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I am setsuna strategy guide pdf

FlagView HistoryBelow is our guide to I Am Setsuna. It will show you the way through the game, and highlight every fight and meaningful item you will encounter along the way. Prologue - The opening part of the game, where you will learn about your main character and how to play. Setuna Meeting - Includes the opening part of the main game. You'll meet Setsuna, and start exploring the world. Trip to Floneia Citadel - After getting your travel friends, you have to leave for the big city first. Of course, things are never as easy as you'd expect. The Hunt for Akash - To make airplanes work, you need to find the person who runs them unless he can't be found. Saving Setsuna - After the events on the Airplane, you will travel to Hiddbury to try and save Setsuna's life. Royburg - With the safety of Setsuna, you continue your journey, eventually heading to Royburg and meeting Julienne. Forward to Gatherington - Your next destination is a city called Gatherington, but getting there requires you to climb through the dangerous Archmell Ruins... The Last Lands - You've reached Gatherington, and now only one boss is blocking your way to the Last Land! Lets Get an Airship - Progress has been discontinued, but there is hope. Time to hunt down the lost Royal Airship! The Final Dungeon - you have an airplane, now it's time to finish the fight! Once a decade, to keep the peace, sacrifices were made for a demon on the island. This habit has been effective until now when the devil grows violently before the next sacrifice is due. To soothe the devil, new sacrifices are offered; Setsuna - chosen because of the power of her charm. He must go with his security to the farthest ground where sacrifices will be made. With a combat system based on the legendary JRPG Chrono Trigger, I Am Setsuna is undoubtedly a masterpiece of storytelling and nostalgia. Our guide will cover the following:Version 1.1:- Complete guide of the main storyline - Some side search coverage and other optional objectives. - Partial Trophy /achievement roadmap and guide. - All side searches and optional goals completed. - Full trophy/achievement roadmap showing you the best order to complete each achievement. - Complete list and explanation of all spritrits, recipes and other items. - Complete gameplay and tips to maximize your trip. About Games Many people who grew up with video games may remember the yore days, when Square Enix was known as Squaresoft, and they made hit after hit in the role-playin game genre. Returning to the Super Nintendo, they had Final Fantasy VI (known as III when it was released in the US at the time), Secret of Mana, and Chrono Trigger. Their success continued over the years, into the next few console generations, with more hits such as Final Fantasy VII, Kingdom Hearts and Dragon Quest VIII. However, with the release of the Playstation 3 and Xbox 360, it looks like more of the players are starting to diminish, as development costs reach all-time highs and there aren't too many games coming from the software giant once. Flash forward to 2015 and Square Enix announced that they were creating a new studio, dubbed Tokyo RPG Factory, and their first game would be called Project Setsuna, a game that would throw itself back to the days of golden RPG. You'll find a huge amount of information in this guide, including details about each game mechanic, a complete guide from start to finish, and even each side available. In addition, you will also be able to find a complete list of every Combo that your character can do, as well as a complete trophy guide and even some lists for Spiritrities. ingredients you can get from shiny spots around the game world, and even recipes you can get from them. Jarrod MasterVG782 - Author of the guide I Am Setsuna. After a long wait (we've been tiggering this one since it's still called Project Setsuna) and a lot of excitement, Chrono Trigger's spiritual successor finally arrived. While sadly skipping the dying Vita, both PS4 and PC gamers can now dive into the epic story that saved the world of I Am Setsuna (read our full review here). Before diving, there are some major differences from modern RPGs that you need to know if you want to escort Setsuna safely to the Last Land.If you already know the basics and want to unlock other secrets in the game, be sure to check this out:Getting Started With Me SetsunaWhen you first load the game, there is a direct option to mute the game, and I highly recommend taking it. The voices are in Japanese, so they are less annoying than in many JRPGs which translate with constantly repeated battle phrases - but believe me that even these foreign utterances will become irritating and grating after the 1,000th battle or so. Even before meeting any characters or advancing into the story at all, there's one important difference here between I Am Setsuna and the more modern games you need to remember: there's no automatic storage. This world map saves or saves points for only children! Don't get stuck starting from scratch after sinking five hours or so. For PC users, there will also be some adjustments to be made with keyboard settings. Instead of the keyboard and mouse settings you might normally use, the game basically uses the home key as you type, with a space bar to confirm and the H, J, and K keys to drag the menu or cancel. U and I take the bumper's place on the controller, while the actual mouse is not used at all. The keyboard layout is slightly different than usual for PC GamesMomentum SystemMomentum built anytime you wait to select an option when Your up time is filled (although pauses when enemies use attacks or skills). Enabling Momentum is a little awkward with the keyboard, as it is clearly designed around tapping the button on the right right on the controller, so be sure to get used to reaching out and pressing H just as you do the action when your Momentum bar is filled. Don't forget you can fill the bar up to three times for exponentially stronger effects, which are often required during boss battles. In addition to Momentum, there are other related mechanics that are not very well explained in the tutorial. Fluxation and Singularity are random events that only occur when you use Momentum. This is not guaranteed to happen every battle, but the more often you engage Momentum with Tech skills the more likely they will be. Bonuses awarded by Fluxation - which appears when using Talismans with Flux - are also randomly selected whenever an event occurs. In your 200th example of flux, the Ruler of Heaven And Earth's achievements appears. You may notice while milling levels that you don't usually earn money from battles. That's because you earn money by completing quests, or by selling Materials dropped by monsters (such as Big Tongs, Blood-Singed Bones, Penny Treasures, and so on). Some are used for recipes, while others are best sold offTutorial Mission through Nive VillageYou won't need help on a tutorial mission, because there isn't really a possibility of failure and the game clearly guides you through the slaughter of adorable little Pengys people who only take care of their own business until you blunder into their domain. New Direction Achievements will be automatically opened to meet Hapsper at the beginning of the tutorial. After completing the tutorial work, a mysterious man approaches Endir with a murder job: killing an 18-year-old girl on an island. Being a mercenary he is, Endir accepts, and the game really starts when getting off the boat at Nive.A's job, right? Combat Strategy and Buying ItemsAda is not a ton of options in the opening segment of the game with respect to strategies using Talismans, Tech capabilities, and so on, but there are a few points to keep in mind. First, there's no point in using Cyclone Tech on one enemy. It does not provide additional damage, it only delivers your normal attack damage to multiple targets. However, this does additional damage if you save your Momentum to levels 1 - 3. When you've just been sniffed at your party, two Cyclones should be more than enough to take on enemy groups. When Endir travels with Setsuna or Aeterna, you can save the MP but end the battle almost as fast as with the Cyclone followed by a normal attack to finish them off. Using CycloneKeep in mind that while Setsuna's base attack is quite weak, it can actually hit multiple enemies if they are close to each other, as she throws two rings instead of just one. Technological capabilities Cyclones, Charge, and Heal use a lot of MP's, especially early in the game, so be sure to buy some ether at traders in Nive as you'll probably dry the MP during the boss fight. Enemies on the early islands did not use the status effect, so so Items that cure sap, paralysis, etc. are a waste of your initial 5,000 gold. GrindingEveryone levels know that you're not directly through the time portal at milliental fair in Chrono Trigger - instead you fight monsters in the Guardia Forest until you have 3,000 G to buy lode swords first. Rats, just a standard old fantasy rpg out of use While there are no high-powered weapons to save on I Am Setsuna, you still want to level in Dazzshire Woods as the first boss to come quite difficult. The first boss is potentially defeated at level 3 (although difficult), but 4 is better and 5 is best if you are willing to enter grinding time. During the mill, All-Seeing Eye achievements will appear if you use basic attacks to kill enemies, as this will often result in Exact Kills. After reaching Setsuna at the monument and through the dialogue scene, the achievements of the Uninvited Guest appear when you meet Raishin after being detained. Nive Village BossEventually throughout trying to kill Setsuna things will be criminalized and it's time to defend Nive against hordes of roving monsters. After defeating small groups of enemies with Aeterna and Endir alone, it's time to face the 1st boss of I Am Setsuna with a full party lineup of Endir, Aeterna, and Setsuna.Unlike normal enemies, you can't hit the boss from behind to start a battle with a full gauge - so don't bother running around behind him. Facing the game's first bossBefore starts this fight, be sure to have Athens Water on hand, as it is likely that at least one party member will be eliminated. You can buy them from traders at steep prices, or crates in Dazzshire Woods have 3 of them. Flying bosses will usually use these attacks: Inhale - increasing the damage of the next attack Wing Slice - handles about 50 damages on one Dive character - handles about 30 damages to all Burning Breath characters - handles about 40 damages to all your characters for this battle, your strategy should be to have a normal Endir attack and Aeterna using Charge Tech, or instead save your Momentum and have them work together for an X-Strike combo at level 2 - 3.Either way Setsuna should be tasked with curing , because the attack essentially makes the damage negligible here. Setsuna's Cure technology is honestly sort of redundant because it will cure 400 HP - far more health than you actually have - but there's no point using the herb until she runs out of MP anyway. Don't bother with basic Aeterna attacks during battles unless you get out of MP and eters. It is better to burn the turn using ether and then use the Charge than just do 15 damages with a normal attack AeternaOcean BossAfter left Nive behind in time to Open ocean, and predictably your party is decorated by enemies during the journey. The ship section first makes you fight three waves of normal enemies that are easy to send, followed immediately by other bosses. This aquatic boss took advantage of this attack: Tsunami - hitting all three of them for 50 - 65 below damages - stuns the entire party Water Spry - his one character for about 70 Body Slam damages - offers 35 - 40 damages against all X-Strike characters again your best bet here. While Momentum's tier 1 charged x-strike will do about 65 damages, tier 3 costs will be nearly 200, making it more than worth the time to save your Momentum. Aeterna's basic attack again does little damage and is not worth the effort unless you have no other option. Face the sea bossShining Spot HuntingOnce you pass through the opening area and the first two bosses, beware of the shiny little balls scattered throughout the game accompanied by short piano note cues. Just called shining spots, they hold hidden objects that you want to collect. The first shining spot offers some Kelp Avalanche right near where you wake up on The Forgotten Beach. If you're not sure if you missed any areas, go to the Snow Chronicles section of the menu and switch to the Locations tab. Your first shining place! That's all you need to know to complete the first segment of the game and get on with protecting Setsuna so she can save the world. Stay forward to our complete guide to finding all the shining places I Am Setsuna, as well as a guide to unlocking all the locked crates, beating the boss, and using the full list of technologies. List.

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