


Choose Wisely

Instructions Manual

ELEMENTS

 Fire

 Ice

 Thunder











 Darkness

 Purity

 Acid

 Radiation

















STATES

-  K-O: unable to fight
-  Poisoned: 6%HP loss each turn
-  Muddled: -60%HIT (2/3 turns)
-  Silenced: no SPELL and SKILL (2/3 turns)
-  Confused: attack anyone (2/3 turns)
-  Asleep: cannot move (2/3 turns)
-  Paralyzed: cannot move (2/3 turns)
-  Stunned: cannot move (2 turns)
-  Bleeding: 7%HP loss each turn
-  Seduced: cannot move (2/3 turns)

















ABBREVIATIONS

- HP: Hit Points
- MP: Magic Points (for SPELLS)
- TP: Technic Points (for SKILLS)
- MHP: Max HP
- MMP: Max MP
- ATK: Attack
- DEF: Defense
- MAT: Magic Attack
- MDF: Magic Defense
- AGI: Agility
- LUK: Luck













DESCRIPTIONS: BUFFS

 MHP Buff (25%)	 MHP 2*Buff (50%)
 MMP Buff (25%)	 MMP 2*Buff (50%)
 ATK Buff (25%)	 ATK 2*Buff (50%)
 DEF Buff (25%)	 DEF 2*Buff (50%)
 MAT Buff (25%)	 MAT 2*Buff (50%)
 MDF Buff (25%)	 MDF 2*Buff (50%)
 AGI Buff (25%)	 AGI 2*Buff (50%)
 LUK Buff (25%)	 LUK 2*Buff (50%)













DESCRIPTIONS: DEBUFFS

 MHP Debuff (25%)	 MHP 2*Debuff (50%)
 MMP Debuff (25%)	 MMP 2*Debuff (50%)
 ATK Debuff (25%)	 ATK 2*Debuff (50%)
 DEF Debuff (25%)	 DEF 2*Debuff (50%)
 MAT Debuff (25%)	 MAT 2*Debuff (50%)
 MDF Debuff (25%)	 MDF 2*Debuff (50%)
 AGI Debuff (25%)	 AGI 2*Debuff (50%)
 LUK Debuff (25%)	 LUK 2*Debuff (50%)

DESCRIPTIONS: BATTLE INFO

-  Enemy cannot have its ATK debuffed
-  Enemy cannot have its DEF debuffed
-  Enemy cannot have its MAT debuffed
-  Enemy cannot have its MDF debuffed
-  Enemy cannot have its AGI debuffed
-  Enemy cannot have its LUK debuffed
-  Enemy has a 50% chance to have its ATK debuffed
-  Enemy has a 50% chance to have its DEF debuffed
-  Enemy has a 50% chance to have its MAT debuffed
-  Enemy has a 50% chance to have its MDF debuffed
-  Enemy has a 50% chance to have its AGI debuffed
-  Enemy has a 50% chance to have its LUK debuffed

DESCRIPTIONS: MISC

-  Heal
-  Cure (state or debuff)
-  Immune (from a state) Protect (from an element)
-  Target one
-  Target all
-  Target user
-  Fire Prot.  Ice Prot.  Thunder Prot.
-  Speed of the spell/skill/weapon/item
-  Cannot miss (for a spell/skill)
-  Can do criticals (for a spell/skill)