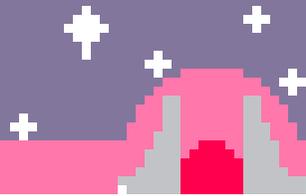




Sages

Hollow

The Overworld



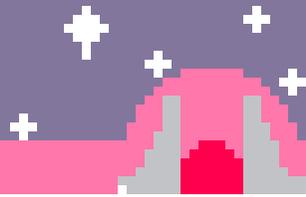
The Overworld is a network of nodes. You can move between nodes with the directional buttons.

You start out in the **Town Node**. Here, you can Heal, Save, and buy Items and Equipment.

Some nodes are **Story Nodes**, which advance the story.

Most nodes are **Battle Nodes**, where you fight a monster.

The Overworld, Cont.

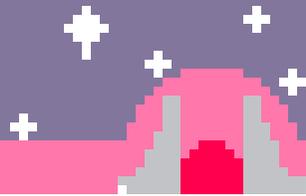


When you defeat the monster on a **Battle Node**, it will be replaced with a weaker monster.

This resets when you rest and save in the **Town Node**.

Every time you move to a new node, you recover 1 MP.

Battle



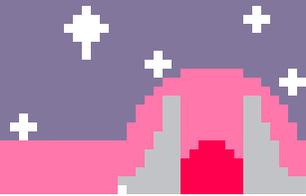
Battles are deterministic and turn-based. You always go first.

In battle, you have 4 options:

- Attack - Do 2 damage to your enemy.
- Item - Use an Item to give yourself a good Status.
- Spell - Use a Spell to give your enemy a bad Status.
- Wait - Pass your turn.

NOTE: Attacks **ALWAYS** do 2 damage unless modified by a Status. This is also true of monsters.

Statuses



Statuses have various effects in battle, such as increasing your attack damage or reducing incoming damage.

Statuses are indicated by an icon below the character. The pips below the icon indicate the duration.

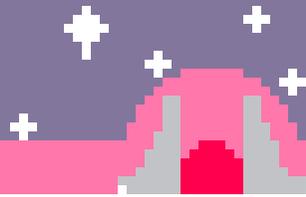
At the beginning of a character's turn, after all statuses have resolved, the duration of each status will decrease by 1.

NOTE: Everything that's not an attack is inflicting or removing some kind of status. Pay attention to Statuses and their durations!

Status List

- Armor  - Take 2 less damage from attacks.
- Strength  - Deal 2 more damage
- Ward  - Cannot gain Statuses except , , .
- Burn  - Take 3 damage at the start of your turn.
- Invisible  - Take no damage.
- Undead  - When reduced to 0 HP, gain 1 HP.
- Dragonburn  - Take 10 damage at the start of your turn.
- Enchanted  - Controlled by another's will.

Items

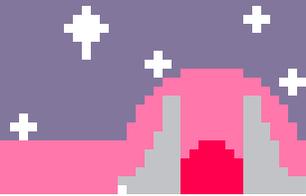


You can use Items in battle to give yourself a good Status.

- Shield - x2 on self.
- Resin - x2 on self..
- Sigil - x2 on self.

Items can be gotten for free in Town, but you can only carry so many! Use items liberally!

Spells



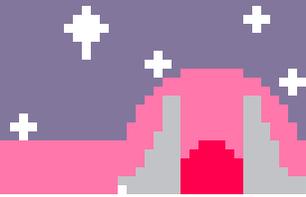
You can use Spells in battle to give your enemy a bad Status.

Casting a spell requires MP. You regain 1 MP every time you move in the Overworld.

You will learn spells from Magicians you meet on your quest. Your Max MP increases when you learn a spell.

- Candle - Apply x1 to enemy.
- Dispel - Apply x3 to enemy and remove , .
- Curse - Deal 5 damage apply x1 to your enemy.

Equipment



Equipment gives you a good Status at the beginning of each battle.

You can buy equipment in town using \$.

- Armor - Start with x1.
- Sword - Start with x1.
- Helmet - Start with x1.