# Radix

chronicle

Instruction Booklet

Story

Our tale begins in the far outskirts of a prosperous kingdom. Due to **political circumstance**, the young Princess Sahana was married off to the local governor, a former general by the name of Kadi.

The princess didn't expect a warm welcome due to the nature of her **de facto exile**, and she did not receive one.

Kadi was polite enough, but he maintained distance from his new bride and insisted that the marriage would be **anulled**.

This displeased the princess greatly, but even more infuriating was the constant presence of his female guard, Celestora.
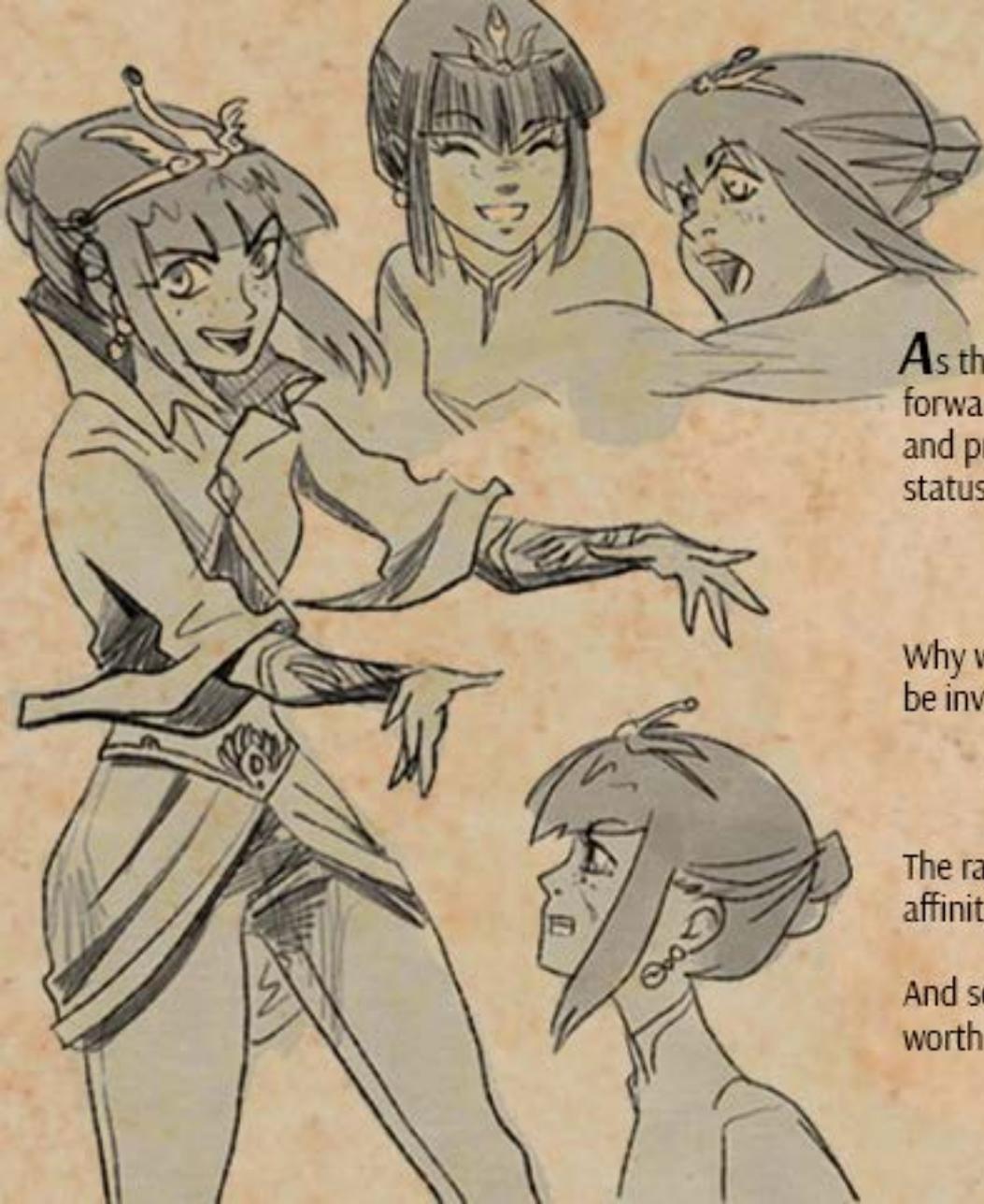
Story

As the princess pondered her options in life moving forward, a **sudden happening** changed her fortune and presented her with an opportunity to alter the status quo.

"**Kobs are attacking the fields!**"

Why would the normally docile monsters of the forest be invading the Golden Sea? Whatever the case,

"**Monster must be met by mage!**"

The raison d'être for the rule of the nobility is their affinity for magic.

And so the princess leaps at the chance to prove her worth and secure her station, once and for all...

Trials

Interactions between characters are governed by Trials.

Press the confirm button or key (or click the mouse or tap your touchscreen) when the shrinking circle overlaps with the **blue** circle for a **"Good"** result.

If you can land the shrinking circle in the **red** zone, you'll get a **"Perfect"** result.

If you press confirm while the shrinking circle isn't in the blue or red zones, you'll **"Miss" and fail your action.**

Your cursor does NOT have to be within the ring.

Only you can decide when to risk going for Perfects or when you just want to avoid Miss.

If you Miss, look closely at the result and adjust your timing for next time!

Good!

Perfect!

Battle Menu

1. The top icon on your battle menu is the attack button. It displays your currently equipped weapon.

2. The shield icon will place your character into a defensive stance, reducing damage taken.

3. The clock symbol will allow you to wait. Waiting skips your turn, but gives you 20% **Readiness** towards your next turn (you'll get your next turn faster).

4. The boot icon lets you move to nearby spaces.

5. The bag lets you access your reusable items.

6. The sparkles give access to your magic spells.

If an option isn't currently available to you, it will not appear on the menu!

Readiness Bar

The **Readiness Bar** indicates the order in which units will take their turns in battle.

1 Actions are decided upon at the **red mark** and—

2 executed at the **white mark**!

Some actions, like moving or attacking with a Dagger, are very fast. Others, like charging a big spell or swinging a Warhammer, are quite slow.

3 The large, flashing icon represents the currently selected or targeted unit.

4 Transparent icons represent enemies that are **unaware of your presence.**

If all enemies are unaware of the party, the turn order is accelerated for your convenience.

Remember, different actions require different amounts of time to execute! Just because something is farther on the bar doesn't mean it will ALWAYS happen first. Experiment and figure out the relative speed of actions.

Help Mode

This is a HELPFUL button. Don't forget about it.

Frost Slash
Strikes all nearby units for **26** damage and **325** Chill build-up.
What a cool spin! Wheeee!

If you need help figuring out what an an element on the screen represents in game, use **Help Mode**!

Click the **Help button** (check the Gamepad reference for Gamepad controls) or press the **H key** to activate Help Mode.

Then, select the onscreen element that you want information about.

When you're finished with Help Mode, select the Help button again to close Help mode.

Prep Menu

1 **Weapon Slot**
Each weapon has its own unique properties. For example, some weapons can **Cleave**, hitting multiple targets in a single attack, or **Knockback**, pushing enemies away.

2 **Armor Slot**
Armor can increase your HP and MP, affect the speed of Ring Trials, provide ailment immunity, and more.

3 **Accessory Slot**
Accessories provide powerful special effects, such as more movement or faster melee attacks.

4 **Reusable Item Slot**
Items can be used once per battle to cast enemy spells.

5 **Warehouse**
Place items here to keep them.

6 **New Loot**
New items appear here. Items left here will be discarded!

Equipment

1 2

3

4

Warehouse

5

New Loot

6

Discard

Depart

Unsealing Magic

Equipping a weapon will enable a character to cast spells. Each character has different spells, so the same weapon will unseal **different magic for each character**.

For example, the **Gold-Hilted Dagger** enables thermal spells. If you equip it on Celestora, she will be able to use **Frost Slash**. Sahana, on the other hand, would gain access to **Floral Flame**.

Whenever you get a new weapon, try equipping it on different characters to see what it will unseal!

Stats Panel

9
39/201

10
35/35

8
1/1

Level 2

Stats Panel 2

STRENGTH   +   4
MAGIC   +   7
AGILITY   +   2

FROST SLASH
UNSEALED

Character Stats

1 Experience Points
Current XP and the amount needed for your next level up.

2 Hit Points
Represents health. When reduced to 0, the character can't fight anymore until you return to base.

3 Magic Points
The number of spells you can cast per battle.

4 Strength
The basic amount of damage done by your normal attacks.

5 Magic
This represents the power of your spells; each spell uses the number differently.

6 Agility
How quickly you get your turns in battle.

7 Spell List
The character's spells. Spells with an X are currently sealed.

Equipment

4 ⚔ 13   1   30/201   2
5 ✚ 5   30/30
6 ⚔ 6   3   2/2
Level 2   7

To check your stats on the preparation screen, scroll all the way to the top and select the character whose stats you wish to see!

Sometimes, an ailment won't take effect on the first try. Keep using the ailment to reach 100% build-up and apply the status!

Ailments

Status ailments are vitally important. Whenever you're fighting against a strong enemy, rely on them!

Burn
Increases physical damage taken by 50%.

Chill
Reduces agility by 50%.

Shock
Reduces magic power by 50%.

Poison
Reduces strength by 50%.

Blind
Miss every other physical attack.

Fear
Automatically fail defense trials.

Fatal Weakness

Many enemies are **instantly killed** if afflicted with a specific status ailment. This ailment differs from enemy to enemy.

This is an extremely important technique for defeating strong opponents!

1 To check an enemy's weakness, enter **Info Mode** and select the enemy you wish to examine.

2 Then select the **Effects Panel**. Finally...

3 Look for the **skull marker**.

If using mouse or touchpad, simply click on or touch the onscreen controls.

For keyboard and pad controls, consult the control reference pages.

Terrain

The type of ground that a unit is standing on can greatly impact its ability to fight.

Standard terrain types, like **Grass** and **Soil**, have no effect on most units.

Water tiles slow a unit's agility by 50% and make it more vulnerable to Blind and Shock. They also provide protection against Burn.

Poison Swamp slows a unit by 25% and causes Poison.

Cursed Marsh slows by 25% and causes Fear.

Scorched Ground causes Burn.

Ice causes a unit to slip and slide when moving and makes it more vulnerable to Blind.

There may be additional types of terrain for you to discover, as well...

Changing Terrain

Terrain is important in battle, but if you find yourself wishing it was different, **you can change it**!

For example, Flame will burn away Grass and leave bare Soil. Soil can then be filled with Water. The Water can be frozen and turned to Ice. Or maybe you'd rather use Earth magic to create a Poison Swamp?

Experiment with different spells and items to change the world to suit your battle plans, but beware! Your enemies might try to do the same thing...

When deciding upon your tactics, always remember that you can use your resources against your enemies directly, but you also have the option to alter the battlefield itself!

Spell Trials

When casting a spell or using a magic item, a Spell Trial will appear before a Ring Trial.

To complete the Spell Trial, simply move your cursor near or tap on each arrow that appears. For mouse users, note that **there's no need to click the arrows**.

If using a pad or keyboard, use your directional controls to input the direction each arrow faces.

If you do it quickly, the Perfect zones for your spell's Ring Trial will be doubled in size!

If you don't do it quickly enough, the Perfect zones will be their normal size.

Spell Trials are primarily a chance for you to mentally prepare for your spell's Ring Trial and are impossible to fail.

Kill Bonuses

Every party member gains experience when an enemy dies, but the party member who struck the killing blow will also receive a **Bonus**. There are several ways to increase the bonus for killing an enemy.

Fatal

Inflict an enemy's Fatal weakness for a bonus.

Overkill

Deal an enemy's max HP worth of damage in a single blow for an additional bonus.

Tricky

If an enemy dies as a result of another enemy's actions or due to a terrain effect, ALL of your party members will receive an additional bonus.

Multi

Kill more than one enemy with a single attack to get a bonus that increases per enemy killed up until a certain amount.

Maximize your score by fighting efficiently!
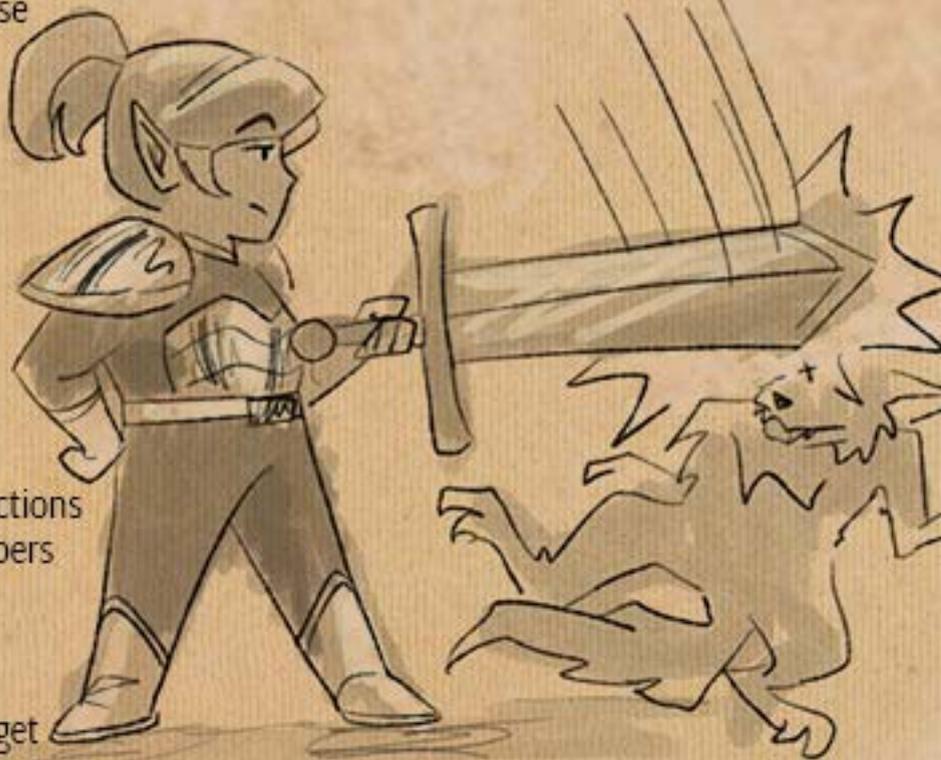
Optional Missions

In addition to your party's main goals, each battle also has an Optional Mission.

These missions always reward you with extra experience, but they often yield additional items, too!

In the early parts of your adventure, these optional missions focus on teaching you about specific tactics or mechanics. Later they become quite challenging... but offer powerful rewards.

Some battles have Secret Missions. These are usually special challenges not intended for first-time players.

Don't worry about completing those on your first time through the game unless you just really enjoy trying to figure out the puzzle!

A Different Perspective

Radix Chronicle is meant to be played multiple times. The story itself is a bit of a puzzle. Many stages offer **different story scenes depending on how you fought the battle**.

When the characters have conversations, they might speak about people or events that you don't recognize. When that happens, **take a memo**! You might learn more later or on another playthrough.

More to the Story

On a first playthrough, most players will see the **"bad" ending**. This is intended! This resolution offers a sense of perspective that gives the true ending a deeper level of meaning.

The true ending's additional stages are also very difficult. They are intended for experienced players!
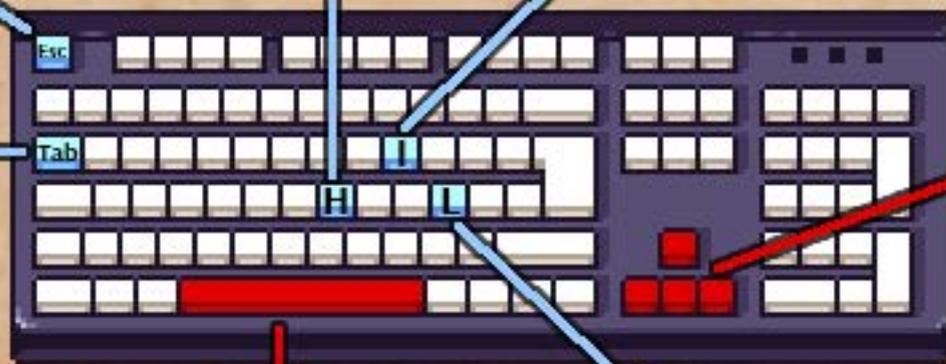
Gamepad Controls

Cancel

Confirm

Help

Menu

Combat Log

Status Panel

Info
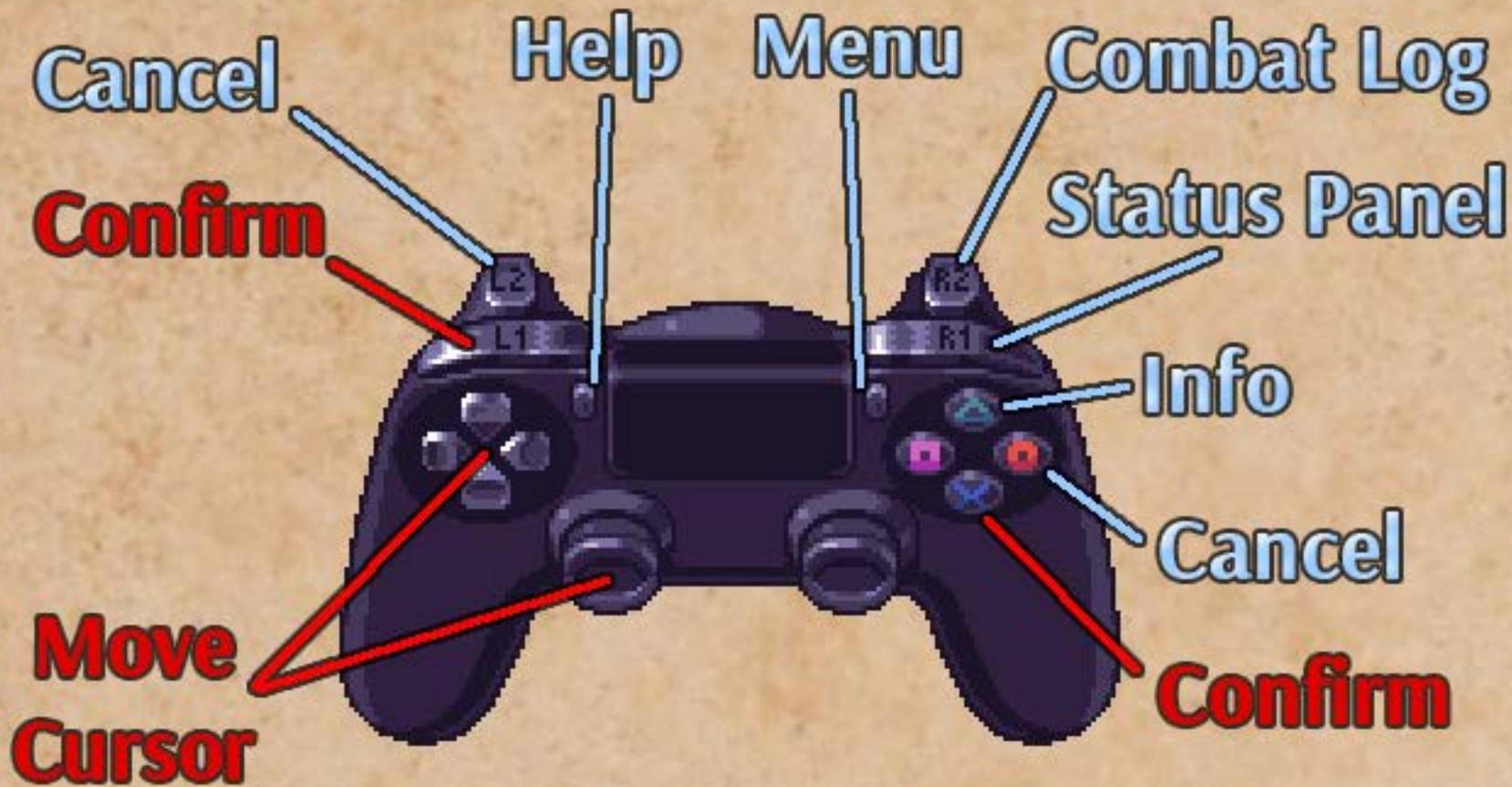
Cancel

Move Cursor

Confirm

Keyboard Controls

Limited Bestiary

Kob-kobs are normally docile creatures that live in the Ringed Forest. They forage the forest for food and rarely bother humans. Their magic, **Wind Reaver**, does a lot more damage at close range than from far away. Fortunately, Kobs aren't known for their intelligence, and they often use their magic from a great distance.

Mizuni are elemental monsters found in forests and caves. Be careful, for they **move swiftly across their favored terrain**. With their thorny, whip-like hair, they can attack from two spaces away. Either kill them from a distance with magic or close the gap quickly!

Item Examples

You'll come across many powerful items during your adventure. Always think carefully about what you need for each situation you encounter. Stay tactically flexible and draw out your party's full potential!

Boots of Travel allow you to move an additional space and get your next turn faster after moving. They prevent Shock, too!

Adventurer's Gear increases your HP. It also slows down ring trials, making them easier to complete. It's great for learning new weapon trials or for weapons that are difficult to use!

Twin Longswords let you hit twice and delay the target's next turn.
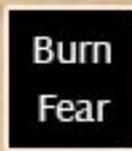
Info Panel Reference

Basic Stats

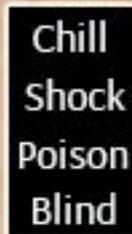 damage dealt with melee

 power of spells

 how quickly the unit gets turns

Offensive Ailments

Burn	take more physical damage
Fear	automatically fail defense trials

Defensive Ailments

Chill	decreases Agility
Shock	decreases Magical Power
Poison	decreases Strength
Blind	miss every other melee attack

Challenges

Radix Chronicle has been designed to offer a lot of depth in both its setting and gameplay. Even after finishing the game once, there are different ways to challenge yourself if you're looking for more fun.

High Score Challenge

Simply playing as efficiently as possible to maximize score can be quite challenging, as you need good tactics and good execution over a long period of time.

Low Score Challenge

Completing the game with the lowest possible score is perhaps an even more difficult challenge! You'll need to avoid Fatals, etc., to avoid score, and you'll also need to avoid completing Optional Missions. As a result, you'll be low level and low on resources...

Speed Run Mode

There is a hidden speed run mode that can be accessed via a secret code. In speed run mode, you won't be able to enjoy the story scenes, but the gameplay is very, very fast... Complete the **true ending route** to unlock the code.