2:

* HP: 25
* MP: 4
* Endurance: 40
* Speed: 5
* Strength: 10
* Intelligence: 3
* Accuracy: 15
* Weakness: Light.
* Skill: Dark Claw, Normal Attack.

Ghost, level 3:

* HP: 50
* MP: 10
* Endurance: 20
* Speed: 5
* Strength: 20
* Intelligence: 4
* Accuracy: 20
* Weakness: Fire.
* Skill: Wind cut, Gale Cut, Electric Shock.

Lightning Tiger level 4:

* HP: 35
* MP: 20
* Endurance: 11
* Speed: 10
* Strength: 15
* Intelligence: 17
* Accuracy: 35
* Weakness: Fire.
* Skill: Electric Shock, Thunder Shock, Normal Attack.

Mad rider, level 5:

* HP: 70
* MP: 10
* Endurance: 46
* Speed: 10
* Strength: 28
* Intelligence: 17
* Accuracy: 20
* Weakness: Wind.
* Skill: Ground Smash, Earth Smash, Normal Attack.

Zombie Dragon, level 6:

* HP: 80
* MP: 20
* Endurance: 30
* Speed: 10
* Strength: 28
* Intelligence: 25
* Accuracy: 30
* Weakness: Elec.
* Skill: Dark Claw, Dark Viper, Normal Attack.

Angel, level 7:

* HP: 100
* MP: 40
* Endurance: 30
* Speed: 10
* Strength: 17
* Intelligence: 35
* Accuracy: 40
* Weakness: Darkness.
* Skill: Radiance, Grand Cross, Normal Attack.

Dullahan, level 7:

* HP: 90
* MP: 20
* Endurance: 20
* Speed: 30
* Strength: 25
* Intelligence: 25
* Accuracy: 42
* Weakness: Darkness.
* Skill: Gale Cut, Divine Gale, Normal Attack.

Cool Jack, level 8:

* HP: 100
* MP: 40
* Endurance: 30
* Speed: 10
* Strength: 17
* Intelligence: 35
* Accuracy: 50
* Weakness: Water.
* Skill: Blaze Shot, Giga Blaze, Wind Cutter.

Scale of Ice, level 8:

* HP: 100
* MP: 40
* Endurance: 30
* Speed: 10
* Strength: 17
* Intelligence: 35
* Accuracy: 55
* Weakness: Earth.
* Skill: Hydro Blast, Gale Cut, Normal Attack.

Mad Jotun, level 9:

* HP: 120
* MP: 40
* Endurance: 30
* Speed: 10
* Strength: 17
* Intelligence: 35
* Accuracy: 30
* Weakness: Darkness.
* Skill: Thunder Shock, Grand Cross, Normal Attack.

**Boss:**

Igna:

* HP: 300
* MP: 80
* Endurance: 50
* Speed: 50
* Strength: 57
* Intelligence: 70
* Accuracy: 40
* Weakness: Darkness.
* Skill: Light Advent, Grand Cross, Earth Smash, Normal Attack.

Xelvaria:

* HP: 250
* MP: 100
* Endurance: 40
* Speed: 70
* Strength: 37
* Intelligence: 77
* Accuracy: 50
* Weakness: Elec.
* Skill: Aqua Advent, Dark Wave, Hydro Blast, Normal Attack.

Fei Long:

* HP: 400
* MP: 70
* Endurance: 70
* Speed: 40
* Strength: 87
* Intelligence: 45
* Accuracy: 20
* Weakness: Earth.
* Skill: Wind Advent, Heaven Divider, Divine Gale, Normal Attack.

Odin:

* HP: 500
* MP: 150
* Endurance: 70
* Strength: 70
* Intelligence: 70
* Accuracy: 60
* Weakness: Darkness
* Skill: Heaven Divider, Grand Cross, Blaze Shot, Normal Attack

**Animation List:**

**Party:**

Protagonist:

* Half body, expressions: default, angry, shocked, smile & in pain.
* Full body, expressions: default, angry, shocked, smile & in pain.
* Full body: 1 extra pic for special skill.
* Full body: view from back and front for battle scene.
* Special CGs for special events(optional)
* Sprite:

1. Walking (in dungeon).
2. Defending.
3. Attacked.
4. Attacking using one handed sword.
5. Using special skill(optional) and common skill.
6. Using item.

Chara B(aka Limca):

* Half body, expressions: default, angry, shocked, smile & in pain.
* Full body, expressions: default, angry, shocked, smile & in pain.
* Full body: 1 extra pic for special skill.
* Full body: view from back and front for battle scene.
* Special CGs for special events(optional)
* Sprite:

1. Defending.
2. Attacked.
3. Attacking using magic staff.
4. Using special skill(optional) and common skill.
5. Using item.

Chara C(aka Galard)

* Half body, expressions: default, angry, shocked, smile & in pain.
* Full body, expressions: default, angry, shocked, smile & in pain.
* Full body: 1 extra pic for special skill.
* Full body: view from back and front for battle scene.
* Special CGs for special events(optional)
* Sprite:

1. Defending.
2. Attacked.
3. Attacking using large axe.
4. Using special skill(optional) and common skill.
5. Using item.

**Important characters:**

Igna:

* Half body, expressions: default, angry, shocked, smile & in pain.
* Full body, expressions: default, angry, shocked, smile & in pain.
* Full body: 1 extra pic for special skill.
* Full body: view from back and front for battle scene.
* Special CGs for special events(optional)
* Sprite:

1. Defending.
2. Attacked.
3. Fighting barehanded.
4. Using special skill (optional) and common skill.
5. Using item.

Xelvaria:

* Half body, expressions: default, angry, shocked, smile & in pain.
* Full body, expressions: default, angry, shocked, smile & in pain.
* Full body: 1 extra pic for special skill.
* Full body: view from back and front for battle scene.
* Special CGs for special events(optional)
* Sprite:

1. Defending.
2. Attacked.
3. Attacking using magic book.
4. Using special skill (optional) and common skill.
5. Using item.

Fei Long:

* Half body, expressions: default, angry, shocked, smile & in pain.
* Full body, expressions: default, angry, shocked, smile & in pain.
* Full body: 1 extra pic for special skill.
* Full body: view from back and front for battle scene.
* Special CGs for special events(optional)
* Sprite:

1. Defending.
2. Attacked.
3. Attacking using large axe.
4. Using special skill (optional) and common skill.
5. Using item.

**Boss:**

Odin:

* Half body, expressions: default, angry, shocked, smile & in pain.
* Full body, expressions: default, angry, shocked, smile & in pain.
* Full body: 1 extra pic for special skill.
* Full body: view from back and front for battle scene.
* Special CGs for special events(optional)
* Sprite:

1. Defending.
2. Attacked.
3. Fighting barehanded.
4. Using special skill (optional) and common skill.
5. Using item.

Monsters:

Slime:

* Full body pictures for battle.
* Attacking animation sprites.
* Attacked animation sprites.
* Defending animation sprites.

Zombie:

* Full body pictures for battle.
* Attacking animation sprites.
* Attacked animation sprites.
* Defending animation sprites.

Ghost:

* Full body pictures for battle.
* Attacking animation sprites.
* Attacked animation sprites.
* Defending animation sprites.

Lightning Tiger:

* Full body pictures for battle.
* Attacking animation sprites.
* Attacked animation sprites.
* Defending animation sprites.

Mad rider:

* Full body pictures for battle.
* Attacking animation sprites.
* Attacked animation sprites.
* Defending animation sprites.

Zombie Dragon:

* Full body pictures for battle.
* Attacking animation sprites.
* Attacked animation sprites.
* Defending animation sprites.

Angel:

* Full body pictures for battle.
* Attacking animation sprites.
* Attacked animation sprites.
* Defending animation sprites.

Dullahan:

* Full body pictures for battle.
* Attacking animation sprites.
* Attacked animation sprites.
* Defending animation sprites.

Cool Jack:

* Full body pictures for battle.
* Attacking animation sprites.
* Attacked animation sprites.
* Defending animation sprites.

Scale of Ice:

* Full body pictures for battle.
* Attacking animation sprites.
* Attacked animation sprites.
* Defending animation sprites.

Mad Jotun:

* Full body pictures for battle.
* Attacking animation sprites.
* Attacked animation sprites.
* Defending animation sprites.

**Available Equipment:**

**Weapons:**

* Blade of Judgement: +80 STR (can only be equipped by the protagonist)
* Barbarian Axe: +90 STR (can only be equipped by Galard, the physical attacker in the party)
* Forbidden Grimoire: +75 MAG (can only be equipped by Limca, the supporter and healer in the party)

**Boots:**

* Light Boots: +50 AGI
* Fast Boots: +57 AGI
* Boots of Speed: +63 AGI

**Armour:**

* Sturdy Armour: + 60 DEF
* Nike’s Armour: + 68 DEF
* Armour of Heracles: +74 DEF

**Accessories:**

* Pendant of Enhancement: +30 MAG and +40 ACC
* Ring of Vile: +50 STR and +35 ACC
* Bracelet of Wisdom: + 45 MAG and +30 STR

MAP:

By entering door to the next level, an event will occur and player’s party will fight against the final boss, Odin.

