

ODESSA

The Goddess of Ashes

Instructions Manual
www.aldorlea.org

CONGRATULATIONS

ON PURCHASING ALDORLEA'S ODESSA!

This game features an amazing story embedded in exciting gameplay features.

GAMEPLAY FEATURES

Odessa introduces several new and innovative gameplay features. Here is a presentation of them.

- You can save **anywhere** in this game, but there are “green sparkles” scattered in various places to remind you.
- There is a maximum of items and weapons/armors you can have at the same time in your inventory: 30 for items, 6 for weapons and armors.
- You can leave anytime a dungeon using “Exit Danger” from the Main Menu. It’s not immediately visible when you open said Main Menu, so make sure to scroll down to pick it.
- The TP you get from the start is partly dependent on LUK. A critical hit also gives extra TP.
- Most spells can be used 3 times every 8 turns (remaining amount is indicated with the 3/3 information). This means that if you use a given one too much, you will see a “Wait” indicating you need to, well, wait for it to reset (every 8 turns).
- Some spells also have cooldowns and need time to be used again (within the 3 times every 8 turns limit).
- Check out spots marked by “!” for items.
- Super Technics are acquired by using two “normal” technics 70+ times. This guide will detail all combinations later.
- Enemies are visible – normal ones are identified with a black “shadowy” monster, whereas bosses and semibosses will feature a dark blue “demon” sprite.
- Weather effects are particularly well polished in this game, but if for any reasons, you’d like to adjust their intensity, you can do so from the Options menu.

ATTRIBUTES and their abbreviations

- MHP = Max Hit Points
- MMP = Max Magic Points
- ATK = Attack
- DEF = Defense
- DEX = Dexterity
- STA = Stamina
- AGI = Agility
- LUK = Luck

- HIT = Hit Rate (Accuracy)
- EVA = Evasion Rate
- CRI = Critical Rate
- CEV = Critical Evade
- MEV = Magic Evade
- MRF = Magic Reflect
- CNT = Counter
- HRG = HP Regen
- MRG = Magic Regen
- TRG = TP Regen

- TGR = Target Rate (Aggro)
- GRD = Guard
- REC = Recovery
- PHA = Item Effect
- MCR = MP Cost
- TCR = TP Charge
- PDR = Physical Damage
- MDR = Magical Damage
- FDR = Floor Damage
- EXR = EXP Gain

- DMG = Damage

STATES

- Poisoned
HRG -10% each turn
- Infected
HRG -13% each turn
DEX *90% STA *80% AGI *90%
- Dizzy
K-O RATE *110%
HIT -20% EVA -10%
DEF/DEX/STA/AGI *90%
- Demented
Always attacks
HIT -10%
STA *80%
- Stunned
Cannot move
EVA -100% CEV -30%
- Paralyzed
Cannot move
DEF *90%
EVA -100% CEV -10%
- Confused
Only attacks allies
EVA -10%
- Charmed
Cannot move
EVA -20% CEV -10%
AGI *80%