



**HOSHIGAMI**  
RUINING BLUE EARTH  
沈みゆく蒼き大地

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## HOSHIGAMI

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## Story

The evil King Villa destroyed the highly civilized kingdom of Ixia with the assistance of the spirits, called the Marselva. Having united the lands, Villa reigned over this ancient continent of Mardias. There was one survivor of Villa's destruction of Ixia, a man named Sarnus. With the help of the six Hoshigamis and the spirit, Elvilla, he challenged Villa to battle. Victorious in battle, Sarnus reclaimed Ixia and restored peace to the world and banished the Marselva. It was thought that relations between the spirits and the people would eventually improve. But, the spirits never showed their face again.

The main character, Faz, is plunged into this continent-wide battle. He learns of the plot to destroy Mardias with the use of the powerful Marselva. Accompanied by his men, Faz fights in order to prevent the destruction of his home.



Presently, Mardias consists of three countries:



### The Kingdom of Nightweld

This country is located on the continent's western side and has the longest history. This land is led by the second generation of Ixia founded by the legendary King Sarnus. Rumor also says that the current king descends from the bloodline of King Sarnus, but that has yet to be confirmed. Nightweld is a land of many peoples. It is a very peaceful kingdom with a temperate climate whose landscape is dotted with ruins from long ago.

### The Valaimian Empire

This country is located in the continent's center and has the most influential militia. Originally, it was underdeveloped due to its isolation from its neighbors. The vast desert to the east and a mountainous region to the west used to be uninhabited. It was inconceivable that this country would invade its neighbors. After control of the nation was handed over to Prime Minister Fernandez, the use of coinfeigm was brought to the battlefield. This led to the creation of a national militia. Valaim has since transformed into a huge military machine.

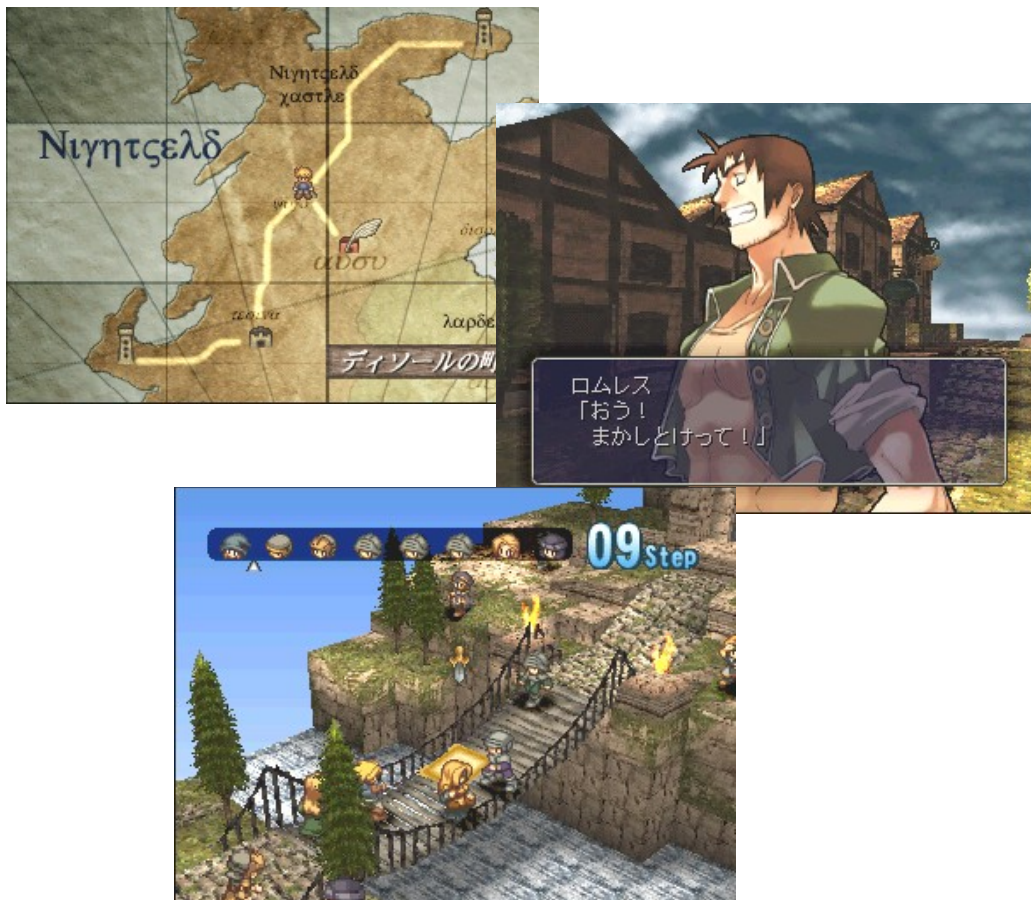
### The Kingdom of Gerauld

This country is located in the northeast and is currently ruled by King Zelstan. The cold, northern region is heavily forested while the southeast is tropical. Despite the extremes in climate, this country is known to construct weapons and armor of exceeding quality from the materials yielded from its rich ore beds. Decades ago, the southern border was invaded by the Valaimian army. To this day, the hostilities still smolder towards Valaim.

## Overview

HOSHIGAMI is a tactical simulation RPG in a fantasy setting. With an in-depth storyline and an innovative battle system featuring the RAP system and attack sessions, this title will appeal to simulation RPG fans, traditional RPG fans, and new RPG players alike.

The game is divided into two parts: World Map and Battle. Each town on the World Map has a shop, an engraver, a recruitment center and a temple. Battles occur when you reach certain locations on the map, which are highlighted red. There are also other locations where various events take place. You may access the Organize Screen, Save/Load, and Game Options from the World Map. Battle is turn based, with the RAP system playing a huge role in deciding the order of attack. Events that correspond to the main storyline take place before and after each battle.



## World Map

On the World Map, the routes that are available are highlighted as shown. You can travel to different locations or change equipment and check the status of your party in the Organize Screen, or go to a town and use the facilities to maintain your team.



The purpose of the Organize Screen is to prepare your team for battle. Your party's item, coin, and skill management is done here. You can also check the status of your party from this screen.

Towns have a: (1) shop, for the purchase of equipment and items, (2) engraver, who deals with the sales and engraving of coins, (3) recruitment center, where mercenaries are hired, and (4) temple, for the acquisition of new skills and deities. These facilities will aid the player throughout the game.

The following can be done in the Organize Screen. (Note: The description of an item can be displayed by pressing the SELECT button.)



Status: Detailed listing of a character's status - statistics, deity, equipment, and skills.



Equipment: You can equip weapons, armor and accessories, and view their effects on the character.



Coin: You equip a character with coins. A character must equip coins before they can be used in battle.



Skill: You assign skills to a character. Only those skills that are assigned to a character can be used.



Item: You can use the skill manuals. You can also discard items (equipment, skill manuals, seals) that you have in inventory.

The following facilities are available in a town.



Shop: You can buy and sell weapons, armor, accessories and items. The store's stock gets better as the story progresses.



Engraver: You can buy and sell coins and seals. The items he stocks get better as the story progresses. You can also have him engrave seals on coins.



Recruitment center: You can hire mercenaries to support you in battle. You may have up to 16 characters, including the main character, in your party.



Temple: You can acquire skills and items according to your character's devotion level. You can also change a character's deity.



Events usually take place between battles. There are two types of events: Portrait and Sprite.



Portrait event:  
Character portraits are displayed on screen. The player can concentrate on the dialogue.

Sprite event:  
By using character sprites, the player can see the actions that take place along with the dialogue.



## Battle

### RAP (Ready for Action Point) system

Points are assigned to each action you take in battle, such as movement, attack, etc. Points are expended by performing those actions. The amount of points spent in a turn (RAP count) determines how long it will be until the character's next turn. (Note: The queue face bar at the top of the screen indicates the order of action.) Using the RAP count to your advantage is the key to victory.



### Attack gauge

When you choose to attack, the attack gauge is displayed in the middle of the screen. You can control the amount of damage by stopping the bar at different locations of the gauge. For maximum damage, stop the bar within the critical zone; to weaken the enemy, stop the bar at the left-hand-side of the gauge. Should you choose to stop the bar within the red zone, you perform a shoot, a special attack that pushes the target away from you.



## Attack session

Attack session is a series of attacks that is initiated by a shoot. When you perform a shoot and push an enemy into your team member, an attack session occurs and he shoots the enemy in the direction that he is facing. If the enemy gets pushed into another party member, the session continues. Because you can have up to seven team members in a battle, the maximum number of attacks in a session is six. The amount of damage that the enemy takes increases as the number of attacks in a session increases. In addition, when you defeat an enemy with an attack session, you acquire an item - weapon, armor, accessory, coin, or skill manual - owned by the enemy. The amount of money earned can be increased by defeating an enemy with an attack session.



## Coinfeigm

In the world of HOSHIGAMI, magic spells are known as coinfeigms, and are cast by channeling the power stored in coins. There are many different coinfeigms that become available through the course of the game.



Seals engraved on a coin will change its characteristics. Engraving can increase the effectiveness of the coinfeigm, or allow it to be used more than once per battle. When certain conditions are met, engraving makes the coin increase in level. By engraving two seals at once, you may end up with a completely different coin. It is up to you to decide how to customize your coins.

## Elemental spirit

Every person in the world of HOSHIGAMI is a follower of one of the six elemental spirits. Each spirit specializes in a particular weapon and coinfeigm type, which affects how a character grows as he gains experience. Devotion level measures a character's faith in the elemental spirit that he worships. When a character's devotion level goes up, he is rewarded with either a new skill or an item. The skills and items granted vary from one spirit to another. Because different elemental spirits confer different benefits, it is important that you choose your spirit wisely.



## Character Descriptions



Our cheerful protagonist

### **Faz**

He's an optimistic boy who always gives his best effort. He is a well-known mercenary who fights alongside Raymari.



A lone spear expert

### **Raymari**

Raymari is a mercenary who acts as Faz's big brother and best friend. Raymari travels with Faz because their strengths complement each other.



A mysterious heroine

### **Elena**

Elena is a tomboy who Faz meets during his journey. Her origins are unknown.



A boyish, childhood friend

**Tinn**

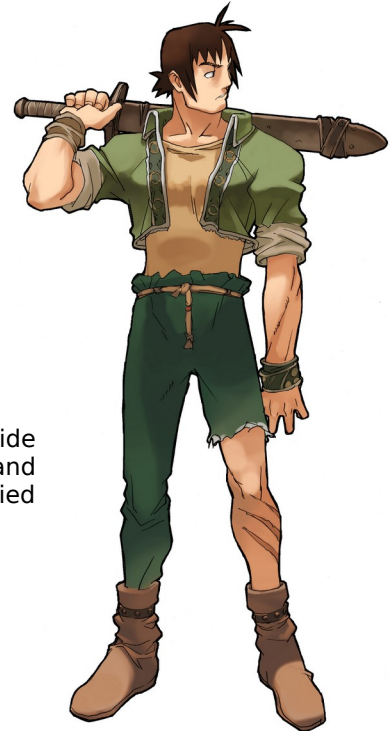
She is a spoiled, egotistical girl who doesn't know much about the real world. She has a crush on Faz.



A follower of the Wind

**Silphatos**

He is a priest of the Wind who has been the guardian of the Wind Tower over the generations. He travels with Faz in order to solve the mystery of the Hoshigami.



A brave, hot-blooded man

**Romules**

He is a strong man with a soft side whose weaknesses are women and drink. He is constantly worried about Faz.



A proud imperial knight

**Arvan**

He is Faz's rival and a proud knight of the Valaimian Empire. Arvan is fighting to restore his family's name.



The knight of death

**Blackthorn**

He commands the imperial army that attacked Faz's homeland. Being the mysterious character that he is, nobody has laid eyes on his face.



A leader of thieves

**Jacqueline**

She's the scantily clad leader of a gang of thieves who terrorize the continent. Jacqueline is an authoritative woman, who can be very coercive at times.