

Aldorlea's INFERNO

Official Guide

<http://www.aldorlea.org>

This guide provides:

- *basic knowledge of the game including status ailments, elements and abbreviations*
- *a full walkthrough with annotated maps*
- *battle strategies*
- *characters' skills*



1. BASIC KNOWLEDGE

a) Stats

Note: a buff/debuff increases/decreases a given stat of 20%. A double buff/debuff does 40% (logically enough).



ATK and **DEF** affect your ability to do physical hits and take damage from them. Conversely, **FRT** and **RES** do the same thing with spells and some of the skills.

Pay attention to the description to know which stat(s) is/are taken into account whenever using a skill or a spell.

b) Status Ailments


All temporary status ailments last 2-3 turns

Blinded: 

HIT -50%, EVA -50%

Paralyzed: 

Can't move, EVA -100%

Possessed: 

ATK 96%, attack allies, 50% removed by hit

Poisoned: 

HRG -6%, DEF 98%, need cure to remove

Feverish: 


HRG -3%, ATK 96%, need cure to remove

Dizzy: 

HIT -20%, RES 94%, can't do skills

Bleeding: 

HRG -7%

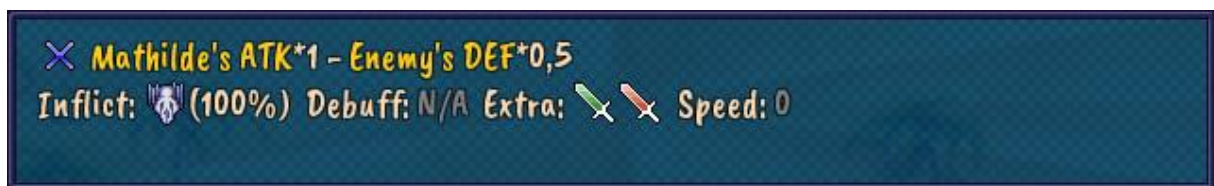
Infected: 

HRG -10%, FRT 96%, need cure to remove

c) Elements/Attributes



In the description box of skills and spells, a "green sword" icon indicates the skill/spell cannot miss (certain hit), whereas a "red sword" icon indicates it has a chance to do a critical hit (skills/spells don't do critical hits if they don't have a red sword icon).



d) Miscellaneous Stats



HIT: Hit Rate (accuracy)
EVA: Evasion
MEV: Magic Evasion
CEV: Critical Evasion
CRI: Critical Hit
CNT: Counter Rate
MRF: Magic Reflect
HRG: HP Regen
MRG: MP Regen
TRG: TP Regen
TGR: Target Rate
GRD: Guarding Rate
REC: Recovery Rate
PHA: Pharmacy (recovery from items)
FDR: Floor Damage Rate
EXR: Experience Rate (learning)

e) Easy mode

Easy mode (monsters stats alterations)

-100% EVA and CRI

80% HP

90% ATK and 70% DEF

90% FRT and 70% RES

50% AGI