UNICORN OVERLORD

TIPS FOR ENJOYING UNICORN OVERLORD!

ATLUS

BASIC TIPS

Difficulty Selection

1. Let's start with STORY mode!

This game is equipped with many unique game systems. We recommend starting with "Story", not only for those playing Tactical RPGs for the first time, but also for those with TRPG experience. (You can change the difficulty settings at any time, so if you're looking for more stimulation after you get used to the game systems, try increasing the difficulty level.)

Before the Start of Each Stage – Unit Formation

2. Get ready to explore the overworld!

Before starting battle stages, complete tasks on the overworld, such as recruiting characters, purchasing equipment, and acquiring items by rebuilding towns. If you start a stage without proper preparation, it'll be a waste of the resources you spent time collecting. Advance setup is key, so be sure to control your excitement and spend as much time as possible making preparations in towns and forts before beginning each stage.

3. Try making Alain the leader of a unit!

When Alain, the story's main character, is selected as leader, it triggers the "Morale Boost" effect, increasing the amount of Valor you earn through battle actions. Valor can be used to deploy units and activate powerful Valor Skills, so we recommend making Alain your leader to maximize your Valor.

4. Check out the skills of your new allies!

Since newly recruited allies are often your first experience with a new class, you should first carefully check the skills that the character has in order to better understand and utilize them. Among them, the activation conditions of passive skills (descriptions written in orange) and the effects of skills are particularly important, as they affect the compatibility between allies! Eg, Berenice's (class: Sellsword) passive skill "Following Slash" is a skill that launches a counterattack every time an ally is attacked. However, the skill does not have a 100% guaranteed hit rate, so we recommend equipping accessories that boost Berenice's hit rate. By teaming up with Hodrick (class: Hoplite), who has high defense, you can safely repeat counterattacks while minimizing damage taken.

5. Take advantage of equipment that provides additional skills.

There are many pieces of equipment that add to your available battle skills just by equipping them. Some skills are enhanced when specific conditions are met, so the trick is to pair them with characters that can easily meet those conditions. For example, the Staff weapon "Chlorotic" has a passive skill "Fire Burst" that hits all enemies if the target is burning! Try setting Condition 1 of the Fire Burst skill to "Target is Burning". When Auch (Class: Wizard) equips it and is paired with Rolf (Class: Hunter) equipped with the Flame Bow, the effect is more likely to be activated! If the burning enemy dies before the "Fire Burst" skill has a chance to activate, then you will miss out on the effect. When you succeed, though, the effect can be game-changing.

Battle Stages

6. As you advance your troops, study the battle outcome predictions against enemy forces!

By hovering over an enemy unit to move your unit to, you can preview the predicted outcome of the battle. If the outcome looks unfavorable, trying marching in another direction or returning to base to change your formation. It is also recommended that you march with multiple allied units closely together, as this will make it easier to switch to more advantageous units when you come into contact with the enemy.

7. Defeat enemies that are capable of "Assist Attacks" first!

Incoming ranged and magick attacks from enemies garrisoned at watchtowers and bridges are particularly deadly. Handy tactics against enemy units with Assist Skills would be to draw them out using Lex's (Class: Fighter) Valor Skill "Provoke", or to send in flying units to take out these enemies first.

8. Save during battle stages!

You can save at any time from the Stage Menu. Before fighting a tough enemy or when you are unsure of which unit to deploy, save your game and then try out various strategies.

ATLUS

Be mindful of your class types!

Classes belong to a type, which can be identified by an icon displayed next to the class name. Each of the below five types has particular weaknesses to watch out for, so be aware of them when forming your team!

Class Types		Relevant Classes
	Infantry	Lord, Soldier, Sellsword, Warrior, etc.
	Cavalry	Knight, Paladin, etc.
	Flying	Gryphon Knight, Feathersword, etc.
	Armor	Fighter, Hoplite, etc.
	Scout	Thief, etc.

ATLUS

INTERMEDIATE
(UNIT FORMATIONS)

Organize a "specialized" team!
Preparing specialized units in advance to exploit the weaknesses of enemy units will give you an advantage in battle. Here are some examples of specialized units that could help you against certain enemy types.

When forming units, include "natural counter" class types that can exploit the weaknesses of the enemy's front-row classes.
By arranging units in the following four ways, you can counter the enemy's front-row classes, which can be difficult to damage otherwise. Determine what specific classes the enemy units have in their front rows, and send a unit including counters to easily defeat them.

Specialized vs. Front Row Classes	Recommended Classes	Team Examples	Team Details
Vs. Infantry	Paladin (Josef) Knight Radiant Knight	Adel Lv. 10 To Next 813 Knight Josef Lv. 20 To Next 4227 Paladin Clive Lv. 12 To Next 1019 Knight	Consists entirely of cavalry units, who are exceedingly strong against infantry units. Use the Knights' skills "Assaulting Lance" and "Wild Rush" to demolish the enemy. Josef's "Holy Barrier" is also useful for reducing the damage of magick attacks.
Vs. Cavalry	Gryphon Knight Soldier (♂/♀)	Flavie Lv. 13 To Next 614 Gryphon Knight Hodrick Lv. 8 To Next 650 Hoplite Chloe Lv. 10 To Next 987 Soldier	Although Hoplites are infantry, their high physickal defense allows them to withstand cavalry attacks with minimal damage. Gryphon Knights deal double damage to cavalry, while the Soldier's skill "Long Thrust" also deals cavalry units increased damage.
Vs. Flying Vs. Scout	Hunter Swordfighter (♂/♀)	Lex Lv. 6 To Next 328 Fighter Melisandre Lv. 14 To Next 1509 Swordfighter Rolf Lv. 11 To Next 714 Hunter	Hunters and Swordfighters have truestrike attacks (guaranteed hits), so even flying- and scout-type enemies with high evasion can be easily dispatched. Flying units that move out of range can be lured in with the fighter's Valor Skill "Provoke".
Vs. Armored	Wizard	Mordon Lv. 7 To Next 347 Warrior Alain Lv. 14 To Next 1345 Lord Yahna Lv. 10 To Next 1059 Witch	Even heavily-armored enemies with high physickal defense are no match for the Witch class's magickal attacks and the Warrior's "Heavy Smash" skill. You can also strengthen Alain's magick potency by equipping him with a Runic Sword and buffing him with the Witch's "Magic Conferral".

ATLUS

INTERMEDIATE
(UNIT FORMATIONS)

Recommended front-row classes.

In general, a wise strategy is to populate the front row with characters who can withstand enemy attacks, while keeping the back row filled with specialized characters that can target the enemies' weaknesses.

Physickal Potency & Magickal Potency.

Skills have Physickal Potency or Magickal Potency stats. These indicate whether the enemy will incur either Physickal or Magickal damage. Some skills include both types, such as the Elven Fencer skill "Lightning Blade." In this case, you can effectively deal damage to both the Hoplite (strong against physickal and vulnerable to magick) and Shaman (strong against magick and vulnerable to physickal).

Lord (Alain)

All-around solid front-row character who can tolerate both physickal and magickal attacks well thanks to his "Lean Edge" skill's self-healing. Effective in just about any unit, so try out various formations!

Strong vs.	Almost all classes except cavalry
Weak vs.	Cavalry

Hoplite

This class's physickal defense is very high, making them tough against classes who specialize in physickal attacks.

Strong vs.	Classes with physickal attacks
Weak vs.	Warrior and magickal classes

Radiant Knight, Paladin (Josef)

High magick defense and a passive skill that reduces magick damage give these classes an advantage against magick-using classes.

Strong vs.	Classes with magickal attacks
Weak vs.	Flying classes with the ability to do double damage vs. Cavalry

Thief, Swordfighter

These classes can avoid damage from various opponents through evasion skills and their inherent high-evasion stats.

Strong vs.	Classes with low Hit Rate
Weak vs.	Hunters, swordfighters, and classes with Guaranteed Hit Skills

ATLUS

ADVANCED TACTICS

Tips for Setting Battle Tactics

While a unit's class composition is important, performance in battle will vary greatly depending on how well the Tactics are set up. The following are some tips for setting up successful tactics in order to cause more damage while minimizing the damage from incoming enemy attacks.

Make the best use of your active skills!

Active skills provide a variety of powerful attacks, with many being highly effective against specific enemy classes. Setting proper conditions in the Tactics menu will allow you to fully take advantage of these strengths and achieve great results!

Tactics Settings Example: Long Thrust

Chloe's "Long Thrust" is a penetrating attack that attacks enemies in both front and back rows. However, in this case, she only targeted a single enemy. A more efficient use of the skill would be to have her attack the two enemies who are lined up.

In such a case, in the "Organize" menu just before battle, set Chloe's top priority to be the skill "Long Thrust" with Condition 1 set to "Full Column".

Tactics			
Priority	Action	Condition 1	Condition 2
1	Long Thrust	Full Column	
2	Long Thrust		
1	First Aid	Target HP is <100%	

In this battle, enemy characters are indeed lined up in the same column, which triggers the skill we set beforehand. Chloe unleashes a Long Thrust and hits two enemies at once! By changing the Tactics, we were able to increase the efficiency of our attack at no extra cost.

ATLUS

ADVANCED TACTICS

Specify which target to protect with passive skills!

There are many passive support skills, such as those that heal or protect allies. However, if you support the wrong target, you'll be wasting your efforts, so be sure to set up proper Tactics ahead of time in order to use them efficiently.

Tactics Settings Example: First Aid

Chloe's passive skill "First Aid" activates at the end of the battle to recover the HP of a single ally. In this scenario, even though heavily-wounded Lex was right there, she instead healed her commander Alain for minor damage. A wise move from a professional perspective, perhaps, but not the most efficient use of her restorative abilities.

In such a case, in the "Organize" menu just before battle, you can set Condition 2 of passive skill "First Aid" to prioritize "Lowest HP."

Tactics			
Priority	Action	Condition 1	Condition 2
1	Long Thrust	Full Column	
2	Long Thrust		
1	First Aid	Target HP is <100%	Lowest ❤ HP

Now that the activation conditions are set to prioritize allies with the lowest HP, Chloe now uses First Aid more effectively, pulling Lex out of his near-incapacitated state.

ATLUS

ADVANCED TACTICS

Passive skills can also directly damage enemies!

Not only do passive skills support allies, but certain of them will also launch attacks on enemies when the right conditions are met. You may want to make use of these when you don't have enough attacks with active skills alone.

Tactics Settings Example: Fire Burst

The staff weapon "Chlorotic" comes with a passive skill called "Fire Burst" which spreads damage to all enemies if the target is burning. However, since the burning enemy was in the back row and thus was not targeted by the Fire Burst attack, we missed out on the damage spread effect.

In this case, in the "Organize" menu just before battle, we would want to set Condition 1 for the Fire Burst passive skill to prioritize enemies in Burning state.

Priority	Action	Condition 1	Condition 2
1	Fireball	Prioritize Armored	
1	Fire Burst	Burning	
2	Fire Burst		

Now, when Fire Burst activates, it targets the burning enemy in the back row, spreading damage to all enemy combatants! An enormous conflagration inflicts maximum misery on our hapless foes, again at no extra cost.

ATLUS

TACTICS STRATEGIES 1

Try out the strategies below!
By adding a few conditions to the default Tactics settings,
you can set up effects that better fit the battles you encounter.

Active Skill: Long Thrust (Soldier)

Tactics Condition "Prioritize Cavalry"

Not only is "Long Thrust" a piercing attack, but thanks to its "+50 potency v. cavalry targets" effect, adding a second condition of "Prioritize Cavalry" is a particularly effective strategy.

Tactics			
Priority	Action	Condition 1	Condition 2
1	Long Thrust	Full Column	
2	Long Thrust	Prioritize 🐎 Cavalry	

If you set Priority Condition 1 to "Full Column" and Condition 2 to "Prioritize Cavalry", the Soldier will prioritize Cavalry units if there are no full columns available to attack. With the "Prioritize Cavalry" condition active, if there are no cavalry present, the character will revert to default enemy targeting. Carefully adjusting your conditions like this will allow for more effective strategies.

ATLUS

Try out the strategies below!
By adding a few conditions to the default Tactics settings,
you can set up effects that better fit the battles you encounter.

Active Skill: High Swing (Gryphon Knight)

Tactics Condition "Prioritize Cavalry"
In this situation, the Gryphon Knight's main role to "Prioritize Cavalry" can be easily toggled ON/OFF depending on the enemy unit composition.

Tactics			
Priority	Action	Condition 1	Condition 2
1	High Swing	Prioritize 🐎 Cavalry	
2	High Swing	Prioritize Back Row	

Since the Gryphon Knight's High Swing is a ranged attack, there are many situations where you might like to prioritize particularly pesky backliners such as Wizards, Clerics, and Witches. And if you can get your Initiative high enough, you can even take out Hunters before they have an opportunity to deal major damage.

TACTICS STRATEGIES 1

Try out the strategies below!
By adding a few conditions to the default Tactics settings,
you can set up effects that better fit the battles you encounter.

Passive Skills: Protective Skills like Luminous Cover and Heavy Cover

Tactics Condition 1 "Infantry"
Condition 2 "Attacked by Cavalry"

Tactics Condition 1 "Infantry"
Condition 2 "Attacked by Cavalry"

Tactics Condition 1 "Infantry"
Condition 2 "Attacked by Cavalry"

In this situation, the Gryphon Knight's main role to
"Prioritize Cavalry" can be easily toggled ON/OFF
depending on the enemy unit composition.

Tactics Priority	Action	Condition 1	Condition 2
1	Heavy Cover	Infantry	Attacked by Cavalry
2	Heavy Cover	Flying	Attacked by Archer
3	Heavy Cover	Cavalry	Attacked by Flying

By doing so, you can maximize your allies' Passive
Points and reserve your cover actions for allies
being targeted by enemies trying to exploit their
weakness, such as a Gryphon Knight attacking
one of your cavalry units.

TACTICS STRATEGIES 1

Try out the strategies below!
By adding a few conditions to the default Tactics settings,
you can set up effects that better fit the battles you encounter.

Active Skill: Slice (Paladin)

Tactics Condition "2 or More Enemies"

Josef the Paladin starts out at a high level, but he doesn't gain much experience from defeating enemies. Therefore, you might try setting his Slice skill condition to "2 or More Enemies".

Tactics Priority	Action	Condition 1	Condition 2
1	Slice	▲ 2 or More Enemies	
2	Heal	Target HP is <100%	

With this condition in place, if there is only one enemy, Josef will refrain from attacking and instead use his Heal skill to restore allies' HP. Using this strategy will allow you to train low-level characters in the game's early stages by allowing them to defeat the single enemies.

If you have other characters in Josef's unit, try setting similar conditions for their skills.

Tactics Priority	Action	Condition 1	Condition 2
1	Smash	▲ 2 or More Enemies	
1	Parting Blow	▲ 2 or More Enemies	

ATLUS

TACTICS STRATEGIES 2

Try out the strategies below!

By adding a few conditions to the default Tactics settings,
you can set up effects that better fit the battles you encounter.

Active Skill: Lean Edge (High Lord)

Tactics Condition "1 or Fewer Enemies"

After promoting to a High Lord, Alain gains the Spinning Edge attack that allows him to target a row of enemies. While you'll probably want to use this instead of Lean Edge much of the time, Lean Edge still holds merit as an HP recovery skill.

Tactics			
Priority	**Action**	**Condition 1**	**Condition 2**
1	Lean Edge	▼ 1 or Fewer Enemies	
2	Spinning Edge		

By increasing Lean Edge's priority level and applying a condition of "1 or Fewer Enemies" to its use, you can set it up to only activate in situations where attacking a single enemy is preferred.
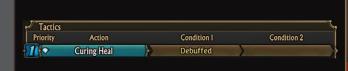
ATLUS

TACTICS STRATEGIES 2

Try out the strategies below!
By adding a few conditions to the default Tactics settings,
you can set up effects that better fit the battles you encounter.

Passive Skill: Curing Heal (Elven Augur, Elven Sybil)

Tactics Condition "Debuffed"

The default condition is set to "HP<100%." This leads to activation every time an ally takes damage. Try changing the condition to activate when an ally unit is "Debuffed" instead.

By changing the condition to "Debuffed," it will no longer activate if an ally hasn't been debuffed. This allows it to function better as a passive skill to counter enemy debuffs.

ATLUS