http://www.replacementdocs.com

SQUARE ENIX

WARNING: READ BEFORE USING YOUR PLAYSTATION*2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

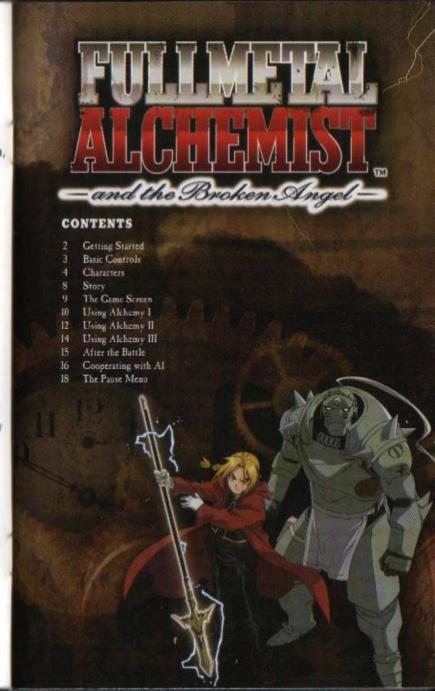
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- . Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
 Never use solvents or abrasive cleaners.



MEMORY CARD slot 2
MEMORY CARD slot 1

Clisc tray
RESET button

USB connector

controller port 1

controller port 2

* Nate: *Nuter illustration may not match all
PlayStation 2 conecite typea. For owners of
SCPH-70000 series PlayStation 2 systems, refer
to the setup instructions supplied with your system.

Set up your PlayStation 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the FULLMETAL ALCHEMIST™ and the Broken Angel disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers to the controller ports. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING THE GAME



New Game

Select this to start a new game. A brief introduction to the Fullmetal Alchemist story will play, followed by the introductory animation.

Load Game

Select this to continue the game from where you left off. You can load game data from a memory card (SMB) (for PlayStation*2).

Gallery



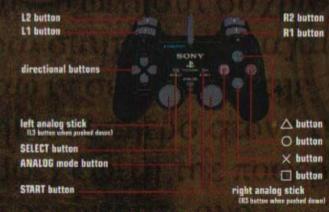
Select this to view unlocked illustrations and movies from a save file on a memory card (SMB) (for PlayStation*2). You must clear the game once and start playing a second time in order to collect graphic and movie materials during the game.

Options



Select this to make changes to your gameplay settings.

- · Text Speed Set the text speed to Slow, Medium, or Fast.
- · Vibration Turn the vibration function On or Off.
- · Sound Set the sound environment to either Stereo or Mono.
- · Reset Defaults Reset all settings to default settings.
- EXIT Return to the title screen.



DUALSHOCK*2 ANALOG CONTROLLER CONFIGURATIONS

This software can only be used with the DUALSHOCK 2 analog controller. This section explains controller components and basic controls. Controls will vary depending on whether you are in fields/towns/dungeous, battle, or the Pause menu. Please see details below.

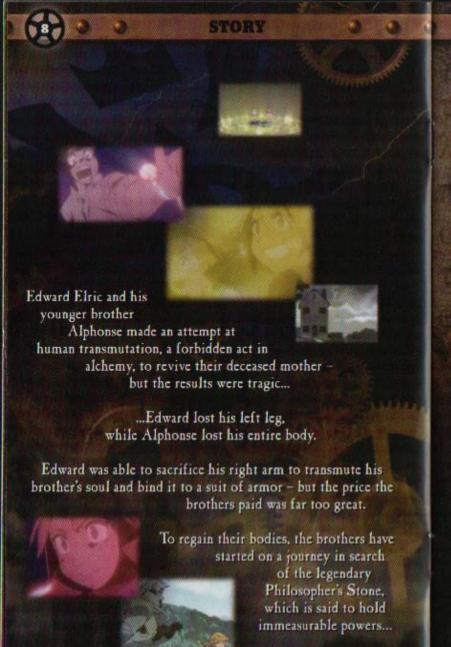
- The vibration function can be turned On or Off by selecting "Config" from the Pause menu.

left analog stick	Move / Climb ladders / Control large weapons / Select menu option	
START button	Start game / Pause game / Skip movie	
right analog stick	Move camero angle	
R2 button	Dodge moves (Left broken trick + R2 button = Perform dedge in specified direction) • Dodge moves include howard rolls and booklips, which very in timing and movement classroe.	
R1 button	Issue commands to Al	
(a) british	Equip / One weapon / Clints on or dismosts large weapon	
• butter	Striking intured / 1 10 + 10 + 10 corrected combo returned. • Press (1) at the end of a combo with a certain timing to create a powerful Accu-Strikin	
⊕ button	Transmute a Rockblocker Idefansivel / Transmute a Stonespike (offansivel / Cancel	
o button	Jump / Breakfall / Confirm	

The controller must be connected to controller port I. This game may be incompatible with controllers other than the DUALSHOCK*2 analog controller.











- Character Display Ed's facial expression changes as his HP decreases, while Al starts flashing red as his HP decreases.
- 2 HP Gauge. This gauge indicates Ed's HP. HP decreases when damage is received.
- 3. Frenzy Gange This blue gange charges with every attack on your enemies. When the gange becomes full, the HP gange will start shining in rainbow colors to indicate that a Fighting Frenzy has been activated. While in a Fighting Frenzy, your ATK increases, and you gain more EXP points.
- 4. Alchemy Gauge You can transmute indjects while the gauge is blue or pink.
- 5. Special Attacks Stock | Icons of Al's face indicate your stock of special attacks.
- 6. Map You can check your current location on the map. Press the L2 button to toggle between a zoomed in map, a map of the entire area, and no map. Red indicates Ed's location: blue indicates Al's location. White dots indicate enemies, yellow stars indicate Save Points, ladders are shown in brown, and the door or area you entered from is indicated by "IN."

SAVE POINTS



Enter a Save Point (inside the shining circle) and press the ® or ® hutton to save your game and/or recover your health. You will need a memory card (SMB) (for PlayStation 2) with at least 226KB of free space to save your game.

GAME OVER



Your game is over when Ed's HP reaches zero.

USE THE @ BUTTON FOR ALCHEMY!

The

button charges the Alchemy Gauge on the bottom left of the screen. The Alchemy Gauge may give you a choice of transmutations.

TRANSMUTE ROCKBLOCKERS AND STONESPIKES

Press the @ button to transmute a Rockblocker for defense; hold the @ button and release to transmute a Stonespike for offense.



Rockblockers can shield you from enemy attacks!



Use the Rockblockers to reach higher areas!

Pressing the Solution in an area where there are no transmutable objects will transmute a Rockblocker from the ground. Rockblockers can be used to shield you from enemy attacks. You can also jump on top of a Rockblocker (or push the left analog stick in the direction of a Rockblocker) to use it as a foothold for accessing higher areas. In the beginning, you will only be able to transmute one Rockblocker at a time - the first one will crumble as you make a second one. As Ed levels up, you will gain the ability to make up to three Rockblockers at a time.

Charge the Alchemy Gauge to...



Hold the @ button to charge the Alchemy Gauge, then release to transmute a Stonespike, which will damage nearby enemies. Stonespikes are transmuted from the ground where there are no transmutable objects. Stonespikes disappear immediately after they are transmuted. As Ed levels up, you will be able to transmute larger and more powerful Stonespikes.

Attack with Stonespikes!



TRANSMUTE WEAPONS FROM OBJECTS



When you hold down the **®** button to charge the Alchemy Gauge, you will see shining Alchemy Circles around objects that you can transmute. Appearing above every transmutable object are icons of the items into which the object may be transmuted. Some objects will show two icons, from which you can choose only one to transmute.



Charge the Alchemy Gauge and release the button while inside the circle to use alchemy.

TRANSMUTATIONS WITHIN THE STORY



Besides transmuring objects into useful items, alchemy must be used at certain points - such as transforming an old train into a cannon to progress the story.

WEAPONS FOR ED, AL, OR BOTH

When you press the ® hutton, you will see colored icons above the Alchemy Circles; these icons indicate the types of items that can be transmuted from the objects. Select your weapon according to these icons.







Rud leum: Weapons for Ed



· Blue Icons: Weapons for Al



- Green Icons: Weapons for Both

EQUIP / DROP WEAPONS WITH THE @ BUTTON



Remaining ammunition

You can equip or drop transmuted weapons (or climb on or dismount large weapons) with the button. Use the button to attack with your weapon. You can also reload large weapons with amountion if you have picked up Reloader items. Some weapons can only be used a limited usumber of times.

ALCHEMY PROVIDES AN INEXHAUSTIBLE WEAPON SUPPLY

Transmitted items can be categorized into equipped weapons, large weapons, and special transmittations.



Equipped Weapons

Transmute objects into lances and swords to power up your striking attacks. Weapons enable combo attacks with Stonespikes. Equip and drop weapons with the & button. Use your weapons and abilities wisely in battle.



Transmute a dagger.



Slash away with the sword!



Fight with powerful combo attacks!



Attack with a torch.



Large Weapons

Large weapons such as cannons and crossbows cannot be carried with you, but pack awasome firepower. Climb on them and fire away to deal serious damage to enemies!

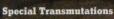


Make a cannon...but be careful not to shoot Al!



Use the crossbow to defeat airborne enemies.





Other transmuted items might not be used as weapons, but will help you in battle nonetheless.



Dummies can draw enemies' attention away from you.



Build bridges and stairways!

MULTIPLE TRANSMUTATIONS

Some transmuted weapons can be transmuted a second time into another weapon. You can also add elements that you may have collected, such as fire and lightning, to a transmuted weapon. Each element can enhance a weapon one time before being expended. Note that an enhanced weapon may only be used a limited number of times.





CHECK ITEMS IN THE PAUSE MENU

Items you collect may be used, discarded, and sorted through the Pause menu. Press the START button to bring up the Pause menu (p. 18 - 19).





BONUS POINTS AWARDED AS YOU LEVEL UP

As you accumulate bonus points, you can freely allocate them to extend any of Ed's, or Al's, attributes. Press the START button and use the Pause menu to allocate bonus points. (see p.19)





STATUS ABNORMALITIES

Some enemy attacks may leave you paralyzed, poisoned, unable to equip weapons, or unable to use alchemy.



Parelysis - You are unable to move for a while. Use the "Relax-Herb" to negate paralysis.

Posson - You are slowly robbed of your HP. Use the "Detox-Herb" to cure poison.

Unable to Equip Weapons - Use the "Equip-Herb" to cancel the effect.

Unable to Use Alchemy - Use the "ALC-Herb" to cancel the effect.

STAGE RESULT SCREEN

When you successfully defeat a boss, the results of the boss fight are displayed.



	The elapsed time of the
	boss fight.
	The highest number of hits
	achieved in a combo attack.
	A ranking of S. A. B. or C
	based on your performance.
	Can be allocated through th
	D

ONUS FIEM Items obtained from winning the boss fight.



COOPERATING WITH AL 🍛

COOPERATING WITH AL

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MAKE COLLABORATIVE ATTACKS WITH AL!

Use the RI button to call Al over to you, or have him tackle an enemy. Als tackles can even be used in conjunction with your combo strikes.



CALL: When Al is far away, press the Rl button to call Al over to you.



TACKLE: When Al is near you, press the Rl button to have him tackle enemies. If an enemy is in front of Al, he will tackle that enemy; if not, he will tackle in the direction Ed is facing.



GUARD: Hold down the Rl button to have Al guard you from enemy attacks.



The command displayed above the gauges on the screen's lower left, such as RI = TACKLE, indicates the command you are able to give to AI.

TO EQUIP AL

When Ed is near a weapon for Al or for both, you can press the Rl button to command Al to use that weapon. This will be indicated by a display of the command Rl = USE. Al's weapons can only be used a limited number of times; after they are used up, they vanish.



Command Al to use a weapon...



Al is now equipped!

SPECIAL ATTACKS

Join forces with Al for a powerful special attack.





* Special attacks can only be used a limited number of times. Your stock of special attacks will increase as Al attacks a certain number of enemies. You can have up to three in stock, but the stock will vanish if Al is KO'd.

FIGHTING FRENZY

The blue Frenzy Gauge charges with every attack by Ed and Al. When the gauge becomes full, the HP gauge will start to shine in rainbow colors, indicating that a Fighting Frenzy has been activated. While in a Fighting Frenzy, your ATK increases, and you gain more EXP points. The Fighting Frenzy ends when Ed falls to the ground, when Al's HP reaches zero, or when a Save Point is used.





WHEN AL'S HP REACHES ZERO



If Al is KO'd, Ed can transmute him back to consciousness. Al can also wake up by himself after a certain length of time.



The Pause menu allows you to use items, equip accessories, check your status, allocate bonus points, and configure gameplay settings.

ITEMS



Use - You can use the items you have accumulated during the course of the game. Select the item you want to use, choose either Ed or Al, and press the ⊗ button to confirm.

Discard. - Select the items you want to discard, then decide how many of the items to discard. Press "Yes" to confirm.

or - You can sort your items by type.

ACCESSORIES



Equip/Remove/Sort - Select Equip or Remove, choose either Ed or Al, and select the accessory to equip or remove. You can also sort the accessories by type.

STATUS



You can check the status of both Ed and Al.

BONUS POINTS

Tailor your strengths by allocating points!



Bonus Points are earned whenever Ed levels up; they can be distributed to both Ed and Al.

- 1. Select either Ed or Al.
- 2. Select the attribute you want to enhance. Allocate the desired number of points using the directional buttons, then press the & button.
- 3. Select "Yes" to confirm your bonus point allocation.





CONFIG

You can change button assignments as well as gameplay settings.



Burton Assign... Change controller settings.

Text Speed..... Set the text speed to Slow, Medium, or Fast.

Vibration Turn the vibration function On or Off.

Sound Set the sound environment to either Stereo or Mono.

Reset Defaults... Reset all settings to default settings.