

GO! SUDOKU

DO YOU SUDOKU?

Get your Sudoku fix wherever and whenever you want with **GO! SUDOKU** – the addictive puzzle game that's taking the world by storm.



sumo

ASTONISHIA STORY™



UBISOFT

EVERYONE
E
 Visit www.esrb.org
 for updated rating
 information.
 Game Experience May Change
 During Online Play.

EVERYONE 10+
E
10+
 CONTENT RATED BY
 ESRB

sonnori
 FOR FUN FOR NEW FOR YOU

UBISOFT



Ubisoft, Inc. • 625 Third St. • San Francisco, CA 94107

GO! SUDOKU © 2005-2006 Sony Computer Entertainment Europe. Published and distributed by Ubisoft Entertainment under license from Sony Computer Entertainment Europe. Developed by Sumo Digital. All rights reserved. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. "PSP" is a trademark and "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately).

The ratings icon is a trademark of the Entertainment Software Association. Manufactured and printed in the U.S.A.

www.ubi.com/gosudoku

332985-MNL

FREE
2-DAY SHIPPING!

Buy online and avoid the lines with **FREE 2-day shipping** from the Ubisoft Store. Enter **2DAYFREE** at checkout! Spend your time playing this game, while we deliver the next one, shipped **FREE!**

*To redeem this coupon, go to <http://store.ubi.com> and enter Coupon Code 2DAYFREE at checkout. Offer expires September 30, 2006. Offer applies to your next purchase at the Ubisoft Store. Products subject to availability. May not be combined with any other promotional offers or discounts, applied to previous orders, substituted, exchanged, sold, or redeemed for cash or other goods or services. Limit one per customer. Offer valid on orders with U.S. shipping destinations only. Offer only available at <http://store.ubi.com>. Sony Computer Entertainment America takes no responsibility for this offer.

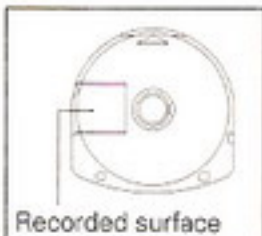
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP™ (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

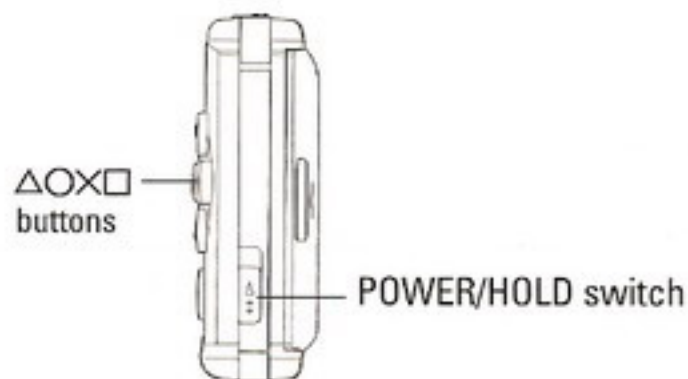
"PlayStation" and the "PS" Family logo are registered trademarks and "PSP" and "UMD" are trademarks of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.

CONTENTS

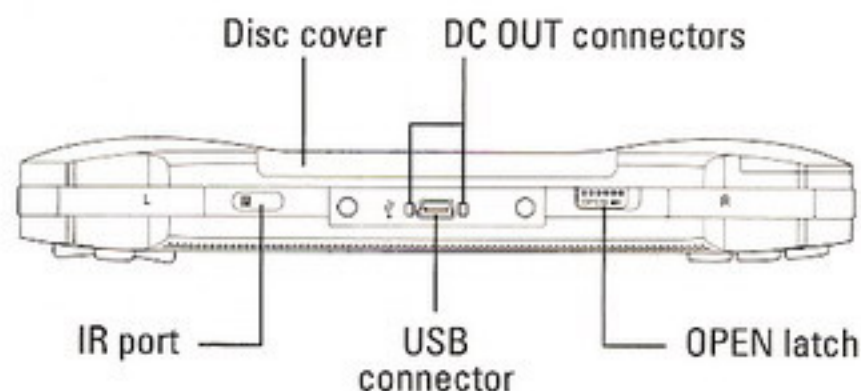
Getting Started	2
Starting Up	3
Introduction	4
Main Menu	5
Playing the Game	5
Characters	8
Stores	10
Monster Tribes	10
Magic	11
Magic Spells	12
Skills	14
Equipment and Items	15
Technical Support	20
Warranty	inside back cover

GETTING STARTED

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the Astonishia Story® UMD™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the \times button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

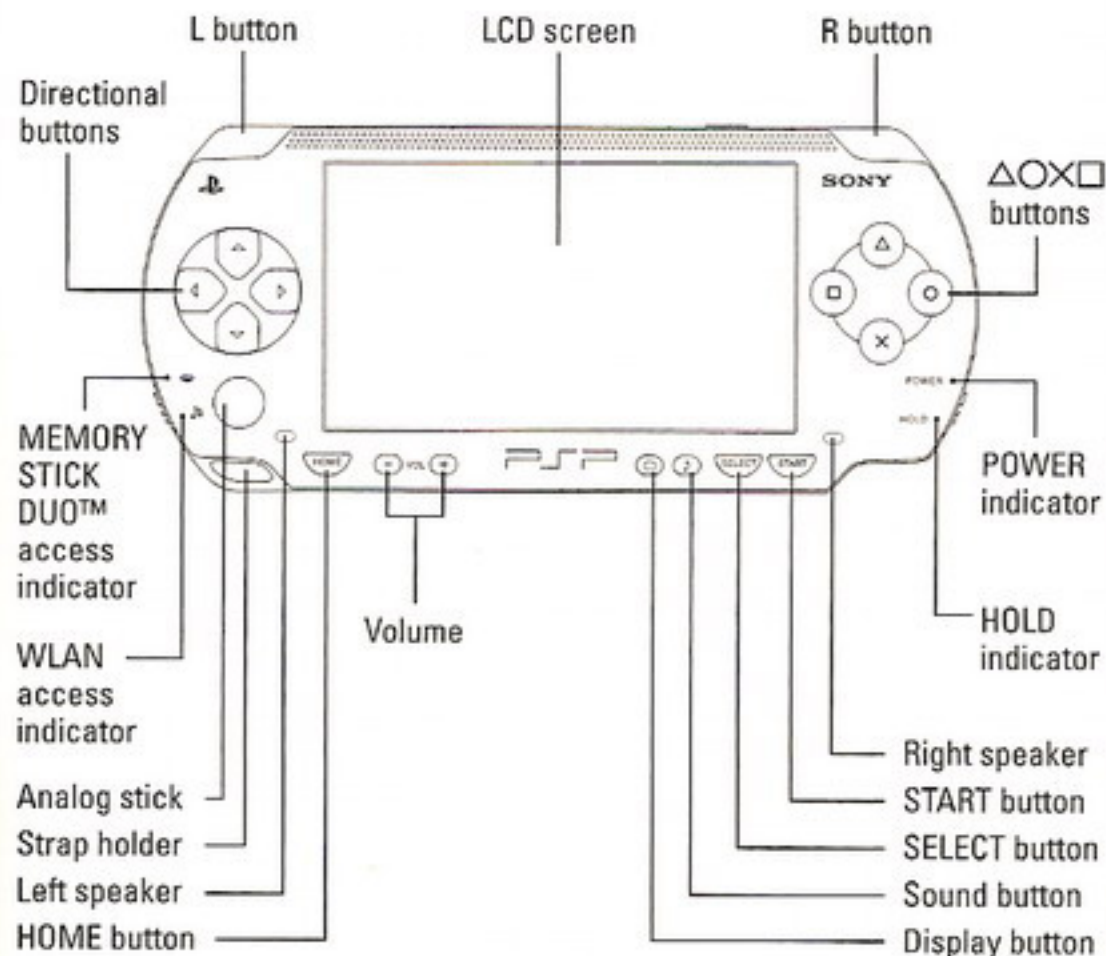
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP™. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP™ (PlayStation®Portable) system configuration



CONTROLLER BUTTON ICONS

- Directional buttons and analog stick: Move character/Menu navigation
- START button and \triangle button: Bring up menu/Exit menu
- \times button: Character action/Menu accept
- \circ button: Cancel

INTRODUCTION

IN THE BEGINNING...

Before the creation of the land called Sylvenia, there was only the red sea. Then a light shone on Sylvenia. It shook roughly and gave birth to the lands, which were divided into four continents. Five gods appeared, named Ersenne, Sylveroa, Ilkyra, Moduzainen, and Relka. They took the light shining on Sylvenia, and put it in the sky, where it became the sun. The gods named the four continents Ashiria, Valancia, Esirema, and Ionnorth. Ersenne blessed the land, Sylveroa gifted it with life, Ilkyra established the laws, Moduzainen distributed knowledge, and Relka observed it all. *Astonishia...*

THE LATEIN EMPIRE

This history of this empire, on the continent of Ashiria, is neither so long nor short. In its 92nd year, Emperor Utopoleon announced that commerce would be the best means to strengthen the military and the economy, and measures for the promotion of industry were founded. From that point, the Latein Empire changed rapidly. Flourishing commerce meant that money was flowing, and the comings and goings of merchants brought information from every continent. Soon the Latein Empire became the most powerful on the continent, in both trade and military might.

However, the empire neglected one thing – free trade allowed the influence of other cultures to flow in without any limitation. Over time, the Latein Empire lost much of its own culture, but took on aspects of other cultures throughout Ashiria. In addition, the territory was divided into seven states for the sake of administrative convenience.

PROLOGUE

Lloyd, a knight from the Latein Palmira state, and his commander Lance are bringing back the treasure of the royal family – the Staff of Cainan. As they return, they are attacked by Francis, a knight from Ferarin. Lance and his platoon are ambushed and wiped out, and Lloyd collapses. When he awakes, he takes off alone to find the staff. The Griffon seal on Francis' cape is his only clue, and his journey begins...

MAIN MENU

After the opening animation, press the START button, to get to the Main Menu. There you will see the following options:

- **New:** Start a game from the beginning.
- **Load:** Continue a game from where you last saved.

PLAYING THE GAME

FIELD AND GAME SCENE CONTROLS

Field Scene

The field of *Astonishia Story* is large and includes the whole state of Rudelburg, the territory of Abur, and part of the deserted Barrens in the Latein Empire. In the field, you can go into a village, a forest, or a dungeon. If you encounter an enemy, a battle will start. Also, you will occasionally find valuable items in the field.

Battle Scene

In the battles of *Astonishia Story*, attributes can have numerous variables. Attributes are given not only to characters, but also to weapons, geography, and magic. Since these attributes are correlated, you can easily lead the battle if you use them wisely. Please refer to the later sections of this manual for a detailed description of attributes.

Village Scene

Talking to the people in a village is indeed the fastest way to find clues to solve a very difficult, tricky case. Also, since there are items in a village and in several places inside houses, you can enjoy the game more by looking around these places.

Dungeon Scene

The monsters in a dungeon are far stronger than the monsters on land. Furthermore, since the dungeon is full of monsters you do not see on land, you always have to be careful when you fight in the dungeon. Also, the dungeon is so dark that you cannot see the monsters. Nonetheless, many adventurers enter the dungeon and risk their lives to find valuable items often hidden inside.

COMMAND RING AND FIELD MENUS

Push the **△** button to access the Command Ring menus in the field. Field menus include:

- Status and Equipment
- Use Item or Skill/Magic
- System

Status and Equipment

In this menu, you can check a character's current status and get information on his or her equipment and the party's money. You can also see what characters are in your party.

If you choose to swap out a piece of equipment, a window of available options pops up. Just choose the one you want and you will be returned to the previous menu.

Character Status

HP	Character's health level
MP	Character's mana level
EXP	Experiences remaining before the next level
Agility	Level of quickness in battle
Movement	How much distance the character can cover in one turn
Skill	Effectiveness when striking an enemy
Attack	Level of damage to enemies
Attribute	Character's native attribute
Defense	Defense against enemy attacks

Item Usage

In the Tool Usage window, you choose a character and then an item you want him or her to use. When you move your cursor over an item, its name and effect are displayed.

Skill/Magic Usage

Choose a character, the type of magic you want him or her to use, and the character the magic will be performed on. However, in the field, you can only use the magic of the restoration world.

System

Use this menu to save a game, and to retrieve and delete saved data. Examples of saved game data include the current location, total playing time, money in possession, and information about the party. You can also control background music and sound effects through this menu, and return to the title screen.

BATTLE MENUS

Push the **⊗** button to access the Battle menus:

- Status
- Item
- Skill/Magic
- Attack
- Move
- Run
- End

Status

You get enemy data in this menu, but only if you have previously fought the same monster of the same level. If your condition becomes abnormal, you can also see the current state of abnormality in this window.

Item Usage

There are two types of items in battle: restoration items (used by allies) and combat items (used against enemies). There are no permanent items; they all get consumed when you use them.

Skill/Magic Usage

Choose a character, the type of magic you want him or her to use, and the character or location that the magic will be performed on. If it is limited magic, the range of effects will appear when you choose a target.

Battle Results

Here you will see various scores from the battle, including:

- Total battle experience points
- Personal points
- Items gained
- Gelder gained

At the end of the battle, the "Best Fighter" symbol appears on the character who dealt the most damage. That character will gain extra experience points.

A TUTORIAL ON ATTRIBUTES

Attributes are divided into two groups. An arrow will point to the dominant attribute.

Damage Example: Against a character with Blaze World attribute

Vacuum World	50%
Blaze World	30%
Ice World	150%
Lightning World	Standard
Restoration, Transformation, or Spirit World	Standard

- Damage inflicted by Blaze World magic (the same magic) or weapon is only 30% of standard damage.

- Damage to the Blaze World attribute by the weaker magic or weapon of the Vacuum World is 50% of standard damage.

- Damage to the Blaze World by the stronger magic or weapon of the Ice World is 150% of standard damage.

- Standard damage is caused by the Lightning World.

- Damage inflicted by the magic or weapon of the Restoration, Transformation, or Spirit World causes standard damage.

The values above can also be applied to probability (the probability that something will succeed becomes one-half, 1.5 times, etc.)

Ability Example: Using a weapon or magic against an opponent with the same attributes.

- Probability of a successful hit is decreased by half.

- Damage to weapon is increased by 1.2 times.

Geography Example: If a character has Blaze World attribute

- If the land's attribute is the same as the character's, the inherent striking power of that character increases by 1.5 times.

- If the geographical attribute is the Ice World, the inherent striking power of that character decreases by 1.5 times.

CHARACTERS

LLOYD

Age: 24 **Class:** Knight

Lloyd has been promoted rapidly at an early age and is the vice-commander of the Palmira 5th Infantry. He is very proud of his title and ability. He is not good at controlling his emotions, though.

YLENNE

Age: 22 **Class:** Apprentice Wizard

The granddaughter of Lezail, Ylenne is one of the Eight Counselors in Astonishia. Lloyd saves her when she is abducted by the bandit Karof. While bold and immature, she is kind and understanding.

RUDOUG

Age: 25 **Class:** Monk

Rudoug is Carrahan's best pupil, the polite warrior with a strong sense of justice and loyalty. He is shy and not a man of the world.

RENDALF

Age: 180 **Class:** Merchant-Warrior

A veteran general who has been through many battles, Rendalf is now a merchant. Unlike other dwarves, he does not get angry easily and judges things objectively. However,

his bitter remarks show that he is surely from a dwarf tribe.

LEZAIL

Age: 135 **Class:** Wizard

Since childhood, he has demonstrated great intelligence and outstanding magical ability. At the age of 30, he was called the Prominent Sorcerer and now is one of the eight nestors in Astonishia. He has a staff called Vichrec, which is made of wood hit by a thunderbolt.

AKRA

Age: Unknown **Class:** Magic Monk

Akra dislikes those who discriminate against the other tribes. She acts bitter and cold, but is in fact warmhearted and shy.

JENAS

Age: 118 **Class:** Archer

Jenas is the last survivor of Halken Village, the guardian village of Gaurenberg, where Lloyd stopped in the middle of the military expedition for Ferarin. Jenas is the only one who can speak the archaism of the ancient Elf Empire.

HATAIK

Age: 12 **Class:** Fighter

As the first son of Abur tribe elder Klaff, Hataik is the legitimate heir of the Asakan blood. He inherited the Asakan family's sword of honor, "Galangan." Bold and clever, he never believes others are superior to him.

FRANCIS

Age: 126 **Class:** Knight

Francis, an illegitimate child of King Kaiathas, obtains one of the five legendary swords, "Flame Striker" (Sharkin), while wandering. Afterward, everything gets twisted as he encounters Lezail, helps him solve the case of Ferarin's life-tree, and falls in love with Brimhild, the queen of Ferarin.

BRIMHILD

Age: 280 **Class:** Queen-Wizard

The only daughter of the king of Ferarin, Brimhild has seen her land endure harassment from neighboring counties. She has a clear head and astonishing beauty. Over the years, she has accumulated much knowledge.

HERZO

Age: 232 **Class:** Knight

A fighter, she has a strong sense of responsibility and devotion. With Akra, she leads Ferarin's regular army.

PATTON

Age: 40 **Class:** Fighter

To supplement the regular army, Queen Brimhild hires Patton as the chief of the mercenary troops. He is a mean and vulgar character who does whatever it takes to achieve his ends. His merciless plunder and reckless strategy cause numerous conflicts with Herzo from the regular army.

DRYDEN

Age: Unknown

Class: Unknown

He is the most mysterious figure in Astonishia's history. Few people, including the Eight Counselors, know his identity.

STORES

WEAPONS SHOP

Purchase weapons, armor, and shields for battle.

ITEMS SHOP

Purchase food, medicine, and so on. Once in a while, a valuable magic item will be available here.

INN

This is the place where travelers stop to rest. You can recover from the exhausting journey here.

STORE MENU

The basic store menu has the following options:

- Buy
- Sell
- Exit

Buy

When you purchase something in a store, signs above the character's head will tell you whether you can give the item to that character and whether what you have chosen is better or worse than what the character already has. You should check these signs before your purchase.

Sell

In the store, you can sell the items you currently have – although at a much cheaper price than you bought them for. Event items and items currently in use cannot be sold.

MONSTER TRIBES

GAROLIN

The whole consists of many small tribes scattered throughout the continent of Ashiria, and their life forces are amazingly strong. There is also a country established by about 10 large tribes.

ELF

The tribe harmonizes with nature. But tribal wars that plunged the entire continent into chaos have put elves on extremely bad terms with humans.

BANDIT

Bandits show up everywhere as corruption and weakened security plague the Latein Empire.

LEACH

In the past, they were powerful sorcerers, but exchanged their lives for the forbidden immortal magic. Although they succeeded in acquiring that magic, most of them lost their spirits and became like the dead floating around in the highest heavens.

HILLGIANT

They are one of the formerly giant tribes that are almost extinct now. They usually retire to hermitage in the high mountains. They are so violent and selfish that they cannot bear others entering their territory.

CRAWLER

No information found.

MAGIC

(Excerpted from *The Whole Understanding of Magic*, written by Hemeinbellnue Van Muro, sorcerer to the king of the Holy Empire Anria, head of the general meeting of mage guilds, and later called the Great Role Master)

It is considered that magic is the reason why Sylvenia exists in the material world. Sylvenia is considered cosmic (one with the universe) because it consists of endless chaos. And without a system, or order, the core of endless chaos has no clear laws, but that goes more into theology and not to the point... Let's just say that the chaos of magic is a part of what Sylvenia is in the material world.

There are three fundamental elements of magic that exist in both the material and magical worlds of Sylvenia: Cosmos (spirit); Chaos (transformation); and Order (restoration). When they appear, they break the world's laws of science (physics, chemistry, etc.), and very unusual changes happen. Among these reactions, there is one thing in common: they all hold amplified destructive powers.

These three elements are the foundation of the four attributes of magic. Blaze, Ice, Vacuum, and Lightning that form the

magical world. They are different from the four elements of earth, fire, water, and air that form the material world. Many mages have ceaselessly experimented to prove the existence of other attributes of magic, but it has been argued that such attributes cannot be generated since they contain so much destructive power. If there are such attributes, we may never discover them.

The most important thing in using magic is the user's spiritual strength. A man's spirit is a small Cosmos itself. When one uses magic, that person touches chaos and drains its spiritual strength causing mental fatigue. Mental exhaustion can never be recovered without enough rest. So don't use your magic excessively, or your soul will end up being destroyed.

Attributes of Creatures

(Excerpted from *The Story of the Constitution of the Material World*, written by Zenil Phillow, a chemist from Margod, in the year 1380)

Most creatures in the world have no outstanding attribute, because most have a little of every attribute. However, there are some exceptions. These exceptions are usually monsters and animals in which one attribute has developed abnormally. However, these are not the only exceptions. Sometimes, humanoids and human beings show these aspects. Those with inclined attributes usually demonstrate more excellent abilities than ordinary people.

Summon Magic

(Excerpted from *The Research Diary*, by Boosa, a Mage from the Rakaman Empire, in the Rakaman year 29)

Summon magic is amazing enough to outdo all known concepts of magic. Even the gods should comply with certain laws when using their own powers. Summon magic is a formula completely different from other theories in Sylvenia and the universe. You can call for creatures from other dimensions, and they should carry out orders from summoners because they have to follow the gods' rules in order to return to their own dimension. Otherwise, summoners would ... (Rest of manuscript damaged.)

MAGIC SPELLS

THE FIRE WORLD

Pyra: Throw flame at an enemy.

Metsha Pyra: Set off a chain of explosions in a targeted area.

Pyra Storm: Raise swirling flames into the air.

Pyra Water: Flame shoots from the ground.

THE AIR VACUUM WORLD

ler Cutter: Explode condensed space.

Shiken: Explode a huge, condensed space.

Levitate: Raise a body into the air.

ler Barrier: Increase defensive force.

THE PSYCHIC POWER WORLD

Fear Formason: Bring fear up from the bottom of an abyss.

Recovery: Recover from mental anxieties.

Berdios: Cause mental disorder and confusion.

Formason: Inflict mental damage.

Mess Recovery: Recover from mental anxieties and cause nearby people to recover from theirs.

Metsha Berdios: Cause mental disorder to groups, inducing confusion.

THE ICE WORLD

Eigen Field: Lessen agility by making roads become icy.

Eigen Serpent: Inflict injures with ice shards.

Eigen Dios: Decrease the opponent's striking power by freezing his or her body.

Curspeed: Cause a sharp ice spear to fly through the air and penetrate the opponent's body.

THE TRANSFORMATION WORLD

Arun Dikner: Increase striking power by sharpening weapons.

Dikner Trance: Transform personal attributes into geographical attributes.

Moyra: Change earth to marshes in order to hinder the opponent's movement.

Seren Murei: Make it impossible for people to use magic in a certain area.

Dikner Murei: Generate poisonous clouds in order to intoxicate the opponent.

THE LIGHTNING WORLD

Soulerd Turner: Cone-shaped electrical shock to the front line.

Lightning Screw: Shoot a thick electric ray forward.

Triple Cross: Increase agility +2.

Blade: Attack an enemy with an electric sword.

Wyders: Strike everywhere with thunderbolts.

Shakra: Give strong electric shocks.

Soul Strike: Throw strong thunderbolts from the sky and wrap surroundings in strong electricity.

THE RECOVERY WORLD

Cure: Detoxify.

Healing Tear: Revive people incapable of fighting a battle.

Healing Barrat: Continuously heal injuries.

Pontine: Recover party's HP.

Heal: Recover HP.

SKILLS

(Excerpted from *Why a Superhuman*, by Mr. Striker, an artist from IC city, in 1972).

The law of life in the universe: "Without re-creation for oneself and development, there would be nothing but dying."

Human beings are the same as all other creatures. If they fail to re-create and develop while settled down in the present, they become ancients fixed in the past.

Will you follow the history of dying out by settling down in the present as a human being? Or will you create the future by being reborn as a superhuman?

The law of survival: Only creatures who continue to create, develop, and grow will survive... (Rest of manuscript damaged.)

CHARACTER SKILLS

Lloyd

- **ZIP Attack:** Strike downward with effectively condensed power.
- **ZIP Defense:** Focus every power on defense.
- **Lightning Screw:** Inflict body-penetrating damage on the opponent by raising great electricity. One of the Lightning skills.
- **Triple Cross:** Cut the opponent three consecutive times.
- **Blade Rain:** Send a rain of swords down upon a large number of enemies.
- **Oz Breaker:** Make Lloyd ascend to the sky in order to cause the heavens to fall.

Rudoug

- **Chi Strike:** Strike with one hand that is concentrated with energy.
- **4-Strike Combo:** Four consecutive strikes.
- **Shock Wave:** Create a shock wave on the ground and cause an internal injury to the enemy.
- **Big Steps:** Increase moving range by increasing the step distance.
- **Chi Attack:** Gather Chi from above and blow out with your hands.
- **Sunrise Kick:** Kick the enemy up and then do an axe kick.

Rendalf

- **Uracha!:** Shout this to strengthen an attack.
- **Enom!:** Shout this to send a hatchet after a fleeing opponent.
- **Knee Breaker:** Render the opponent unable to move simply by imagining the pain.
- **Enomdu!:** Shout this to throw a stick dynamite and set it off by remote control.
- **Lightning Axe Special:** Make a huge electric ball by connecting axes in both hands to electricity and explode it.

Jenas

- **Harken Knuckle:** Stab the opponent with a dagger after striking him or her down with a bow.
- **Lightning Harken:** Shoot a penetrating thunderbolt arrow in a straight line.
- **Rage of Harken:** Shoot dozens of fire arrows into a battlefield.

Hataik

- **Power of Galangan:** Increase a sword's striking power.
- **Wind of Galangan:** Cut the opponent from a distance

with the strong wind from a sword.

- **Punishment of Galangan:** Burn up the environment with swirling flame powers from a sword.
- **Light of Galangan:** Lock up darkness with light glaring off of a sword.
- **Dash of Galangan:** Galangan grows gigantic, then dashes and wipes out everything.

EQUIPMENT & ITEMS

WEAPONS

Name	Data	Name	Data
Dagger	Striking Power 4	Great Axe	Striking Power 19
Short Sword	Striking Power 8	Wooden Bow	Striking Power 8
Long Sword	Striking Power 12	Short Bow	Striking Power 10
Bastard Sword	Striking Power 15	Cross Bow	Striking Power 12
Great Sword	Striking Power 17	Iron Dagger	Striking Power 8
Garolin Sword	Striking Power 14	Falchion Sword	Striking Power 8
Two-Handed Sword	Striking Power 20	Tiger Claw	Striking Power 9
Rapier	Striking Power 16	Arhat's Fist	Striking Power 10
Staff	Striking Power 4 / MP + 8	Manitou	Striking Power 13
Rod	Striking Power 7 / MP + 14	Obsidian Bow	Striking Power 17
Axe	Striking Power 13	Vichrec	Striking Power 17
Double Axe	Striking Power 16		

SHIELDS

Name	Data	Name	Data
Bronze Buckler	Defensive Power 2	Iron Shield	Defensive Power 8
Iron Buckler	Defensive Power 4	Knight Shield	Defensive Power 10
Bronze Shield	Defensive Power 6		

ARMOR

Name	Data	Name	Data
Cape	Defensive Power 1		
Cloak	Defensive Power 3	Leather Armor	Defensive Power 12
Robe	Defensive Power 5	Scale Mail	Defensive Power 18
Hunter Suit	Defensive Power 7	Chain Mail	Defensive Power 22
Leather Robe	Defensive Power 9	Plate Mail	Defensive Power 25

ITEMS

Name	Data
PB&J Lunch Box	Recover 10 HP
Mood Pill	Cures fear
Herb	Recover 50 HP
Headache	Cures confusion
Bread	Recover 80 HP
Kiss of Dwarf	Cures Paralysis
Meatloaf	Recover 130 HP
Red Pepper Powder	Increase character's power the next 3 turns
King's Lunch Box	Recover 300 HP
Smoke Shell	Escape 100%
Grilled Eel	HP up 200, MP up 100
Seed of Life	Revive people unable to fight and to completely recover HP
Magic Potion	Recover 70 MP
Shield Ring	Increase a defensive power by 20
Tent	HP up, Mp up, to completely recover (only in fields)
Protection Amulet	Increase defensive power by 20
Dalphyh Shoes	Increase speed in fields by 1
Green Herb	Detoxify

COMMODITY ITEMS FOR ATTACKS

Name	Data
Throwing Knife	Striking Power 15
Throwing Dagger	Striking Power 13; you should use three of them at a time
Short Spear	Striking Power 20
Iron Wedge	Striking Power 10; if the wedge hits a target, it cannot move for 1 - 3 turns
Javelin	Striking Power 27
Bomb	Striking Power 120; damage range 3x3
Throwing Axe	Striking Power 33
Chakram	Striking Power 100
Boomerang	Striking Power 43; you can use it only once more
Poison Needle	Poison the opponent and decrease the remained HP by 20 %
Harpoon	Striking Power 80

Register this game now and stay in the know!

It's simple: Go to www.ubireg.com and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on www.ubi.com!

Thanks,
The Ubisoft Team

Astonishia Story™



©2006 Sonnori Co., Ltd. All Rights Reserved. Published and distributed by Ubisoft Entertainment under license from Sonnori Co., Ltd. Sonnori, Astonishia Story, and the Astonishia Story logo are trademarks of Sonnori Corp. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries.

TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

<http://support.ubi.com>.

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778 (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubisoft. Any implied warranties applicable to Ubisoft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubisoft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubisoft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubisoft reserves the right to make improvements in its products at any time and without notice.

REFUNDS

Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778. Hours: 9am–9pm (EST), M–F

Address: Ubisoft Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubisoft.

To order Ubisoft products in the United States, please call toll free 888-824-7038.

The communications function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see <http://www.scei.com.jp/psp-license/pspnet.txt>