Homework Salesman

PREMISE

Reniat returns to her home village after years away at boarding school to find that the village is nearly deserted. The mine that the village depended on heavily for boosting its economy and tourism has been overrun by monsters and no one has bothered doing anything about it. Having trained as an adventurer, she decides to see what she can do about reviving the town and making a name for herself in the world.

Homework Salesman is a life simulation game with an emphasis on dungeon exploration, completing quests, crafting new equipment and items, and befriending the people in town. The game takes inspiration from the Rune Factory and Atelier series.

GETTING STARTED

Double Click on Game.exe to start the game.

Once the title menu loads, select **New Game** to begin a new game.

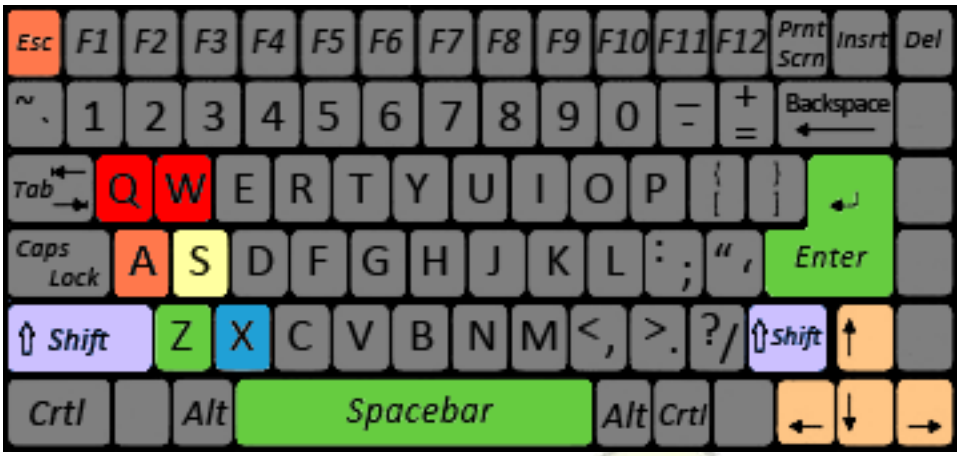
You will be prompted to input a name for your game session. This is so you can easily identify between multiple save games. After that, watch the opening sequence and you will have control over Reniat.

Check your **Journal** for an idea of what to do. Feel free to explore as much as you can and adventure how you feel fit.

Star Cadets

CONTROLS

KEYBOARD



Z, Enter, Spacebar – The main activation key. Select an item from a menu. Activate an object. Talk to an NPC.

Q – PageUp Item listings or PageLeft through Characters or Library Pages

W – PageDown Item listings or PageRight through Characters or Library Pages

A / Esc / Del – Open the Main Menu. A is also used to sort items.

Shift – Hold to run on the map. View detailed item info in the Inventory menu.

S – View Tooltip for certain menu items.

X / Ins – Cancel a selection. Go back a menu.

Arrow Keys – Move Reniat around on the map. Move cursor in menu.

GAMEPAD

You can configure gamepad controls by pressing **F1** while in-game. If you are using an Xbox 360 controller, you can use Xpadder (included) to map the digital pad and have the buttons mapped automatically.

TITLE SCREEN

At the title screen, the following options are available:

Quick Load – This is used to load the quicksave if you have one. Quicksaves are created from the in-game menu.

New Game – To start a new game, select this option.

Load Game – To resume a saved game, select this option.

Exit – To quit the game, select this option.

Press A to load AutoSave – You can press the A key or the X gamepad button to load the AutoSave if one is available.

GAMEPLAY BASICS

As an aspiring adventurer, Reniat is free to adventure as she see fits.

To get stronger, you'll have to slay monsters or do quests. You can battle monsters by finding them in the field maps or dungeons and bumping into them. Many of them are hostile and will chase you when they are close enough. See **Battling** for details on how to battle.

On Day 1, you will receive two introductory quests, and on Day 2, you will be able to pick up optional daily quests from the bulletin board at the center of town. You can always check on your quests by selecting **Journal** from the main menu. Accomplishing quests gives experience and usually item rewards.

In the fields, you will find gatherables such as plants, ores, lumber, and fishing spots. As long as you have the right tool in your inventory, you can collect these gatherables and use them in crafting, quest items, or selling to the trader.

There are several crafting stations in town that will allow you to craft new weapons, armor, items, upgrade or repair, cook food, create enchantments, and concoct potions. The crafting stations in town are limited to skill level 20, and you will need to purchase your own to get over this limit.

CRAFTING

To craft, simply find a crafting station (indicated by hovering icons) and press the action key while facing it.

In order to craft, Reniat needs to know the recipe, have the ingredients, and be at the proper skill level.

In this example, Reniat is using the Workbench. Press Left/Right to switch between subcategories of the craft. When you select the item you wish to craft, you can see its recipe in the right window. Reniat needs both the ingredients and be at the proper skill level. In the highlighted item's case, only skill level 0 is required and Reniat is at 6 (see bottom right window). In the recipe window, 1 oak log and 2 iron ore are **Req**uired, and Reniat has 5 oak log and 2 iron ore in **Stock**, so she is able to craft this item. If numbers are greyed out, either in the **Lv** column or in **Stock**, then Reniat will be unable to craft the item.

Crafting consumes AP points. The amount consumed varies from 0 to 20 depending on the difference between Reniat's skill level and the item's required skill level.

Reniat has six different crafts, each with their own set of recipes. She can access her recipe list at any time from the **Library** submenu of the main menu.

Cooking – Create delicious dishes that provide temporary stat boosts before battle, replenish AP, or give permanent stat boosts. Reniat can cook at her kitchen or the kitchen in the Adventurer's Guild. She can obtain cooking ingredients by slaying monsters, finding small bags, or purchasing them from the Inn.

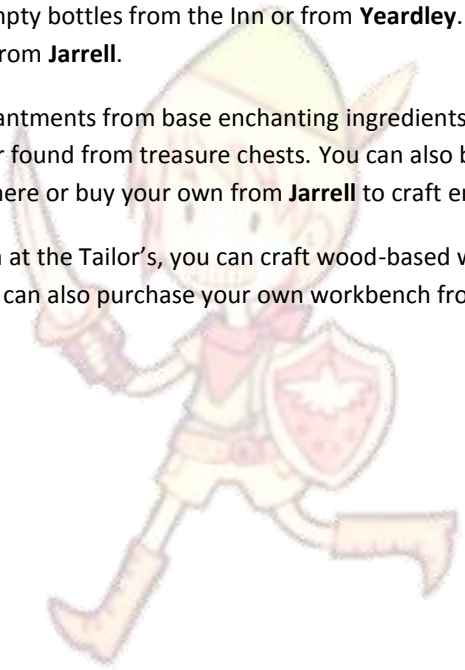
Smithing – Craft metal-based weapons, medium and heavy armor, helmets, and shields. Reniat can use the Blacksmith's forge to smith. She can also purchase her own from **Jarrell**. Reniat must mine for ores with a hammer in her inventory. She can also purchase miscellaneous required ingredients such as flux from the Blacksmith.

Outfitter – Use the loom at the Tailor's to craft robes, light armor, clothes, and headgear. Reniat can find fiber plants scattered throughout dungeons and plains and **Thornton** sells other required ingredients for crafting. Reniat can purchase her own loom from **Jarrell**.

Alchemy – Concoct potions to keep Reniat and her companions refreshed in and out of battle. Reniat must gather herbs and petals and she can buy empty bottles from the Inn or from **Yeardley**. She can use the alchemy station at the Witches' place, or buy her own from **Jarrell**.

Enchanting – Create your own enchantments from base enchanting ingredients. Empty orbs and essences are dropped occasionally by monsters or found from treasure chests. You can also buy them from **Milly** at the Witches' place. Use the Enchanter's Sphere there or buy your own from **Jarrell** to craft enchantments.

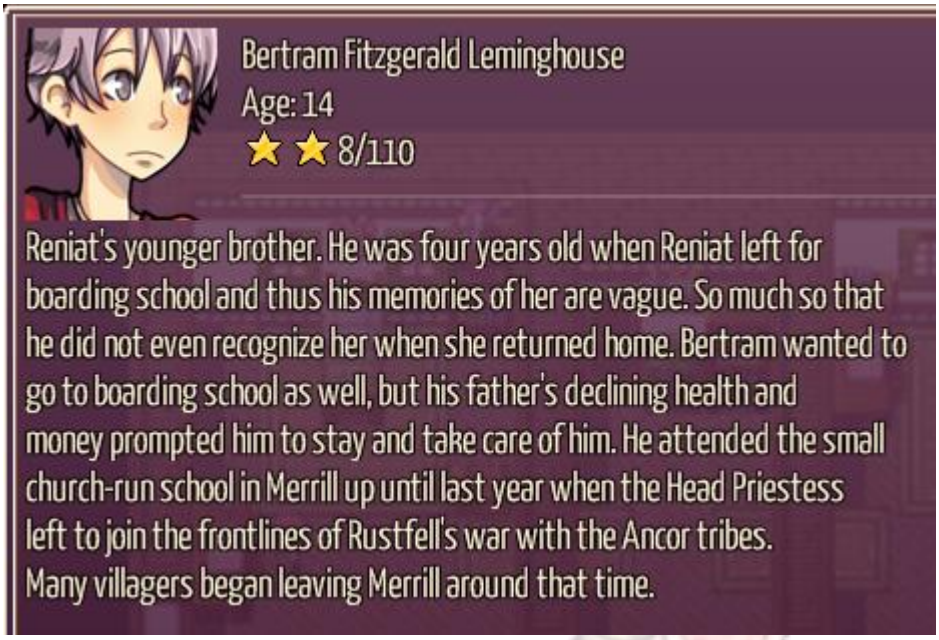
Construction – Using the workbench at the Tailor's, you can craft wood-based weapons, bows, totems, accessories, toys, and furniture. You can also purchase your own workbench from **Jarrell**.



FRIENDSHIPS

Reniat can befriend the various residents of Merrill. Each townsperson has their own story that you can uncover by increasing your friendship with them. Increasing your friendship with the various townsfolk will also unlock various services. For example, by increasing friendship with your father, he will begin offering training for more advance weapon skills. Befriend Gunsqueak the trader and he will start paying you more for items you sell to him.

To check your friendship stats, select Library from the main menu and then select People. Selecting a person will bring up their biography:



The stars represent the friendship level – there is a maximum of eight stars and most characters start out at one star. The number next to the stars is your current friendship experience and the number required to raise the level, so in this screenshot, Reniat currently has two stars with her younger brother Bertram, and is 8 points out of 110 towards the next star.

BATTLING

Battling is the main way for Reniat to gain experience and money. To initiate a battle, simply bump into one of the many monsters roaming around in the field maps and dungeons. You will be greeted with the screen below, with the monsters in the center and Reniat and her companions on the bottom. Choosing **Fight** will swing you to the turn input round (see second image), where you choose each character's actions. **Auto-Battle** will let the characters attack without your input. They will always perform regular attacks so they won't consume weapon health or mana. **Log** lets you review what has happened in battle so far. **Run** has a 100% success chance and allows you to flee battle, even boss battles. However there is usually a -10 AP penalty.

This is the individual character's actions window where you can choose what action they will take for the turn. **Attack** peforms a regular attack with your equipped weapon. **Physical** opens up a skill menu showing only your weapon skills. **Elemental** opens up a skill menu showing only your magic spells (requires a staff or tome equipped). **Guard** will make the player defend for that turn. **Item** will open up that character's inventory and you can opt to use an item for that turn.

In addition, Reniat's companions have some unique actions:

Xebec can go **Berserk**, which will raise his TP to 100% and boost all of his stats. He can do this once per battle.

Ankaba can **Concentrate**, which will guarantee that her next spell be a critical attack (300% damage).

Bog 'n Crack can **Absorb** which allows him to learn one of his companion's skills. He can learn up to eight skills and must cast Deabsorb outside of battle to reset his knowledge.

After inputting all of your actions, a command review window will appear and you must confirm your actions by pressing the action button or press cancel if you wish to make any changes.

Battle ends when all enemies are successfully defeated. You will then see a victory window that tells you how much experience you gained and what loot if any you recovered from the battle.

QUESTING

Quests are an integral part of the game. In order to progress in the story, you must do the story quests which you will gain automatically. Story quests are indicated by the rolled white letter with a yellow tie icon. Here is an example of a story quest:

Each quest has a set of objectives indicated by the arrows. When you complete an objective, it will change to green in color. Once all objectives are complete, you typically have to return to the questgiver to complete the quest and get your reward.

Starting on Day 2, you can pick up daily quests from the Bulletin Board in the middle of town. These are random quests that typically ask you to fetch a certain number of an item for someone, or slay a certain number of a particular monster. Some quests may require you to craft as well. These quests are optional but completing them will increase your friendship significantly with the questgivers and net you some good rewards. All quests give experience points as well.

You can check what your quests are at any time by entering the main menu and selecting **Journal**.

ENCHANTMENTS

Enchantments are items that provide a specific permanent boost to any equipment that you can apply them to. To use an enchantment, simply select it from the inventory and you will see a screen that will prompt you to choose the equipment you wish to apply it to. In the below case, a Lv2. Healthiness enchantment, which provides a +2% HP boost, was selected.

Reniat's Skirt was selected to apply the enchantment to. Afterwards, you can see that the item was enchanted:

Enchantments can be crafted or found randomly.

SKILLS

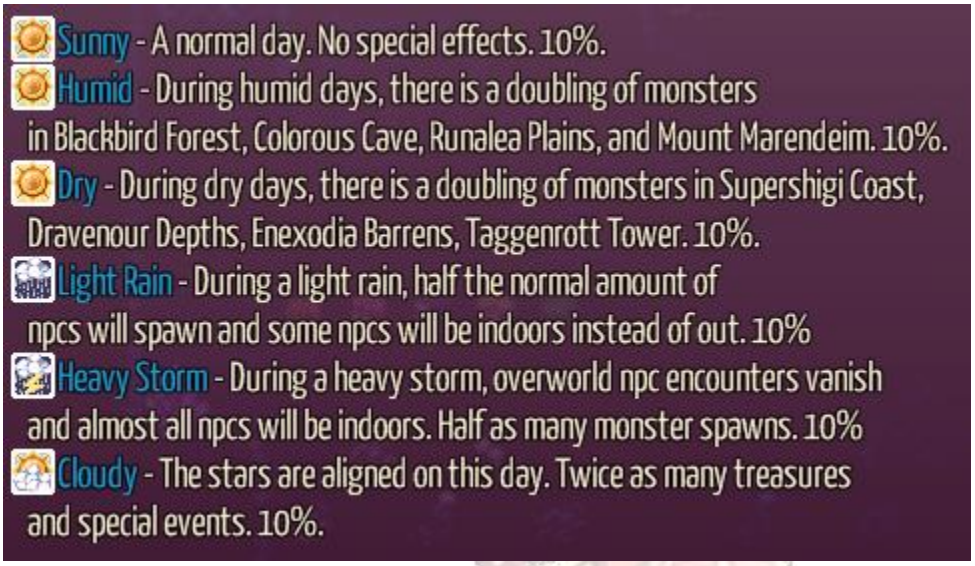
Skills are actions that can occur in either battle or on the map. Skills allow you to formulate a strategy during battle, or provide utilization for certain map or crafting scenarios. You can view your skills by selecting **Skills** from the main menu. The cost of the skill is shown to its right (in this case, Reflective Wall will consume 1 staff/tome weapon point and cost 5 MP). You can also see the skill's detailed information in the left panel.

Skills level up the more you use them and increase in power as a result (although any skill above +8 will have diminishing returns). In addition to using the skill, you must also meet a level requirement, as you can see in the lefthand panel here:

WEATHER AND ACTION POINTS (AP)

At the top left corner of the screen, you will see the AP bar, weather, and current day. Reniat has 100 action points each day, and when she reaches 0, she will become tired, respawn home, and take the rest of the day off. Action points are consumed by battling, gathering, transitioning between field maps, and crafting.

The weather icon tells you what the day's weather is like. There are six types of weather:



Lastly, the day counter shows you how long you've been playing (in-game time). There is no penalty for taking as long as you like. As certain events have a cooldown period in days, you can use the current day to keep track of how long until an event resets.

SAVE GAMES

There are three types of saves: Save Game, Quick Save, and Auto Save.

You can create Save Games at Reniat's desk in her bedroom and at Camp Sites that are found in dungeons. You can customize the graphic that appears on the Save Slot that you choose by going to the options menu and configuring the Save Slot Image option.

The Quick Save can be created at any time you have control over Reniat. Simply select Quick Save from the menu.

The Auto Save is created every time you change maps and every time you load a game. To load the AutoSave, press the A key (X on the gamepad) when at the title screen. **Remember: the AutoSave is created every time you enter a map**.

DATA

ITEMS

CONSUMABLES

Minor healing potion - A popular health potion carried by many merchants. Synthesized by alchemists using commonly found rutra herbs. Cost: 50z

Lesser healing potion - An intoxicating concoction of fresh herbs and spices said to increase virility. Oratoi petal is the main ingredient for this drink. Cost: 250z

Minor mana potion - A popular booster used by mages for a quick revitalization of their mana. The popularity of this drink has increased the value of blumanto petals. Cost: 100z

Lesser mana potion - A stronger version of the minor mana potion, using twice the ingredients for thrice the potency. Cost: 500z

Elixer - A luscious, silky liquid mixture created from carefully steeping rare herbs for hours. Offers full HP, MP, TP recovery for its drinker.

Steroid Shot - A shot of various chemicals said to boost one's adrenaline. Fills the TP bar to max. Cost: 500z

Berserker Potion - A mysterious potion concocted using ordinary ingredients. Doubles your crafting EXP for the current day.

Life Essence - Revives a fallen party member and fully recovers their health and mana.

Antivenom - A bitter, vile medicine that provides instant relief for stomach aches and cramps. It is also a vital antidote for Poison and Paralysis. Cost: 10z

Eyedrops - A saline solution that helps clear one's vision. Cures Blindness. This does not cure the darkness that befalls you in a cave without a torch. Cost: 20z

Music Box - A small box that plays a loud, off-key tune when played. Prone to breaking down after a few uses. Cures Asleep. Cost: 30z

Remedy - A tincture filled with the souls of dead animals. Cures all negative states.

Torch - A torch that can be used to enlighten a dark room. The torch lasts until you exit the dungeon. Cost: 8z

Camp Kit - A kit containing sleeping bags, tents, poles, and other survival gear. Used at camp sites only. Party will rest until next day. Cost: 1000z

Portable Anvil - A onetime use device that allows you to upgrade or repair anywhere.

Gift Box - A small wrapped box with a present inside.

Recipe Book - An ancient book that contains a mysterious recipe. Teaches a random recipe.

Lovely Recipe Book - A book that conceals an advanced crafting recipe. Teaches a random recipe

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FOOD

Vegetable Stew - A mix of fresh vegetables boiled in a mild soup base. This vitamin-infused meal doubles item effectiveness for three rounds at the start of your next battle.

Hearty Curry - A spicy sauce mix of assorted vegetables and meat served with rice. This scrumptious dish will raise its eater's HP permanently by a little.

Mystic Omelet - A fried egg served with a good heaping dose of special sauce. This scrumptious dish will raise its eater's MP permanently by a little.

Power Burger - Made with the finest mystery meat. This burger is sure to enhance one's strength. This scrumptious dish will raise its eater's Attack permanently by a little.

Enduring Soup - A soupy meal for the ages. Its ingredients are a potpourri of endurance. This bone chilling soup will raise its eater's Defense permanently by a little.

Dazzling Steak - A rare cut of the finest meats, served with a delicious sauce on top. This delectable delight will raise its eater's Magic Attack permanently by a little.

Lithe Salad - A medley of assorted greens that gives one a springy bounce. This scrumptious dish will raise its eater's Agility permanently by a little.

Elemental Mix - A bowl overflowing with various fruits, vegetables, meats, and more. This variety of madness will raise its eater's Magic Defense permanently by a little.

Lucky Sashimi - Raw fish strips with a side of garnish and egg. This mercury-packed meal will raise its eater's Luck permanently by a little.

Pizza - A delicious pizza. Provides a three turn Attack boost in your next battle.

Cookie - A yummy cookie. Provides a three turn Defense boost in your next battle.

Cake - A slice of cake. Provides a three turn Magic Attack boost in your next battle.

Hot Pot - A medley of miscellaneous ingredients in a spicy soup base. Provides a three turn Magic Defense boost in your next battle.

Hearty Breakfast - A hearty breakfast. Provides a three turn Agility boost in your next battle.

Lucky Lunch - A lucky lunch. Provides a three turn Luck boost in your next battle.

Monster Soup - This soup is guaranteed to make you smell appealing to monsters. Makes monsters target you for 3 turns.

Bottle of Water - A bottle filled with fresh water from the well in Merrill. Restores 5% HP, Alchemy Ingredient, Cooking Ingredient.

Bottle of Spirits - A bottle of the finest spirits found in Merrill. Boost Attack by 20% but lower Agility by 50% for 2 turns

Fruit Dessert - A really fruity dessert. Boost Magic Attack by 20% but lower Defense by 50% for 2 turns.

Grilled Fish - Delicious grilled fish. Boost critical rate for 2 turns.

Jelly Buns - Delicious buns with jelly filling. Recover 10 AP.

Fruit Parfait - A splendid chilled dessert with fruity and creamy goodness. Recover 20 AP.

ENCHANTMENTS

BLUE ENCHANTMENTS

- Healthiness - An enchantment that increases Max HP. Available slot types: Head, Body, Accessory
- Wisdomheld - An enchantment that increases Max MP. Available slot types: Head, Body, Accessory
- Boisterity - An enchantment that increases Attack. Available slot types: Head, Body, Accessory
- Hardiness – An enchantment that increases Defense. Available slot types: Head, Body, Accessory
- Intellectual – An enchantment that increases Magic Attack. Available slot types: Head, Body, Accessory
- Immunity - An enchantment that increases Magic Defense. Available slot types: Head, Body, Accessory
- Fleetfoot - An enchantment that increases Agility. Available slot types: Head, Body, Accessory
- Luckyduck - An enchantment that increases Luck. Available slot types: Head, Body, Accessory

RED ENCHANTMENTS

- Inferno – An enchantment that adds Fire element to weapon. Available slot types: Weapon
- Metallic – An enchantment that adds Earth element to weapon. Available slot types: Weapon
- Thundrous – An enchantment that adds Wind element to weapon. Available slot types: Weapon
- Drowned – An enchantment that adds Water element to weapon. Available slot types: Weapon
- Luminous – An enchantment that adds Divine element to weapon. Available slot types: Weapon
- Tenebrous – An enchantment that adds Darkness element to weapon. Available slot types: Weapon

PURPLE ENCHANTMENTS

- Poisoner - An enchantment that adds a chance to poison your target. Available slot types: Weapon
- Sightnull - An enchantment that adds a chance to blind your target. Available slot types: Weapon
- Speaknomore - An enchantment that adds a chance to silence your target. Available slot types: Weapon
- Lullaby - An enchantment that adds a chance to put your target to sleep. Available slot types: Weapon
- Psychotic - An enchantment that adds a chance to confuse your target. Available slot types: Weapon
- Tranced - An enchantment that adds a chance to charm your target. Available slot types: Weapon
- Paralyzer - An enchantment that adds a chance to paralyze your target. Available slot types: Weapon
- Burningman - An enchantment that adds a chance to burn your target. Available slot types: Weapon
- Walrus - An enchantment that adds a chance to douse your target in water. Available slot types: Weapon

GREEN ENCHANTMENTS

- Accuracy - An enchantment that increases hit rate. Available slot types: All
- Dodge - An enchantment that increases evasion rate. Available slot types: All
- Critical - An enchantment that increases critical attack rate. Available slot types: All
- Fortitude - An enchantment that increases critical evasion rate. Available slot types: All
- Suppression - An enchantment that increases magic evasion rate. Available slot types: All
- Wall - An enchantment that increases magic reflection rate. Available slot types: All
- Counterattack - An enchantment that increases counter rate. Available slot types: Weapon
- Healthregen - An enchantment that increases health regeneration rate. Available slot types: All
- Manaregen - An enchantment that increases mana regeneration rate. Available slot types: All
- Techregen - An enchantment that increases TP regeneration rate. Available slot types: All

GRAY ENCHANTMENTS

- Multihit - An enchantment that adds additional attacks. Available slot types: Weapon
- Provocation - An enchantment that increases chance of being targeted by enemies. Available slot types: Off-Hand, Heady, Body
- Guard - An enchantment that increases the chance to protect the weak. Available slot types: Off-Hand, Heady, Body
- Recovery - An enchantment that increases the power of health recovery skills. Available slot types: Accessory
- Pharmacology - An enchantment that increases the power of health recovery items. Available slot types: Accessory
- Manareserve - An enchantment that decreases MP cost for elemental spells. Available slot types: Accessory
- Techcharge - An enchantment that increases TP charge rate. Available slot types: All
- Golem - An enchantment that decreases physical damage rate. Available slot types: Accessory
- Spirit - An enchantment that decreases magic damage rate. Available slot types: Accessory
- Trapper - An enchantment that decreases floor damage rate. Available slot types: All
- Learner - An enchantment that increases experience gain rate. Available slot types: Accessory

WHITE ENCHANTMENTS

- Blindnull - An enchantment that prevents Blindness. Available slot types: Accessory
- Silencenull - An enchantment that prevents Silence. Available slot types: Accessory
- Sleepnull - An enchantment that prevents Asleep. Available slot types: Accessory
- Confusenull - An enchantment that prevents Confusion. Available slot types: Accessory
- Charmnull - An enchantment that prevents Charmed. Available slot types: Accessory
- Paralyzenull - An enchantment that prevents Paralysis. Available slot types: Accessory
- Poisonnull - An enchantment that prevents Poison. Available slot types: Accessory
- Burnnull - An enchantment that prevents Burning. Available slot types: Accessory
- Wetnull - An enchantment that prevents Wet. Available slot types: Accessory

YELLOW ENCHANTMENTS

- Thief - An enchantment that adds the Steal Effect upon attack. Available slot types: Weapon
- Lavastrike - An enchantment that casts Lavastrike upon successful hit. Available slot types: Weapon

BLACK ENCHANTMENTS

- Repair - Chance to recover 1 Weapon HP on equipped weapon after battle turn. Available slot types: Off Hand, Head, Body, Accessory
- Handyman - Chance to recover 5 Weapon HP on equipped weapon post battle. Available slot types: Off Hand, Head, Body, Accessory

CRAFTING INGREDIENTS

COOKING RELATED

Sauce - A bottle of sauce created through slowly processing vegetables and other ingredients.

Soup Base - A base used for soups.

Sautéed Vegetables - Sautéed or steamed vegetables ready to be added to a meal.

Dough - Dough that can be used for a variety of baked goods.

Fruit Compote - A fruit filling ready to be used in baked goods and desserts.

Spice Mix - A packet of spices that has been grounded and prepared for cooking.

Rice - A bowl of rice. Can be eaten to restore energy or used in main dishes.

Spicy Sauce - A sauce made with spices and seasoning.

Dessert Base - A mixture of ingredients commonly used for desserts.

Carrot - An orange root vegetable with a crisp texture. A favorite of rabbits everywhere.

Onion - A vegetable. Cutting these makes Reniat's eyes water.

Potato - A vegetable. Tough and annoying to peel, but delicious when cooked.

Meat - The meat of a slain monster.

Fish - A creature that lives its entire life in bodies of water.

Mushroom - A common fungus found everywhere. Adds a savory kick to dishes.

Nuts - Hard shelled fruit of certain plants. High in protein.

Orange - A common citrus fruit. Has a very tangy taste. Used in making desserts or juices.

Grapes – A rare fruit used in making desserts or juices.

SMITHING RELATED

Flux - An ingredient sold by the blacksmith and used to aid in the creation of ingots.

Steel Ingot - A steel ingot made from refining iron ore. Used to craft steel equipment.

Iron Ore - A piece of iron ore used by blacksmiths to create new weapons and armor.

Silver - A small chunk of raw silver used by blacksmiths to create new weapons and armor.

CONSTRUCTION RELATED

Elunium - A mysterious metal used for upgrading weapons.

Oak Log - A log from a fallen oak tree that you chopped up.

Mahogany Log - A fine mahogany log that you chopped up from a fallen tree.

Bowstring - Tough string used for bows. Sold at Westerly's.

Basic Trinket Set - A toolkit containing buttons, needles, thimbles, and more.

OUTFITTER RELATED

Fur - Fur stripped from a fallen monster.

Leather - Leather cured from a fallen monster's hide.

Thread - Strong thread used in tailoring.

Ruko Fiber - Red fibers from a ruko plant.

Linon Fiber - Yellow fibers from a linon plant.

ALCHEMY RELATED

Greic Leaf - The leaf of the common greic plant popular among adventurers for its curative properties.

Rutra Herb - An herb found in abundance in Blackbird Forest.

Oratoi Petal - The petals of the oratoi plant found in Blackbird Forest and Runalea Plains.

Yeggo Bloom - A flower that blooms in the Runalea Plains and Shigi Coast.

Whilix Flower - A rare flower prized by foragers. Found mainly in the Lacroa barrens.

Blumanto Petal - Petals of the rare blumanto plant prized for its mana restorative powers.

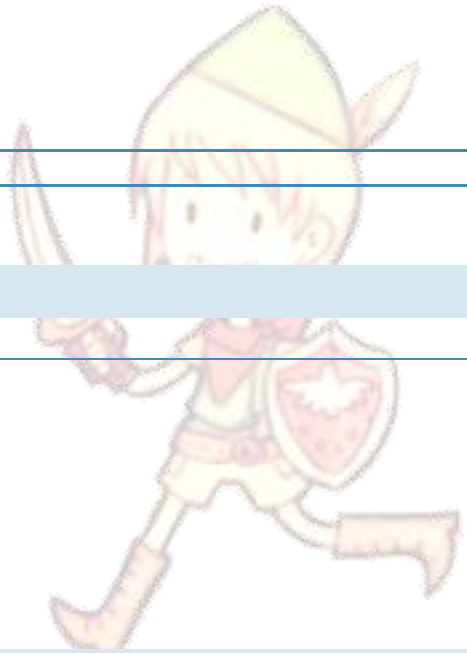
Empty Bottle - An empty bottle that can be filled with water from the well or other liquids.

ENCHANTING RELATED

Notes: The Equipment Section is unfinished and will be finished in the next update.

WEAPONS

Name	Cost	Crafted At	Attack Power
	Swords (one handed)		
Iron Sword	100	Blacksmith Forge	+2
Steel Sword	500	Blacksmith Forge	+6
	Spears (two handed)		
Iron Spear	125	Blacksmith Forge	+5
Steel Spear	500	Blacksmith Forge	+10
	WIP		



EQUIPMENT

OFF HAND

HEAD

BODY

ACCESSORY+

SKILLS

STATUS EFFECTS

Fallen – A character enters this state when their HP reaches 0. They cannot act in this state. This state automatically goes away and the character revives with 1 HP post-battle.

Poison – A character will lose 10% of their HP every turn while this state is inflicted. This state automatically goes away post-battle.

Blind – A character's hit rate drops by 60% while this state is inflicted. Physical attacks cannot be performed as well. This state automatically goes away post-battle.

Silence – A character cannot cast elemental spells while this state is inflicted. This state automatically goes away post-battle.

Confusion – A character in this state will attack both enemies and allies. It automatically goes away between 2-4 turns. There is a 50% chance the state will go away when damage is inflicted upon the character.

Asleep – A character falls asleep in this state. Their evade drops to 0%. The state is automatically removed if the character is damaged or from 3 to 5 turns.

Paralysis – In this state, a character's evade drops to 0%, they cannot perform physical skills or cast elemental spells, and they cannot attack. They can still guard or use items.

Stun – In this state, the character cannot act for 1 turn.

Burning – Set someone on fire. The target will have their attack and defense reduced to 70%. They lose 5% HP per turn. Ends after 2 to 4 turns. Water spells remove the Burning state.

Wet – Douse an enemy with water. Wind spells are 200% effective when a target is wet. Ends after 2 to 4 turns.

Frazzled – Get knocked up by electricity. Agility reduced to 50%. HIT rate reduced to 50%. Ends after 2 to 3 turns or when taking damage.

Dirty – Get dirt all over yourself. Lasts for 2 to 4 turns. Nothing happens to you while you are in this state.

Diseased – HP recovery spells and items are 50% effective under this state. Lasts for 2 to 3 turns.

Darkness – Hit Rate drops by 60% and physical skills cannot be used. **This state persists out of battle. To remove this state, you must use a torch or cast the torch spell. This state can only happen when you enter a dark place without using a torch.**

CREDITS

STAR*CADETS

Game Design, Scenario, Monster Concepts

Diedrupo

Artwork, Character Design, Character Sprites, Monster Artwork, Mapping, Tilesets, Eventing

Ronove

SPECIAL ASSISTANTS

FireFly Framework, Battle Animations

Rhyme

Monster Artwork, Test Lead

Archeia Nessiah

Musician

Tarranon

TESTERS, EARLY DEMO PLAYERS

Lene	**Liberty**
Beamlight	**Professor Yoshi**
Euphony	**Dagger**
Adalwulf	**Lunarea**
Raven the Dark Angel	**Sixty and a quarter**
VexedEnigma	**Racheal**
Volrath	

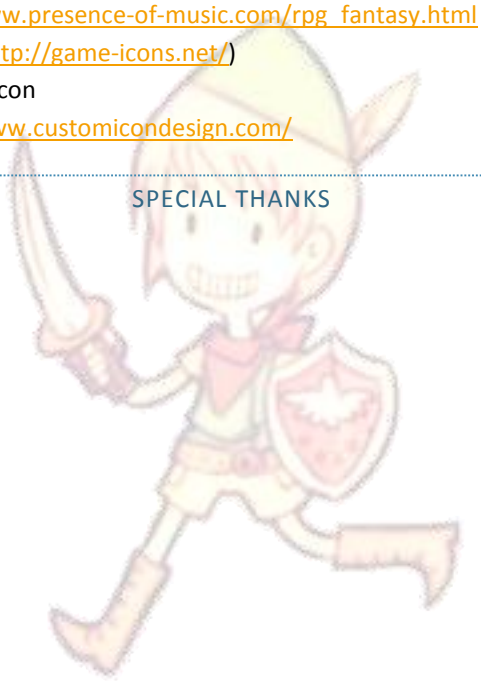
MISCELLANEOUS

- Razkertim Title Theme song composed by **Reives**

PUBLIC RESOURCES

- **KGC** for KGC Bitmap Extension
- **Yanfly** for Message System, Parallax Fix, Combat Log, and Common Event Tiles scripts
- **Neonblack** for Event Chase script
- **TDS** for Battle Log script
- **Yami** for bubble message script
- Misc Graphics from **Lunarea**, **Celianna**, **Whitecat**, **Raindropmemory**, **VexedEnigma** http://cocousagi.web.fc2.com/index.html, **Ayene**, **Mack/Refmap**, **Nekomoo, Amaranth Games**
- **Sounddogs** for miscellaneous background sounds
- Misc Music from http://www.presence-of-music.com/rpg_fantasy.html and **hmixnet**
- Crafting Icons from **Lorc** (http://game-icons.net/)
- **Oliver Schlotz** for Options Icon
- Library Icon from http://www.customicondesign.com/

SPECIAL THANKS



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WEBSITES

www.homeworksalesman.com/hws/ Homework Salesman

www.starcadets.org/sc/ Star*Cadets

www.rpgmaker.net/g/hws/ RMN Gamepage

http://ronoveofthestars.wordpress.com/ Ronove of the Stars blog