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0261 <text id="11300">Str</text>
0262 <text id="11301">Dex</text>
0263 <text id="11302">Int</text>
0264 <text id="11303">Fai</text>
0265 <text id="11304">Arc</text>
0266 <text id="11305">%null%</text>
0267 <text id="11306">%null%</text>
0268 <text id="11307">%null%</text>
0269 <text id="11308">%null%</text>
0270 <text id="11309">%null%</text>
0271 <text id="11310">Str</text>
0272 <text id="11311">Dex</text>
0273 <text id="11312">Int</text>
0274 <text id="11313">Fai</text>
0275 <text id="11314">Str</text>
0276 <text id="11315">Dex</text>
0277 <text id="11316">Int</text>
0278 <text id="11317">Fai</text>
0279 <text id="11318">Arc</text>
0280 <text id="11319">Arc</text>
0281 <text id="11320">-</text>
0282 <text id="11321">S</text>
0283 <text id="11322">A</text>
0284 <text id="11323">B</text>
0285 <text id="11324">C</text>
0286 <text id="11325">D</text>
0287 <text id="11326">E</text>
0288 <text id="11327">%null%</text>
0289 <text id="11328">%null%</text>
0290 <text id="11329">%null%</text>
0291 <text id="11330">Consumable</text>
0292 <text id="11331">Reusable</text>
0293 <text id="11351">Weight</text>
0294 <text id="11352">%null%</text>
0295 <text id="11353">%null%</text>
0296 <text id="11354">%null%</text>
0297 <text id="11355">%null%</text>
0298 <text id="11356">%null%</text>
0299 <text id="11357">%null%</text>
0300 <text id="11358">%null%</text>
0301 <text id="11359">%null%</text>
0302 <text id="11360">Item Type</text>
0303 <text id="11400">Containers Held</text>
0304 <text id="12000">Runes Required</text>
0305 <text id="12001">%null%</text>
0306 <text id="12002">%null%</text>
0307 <text id="12003">%null%</text>
0308 <text id="12004">%null%</text>
0309 <text id="12005">%null%</text>
0310 <text id="12006">%null%</text>
0311 <text id="12007">%null%</text>
0312 <text id="12008">%null%</text>
0313 <text id="12009">%null%</text>
0314 <text id="12010">Runes Offered</text>
0315 <text id="20000">Attack Power</text>
0316 <text id="20001">Guarded Damage Negation</text>
0317 <text id="20002">Attributes Required</text>
0318 <text id="20003">Attribute Scaling</text>
0319 <text id="20004">Passive Effects</text>
0320 <text id="20005">%null%</text>
0321 <text id="20006">Item Effect</text>
0322 <text id="20007">Obtained</text>
0323 <text id="20008">Attribute Points</text>
0324 <text id="20009">Base Stats</text>
0325 <text id="20010">Defense/Dmg Negation</text>
0326 <text id="20011">Defense Power</text>
0327 <text id="20012">Damage Negation</text>
0328 <text id="20013">Protection</text>
0329 <text id="20014">Body</text>
0330 <text id="20015">Lineage</text>
0331 <text id="20016">Equipment</text>
0332 <text id="20017">Resistance</text>
0333 <text id="20050">Damage Negation</text>
0334 <text id="20051">Resistance</text>
0335 <text id="20100">Mixing Status</text>
0336 <text id="20200">Necessary Stats</text>
0337 <text id="30100">This character's name</text>
0338 <text id="30101">This character's body type</text>
0339 <text id="30102">This character's background
0340 What winding paths brought them here</text>
0341 <text id="30103">The keepsake held by this character
0342 Each a reflection of its owner</text>
0343 <text id="30200">A cumulative figure that represents overall
0344 attribute strength.
0345 You can level up using runes.</text>
```

```
0343 <text id="30201">Total runes in possession.
0344 Upon dying, you will drop any runes in your possession at the
0345 site of your death.</text>
0346 <text id="30202">Number of runes required to raise a level.
0347 When you level up, you can choose an attribute to increase.</
0348 text>
0349 <text id="30203">%null%</text>
0350 <text id="30204">The number of great runes in your
0351 possession</text>
0352 <text id="30301">Character's age bracket</text>
0353 <text id="30400">Attribute governing HP.
0354 Also affects fire resistance
0355 and immunity.</text>
0356 <text id="30401">Attribute governing stamina.
0357 Also affects robustness.
0358 This attribute also determines how
0359 heavy your equipment can be.</text>
0360 <text id="30402">Attribute that determines FP.
0361 Also affects focus.</text>
0362 <text id="30403">Attribute required to wield heavy armaments.
0363 Also boosts the attack power of armaments
0364 that scale with strength and affects your
0365 physical defense.</text>
0366 <text id="30404">Attribute required to wield advanced
0367 armaments.
0368 Also boosts attack power of dexterity-scaling
0369 armaments, reduces casting time of spells,
0370 softens fall damage and makes it harder to
0371 be knocked off your horse.</text>
0372 <text id="30405">%null%</text>
0373 <text id="30406">Attribute required to perform glintstone
0374 sorceries. Also boosts magic power of
0375 intelligence-scaling sorceries and improves
0376 magic resistance.</text>
0377 <text id="30407">Attribute required to perform sacred
0378 incantations. Also boosts incantations
0379 that scale with faith.</text>
0380 <text id="30408">%null%</text>
0381 <text id="30409">Attribute governing discovery.
0382 Also affects holy defense, vitality
0383 and certain sorceries and incantations.</text>
0384 <text id="30500">Your life. If reduced to nothing, you die.
0385 Replenish it by drinking from the Flask of
0386 Crimson Tears or resting at a site of grace.</text>
0387 <text id="30501">Energy consumed to use spells and skills.
0388 Replenish it by drinking from the Flask of
0389 Cerulean Tears or resting at a site of grace.</text>
0390 <text id="30502">Required for various actions.
0391 Depletes when certain actions are taken,
0392 but recovers automatically.</text>
0393 <text id="30503">%null%</text>
0394 <text id="30504">%null%</text>
0395 <text id="30505">%null%</text>
0396 <text id="30506">%null%</text>
0397 <text id="30507">%null%</text>
0398 <text id="30508">%null%</text>
0399 <text id="30509">%null%</text>
0400 <text id="30510">Total weight of equipped armaments and
0401 armor. Movement slows as load increases.
0402 The rightmost number is the maximum
0403 weight that can be equipped; exceed it
0404 and movement slows dramatically.</text>
0405 <text id="30511">%null%</text>
0406 <text id="30512">Max weight of equippable
0407 armaments and armor.
0408 Movement slows as load
0409 increases. Exceed this number and
0410 movement slows dramatically.</text>
0411 <text id="30513">%null%</text>
0412 <text id="30514">%null%</text>
0413 <text id="30515">%null%</text>
0414 <text id="30516">%null%</text>
0415 <text id="30517">%null%</text>
0416 <text id="30518">%null%</text>
0417 <text id="30519">%null%</text>
0418 <text id="30520">Attack power of the armament
0419 equipped in right hand slot 1</text>
0420 <text id="30521">Attack power of the armament
0421 equipped in right hand slot 2</text>
0422 <text id="30522">Attack power of the armament
0423 equipped in right hand slot 3</text>
0424 <text id="30523">Attack power of the armament
0425 equipped in left hand slot 1</text>
0426 <text id="30524">Attack power of the armament
0427 equipped in left hand slot 2</text>
0428 <text id="30525">Attack power of the armament
0429 equipped in left hand slot 3</text>
0430 <text id="30526">%null%</text>
0431 <text id="30527">%null%</text>
0432 <text id="30528">%null%</text>
0433 <text id="30529">%null%</text>
0434 <text id="30530">The capacity to endure
0435 standard physical damage</text>
0436 <text id="30531">The capacity to endure
0437 striking physical damage</text>
0438 <text id="30532">The capacity to endure
0439 slashing physical damage</text>
0440 <text id="30533">The capacity to endure
0441 piercing physical damage</text>
0442 <text id="30534">The capacity to endure
0443 magical damage</text>
0444 <text id="30535">The capacity to endure
0445 fire damage</text>
0446 <text id="30536">The capacity to endure
0447 lightning damage</text>
0448 <text id="30537">The capacity to endure
0449 holy damage</text>
0450 <text id="30538">%null%</text>
0451 <text id="30539">%null%</text>
0452 <text id="30540">The body's capacity to resist various
0453 poisons and blights.
0454 The higher the number, the less susceptible
0455 to poison and rot.</text>
0456 <text id="30541">The capacity to resist
```

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0346 <text id="30201">Total runes in possession.
0347 Upon dying, you will drop any runes in your possession at the
0348 site of your death.</text>
0349 <text id="30202">Number of runes required to raise a level.
0350 When you level up, you can choose an attribute to increase.</
0351 text>
0352 <text id="30203">%null%</text>
0353 <text id="30204">The number of Great Runes in your
0354 possession</text>
0355 <text id="30301">Character's apparent age</text>
0356 <text id="30400">Attribute governing HP.
0357 Also affects fire resistance
0358 and immunity.</text>
0359 <text id="30401">Attribute governing stamina.
0360 Also affects robustness.
0361 This attribute also determines how
0362 heavy your equipment can be.</text>
0363 <text id="30402">Attribute that determines FP.
0364 Also affects focus.</text>
0365 <text id="30403">Attribute required to wield heavy armaments.
0366 Also boosts attack power of strength-scaling
0367 armaments and affects your physical defense.</text>
0368 <text id="30404">Attribute required to wield advanced
0369 armaments.
0370 Also boosts attack power of dexterity-scaling
0371 armaments, reduces casting time of spells,
0372 softens fall damage, and makes it harder to
0373 be knocked off your horse.</text>
0374 <text id="30405">%null%</text>
0375 <text id="30406">Attribute required to perform glintstone
0376 sorceries. Also boosts magic power of
0377 intelligence-scaling sorceries and improves
0378 magic resistance.</text>
0379 <text id="30407">Attribute required to perform sacred
0380 incantations. Also boosts magic power
0381 of faith-scaling incantations.</text>
0382 <text id="30408">%null%</text>
0383 <text id="30409">Attribute governing discovery.
0384 Also affects holy defense, vitality,
0385 and certain sorceries and incantations.</text>
0386 <text id="30500">Your life. If reduced to nothing, you die.
0387 Replenish it by drinking from the Flask of
0388 Crimson Tears or resting at a site of grace.</text>
0389 <text id="30501">Energy consumed to use spells and skills.
0390 Replenish it by drinking from the Flask of
0391 Cerulean Tears or resting at a site of grace.</text>
0392 <text id="30502">Required for various actions.
0393 Depletes when certain actions are taken,
0394 but recovers automatically.</text>
0395 <text id="30503">%null%</text>
0396 <text id="30504">%null%</text>
0397 <text id="30505">%null%</text>
0398 <text id="30506">%null%</text>
0399 <text id="30507">%null%</text>
0400 <text id="30508">%null%</text>
0401 <text id="30509">%null%</text>
0402 <text id="30510">Total weight of equipped armaments and
0403 armor. Movement slows as load increases.
0404 The rightmost number is the maximum
0405 weight that can be equipped; exceed it
0406 and movement slows dramatically.</text>
0407 <text id="30511">%null%</text>
0408 <text id="30512">Max weight of equippable
0409 armaments and armor.
0410 Movement slows as load
0411 increases. Exceed this number and
0412 movement slows dramatically.</text>
0413 <text id="30513">%null%</text>
0414 <text id="30514">%null%</text>
0415 <text id="30515">%null%</text>
0416 <text id="30516">%null%</text>
0417 <text id="30517">%null%</text>
0418 <text id="30518">%null%</text>
0419 <text id="30519">%null%</text>
0420 <text id="30520">Attack power of the armament
0421 equipped in right hand slot 1</text>
0422 <text id="30521">Attack power of the armament
0423 equipped in right hand slot 2</text>
0424 <text id="30522">Attack power of the armament
0425 equipped in right hand slot 3</text>
0426 <text id="30523">Attack power of the armament
0427 equipped in left hand slot 1</text>
0428 <text id="30524">Attack power of the armament
0429 equipped in left hand slot 2</text>
0430 <text id="30525">Attack power of the armament
0431 equipped in left hand slot 3</text>
0432 <text id="30526">%null%</text>
0433 <text id="30527">%null%</text>
0434 <text id="30528">%null%</text>
0435 <text id="30529">%null%</text>
0436 <text id="30530">The body's capacity to endure
0437 standard physical damage</text>
0438 <text id="30531">The body's capacity to endure
0439 striking physical damage</text>
0440 <text id="30532">The body's capacity to endure
0441 slashing physical damage</text>
0442 <text id="30533">The body's capacity to endure
0443 piercing physical damage</text>
0444 <text id="30534">The body's capacity to endure
0445 magical damage</text>
0446 <text id="30535">The body's capacity to endure
0447 fire damage</text>
0448 <text id="30536">The body's capacity to endure
0449 lightning damage</text>
0450 <text id="30537">The body's capacity to endure
0451 holy damage</text>
0452 <text id="30538">%null%</text>
0453 <text id="30539">%null%</text>
0454 <text id="30540">The body's capacity to resist various
0455 poisons and rot.
0456 Higher values make it more difficult to succumb to these
0457 ailments.</text>
0458 <text id="30541">The body's capacity to resist
0459 blood loss and frostbite.
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0453 hemorrhage and frostbite.

0454 The higher the number, the
0455 lower the chance of succumbing
0456 to such ailments.</text>
0457 <text id="30542">The capacity to resist
0458 sleep and bouts of madness.
0459 The higher the number, the

0460 lower the chance of succumbing
0461 to such ailments.</text>

0462 <text id="30543">The capacity to resist death.
0463 The higher the number, the lower the chance
0464 of instant death from a full death gauge.</text>
0465 <text id="30561">The number of slots available for
0466 memorizing sorceries and incantations</text>
0467 <text id="30562">Governs likelihood of finding items
0468 on the corpses of defeated foes</text>
0469 <text id="30563">%null%</text>
0470 <text id="30564">%null%</text>
0471 <text id="30565">%null%</text>
0472 <text id="30566">%null%</text>
0473 <text id="30567">%null%</text>
0474 <text id="30568">%null%</text>
0475 <text id="30569">%null%</text>
0476 <text id="30570">The degree to which you can resist
0477 collapsing under enemy attacks</text>
0478 <text id="30571">%null%</text>
0479 <text id="30572">%null%</text>
0480 <text id="30573">%null%</text>
0481 <text id="30574">%null%</text>
0482 <text id="30575">%null%</text>
0483 <text id="30576">%null%</text>
0484 <text id="30577">%null%</text>
0485 <text id="30578">%null%</text>
0486 <text id="30579">%null%</text>
0487 <text id="30580">Your defense power and damage negation
0488 against standard physical attacks. The
0489 former is calculated via attributes, while
0490 the latter is calculated via defensive gear
0491 and active passive effects.</text>
0492 <text id="30581">Your defense power and damage negation
0493 against striking physical attacks. The
0494 former is calculated via attributes, while
0495 the latter is calculated via defensive gear
0496 and active passive effects.</text>
0497 <text id="30582">Your defense power and damage negation
0498 against slashing physical attacks. The
0499 former is calculated via attributes, while
0500 the latter is calculated via defensive gear
0501 and active passive effects.</text>
0502 <text id="30583">Your defense power and damage negation
0503 against piercing physical attacks. The
0504 former is calculated via attributes, while
0505 the latter is calculated via defensive gear
0506 and active passive effects.</text>
0507 <text id="30584">Your defense power and damage negation
0508 against magical attacks. The former is
0509 calculated via attributes, while the latter
0510 is calculated via defensive gear
0511 and active passive effects.</text>
0512 <text id="30585">Your defense power and damage negation
0513 against fire attacks. The former is
0514 calculated via attributes, while the latter
0515 is calculated via defensive gear
0516 and active passive effects.</text>
0517 <text id="30586">Your defense power and damage negation
0518 against lightning attacks. The former is
0519 calculated via attributes, while the latter
0520 is calculated via defensive gear
0521 and active passive effects.</text>
0522 <text id="30587">Your defense power and damage negation
0523 against holy attacks. The former is
0524 calculated via attributes, while the
0525 latter is calculated via defensive gear
0526 and active passive effects.</text>
0527 <text id="30588">%null%</text>
0528 <text id="30589">%null%</text>
0529 <text id="30590">Your resistance to various poisons and
0530 blights. The higher the number, the less
0531 susceptible you are to poison and rot.
0532 Governed by your attributes, as well as
0533 defensive gear and active passive effects.</text>
0534 <text id="30591">Your resistance to hemorrhage and
0535 frostbite. The higher the number, the
0536 lower your susceptibility. Governed by
0537 your attributes, as well as defensive
0538 gear and active passive effects.</text>
0539 <text id="30592">Your resistance to sleep and bouts of
0540 madness. The higher the number, the
0541 lower your susceptibility. Governed by
0542 your attributes, as well as defensive
0543 gear and active passive effects.</text>
0544 <text id="30593">Your resistance to death. The higher the
0545 number, the lower your susceptibility to
0546 instant death. Governed by your attributes,
0547 as well as defensive gear and active
0548 passive effects.</text>
0549 <text id="31001">Armament category.
0550 Armaments belonging to the same
0551 category exhibit similar properties.</text>
0552 <text id="31002">Glintstone sorceries and incantations</text>
0553 <text id="31003">The types of physical damage dealt
0554 by this armament. Other than standard
0555 physical damage, striking, slashing,
0556 and piercing damage can also be dealt.</text>
0557 <text id="31004">Number of this item currently held.
0558 The rightmost number indicates
0559 the maximum you may hold at one time.</text>
0560 <text id="31005">Number of this item currently
0561 stored in chest. The rightmost number
0562 indicates the maximum you may hold
0563 at one time.</text>
0564 <text id="31006">The names of skills you can use.

0455 Higher values make it more difficult to succumb to these
0456 ailments.</text>
<text id="30542">The body's capacity to resist

0457 sleep and bouts of madness.
0458 Higher values make it more difficult to succumb to these
0459 ailments.</text>
0460 <text id="30543">The body's capacity to resist death.
Higher values make it more difficult to be afflicted with
instant death.</text>

0461 <text id="30561">The number of slots available for
0462 memorizing sorceries and incantations</text>
0463 <text id="30562">Governs likelihood of finding items
0464 on the corpses of defeated foes</text>
0465 <text id="30563">%null%</text>
0466 <text id="30564">%null%</text>
0467 <text id="30565">%null%</text>
0468 <text id="30566">%null%</text>
0469 <text id="30567">%null%</text>
0470 <text id="30568">%null%</text>
0471 <text id="30569">%null%</text>
0472 <text id="30570">The degree to which you can resist
0473 collapsing under enemy attacks</text>
0474 <text id="30571">%null%</text>
0475 <text id="30572">%null%</text>
0476 <text id="30573">%null%</text>
0477 <text id="30574">%null%</text>
0478 <text id="30575">%null%</text>
0479 <text id="30576">%null%</text>
0480 <text id="30577">%null%</text>
0481 <text id="30578">%null%</text>
0482 <text id="30579">%null%</text>
0483 <text id="30580">Your defense power and damage negation
0484 against standard physical attacks. The
0485 former is calculated via attributes, while
0486 the latter is calculated via defensive gear
0487 and any additional effects.</text>
0488 <text id="30581">Your defense power and damage negation
0489 against striking physical attacks. The
0490 former is calculated via attributes, while
0491 the latter is calculated via defensive gear
0492 and any additional effects.</text>
0493 <text id="30582">Your defense power and damage negation
0494 against slashing physical attacks. The
0495 former is calculated via attributes, while
0496 the latter is calculated via defensive gear
0497 and any additional effects.</text>
0498 <text id="30583">Your defense power and damage negation
0499 against piercing physical attacks. The
0500 former is calculated via attributes, while
0501 the latter is calculated via defensive gear
0502 and any additional effects.</text>
0503 <text id="30584">Your defense power and damage negation
0504 against magical attacks. The former is
0505 calculated via attributes, while the latter
0506 is calculated via defensive gear
0507 and any additional effects.</text>
0508 <text id="30585">Your defense power and damage negation
0509 against fire attacks. The former is
0510 calculated via attributes, while the latter
0511 is calculated via defensive gear
0512 and any additional effects.</text>
0513 <text id="30586">Your defense power and damage negation
0514 against lightning attacks. The former is
0515 calculated via attributes, while the latter
0516 is calculated via defensive gear
0517 and any additional effects.</text>
0518 <text id="30587">Your defense power and damage negation
0519 against holy attacks. The former is
0520 calculated via attributes, while the
0521 latter is calculated via defensive gear
0522 and any additional effects.</text>
0523 <text id="30588">%null%</text>
0524 <text id="30589">%null%</text>
0525 <text id="30590">Your resistance to various poisons and
0526 rot. The higher the number, the
0527 lower your susceptibility. Governed by
0528 your attributes, as well as defensive
0529 gear and any additional effects.</text>
0530 <text id="30591">Your resistance to blood loss and
0531 frostbite. The higher the number, the
0532 lower your susceptibility. Governed by
0533 your attributes, as well as defensive
0534 gear and any additional effects.</text>
0535 <text id="30592">Your resistance to sleep and bouts of
0536 madness. The higher the number, the
0537 lower your susceptibility. Governed by
0538 your attributes, as well as defensive
0539 gear and any additional effects.</text>
0540 <text id="30593">Your resistance to death. The higher the
0541 number, the lower your susceptibility to
0542 instant death. Governed by your attributes,
0543 as well as defensive gear and any additional effects.</text>

0544 <text id="31001">Armament category.
0545 Armaments belonging to the same
0546 category exhibit similar properties.</text>
0547 <text id="31002">Sorceries and incantations</text>
0548 <text id="31003">The types of physical damage dealt
0549 by this armament. Other than standard
0550 physical damage, striking, slashing,
0551 and piercing damage can also be dealt.</text>
0552 <text id="31004">Number of this item currently held.
0553 The rightmost number indicates
0554 the maximum you may hold at one time.</text>
0555 <text id="31005">Number of this item currently
0556 stored in chest. The rightmost number
0557 indicates the maximum you may hold
0558 at one time.</text>
0559 <text id="31006">The names of skills you can use.

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0565 Using most Skills consumes FP.</text>
0566 <text id="31007">Number of containers currently held</text>
0567 <text id="31008">Container items, essential to crafting,

come in various forms, such as cracked
pots and perfume bottles.
The number on the left indicates how
many containers are currently in use.
The number on the right indicates how
many containers you possess.</text>
<text id="31009">Number of items you can craft using this
container item</text>

<text id="31010">Physical attack power</text>
<text id="31011">Magic attack power</text>
<text id="31012">Fire attack power</text>
<text id="31013">Lightning attack power</text>
<text id="31014">Holy attack power</text>
<text id="31015">%null%</text>
<text id="31016">%null%</text>
<text id="31017">%null%</text>
<text id="31018">%null%</text>
<text id="31019">%null%</text>
<text id="31020">The degree to which physical damage
is negated while guarding</text>
<text id="31021">The degree to which magic damage
is negated while guarding</text>
<text id="31022">The degree to which fire damage
is negated while guarding</text>
<text id="31023">The degree to which lightning damage
is negated while guarding</text>
<text id="31024">The degree to which holy damage
is negated while guarding</text>
<text id="31025">%null%</text>
<text id="31026">%null%</text>
<text id="31027">%null%</text>
<text id="31028">%null%</text>
<text id="31029">%null%</text>
<text id="31030">The strength of critical hits,
which can be performed on enemies
you have got behind or stance-broken.</text>
<text id="31031">The stability of character's defense.
The higher this value, the smaller
the amount of stamina consumed
when guarding attacks.</text>
<text id="31032">Distance of ranged weapons</text>
<text id="31033">%null%</text>
<text id="31034">The amount of FP required to
perform this Skill</text>
<text id="31035">The degree to which sorceries
increase in power</text>
<text id="31036">The degree to which incantations
increase in power</text>
<text id="31037">%null%</text>
<text id="31038">%null%</text>
<text id="31039">%null%</text>
<text id="31040">The number of slots needed to memorize
sorceries and incantations</text>
<text id="31041">The amount of FP required to
cast this spell</text>
<text id="31042">The amount of FP required to
use this item</text>
<text id="31043">The amount of HP required to use this item</
text>
<text id="31180">The degree to which incoming
standard physical damage is negated</text>
<text id="31181">The degree to which incoming
striking physical damage is negated</text>
<text id="31182">The degree to which incoming
slashing physical damage is negated</text>
<text id="31183">The degree to which incoming
piercing physical damage is negated</text>
<text id="31184">The degree to which incoming
magic damage is negated</text>
<text id="31185">The degree to which incoming
fire damage is negated</text>
<text id="31186">The degree to which incoming
lightning damage is negated</text>
<text id="31187">The degree to which incoming
holy damage is negated</text>
<text id="31188">%null%</text>
<text id="31189">%null%</text>
<text id="31190">Armor's capacity to prevent various

poisons and rot.

The higher the number, the lower the
chance of succumbing to poison and rot.</text>

<text id="31191">Resistance to hemorrhage and
frostbite. The higher the number,
the lower the chance of succumbing
to hemorrhage and frostbite.</text>
<text id="31192">Resistance to sleep and bouts of
madness. The higher the number,
the lower the chance of succumbing
to sleep and madness.</text>
<text id="31193">The resistance your armor offers to
death. The higher the number, the
lower the chance of succumbing to
instant death.</text>
<text id="31194">%null%</text>
<text id="31195">%null%</text>
<text id="31196">%null%</text>
<text id="31197">%null%</text>
<text id="31198">%null%</text>
<text id="31199">%null%</text>
<text id="31200">The degree to which you can resist
```

```
0560 Using most skills consumes FP.</text>
0561 <text id="31007">Number of containers currently held</text>
0562 <text id="31008">Container items, essential to crafting, come
in various forms, such as cracked pots and perfume bottles.
The left number indicates how many containers are currently
in use. The right number indicates how many you possess.</
text>
<text id="31009">Number of containers remaining
to use in crafting</text>

<text id="31010">Physical attack power</text>
<text id="31011">Magic attack power</text>
<text id="31012">Fire attack power</text>
<text id="31013">Lightning attack power</text>
<text id="31014">Holy attack power</text>
<text id="31015">%null%</text>
<text id="31016">%null%</text>
<text id="31017">%null%</text>
<text id="31018">%null%</text>
<text id="31019">%null%</text>
<text id="31020">The degree to which physical damage
is negated while guarding</text>
<text id="31021">The degree to which magic damage
is negated while guarding</text>
<text id="31022">The degree to which fire damage
is negated while guarding</text>
<text id="31023">The degree to which lightning damage
is negated while guarding</text>
<text id="31024">The degree to which holy damage
is negated while guarding</text>
<text id="31025">%null%</text>
<text id="31026">%null%</text>
<text id="31027">%null%</text>
<text id="31028">%null%</text>
<text id="31029">%null%</text>
<text id="31030">The strength of critical hits,
which can be performed on enemies
you have got behind or stance-broken.</text>
<text id="31031">The stability of character's defense.
The higher this value, the smaller
the amount of stamina consumed
when guarding attacks.</text>
<text id="31032">Distance of ranged weapons</text>
<text id="31033">%null%</text>
<text id="31034">The amount of FP required to
perform this Skill</text>
<text id="31035">The degree to which sorceries
increase in power</text>
<text id="31036">The degree to which incantations
increase in power</text>
<text id="31037">%null%</text>
<text id="31038">%null%</text>
<text id="31039">%null%</text>
<text id="31040">The number of slots needed to memorize
sorceries and incantations</text>
<text id="31041">The amount of FP required to
cast this spell</text>
<text id="31042">The amount of FP required to
use this item</text>
<text id="31043">The amount of HP required to use this item</
text>
<text id="31180">The degree to which incoming
standard physical damage is negated</text>
<text id="31181">The degree to which incoming
striking physical damage is negated</text>
<text id="31182">The degree to which incoming
slashing physical damage is negated</text>
<text id="31183">The degree to which incoming
piercing physical damage is negated</text>
<text id="31184">The degree to which incoming
magic damage is negated</text>
<text id="31185">The degree to which incoming
fire damage is negated</text>
<text id="31186">The degree to which incoming
lightning damage is negated</text>
<text id="31187">The degree to which incoming
holy damage is negated</text>
<text id="31188">%null%</text>
<text id="31189">%null%</text>
<text id="31190">The resistance your armor offers to various
poisons and rot. Higher values make it more difficult to
succumb to these ailments.</text>
<text id="31191">The resistance your armor offers to blood
loss and frostbite. Higher values make it more difficult to
succumb to these ailments.</text>
<text id="31192">The resistance your armor offers to sleep
and bouts of madness. Higher values make it more difficult to
succumb to these ailments.</text>
<text id="31193">The resistance your armor offers to death.
Higher values make it more difficult to be afflicted with
instant death.</text>
<text id="31194">%null%</text>
<text id="31195">%null%</text>
<text id="31196">%null%</text>
<text id="31197">%null%</text>
<text id="31198">%null%</text>
<text id="31199">%null%</text>
<text id="31200">The degree to which you can resist
```

```
0666 collapsing under enemy attacks</text>
0667 <text id="31300">Strength required to master this armament.
0668 Without sufficient strength, this armament's
0669 damage is greatly reduced.</text>
0670 <text id="31301">Dexterity required to master this armament.
0671 Without sufficient dexterity, this
0672 armament's damage is greatly reduced.</text>
0673 <text id="31302">Intelligence required to master this
0674 armament. Without sufficient intelligence,
0675 this armament's damage is greatly reduced.</text>
0676 <text id="31303">Faith required to master this armament.
0677 Without sufficient faith, this armament's
0678 damage is greatly reduced.</text>
0679 <text id="31304">Faith required to master this armament.
0680 Without sufficient arcane, this armament's
0681 damage is greatly reduced.</text>
0682 <text id="31305">%null%</text>
0683 <text id="31306">%null%</text>
0684 <text id="31307">Intelligence required to cast this sorcery
0685 or incantation.
0686 Without sufficient intelligence, it cannot
0687 be used.</text>
0688 <text id="31308">Faith required to cast this sorcery
0689 or incantation.
0690 Without sufficient faith, it cannot
0691 be used.</text>
0692 <text id="31309">Arcane required to cast this sorcery
0693 or incantation.
0694 Without sufficient arcane, it cannot
0695 be used.</text>
0696 <text id="31310">The degree to which this armament's
0697 attacks scale with strength</text>
0698 <text id="31311">The degree to which this armament's
0699 attacks scale with dexterity</text>
0700 <text id="31312">The degree to which this armament's
0701 attacks scale with intelligence</text>
0702 <text id="31313">The degree to which this armament's
0703 attacks scale with faith</text>
0704 <text id="31314">The degree to which this armament's power
0705 or passive effects scale with strength</text>
0706 <text id="31315">The degree to which this armament's power
0707 or passive effects scale with dexterity</text>
0708 <text id="31316">The degree to which this armament's power
0709 or passive effects scale with intelligence</text>
0710 <text id="31317">The degree to which this armament's power
0711 or passive effects scale with faith</text>
0712 <text id="31318">The degree to which this armament's power
0713 or passive effects scale with arcane</text>
0714 <text id="31319">The degree to which this armament's
0715 attacks scale with arcane</text>
0716 <text id="31351">Weight of this equipment</text>
0717 <text id="31352">%null%</text>
0718 <text id="31353">%null%</text>
0719 <text id="31354">%null%</text>
0720 <text id="31355">%null%</text>
0721 <text id="31356">%null%</text>
0722 <text id="31357">%null%</text>
0723 <text id="31358">%null%</text>
0724 <text id="31359">%null%</text>
0725 <text id="31360">Type of item.
0726 Shows whether or not
0727 it will be consumed with use.</text>
0728 <text id="31500">This armament's innate effects</text>
0729 <text id="31511">Skills granted by Ashes of War</text>
0730 <text id="31512">Armament types that these Ashes of War can
alter</text>
0731 <text id="31513">Affinity that these Ashes of War can grant.
0732 This can be expanded with whetblades.</text>
0733 <text id="32000">Number of runes required to buy</text>
0734 <text id="32001">Number of runes required to upgrade</text>
0735 <text id="32002">Number of runes required to grant</text>
0736 <text id="32003">%null%</text>
0737 <text id="32004">Number of runes required to receive power
0738 from remembrances</text>
0739 <text id="32005">%null%</text>
0740 <text id="32006">%null%</text>
0741 <text id="32007">%null%</text>
0742 <text id="32008">%null%</text>
0743 <text id="32009">%null%</text>
0744 <text id="32010">Number of runes gained when sold</text>
0745 <text id="40110">Confirm</text>
0746 <text id="40111">%null%</text>
0747 <text id="40112">%null%</text>
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0756 <text id="40300">On</text>
0757 <text id="40301">Off</text>
0758 <text id="40302">Mild</text>
0759 <text id="40303">Auto</text>
0760 <text id="40304">%null%</text>
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0765 <text id="40309">%null%</text>
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0767 <text id="40311">Reversed</text>
0768 <text id="40312">%null%</text>
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0771 <text id="40315">%null%</text>
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0774 <text id="40318">%null%</text>
0775 <text id="40319">%null%</text>
0776 <text id="40320">Allowed</text>
0777 <text id="40321">Restricted</text>
0778 <text id="40322">%null%</text>
0779 <text id="40323">%null%</text>
```

```
0644 collapsing under enemy attacks</text>
0645 <text id="31300">Strength required to master this armament.
0646 Without sufficient strength, this armament's
0647 damage is greatly reduced.</text>
0648 <text id="31301">Dexterity required to master this armament.
0649 Without sufficient dexterity, this
0650 armament's damage is greatly reduced.</text>
0651 <text id="31302">Intelligence required to master this
0652 armament. Without sufficient intelligence,
0653 this armament's damage is greatly reduced.</text>
0654 <text id="31303">Faith required to master this armament.
0655 Without sufficient faith, this armament's
0656 damage is greatly reduced.</text>
0657 <text id="31304">Arcane required to master this armament.
0658 Without sufficient arcane, this armament's
0659 damage is greatly reduced.</text>
0660 <text id="31305">%null%</text>
0661 <text id="31306">%null%</text>
0662 <text id="31307">Intelligence required to cast this sorcery
0663 or incantation.
0664 Without sufficient intelligence, it cannot
0665 be used.</text>
0666 <text id="31308">Faith required to cast this sorcery
0667 or incantation.
0668 Without sufficient faith, it cannot
0669 be used.</text>
0670 <text id="31309">Arcane required to cast this sorcery
0671 or incantation.
0672 Without sufficient arcane, it cannot
0673 be used.</text>
0674 <text id="31310">The degree to which this armament's
0675 attacks scale with strength</text>
0676 <text id="31311">The degree to which this armament's
0677 attacks scale with dexterity</text>
0678 <text id="31312">The degree to which this armament's
0679 attacks scale with intelligence</text>
0680 <text id="31313">The degree to which this armament's
0681 attacks scale with faith</text>
0682 <text id="31314">The degree to which this armament's power
0683 or passive effects scale with strength</text>
0684 <text id="31315">The degree to which this armament's power
0685 or passive effects scale with dexterity</text>
0686 <text id="31316">The degree to which this armament's power
0687 or passive effects scale with intelligence</text>
0688 <text id="31317">The degree to which this armament's power
0689 or passive effects scale with faith</text>
0690 <text id="31318">The degree to which this armament's power
0691 or passive effects scale with arcane</text>
0692 <text id="31319">The degree to which this armament's
0693 attacks scale with arcane</text>
0694 <text id="31351">Weight of this equipment</text>
0695 <text id="31352">%null%</text>
0696 <text id="31353">%null%</text>
0697 <text id="31354">%null%</text>
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0701 <text id="31358">%null%</text>
0702 <text id="31359">%null%</text>
0703 <text id="31360">Type of item.
0704 Shows whether or not
0705 it will be consumed with use.</text>
0706 <text id="31500">This armament's innate effects</text>
0707 <text id="31511">Skill granted by these Ashes of War</text>
0708 <text id="31512">Armament types that these Ashes of War can
alter</text>
0709 <text id="31513">Affinity that these Ashes of War can grant.
0710 This can be expanded with whetblades.</text>
0711 <text id="32000">Number of runes required to buy</text>
0712 <text id="32001">Number of runes required to upgrade</text>
0713 <text id="32002">Number of runes required to grant</text>
0714 <text id="32003">%null%</text>
0715 <text id="32004">Number of runes required to receive power
0716 from remembrances</text>
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0743 <text id="40309">%null%</text>
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0753 <text id="40319">%null%</text>
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0755 <text id="40321">Restricted</text>
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0827 <text id="40371">Enable</text>
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0861 <text id="40423">High</text>
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0863 <text id="40440">On</text>
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0870 <text id="40505">Head</text>
0871 <text id="40506">Chest</text>
0872 <text id="40507">Hands</text>
0873 <text id="40508">Legs</text>
0874 <text id="40509">Talismans</text>
0875 <text id="40510">Sorceries/Incantations</text>
0876 <text id="40511">Arrows/Bolts</text>
0877 <text id="40512">Bolstering Materials</text>
0878 <text id="40513">Key Items</text>
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0884 <text id="40519">Ranged Weapons / Catalysts</text>
0885 <text id="40520">Ashes</text>
0886 <text id="40521">Sorceries</text>
0887 <text id="40522">Incantations</text>
0888 <text id="40523">Ashes of War</text>
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0773 <text id="40339">%null%/text>
0774 <text id="40340">Perform Matchmaking</text>
0775 <text id="40341">No Matchmaking</text>
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1176 <text id="62007">Sacred</text>
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1178 <text id="62009">Occult</text>
1179 <text id="62010">Cold</text>
1180 <text id="62011">Poison</text>
1181 <text id="62012">Blood</text>
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1183 hammers (small and piercing
1184 armaments excepted)</text>
1185 <text id="63001">Usable on medium and large
1186 piercing armaments</text>
1187 <text id="63002">Usable on swords, axes, and
1188 longhaft armaments (colossal
1189 weapons excepted)</text>
1190 <text id="63003">Usable on swords, axes, and
1191 hammers (small and medium
1192 swords excepted)</text>
1193 <text id="63004">Usable on piercing armaments
1194 (colossal weapons excepted)</text>
1195 <text id="63005">Usable on axes and hammers,
1196 as well as curved swords,
1197 greatswords, and reapers
1198 (colossal weapons excepted)</text>
1199 <text id="63006">Usable on slashing swords
1200 and longhaft armaments
1201 (colossal weapons excepted)</text>
1202 <text id="63007">Usable on large and colossal
1203 axes and hammers</text>
1204 <text id="63008">Usable on katana</text>
1205 <text id="63009">Usable on straight swords</text>
1206 <text id="63010">Usable on large and colossal
1207 piercing armaments, spears and
1208 double-edged swords</text>
1209 <text id="63011">Usable on small and medium
1210 swords (double-edged swords
1211 excepted)</text>
1212 <text id="63012">Usable on small and medium
1213 swords, hammers, axes, and
1214 longhaft weapons
1215 (great spears excepted)</text>
1216 <text id="63013">Usable on piercing longhaft
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1165 <text id="62009">Occult</text>
1166 <text id="62010">Cold</text>
1167 <text id="62011">Poison</text>
1168 <text id="62012">Blood</text>
1169 <text id="63000">Usable on swords, axes, and
1170 hammers (small armaments and
1171 thrusting swords excepted)</text>
1172 <text id="63001">Usable on medium and large armaments capable
1173 of thrusting</text>
1174 <text id="63002">Usable on swords, axes, and polearms
1175 (colossal weapons excepted)</text>
1176 <text id="63003">Usable on swords, axes, and
1177 hammers (small and medium
1178 swords excepted)</text>
1179 <text id="63004">Usable on armaments capable of thrusting
1180 (colossal weapons excepted)</text>
1181 <text id="63005">Usable on axes and hammers,
1182 as well as curved swords,
1183 greatswords, and reapers
1184 (colossal weapons excepted)</text>
1185 <text id="63006">Usable on swords and polearms capable of
1186 slashing (colossal weapons excepted)</text>
1187 <text id="63007">Usable on large and colossal
1188 axes and hammers</text>
1189 <text id="63008">Usable on katana</text>
1190 <text id="63009">Usable on straight swords</text>
1191 <text id="63010">Usable on large and colossal weapons capable
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1193 <text id="63011">Usable on small and medium swords
1194 (twinblades excepted)</text>
1195 <text id="63012">Usable on small and medium swords, axes, and
1196 hammers, as well as polearms and staves (great spears
1197 excepted)</text>
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1199 heavy thrusting swords, and twinblades</text>
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1201 hammers, and polearms (small and colossal weapons excepted)</
1202 text>
1203 <text id="63015">Usable on swords, axes, and polearms capable
1204 of slashing (colossal weapons and great spears excepted)</
1205 text>
1206 <text id="63016">Usable on polearms capable of thrusting and
1207 twinblades</text>
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```
1217 armaments, heavy thrusting
1218 swords, and double-edged
1219 swords</text>
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1221 hammers, axes, and longhaft
1222 armaments (small and
1223 colossal weapons excepted)</text>
1224 <text id="63015">Usable on slashing swords, axes,
1225 and longhaft weapons
1226 (Colossal weapons and great
1227 spears excepted)</text>
1228 <text id="63016">Usable on piercing longhaft
1229 armaments and double-
1230 edged swords</text>
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1232 <text id="63018">Usable on axes and hammers</text>
1233 <text id="63019">Usable on melee armaments
1234 (small armaments and whips
1235 excepted)</text>
1236 <text id="63020">Usable on swords (colossal
1237 weapons and double-edged
1238 swords excepted)</text>
1239 <text id="63021">Usable on swords, axes, and
1240 hammers</text>
1241 <text id="63022">Usable on swords (colossal
1242 weapons excepted)</text>
1243 <text id="63023">Usable on swords and axes
1244 (small and colossal axes
1245 excepted)</text>
1246 <text id="63024">Usable on longhaft armaments
1247 and double-edged swords</text>
1248 <text id="63025">Usable on longhaft armaments
1249 (heavy spears excepted)</text>
1250 <text id="63026">Usable on small and medium swords</text>
1251 <text id="63027">Usable on longhaft armaments
1252 and double-edged swords
1253 (heavy spears excepted)</text>
1254 <text id="63028">Usable on longhaft armaments
1255 (reapers excepted)</text>
1256 <text id="63029">Usable on small melee armaments
1257 and curved swords</text>
1258 <text id="63030">Usable on small and medium shields</text>
1259 <text id="63031">Usable on shields and torches</text>
1260 <text id="63032">Usable on greatbows</text>
1261 <text id="63033">Usable on light bows and longbows</text>
1262 <text id="63034">Usable on all bows</text>
1263 <text id="63035">Usable on greataxes, warhammers,
1264 and colossal weapons</text>
1265 <text id="63036">Usable on small and medium
1266 straight swords and thrusting
1267 swords</text>
1268 <text id="63037">Usable on swords as well as
1269 piercing longhaft armaments
1270 (colossal weapons excepted)</text>
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1272 (whips excepted)</text>
1273 <text id="63039">Usable on large and colossal
1274 swords, axes, and hammers</text>
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1276 (daggers, thrusting swords,
1277 and whips excepted)</text>
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1279 <text id="63042">Usable on all melee armaments</text>
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1281 <text id="63901">Usable on all thrusting weapons</text>
1282 <text id="63902">Usable on standard slashing weapons</text>
1283 <text id="63903">Usable on all melee weapons</text>
1284 <text id="63904">Usable on large melee weapons</text>
1285 <text id="63905">Usable on all swords</text>
1286 <text id="63906">Usable on all shields</text>
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1300 <text id="90002">Late Day</text>
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1303 <text id="90005">Late Night</text>
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1305 <text id="101001">Inventory</text>
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1201 <text id="63022">Usable on swords
1202 (colossal weapons excepted)</text>
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1204 (small and colossal axes excepted)</text>
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1207 (great spears excepted)</text>
1208 <text id="63026">Usable on small and medium swords</text>
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1210 (great spears excepted)</text>
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1212 (reapers excepted)</text>
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1215 <text id="63030">Usable on small and medium shields</text>
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1228 (whips excepted)</text>
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1232 (daggers, thrusting swords,
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1515 <text id="111111">Resolution</text>
1516 <text id="111112">Auto-Detect Best Rendering Settings</text>
1517 <text id="111113">Quality Settings</text>
1518 <text id="111114">Advanced Settings</text>
1519 <text id="111210">Texture Quality</text>
1520 <text id="111211">Antialiasing</text>
1521 <text id="111212">SSAO</text>
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1523 <text id="111214">Motion Blur</text>
1524 <text id="111215">Shadow Quality</text>
1525 <text id="111216">Lighting Quality</text>
1526 <text id="111217">Effects Quality</text>
1527 <text id="111218">Volumetric Quality</text>
1528 <text id="111219">Reflection Quality</text>
1529 <text id="111220">Water Surface Quality</text>
1530 <text id="111221">Shader Quality</text>
1531 <text id="111222">Ray Tracing Quality</text>
1532 <text id="111223">Global Illumination Quality</text>
1533 <text id="111224">Grass Quality</text>
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1535 <text id="121001">Group Password Setting</text>
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1537 <text id="121003">%null%</text>
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1395 <text id="110117">Master Volume</text>
1396 <text id="110118">Camera Auto Rotation</text>
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1398 <text id="110201">Adjust brightness until the image on the
right is barely visible</text>
1399 <text id="110202">Adjust brightness to your liking</text>
1400 <text id="110203">Adjust TV brightness to the highest
setting</text>
1401 <text id="110204">Adjust saturation to your liking</text>
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1450 <text id="111010">Device for On-Screen Prompts</text>
1451 <text id="111011">Show Tutorials</text>
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1483 <text id="111111">Resolution</text>
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1485 <text id="111113">Quality Settings</text>
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1494 <text id="111217">Effects Quality</text>
1495 <text id="111218">Volumetric Quality</text>
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1497 <text id="111220">Water Surface Quality</text>
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1500 <text id="111223">Global Illumination Quality</text>
1501 <text id="111224">Grass Quality</text>
1502 <text id="121000">Multiplayer Password Setting</text>
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1541 <text id="121007">%null%</text>
1542 <text id="121008">%null%</text>
1543 <text id="121009">%null%</text>
1544 <text id="121010">If you set a multiplayer password, you'll
1545 only be matched with other players using the
1546 same password for most multiplayer features.
1547 However, multiplayer passwords do not apply
1548 to invasion or support multiplayer.</text>
1549 <text id="121011">If you set a group password, you'll be more
1550 likely to see messages, summon signs,
1551 bloodstains, phantoms, and so on from others
1552 using the same password.
1553
1554 Elements given this special priority will
1555 appear differently from others.</text>
1556
1557 <text id="121100">With a Furlcalling Finger Remedy, you can
1558 see summon signs, which can be used to
1559 summon players from other worlds.
1560
1561 (Finger Remedies are consumed with use.)
1562
1563 There are various types of summon signs.
1564 Gold signs summon Furl'd Finger cooperators.
1565 Red signs summon duelist adversaries.
1566 (For either type of multiplayer, the
1567 summoning player becomes Host of Fingers.)</text>
1568
1569 <text id="121101">With a Furlcalling Finger Remedy, you can
1570 see summon signs, which can be used to
1571 summon players from other worlds.
1572 (Finger Remedies are consumed with use.)
1573
1574 There are various types of summon signs.
1575 Gold signs summon Furl'd Finger cooperators.
1576 Red signs summon duelist adversaries.
1577 (For either type of multiplayer, the
1578 summoning player becomes Host of Fingers.)</text>
1579
1580 <text id="121102">You can leave a gold summon sign to play
1581 cooperative multiplayer.
1582 This sign will appear in other players' worlds
1583 and allow them to summon you as a Furl'd Finger
1584 for cooperative multiplayer.
1585 Multiplayer begins once you are summoned.
1586 (Your objective will be to defeat the area boss.)
1587
1588 If you leave a second summon sign, the older sign
1589 will vanish.</text>
1590
1591 <text id="121103">You can leave a gold summon sign to play
1592 cooperative multiplayer.
1593 This sign will appear in other players' worlds
1594 and allow them to summon you as a Furl'd Finger
1595 for cooperative multiplayer.
1596 Multiplayer begins once you are summoned.
1597 (Your objective will be to defeat the area boss.)
1598
1599 If you leave a second summon sign, the older sign
1600 will vanish.</text>
1601
1602 <text id="121104">You can leave a red summon sign to play
1603 competitive multiplayer.
1604 This sign will appear in other players' worlds and allow them
1605 to summon you as a duelist adversary
1606 for competitive multiplayer.
1607 Multiplayer begins once you are summoned.
1608 (Your objective will be to defeat the Host of Fingers.)
1609
1610 If you leave a second summon sign, the older sign
1611 will vanish.</text>
1612
1613 <text id="121105">You can leave a red summon sign to play
1614 competitive multiplayer.
1615 This sign will appear in other players' worlds and allow them
1616 to summon you as a duelist adversary
1617 for competitive multiplayer.
1618 Multiplayer begins once you are summoned.
1619 (Your objective will be to defeat the Host of Fingers.)
1620
1621 If you leave a second summon sign, the older sign
1622 will vanish.</text>
1623
1624 <text id="121106">You can attempt to invade another player's
1625 world.
1626 If you successfully invade, invasion multiplayer
1627 will begin, with you as a Bloody Finger.
1628 (Your objective will be to defeat the Host of Fingers.)
1629
1630 During invasion multiplayer, Finger Phantoms can
1631 be used as items.
```

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1509 <text id="121007">%null%</text>
1510 <text id="121008">%null%</text>
1511 <text id="121009">%null%</text>
1512 <text id="121010">If you set a multiplayer password, you'll
1513 only be matched with other players using the same password
1514 for most multiplayer features.
1515
1516 However, multiplayer passwords do not apply to invasion or
1517 support multiplayer.</text>
1518 <text id="121011">If you set a group password, you'll be more
1519 likely to see messages, summon signs, bloodstains, phantoms,
1520 and so on from others using the same password.
1521
1522 Elements given this special priority will appear differently
1523 from others.</text>
1524 <text id="121100">With a Furlcalling Finger Remedy, you can
1525 see summon signs, which can be used to summon players from
1526 other worlds.
1527 (Finger Remedies are consumed with use.)
1528
1529 There are various types of summon signs.
1530 Gold signs summon Furl'd Finger cooperators.
1531 Red signs summon duelist adversaries.
1532 (For either type of multiplayer, the summoning player becomes
1533 Host of Fingers.)</text>
1534 <text id="121101">With a Furlcalling Finger Remedy, you can
1535 see summon signs, which can be used to summon players from
1536 other worlds.
1537 (Finger Remedies are consumed with use.)
1538
1539 There are various types of summon signs.
1540 Gold signs summon Furl'd Finger cooperators.
1541 Red signs summon duelist adversaries.
1542 (For either type of multiplayer, the summoning player becomes
1543 Host of Fingers.)</text>
1544 <text id="121102">You can leave a gold summon sign to play
1545 cooperative multiplayer.
1546 This sign will appear in other players' worlds and allow them
1547 to summon you as a Furl'd Finger for cooperative multiplayer.
1548 Multiplayer begins once you are summoned.
1549 (Your objective will be to defeat the area boss.)
1550
1551 If you leave a second summon sign, the older sign will
1552 vanish.</text>
1553 <text id="121103">You can leave a gold summon sign to play
1554 cooperative multiplayer.
1555 This sign will appear in other players' worlds and allow them
1556 to summon you as a Furl'd Finger for cooperative multiplayer.
1557 Multiplayer begins once you are summoned.
1558 (Your objective will be to defeat the area boss.)
1559
1560 If you leave a second summon sign, the older sign will
1561 vanish.</text>
1562 <text id="121104">You can leave a red summon sign to play
1563 competitive multiplayer.
1564 This sign will appear in other players' worlds and allow them
1565 to summon you as a duelist adversary for competitive
1566 multiplayer.
1567 Multiplayer begins once you are summoned.
1568 (Your objective will be to defeat the Host of Fingers.)
1569
1570 If you leave a second summon sign, the older sign will
1571 vanish.</text>
1572 <text id="121105">You can leave a red summon sign to play
1573 competitive multiplayer.
1574 This sign will appear in other players' worlds and allow them
1575 to summon you as a duelist adversary for competitive
1576 multiplayer.
1577 Multiplayer begins once you are summoned.
1578 (Your objective will be to defeat the Host of Fingers.)
1579
1580 If you leave a second summon sign, the older sign will
1581 vanish.</text>
1582 <text id="121106">Attempt to invade another player's world as
1583 a Bloody Finger.
1584 If you successfully invade, invasion multiplayer will begin.
1585 (Your objective will be to defeat the Host of Fingers.)
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1625 You can attempt to re-invade the world you
1626 previously invaded.
1627 (Finger Phantoms are consumed with use.)</text>
1628 <text id="121107">Cancel invasion of other world</text>
1629 <text id="121108">Choose a summoned player to
1630 send back to their own world.
1631
1632 This player will be removed
1633 from the multiplayer session.</text>
1634 <text id="121109">Removed from multiplayer session.
1635 Returning to own world.</text>
1636 <text id="121110">Beckons Bloody Fingers to come invade your
world.
1637
1638 This allows you to be invaded even without a
1639 Furl'd Finger cooperator present, and reduces the
1640 amount of time before re-invasion is possible.
1641
1642 It also allows for a second invader to join
1643 multiplayer. (With two invaders, the maximum
1644 number of cooperators becomes one.)</text>
1645 <text id="121111">Stop beckoning invaders to your world.</
text>
1646 <text id="121112">Puts you into a ready state to answer,
should
1647 someone in another world call for rescue.
1648 You will be summoned to their world as a hunter.
1649
1650 Multiplayer will begin once you are summoned.
1651 (Your objective will be to defeat invaders.)</text>
1652 <text id="121113">Stop accepting summons requests</text>
1653 <text id="121114">Allows you to automatically send out
requests for
1654 a hunter from another world to rescue you when
1655 you've been invaded by a Bloody Finger.
1656
1657 You can also use this after being invaded to
summon a hunter for help.
1658 (Summoning rescuers may not always be possible.)</text>
1659 <text id="121115">Cancel summons request</text>
1660 <text id="121116">Send a cooperative summon sign to a nearby
1661 summoning pool.
1662
1663 If you are summoned, you will be transported to
1664 that summoning pool's location in the host
1665 player's world and multiplayer will begin.
1666 (Your objective will be to help the host player
1667 defeat the area boss.)</text>
1668 <text id="121117">Remove cooperative sign from summoning
pool</text>
1669 <text id="121118">Send a competitive summon sign to a nearby
1670 summoning pool.
1671
1672 If you are summoned, you will be transported to
1673 that summoning pool's location in the host
1674 player's world and multiplayer will begin.
1675 (Your objective will be to defeat the Host of Fingers.)</
text>
1676 <text id="121119">Remove competitive sign from summoning
pool</text>
1677 <text id="121120">You can attempt to invade another player's
world
1678 as a Bloody Finger.
1679
1680 If you successfully invade, your Festering Bloody
1681 Finger will be spent and invasion multiplayer
1682 will begin. (Your objective will be to defeat the Host of
Fingers.)
1683
1684 During invasion multiplayer, Phantom Fingers can
1685 be used as items.
1686 You can attempt to re-invade the world you
1687 previously invaded.
1688 (Phantom Fingers are consumed with use.)</text>
1689 <text id="121121">Stop invading another world</text>
1690 <text id="121122">You can attempt to invade another player's
world
1691 as a recusant.
1692
1693 If you successfully invade, invasion multiplayer
1694 will begin. (Your objective will be to defeat the Host of
Fingers.)
1695
1696 During invasion multiplayer, Phantom Fingers can
1697 be used as items.
1698 You can attempt to re-invade the world you
1699 previously invaded.
1700 (Phantom Fingers are consumed with use.)</text>
1701 <text id="121123">Stop invading another world</text>
1702 <text id="122010">Furl'd Finger Rank</text>
1703 <text id="122011">1.0</text>
1704 <text id="122012">2.0</text>

1564 You can attempt another invasion of the same world by using a
Phantom Finger item. (These items are consumed upon use.)</
text>
1565
1566 <text id="121107">Cancel invasion of other world</text>
1567 <text id="121108">Choose a summoned player to
send back to their own world.
1568
1569 This player will be removed
1570 from the multiplayer session.</text>
1571 <text id="121109">Removed from multiplayer session.
1572 Returning to own world.</text>
1573 <text id="121110">Lures in invaders.
1574
1575 This allows your world to be invaded without any Furl'd
Finger cooperators present, and it also shortens the interval
between windows of opportunity for invasion.
1576
1577 Additionally, enables the arrival of a second invader to join
when a cooperator is present. (With two invaders, the maximum
number of cooperators becomes one.)</text>
1578 <text id="121111">Stop beckoning invaders to your world</
text>
1579
1580 <text id="121112">Puts you into a ready state to answer,
should
1581 someone in another world call for rescue.
1582 You will be summoned to their world as a hunter.
1583
1584 Multiplayer will begin once you are summoned.
1585 (Your objective will be to defeat invaders.)</text>
1586 <text id="121113">Stop accepting summons requests</text>
1587 <text id="121114">Allows you to automatically request for a
hunter from another world to come to your rescue when your
world is invaded.
1588
1589 You can also use this after being invaded to summon a hunter
for help.
1590
1591 (Summoning rescuers may not always be possible.)</text>
1592 <text id="121115">Cancel summons request</text>
1593 <text id="121116">Send a cooperative summon sign to several
summoning pools (activated pools only).
1594
1595 If you are summoned, you will be transported to that
summoning pool's location in the host player's world and
multiplayer will begin.
1596 (Your objective will be to help the host player defeat the
area boss.)</text>
1597 <text id="121117">Remove co-op summon sign from summoning
pool</text>
1598 <text id="121118">Send a competitive summon sign to several
summoning pools (activated pools only).
1599
1600 (Your objective will be to defeat the Host of Fingers.)</
text>
1601 <text id="121119">Remove hostile summon sign from summoning
pool</text>
1602 <text id="121120">Attempt to invade another player's world as
a Bloody Finger.
1603
1604 If you successfully invade, your Festering Bloody Finger will
be spent and invasion multiplayer will begin. (Your objective
will be to defeat the Host of Fingers.)
1605
1606 You can attempt another invasion of the same world by using a
Phantom Finger item. (These items are consumed upon use.)</
text>
1607
1608 <text id="121121">Stop invading another world</text>
1609 <text id="121122">Attempt to invade another player's world as
a recusant.
1610
1611 If you successfully invade, invasion multiplayer will begin.
(Your objective will be to defeat the Host of Fingers.)
1612
1613 You can attempt another invasion of the same world by using a
Phantom Finger item. (These items are consumed upon use.)</
text>
1614
1615 <text id="121123">Stop invading another world</text>
<text id="122010">Furl'd Finger Rank</text>
<text id="122011">1.0</text>
<text id="122012">2.0</text>

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1624 <text id="122021">1.0</text>
1625 <text id="122022">2.0</text>
1626 <text id="122023">3.0</text>
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1630 <text id="122027">%null%</text>
1631 <text id="122028">%null%</text>
1632 <text id="122029">%null%</text>
1633 <text id="122030">Bloody Finger Rank</text>
1634 <text id="122031">1.0</text>
1635 <text id="122032">2.0</text>
1636 <text id="122033">3.0</text>
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1638 <text id="122035">%null%</text>
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2955 <text id="331303">GREAT ENEMY FELLEDED</text>
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2959 <text id="331307">HOST VANQUISHED</text>
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Entertainment Inc. / ©2022 FromSoftware, Inc. </text>
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2997 <text id="401303">NEW GAME</text>
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3014 <text id="401320">App Ver.</text>
3015 <text id="401321">Server Ver.</text>
3016 <text id="401322">Calibrations Ver.</text>
3017 <text id="401400">INFORMATION</text>
3018 <text id="401401">There is no new information</text>
3019 <text id="401500">%null%</text>
3020 <text id="401501">%null%</text>
3021 <text id="401502">%null%</text>
3022 <text id="401503">%null%</text>
3023 <text id="401504">%null%</text>
3024 <text id="401505">%null%</text>
3025 <text id="401506">%null%</text>
3026 <text id="401507">%null%</text>
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3028 <text id="401509">%null%</text>
3029 <text id="401510">Accept</text>
3030 <text id="401511">Decline</text>
3031 <text id="401900">Network Test</text>
3032 <text id="401901">This game is still under development</text>
3033 <text id="401902">%null%</text>
3034 <text id="401903">%null%</text>
3035 <text id="401904">An internet connection is required to play
the Network Test</text>
3036 <text id="406000">LOAD GAME</text>
3037 <text id="406001">NEW GAME</text>
3038 <text id="502000">Send selected Furler Finger/duelist back
home</text>
```

```
2874 <text id="331205">MADNESS</text>
2875 <text id="331206">%null%</text>
2876 <text id="331207">DEATH BLIGHTED</text>
2877 <text id="331208">! WEAPON BROKEN !</text>
2878 <text id="331209">! ARMOR AT RISK !</text>
2879 <text id="331210">! ARMOR BROKEN !</text>
2880 <text id="331301">DEMIGOD FELLEDED</text>
2881 <text id="331302">LEGEND FELLEDED</text>
2882 <text id="331303">GREAT ENEMY FELLEDED</text>
2883 <text id="331304">ENEMY FELLEDED</text>
2884 <text id="331305">YOU DIED</text>
2885 <text id="331306">Enemy Defeated </text>
2886 <text id="331307">HOST VANQUISHED</text>
2887 <text id="331308">BLOODY FINGER VANQUISHED</text>
2888 <text id="331309">DUTY FULFILLED</text>
2889 <text id="331310">%null%</text>
2890 <text id="331311">LOST GRACE DISCOVERED</text>
2891 <text id="331312">%null%</text>
2892 <text id="331313">COMMENCE</text>
2893 <text id="331314">VICTORY</text>
2894 <text id="331315">STALEMATE</text>
2895 <text id="331316">DEFEAT</text>
2896 <text id="331317">MAP FOUND</text>
2897 <text id="331318">REDEEMER DIED</text>
2898 <text id="331319">%null%</text>
2899 <text id="331320">%null%</text>
2900 <text id="331321">GREAT RUNE RESTORED</text>
2901 <text id="331322">GOD SLAIN</text>
2902 <text id="331323">DUELIST VANQUISHED</text>
2903 <text id="331324">RECUSANT VANQUISHED</text>
2904 <text id="331325">INVADER VANQUISHED</text>
2905 <text id="331326">%null%</text>
2906 <text id="331327">%null%</text>
2907 <text id="331328">%null%</text>
2908 <text id="331329">%null%</text>
2909 <text id="331330">FURLED FINGER RANK ADVANCED</text>
2910 <text id="331331">FURLED FINGER RANK ADVANCED</text>
2911 <text id="331332">DUELIST RANK ADVANCED</text>
2912 <text id="331333">DUELIST RANK ADVANCED</text>
2913 <text id="331334">BLOODY FINGER RANK ADVANCED</text>
2914 <text id="331335">BLOODY FINGER RANK ADVANCED</text>
2915 <text id="331336">RECUSANT RANK ADVANCED</text>
2916 <text id="331337">RECUSANT RANK ADVANCED</text>
2917 <text id="331338">HUNTER RANK ADVANCED</text>
2918 <text id="331339">HUNTER RANK ADVANCED</text>
2919 <text id="400000"> </text>
2920 <text id="401001">©2022 BANDAI NAMCO Entertainment Inc. /
©2022 FromSoftware, Inc.</text>
2921 <text id="401002">ELDEN RING™ & ©2022 BANDAI NAMCO
Entertainment Inc. / ©2022 FromSoftware, Inc.</text>
2922 <text id="401100">™</text>
2923 <text id="401301">CONTINUE</text>
2924 <text id="401302">LOAD GAME</text>
2925 <text id="401303">NEW GAME</text>
2926 <text id="401304">SYSTEM</text>
2927 <text id="401305">INFORMATION</text>
2928 <text id="401306">LOG IN</text>
2929 <text id="401307">SWITCH PROFILE</text>
2930 <text id="401308">%null%</text>
2931 <text id="401309">QUIT GAME</text>
2932 <text id="401310">ONLINE</text>
2933 <text id="401311">OFFLINE</text>
2934 <text id="401312">PRE-ORDER</text>
2935 <text id="401313">CONVERT SAVE DATA</text>
2936 <text id="401314">%null%</text>
2937 <text id="401315">%null%</text>
2938 <text id="401316">%null%</text>
2939 <text id="401317">%null%</text>
2940 <text id="401318">%null%</text>
2941 <text id="401319">%null%</text>
2942 <text id="401320">App Ver.</text>
2943 <text id="401321">Server Ver.</text>
2944 <text id="401322">Calibrations Ver.</text>
2945 <text id="401400">INFORMATION</text>
2946 <text id="401401">There is no new information</text>
2947 <text id="401500">TERMS OF SERVICE FOR ONLINE SERVICES FOR
ELDEN RING</text>
2948 <text id="401501">%null%</text>
2949 <text id="401502">%null%</text>
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2952 <text id="401505">%null%</text>
2953 <text id="401506">%null%</text>
2954 <text id="401507">%null%</text>
2955 <text id="401508">%null%</text>
2956 <text id="401509">%null%</text>
2957 <text id="401510">Accept</text>
2958 <text id="401511">Decline</text>
2959 <text id="401900">Network Test</text>
2960 <text id="401901">This game is still under development</text>
2961 <text id="401902">%null%</text>
2962 <text id="401903">%null%</text>
2963 <text id="401904">An internet connection is required to play
the Network Test</text>
2964 <text id="406000">LOAD GAME</text>
2965 <text id="406001">NEW GAME</text>
2966 <text id="502000">Send selected player back home</text>
2967 <text id="506000">Colosseum</text>
2968 <text id="506100">Format</text>
2969 <text id="506101">Combat Format</text>
2970 <text id="506102">Number of Players</text>
2971 <text id="506103">Spirit Ashes</text>
2972 <text id="506104">Venue</text>
2973 <text id="506105">Colosseum Password</text>
2974 <text id="506106">Enter Combat</text>
2975 <text id="506107">Cancel</text>
2976 <text id="506108">Desired Team</text>
2977 <text id="506109">Restrictions</text>
2978 <text id="506120">
Duel</text>
2979 <text id="506121">United Combat /
Combat Ordeal</text>
2980 <text id="506122">Spirit Ashes
Allowed</text>
```

```
3039 </entries>
3040 </fmg>
3041
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```
2984 <text id="506200">Duel</text>
2985 <text id="506201">Combat Ordeal</text>
2986 <text id="506202">United Combat</text>
2987 <text id="506300">Any location</text>
2988 <text id="506301">Royal Colosseum</text>
2989 <text id="506302">Limgrave Colosseum</text>
2990 <text id="506303">Caelid Colosseum</text>
2991 <text id="506400">2 combatants</text>
2992 <text id="506401">4 combatants</text>
2993 <text id="506402">6 combatants</text>
2994 <text id="506403">Any number of combatants</text>
2995 <text id="506500">Prohibited</text>
2996 <text id="506501">Allowed</text>
2997 <text id="506600">No preference</text>
2998 <text id="506601">Team A</text>
2999 <text id="506602">Team B</text>
3000 <text id="506800">All players</text>
3001 <text id="506801">Allied team only</text>
3002 <text id="506900">Colosseum Password will be used to
matchmake members of both ally and enemy teams.</text>
3003 <text id="506901">Colosseum Password will be used to
matchmake members of allied team only. The enemy team will be
matchmade using a different password.</text>
3004 <text id="507000">Supreme Combatant: <?mvpName?></text>
3005 <text id="507100">Set Colosseum Password</text>
3006 </entries>
3007 </fmg>
3008
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