



HELP FILE

1. Introduction

About ♦ System Requirements ♦ Contact Info + Credits

2. Basic Information

Starting the Program ♦ Controls and Options

3. Quest Mode

Interacting ♦ Icons and NPCs ♦ Guild Manager + Saving the Game

4. Adventure Mode

Exploring ♦ Forming Parties ♦ Encountering Enemies

5. Battle Mode

Interface Explanation ♦ Stat Explanation ♦ Weapons, Armor, and Elements

Wait Time ♦ Positioning and Range ♦ Commands

Rushing ♦ Enchanting ♦ Chain ♦ Victory and Defeat

6. Progression

Favor ♦ Essence ♦ Active Party and Support System

Covers Version 1.07

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1. INTRODUCTION

♦ About *The Reconstruction*

The Reconstruction is a unique RPG with a strategic slant. Features include:

- Strategic turn-based battles reward careful positioning and smart actions over brute force.
- No typical HP & MP drudgery. Instead, battlers have Body, Mind, and Soul ratings that serve as both health and fuel for special abilities. Knocking any of them to zero means defeat, so heroes beware!
- No level grinding or money hoarding.
- Diverse elemental and weapon-versus-armor system for all sorts of exploitative goodness.
- Structured mission-based gameplay means you'll never have to wander around trying to figure out where to go next.
- No random encounters.
- Over a dozen colorful characters to recruit and train.

♦ System Requirements

Required

OS- Windows® XP with DirectX 7.0 or better

CPU- Pentium 4 1.5GHz or compatible

RAM- 256 MB+

Recommended

OS- Windows® XP with DirectX 8.0 or better

CPU- Pentium 4 2.0GHz+ or compatible

RAM- 1 GB+

Beware of widescreen resolutions if you want to play in full screen mode, as it will stretch.

You may be able to improve performance by setting GAME.EXE to high priority mode in Windows® Task Manager. If this causes any errant behavior, set it back to normal.

♦ Contact Information and Credits

Official game web site: <http://www.tilde-one.com/reconstruction>

Contact the author by using the contact form at <http://www.tilde-one.com>

Concept, designs, and development by Elliot Mahan (aka Space Lizard).

Some character designs provided by Geoff and Jackie (Zargos and Santes).

Supporting scripts:

-Advanced Message Script created by Dubealex

-Anti-Lag Script created by Near Fantastica

Special thanks to these netizens for testing and input: Fool, Ace, Octagon, TKNO, and Daigerus.

2. BASIC INFORMATION

♦ Starting the Program

Begin playing by running the program GAME.EXE in the game's folder. The icon is an orange starburst shape.

♦ Controls and Options

The game may be played using either a keyboard or a suitable gamepad/joystick. You can change the controls as well as other game options such as background music and sound effects any time by pressing the **F1** key. The mouse is not used.

Directions (Arrow keys, D-Pad, or joystick)

- Move the menu cursor up and down
- When entering the guild's name, move the cursor around the grid of letters
- Move current character or group leader around in Adventure Mode
- Move the cursor (blue arrow) around in Quest Mode
- Move the map pointer (orange arrow) between cities on the world map
- Change your selection in menus/selection boxes
- Change between targets in Battle Mode

Action Key (Space Bar/Enter Key, or "C" button)

- Select a highlighted menu option
- When entering a name, add the currently selected letter to the end
- Talk to a character when facing them in Adventure Mode
- Use or inspect an object when facing it in Adventure Mode
- Investigate a selected object or NPC in Quest Mode
- When selecting a target in combat, confirm selection
- Advance through dialog. Press twice, or once when all dialog is displayed, to close dialog box

Cancel Key (Escape key or "B" button)

- Back out of a menu when possible
- When entering the guild name, back up and erase previous letter
- Open the main menu in Adventure Mode
- Cancel selection or back up to previous menu in Battle Mode

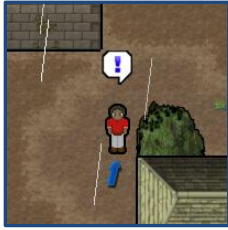
Cycle Keys (PgUp/PgDn, Gamepad Button 5 & 6 or "L" and "R" triggers)

- In Adventure Mode, open the "Switch to" screen to take control of another ally or group
- On the Status or Ability screens, switch between characters
- On the "Manually Set Active Party" screen, toggle the roster overlay to visible/invisible
- In Quest Mode, jump the cursor directly to your guild's manager

Other Keys

- **F1**: Open the options menu
- **CTRL**: Hold this down to fast-forward through dialog boxes
- **ALT+ENTER**: Switch to and from Full Screen mode
- **ALT+F4**: Immediately exit the game. **Unsaved data will be lost**
- **F12**: Reset the game and return to title screen. **Unsaved data will be lost**

3. QUEST MODE



Quest Mode takes place while exploring cities, camps, villages, and other safe havens around the world. It is here that you (the player) choose quests to complete to gain rewards such as guild status and new allies. You can also eavesdrop on your own friends, as well as NPCs, to hear what they feel about the present situation.

♦ Interacting

Use the DIRECTION keys to move the blue cursor square by square around the map. When the cursor passes over an object or character of interest, its name will be displayed in the blue box on the bottom right corner. Press the ACTION key to investigate.

♦ Icons and NPCs

NPCs with something important to say will be shown with a colored “!” mark above their heads. These are often quest givers, plot-advancing events, or even your own allies.

A Red ! Mark means an incomplete quest. Investigate this character to begin the quest.

A Blue ! Mark means a completed quest that can be repeated for a better Favor rating.

A Yellow ! Mark is reserved for your guild manager. Speak to him to review information, train characters, arrange your active party, travel to other parts of the world, and save your game.

A Green ! Mark is for an NPC who can take you to another part of the same city.

♦ Guild Manager + Saving the Game

Your guild's manager will be accessible in Quest Mode beginning in Chapter 1. By pointing to this character (look for the yellow “!” balloon), you will have many options, such as inspecting and changing the active party, spending essence and skill/mana points to improve your allies' stats and skills, viewing the world map and glossary, and saving your game. You can also press a CYCLE KEY (PgUp / PgDn) to move the cursor directly to your guild manager.

To **save your game**, point to the guild manager character, press ACTION, select “Records / Save Progress,” then “Save Progress.” You can save in up to four different slots.

You will also be prompted to save your progress at various important points in the story.

4. ADVENTURE MODE



Adventure Mode occurs when a quest is accepted and the party is transported to the adventuring area. On this map, all active party members are spread out in the starting area, and can be controlled separately or formed into groups for exploring and completing the task at hand. Hostile creatures and other foes will also be encountered while in Adventure Mode. They will attack if your current character gets too close. Non-aggressive foes can be engaged with direct contact.

♦ Exploring

You may explore the current area to search for items, encounter enemies, and complete your quest. Use the DIRECTION keys to move the currently-controlled character or group around the area. Use the CYCLE KEYS to open a menu to switch between active characters or groups. Use the ACTION key to investigate suspicious objects or talk to friendly NPCs. Use the CANCEL key to open the main menu and pause the timer.

In most quests, a timer in the top right corner ticks away as you explore and do battle. Finishing a quest quickly will grant you more bonus Favor at the end, which increases your guild's rank. If any allies were injured in battle, their health remains as it was when you return to Adventure Mode. There is no way to heal outside of battle, but it slowly recovers over time automatically.

♦ Forming Parties

By speaking to one character using another, you can group your allies together so that they move as a single unit. You may form up to three different groups, or have up to six active allies all in one group – whichever is more beneficial for your situation is up to you.

To “disband” your group back into separate allies, walk to the floating shield near the starting point and press the ACTION key. Your group will also break up and reappear by this shield if it was defeated in battle.

♦ Encountering Enemies

You can initiate battle with an enemy using your current ally or group by approaching it. If they are hostile, getting too close is enough to engage. If they are passive, you must walk into them directly. When initiating battle:

- Any allies in the active character's GROUP will automatically assist.
- Depending on the active character's charisma, any nearby allies may join as well. The higher the character's charisma, the bigger the distance away which other characters will still assist. Characters that assist this way will start one space behind the initially-attacked.

5. BATTLE MODE



In battle mode, participating allies and enemy units take turns combating the opposing side. The player's characters are lined up on the left side, and the enemy units are displayed on the right. Health values and status effects (when present) are displayed along the sides. Typically, the objective is to defeat all the enemy units without being wiped out yourself.

As opposed to most RPGs, there is one major thing to note: **Instead of HP and MP, all allies have three meters: Body, Mind, and Soul.** These act as both HP *and* MP; using special abilities consumes one of each, and all attacks do only one kind of damage. In addition, **knocking any of these values to 0 will defeat that combatant.** It is up to you to find out what your enemies are most susceptible to, taking weapons, armor, elements, and range into account.

♦ Interface Explanation

The wooden field in the center is the main play area. Your allies are lined up on the left side, and enemies are on the right. Vertical distance does not matter; only horizontal distance. The white bar in the middle cannot be crossed by members of either side, but it can be moved through **Rushing**.



The gray parallelogram on top is the description bar. It gives help and information about highlighted items on the menu, as well as other events.

When it's your turn, the currently-active character is shown on the bottom left in a blue parallelogram, as well as his or her health, status effects, weapon, armor, and element. The blue menu that appears to the right is your method of interaction. See **Commands** below. All other components of the battle interface are explained in their respective sections below.



◊ Stat Explanation

Stats for each character are broken into four categories: Health, Prowess, Traits, and Essence.

HEALTH

In battle mode, a character is **DEFEATED** if ANY of these reaches 0.

Body: A character's physical state.

POISON status lowers this by 3 per turn. **REGROWTH** status increases by 3 per turn.

Mind: A character's mental state.

SICKEN status lowers this by 3 per turn. **FOCUS** status increases by 3 per turn.

Soul: A character's emotional state.

WITHER status lowers this by 3 per turn. **EMPOWER** status increases by 3 per turn.

Regeneration rates are how much of each health type is restored every few seconds while adventuring. This regeneration also applies at the start of a character's turn during battle. Special skills have an associated **COST**. These costs draw from health, so use them wisely.

Other Status Effects:

STUN - Causes the target's next turn to come later by halving acquired Wait time. A "Full Stun" can occur randomly, resetting Wait to 0. This is designated by a yellow flash. Some attacks will cause a Full Stun every time they are successful.

DISABLE - Prevents use of skills and magic for one turn. When a character uses a skill that causes Disable on him or herself, it will persist until after the following turn.

PROWESS

Effectiveness of attacks and skills, as well as resisting damage from each.

STRENGTH: Brute force. Effectiveness of melee attacks that do body damage.

STAMINA: Toughness. Resistance to attacks that do body damage.

INTELLIGENCE: Knowledge of combat. Effectiveness of melee attacks that do mind damage.

WISDOM: Magical and tactical fortitude. Resistance to attacks that do mind damage.

SPIRIT: Piety and determination. Effectiveness of melee attacks that do soul damage.

WILLPOWER: Steadfastness. Resistance to attacks that do soul damage.

Additionally, skills and magic used in combat will draw upon these stats to be more powerful. For instance, a certain fire spell may be more powerful with higher INTELLIGENCE. In this case, the damage will be lessened by the target's WISDOM. **For player skills, the stat that boosts the effectiveness will be listed under the "MOD" (modification) column.**

These stats may have other uses as well, particularly in Adventure Mode. If you find yourself diverted by an obstacle requiring, for example, a certain amount of combined strength, bring your stronger characters to uncover what is hidden there!

TRAITS

Additional stats that have special uses.

AGILITY: Deftness and speed in combat. Determines the turn order; more agile characters get more turns. At the beginning of a turn, whoever has the highest WAIT VALUE (be it ally or enemy) gets to act. Agility is then added to the Wait values of other participants, and the current actor's Wait Value is dropped to zero (or halved if Defending).

CHARISMA: Charm, courage, appearance, and general pleasantness. Affects many things:

-RUSHING: Characters with higher charisma will affect the RUSH gauge more significantly.

-ASSIST RANGE: Characters with higher charisma will be aided by allies from farther away when attacked in Adventure Mode.

-OTHER: Can impact other situations not present here!

REGENERATION: All allies have a Body, Mind, and Soul regeneration rate. In ADVENTURE MODE, an ally's health recovers every few seconds according to this value. In BATTLE MODE, the acting character's health is boosted according to these values at the start of his or her turn. Typically, regeneration rates vary according to the character's race:

-HUMANS typically do not have any special regeneration, but depending on their profession there may be bonus rates.

-SHRA have amazing metabolism and heal quickly, giving them enhanced **BODY** regeneration.

-FORTIANS are usually powerful and mentally stable, giving them enhanced **MIND** regeneration.

-FIH'JIK are naturally pious and strong-willed, giving them enhanced **SOUL** regeneration.

FIGHTER/CASTER: Fighter type characters have the ability to **RUSH**. Caster types can **ENCHANT** a column of squares with their element for no cost. See the later sections for details.

ESSENCE

Points earned for various deeds, in-combat and out.

HEALTH ESSENCE: Earned by defeating enemies, particularly physically powerful ones. Used to boost STR, STA, and BODY.

CLARITY ESSENCE: Earned by defeating enemies, particularly magic-affinity types. Used to boost INT, WIS, and MIND.

PIETY ESSENCE: Earned by defeating enemies, particularly spiritual types. Used to boost SPR, WIL, and SOUL.

In addition to essence, your allies can gain power through:

SKILL POINTS: Earned by using abilities in combat. Combat skills (as opposed to magic) grant more points. Used to upgrade abilities.

MANA POINTS: Earned by using abilities in combat. Magic (as opposed to combat skills) grants more points. Used to upgrade abilities.

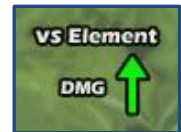
Essence is only gained by surviving, participating characters when in combat, and is divided between them accordingly. Essence is granted immediately when an enemy is defeated, rather than at the end of battle. Skill/Mana Points accumulate slowly for performing actions in battle.

Occasionally, your allies will discover objects, foods, or other rewards in adventure maps that will grant essence bonuses. Note that, typically, these bonuses will be divided up among the allies present in the group that found it if a group is being controlled, so be sure that you have the proper allies present before sharing the reward.

As your guild grows, you will sometimes be granted rewards for achieving certain ranks. These affect ALL currently-recruited allies, and are not divided up, so get as much favor as you can!

◆ Weapons, Armor, and Elements

Every character and foe that participates in battle will have an associated weapon, armor type, and elemental affinity. Exploit your enemies' weaknesses in battle whenever possible. When you target an enemy in battle, you will be given notification if the attack will deal extra damage (a green up-arrow) or if it will be resisted and deal less damage (a red down-arrow).



WEAPONS:

Note: Although most enemy types will carry a specific weapon, they may occasionally have another type. Be on guard!

Slashing ("SL"): Weapons such as axes, swords, and claws. **Strong against light armor. Weak against heavy armor.**

Crushing ("CR"): Weapons such as clubs, fists, hammers, and staves. **Strong against heavy armor. Weak against medium armor.**

Piercing ("PC"): Weapons such as daggers, rapiers, spears, and teeth. **Strong against medium armor. Weak against light armor.**

ARMOR:

Note: Enemies of the same type may not always have the same armor!

Light armor ("LT"): Cloth or leather armor, or bare flesh. **Resists piercing weapons. Vulnerable to slashing weapons.**

Medium armor ("MD"): Chainmail or light metal armor, or tough cloth/skin. **Resists crushing weapons. Vulnerable to piercing weapons.**

Heavy armor ("HV"): Platemail or scales/shells. **Resists slashing weapons. Vulnerable to crushing weapons.**

ELEMENTS:

Note: Enemies encountered will typically have a random elemental affinity, denoted by the colored rectangle in their health box.

HEAT ("HT"): Fire or burning magic or caustic substances. Opposes cold. Red color.

COLD ("CD"): Ice or otherwise chilling magic. Opposes heat. Blue color.

PHYSICAL ("PH"): Natural magic such as wind or lightning. Opposes mental. Tan color.

(Do not confuse this with weapon attacks!)

MENTAL ("MN"): Disorienting or thought-warping magic. Opposes physical. Purple color.

(Do not confuse this with MIND damage!)

DIVINE ("DV"): Pure, cleansing, or spiritual magic. Opposes noxious. White color.

NOXIOUS ("NX"): Poison and impurity, and other unpleasantness. Opposes divine. Green color.

Like weapons against armor, elemental attacks will have varying effects on the target depending on his or her own element. A fire spell will be more effective on a cold-aligned target, and less effective on a heat-aligned one.

A weapon, armor, or element marked with a star (*) does not have the usual weakness. So, a Slash* weapon type will deal normal damage to a Heavy armed opponent, rather than half. For elements, the opposing element will not be extra-effective. Enemies with starred elements will be shown in combat with a **white shadow on their element color bar**, rather than a dark one.

♦ Wait Time

Wait time determines who gets a turn and in what order. It is displayed in battle beside each character's small health box and marked with a blue icon. **AGILITY** is the primary factor in determining Wait time, although some beneficial effects and negative effects like STUN can directly modify it. **The character with the highest Wait time gets a turn**, so use the displayed times to your advantage in prioritizing a target! After the character's turn is over, Wait time is reset to zero. However, if the character **Defends** instead of acting, Wait time is reduced to half instead, meaning his or her next turn comes sooner!

♦ Positioning and Range

The battlefield is set upon a board 12 squares wide and 6 squares tall. Tokens representing your allies will be placed on the left-hand side, while tokens representing your enemies are along the right. Your allies may travel anywhere on their row behind the glowing white divider bar. The enemies may do the same on the right side. Neither side may cross the divider bar.



"Range" is the number of squares a spell or attack can reach. Melee attacks have a range from 2 to 5 depending on the character, and skills and spells vary from 3 to 6 range. It is wise to keep your stronger characters up front where they may take the brunt of most attacks, and move your weaker or injured characters backward away from the enemies' range.

Note that the character closest to the divider bar will be the target for enemy attacks, not including area of effect attacks. If another character is the same distance from the divider, both characters will be eligible targets for enemy attacks. Position your characters wisely - a character who survives well against enemies that use Slashing Body damage may be less effective against ones that use Crushing Mind attacks!

When an attack or skill is confirmed, the range and target highlights will be shown. (If no valid targets are in range, the screen will flash red.) The dim rectangle is the possible range for this command, and the target will be highlighted. For an area skill, a white box will cover all squares affected. You may switch between targets with the UP and DOWN DIRECTION keys, and use the ACTION key to confirm or CANCEL key to select another command.

◆ Commands

Commands are issues using the blue menu that appears during a player character's turn. Use the DIRECTIONS up and down to highlight different options. The option's effect will be displayed in the gray information box above. Use the ACTION key to confirm a choice, or the CANCEL key to back up to the previous menu or cancel a choice.

Move Menu

Advance by 2: Move the ally's token two squares closer (but not past the divider bar).

Advance by 1: Move the ally's token one square closer (but not past the divider bar).

Hold This Position: Do not move the ally's token from his or her current spot.

Retreat by 1: Move the ally's token one square away from the divider (but not off the board).

Retreat by 2: Move the ally's token two squares away from the divider (but not off the board).

Command Menu

Attack: Use a melee attack with the character's weapon's damage type and affinity (for instance, Slashing and Body). The damage is adjusted by the attacker's attack stat (either STR for Body, INT for Mind, or SPR for Soul) versus the target's defense stat (either STA for Body, WIS for Mind, or WIL for Soul). Check the Status screen through the menu to learn whose weapon does what sort of damage.

Skill: Use a special skill or magic. Disabled characters cannot use skills; however, the disable effect only lasts through one turn. A table listing information for that character's skills is shown:

SKILL NAME - The name of the skill or spell, as well as the rank (I, II, III, IV, or V).

MOD - Stat modifier. The stat of the character that affects the damage, as well as the target's defending stat (i.e. STA <> STA, INT <> WIS, or SPR <> WLP). "N/A" means no stat affects it.

COLOR - The color type (NOT element) of the skill. Affects the CHAIN. "Red" types are generally attack skills, "Green" are mostly recovery skills, and "Blue" are often special or utility skills.

"White" are special skills solely for promoting the CHAIN count, and are generally rare.

TYPE - The category of the skill (Damage, Healing, or Miscellaneous.)

COST - Drain on the caster's health required to use the skill. **B** for Body, **M** for Mind, **S** for Soul.

Rush (Fighters only): Rush the enemy, effectively boosting morale. Depends on many things. See **RUSHING** later in this section.

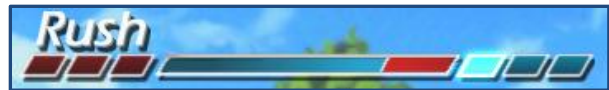
Enchant (Casters only): Enchant a vertical line up to 6 spaces in front of the caster with squares of his or her element. See **ENCHANTING** later in this section.

Sprint: Move one more time (1 or 2 in either direction) and end the turn. Useful for moving injured units out of attack or area of effect range, or bringing a character to the front line.

Defend: End the turn right away. Accrued Wait Time drops to half, instead of zero. All attacks do half damage until the next turn.

♦ Rushing

The divider bar is not a permanent barrier. By rushing (or using abilities that boost Rush), the balance can be broken, allowing advancement upon the opposing side.



The rush meter is the blue and red bar above the information box. The colors will shift after one side rushes the other. When the bar fills up completely with one color or another, a **CHARGE** will occur, where all units on the rushing side will advance one space, while all units on the other front row will retreat by one. The divider bar will also move in the direction on the advancing units. The side that charged now has more room to recover in and use defensively, such as to avoid area skills, while the opposing side has less and will not be able to retreat as far or escape long ranged attacks. The rush gauge will be restored to its balanced point after a successful charge.

Additionally, after a successful **CHARGE**, the dominant team will gain a damage bonus to all attacks, while the opposing team will receive a penalty. This bonus only affects skills which cause damage; it does not improve healing or improve the accuracy of status altering skills.

The three boxes to each side of the gauge represent the number of charges in each direction. The maximum amount of charges possible is three; this leaves 3 spaces for the rushed side, and 9 for the rushing side. For particularly difficult battles, it would be in your best interest to rush when possible to force the enemy into close range combat. Conversely, if your units cower toward the back, the enemy will rush YOU to reach you.

Rush is increased by certain abilities and spells as a secondary (or, rarely, primary) effect. This rush amount is usually static and reliable, so range and charisma have no effect when skills are used.

Using the RUSH command for **Fighter** types is a different situation. Rushing will be much more effective if the character is very close to the front line, and almost nonexistent if far away. Additionally, the character's charisma stat (viewable on the Status screen in the menu) affects the rush amount - higher charisma is better. A normal rush is accompanied by one "**RUSH!!**" message. A highly successful rush will have multiple messages appear.

◆ Enchanting

Caster-type characters may "Enchant" squares **with their personal element**. Additionally, certain attacks may leave a square or range of squares on the battlefield enchanted. The enchantment left matches the color of the specific element enchanting it. Elemental attacks with the **SAME** element as the enchantment which land on a target in the enchanted square will be much more effective. Conversely, an attack with the **OPPOSITE** element will be half as effective. In either case, the enchantment will be dispelled afterward. Attacks with no elemental aversion to the enchantment will have no additional effect, and will not dispel the enchantment.

Red: Heat <> **Blue: Cold**

Yellow: Physical <> **Purple: Mental**

White: Divine <> **Green: Noxious**

Enchanting a square that is already enchanted with another element will dispel the old enchantment and replace it with the new one. However, enchanting a square with the **OPPOSITE** element will "cancel it out," leaving no enchantment on the square at all.

Enchanted squares may be used defensively (enchant an area with cold and move your allies to that area when facing a difficult foe who uses fire), or offensively (when facing a cold-aligned foe, enchant the square he is on with Heat, and follow up with a fire spell for massive damage.)

◆ Chain



The **CHAIN** is an optional method of chaining together certain skills to boost their effectiveness. The chain is composed of three colors (**Red**, **Green**, and **Blue**) and moves left to right, with the rightmost highlighted colored link being the current link. If a skill is used with the same "Color" as the highlighted link, the chain will advance, shifting all the colors over by 1, and **CHAIN COUNT** will be added depending on the number of "hits" in the skill. Some abilities may hit the target multiple times, while some may hit several targets, but both would augment the chain multiple times as long as the colors match. If a mismatched color is used (say, a red ability when the chain shows a blue link), the chain is broken, and the chain count resets to zero.

As the chain count builds, your characters' abilities and attacks become more powerful, so it is advised to use abilities to boost it whenever possible, especially against difficult foes. Melee attacks have no effect on the chain, and turns may be skipped to preserve it if needed, but all characters will have at least one ability of each color type (except white). White abilities will always advance the chain, and may have other effects as well.

♦ Victory and Defeat

Upon defeating all enemies, the battle ends, and your character or party will be returned to the place where battle was initiated. The enemy party will be removed from the adventure map for the rest of the quest, but will return if the quest is taken again. Essence rewards are given as each enemy is defeated.

If all of your allies are defeated, you lose the battle. If it's a non-boss fight, typically your allies will escape or be rescued and reappear at the area's safe point (represented by a floating shield). Additionally, allies that were in groups will be split apart and must be reformed if desired. Health will remain critical, however, and it may be wise to wait a few moments for it to regenerate. Note that some more sensitive quests and battles will force a game over or restart of the quest upon loss.

Boss battles and other major battles will always automatically gather all six active allies to participate. If your party is defeated by a boss, you will be given the option to try again, **but you will be unable to gain essence rewards from this battle**. The battle will restart with full health for all participants. Since bosses are typically worth much more essence than normal enemies, it may be wise to retry the mission rather than forfeit the reward for defeating the boss. **Declining to try again will result in a game over.**

6. PROGRESSION

Progression in *The Reconstruction* is not typical like in other RPGs. There is no leveling up, money acquisition, or items or equipment to purchase. Instead, progression is handled through two methods: **Favor to increase the Guild Rank**, and **Essence to Train you characters**.

◆ Favor

Favor is like experience for your guild. Starting in Chapter 1, any quests you complete will earn favor for your guild. Finishing quests in a shorter amount of time, or completing secondary objectives will grant bonus favor, allowing your guild to gain **Ranks** faster. A higher-ranking guild will have access to even more quests, and may occasionally be necessary for the plot to continue. In addition, every few ranks will grant a large Essence bonus to all allies currently recruited.

◆ Essence

As stated before, there are three kinds of essence. **Essence** is gained for defeating enemies in battle, and for other secondary rewards such as recovering objects and solving puzzles in Adventure Mode. Essence gained by defeating enemies is divided up among non-defeated allies currently in the battle, so a full party of 6 allies means essence is divided up among them all.

HEALTH ESSENCE: Earned by defeating enemies, particularly physically powerful ones.
Used to boost STR, STA, and BODY.

CLARITY ESSENCE: Earned by defeating enemies, particularly magic-affinity types.
Used to boost INT, WIS, and MIND.

PIETY ESSENCE: Earned by defeating enemies, particularly spiritual types.
Used to boost SPR, WIL, and SOUL.

Related to Essence, **Points** are granted in small amounts for acting in battle – attacking, casting magic, using abilities, and healing. They may also be granted through secondary means such as finding objects or solving puzzles.

SKILL POINTS: Earned by using abilities in combat. Combat skills (as opposed to magic) grant more points. Used to upgrade abilities.

MANA POINTS: Earned by using abilities in combat. Magic (as opposed to combat skills) grants more points. Used to upgrade abilities.

Make your characters more powerful by **pointing to your guild's manager in Quest Mode, choosing Manage Roster, and then Train Characters**. Here, you can spend a character's accumulated Essence and Points to upgrade prowess stats directly, as well as active and passive skills unique to that character.

Use the DIRECTION keys up and down to select a stat to train, or use the CYCLE keys to switch between characters in the guild. Press the ACTION key to train a stat up by one point if enough essence exists. Note that, once trained, this cannot be undone, so choose wisely! Also note that to train the next stat in the same family will cost more essence (100 more for an attack or defense stat, and 1000 more for a health stat). Finally, note that a stat cannot be trained past 100, but this limit can be broken using passive abilities and character supports.

◆ Active Party and Support System

Starting at the end of Chapter 1, you will have more characters that you have free slots in the active party. However, these extra characters do not have to miss out – they can be used to **support** active allies.

You can rearrange your active party in Quest Mode by pointing to the guild manager, choosing Manage Roster, then choosing Manage Active Party. When assembling an active party, use the DIRECTIONS up and down to choose remaining allies from the list, and press the ACTION key to assign the character to that slot. All six active slots must be filled by characters at all times.

Once all six slots are filled, you will begin assigning Support characters to each ally in each slot. You can choose “None” to skip that character, though if you have characters to spare, it is always beneficial to pair up with at least someone.

Supporting characters are beneficial for two reasons:

1. The supporting character will gain half of the Essence and Points of the active character, without taking away any from the character himself.
2. Certain matchups will provide bonus stats to the active character. Experiment to find out which ones are the most helpful!

There will be several instances where an active party must be formed under specific rules, so it is always a good idea to save your favorite lineup into a Favorites set on the arrangement screen.

In addition, new characters can be recruited all the time! Many will join as part of the plot, but several must be sought out, and tend to be worth it. Also, many of your allies will offer their own Quests to the guild, so be sure to check each city in Quest Mode after completing a chapter to see what’s changed!

If you’re still stuck, feel free to consult the character recruitment guide included in this directory. It’s spoiler-free.