






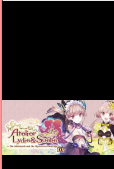






Atelier games on current platforms & Story Blurbs for each one!

This table is presented in each Subseries' in-game chronological story events order.

Subseries Name	Game Banner	Atelier Game Name	Story Blurb	Time Limits?
ARLAND		Atelier Rorona: The Alchemist of Arland (A11)	Your Atelier is on the verge of getting shut down by the kingdom thanks to your lazy master. As her apprentice, let Arland citizens know that Alchemy is still relevant!	YES Short-Term
		Atelier Totori: The Adventurer of Arland (A12)	You have a strong belief that your mom is out there, still alive. Become an adventurer, explore the world of Arland, and find hints about your mom!	YES Long-Term
		Atelier Meruru: The Apprentice of Arland (A13)	Your father challenges you to use alchemy to carry out your duties as the princess of Arls. Explore the Arls region and develop areas to prove that alchemy can solve anything!	YES Long-Term
		Atelier Lulus: The Scion of Arland (A20)	A book drops down on your head out of nowhere. Now, you're led to tackle tons of new knowledge about the world of Arland as Rorona's daughter!	NO
DUSK		Atelier Ayesha: The Alchemist of Dusk (A14)	You live in a secluded Atelier, living your days as an apothecary. As you visit your missing sister's grave, her figure shows up and gets spirited away as you attempt to communicate with her. A stranger who happens to witness what you saw gives advice that you must explore the world, study the Dusk phenomenon, and learn alchemy in order to save your sister.	YES Long-Term
		Atelier Escha & Logy: Alchemists of the Dusk Sky (A15)	You and your partner work for the town government in the R&D division. As you investigate ruins & complete assignments given to you by Central City, you start being curious about what lies inside the Unexplored Ruins. The Dusk phenomenon has been negatively affecting your town, and you believe that the Unexplored Ruins is related to it.	YES Short-Term
		Atelier Shallie: Alchemists of the Dusk Sea (A16)	Stellard is a former city that's known for its great water supply. However, the Dusk phenomenon has been growing stronger and there's now a case of water drought. Shallistera comes from Lugion Village, which has been experiencing water drought too and decided to unknowingly visit Stellard to ask for assistance regarding the water problem. Shallorte is a resident from Stellard, but has been at a loss on how to cure her mom and at the same time, become someone she could be proud of. Together, these two girls investigate the areas nearby Stellard and find the truth behind the Dusk phenomenon.	NO
MYSTERIOUS		Atelier Sophie: The Alchemist of the Mysterious Book (A17)	You have been running your late grandmother's Atelier and stumbled across a talking book that she's kept for a long time. This book claims that it has lost its memories—telling you that if you can come up with recipe ideas and jot it down in its pages, it might be able to not only remember its past but also be able to teach you how to reach the Library that can drastically improve your alchemy skills! Fulfill your curiosities beyond the book!	NO
		Atelier Sophie 2: The Alchemist of the Mysterious Dream (A23)	Your friend, Plachta has mentioned about a certain tree that appeared in her dream. You and Plachta travel to the place she's talking about. As you go near the tree, both of you are suddenly sucked inside like a vacuum! As you wake up, you find yourself in an entirely different world and meet new people that feel reminiscent to the friends you have in your own world... until you meet someone who has the same first and maiden name as your late grandmother! You also meet a younger Plachta, which leads to curiosities beyond the dream world you got sucked into! And the Plachta you traveled with? She's in this same dream world, only got separated from you and you're now filled with worry about where & how she is doing... because she's family to you.	NO
		Atelier Firis: The Alchemist and the Mysterious Journey (A18)	All your life, you've been living under a rock (literally speaking) and have always been curious about the world out there. At the same time... all your life, you've been told that the world out there is very dangerous and only those who are chosen are allowed to go out. Everything changes the moment unknown visitors introduce you to alchemy! You start to see how alchemy can help combat danger, how alchemy can help you survive, and how alchemy is fun! However, you're met with a trial to become a licensed alchemist in around a year. Get those recommendation letters, pass the alchemist licensure exam, and fulfill your curiosities beyond your journey to the expansive world!	Partial (it's 20% of the game)

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		Atelier Lydie & Suelle: The Alchemists and the Mysterious Paintings (A19)	You and your twin sister run your late mom & your dad's family Atelier. Ever since your mom passed away, you've been struggling to run your Atelier and save money, because your alchemist dad is strongly inept & selfish to take care of you two! He's always doing his hidden activity in the basement. One day, you two decide to sneak over there to try and get back at him. You encounter a painting that puts your mind at ease... until you two get transported together into that very same painting! You see materials that look great for synthesis and you jump off the painting to go home... only to get busted by the incompetent dad. You start to synthesize those materials you obtained and get curious about the other paintings like the one you went through! Meanwhile, the kingdom introduces the Atelier Ranking system. Those who meet requirements are able to investigate the mysterious paintings the kingdom has. Fulfill your curiosities beyond the paintings while you work your way up to improve your Atelier's rank!	Partial (only in 1 chapter)
20th Anniversary Entry: Nelke		Nelke & the Legendary Alchemists: Ateliers of the New World	You're an aristocrat who's graduated with top honors and have decided to develop the land of Westwald with the help of people from the world of the Salburg subseries to the world of the Mysterious subseries! Your job is not to be an alchemist, since you've failed many times to try to become one. However! Your main strength is town building & management, and that's where your story begins with the help of people like Marie, Sophie, Ayesha, Rorona, and more!	YES Short-Term
		Atelier Ryza: Ever Darkness & the Secret Hideout (A21)	A story about childhood friends who are on the verge of adulthood, trying to discover what really is important in life. You live your daily life in a monotonous manner, until you've sparked an idea to go on an adventure with your friends! You want something new, something fresh, something that sparks excitement! ...At the same time, you're looked down upon for being spontaneous. But! That never stopped yourself because as you came across the existence of alchemy, you see things around yourself as something worth taking a second look, something with brand new possibilities. Your enjoyment with alchemy isn't something that lasts forever; however, you still have to learn about the people around you, people close to you, and people who you were once close with. And soon, you'll realize new learnings about the ordinary world you're living in and what your ordinary life is really all about.	NO
SECRET		Atelier Ryza 2: Lost Legends & the Secret Fairy (A22)	3 years have passed, and you're pretty much living your life as an adult in Kurken Island. On a rainy night, Moritz barges into your room and entrusts you with a large piece gemstone that's been kept as ancient treasure by his family tree for years. He tells you to investigate what's up with it... and at the same time Tao sends you a letter to come over to the royal capital (because that's where he's currently studying). You end up getting through tons of culture shock moments because everything you see is fancier than anything Kurken Island had. You meet with old and new friends, stumble across relics that are related to the gemstone you're holding, and investigate ruins until you learn more about the lost legends within them.	NO
		Atelier Ryza 3: Alchemist of the End & the Secret Key (A24)	Set 1 year after the events of the previous game, you're pretty busy helping out people in Kurken Island and you've been struggling to get them to trust some of your solutions to their major problems! However, the focus immediately shifts towards the islands that appear out of nowhere in the west. You decide to contact everyone as soon as possible, and they immediately come in to help (and also makes a comment that you're such a magnet for all kinds of trouble, lol). Tons of recollection moments happen with your friends as you go to familiar places and tons of moments of squabbling happen too. In the meantime, you're hearing voices in your head and created a recipe to a "key" that holds unknown powers. You start to find hints regarding both the unknown islands and the unknown key and at the same time go through different regions to learn more about the world you're living in. Adventuring isn't the only thing you'll be doing because you will have moments with your parents since they are worried about yourself, too. Finding your purpose outside of being an alchemist is a grand finale to this final summer.	NO
25th Anniversary Entry: Salburg 1 Remake		Atelier Marie Remake: The Alchemist of Salburg	YOUR GRADES ARE SO ABYSMAL THAT YOUR PROFESSOR HAD ENOUGH PITY TO PUT YOURSELF IN A SPECIFIC EXAM!! Give her a passable item in 5 years, ok? Unless you want to face her wrath, then sure why not? :D	Player's choice if they want it turned on or not
RESLERI		Atelier Resleriana: Forgotten Alchemy and the Polar Night Liberator	Alchemy has been forgotten for a century & half now. Resna, a budding alchemist, wishes to spark and spread the forgotten art of alchemy to the world. Valeria, a young lady with amnesia, wishes to know who she really was, who her parents are, and her purpose... both of them aim to reach "The World's End", which is said to be where the source of the miracle lies. Their story is filled with fun, lighthearted intimate moments, and at the same time with moments dealing with conflict and drama. Finally, after so many years of its absence: Highly active & present antagonist factions have returned in the writing for Atelier.	NO

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