



CLAROUNTM

This is an RPG

INSTRUCTION MANUAL

⚠ WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing.

IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • disorientation • altered vision • seizures • eye or muscle twitches
- any involuntary movement or convulsion • loss of awareness

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

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Getting Started

SETTING UP YOUR PSP® (PLAYSTATION®PORTABLE) SYSTEM

For more information on setting up your PSP®, refer to the instructions in the manual supplied with the PSP system. For more information on getting started, refer to your PSP system manual, or visit the website:

www.us.playstation.com/Support/PSP/GettingStarted/default.html

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BASIC CONTROLS

While in Arcanus Cella

During event

⊗ button Read Messages

START button Skip event

*Buttons can be configured in the options menu.

Hold to “run,” skips pages (down)

Turns pages in status screen, ready shield, slide if pressed while running

Open Menu

Cancel, Jump

Confirm, Read Messages

Open Menu

Not used

Skips pages (up)

Moves character or cursor

Moves character or cursor

Press to end game (without saving progress)



*Starting with the PSP-3000 series, the “Home button” has been renamed as “PS button.”

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BASIC CONTROLS While in Dungeon

Cycles through set
magic or abilities

Moves
character or
cursor

Moves character
or cursor

Press to end game
(without saving progress)



Hold to “run”

Ready shield,
slides if pressed
while running

Uses selected
magic or ability.

Cancel, Jump

Confirm, Read Messages,
Attack, Check

Open Menu

Not used

*Starting with the PSP-3000 series, the “Home button” has been renamed the “PS button.”

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BASIC CONTROLS — PSPGo While in Arcanus Cella

During event

⊗ button

.....Read Messages

START button

.....Skip event

*Buttons can be configured in the options menu.

Skips pages (up)

Moves character or cursor

Moves character or cursor

Hold to “run,” skips pages (down)

Turns pages in status screen, ready shield, slide if pressed while running

Use selected magic or ability.

Cancel, Jump
Confirm, Read Messages

Not used

Open Menu



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BASIC CONTROLS — PSPGo

While in Dungeon



Cycles through
set magic or
abilities

Moves
character or
cursor

Moves character
or cursor

Hold to “run”

Ready shield, slide
if pressed while
running

Use selected
magic or ability.

Cancel, Jump

Confirm, Read
Messages, Attack,
Check

Not used

Open Menu

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Prologue

Some say, because the treasures were there.
Or because the enemy must be defeated there.
Or because dreams are made there.

This “there” can be at the bottom of a well,
or even behind the door of a public toilet.

Anyone can reach this place,
yet it is connected to many different places.
People call this world, “Arcanus Cella.”

Characters

Despina

A genius, yet misanthropic, sorceress who shut herself in “Arcanus Cella.” While known to bear similarities to her famous grandfather, she grew tired of human relationships and created “Arcanus Cella” as a place to hide.



Crosstine

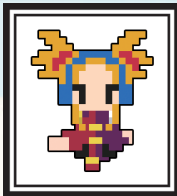
A talking cat from a distinct pedigree. It is always giggling and talks in a teasing fashion. Despina despises it and calls it “Stray.”



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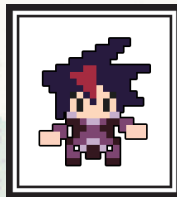
Pudding

A tomboy-ish girl who bulldozes everything wherever she goes. She saw a sign in one of her dreams and came to this world looking for adventures as her final wish.



Souma

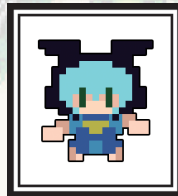
Pudding's childhood friend who followed her to "Arcanus Cella." He is always worried and sincerely wishes for Pudding to stay put. He learned how to fight with a sword back in his own world, but he feels half-hearted about the idea of going on adventures.



There are many more characters who will appear if you continue on your journey. You can also create you own character!

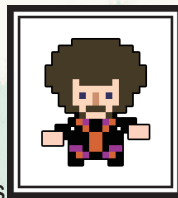
Coco

A merchant boy with the worst luck in the world. A black cat crossed his path, causing him to fall off a cliff, which then led to him wandering into "Arcanus Cella." Worried his bad luck would rub off on everyone, the people from his hometown refused to go anywhere near him. But for some reason, he has the most optimistic outlook towards everything.



Bob

A fashion-conscious dude who barged into Despina's home. There is something about him that makes him seem inhuman, causing Despina to treat him like nothing more than a pet. He lives to toy with other people's hair and bring them happiness.



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How to Start

After starting the game, you will view the title screen along with various game modes. Select “Start” to start from the beginning. Select “Continue” to continue a saved game. You can also select “Options” to adjust the volume, toggle between retro or modern music, or even configure your buttons.



Saving and Loading

▶ Saving

You must have a Memory Stick™ Duo or Memory Stick™ PRO Duo to save your progress in the game. Please note you will need at least 800KB of free space per save data.

Press the △ button while in “Arcanus Cella” to bring up the menu. Then, select “Save” and follow the prompts to save your data (you cannot save while in dungeons).

***When you overwrite your save data, the previous data will be lost.**

▶ Loading

Select “Continue” from the title screen and select the data to load to resume your game.

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Game Flow

The following is the basic flow of how the game will progress.

1 Start game

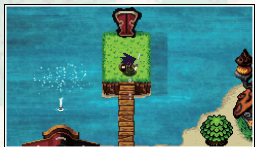
2 Event

When there is an event, the story will progress.



3 Arcanus Cella

You can freely move around in Arcanus Cella. Here, you can purchase items, use various facilities, and gather information. You can also save your progress here.



4 Dungeon Map Selection

You can select which dungeon to go to through the "Warp Door" in the middle of the map. After selecting a map, you will go into battle. Either complete the map, lose all of your HP, or select "Give up" from the menu to return to Arcanus Cella.



5 Battle in the Dungeon Map

You will fight enemies in real time as you look for the exit.



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6 Use the exit to beat the dungeon!

Use the orange-colored “exit” to clear the dungeon map. You are not always required to defeat all enemies on the map.



The game will repeat this general process as you progress the game. (There are times when events will not occur between dungeons). Playing the Random Dungeon or playing wirelessly will provide a different experience.

► When your HP falls to 0 in the dungeon.

If the Main Character's HP is depleted in a dungeon map, you will be sent back to Arcanus Cella. Selecting “Give up” from the menu will also have the same effect. Doing so will have the following benefits and penalties.

Benefits

You will receive half of the experience points you obtained in the dungeon.
You will receive half of the money you obtained in the dungeon.

Penalties

The items and artifacts you found in the dungeon will be lost.

*Being sent back to Arcanus Cella after losing all your HP will not put the dungeon map in a worse situation than when you left it. (The number of times you have died will not be recorded.)

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Arcanus Cella

((info gathering, character creation, item purchasing, etc.))

You can use your “Main Character” to talk to people or buy things in Arcanus Cella.



► Controls in Arcanus Cella

Directional buttons or Left stick	Moves character or cursor
○ button	Jump
⊗ button	Speak with adjacent characters
△ button	Open menu
□ button	Turns pages in status screen, ready shield, slide if pressed while running

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► Commands available in Arcanus Cella

Magic Circle	Manage your Magic Circle, switch Main Characters, change equipment, or confirm status.
Purchase	You can buy equipment or artifacts here. (Shortcut to the store)
Character Creation	You can create a new character here. (Shortcut to Character Creation in the Tavern)
Character Color	You can change your character's hair color here. (Shortcut to Bob)
Dungeon	Go to the Dungeon Map selection screen. (Shortcut to Warp Gate)
Ran-geon	Go to the Random Dungeon selection screen. (Shortcut to Ran-geon)
Encyclopedia	Displays detailed information about the game.
Monster Book	Displays detailed information about the game.

*In the beginning, many of these are displayed as "???" However, they will gradually unlock as you make progress in the story.

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Status



①	G	Your money.
②	LV	Main Character's level (Max 99).
③	SP	Main Character's SP (SP is consumed to use magic or abilities).
④	ATK	Main Character's attack power.
⑤	DEF	Main Character's defensive power.
⑥	HP	Main or Sub Character's HP.
⑦	Fame	A number you will need to enter the VIP section of the store. Beat the best clear time for each map to obtain.
⑧	Play Time	Total play time.







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Sub Character's HP

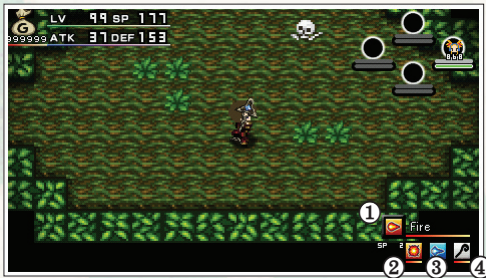
LV	Main Character's level (Max 99).
EXP	Main Character's SP (SP is consumed to use magic or abilities).
HP	Main or Sub Character's HP.
SP	Main or Sub Character's SP.
ATK	Main Character's attack power.
DEF	Main Character's defensive power.
Weight 🍷	Shows how long you are vulnerable after attacking. The lower this number, the quicker you are.
Shield 🛡	Shows the amount of defensive points added when you ready a shield.

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CRT	Shows the chance you can score a critical hit. The higher this number, the more likely it is you will get a critical hit.
BRK	Shows your chance to break the enemy. The higher the number, the more likely you are to stun the enemy.
Walk	Shows your walking speed. (The higher it is, the faster you can move.)
Run	Shows your running speed. (The higher your walking speed, the more effective this stat becomes.)
Slash Resistance 	Shows your resistance against slashing attacks.
Pierce Resistance 	Shows your resistance against piercing attacks.
Blunt Resistance 	Shows your resistance against blunt attacks.
Fire Resistance 	Shows your resistance against fire-based attacks.
Ice Resistance 	Shows your resistance against ice-based attacks.
Spirit Resistance 	Shows your resistance against spirit-based attacks.

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- ① When the gauge is full, you are allowed to consume SP to use the magic or ability.
- ② The other magic or abilities you currently have equipped.
- ③ The other magic or abilities you currently have equipped.
- ④ The gauge for when you are equipping a “staff.” You are able to perform ranged attacks only when the gauge is orange.



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Battles

► Moving in the dungeon



Go to the “Warp Gate” in the middle of the map to bring up the Dungeon Map selection screen. The following is a brief explanation on what you do in the dungeon map.

Objective

Once you find the exit, you have beaten the dungeon. Since you are not always required to defeat all enemies on the map, it may be a good idea to go to the exit if you are even slightly struggling. Passages blocked by doors and the like can be opened by defeating certain enemies or opening certain treasure chests.

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Attack

Press the ⊗ button to do a regular attack.

Press the △ button to use a magic or ability.

You can equip various abilities in your slots to use in the dungeon.

Run

Running around will allow you to move faster, but at the same time, you will take more damage. When you are surrounded by enemies, it would be wise to ready your shield and find a way through.

Heal

HP can be healed using the “Heal Trap” or healing spells.

SP cannot be replenished while in the dungeon. (The “Angel Gate” in the Random Dungeon has the ability to replenish SP.)

Sub Characters whose HP have depleted cannot come back to life under any circumstances.

Record Clear







Whenever you beat the best time for clearing the dungeon, you will gain “Fame.” You can have some added bonuses as your “Fame” accumulates.

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Special Controls

If you have your shield up, you can strafe. Hold up the shield to drastically reduce damage from the direction you are facing as well as any status effects. However, as you continue to use your shield, its effect will gradually decrease. When you return to Arcanus Cella, your shield will fully recover, but you cannot view the state of your shield while in the dungeon. Sliding can allow you to slip under arrows or certain obstacles. Jumping will allow you to jump over traps, grass, or water. Some enemy attacks can be evaded by jumping.

Dungeon Landscapes








	Grass	Reduces movement speed. Watch out for flying monsters.
	Flames	Burns your body and makes your attacks fire-based.
	Water	Extinguishes the fire if you are still burning.
	Ice	Makes you slip and slide. Watch out for flying monsters.
	Goo	Reduces movement speed significantly. Try to jump over this.
	Hole	Unable to move in or jump over it. However, arrows and magic can easily fly over it.

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Traps

Traps are activated when they are stepped on. Most traps consist of an arrow coming at the Main Character from the front.

Be sure to adjust your timing so you know for sure if the trap will strike you or the enemy.

	Heal Trap	Triggers a light that heals your HP. However, if you have Sub Characters in your party, the healing amount will be distributed evenly among your Sub Characters.
	Strike Trap	Shoots out an arrow dealing slash damage.
	Flame Trap	Shoots out an arrow dealing fire damage.
	Ice Trap	Shoots out an arrow dealing ice damage.
	Speed Trap	Triggers a light that enhances your movement speed.
	Slow Trap	Triggers a light that decreases your movement speed.
	Gas Trap	Triggers some gas that either “blinds,” “poisons,” or “tranquilizes” you.

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	Mine Trap	Deals heavy fire damage to the Main Character and all enemies nearby.
	Quake Trap	Deals blunt damage to the Main Character and all monsters in the area.

G, Equipment, and Artifact Drops

When defeating monsters, they will scatter money (G) all over the place. G will disappear after a set amount of time, so try to collect it as quickly as you can. There are times when monsters will drop equipment or Artifacts as well. Note that equipment and Artifacts will disappear if you leave them for too long.

The best way to obtain equipment attributed with special titles is to obtain them from monsters. But remember that you will not be able to use said equipment until you have returned to Arcanus Cella. To see what equipment or Artifacts you have obtained, press the START Button to bring up a menu that allows you to view them.

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About Treasure Chests



Respawns each time you enter the dungeon.



Once opened, this treasure chest will never respawn, even if you reenter the dungeon.



Something will occur on the map when this treasure chest is opened (usually a freed passageway).

Regarding Weapons

There are 3 kinds of weapons

Sword

You can perform a 3-hit combo using swords.

Blunt Weapon

Blunt items can destroy cracked blocks. You can also use charge attacks for added power.

Staff




Staves can use ranged attacks. Equipping staves will also triple the casting speed and halve the SP consumption of magic.

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About Random Dungeons (Ran-geon)

Monster Level	The average level of monsters on the next floor. (1-999)
Item Rate	The higher the number, the more likely it is for monsters to drop equipment or artifacts. (1-999)
Rare Title Rate	The higher the number, the more likely it is for monsters to drop equipment with better titles. (1-999)

In the Random Dungeon, aside from the “exit,” there are also 5 types of “Gates.” Entering these “Gates” will allow you to continue to the next floor without returning to Arcanus Cella. Depending on the kind of “Gate” you enter, monster levels and the rate of item drops and rare titles can vary greatly.

	Exit	Enter this to exit the dungeon and return to Arcanus Cella. You will not be able to resume where you left off.
	Regular Gate	This allows you to progress regularly to the next floor... or will you?
	Gamble Gate	Good and bad effects can happen completely at random.

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	Angel Gate	You will receive only good effects through this gate.
	Demon Gate	You will receive bad effects. But there is a 1 in 3 chance of it turning into an Angel Gate.
	Hell Gate	You will receive the worst possible effects. But there is a 1 in 6 chance of it giving extremely good effects.

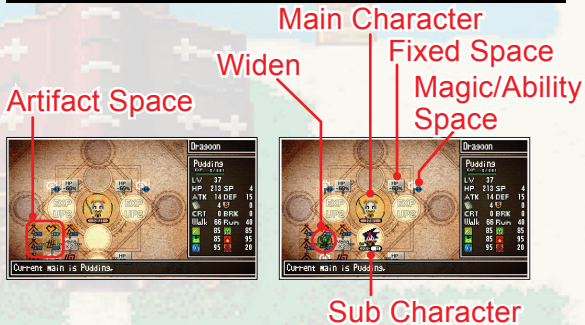
*“Good Effects” refer to a smaller increase in the “Monster Level” and greater increase in the rate for “Item Drops” and “Rare Titles.” “Bad Effects” refer to the opposite.

Find the Rare Monster, Hiyokki!

While trudging through the dungeon, you may sometimes find this rare monster called the “Hiyokki.” If you manage to see one, consider yourself lucky! Defeating them will provide vast amounts of experience and G. Rumor says there are items only they drop.

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Magic Circle



Sub Character

The Magic Circle is a spell where the “Sub Character” supports the “Main Character.” “Sub Characters” can consume “Mana” to activate “Artifacts,” which in turn powers up the “Main Character.”



Main Character

This is the character you will control. Highlight the character with your cursor and press the ⊗ button to view or change various settings such as equipment, type of Magic Circle, or abilities.

Once all of the “Sub Characters” have been knocked out in battle, the “Main Character’s” HP will display in red. Once the “Main Character” is knocked out, you will be sent back to Arcanus Cella.

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Artifact & Artifact Spaces

“Artifacts” can be activated by consuming “Mana.” Artifact spaces are comprised of pathways leading to various Magic Circle spaces. The “Sub Character” placed on that particular pathway will be the one whose “Mana” will be consumed. Please note if the “Sub Character’s” “Mana” is insufficient, the “Artifacts” will not activate.

Also, if the “Artifacts” are not connected in the pathway, they will not be activated, even if the “Sub Character” has sufficient “Mana.” However, some “Artifacts” are excluded from this rule.

In the case of the picture on the right, you must place an “Artifact” in the “DEF Space” or else the HP “Artifact” will not be activated.

Mana



Magic/Ability Space

“Magic/Ability Spaces” have numbers attributed to them.

This refers to the slot number of the “Main Character’s” magic and/or abilities. For example, placing “Artifacts” on the “Magic/Ability Space” with the number 1 on it will boost the magic/ability equipped in Slot 1 of the “Main Character.”



"Any" Artifact




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Fixed Space

There are “Fixed Spaces” placed by default on the Magic Circle at times.

Defend	Takes a certain percentage of other Sub Characters' damage.
HP - X	Decreases the Sub Character's max HP by a certain percentage.
Scatter X	Distributes the damage taken to other Sub Characters by a certain percentage.
Martyr	When a Sub Character with this attribute gets knocked out, everyone else with this attribute will get knocked out as well.
Mana X	Multiplies the Sub Character's Mana.

“Widen” Artifact.

 The “Widen” Artifact, when placed on a pathway, will double the effect of all subsequent Artifacts. Placing more than 2 “Widen” Artifacts will make the effects triple, quadruple, and so on. However, the Mana consumption will also increase proportionately to the increased effects. Placing the “Widen” Artifact on the “Magic/Ability” spaces will increase or widen the range of the magic/ability itself.

Character Creation

► **Create:** Create new character

As you progress the story, the “Tavern” will open up and give you access to the barkeeper “Dotache.” Talk to him to start creating your own character.

Select Job	Select from 5 different jobs.
Select Art and Gender	Select the facial graphic and gender here. You can freely edit the face later on.
Select Name	Select the name of the character here. You can freely edit the name later on.
Select Conversation Pattern	Select the conversation pattern of the character at the Tavern. You can freely change this option later on.
Select Boss Name	Once you beat the game once, the “Edit Character Last Boss Dungeon” will appear. This is where you will select the name of that last boss.
Select Boss Form and Color	Select the body form and color of the Edit Character’s last boss here. The last boss’ level is the same as the “Main Character,” but its level will increase each time you defeat it.

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► **Edit:** Edits attributes of created character.

Change Character Name	Changes the name of your Edit Character.
Change Boss Name	Changes the name of the boss.
Change Character Description	Changes the explanation displayed in the Status Screen.
Change Conversation Patterns	Changes the lines said by the Edit Character in the Tavern.
Change Boss' Form	Changes the type of boss.
Change the Face	Allows you to use the pixel editor to change facial graphics.

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► **Pixel Editor:** Freely changes the graphics of the Edit Character's face.

⊙ button	Displays the menu.
⊗ button	Draws a dot of a selected color where the cursor is.
△ button	Erases a dot where the cursor is.
□ button	Selects the color palette of the highlighted dot.
□ button + Directional buttons	Changes the way the character is facing.
L button	Moves the palette selector to the left.
R button	Moves the palette selector to the right.
START button	Applies the graphical changes on the dummy character. (At this point in time, it will not be applied to your Edit Character yet.)
SELECT button	Toggles the display of the guide.

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▶ ◎ button Menu

Change Color	Replaces the color palette to something else.
Hair Option	Applies options to the head, such as longer hair.
Change Direction	Switches view of the character.
Copy to Opposite Side	Copies the mirror image and pastes it to the opposite side.
Copy from Character	Loads graphical data of one of the Main Characters.
Save Edit Data	Saves the data used in the editing session.
Load Edit Data	Loads data used in a previous session.
End Edit	When prompted with a “Apply Edits?” you can select “Yes” to apply the changes to the Edit Character.

Saving and Loading Edit Data.

You can use your Memory Stick™ Duo or Memory Stick™ PRO Duo to save or load the graphical data of your Edit Characters. To save the edit data of a character, you will need at least 288KB of free space.

Press the ◎ button Menu in the Graphic Editor to save your data.”

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*The edit data and game save data are two separate things.

*Please note if you overwrite an edit data, the previous file will be lost.

Quick Tutorial

First, select a color by pressing the L button or R button and press the ⊗ button to draw however you want.

Once finished, go to the ◎ button Menu, change the viewing angles, and change the graphics on each side.

Once finished, select “End Edit.”

When asked “Apply Edits?” select “Yes” to apply all of the changes you made.

Purchasing Items

As you make progress in the story, the “Store” will open up and allow you to purchase things like weapons, shields, armor, and Artifacts.

Equipment you purchase at the store only have the “Normal” title. But if you satisfy certain conditions, equipment with special titles will become available. Note that when you sell an item, it will be at 20% of the buying price.

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Wireless Play

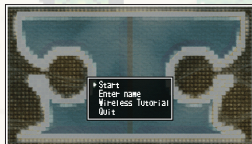
Use the Wireless LAN (Ad-hoc Mode) to play a cooperative or competitive mode with 2 - 4 people.

***You will need enough PSPs and copies of this game for everyone to participate.**

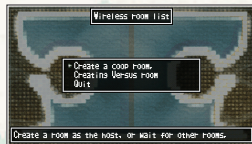
- 1 As you progress through the game, you will eventually see a door on the right hand side of Arcanus Cella.



- 2 After going in the Wireless Gate, first input your name.



- 3 After you finish entering your name, select "Start," then choose to "create a co-op room," "create a versus room," or "enter a room."



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Create Co-op Room

You will be the host and create a room for cooperative mode. The attacks of each player will pass through one another. Once all players find the exit, it will be deemed a win. You can also go near a downed player and press the ⊗ button to revive them with 1 HP.

Create Versus Room

You will be the host and create a room for competitive mode. You will be able to strike the other players in this mode. When the last surviving player reaches the goal, that player will win.

Even in this mode, you can go near a downed player and press the ⊗ button to revive them with 1 HP.

- 4 After creating the room, you will become the host. Now wait for the other players to enter your room. You can press the START button to see if your friends have been included.

If you enter a room hosted by someone else, you will be considered a client. Please wait for the host to take the necessary actions to start the game.



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- 5** After the host selects the dungeon to play in, the Wireless Play will begin. You can play cooperatively or competitively as you try to find the exit.



Tips & Tricks

The Magic Circle and Artifacts are Key!

In this game, the stats boosted by Artifacts are much more significant than the stat bonuses provided by leveling up.

If you think you are stuck, try rearranging your Artifacts or even selecting a different Magic Circle.

Even if your Main Character is at Level 1, if your Sub Characters and Artifacts are powerful, you can still defeat high-leveled monsters.

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Class Changes are Key!

As you progress through the game, you will be able to “Change Classes.” In order to “Class Change,” that character must be at least Level 10.

The “Class Changed” character will drop back down to Level 1, but some of the stats gained will stay with you (The higher your level at the time of class-changing, the higher the stat boost). Also, the Magic Circles, magic spells, and abilities you have learned along the way will remain.

Keep “Class Changing” to strengthen your character.

Experience Points are Key to Leveling up!

When a low-level character defeats a high-level monster, you can receive lots of experience points (EXP). If you have filled your Magic Circle with characters of various levels, the levels of all the characters will be averaged out to calculate how much experience points you will obtain.

Leveling Up Differs if you are a “Main” or a “Sub!”

When “Main Characters” level up, they will gain stats more suited for “Sub Characters.”

When “Sub Characters” level up, they will gain stats more suited for “Main Characters.”

When a “Main”: Stat bonus for HP/Mana. Decreased growth for ATK/DEF.

When a “Sub”: Stat bonus for ATK/DEF. Decreased growth for HP/Mana.

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*The actual amount your stats are boosted is usually calculated to the decimal point. So even if it says "+0" when you level up, in actuality, it could have gone up by "+0.1" for that particular stat.

In other words, if you must train the ideal "Sub Character" as a "Main Character" first, and vice versa. You'll have to continually rotate the characters depending on their role and particular tendencies.

The "Widen" Artifact is Key!

You can obtain an Artifact called "Widen" from a certain somebody in Arcanus Cella. This can multiply the effect of connected Artifacts. If you place it in the "Magic/Ability" spaces, you can widen the range of said ability.

This Artifact can become crucial in the dungeons, so be sure to get it. (There are enemies that drop this Artifact, albeit at a very low rate.)

Endings

There is a bad ending and a good ending for each character.

Simply go to the Arcanus Cella exit to see the bad ending.

To see the good ending, you must defeat the final boss.

However, you will only view Despina's good ending at first.

Save your game after the ending, then resume the game to see the good endings of the other characters.

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