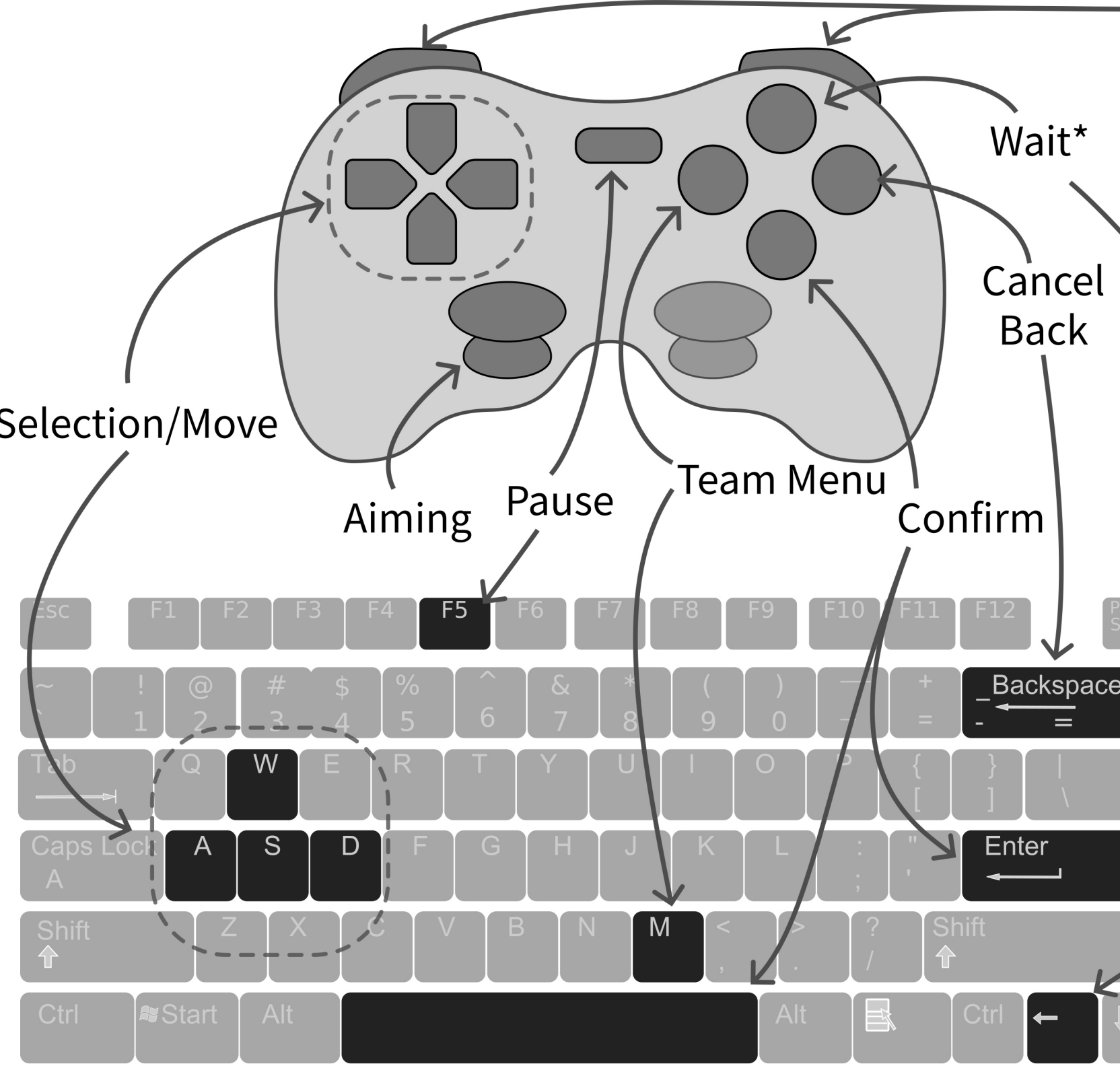


1 page how to play



*Wait. Hold it when you want to read the NPC self-talk slowly.

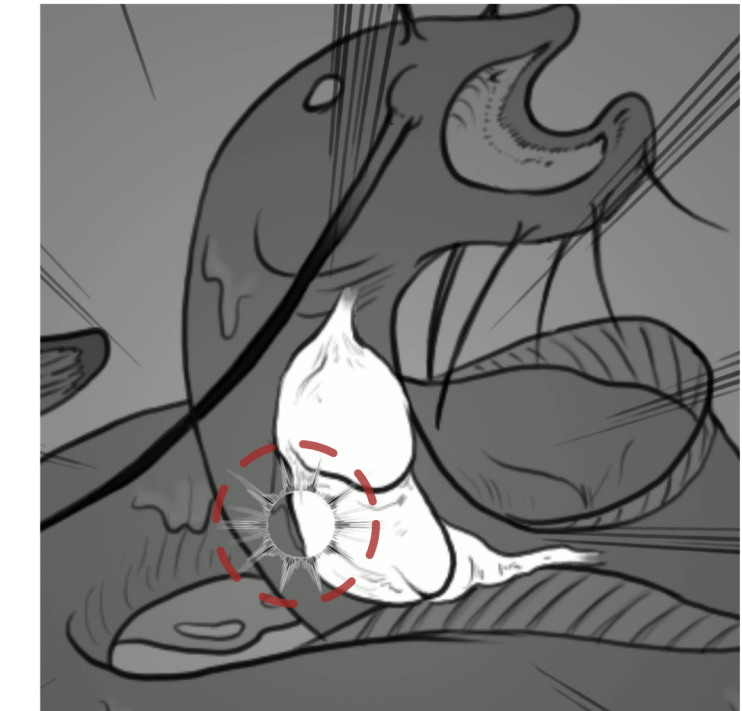
Battle



In command-selected combat, take your optimal action with consider the action sequence. Aiming Attacks allows the player to manually target and attack an enemy's heart.



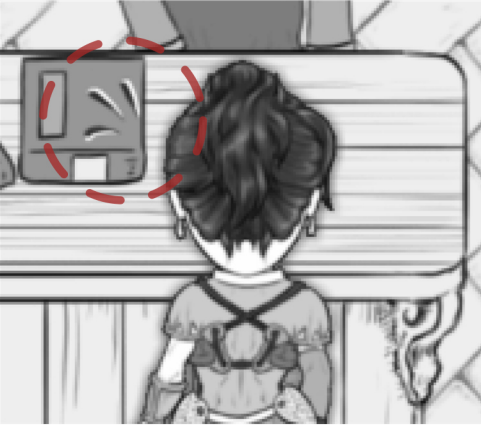
Use the analog stick to move the reticle, place it completely inside enemy's heart, and press confirm to perform an Aimed Attack. This strikes for 3 times damage.



In this case, the Aimed Attack misses.

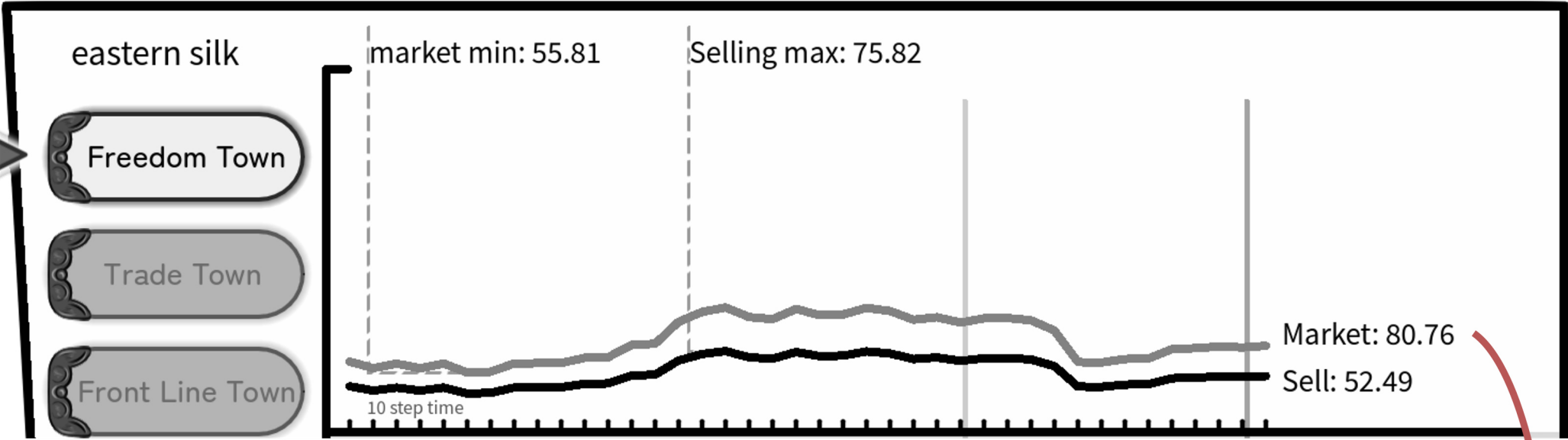
[Left Right Shoulder]
In Battle: Move character forward / backward.
Forward: Hit rate is higher, damage is higher too.
Backward: Easier to avoid attacks, but own attack more likely to miss.
In Menu: Switch between multiple candidates.

A notice mark appear when has conversation related to game progress, press Confirm button start conversation.

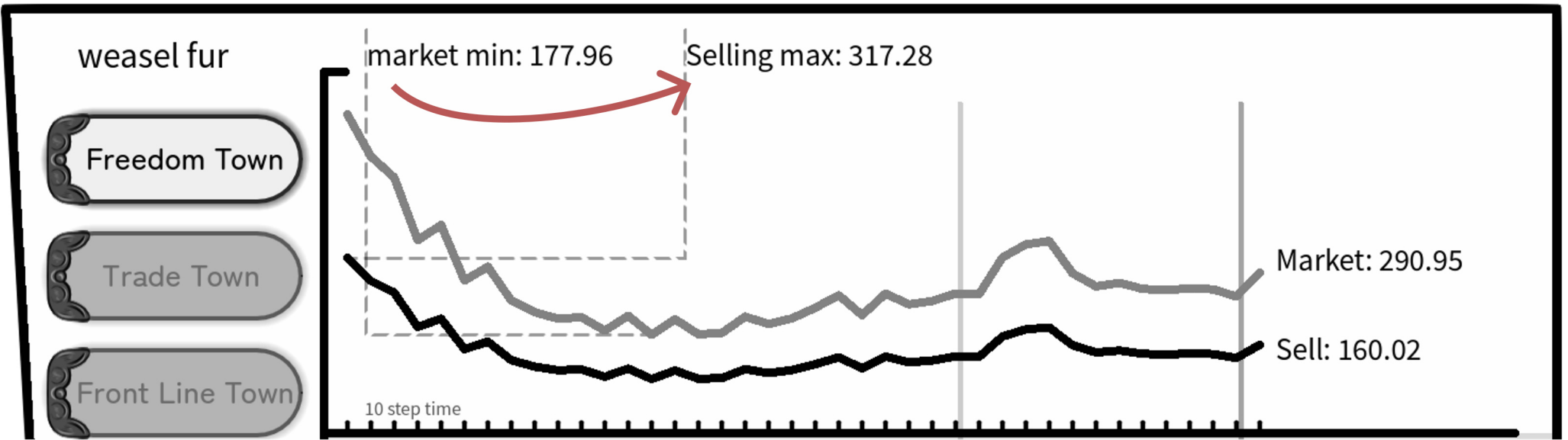
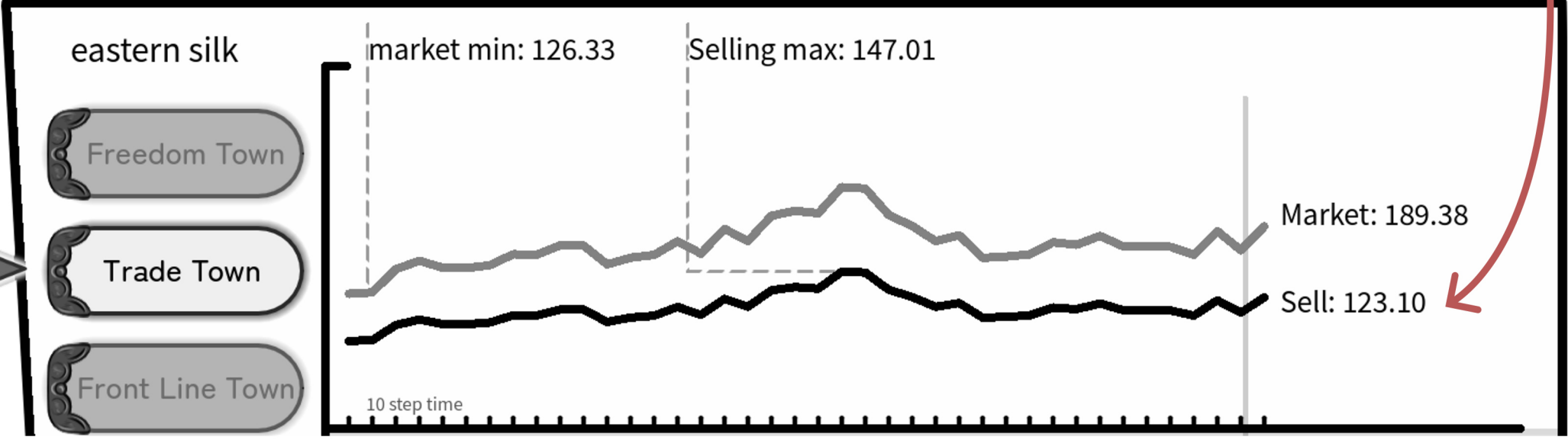


There are two types of treasure chests, before being opened, they stand out with a black highlight. (white highlight in dark environments.) Feel free to explore and look around for them!

Caravan



In this game, defeating enemies does not earn you money. You earn money by trading between towns. For example: buy at 80 in the Freedom Town and sell for 123 in the Trade Town to profit from the price difference.



Alternatively, buy products at their lowest price and sell them off when prices go up. This allows you to earn money even within the same town.



Buildings with open doors showing a bright, solid white are places you can enter. Besides inns and shops, there are also locations like Majin's Castle and pubs.

Pressing confirm at the menu located on counter allows you to make purchases.



In door & Shop