

ASTORIA

- Genre: SRPG
- Number of Battles: 23
- Number of Playable Characters: 11 (including 2 optional ones)
- Length: about 20 hours for one playthrough

Astoria is an SRPG in the classic style of Shining Force, Fire Emblem, Bahamut Lagoon, Feda the Emblem of Justice and many others in the genre.

It features:

- 23 exciting battles of increasing complexity and difficulty
- 11 playable characters with different profiles, strengths and weaknesses
- A New Game+ offering the ultimate challenge for tactics experts: all characters from the start (that you were able to find in Normal Game), no item shops, and more damaging enemies. You also get more experience boost for completing a battle fast.
- A Book of Records to keep track of your best local and global performances, as well as the overall length of your campaign (global records only apply in Normal Game and as long as you haven't lost a battle)
- Skills that evolve to Level 2 and 3 depending on use: choose which skills to favor in battle, resulting in unlimited combinations, strategies and ways of playing
- Pure tactics and strategy: the troops, both allies and enemies alike, never do a critical and their damage are estimated before an action is decided, plus only a few selected enemies can evade, resulting in no miss most of the times -> pure strategy!
- Adjustable Battle Animations Speed: 4 different levels for maximum enjoyment!
- Great Replay Value! While the main quest lasts about 20 hours, you may want to replay this game over and over to refine your strategy and/or discover new ways of playing, not to mention New Game+.

This guide contains:

- Gameplay Features
- Strategies and Information for all 23 Battles
- Annotated Maps
- Elements and States Resistances for Characters and Enemies
- Secret "Beast Quest" Detailed Progress

I. GAMEPLAY FEATURES

I.1. BATTLE STAR CODE

No Star Finish the battle in 10 turns or less for GOLD medal (20 for SILVER, 30 for BRONZE)

★ Finish the battle in 20 turns or less for GOLD

★★ Finish the battle in 30 turns or less for GOLD

★★★ Finish the battle in 40 turns or less for GOLD

★★★★ Finish the battle in 50 turns or less for GOLD

Bonuses apply if player finishes in 10 turns less than the GOLD limit, eg in 20 turns or less in the case of ★★.

I.2. RECORDS

Each battle gives you a medal depending on how fast you completed it: GOLD, SILVER, BRONZE or BROKEN.

The Book of Records tracks exactly how long it took you to succeed in each battle.

Books of Records can be found in some towns throughout the game.

Global (all-time) records only apply in Normal Game (not New Game+) and as long as you haven't suffered a battle defeat.

I.3. MP and TP

MP (Magic Points) are necessary to use your spells.

TP (Technic Points) are necessary to use your skills.

Both are very important.

Your characters start each battle with 25TP whereas enemies do so with a random number between 0 and 25.

You gain TP from hitting normally and getting hit, but also 2 extra if you kill an enemy (only 1 if it's by using a skill or spell with multiple targets).

Your characters start each battle with their full MP tank.

Plan ahead how much MP you're going to need so you don't run out of MP before the battle is over, which could lead to dire consequences.

Both TP and MP can be slightly replenished after a turn is over.

Each character (and enemy) has their AGI total out of 100 chances to get +2 TP.

Similarly each character and enemy has their LUK total out of 100 chances to get +1 MP.

This lasts as long as the maximum number of turns allowed to still get gold medal (different from one battle to another).

I.4. TREASURECHESTS and ITEMS OF INTEREST (eg crates, barrels)

While in battle mode, position a character over a treasure chest, or any item you'd like to check out, and use "wait". This will prompt the character to open the treasure or check out the barrel, crate etc.

You don't have to necessarily use "wait" if you can perform a more interesting action instead, such as attacking, using a skill or a spell.

Olivia the Thief gains experience points if she's the one doing it, with the amount of points increasing as she does it more often.

I.5. TERRAINS

Move range is very important in this game.

It determines how many maximum tiles each character or enemy is allowed to move each turn. It is also affected by terrains.

There are 3 terrain types of gradual difficulty in this game:

- "difficult" terrain (eg broken, dirty or full of weed)
- water
- air

Flying characters can "walk" on all 3 terrains, whereas sea creatures (such as mermaids or squids) can manage water and difficult terrains. Agile characters such as thieves or elves can go through difficult terrains.

I.6. NON PLAYABLE CHARACTERS IN BATTLE

Some battles feature characters that are neither allies nor enemies.

Go near such characters and click on them with the cursor (or the left-click of the mouse) to talk to them. If you're not close enough, you won't be able to talk to them.

I.7. STATES EFFECTS

- Poisoned: -10% HP per turn
- Bleeding: -12% HP per turn
- Blinded: DEF/LUK 90%, -50% accuracy and evasion
- Silenced: can't use spells, LUK 50%
- Tired: can't use skills, -1 move, AGI 50%
- Dizzy: can't use normal attack, MAT 90%
- Charmed: cannot move, 25% chances removed by damage, ATK 90% LUK 110%
- Paralyzed: cannot move, ATK/DEF 70%, evasion -100%
- Sleeping: cannot move, 100% chances removed by damage, ATK/DEF 50%, evasion -100%
- Confused: attack an ally, 50% chances removed by damage

I.8. WINNING BATTLES: GENERAL HINTS AND TIPS

- Pay attention to the goal as mentioned at the beginning of each battle: this is not always about killing all enemies, sometimes you must kill a specific enemy (boss) or even reach a specific area. Some battles require you to finish in less than x turns, in that case a reminder will pop up as you get close to the limit.
- Hit from the back for extra damages. If that can't be achieved, hit from the side. Conversely, avoid turning your back to an enemy within reach. You can position a character by selecting them and pressing ESC (or right-click).
- Skills with an area of effect can target "empty" spaces if this is the best way to reach more enemies.
- If you need to visit (scroll to) a specific point in the map that is a bit faraway, use your mouse to do it faster.
- Faster win means more experience points and gold
- use your skills to train them; try to use them even "for nothing" if you think you will have spare MP at the end of a battle (it does take a bit of expertise, strategy and guesswork - but all of these can be improved with time).

III. BATTLES

BATTLE #01 Orcish Attack

This is your introduction to the battlefield.

A group of scattered orcs have taken on impressing their Lord and try to get your heads. As you would expect, this battle doesn't offer any particular resistance. Just avoid rushing head on into the main group of three orcs towards the top (1). First get rid of the two on the left and right of the bottom side. Do not expose Daphne or run out of Heal, and you'll be fine.

This is the perfect moment for your first tip. When you "feel" you're not going to need all of your MP or TP, use your skills and spells even if it's not necessary. That will train them faster (and give you a little bit of extra EXP later in the game).

Holy Burn becomes very powerful at Lv2. Use as many as you can afford in this first and easy battle. Maybe even use all 4 of them!

PRIMROSE RIDGE

Buy a Defense Ring to equip on Daphne. She tends to be easily damaged.

When offered the extra ring by the shopkeeper, maybe the Power one is better for Evangeline, as you don't have a magician yet.

