**Game Synopsis**

The game consists of a Final Fantasy / Secret of Mana / Diablo hybrid. With limitless numbers of spells and special attacks, the hero, Seren Clef, must battle through numerous dungeons with his companions alongside of him, to close the demon doors exposing the world of Terra to the demon realm.

**Game Controls (Default Uses)**

**AI Control**

The player can control any of the playable characters currently in his party. The other party characters are controlled by the game’s AI, in a manner similar to how extra player characters are controlled in the Star Ocean and Tales of Phantasia series of games.

**LS and RS Buttons**

The player can navigate through the different characters in play on screen using the LS and RS (left shoulder and right shoulder) buttons of the game pad.

**AI (attack) and B (spell) Buttons**

The main select button (designated A) is used to deliver the characters default physical attack, and the the cancel button (designated B) is used to deliver the characters default spell attack. The main select button is also used to open chests/locked doors, etc.

**X and Y ring menu buttons**

The button denoted X is used to open a ‘Secret of Mana style’ ring menu and sub menus where the player can change, in game, his default spell. The button denoted Y is used to perform a similar action to change the default physical attack.

**D-Pad or Analog Stick**

The D-pad or analog control stick is used to navigate the player through the world.

**Start Button (Pause) and Select Button (Game Menu Screen)**

The start button pauses, the select button brings up the game menu screen.

**Extended Game Controls**

**Attacks (selected through X button)**

All attacks cost AP except for the default Normal Attack

Normal Attack (low, medium, and high at once selectable)

Weapon Mastery

**Spells (selected through Y button)**

All spells cost MP

Double and Triple Techs require more than one player to execute.

Normal Spells (all targetable)

Normal Spells (one target selectable)

Double and Triple Techs

**Charging Attacks**

Holding either the A or B buttons for an extended period of time and then releasing them delivers a “charged” attack. A “charge”  meter appears next to the player character while the A or B button is depressed, indicating the amount of “charge” built up.

Charging automatically causes the character to block.

(Character blocks with sword drawn back, then unleashes fury)

**Executions**

Unique, “fatality” attack. Picked randomly from characters repetoire. Triggered by tapping A (attack) then tapping B (spell) rapidly.

**Warp-Dash**

Hold D-Pad in dash direction for a long enough time. Leaves a shadow behind player (like ALUCARD running in Castlevania SOTN). Character runs so fast through level that they become a blur and pass through obstacles. Behind the character is a blur (Gradient Blur, look up on Allegro forums)

**Forward Roll / Forward Roll Attack**

Perform by pointing direction using D-Pad and tapping A (Attack) Forward Roll if no enemy present.

**Jumping / Jumping Attack**

Tapping A performs a jump/attack. Jump only if no enemies present.

**Auto-Target Enemy**

Tapping the D-Pad or Analog Stick briefly in the direction of the enemy will ‘auto-target’ them for attack.

**Pets**

Pets are controlled by the AI. They will follow you and perform their own actions in response to your actions (i.e., you attack they will attack, you defend they will defend).

**Combos**

Combinations of A attack, B spell, and the D-Pad cause the character to execute various AP, MP free combination attacks.

**Run-Through**

Runs through the enemy with a sword, Iaido samurai style.

**Powerslide Attack**

Does a power slide, dealing physical damage to enemy.

**Backfist – Punch – Round Kick**

Performs a left backfist, right punch, and then follows through with a round kick

**Side Kick**

A side kick to the opponents rib cage area. Most powerful kick.

**Spinning Dervish Attack**

Spins in a circle, wielding blades around causing a ‘tornado’ of swords.

**In-Game Screen**

The in-game screen consists of the party status menu bar at the top, the world screen, the current player status info at the bottom right corner, and the AI-controlled status screens overlaying the AI-controlled players.

The party status menu bar at the top displays each character name in the current party, as well as their current and maximum HP (hit points).

The current player status info box at the bottom left displays the current player being controlled, his AP, MP, and HP both current and maximum values.

Each of the AI controlled players has a small info box floating near them that contains the same info as the bottom left box, but for that AI controlled player.

When charging an attack, the charge meter appears next to the player charging.

**Game Play**

**AP and MP**

Mosr physical attacks use AP and Magical Attacks use MP, both of which refill automatically over time. Combos do not use any energy unless special attacks and spells are linked using the combo.

**Game Menu Screen**