



GETTING STARTED GUIDE

How to Play

Starting Out

Vestaria Saga is a strategy RPG that takes place over the course of several maps. Each map has its own victory conditions and story events to discover.

Saving

After proceeding through the story and beginning a map, you will be able to save at the beginning of every turn. 98 save files can be created in total, and it is suggested you use them in case you make a mistake at some point. Data can also be loaded at any time during battle from the menu.

Controls

The game's control keys can be edited at any time through the game.ini file in the game's main folder. This can be used to help make the game more compatible with some USB gamepads. The game is also compatible with keyboard and mouse controls.

We recommend using a USB gamepad for the game. You can change the button configuration within the game.ini file. Note: When using a Nintendo Switch controller, some people have found better results from unchecking the "Switch Pro controller support" button within Steam.

In older games, the confirm button is usually the right button on the right side, and the cancel button is the bottom button on the right side, but if you'd like to change it, just change SELECT=5、CANCEL=6 to SELECT=6、CANCEL=5 in the game.ini folder.

If you want to launch the game in full screen mode, change WindowMode's value to 1.
you can also press F4 to make it go fullscreen in game.

Here is a list of the basic keyboard controls:

[Arrow Keys]: Move Cursor

[Z][Enter]: Confirm (Left Click on Mouse)

[X][Esc]: Cancel (Right Click on Mouse)

[Space]: Skip

[F4]: Change Screen Mode

[F12]: Return to Title Screen

The game's control keys can be edited at any time through the game.ini file in the game's main folder. This can be used to help make the game more compatible with some USB gamepads. The game is also compatible with keyboard and mouse controls.

Default Keyboard Controls

[keyboard]

LEFT=left

UP=up

RIGHT=right

DOWN=down

SELECT=z,enter

CANCEL=x,ctrl

OPTION=c

OPTION2=v

L_SWITCH=a

R_SWITCH=s

SYSTEM=shift

SKIP=space

FULLSCREEN=f4

RESET=f12

EXIT=esc

Map Interactions

While moving your units across the map, you may sometimes encounter villages and houses. Move a unit to these squares in order to discover conversation and story events that may result in new items or allies.

Unlike houses, villages are always in danger of being destroyed by enemies. Once a village is destroyed, it cannot be visited.

The "Unit Roster" menu will bring up a list of your units and their basic stats. It will also list any other characters on the current map who that unit may converse with. If two units' names are listed in each other's rows, either unit can begin the conversation. Otherwise, that unit must be the one to initiate the conversation. Having a conversation will end that unit's turn.

Attacking

Each weapon has a different range of attack. In order to successfully attack an enemy, you need to move the unit close enough so that their weapon's range square reaches the target. After a unit attacks an enemy, the enemy will strike back at the unit - but only if your unit is within the enemy's attack range.

Death

If any of your units' HP reaches 0, they will die permanently. If important characters such as Zade or Athol die, you'll get a game over. Fulfilling a defeat condition will also cause the game to end.

Unit Inventory

Each unit can hold up to 6 items, while your army's stockpile can hold up to 500. You can only access the stockpile while standing next the leader unit that has access to it.

If a unit with a full inventory acquires an item, you may choose to send an item from that unit's inventory straight to the stockpile. The same is true for items in shops. Simply press the cancel button to send an acquired item to the stockpile.

If a unit is forced to leave your party, their items will be automatically sent to the stockpile. (There are certain exceptions to this, such as units who die.)

Weapons and items with star symbols next to them will be sent back to the stockpile even when units who possesses it dies.

Restoring HP

HP can be restored in the following ways

-Using a healing staff. (But the user of the staff cannot use it to heal themselves.) -Using a healing item. If you possess a healing item, you can only use it on yourself. -Using of a healing skill or an item that bestows a healing skill.

-Using a skill or weapon that absorbs HP from the enemy after an attack.

-Passing one turn while on a terrain tile that restores HP.

Items and Weapons

When an item or weapon's number of uses reaches zero, it will break. There are certain items and skills that can boost an item or weapon's use count, but only before it breaks. Once an item or weapon's use count reaches 0 and it breaks, it will be permanently lost, and there will be no way to restore its use count.

Weapon Types

Each unit's class determines what weapon types they can use. Sometimes, they may not be able to wield certain weapons until they acquire the necessary amount of Proficiency (PROF).

Unit Types

There are three different types of units: player, NPC, and enemy. Player units are denoted by a blue circle underneath them. NPC units are denoted by a green circle. Your allies cannot use Items/staves on NPCs, nor can they trade with them. Enemy units are denoted by a red circle.

Unit Growth

Units will gain experience points whenever they battle. Once they reach 100, they will level up and gain boosts to parameters. Each unit has their own unique growth rate, and the numbers they gain will differ by playthrough.

Once a unit's level or parameter reaches its max value, the value will turn green (excluding HP). Numerical values that appear after + signs denote equipment or separate stat buffs.

Stats

Lv: Every time a unit gains a level, it will gain stat boosts. Every class maxes out at Level 20.

Ex: Experience points. Once a unit gains 100 and levels up, this number will go back to 1.

HP: Hit Points. Each class has its own max, and most units cannot go over 80.

Strength (STR): Boosts the attack power of the unit's weapons.

Magic (MAG): Boosts the attack power of magic books and magic weapons, as well as the restorative power of staves.

Dexterity (DEX): Boosts the accuracy (ACC) of weapons, your critical hit rate (CRIT) and the activation rate of certain skills.

Agility (AGI): Boosts your evasion rate (EVA), attack speed (SPD), and the activation rate of certain skills.

Luck (LUCK): Boosts your critical hit evasion (C-EVA) and the activation rate of certain skills.

Proficiency (PROF): The higher this is, the more powerful weapons your unit will be able to wield.

Defense (DEF): Reduces the damage a unit takes from physical attacks.

Resistance (RES): Reduces the damage a unit takes from magical attacks.

Mobility (MOB): Determines how far a unit can move per turn.

Battle Calculations

When a unit gains a stat buff from a weapon, item, or skill, it will be displayed on the right side of the stat screen, after the + sign next to the applicable stat.

How stats are calculated:

Attack (ATK): $\text{Weapon} + \text{STR or MAG}$, depending on the weapon type.

Accuracy (ACC): $(\text{Unit's DEX} \times 3) + \text{Weapon's ACC}$. Determines a unit's chance of hitting or missing.

Critical Hit Rate (CRIT): $\text{Unit's DEX} + \text{Weapon's CRIT}$. Determines a unit's chance of landing a critical hit on the enemy.

Evasion (EVA): $(\text{Unit's SPD} \times 2) + \text{Terrain Bonus}$. Determines a unit's chance of dodging an enemy attack.

Critical Evasion (C-EVA): $\text{Opponent's CRIT} - \text{Unit's LUCK}$

Defense (DEF): This value determines how much damage is removed from a physical attack before it lowers a unit's HP based on the remainder.

Resistance (RES): This value determines how much damage is removed from a magical attack before it lowers a unit's HP based on the remainder.

Range (RNG): The range of the unit's weapon, based entirely on the weapon itself.

Speed (SPD): $\text{AGI} - (\text{Weapon's Weight} - \text{Half of Unit's STR})$ This stat will never drop below 0. If your unit's SPD is three points higher than the enemy's, you will be able to attack again. The opposite is true for the enemy, so be careful.

Changing Classes

A unit's class may be changed regardless of what level they are, but only certain classes may change into other classes. Class changes cannot be reverted.

In order to change class, the unit must possess the proper class change item that pertains to their class.

When a unit changes class, their stats will be increased, but and their levels will remain the same, with some exceptions. Changing class may also grant them new skills and new weapon types.

Walkthrough

(Warning: Spoilers ahead!)

Here are a few hints for the beginning of the game. Only read this part if you find yourself having trouble at the start. Note: This is not the OPTIMAL way to complete each chapter.

+++++

<<Chapter 1>>

(A) Dealing with the assassins:

Move Ashram to the tree on the right and have him fend them off. If things go well, he should attack first and avoid getting poisoned. Having Zade give him a Tisane at the beginning should help. Ashram has high DEX, so as long as the assassins stay out of the forest, he should easily be able to hit them.

(B) The paladin's grave:

Inspecting this grave will net you a valuable Divine Sword, but it will also cause the sentinel to put you to sleep, and skeleton soldiers will start appearing for a bit. I recommend not going for the sword until the battlefield's calmed down a bit. Also, the Divine Sword confers Regeneration to the wielder, so if you give it to Ashram, it will balance out the HP he loses due to his disease.

(C) Dealing with the brigands:

Most of the brigands are weaklings. Just be careful that too many don't get in close to units with lower HP. Zade, Ashram, and Zayid should all be safe, just watch out for bad luck with the RNG. Waiting for the brigands in forests and mountains and taking them out from there should keep you safe.

(D) Skill Tome:

There's a book near the ruins in the top left. Sujata can cross high mountains, so be sure you don't forget to have her retrieve it.

(E) Visiting houses:

Visiting houses can give you useful info and items. It's also important to check the Dialogues list and allow characters to talk to one another. Try to get yourself into the rhythm of double checking to make sure you've done everything on a map before you complete it, and you will go far.

+++++

<<Chapter 2>>

(A) Long distance magic:

There are enemies on this map who use long distance magic. Be sure you check all the enemies' weapons and abilities first, then prepare for the long distance attacks. Defeating these enemies as quickly as possible will help you out a lot.

(B) Saving Slayne:

Slayne can't attack enemies that are right next to him, so you'll need to save him ASAP. If you have him wait near the exit and send Zade (Zade's the only one who can open the door) there, you should be able to save him by Turn 3.

(C) Saving Hilda:

Hilda is trapped in an area surrounded by strong enemies. There are also skeleton reinforcements there, so rushing in is very dangerous. Waiting by the entrance to the corridor and taking them out one by one should be a lot safer. In this game, named enemies (bosses) are extremely dangerous, so be careful!

(D) Treasure chest in the upper right:

There's another boss in this area. If it hits you, you'll lose a lot of HP, so having Accorte or Sheela counter with a special weapon is helpful. The problem is that if you can't defeat it fast enough, it will move again and retreat, so you might want to have Zade wait nearby so that he can potentially use lockpick if necessary.

(E) How do you open the exit door?

Move a unit into the upper left corridor, and you should see a special command appear.

(F) How do I defeat the netherdrake?

You can't. Run for your life!

(G) The ruins thief always escapes from me...

Defeating this enemy will net you a diamond, but it's dangerous to chase him too far into the tunnel. His movement pattern is random, so if you have bad luck, you'll just have to give up on him.

+++++

<<Chapter 3>>

(A) Capturing Castore and Porruck:

They aren't very tough, so make sure you don't kill them.

Recommended strategy:

1. Move a weaponless unit or archer onto the bridge to lure them over. Don't move off the bridge.
2. Castore and Porruck can cross over the river, so be careful. Don't let any melee unit get in their range.
3. The Rusted Sword can't kill units, so equip Zade with it and have him square off with them. This should drop their HP to 1. Then you can capture them on the next turn.

(In other words, Zade and an archer or Sujata should be enough to capture them.)

(B) The village in the top left (Heide):

Send a powerful unit other than Zade to the north ASAP. Just make sure you don't get in range of the dragon in the beginning. The dragon will return to the island after five turns (when Berserk wears off), so just focus on defeating enemies and moving north. If you take too long, the pirates will ransack the village in the top left, and you'll miss out on a valuable item.

(C) Dealing with the dragon:

The dragon's hunger has made it go berserk. After five turns, however, it'll become full and go back to being a nice dragon. It'll even carry over the Siurian Thaumite from the island, so don't kill it!

(D) How to complete the map:

1. Send Zade and 1 weak unit to capture Castore and Porruck.
2. Use other units to take out the weaklings on the left. Don't fight the berserk dragon.
3. Have Zade speak to Jonathan. Jonathan will move on his own, so you'll have to protect him from enemies.
4. Visit the three villages in the north, starting with the one on the left. Baymonk will ask you to hire him for a fee, but it's worth it!
5. Karajan is super weak, so take him out with a dagger or the Rusted Sword. If you don't capture this unit, the rest of the game will become HORRIFYINGLY difficult.
6. Drake, the unit protecting the village on the top right, is another important unit. Don't fight him - have Zade talk to him instead.
7. The dragon will carry the Siurian Thaumite to the beach, so you can pick it up there. You can technically defeat the dragon afterwards, but needless murder is evil.
8. Send a lighter unit south from the bridge on the upper right, defeat the pirate boss, and acquite the armlet. This area is filled with powerful enemies, so don't rush in too fast.
9. Give the armlet to Zade and have him talk to Drake. After Drake disappears, just wait for Jonathan to arrive at the port, then visit it with Zade to complete the map.

+++++

<<Chapter 4>>

(A) Protect the refugees:

Enemies will prioritize attacking the refugees, so you'll need to create a wall with your units to protect them. Enemy reinforcements will appear from the top right, right, and bottom right of the map. Be especially careful of the knights and enemies with ranged weapons that appear from the bottom right. If even a single refugee dies, it's game over.

(B) You can send either Castore and Porruck to retrieve the Siurian Thaumite on the island to the bottom right. A powerful enemy will appear there, but the two of them should be able to fend him off and escape back to the mainland.

(C) Only Drake can access the chest on the cliffs, so be sure to include him if you want it.

(D) Visiting the house at the very top of the map is difficult, so I recommend sending a powerful character like Zayid or Ashram.

(E) Toward the end of the map, the escape point to the top left will become a very dangerous place, so send reinforcements there as soon as you're able.

(F) Once all the villagers escape, the map will end, so you'll need to use one of your own units to block off the exit if you've still got things left on the map that you want to do.

(G) You can recruit Alexander and Hestion simply by having Zade talk to them. Don't kill them!

+++++

<<Chapter 5>>

(A)Baruke's many strategies:

Baruke can randomly employ one of five different strategies for this map, which will determine which enemies appear. It's random, so you can reload the beginning to make him use a different strategy. The best strategy for gaining EXP in this map is the 'outnumbering' strategy.

(B)Defending the four towns:

You'll need to split up your units and use them to protect the four towns on this map. Mounted units can support multiple skirmishes, so be sure to use them well.

(C) The Azure Paddock:

This is the first map with a tavern. Here, you can spend 200 D to buy useful food that buffs stats. Don't forget to pay it a visit!

(D) The dragon on the distant mountain:

If you visit the house in the bottom right, its inhabitant will let you recruit a dragon as a party member. Due to the powerful enemies on this map, I recommend waiting until the very end to visit this house. It'll cost 600 D to recruit the dragon, so be sure to save some of the money you earned elsewhere.

(E) Barzelphen:

The kidnapper who appears in the top left can be captured. He'll prove useful later, so try not to kill him. If hit by his Axe of Love, units will become immortal, so that's useful too.

(F) The most dangerous enemies on this map are the mounted units who appear from the bottom right. In this game, enemies can also canto, so watch out for counterattacks. Mounted archers are especially dangerous.