

Forever Heroes

Official Guide

www.aldorlea.org

This guide contains:

- a complete walkthrough with detailed, annotated maps
- general hints and tips
- battle strategies
- a list of all 78 secret rooms and their locations
- a list of all 54 side quests and their timelines
- additional lists of heroes and boss fights

GAME MECHANISMS

STATS

- MHP - Max Hit Points
- MMP - Max Magic Points
- ATK - Attack
- DEF - Defense
- MAT - Magic Attack
- MDF - Magic Defense
- AGI - Agility
- LUK - Luck

- HIT - Hit Rate (= accuracy)
- EVA - Evasion Rate
- CRI - Critical Rate
- CEV - Critical Evasion Rate
- MEV - Magic Evasion Rate
- MRF - Magic Reflection Rate
- CNT - Counter Hit Rate
- HRG - HP Regeneration
- MRG - MP Regeneration
- TRG - TP Regeneration

- TGR - Target Rate (= chance for a character to be targeted by the enemy)
- GRD - Guard Rate
- REC - Recovery Rate
- PHA - Pharmacology (= healing from items)
- PDR - Physical Damage Rate
- MDR - Magic Damage Rate
- FDR - Floor Damage Rate
- EXR - Experience Rate

STATES

- Poisoned: -5% HRG
- Bleeding: -8% HRG (goes away after 3-5 turns)
- Blinded: -50% HIT (goes away after 3-5 turns)
- Silenced: can't use techs (goes away after 3-5 turns)
- Charmed: can't move, -34% EVA, -50% AGI (goes away after 4-6 turns or 50% if hit)
- Asleep: can't move, -100% EVA, -50% DEF (goes away after 3-5 turns or if hit)
- Stunned: can't move, -50% EVA (goes away after 2 turns)
- Paralyzed: can't move, -100% EVA (goes away after 3-5 turns or 20% if hit)
- Confused: attack an ally (goes away after 2-4 turns or 50% if hit)
- Cursed: -8% HIT, -3% EVA, -12% CRI, -5%HRG/MRG/TRG, -10% MAT/MDF, +18% damage from dark sources

SPELLS AND SKILLS

Spells (using **MP**) and skills (using **TP**) improve when they are used on the battlefield. Most of them gradually cost less and deal bigger damage.

In order to simplify the writing, from now on we'll use "tech" to characterize both spells and skills. We could have also used "spills" or "skells", but thought "tech" sounded better.

You can reach a **maximum level of 12** for each tech.

Most techs (but not all) need the same number of uses to gain a level.

- 5 uses -> Lv1
- 15 -> Lv2
- 30 -> Lv3
- 50 -> Lv4
- 75 -> Lv5
- 105 -> Lv6
- 140 -> Lv7
- 180 -> Lv8
- 225 -> Lv9
- 275 -> Lv10
- 330 -> Lv11
- 390 -> Lv12 (max)

For techs that can be used also out of battle, it is important to note you will only gain a +1 use if the tech in question is used during a battle. So, only in the heat of the battlefield! This is also true of healing techs.

A few skills also evolve in different aspects than just damage and cost.

Techs use symbols to identify how they work. A green color indicates single enemy targeting, whereas a red one indicates all enemies are targeted.



So from left to right:

- 1) Physical Damage (may miss, may also critical)
- 2) Magical Damage (never misses, unless enemy has Magic Evade and/or Magic Reflection, but never criticals either)
- 3) Magical Damage with Critical
- 4) Pure Damage (never criticals but never misses no matter the CNT, MEV or MRF of the enemy)
- 5) Pure Damage with Critical

Techs with 5) are obviously the safest choice in battle, as they never miss.

Techs with a "specialty" (eg v. Undead or v. Flying) work against all types of enemies, but are significantly better against their "specialty target". In general, it means double damage.

For instance, targeting a zombie with a tech labelled "v. Undead" will generally result in double the normal damage.

Targeting a bat or a slime with the same tech will not result in 0 damage, but normal damage instead.

Finally, a quick note about buffs and debuffs.

A buff increases a given stat of 20%. Logically a debuff decreases it of the same percentage, and any double buff or debuff gets a 40 increase or decrease.