THRONE OF GLASS

A GAME BY ALDORLEA GAMES

www.aldorlea.org

INSTRUCTIONS MANUAL

GENERAL GAMEPLAY FEATURES

- **MAIN MENU**

There is a "secret" third line in the Main Menu (accessible by pressing ESC while outside of battles), that you can access by pressing down from the second line. It contains the tab "Instructions" and "End Game".

- **AUTOSAVE**

The game autosaves after each battle and after each teleport (from one map to another). It is recommended to use other slots for regular (manual) saves, nonetheless.
In Normal and Casual modes, it is possible to save everywhere.
However it's only possible to save in selected places (generally ones with no or little danger) in other (harder) modes.

- **HP/MP HEALING ON LEVELLING UP**

This is a very important, strategic even, aspect of the game.
Upon levelling up, characters entirely recover their HP AND MP.

This is important strategy-wise because it allows you to save on healing items, if you pay attention when your characters are going to level up.

- **DASH**

Press SHIFT while moving so you can walk faster (run, actually).
There is no limit in how long and/or how many times you can use it.

- **ESCAPE**

In this game, you can always escape a fight with 100% success (assuming the escape button is available, of course).
To do so, press ESC in the main battle menu when you're prompted to assign a move to a character. You'll get another menu: FIGHT-STATUS-OPTIONS-ESCAPE, pick ESCAPE.

- **DIALOGUES**

It is possible to speed up dialogues (and cut scenes) by keeping the ENTER (or SPACE) button pressed.

- **EXPLOITS**

Exploits are a very important aspect of the battles in this game – possibly the most important one.

When you hit a critical, or when you pick an attack targeting an enemy's elemental weakness (fire, ice etc), resulting in 20% or more extra damage, you get the opportunity to play again!
Attention, enemies can do the same to your party!

Each enemy (and character) can only be exploited once per turn.
If you want to keep "exploiting", you need to pick a new target.

An exploited enemy (or battler) will be "shocked" for one action, meaning they'll lose some power.

Shocked malus:
- HIT RATE –20%
- EVASION RATE –100%
- CRITICAL RATE –5%
- CRITICAL EVASION –10%
- ATK/MAT *80%

The exploiter will get a bonus. All characters have one, but only some specific enemies get the extra bonus. These bonuses will be detailed in this guide. However, character's exploiter bonuses are mentioned directly in the game, via the status menu.

Note: as Shocked is directly connected to exploits, it's not considered a status ailment, and therefore cannot be cured using the usual skills or items to cure regular status ailments.

STATUS AILMENTS AND DEBUFFS

It is possible to check the status ailments and debuffs of all your characters AND the enemy side at any time during a FIGHT.
To do so, press ESC in the main battle menu when you're prompted to assign a move to a character. You'll get another menu: FIGHT-STATUS-OPTIONS-ESCAPE, pick STATUS.

Here is a list of all status ailments in this game:

- POISON

HP REGENERATION –6%
PERSISTS AFTER BATTLE

- BLEEDING

HP REGENERATION –8%
ENDS AFTER 5 TURNS

- BURNING

HP REGENERATION –10%
ENDS AFTER 3-5 ACTIONS

- SILENCE

CAN'T USE SKILLS
ENDS AFTER 3-5 ACTIONS

- BLIND

HIT RATE –50%
ENDS AFTER 3-5 ACTIONS

- RAGE

ALWAYS ATTACK
ENDS AFTER 2-4 ACTIONS OR IF DAMAGED (50% CHANCES)

- PARALYSIS

DON'T DO ANYTHING
EVASION –100%
ENDS AFTER 3 TURNS

- STUN

DON'T DO ANYTHING
EVASION –100%
ENDS AFTER 1 ACTION

- FREEZE

DON'T DO ANYTHING
EVASION –100%
DEF –20%
ENDS AFTER 2-3 TURNS OR IF DAMAGED (20% CHANCES)

- SLEEP

DON'T DO ANYTHING
EVASION –100%
ENDS AFTER 3-5 ACTIONS OR IF DAMAGED (100% CHANCES)

- CONFUSION

ALWAYS ATTACK BUT ENEMIES AND ALLIES INDIFFERENTLY
ENDS AFTER 2-4 ACTIONS OR IF DAMAGED (50% CHANCES)

- CHARM

DON'T DO ANYTHING
ENDS AFTER 2-4 ACTIONS OR IF DAMAGED (50% CHANCES)

- CHAINED (RARE)

DON'T DO ANYTHING
HP REGENERATION –2%
ENDS AFTER 4 TURNS

- HP/MP/TP REGENERATION

REGENERATES 10% EACH TURN
ENDS AFTER 7 TURNS

- ETERNAL FIRE (RARE)

ALWAYS ATTACK
HP REGENERATION –13%
ENDS AFTER 13 TURNS

- FIRE FORCE

ATTACK ELEMENT FIRE
HALVED DAMAGE FROM FIRE
ATK +10%
ATTACK STATE BURNING +20%
ENDS AFTER 5 TURNS

- ICE FORCE

ATTACK ELEMENT ICE
HALVED DAMAGE FROM ICE
DEF/MDF +10%
ATTACK STATE FREEZE +20%
ENDS AFTER 5 TURNS

- THUNDER FORCE

ATTACK ELEMENT THUNDER
HALVED DAMAGE FROM THUNDER
MAT +20%
ATTACK STATE PARALYSIS +20%
ENDS AFTER 5 TURNS

- WATER FORCE

ATTACK ELEMENT WATER
HALVED DAMAGE FROM WATER
MDF +30%
ATTACK STATE POISON +40%
ENDS AFTER 5 TURNS

- EARTH FORCE

ATTACK ELEMENT EARTH
HALVED DAMAGE FROM EARTH
DEF +40%
ATTACK STATE STUN +30%
ENDS AFTER 5 TURNS

- WIND FORCE

ATTACK ELEMENT WIND
HALVED DAMAGE FROM WIND
AGI +40%
ATTACK STATE BLIND +30%
ENDS AFTER 5 TURNS

- LIGHT FORCE

ATTACK ELEMENT LIGHT
HALVED DAMAGE FROM LIGHT
MMP/LUCK +20%
ATTACK STATE SILENCE +20%
ENDS AFTER 5 TURNS

- DARKNESS FORCE

ATTACK ELEMENT DARKNESS
HALVED DAMAGE FROM DARKNESS
MHP +10%
ATTACK STATE CONFUSION +20%
ENDS AFTER 5 TURNS

All those status ailments (the negative ones) can be cured using a Panacea.

Debuffs are different from status ailments.
They do only one specific thing: they decrease the value of a given stat (ATK/DEF/MAT/MDF/AGI).

- A single debuff (the icon is yellow) decreases a given stat by 25%.
- A double debuff (the icon becomes rather red with a larger arrow) decreases it by 50%.

Buffs work exactly the same way except they increase the stat.
It is possible to double buff as well.

GENERAL TIPS

Although there is an autosave, don't forget to save manually and regularly, and on different slots. It's especially true in harder modes where saving isn't available everywhere.

Always try to protect your weakness so you don't get exploited by enemies. An easily exploitable character can quick become a liability and penalizes his entire party, by allowing the enemy to play again, and possibly launch a deadly, large-damaging attack. If a character has a weakness to an Element superior to 20% (it will show in the status menu as a minus something in grey), they should try to equip something that will increase their resistance to the element in question.

Buy Ethers. Always have 10+ as soon as possible. Ethers are very important because magic is very important. Although some use TP, and no item restores TP, a lot of them still use MP, which Ethers do restore.

Use enemies' exploits. Remember that once an enemy has been exploited by a given character, you need to target another enemy if you want a chance to keep exploiting with the same character. You can identify easily which elements (if any) an enemy will be weak to using the data from this guide.