



Thank you for playing Empire Reunited! Here you'll find brief game instructions.

Controls

Empire Reunited can be played a number of different ways--mouse only, mouse-and-keyboard, gamepad, or any combination of the three.

Control schemes for each are as follows:

Mouse

LMB: Select, Move

RMB: Open Menu, Cancel

Keyboard

Arrow Keys: Move

Shift: Dash

Z or Space: Select

X or Esc: Open Menu, Cancel

PlayStation Controller

D-Pad or Left Stick: Move

Square: Dash

Cross: Select

Circle: Cancel

Triangle: Open Menu

Xbox Controller

D-Pad or Left Stick: Move

X: Dash

A: Select

B: Cancel
Y: Open Menu

F5: Reset
F3: Full Screen

Overworld

Outside of battle, your character will move on a grid with a top-down view. Your party is represented by the character in the first slot. (See **Menu**).

If playing with keyboard or gamepad, use the arrow keys or D-pad to move your character. If playing mouse-only, select your destination tile by clicking. Note that the game cannot always navigate complex paths in this way, so multiple clicks spaced closer together may be necessary.

To interact with a character or object, face the object and press the "select" button. If playing with mouse, simply click on the object you wish to interact with. Merchants can be interacted with across counters.

Menu

Press the Menu button to open the Menu. While the menu is open, use the Menu button to cancel or exit.

From the menu, you can use items, view Key Items, change character order, change equipment, use and view skills & spells, view character status, and change settings.

Note that Key Items—many of which are keys—do not need to be used by you; the characters will use them on their own to open doors &/or advance the story.

Battle Screen

When in dangerous areas, battle will initiate randomly, and the battle screen will display.



Enemies are arranged on the left side of the screen, while your party is on the right. Below, information about your characters' conditions is relayed along with their portraits.

The goal of battle is to reduce the enemies' HP to 0 while preserving your own. When enemies are thus destroyed, they are removed from battle. After all enemies are vanquished, your party receives a reward of experience, gold, and possibly item(s).

Behind each character's name is a bar representing their **active time**. The bar fills in real time based on the character's agility. When the bar is full, the character can accept a command. **Characters must take turns in the order in which their active time bar fills.**

HP, or Hit Points, represent your character's health. The bar behind the number represents how much HP the character currently has relative to their Max. If it reaches 0, the character dies. Dead characters can be revived with the **Bone Splinter** item. Numerous potions exist to restore HP.

MP, or Magic Points, represent your character's ability to cast magic. Each spell carries an MP cost. Not all characters use magic or have MP. Numerous items exist to restore MP.

SP, or Skill points, represent your character's ability to use Skills. SP regenerate automatically when the character takes action or damage. Many skills are innate to specific characters, while many others are imparted by equipped weapons. **SP are not retained after battle.**

The current action taken is called out at the upper-left.

Damage is displayed briefly as a number under the enemy or character that has been damaged.

Status Effects, positive and negative, are displayed at the upper right of the character's portrait.

Poison causes a character to lose 10% of their Max HP each turn, along with the same penalty for every dozen or so steps taken on the overworld. Cure it with an Antidote.

Paralysis/Unbalance causes a character to lose between one and three turns. It goes away on its own and can be cured early with a Wedding Fern.

Sleep causes a character to lose turns until struck physically.

Confusion causes a character to attack friend & foe indiscriminately until struck physically.

Charm causes a character to attack teammates only until struck physically.

Blind greatly reduces physical attack accuracy.

Silence prohibits the use of magic (but not skills).

All of the above conditions can be cured by using a **Wedding Fern** item.

Positive status effects, such as Attack Up, are displayed in the same fashion.

Battle Commands

At the start of battle, you will have two options: Fight or Escape.

Fight

Choosing "Fight" will display the commands available to the first character able to take a turn. These typically include Attack, Skill, Guard, and Item, while some characters also have a "Magic" command.

Attack unleashes a normal attack with the character's equipped weapon on an enemy of your choosing.

Skill displays the skills available to that character, along with their SP costs. The same is true for Magic and MP.

Guard increases **all defenses** for one turn and gives the character 10 SP.

Item displays a list of items usable in battle. Key items are not displayed.

Escape

If you select Escape, your party will attempt to end the battle by escaping. The rate of success depends on your party's agility compared with the enemy's. If escape fails, all characters' active time bars will be reset, and you are likely to absorb a number of enemy attacks before you are able to take action.

Note that the Fight/Escape menu can be accessed during any character's turn by pressing "Cancel" from the **Fight** menu.

Experience, Levels, & Stats

Empire Reunited uses a traditional RPG leveling system, whereby Experience gained from slain enemies causes levels to increase. Levels govern all stats. Apart from those detailed in the **Battle Screen** section above, a number of stats contribute to combat flow. These can be viewed for each character by selecting "Status" from the Menu. These are all self-explanatory, except for the "**Luck**" stat, which affects resistance to status changes and some damage formulae.

Elements & Attributes

The magical elements in Empire Reunited are Fire, Lightning, Acid, and Gravity. Weapon attributes are Slash, Strike, and Pierce.

Generally, Fire & Lightning are strong against plants, animals and undead; Acid is strong against armored foes; and Gravity is strong against large, heavy foes.

Similarly, Slash and Pierce are often effective against flesh and fur, while strike is effective against armor.

Classes & Equipment

Each character bears a class—for example, "Infantry" for Daniela—that determines that character's stat growth, available skills, and equipment choices. While many armors are interchangeable between classes, weapon choices are largely class-locked.

Saving

Empire Reunited uses Save Points, displayed as a pale green circle at numerous locations. To save, simply step into the circle and the Save Menu will open.

It's highly recommended to **save often and maintain multiple save files**.

Gameplay Tips

Empire Reunited can be a challenging experience, especially for those used to newer JRPG features or new to JRPGs in general, but following this advice will see you through to the end.

Don't wait to prepare. Always keep a significant stock of supplies on hand. You could become trapped at any time.

Use skills. From the beginning, skills exist to cause damage, boost stats, and restore HP—all using a renewable resource, your SP. Using skills efficiently is a vital part of surviving battle and managing resources afterwards.

Stay in good health. Empire Reunited does not heal your characters after battle. It is up to the player to keep them in fighting shape.

Look everywhere, wherever you are. Useful items are hidden in furniture, in barrels and boxes, and of course, in treasure chests. Check your surroundings thoroughly, as these are often hidden behind other objects. Likewise, **check dungeons very thoroughly**, as they contain the best items and are not always accessible after-the-fact.

Help & Questions

If you're experiencing issues with Empire Reunited—including not knowing where to go next!--simply reach out.

Discord: <https://discord.gg/eadcQygj7F>

Email: christopherdwhite11@gmail.com

Empire Reunited is ©2017-2025 Christopher White, all rights reserved.