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Foreword

Thank you for thanking interest in Sanctuary: Innermost Feelings, it is the result of several months of work and school neglect. It has went through a multitude of redesigns and it is our belief that the current version is the peak of our ability. Working on Innermost Feelings has increased dramatically our aptitude at designing a game. If the person reading this is a fellow Game Designer or one who uses creativity, then we have some advice which might prove beneficial," If when you test it hundreds of times and constantly critique every moment for faults and you still find it enjoyable to play, then you have made a game that is truly fun." If you have work that was involved in making this and did not receive credit or would like to contact us, our contact information is at the end of the manual. We hope you enjoy playing Sanctuary: Innermost Feelings and much as we did creating it.

-Broken Messiah
Lead Game Designer
Fenrir



Introduction

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Innermost Feelings is part of the larger Sanctuary series of games that we plan to create. There is to be a prequel and a OVA type game in the hopefully not to distant future. However, for now our goal is to make Innermost Feelings enjoyable enough that the people who play it desire to play the other games.

There may be several reasons as to why they would want to do that. We designed the game to have immersive lore that gives the world a life and history of its own that future games will build upon.

We set our goal extremely high for Innermost Feelings as we want it to be a entire world as the game states it is, that is inhabited by a myriad of characters, lands, and opportunities. There is so singular way to play Innermost Feelings, which makes each play through unique.

In the world of Sanctuary, there are five continents to explore, not including some other realm planes. Each is diverse in design, layout, economics, and general style. At a point in the game, the player will given access to every continent and it is up to them to visit and how to act.

Main Menu

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- **Item:** Opens the Item Menu, where you can use various obtain items on your party, look at your weapons and see key story items.
- **Equip:** Change your weapon as well as two accessories.
- **Status:** View various numerical information on party members among other technical information.
- **Discipline:** Learn new skills to use and then equip them to be useable in battle.
- **E-Mail:** Any document or information that needs to be retrieved in game is stored here. Also for general reading purposes such as short stories.
- **Team:** Change who is in your active team. The more members in a team, the less each party member receives from EXP. Party members not in the active team receive a much smaller portion of EXP.
- **Reputation:** Depending on how you interact with others and how you play the game, this can dramatically effect the way people treat you and things you can do.
- **Save:** Saves current data to be loaded.
- **Load:** Loads previously saved data, as well as show current Chapter in story.
- **System:** Change various options in the game here as well as restarting or exiting out of the game directly.

Current location name
Time spent in game
Number of steps taken
Amount of Gilteon

Controls

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Key	Function
Arrow Keys/NumPad	Navigate menus Move around map
Esc	Cancel/Previous
F1	Misc Options
F2	Frame rate Display
F5	Time Advance
F12	Reset
D	Previous Page
C	Next Page
Z	Interact/Perform Action
X	Cancel/Menu
Shift	Dash
Enter	Interact/Perform Action

Stats and Parameters

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HP	397
MP	51
ATK	21
DEF	9
SPI	20
RES	20
DEX	18
AGI	33
CRI	4%

- **HP:** Amount of Health Points available.
- **MP:** Amount of Mana Points available.
- **ATK:** How much strength you have. Effects Physical attacks.
- **DEF:** How much physical damage you can withstand. This stat can not be altered by equipment.
- **SPI:** How much magical prowess you possess. Effects Magical attacks.
- **RES:** How much magical damage you can withstand.
- **DEX:** How well you strike, evade, as well as how often critical attacks occur.
- **AGI:** How fast you move, determines how often and when you attack in battle. Also effects evasion.
- **CRI:** The chance that a attack or skill will deal critical damage. Critical damage is 3x damage.



Disciplines

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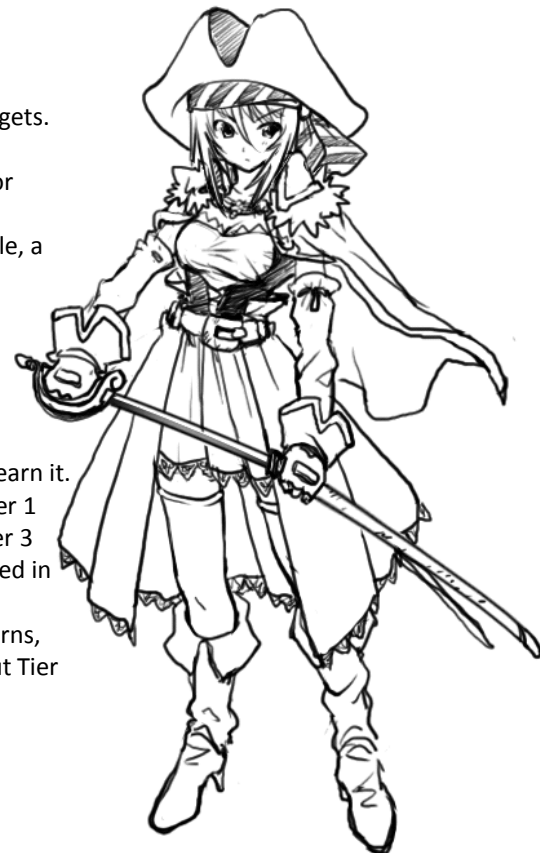


Sanctuary: Innermost Feelings uses the skills from the Persona series.

- Physical skills such as "Cleave" consume HP
- Mana based skills consume MP
- Support skills such as -kaja or -unda apply various buffs and debuffs to targets. These are not stackable.
- Disciplines are learned by spending DP on them, which is given in battle for various actions.
- The Discipline available to learn are dependent upon the class. For example, a Mage cannot use any Physical skills.

Tier 1	Tier 2	Tier 3	Tier 4
Agi	Agilao	Agidyne	Ragnarok

- Tier 1 Skills are initially learnable given that the player has enough DP to learn it.
- Tier 2 Skills are available once level 5 is reached, and takes up 2 slots in Tier 1
- Tier 3 Skills are available once level 20 is reached and takes up 1 slot in Tier 3
- Tier 4 Skills are available once level 25 is reached, and only 2 slots is allowed in Tier 4.
- Skills that deal damage to multiple targets have a cooldown period of 2 turns, meaning they cannot be used until refreshed. TIP: Do not have nothing but Tier 2 skills as it lead to you having no useable skills.
- Agi based skills adds a HP DEGEN effect.
- Bufu based skills add a MP DEGEN effect.
- Zio based skills add a debilitating effect that slightly lowers all stats.
- Garu based skills add a Blindness effect.
- Status changes will always occur.



Tier 1	6
Tier 2	4
Tier 3	3
Tier 4	2

This is the default amount of slots allocated to each party member. More slots can be purchased in game.

Battle System

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Sanctuary: Innermost Feelings battle system is a individual turn based battle system that favors faster participants. As the battle occurs, a internal clock ticks until it a player or enemy turn occurs, however if they are fast enough, it may be possible to move back to back.



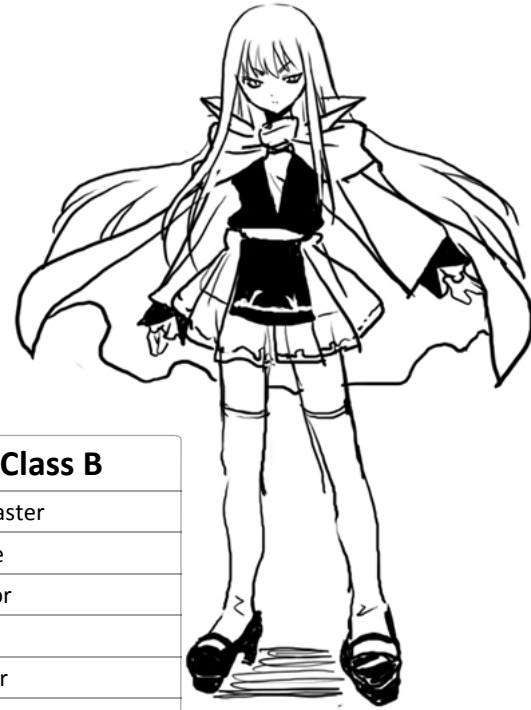
The Command List:

- Attack
- Discipline
- Guard
- Item
- Sacrifice
- Equip
- Escape
- Some classes will have specialized additional commands such as Steal and Mana Sacrifice. Likewise, classes that cannot attack i.e. Cleric will not have the Attack command.
- Sacrifice allows the user to revive a target player with half of the users current HP.

Order of whose turn it is. Incapacitated participants do not appear here.

Shows the current HP?MP of the team members as well as any buffs and debuffs they have. The icon at the top left shows the current action state that they are in. Shown here is the 'ready' action state. Finally the face graphic will change depending on how well they are doing in battle.

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Starting Class	Promoted Class A	Promoted Class B
Myrmidon	Assassin	Swordsmaster
Thief	Assassin	Rogue
Pirate	Berserker	Warrior
Fighter	Warrior	Hero
Mercenary	Hero	Ranger
Archer	Ranger	Sniper
Mage	Sage	Mage Knight

At the beginning of Sanctuary: Innermost Feelings you are able to choose your starting class. As you progress you'll have the chance to promote to one of A or B. Players that reach level 20 may restart with a different starting class.

Starting Class	Promoted Class A	Promoted Class B
Knight	General	Great Knight
Cavalier	Great Knight	Paladin
Pegasus Knight	Falcoknight	Wyvern Knight
Wyvern Rider	Wyvern Knight	Wyvern Lord
Monk	Sage	Bishop
Priest	Sage	Bishop
Cleric	Bishop	Valkyrie
Troubadour	Mage Knight	Valkyrie

Unlike the previous classes, these must be obtained through other means in the game. For instance, in order to become a Cavalier, the party member in question must have experience on a horse.

Credits

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Graphics

- Yanfly
- Kaduki
- Anonymous
- Ayene
- Mageker
- Mack

Programming

- Yanfly
- IceDragon
- modern algebra
- BulletXt
- Woratana
- KGC
- Mr. Anonymous
- YesImAaron
- Tkblackknight
- Enelvon
- Sky00Valentine
- Yami
- XIV

Audio

- Shoji Meguro
- God Eater Burst
- Persona 3
- Persona 4
- Elfen Lied
- Valkyria Chronicles

Thanks

- Epic - Conor Kolstick
- Hack://Sign
- Cooltext.com
- English 4

