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PRINCESS CROWN

プリンセス クラウン

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Necro Samansa



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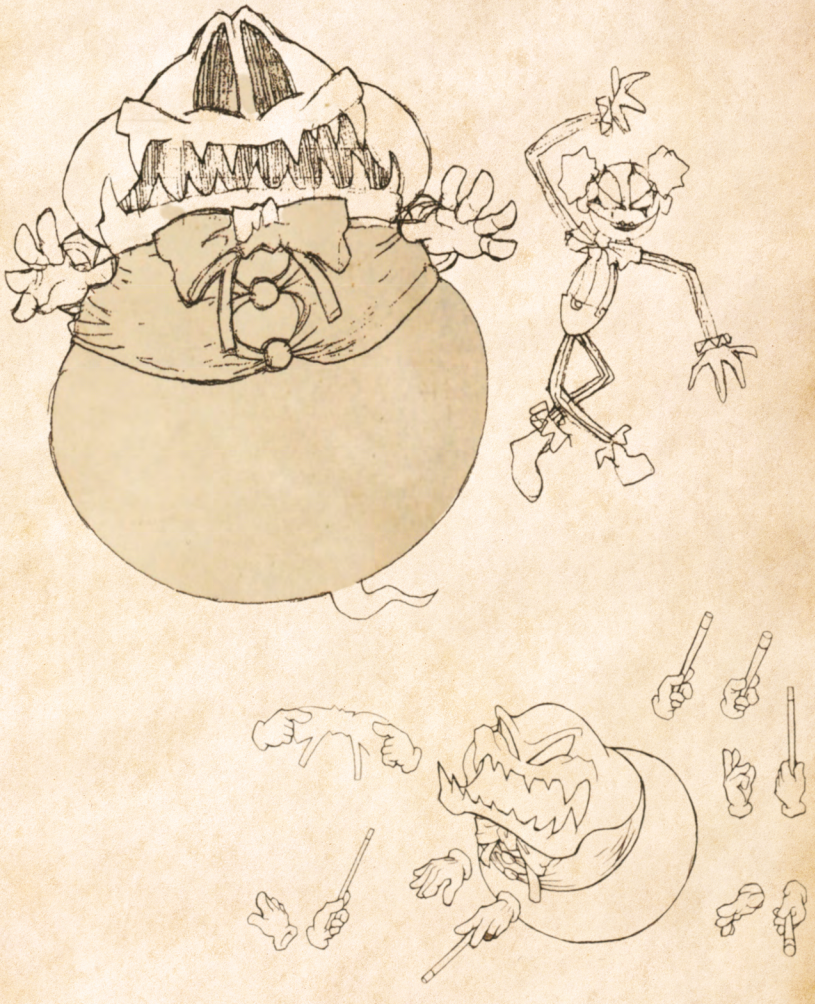
In ancient lore, it is said that the Demon King Bogrod was chained in some forgotten corner of the world, bound by a powerful magical seal. The Mazoku, an ancient demon race and servants of Bogrod, sought to undo the seal which restrains their King. So, 25 years ago, a portal was opened connecting the human and demon realms. Mazoku armies invaded through the gate in an attempt to overthrow the human defenders and free their Lord from his bindings.

However, the great Queen Elfaran valiantly led her troops in many victories over the invaders, ultimately leading to victory and a hard-won peace. As time passed, the great warrior Queen Elfaran passed from the world, leaving three daughters; Ariel, Sydrael, and her heir, Gradriel. It is now the 13th birthday of Gradriel, and the day she will inherit her crown. However, rumors of monsters appearing across the realm, threaten the peace of the new Queen to be.

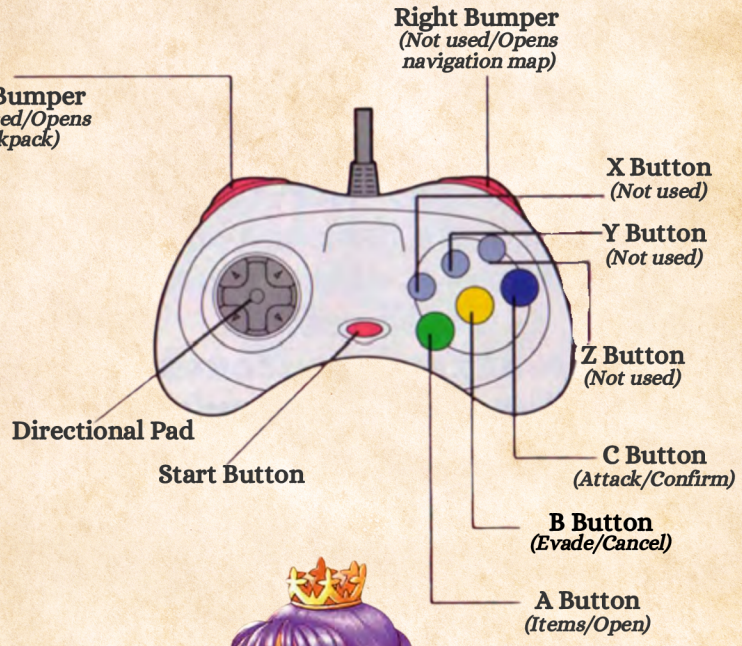
Griffon



Poltergeist



Princess Crown only supports the basic control pad. Mode is indicated by: *(Battle/Exploration)*. For detailed usage see page 4.





Exploration controls are used in towns and buildings outside of combat scenarios.

A Button..... Opens the item wheel.
B Button..... Cancels selections.
C Button..... Converse with NPC. Confirm decisions. Use items.
L Button..... Opens backpack.
R Button..... Opens navigation map.
D-pad + C..... Discards selected item.
Left D-Pad..... Move left.
Right D-Pad.. Move right.
Up D-Pad..... Enter building/hallway/room.
Down D-Pad. Crouch/pickup items.
Double-tap.... Run in selected direction.
Left/Right

Walk



Run



Pickup



Pick berries



Siren





Basilisk



A Button..... Opens the item ring.
B Button..... When enemy attacks, press to evade.
C Button..... Attack.

- Single press: A single, vertical slash.
- Press while jumping: A powerful aerial slash.
- Press while crouching: Rising slash.
- Pressing after a successful hit with the *Power Bar* charged will add a second hit in quick succession. (As long as the Power Bar remains charged, hits can be continued, although, as the combo increases, the chance of a counter increases. When your Power Bar runs out, the combo will end.)
- Pressing and holding will execute a VERY powerful Rising Slash which will hit multiple times and consume most of the *Power Bar*. (Add it on after a 1 or 2 hit combo for BIG damage!)
- When knocked down, hold up + C to execute a Reversal.





L Button..... Opens extra window.
R Button..... Opens navigation map.
D-pad + C..... Discard selected item.
Left D-Pad..... Move left.
Right D-Pad... Move right.
Up D-Pad..... Jump.
Down D-Pad... Crouch/pickup items.
Double-tap Left/Right.. Dash in selected direction.
Back..... Select back from direction of enemy to dodge.
Left/Right D-pad.... Select avoidance direction in the evade menu.
Left/Right D-pad.... Select items from the item wheel.

Begin a New Game

At the title screen, press the ***start button*** and move the girl to select a book by using the ***directional pad***. Pick up a book (each book represents a different storyline) and give it to the Grandma in the chair by walking over to her and pressing the ***C button***. Next, select **"Start from the beginning"** and press the ***C button*** to confirm or the ***B button*** to cancel.

Continue a Saved Game

At the title screen, press the ***start button*** and move the girl to select a book by using the ***directional pad***. Pick up your desired book (saved game) and give it to the Grandma in the chair by walking over to her and pressing the ***C button***. Next, select **"bookmark"** and press the ***C button*** to confirm or the ***B button*** to cancel.



Ghost



Frogger



Game Settings

At the title screen, press the ***start button*** and move the girl to stand over the cat by using the ***directional pad***. Pick up the cat by pressing ***Down*** and the ***C Button.*** Then carry the cat over to Grandma and give it to her by pressing the ***C button***. Next, select the settings you wish to change and press the ***C button*** to confirm or the ***B button*** to cancel.

Save a Game

When exploring, locate the Innkeeper. From there you will be able to select to do nothing, record your adventure, or quit your current game.





Activating the World Map

While in the exploration mode, pressing the ***Right Bumper*** will open the world map.

Moving Around the World Map

While in the world map, you may select different paths to travel with the directional pad. Pressing the ***C Button*** will select the location.

Moving Around Towns

While exploring towns or inside structures, use the directional pad to move left or right. Press up to enter into building or go down paths. For more detailed controls, go to page 4.

Ghoul



Demon



The Health Gauge

The Health Gauge, or “HP” is a reflection of Gradriel’s life remaining until death. Health is decreased when damage is taken from enemy attacks.

Restoring Health

Lost health can be regained by consuming food items or potions. The amount of health regained is dependent upon the type of item consumed, the amount consumed, and whether it was cooked.

Increasing Total Health

Gradriel’s maximum total health can be increased by leveling up, or by eating food cooked in a frying pan while the HP level is full.

The Power Gauge

Whenever an action of any sort is taken during combat, Gradriel’s power is decreased. Special moves will reduce the power gauge more quickly. Power must be in the gauge to perform any action during combat. When the gauge is reduced to 0, Gradriel will become winded and unable to perform any further action.

Restoring the Power Gauge

The Power Gauge is restored naturally overtime by when not applying an action or by consuming certain items.

About

Attendants are companions Gradriel will acquire throughout her journey. These companions will provide direction and combat support.

Benefits

Gradriel's companion attendants can carry extra bags, increasing how much she can carry in inventory. During combat, the attendant will alert to the presence of an enemy and can perform up to eight different actions such as attacking the enemy when Gradriel's health is critically low, casting a healing spell, and more!

Increasing Special Actions

"Drops" can be found through exploration which can be used to enhance Gradriel's companions abilities.





Zestnai



Proserpina





The Item Wheel

Gradriel can access the item wheel during most situations by pressing the ***A Button***. Once selected, use the directional pad to cycle left or right until the item sought is located. Press the ***C Button*** to use the item. To discard, select the desired item and press ***Down + C.***
NOTE: Certain items cannot be used while moving.

Extra Bags: Inventory

Companions can carry extra bags. To access the inventory located in these bags, press the ***Left Bumper***.

Extra Bags: Companion Items

Special items used for your companions can also be carried in extra bags. To access the inventory located in these bags, press the ***Right Bumper*** while hovering over an item and pressing the ***C button***.

Consumables



Heart Fruit
Small HP recovery.



Mango
Moderate HP recovery.



Magic Mushroom
50% Power recovery.



Fruit Cake
Small HP recovery.



Fresh Milk
Small HP and Power recovery.



Dodo Egg
Good HP recovery.



Cooked Fish
Moderate HP recovery.



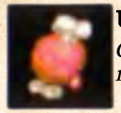
Corn
Good HP recovery.



Hamburger
Moderate HP recovery.



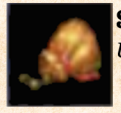
Golden Grapes
Complete HP and Power recovery.



Uncooked Meat
Cook for complete HP recovery.



Soup Stock
Used for cooking.



Seasoning
Used for cooking.



Seeds
Plant and after about 40 seconds an item will grow.

Cooking Utensils



Cooking Pot
Used for cooking.



Frying Pan
Used for cooking.

Portgus



Edward



Accessories



Warrior's Glove
Increase attack power by 10%.



Ogre's Glove
Increases attack power by 20%.



Golden Gauntlet
Increases critical hit chance.



Lucky Pendant
Reduces damage by 20%.



Elf Boots
Automatically evades.



Blinking Boots
Increases speed in battle.



Ren-san Alchemy Ring
1 coin appears with each sword swing.



Levi-stone Ring
Enables double-jump.



Freeze Ring
Halves damage from ice.



Sharp Thorn Shield
Performs counter-attack when guarding.



Fire Dragon Shield
Damages opponents with fire damage when blocking.



Thief's Armlet
Automatically picks up items when walked over.



Silver Gauntlet
Increases attack power by 30%.



Magic Pendant
Reduces damage received by 50%.

Accessories, cont.



Angel Boots
Increases jump height.



Frozen-eye Shield
Turns enemies to ice when blocking.



Scorching Ring
Halves damage received from fire.



Warrior Armlet
Automatically guards.

Throwing Weapons



Warrior's Dagger
Throwing weapon. Normal damage. Travels in a straight line.



Magic Dagger
Throwing weapon. Good damage. Travels in a straight line. Knocks down enemy leaving item.



Throwing Axe
Throwing weapon. Good damage. Travels in a parabolic arc.



Bomb
Throwing weapon. Normal damage. Travels in a straight line.

Magical Staffs



Witch's Staff
Turns enemies of half Gradriel's level into a small animal, ending the battle.



Mage's Staff
Throw three daggers at enemies. Unlimited use.



Fujin's Staff
Creates a gust of wind creating distance with enemies.



Goblin's Staff
Summons a goblin who charges into the enemy, knocking loose an item.



Shaman's Staff
Blocks enemy ability to evade and guard.

Gradriel



Magical Scrolls



Gom Spell
Makes equipment invulnerable from dropping or breaking.



Thunder God Spell
Imbues sword with lightening magic.



Exit Spell
Teleports Gradriel out of a dungeon.



Eye Spell
Identifies cursed or other status of equipment.



New Spell
Restores a used item to a new state.



Mirror Spell
Creates a mirror image of Gradriel for double the damage.



Reflect Spell
Reflects stoning rays.



Earthquake Spell
Drops a large boulder on enemies.



Gold Spell
Turns enemies to gold. Hack at them for gold coins.



Retrospection Spell
Returns Gradriel to her last game save.



Dispel Spell
Removes a curse from an item.



Endurance Spell
Adds endurance +1 to any item. Can be used up to +9.



Fire Spell
Imbues sword with fire magic.



Holy Symbol
Giga-level damage to the undead.

Miscellaneous



Mana Essence
Can make a normal stone into a magic stone or recharge an existing stone.

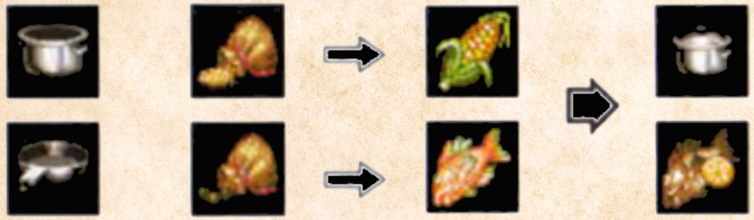


Diamond
Can be sold for a lot of money or refined into a magic stone.

Basic Cooking Concept

Certain items can be combined together to create more potent items. Select a utensil, seasoning, and ingredient to create a completed dish.

Select utensil + **Seasoning** **Ingredient** **Completed dish**



NOTE: Cooking utensils will break after a number of uses.

Take Out Cooking

If you are lacking an item, your ingredients can be brought to a Pub or Bakery and cooked for a fee. Some prepared dishes may also be purchased without providing items.

Examples of Completed Dishes



Grilled Corn
Increase max HP if eaten when at full-health.



Egg on Toast
Completely restores HP.



Grilled Fish
Completely restores HP.



Grilled Meat
Completely restores HP and Power.



Soups
Completely restores stats.

Potions and Medicines

Potions and medicines can be found, purchased, or compounded yourself.



Potion of Invincibility
Provides temporary invulnerability from damage.



Potion of Perseverance
Provides temporary increase of endurance from enemy attacks.



Potion of Strength
Provides temporary increase of attack damage.



Potion of Toughness
Provides temporary halving of damage taken.



Goblin Juice
Provide full power recovery.



Stomach Medicine
Increases speed of recovery when using items.

Compounding Potions and Medicines

Using the item wheel, Gradriel can compound ingredients to create potions or medicines. Alternatively, she can take the ingredients to a pharmacy to be compounded for a fee.



Insect Powder
Needed to create more powerful potions.



Jagged Leaf
Needed to create offensive potions.



Round Leaf
Needed to create defensive potions.



Pointed Leaf
Needed to create potion of invincibility.



Magic

Valendia is a land of magic. Throughout her journey, Gradriel may use scrolls, staff, or items imbued with magic. Using these items can ease Gradriel's journey or be the deciding factor in defeating a tough opponent.

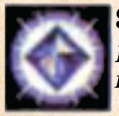
Magical Stones



Gorgon's Magic Stone
Shoots a strafing ray which turns enemies to stone causing damage.



Vulcan's Magic Stone
Hurls a large fireball at a 45 degree angle towards the ground, exploding on contact.



Sindra's Magic Stone
Hurls icicles at enemies, freezing them.



Star Magic Stone
Meteors rain from the sky, mangling your foes.



Thor's Magic Stone
A lightening storm strikes enemies dealing multiple hits.



Sacred Holy Stone
Heals Gradriel while damaging the undead and demons.

