

FINAL BATTLE, by Cherry Bloom (2018) **Player's Guide**

**Thanks for playing our game.
We at Cherry Bloom hope you will enjoy it.**

In this game, you play as Blade, a young man with an uncertain future.

Juniper

This is your hometown.
You can walk around and talk to people.
There isn't much to do here although you can collect 2 sidequests.

Items: 3
Chests: 1
Sidequests: 2

Talk to the innkeeper who will redirect you to your own bed for free sleeping.
The Accuracy Ring isn't a bad purchase (it's pretty cheap) so that most of Blade's strikes hit.
It might also get more useful in the second dungeon (the cave) when you'll have to hit bats that have an higher chance than normal to evade.

Lament Forest

Items: 4

Chests: 3

(this includes Kitty's house)

(also one of the items has to be found in a dead end in the forest)

Monsters: 12

	FIR	ICE	THU	HOL	DAR	POI	MUD	SIL	CON	ASL	PAR	STU	BLE
Giant Bee						10	80		120				50
Wolf	120	80								60			
Skeleton	130			170		0	50		40	50		70	0

SIGNIFICANT SPECIALS

Giant Bee	
Wolf	
Skeleton	2 Actions

Note: in the above array, and the subsequent ones, an empty field means a default value of 100%.

Sidequest #1:

Get the mushrooms from Kitty.

Sidequest #2:

Get the root from the blinking tree.

Once you have both, return to the village and deliver the goods.

Make a stop at home to sleep.

Return to the forest and make sure to find everything and kill every enemy if you want the maximum score.

Use II-Blade (acquired at level 2) each time a fight involves a wolf (or several), but once you acquire X-Blade (at level 3), prefer this one to target one wolf. Also, it can't miss!

Monsters respawn each time you leave the forest.

It's also true of the other dungeons in the game.

World: Teardrop Lake

In case you need it, you have a shop on the map, and can rest in the forest, at the end near the pillar where Blade first fell asleep before his village got burned down.

On this worldmap (and all subsequent ones), items can be found by "walking" on an empty space.

Items: 2

Chests: 0

Other than that, proceed into the cave.

Ash Cave

Items: 12

Chests: 7

Your total should be **21/11** after the cave, if you have found everything.

You can also collect up to 14 Ash Diamonds, which you should keep for crafting towards the end of the game.

Monsters: 18

Keep in mind you get the maximum amount of Explorer Cards when you kill all monsters before finishing (exiting) a dungeon. It doesn't matter however if you exit back (return) to the previous location (in this case, the first worldmap).

	FIR	ICE	THU	HOL	DAR	POI	MUD	SIL	CON	ASL	PAR	STU	BLE
Cave Bat							120					120	
Blind Orc							0	0				70	
Lamia	80	120	150						30			60	

SIGNIFICANT SPECIALS

Cave Bat	
Blind Orc	
Lamia	

