

Finding Finley

OFFICIAL PLAYERS GUIDE

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Note: This document also includes the Kovari Legends Instruction Booklet.

Table of Contents

Instruction Booklet:

- [Basic Controls](#)
- [Gameworld](#)
- [Puzzles](#)
- [Tools](#)
- Compendium (Coming Soon)
- [Gear and Firanite](#)
- [Battle Stats](#)
- Battle:
 - [Battle Screen](#)
 - [Battle Commands](#)
 - [Abilities](#)
 - [Magic](#)
 - [Battle Strategies](#)
- [Status Effects](#)

Official Demo Players Guide:

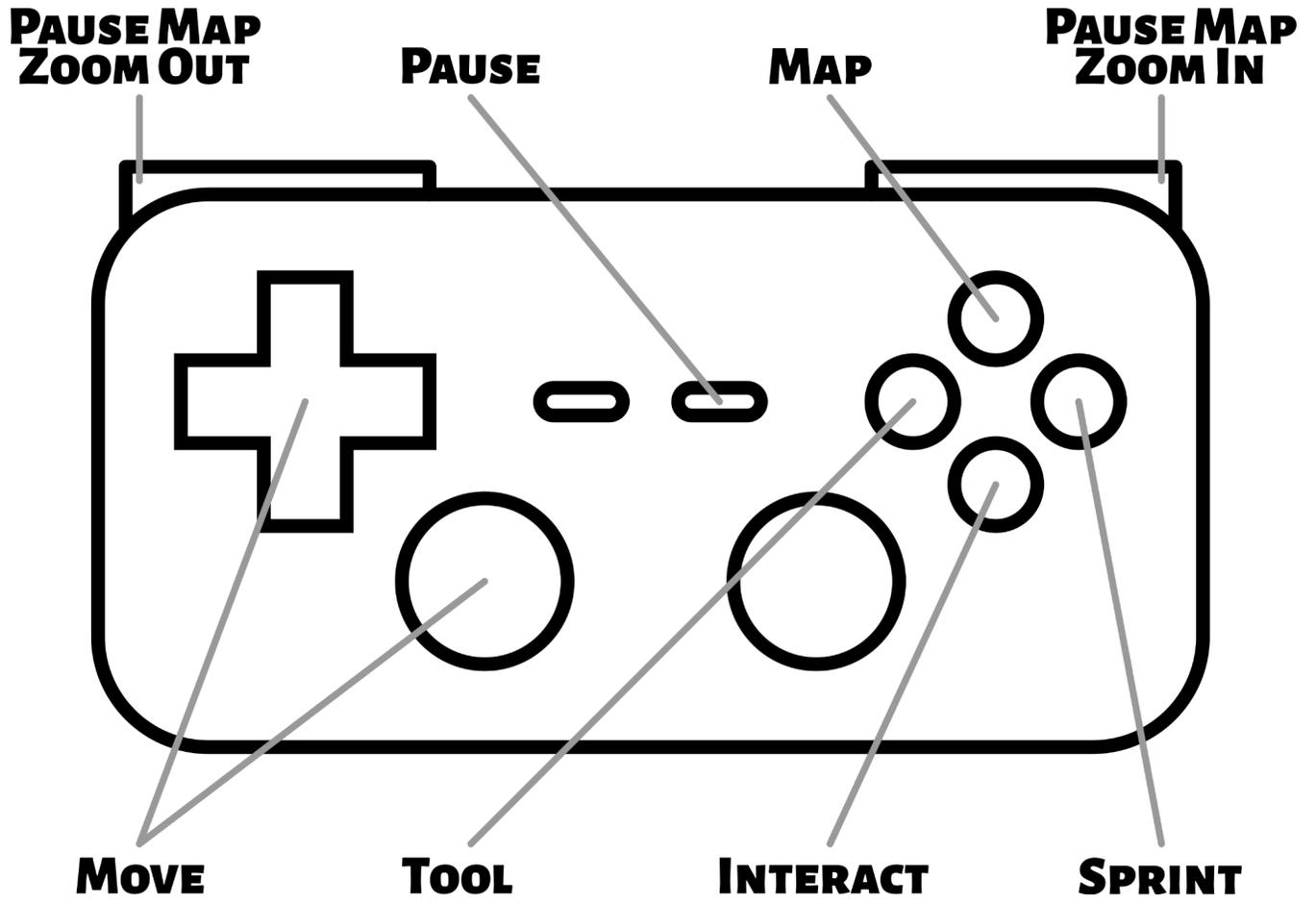
- [Official Demo - Notes](#)
- [Official Demo - Walkthrough](#)
 - [01 - Speak With King Douglas](#)
 - [02 - Locate Paul](#)
 - [03 - Speak With King Douglas](#)
 - [04 - Locate Gareth](#)
 - [04b - Return to Hanover Village \(OPTIONAL\)](#)
 - [05 - Infiltrate Carleigh Keep](#)
 - [06 - Locate Finley](#)
- [Official Demo - Area Maps](#)
 - [Hanover Village](#)
 - [Kovari Forest](#)
 - [Swamp of Ruin](#)
 - [Carmine Grove](#)
 - [Carleigh Keep](#)
- [Bestiary](#)

Creator's Note:

I hope you find the information in here very useful. I tried to make the verbiage as clear, concise, and consistent as possible; although I know it is not perfect. I also decided not to spend the extra 10 - 15 hours needed to format this document in a much more structured, clean, and professional format. I eventually plan on having all of this information on KovariLegendsPlayersGuide.com. Thank you for reading!

-Mike

Basic Controls



Gameworld Controls:

Move Player:

- Left Analog Stick or D-Pad
- Keyboard: Arrows
- Keyboard: WASD

Interact:

- South Button
- X-Box: A Button
- Keyboard: Space Bar

Use Tool:

- West Button
- X-Box: X Button
- Keyboard: B Key

Sprint:

- East Button
- X-Box: B Button
- Keyboard: N Key

Open Map Screen:

- North Button
- X-Box: Y Button
- Keyboard: H Key

Open Pause Screen:

- Start Button
- Keyboard: Enter Key

Pause/Shop/TeaTime and Battle Screen Controls:

Navigate Menus:

- Left Analog Stick or D-Pad
- Keyboard: Arrows
- Keyboard: WASD

Submit:

- South Button
- X-Box: A Button
- Keyboard: Space Bar

Cancel:

- East Button
- X-Box: B Button
- Keyboard: N Key

Map Zoom In:

- RB
- Keyboard: I Key

Map Zoom Out:

- LB
- Keyboard: O Key

Map Center:

- LB + RB
- Keyboard: C Key

Examine Center:

- LB or RB
- Keyboard: C Key

Exit Pause/Shop/TeaTime Screen:

- Start or North Button
- X-Box: Start or Y Button
- Keyboard: Enter Key or H Key

Battle Sword Technique Controls:

North:

- X-Box: Y Button
- Keyboard: H Key

South:

- X-Box: A Button
- Keyboard: Space Bar

East:

- X-Box: B Button
- Keyboard: N Key

West:

- X-Box: X Button
- Keyboard: B Key

(see [Abilities](#) below)

Gameworld

Movement: The player can move in any direction around the gameworld. The player can also sprint for a short distance. Player movement can be slowed by sprinting too far, map obstacles like mud and tall grass, and when the player has been Poisoned or Drained in battle (see [Status Effects](#)).

Navigation: In the isometric gameworld, NORTH is towards the **top left** of the screen.

Interaction: The player can interact with many objects in the gameworld:

- Talk to NPCs
- Read Signs
- Read Books
- Open Treasure Chests
- Collect Potted Herbs and Tea Plants
- Check Pots for Gold
- Collect Wall Maps
- Open Locked Doors
- Push Wooden Crates
- Press Wall Switches in Dungeons
- Use a Crank or Crest in Dungeons
- Back Attack an Enemy
- And more (coming soon)

Tools: After equipping a Tool in the pause menu, the player can interact with special objects in the game world (using the Tool/West Button):

- Tea Kettle: Interact with Tea Fire
- Lantern: Interact with Torches

Tools are necessary to complete certain puzzles and sometime required to continue the quest.

Treasures: There are four types of treasures that can be found in the gameworld:

- Treasure Chests: Can contain items and gold
- “Natural” Herbs and Tea Plants: Blue, Yellow, and Red Herbs only
- Pot-o-Gold: Contains gold (Only empty pots, and never in someone’s home!)
- [redacted]: Contains gold (Tool Required)

Note: *Natural Herbs and Tea Plants will regrow at each new chapter so be sure to return and collect them again!*

Enemies: Certain areas of the gameworld have enemies roaming the land. These enemies are referred to by most Kovari people as the Firamin. If you get close enough to an enemy, a battle will begin. If the battle is won, the enemy will disappear from the gameworld. If the player party successfully runs away, the enemy will stay, but the player will have a short period of time to move away from the enemy before triggering another battle. **Be aware**, sometimes the enemies are hard to see or can be walking behind large trees or other objects!

Note: *Like natural Herbs, enemies will also respawn at each new chapter. Be aware though, sometimes they will have recruited new more powerful enemies into their party!*

Enemy Hearing: If you get close enough to a enemy, it will hear you and look in your direction with a “?” emote. After a short staredown, the enemy will eventually return to its patrol. Every individual enemy has different hearing sensitivity, although certain races will always have better or worse hearing for the whole race.

Chase Enemies: When some enemies hear you, they will look in your direction with a “!” emote. Shortly after, they will begin to chase you! Every individual enemy has different chase speeds. If you get far enough away, the enemy will stop chasing you. Then once you are completely away from them, they will return to their patrol.

Back Attacks: Both the player and the enemy can initiate a battle with a back attack. If you approach an enemy from behind and press the Interact/South button when just behind the enemy, there is a very high chance the battle will start with the enemies back turned, which gives major advantages in battle. Conversely, if the player has their back turned when an enemy approaches them, the battle will start with the entire player party having their back turned. See [Battle Strategies](#) for more information on the advantages/disadvantages of Back Attacks:

Pincer Attacks: Initiated the same way as a Back Attack, but there is a small chance the enemy party (or player party) will be pincerred, or surrounded. This has the same advantages/disadvantages as a Back Attack but also prevents the pincerred party from running.

Puzzles

Kovari Kingdom is full of puzzles (none of which were made by a tiny leaf-faced, seed stealing species). Some puzzles do not require the use of an equipped Tool, like Crate Puzzles, Rope Puzzles, and Boulder Puzzles. Other puzzles require certain Tools, or more than one Tool to solve.

Perma-Solved: Most puzzles will NOT stay solved once leaving an area, or dying. Only certain Tool Puzzles will stay permanently solved. For instance, lighting a Torch with Lantern Level 3 will produce a Blue Flame that will stay lit for the remainder of the game.

Crate Puzzles: Large cube shaped wooden crates are found throughout Kovari Kingdom. They can be pushed North, South, East, or West. They can be pushed multiple times, and only can no longer be pushed if they are up against another object. (Wooden crates can not be pulled.) Crate puzzles will ALWAYS reset if the player leaves the area or dies in battle.

Rope Puzzles: (coming soon)

Boulder Puzzles: (coming soon)

Dungeon Puzzles:

- Some dungeons have puzzles that require pressing a floor or wall switch
- Some dungeons have puzzles that require items found in that dungeon, like cranks and crests (Note: Cranks and crests only work in the dungeons that are found in) Dungeon Door Keys, Maps, Cranks, Crests, Skull Key, and more appear on the Dungeon Data Panel when viewing the Dungeon Map
- Just like other puzzles, ALL switch and crank puzzles will reset if you leave the dungeon or lose in battle
- Crest puzzles will NOT reset because the crest will stay in whatever slot it was last placed
- Doors that have been unlocked with keys will NOT reset

Tools

Tools are usually found in Treasure Chests or given by NPCs. There are 12 total Tools to be collected and all have their own unique uses. Some Tools can be upgraded by certain NPCs. Any Tool can be equipped from the Pause Screen. Only ONE Tool can be equipped at a time.

Tea Kettle:



Use this at any Tea Fire to enter the Tea Time Screen. Tea Time will allow you to add collected ingredients to brew specialty teas. Be sure to look for any tea recipes you can find around Kovari Kingdom!

Lantern: (Upgradeable)



Use this to light torches. This Level 1 Lantern will produce an Orange Flame that will burn out after 13 seconds. Certain Torch Puzzles require multiple torches to be lit so move fast!

Gear and Firanite

Gear: Equipping Gear on party members will improve their battle stats (except speed, which is lowered depending on the weight of the gear.) Each piece of gear has its own set of stats that will directly add to the battle stats of the member it is equipped on. Gear can only be equipped by the class it is crafted for. Knights can equip Swords, Shields, Helmets and Armor. Mages can equip Staves, Accessories, Headware, and Robes. Ninjas can equip Daggers, Ancillary Weapons, Bandanas, and Gis. Certain Gear also has a unique feature: Firanite Slots.

Firanite: Firanite is a magical stone discovered after the Kovari War. Exactly how it formed is unknown, but both scholars and mages agree it's original source was the Fira Phoenix.

Four Types of Firanite: Fire, Ice, Earth, Wind. Fire is the weakest (slightly), and Wind is the strongest (slightly).

Black Magic: Adding Firanite to Gear will allow the wearer to cast Black Magic (see [Magic](#) below)

Magic Attack: Adding Firanite to weapons will cause bonus damage of that magic type each time that weapon is used for a physical attack. The more Firanite, the more damage! (see [Battle Strategies](#))

Magic Defense: Knight's defensive Gear (Shield, Helmet, Armor) also has Firanite Slots. (Mage Headwear and Robes, and Ninja Bandanas and Gis do NOT have Firanite slots). When a Knight adds Firanite to the defensive gear, each firanite added will reduce the damage of incoming magic spell. The order or gear the Firanite is added to does not matter. For instance, if a knight has 1 Earth Firanite on their shield, and 1 Earth Firanite on their Armor, they receive 2x Earth "protection" from incoming Earth spells. This "protection" lowers the attack damage of the incoming spell.

Firanite Optimization: Adding the proper Firanite before battle has often proved to be an important key to victory. If the type of Firanite added matches the strengths and or weaknesses of the enemies in an area, it will greatly increase the effectiveness of the Firanite. (see [Battle Strategies](#))

Battle Stats

All members (including enemies) have 6 main battle stats, as well as HP, MP, XP, and [redacted].

Attack: This represents the base damage of the physical attack (using the Attack command in battle)

Defense: This is the base defense *against* physical attacks.

Magic Attack: This represents the base damage of magical attacks (using Magic commands in battle). This also will represent the base magic for Heal type White Magic spells.

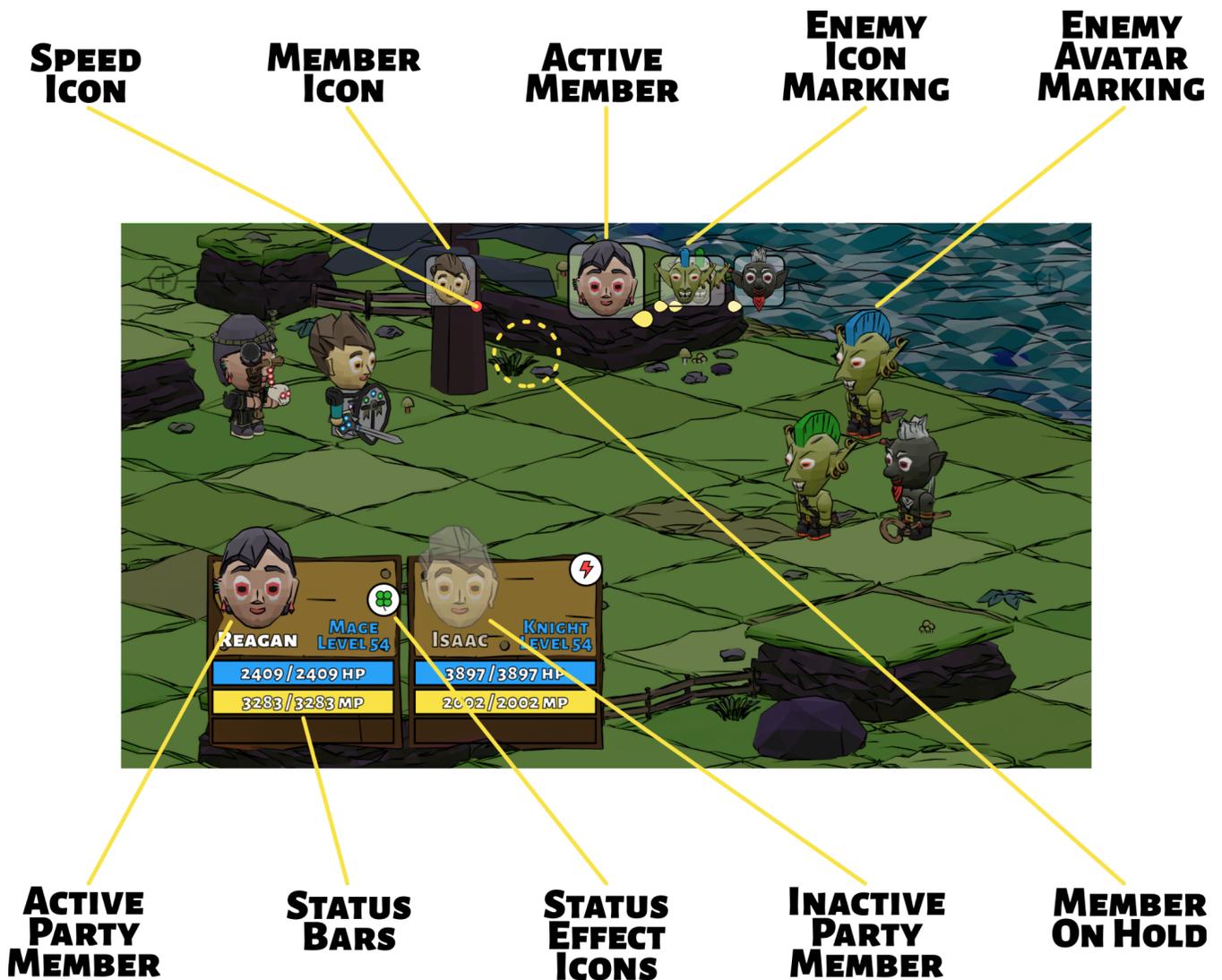
Magic Defense: This is the base defense *against* magical attacks.

Speed: This determines how fast the member's Member Icon moves on the Turn Gauge during battle (see [Battle Screen](#))

Luck: Luck is a very important (and often overlooked) Battle Stat. Luck is factored in to so many aspects of Battle (and even factors in to the chance of successfully executing a Back Attack!) Luck has an affect on the following things:

- Starting position on the Turn Gauge when the battle first begins
- When one member attacks another, the difference in the Luck stat **between the two members** factors into two things:
 - The number of hits, including 0, or "MISS"
 - The amount of damage (Physical or Magic)
- Really bad luck (ie, the Cursed Status Effect) can even make a member accidentally attack themselves!
- Lastly, the total combined Luck of the player party will increase the chances of getting a Notable Victory in which an MVP is chosen that gives special bonuses! (More info on Notable Victories coming soon!)

Battle Screen



Turn Gauge: Across the top of the battle screen is a gauge with two sides and a box in the middle. The player party will **ALWAYS** be on the left, moving towards the center box. The enemy party will **ALWAYS** be on the right, moving towards the center box. Once the member's icon reaches the center box, it will be their turn. When that member's turn ends, their Member Icon will go back to the starting end of the gauge (except in certain conditions, see [Battle Strategies](#) below). The higher the member's Speed stat, the faster they will move on this gauge. Status Effects and other factors can change how fast a member moves on the gauge, as well as where they initially appear on the gauge. (see [Battle Strategies](#) and [Status Effects](#) below).

Speed Icon: This icon represents the current speed of the member, and can be different colors and shapes depending on the speed. The colors from slowest to fastest are Red, Orange, Yellow, Green, Blue.

Member Icon: These icons represent how close each member is to getting their turn. The icon will start at the far end of the gauge and move towards the center box. The speed the icon moves is determined by the member's Speed stat.

- **Running:** If on the member's turn they choose to Run, the icon will move from the center box back towards the far end of the gauge.
 - For player members, **ALL** members (who are not dead) have to reach the far end of the gauge before the party can run away.
 - For enemy members, once any member reaches the far end of the gauge, that enemy member will successfully run away. (If an enemy runs away, you will not receive the XP, Gold, or Spoils from that enemy!)
 - *Note: When **any** member (player or enemy) is running, they will have their back turned. That means any attack (Physical or Magical) on this member will do extra damage!*
- **Paralyzed:** If a player party member gets paralyzed, their icon will stop and stay exactly where it is until another member uses an item or spell to cure them (or the battle ends.)
- **Death:** Once any member dies, it's icon is removed from the Turn Gauge.
 - If a player member is revived, their icon will reappear at the far end of the gauge, once again moving towards the center box.

Active Member: As each icon reaches the center box, it becomes that members turn. If it is the **player** members turn, the battle will NOT continue any further until the player has chosen a battle command.

Enemy Markings: Every enemy race and class will have a specific colored marking on their icon that correlates to the same color of that enemy avatar on the battlefield. This will help substantially with battle strategy! (see [Battle Strategies](#))

Active/Inactive Party Member: In the Party Panel across the bottom of the screen, when a member is active or selected, their face will go from grayed out to full color. Press the South Button (X-Box: A Button) to open the Battle Command Menu. (Pressing the East Button (X-Box: B Button) will put the member On Hold, see below)

Status Bar: This will show each members HP, MP, and [redacted].

Status Effect Icons: Any of the 24 potential Status Effects currently inflicted on the member will appear here (see [Status Effects](#)).

Member On Hold: When it is a player member's turn, they can choose to Hold. (This can be done by choosing the Hold command, or pressing the East Button (X-Box: B Button) while in the battle main menu. This will move the player icon to the member on hold area and the battle will continue. This can be extremely useful for battle strategy (for example, see if another member's attack kills a certain enemy before making a decision). On Hold is also used for [redacted] commands! The entire party can be On Hold at any time. On Hold is canceled by pressing the South or East Button (X-Box: A or B Button) during any other member's turn; when that turn is complete, the party member On Hold will now be active again. They can choose any command, including going back On Hold. (see [Battle Strategies](#))

Battle Commands

The main battle menu is as follows:

- Engage
- Items
- Elixirs (if you have acquired any Elixirs)
- Run
- Hold

Engage:

- Attack: Choose a member to do a physical attack
- Defend: Choose a member to defend. If that member receives a **physical** attack during the next turn, this member will defend them.
- Abilities: Each class (Knight, Mage, Ninja) has a unique set of abilities they can learn. There are also Guardian abilities that can be learned by every class. The learned abilities will appear here (see [Abilities](#))
- Magic: Any White or Black Magic that is available appears here (see [Magic](#))
The MP cost of the spell will appear next to the spell name.

Items:

- Any items that are usable in battle appear here. The quantity of the item in the player's inventory will appear next to the item name. (Compendium coming soon!)

Elixirs:

- Any elixirs that are usable in battle appear here. The quantity of the elixir in the player's inventory will appear next to the elixir name. (Compendium coming soon!)

Run: Attempt to Run Away. **Every** player member's Member Icons must reach the far left end of the Turn Gauge for the player party to successfully run away. While members are running, their back is turned meaning they will take increased (Physical and Magical) damage!

Hold: Go On Hold (see **Member On Hold** above)

Abilities

All three player classes, Knight, Mage, Ninja, can learn class specific abilities as they level up. Although not all players will learn the same ability in that class! Also, each class can learn different Guardian abilities.

Knight Abilities (Sword Techniques):

Knights can learn powerful Sword Techniques. These techniques are executed in battle by selecting the command, then executing a series of button presses in a given amount of time. The risk is failing to execute the command, the reward is a much more powerful attack! Sword Techniques count as physical attacks, and some can attack multiple enemies. Throughout the Kovari Kingdom, look for books that teach the secret button combinations of these powerful Sword Techniques!

Other abilities information coming soon!

Magic

White Magic: White Magic is learned as a player levels up. Mages will learn White Magic at a much faster pace, and will eventually learn much higher level White Magic than other classes. Not all members will learn the same White Magic spells!

White Magic Spells (Currently “Known”):

- Heal I: Partially revitalize a party member
- Heal II: Moderately revitalize a party member
- Shield: Add the Shield Status Effect to a party member, **OR** cure Poison status effect
- Forcefield: Add the Forcefield Status Effect to a party member, **OR** cure Weak or Poison status effects
- Cure I: Cure Cooled and Poison Status Effects
- Cure II: Cure Slow, Drain, and Whisper Status Effects

(see [Status Effects](#))

Black Magic: Black magic is **NOT** learned. Black Magic can be used in battle by adding Firanite to the party member’s gear (see [Gear and Firanite](#)). The type of Black Magic available is determined by the type of Firanite added, Fire, Ice, Earth, or Wind. (Fire being slightly the weakest, to Wind being slightly the strongest!) The **level** of the Black Magic spell is determined by the number of **matching** Firanite added. Mages have a 1:1 ratio of Firanite to level (ie, 3 Fire Firanite allows Level 3 Fire) whereas all other classes have a **2:1 ratio** (ie, 6 Fire Firanite required for Level 3 Fire). Non-mages can only cast black magic if the party has a Wisdom Medallion. Mages and Ninjas can add Firanite to their main weapon and accessory, and Knights can add Firanite to their Sword, Shield, Helmet, and Armor!

Black Magic Levels:

- Level 1: Basic Damage
- Level 2: 2x+ Damage
- Level 3:
 - 3x+ Damage
 - OR Split and hit all enemies (see Timed Attacks below)
- Level 4: Hits all enemies
- Level 5: Massive damage to one enemy
- Level 6: Massive damage to all enemies
- Level 7: Positive effect on the Player Party
- Level 8: ?

Timed Attacks: Pressing/Releasing the South Button (X-Box: A Button) at the perfect time will maximize the effect of the Black Magic. (There are no Timed Attacks for White Magic). Timed Attacks are executed when the member's magic orb is growing. Levels 2 - 5 are executed after the Black Magic command has been selected, and the target has been selected. Timed Attacks Levels 6 and up are executed after the party member reaches the battle stage ;)

Timed Attacks:

- Level 1: na
- Level 2: Press the South Button when the black star appears in the orb. This will cast a double orb and do 2x+ damage.
- Level 3: Press the South Button when the black star appears in the orb. This will cast orbs at ALL enemies and damage each one, although the more the enemies, the less the damage on each one. If the Timed Attack is NOT used, the giant orb will hit the target and do 3x+ damage! (This Timed Attack is not available if there is only one enemy member.)
- Level 4: **When selecting the enemy party**, continue to hold the South Button. The longer you hold it, the more damage the spell will do. **Release** the South Button when the black star appears in the orb to do bonus damage at the end! **If the South Button is NOT released**, the orb will burn out and fizzle and minimum damage will be done! Be sure to release the South Button before the orb burns out!
- Level 5: **Immediately** after selecting the enemy target, press the South Button as many times as possible. The more presses, the more damage. If there are enough presses, bonus damage will be done at the end!
- Level 6: (same as Level 4)
- Level 7: (same as Level 3, but on player party members)
- Level 8: ?

Battle Strategies

There are many battle strategies that can be used effectively, and no single battle strategy will work for every battle.

Battle Preparation: It is important before any battle to make sure the party members are prepared. Using items, elixirs, and white magic **before** battle can greatly increase the chances of victory. Try to ensure each member has the highest possible HP and MP, as well as any Status Effects that will help in battle, like Clover, Shield, or Hype. (See [Status Effects](#))

Battle Formation: Up to two party members can be moved to the back line, which will decrease damage from physical attacks, but also decrease that member's physical attack strength (this includes Sword Techniques!) Changing Battle Line is done in the Pause Screen (when selecting party members, navigate to the far right and click the button with the up and down arrows.)

Firanite Optimization: Having the proper Firanite added can be the difference in winning or losing a battle. If an enemy is weak to a certain magic, having a mage equip that Firanite to cast that type of magic could be the best strategy. Or having a Knight add that Firanite to their sword to inflict extra damage each attack may be the best strategy. Also, if an enemy has certain powerful magic spells, adding that type of Firanite to a Knight's defensive gear could help them survive through the battle. *(Note: Mage's defensive gear does not have Firanite slots, but does have very high magic defense in general! Ninja's defensive gear has increased magic defense as well as increased luck (more likely for enemy attacks to miss!))*

Battle Begin: First, the best way to start a battle is with a Back Attack (see [Gameworld](#)). This will lead to one of two formations:

- Back Attack: The enemy party will have its back turned, and will start at the far end of the Turn Gauge. The player party will also get a small boost on the Turn Gauge.
- Pincer Attack: The enemy party will be surrounded by the player party. Depending on the side the player is on, the enemy it chooses to attack may have its back turned. In this formation, the enemy can NOT run.

Back Attack Damage: When any member is attacked with its back turned, the damage (Physical or Magical) is increased.

Note: Remember, the enemy can also Back Attack the player!

On Hold: (see [Battle Screen](#) for how to go On Hold) Going On Hold can allow another member to act first, thus determining what the On Hold member should do next. This can work for using items and white magic, or seeing if a particular enemy dies during the other member(s) turn. There are many strategies where temporarily going On Hold is the best option!

Using Items: It is always better to use items BEFORE battle, but sometimes they are needed in battle. (**Pro Tip:** Always use the weaker items outside of battle, and save the stronger items for in battle. Example: 4 Ginger Teas will recover roughly the same amount of MP as 1 Yellow Elixir. It is far wiser to use the 4 Ginger Teas outside of battle, and if needed, only take **one** turn to use the 1 Yellow Elixir in battle; versus taking **four** turns in battle to use the 4 Ginger Teas!) Using items in battle also has one other small benefit: it is the only battle command that once executed, will NOT send the player icon all the way back to the far end of the Turn Gauge! It will send the player roughly half way back, depending on the Luck stat and randomness :) (Note, this is ALSO true when an enemy uses an item!)

Running: Sometimes if you are over matched, you can run away. Just remember when you are running, your back is turned and you will take extra damage (Physical and Magical)!

Other strategies coming soon!

Battle Won or Lost

Battle Won:

- When all enemy members are dead, or have ran away, the battle is won.
- XP, Gold, and Spoils (items) will be given based on the enemies that were killed (when an enemy member successfully runs away, you will NOT receive it's XP, Gold, or Spoils!)
- Enemy death vs ran away...
- If battle are won in certain fashions, it is possible that the party will be awarded a Notable Battle and an MVP will be chosen! This MVP will receive extra bonuses including XP, HP, MP, and Status Buffs to carry into the next battle! More information on Notable Victories coming soon!

Battle Lost:

- If every member in the Player Party dies, the battle is lost.
- You will have the option to continue your quest or not. **NOTE:** If you choose NOT to continue your quest, your current progress will NOT be saved. (The Auto-Save file is always updated when entering any new area!)
- If you continue your quest, you will load from the previous Auto-Save, which will always be where you entered the current area. All XP, Gold, and found treasures will be KEPT. Any non-permanent puzzles will have to be resolved. Any enemies that had been defeated will still be defeated (no longer appearing in the gameworld!). All Status Effects will be removed. **NOTE:** The entire party will only have 1 HP after respawning, so be sure to heal as quickly as possible!

Player Party Ran Away:

- If you successfully run away, you will return to the gameworld.
- The enemy will still be there, and you will have a short time period to move away from the enemy before another battle begins!

Status Effects

Bufs and Ails: Status Effect can be positive (bufs) or negative (ailments or ails). Bufs can be received by items and white magic. Ails can ONLY be received during battle from an enemy that has Status Effect Magic (SEM). When any enemy casts SEM, the orb will be black, instead of the usual red, blue, green, and purple for Fire, Ice, Earth, and Wind magic respectively. Unless the SEM misses (“MISS” will appear over the party member) the party member will now have the Status Effect Ailment and the icon for this Status Effect will appear on the Party Panel next to the member’s face.

Types: There are 24 total Status Effects, 12 Bufs and 12 Ails. 2 each buf and ail for each Battle Stat: Attack, Defense, Magic Attack, Magic Defense, Speed, and Luck. One lower level effect (Level 1) and one higher level effect (Level 2).

Color Coded Icons: All Level 1 buf will have white backgrounds with green icons. Level 2 buf will have green backgrounds with white icons. Level 1 ail will have white backgrounds and red icons. Level 2 ail will have red backgrounds with black icons.

Example:

- Luck Buff Level 1 (Clover): 
- Luck Buff Level 2 (Jackpot): 
- Luck Ail Level 1 (Cooled): 
- Luck Ail Level 2 (Cursed): 

Adding and Removing: Certain white magic and items can add or remove Status Effects (see Compendium or [Magic](#)). The Status Effect Icon of what is added or removed will appear in the Data Panel in the Pause Screen when the Magic Spell or Item is selected.

NOTE: A spell or item that can remove a Level 1 ailment, will have **NO EFFECT** on a Level 2 ailment. Also, if a member already has an Level 2 ailment, and an enemy uses Level 1 SEM of that same type, it will be ignored.

NOTE: Using a Level 2 buff on a member that already has Level 1 of the same type, will replace the Level 1 with the Level 2. Using a Level 1 buff when a member already has a Level 2 buff of the same type, will have no effect.

Persistence: All Status Effects (buffs and ails) will be removed when the battle is over, **except** for some ails. Current “known” ails that remain even after the battle has ended:

- **Poison:** When moving in the gameworld, the member with Poison will have their HP occasionally decreased. **WARNING:** This can cause death if all party member's HP reaches 0.
- **Drain:** When moving in the gameworld, the member with Drain will have their MP occasionally decreased.
- **Cursed:** If ANY party member is cursed, the chance of the party executing a Back Attack is greatly reduced.

All "Currently Known" Status Effects:

BUFFS	AILMENTS
 CLOVER INCREASES LUCK	 COOLED DECREASES LUCK
 SHIELD INCREASES DEFENSE	 POISON SLOWLY LOSE HP
 HYPE INCREASES SPEED	 SLOW DECREASES SPEED
LEVEL 1	LEVEL 1
A1	A2

BUFFS	AILMENTS
 BLESSED INCREASES MAG DEF	 DRAIN SLOWLY LOSE MP
 FOCUS INCREASES MAG ATT	 WHISPER DECREASES MAG ATT
 SWOL INCREASES ATTACK	 PARALYZED OUT OF COMMISSION
LEVEL 1	LEVEL 1
A3	A4



Forcefield: Level 2 Defense Buff



777: Level 2 Luck Buff



Cursed: Level 2 Luck Ailment

Official Demo - Notes

Story: The story is only loosely tied to the real Kovari Kingdom.

Saving: There is no saving (or quitting) in the demo (therefor there is no File Creation/Save/Load menu).

XP: The two party members are at Level 54, and can not gain XP or Level Up.

Gear Sell Price: Selling Gear is not recommended, and will only net 1 Gold each.

World Map: The World Map in the Pause Screen is viewable, but the player icon will always be in the center (this demo world is a geographic oddity, aside from being two weeks from everywhere, it also doesn't actually exist in the real Kovari Kingdom)

Pincer Attacks: There are no Pincer Attacks (only Back Attacks) in the demo.

Official Demo - Walkthrough

Introduction:

This walkthrough will cover the required steps to complete the Official Demo: Finding Finley. Below are the [Area Maps](#) to find the optional treasures. Firanite Optimization will be noted when recommended, based on the [Bestiary](#).

Main Quest:

- [01 - Speak With King Douglas](#)
- [02 - Locate Paul](#)
- [03 - Speak With King Douglas](#)
- [04 - Locate Gareth](#)
- [04b - Return to Hanover Village \(OPTIONAL\)](#)
- [05 - Infiltrate Carleigh Keep](#)
- [06 - Locate Finley](#)

Area Maps:

- [Official Demo - Area Maps](#)
- [Hanover Village](#)
- [Kovari Forest](#)
- [Swamp of Ruin](#)
- [Carmine Grove](#)
- [Carleigh Keep](#)

01 - Speak With King Douglas

Locations: Hanover Village

Treasures: 9 (see [Hanover Village](#))

New Enemies: 0

Enemy Notes: na

From the opening scene: Follow the path north until it ends near the tree and small pond. Find King Douglas in this area and talk to him. **[COMPLETE]**

Recommended Shopping:

- Nothing needs to be bought for now
- *Note: Because the demo represents when the player is around Level 54, after a few battles, you will have substantially more gold!*

Recommended Treasures:

- Talk to Darryl near the gate to Kovari Forest to get the Kovari Forest Map

IT'S A SECRET TO EVERYBODY.

Before leaving Hanover Village, use Reagan's Forcefield White Magic on Reagan. Now rest in the bed in the King's Villa to restore Reagan's MP. Use Forcefield on Isaac, and rest again to have full HP, MP, and Forcefield on both members. (see [Status Effects](#))

02 - Locate Paul

Locations: Hanover Village, Kovari Forest

Treasures: 6 (see [Kovari Forest](#))

New Enemies: 8

Enemy Notes:

- Every enemy in Kovari Forest can be avoided
- The Goblin Soldiers and Male Ogres have weaker parties
- The Dark Trolls have stronger parties
- See [Bestiary](#)

Firanite Optimization:

- Empty Reagan's Nightfall Staff, Isaac's Glaciblade, and Isaac's Armor of War. Add 3 Fire Firanite to Reagan's Nightfall Staff. Reagan can now cast Fire III (See [Magic](#) for using Timed Attacks). Add 1 Fire and 2 Ice Firanite to Isaac's Glaciblade. Add 2 Wind Firanite to Isaac's Armor of War. Isaac's Shield of War will still have 1 Ice and 2 Earth Firanite. There will be 1 Ice Firanite leftover.
- Nightfall Staff: F - F - F
- Glaciblade: F - I - I
- Shield of War: I - E - E
- Armor of War: W - W
- *Note: The Nightfall Staff could also have 3 Ice Firanite, but the Dark Troll is weak to Fire and appears frequently.*

From talking to King Douglas: Follow the path south until it comes to a "T". Then follow the path east, then south to reach the gate to Kovari Forest. Enter Kovari Forest and travel due south until you see a large dark boulder under a tree. Travel a little further south, then west, and you will find Paul hiding in a corner. Talk to Paul and he will give you the Tea Kettle (Tool). **[COMPLETE]**

IT'S A SECRET TO EVERYBODY.

The first Yellow Herb and Pot-o-Gold can be collected from Carmine Grove at this point (see [Carmine Grove](#)).

If you plan to 100% and kill every enemy, wait until you get the Lantern and then the third treasure chest in Kovari Forest before you fight the Dark Trolls.

03 - Speak With King Douglas

Locations: Kovari Forest, Hanover Village

Treasures: 1 (see [Hanover Village](#))

New Enemies: 0

Enemy Notes: na

From talking to Paul: Travel northeast back to reach the gate to Hanover Village. Enter Hanover Village and follow the path north then west to the "T" where the opening scene started. Follow the path north until it ends near the tree and small pond. Find King Douglas in this area and talk to him. **[COMPLETE]**

Recommended Shopping (if a few battles have been won):

- 30 Blue Herbs
- 30 Yellow Herbs
- 40 Tea Leaves
- 30 Fresh Waters
- 7 Gingers
- *Note: Marble and Granite Golem's can drop Mountain Water, which can be used to brew Ginger Tea. Since the drops are random, there is no way of knowing how many extra Gingers and Tea Leaves to buy.*

Tea Time:

- Combine the 30 Blue and Yellow Herbs to make 30 Green Herbs
- Brew 30 Green Teas
- *Note: The Ginger Tea ingredients will be used later*

04 - Locate Gareth

Locations: Hanover Village, Kovari Forest, Swamp of Ruin

Treasures: 9 (see [Swamp of Ruin](#))

New Enemies: 9

Enemy Notes:

- Every enemy in the Swamp of Ruin can be avoided
- The Goblin Soldiers and Male Ogres have weaker parties
- The Dark Trolls and Ogre Princesses have stronger parties
- See [Bestiary](#)

From talking to King Douglas: Follow the path south until it comes to a “T”. Then follow the path east, then south to reach the gate to Kovari Forest. Enter Kovari Forest and travel west to reach the gate to the Swamp of Ruin. Enter the Swamp of Ruin and travel due south to the edge of the area, then travel due west. After passing the ramp, continue west through the mud, until you see an oddly shaped plateau, then travel south. Find Gareth in this area and talk to him. Gareth will give you the Lantern (Tool). **[COMPLETE]**

04b - Return to Hanover Village (OPTIONAL)

Locations: Swamp of Ruin, Kovari Forest, Hanover Village

Treasures: 1 (see [Kovari Forest](#))

New Enemies: 0

Enemy Notes: na

Recommended Shopping (if a few battles have been won):

- 30 Blue Herbs
- 30 Yellow Herbs
- 30 Tea Leaves
- 30 Fresh Waters

Tea Time:

- Combine the 30 Blue and Yellow Herbs to make 30 Green Herbs
- Brew 30 Green Teas
- *Note: The Ginger Tea ingredients will be used later*

Recommended Treasures:

Collect the Treasure Chest behind the Lantern Puzzle in the southeast of Kovari Forest to get the Skull of Darkness.

IT'S A SECRET TO EVERYBODY.

Before leaving Hanover Village, use Reagan's Forcefield White Magic on Reagan. Now rest in the bed in the King's Villa to restore Reagan's MP. Use Forcefield on Isaac, and rest again to have full HP, MP, and Forcefield on both members. (see [Status Effects](#))

05 - Infiltrate Carleigh Keep

Locations: Swamp of Ruin, Kovari Forest, Carmine Grove

Treasures: 10 (see [Carmine Grove](#))

New Enemies: 10

Enemy Notes:

- 1 Ogre Princess has to be defeated
- (Optional: 1 Dark Troll has to be defeated to collect a Treasure Chest)
- Every other enemy in this area can be avoided
- The Male Ogres have weaker parties
- The Dark Trolls and Ogre Princesses have stronger parties
- See [Bestiary](#)

Firanite Optimization:

- After getting the Skull of Darkness, replace the Fire Firanite on Isaac's Glaciblade with the leftover Ice Firanite. Now add the Fire Firanite to the Skull of Darkness. Reagan can now cast Firestorm (See [Magic](#) for using Timed Attacks)
- Nightfall Staff: F - F - F
- Skull of Darkness: F - O
- Glaciblade: I - I - I
- Shield of War: I - E - E
- Armor of War: W - W

From talking to Gareth: Travel east to the edge of the area, then travel north to reach the gate to Kovari Forest. Enter Kovari Forest and travel southeast across the entire forest to reach the gate to Carmine Grove. Enter Carmine Grove and travel east. Use the Lantern to move the plateau, and continue east until you reach the black flag and pile of rocks in the corner. Travel due north past the posts, stump, and crates, then go up the board ramp and use the Lantern to move the plateau. Travel east through the newly opened path and defeat the Ogre Princess (required). Continue east past the crates, then travel south and then back west past the Tea Fire. Continue south then east to reach the entrance to Carleigh Keep.

[COMPLETE]

Tea Time:

- *Note: There is a Spring Water in a Treasure Chest just inside of Carleigh Keep. After collecting that Treasure Chest, return to this Tea Fire to brew one or more Ginger Teas.*

06 - Locate Finley

Locations: Carleigh Keep

Treasures: 24 (see [Carleigh Keep](#))

New Enemies: 19

Enemy Notes:

- 7 enemies have to be defeated
- Every other enemy in this area can be avoided (although many of them are very difficult to avoid)
- The Goblin Soldiers have weaker parties
- The Dark Trolls have stronger parties
- The River Giant is the final boss
- See [Bestiary](#)

Firanite Optimization:

- After getting the Fire Firanite in Room 17, add it to the Skull of Darkness. Reagan can now cast Inferno (See [Magic](#) for using Timed Attacks)
- Before the boss battle in Room 35, set the Firanite as follows:
 - Nightfall Staff: F - F - F
 - Skull of Darkness: F - F
 - Glaciblade: E - W - W
 - Shield of War: E - I - I
 - Armor of War: I - I
- *Note: The Dark Leprechaun is weak to Wind so using Isaac to attack him early is recommended.*

From entering Carleigh Keep: (using the [Carleigh Keep - Dungeon Map](#))

- Travel to Room 05:
 - Defeat the Dark Troll
 - Light all 3 Torches within 13 seconds to open the Sealed Door
- Travel to Room 07 and collect the **Door Key (1 of 3)**
- Travel to Room 12:
 - Defeat the Dark Troll
 - Travel to Room 13 and step on the floor switch
- Travel to Room 13 and collect the **Hexagonal Crank**
- Travel to Room 24 and collect the **Door Key (2 of 3)**
- Travel to Room 26:

- Defeat the Dark Troll
 - Press the wall switch
- Travel to Room 28 and collect the **Triangle Crank**
- Travel to Room 30 and collect the **Door Key (3 of 3)**
- Travel to Room 33:
 - Defeat all 3 enemies
 - Step on the floor switch
 - Collect the **Skull Key**
- Travel to Room 35 and defeat the River Giant
- Travel to Room 36:
 - Find Finley and talk to him :) **[COMPLETE]**

IT'S A SECRET TO EVERYBODY.

Room 22 is a trap, DO NOT ENTER.

Official Demo - Area Maps

Key:

- **White Circle with #:** Treasure Chest
- **Yellow Circle with #:** Treasure Chest (requires Crate)
- **Red Circle with #:** Treasure Chest (requires Lantern)
- **White Circle:**
 - Herb
 - Tea Plant
 - Pot-o-Gold
- **Blue Circle:** Main Quest NPC
- **Green Circle:** NPC with Treasure
- **Orange Dashed Circle:** Tea Fire

Hanover Village

Treasure Chest 1 (Crate): Purple Herb, Red Herb, Green Tea

Treasure Chest 2: Blue Elixir

2 Yellow Herbs

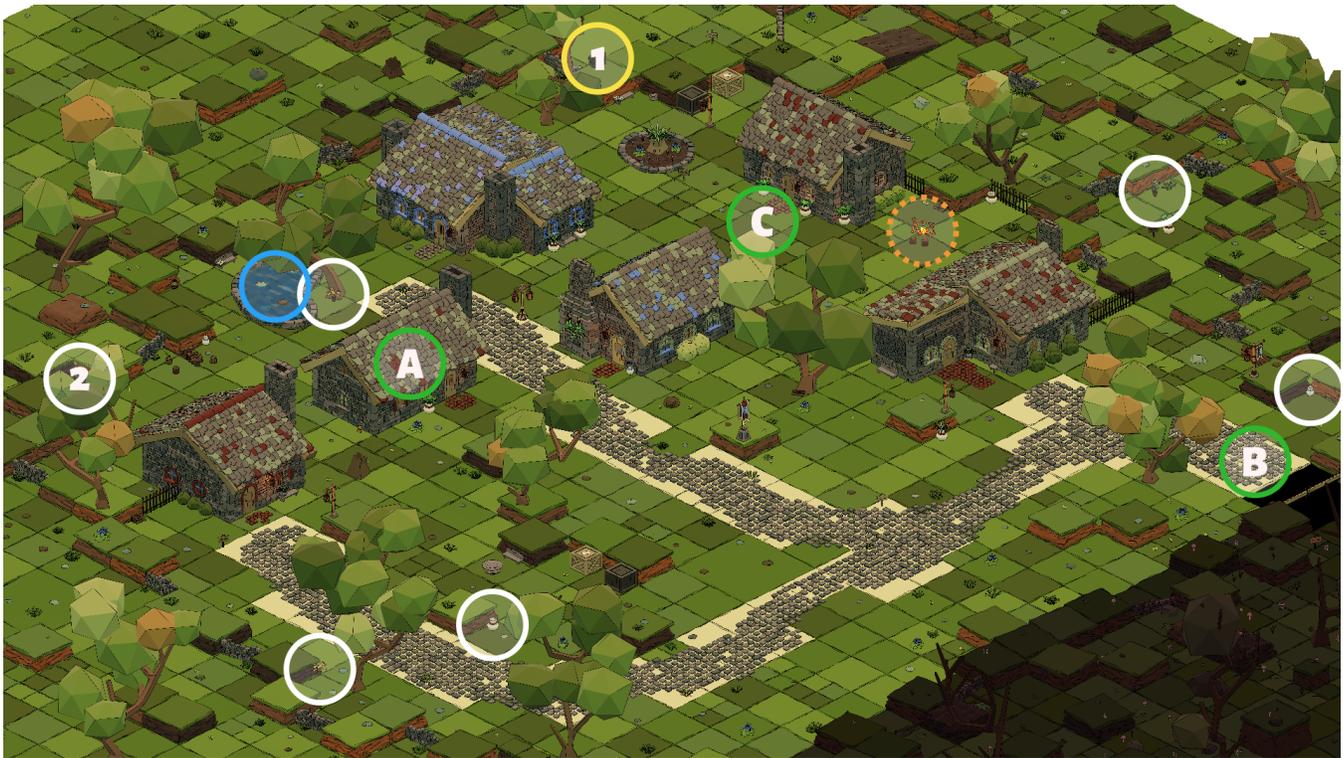
1 Tea Plant

2 Pot-o-Golds

Main Quest NPC: King Douglas

NPC with Treasure:

- A) Priscilla: Yellow Elixir
- B) Darryl: Kovari Forest Map
- C) Paul: Recipe Book (after King Douglas cutscene)



Crate Puzzle 1:

The crate puzzle in the far northeast requires you to push the wooden crate **EAST**. (Crate puzzles will reset when you leave the area, or if you lose in battle.)

Kovari Forest

Treasure Chest 1: Ginger Tea x2, Ginger, Tea Leaves

Treasure Chest 2 (Crate): Yellow Elixir

Treasure Chest 3 (Lantern): Skull of Darkness (Gear)

2 Yellow Herbs

1 Tea Plant

Main Quest NPC: Paul

NPC with Treasure:

- Paul: Tea Kettle (Tool)



Crate Puzzle 2:

ALERT:

Before pushing the wooden crate, enter the semi-enclosed area to collect the Tea Plant.

The crate puzzle in the far southwest requires you to push the wooden crate **EAST**. (Crate puzzles will reset when you leave the area, or if you lose in battle.)

Swamp of Ruin

Treasure Chest 1: Ginger, Spring Water, Green Tea x2, Fresh Water

Treasure Chest 2 (Lantern): Orange Herb, Red Herb, Green Tea

Treasure Chest 3 (Lantern): Blue Elixir x2

5 Yellow Herbs

Main Quest NPC: Gareth

NPC with Treasure:

- Gareth: Lantern (Tool)



Carmine Grove

Treasure Chest 1 (Lantern): Ginger Tea x2, Green Tea x2, Fresh Water

Treasure Chest 2 (Crate): Green Elixir

Treasure Chest 3 (Crate): White Feather

5 Yellow Herbs

2 Pot-o-Golds



Crate Puzzle 2:

The crate puzzle in the far north requires you to push the wooden crate **EAST**. The ramp is near the entrance to Carleigh Keep. You will use that ramp and this crate to access Treasure Chest 2. (Crate puzzles will reset when you leave the area, or if you lose in battle.)

Crate Puzzle 3:

The crate puzzle in the far southeast requires you to push the wooden crate **EAST**. The ramp is near the entrance to Carleigh Keep. You will use that ramp and this crate to access Treasure Chest 3. (Crate puzzles will reset when you leave the area, or if you lose in battle.)

Carleigh Keep

Notes:

- This list is in order of recommended completion.
- **R##** refers to the room number the treasure is in.
- **[Treasure]** highlighted in yellow requires a door key.
- **[Treasure]** highlighted in gray requires a crank.
- **Red Items** are required to complete the dungeon.

R03 - Treasure Chest: Spring Water, Green Tea, Fresh Water, 484 Gold

R06 - Dungeon Map

R07 - Treasure Chest: **Door Key (1 of 3)**

R10 - Treasure Chest: Blue Elixir x2, 420 Gold

R11 - Herbs:

- Yellow x2

R13 - Pot-o-Gold

R13* - Treasure Chest (Door Key): **Hexagonal Crank** (*Requires passing through Room 12 to press the floor switch.)

R17 - Pot-o-Gold

R17* - Treasure Chest: Fire Firanite (*Requires passing through Room 16 to press the floor switch.)

R21 - Herbs (Hex Crank):

- Blue
- Yellow x2
- Green

R24 - Treasure Chest: **Door Key (2 of 3)**

R28 - Treasure Chest (Door Key): **Triangle Crank**

R27 - Treasure Chest (Triangle Crank): White Feather, 1308 Gold

R30 - Treasure Chest (Hex Crank): **Door Key (3 of 3)**

R32 - Herbs:

- Blue x2
- Yellow

R30 - Pot-o-Gold

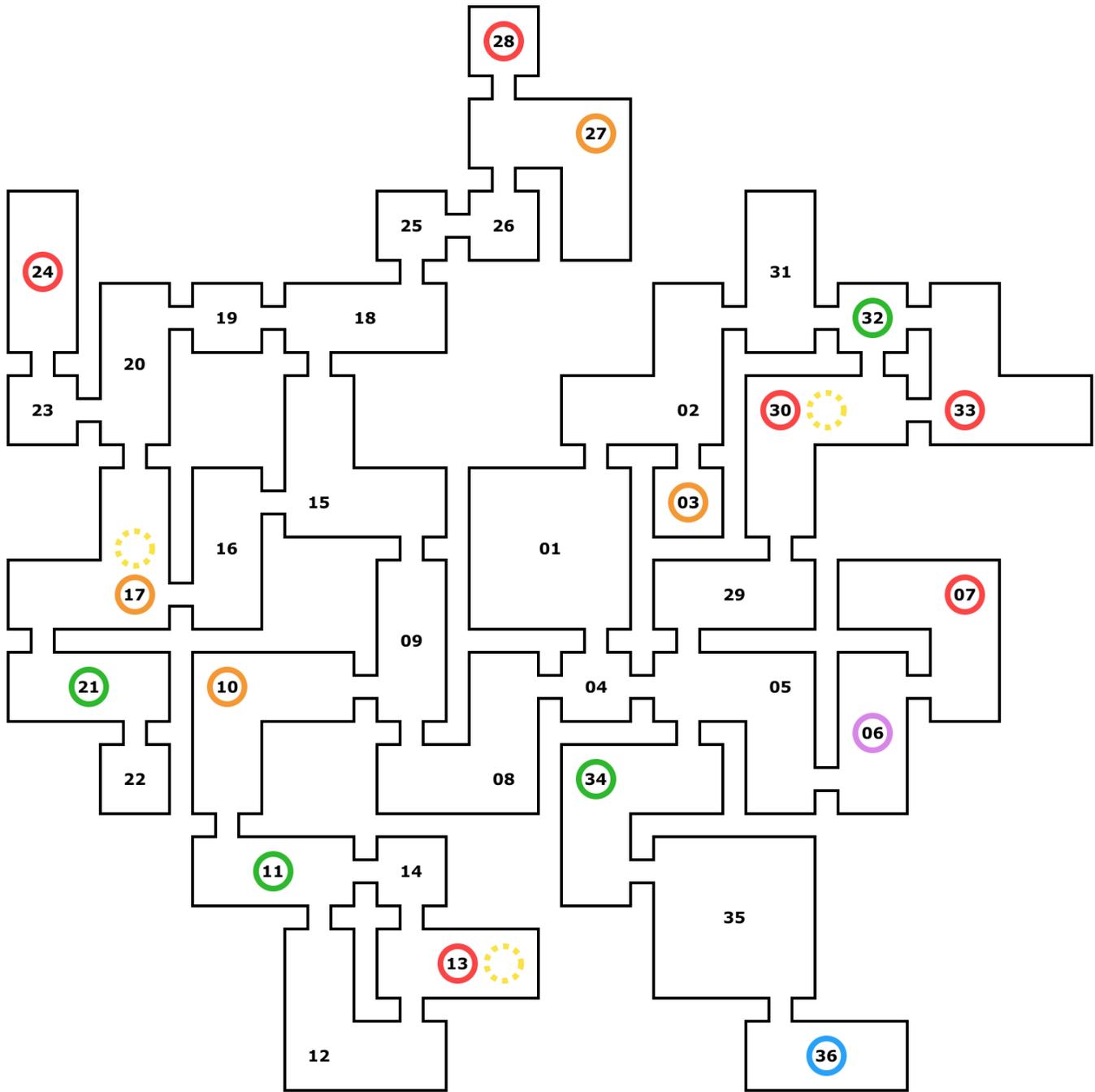
R33* - Treasure Chest (Door Key): **Skull Key** (*Requires defeating all enemies in Room 33.)

R34 - Herbs:

- Green

R36 - Main Quest NPC: Finley :)

Carleigh Keep - Dungeon Map



Required Items

Dungeon Map

Treasure Chests

Herbs

Pot-o-Golds (dashed)

Finley :)

Bestiary

These are the enemy members found in the Official Demo.

List:

- [Giant](#)
- [River Giant](#)
- [Goblin Soldier](#)
- [Marble Golem](#)
- [Granite Golem](#)
- [Leprechaun](#)
- [Dark Leprechaun](#)
- [Male Ogre](#)
- [Ogre Princess](#)
- [Lady Troll](#)
- [Dark Troll](#)

Giant (L2)



HP: 295

Attack: 291

Defense: 64

Magic Attack: 0

Magic Defense: 27

Speed: 40

Luck: 5

Weak To: Earth

Strong To:

XP: 64

Gold: 234

Spoils:

Note: Once a very formidable foe, now (at Level 54) one hit should finish him off.

River Giant (L4)



HP: 3139

Attack: 1664

Defense: 495

Magic Attack: 2823

Magic Defense: 291

Speed: 45

Luck: 7

Weak To:

Strong To: Ice

XP: 123

Gold: 848

Spoils: White Feather

Note: Can cast a devastating magic spell if his HP falls to low!

Goblin Soldier (L3)



HP: 540

Attack: 595

Defense: 158

Magic Attack: 395

Magic Defense: 69

Speed: 51

Luck: 6

Weak To:

Strong To:

XP: 64

Gold: 535

Spoils: Blue Elixir

Note: Found throughout Kovari Kingdom, at one time these were the toughest Firamin around.

Marble Golem (L3)



HP: 666

Attack: 420

Defense: 142

Magic Attack: 420

Magic Defense: 77

Speed: 41

Luck: 5

Weak To: Ice

Strong To:

XP: 42

Gold: 357

Spoils: Mountain Water

Note: Now that he is no longer the strongest Golem around, he will surely focus on defending his higher ranked comrades!

Granite Golem (L4)



HP: 2929

Attack: 1464

Defense: 420

Magic Attack: 1664

Magic Defense: 228

Speed: 42

Luck: 6

Weak To: Ice

Strong To: Fire, Earth

XP: 64

Gold: 357

Spoils: Mountain Water

Note: These Golems take their duty very seriously with their Earth III magic as well as packing a powerful punch!

Leprechaun (L2)



HP: 182

Attack: 169

Defense: 27

Magic Attack: 131

Magic Defense: 21

Speed: 54

Luck: 6

Weak To: Wind

Strong To:

XP: 33

Gold: 158

Spoils: Green Herb, Green Elixir

Note: Annoying little buggers who mostly cast Status Effect Magic.

Dark Leprechaun (L4)



HP: 2595

Attack: 1264

Defense: 333

Magic Attack: 1579

Magic Defense: 182

Speed: 52

Luck: 7

Weak To: Wind

Strong To:

XP: 77

Gold: 777

Spoils: Green Elixir

Note: The Dark Leprechaun has now learned some Fire spells, to go along with his Status Effect Magic.

Male Ogre (L3)



HP: 520

Attack: 484

Defense: 111

Magic Attack: 0

Magic Defense: 55

Speed: 43

Luck: 5

Weak To:

Strong To:

XP: 56

Gold: 234

Spoils:

Note: At one time, everyone was scared to travel through Amelia Wood because of these Firamin; now (at Level 54) they are not so scary.

Ogre Princess (L4)



HP: 2727

Attack: 1308

Defense: 369

Magic Attack: 1308

Magic Defense: 123

Speed: 47

Luck: 6

Weak To:

Strong To: Wind

XP: 64

Gold: 357

Spoils: Blue Elixir, Yellow Elixir

Note: Do NOT let the fact that she is a princess fool you! She is a well rounded fighter with a powerful punch, white magic, black magic, and the ability to use items!

Lady Troll (L2)



HP: 222

Attack: 222

Defense: 42

Magic Attack: 182

Magic Defense: 27

Speed: 47

Luck: 6

Weak To: Fire

Strong To:

XP: 27

Gold: 77

Spoils: Blue Herb, Yellow Herb

Note: No longer the offensive threat she once was, she now will prioritize using Status Effect Magic and healing her allies.

Dark Troll (L4)



HP: 2662

Attack: 1308

Defense: 333

Magic Attack: 1308

Magic Defense: 131

Speed: 47

Luck: 5

Weak To: Fire

Strong To:

XP: 69

Gold: 525

Spoils:

Note: The Dark Troll is an experienced fighter with a decent attack strength, and plenty of powerful magic!

The End :)