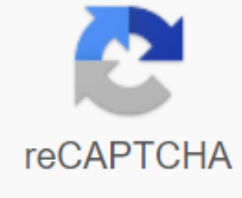


## Battle chasers nightwar guide



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From Battle Chasers: Nightwar Wiki This article is a stub. You can help battle hunters: Nightwar Wiki by expanding it. This page is how to play guide to battle chasers: Nightwar. While there isn't a ton of information available at the moment, feel free to check back soon, as new information is added all the time! In addition, feel free to edit this guide with tips, tricks and suggestions. Basic game[[editing](#) | [source editing](#)] Basic gameplay involves exploring overworld. As you come upon the enemies a fight will begin. The battle is based on a series like old JRPGs. There are also dungeons to explore with more frequent and difficult enemies, usually ending with a dungeon boss. The overworld includes cities where you can rest at the inn or buy tools from shops. Controls[[editing](#) | [editing source](#)] On all monitors you hold ZL (L2 on PS4, the left trigger on Xbox One) you'll see useful information about screen content, such as status effects. Clicking on the right stick in a dungeon will show you the dungeon map. Game Tips[[editing](#) | [source editing](#)] Actions are not as powerful as Skills. but it is free, instantaneous and produce Overcharge. The abilities are more powerful than the Actions. but they have a cast time and it will cost Mana. Overcharging will always be used before Mana. so you can be effective by using actions to create overcharging before you perform your most powerful skills. If you see one! in the city. this means that npc has something new to talk about. Resting at the Inn will fully heal your party. but I respawn enemy meetings in Overworld. Completing a Dungeon will cause the passage of time, causing some things in Overworld to re-inhabit, revitalizing suppliers' stocks and causing enemies to refill. Some stores will be upgradeable, allowing them to sometimes sell higher quality equipment and items. The elements come in a variety of properties from common (white). Uncommon (Green). Rare (Blue). Epic (Purple). and Legendary (Orange). Any weapon and armor can hold a charm, further increasing its strength. If all the Heroes are knocked out, they will find themselves hospitalized back to health at the Inn, but at the cost of some gold. Falling into battle with the boss of a dungeon will have the heroes respawn at Boss Crystal in the situation they were in at the start of the race. The legendary difficulty of a dungeon has the potential for great rewards. but it's Knockout will result in the of the dungeon. See also[[editing](#) | [source processing](#)] Release Date System Requirements

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