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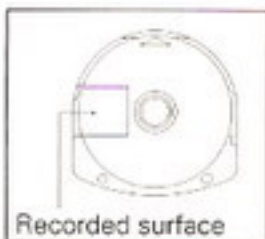
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

## 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.

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## Ys -The Ark of Napishtim-

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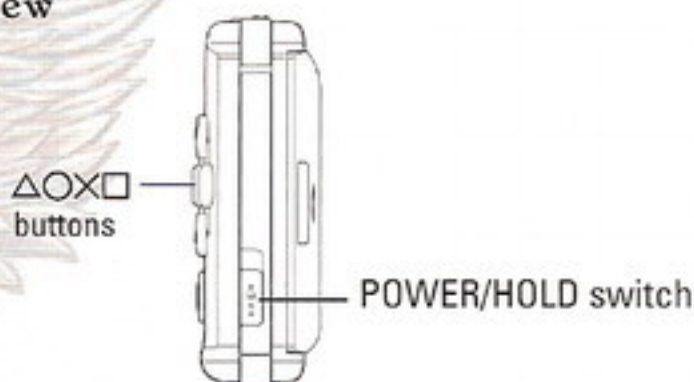


THE ARK OF NAPISHTIM

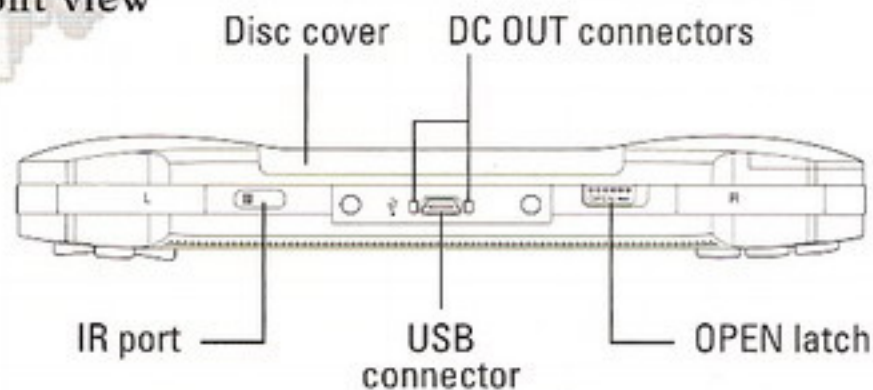
The communications function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see <http://www.scei.com.jp/psp-license/pspnet.txt>.

## 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 *Ys: The Ark of Napishtim* 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 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.

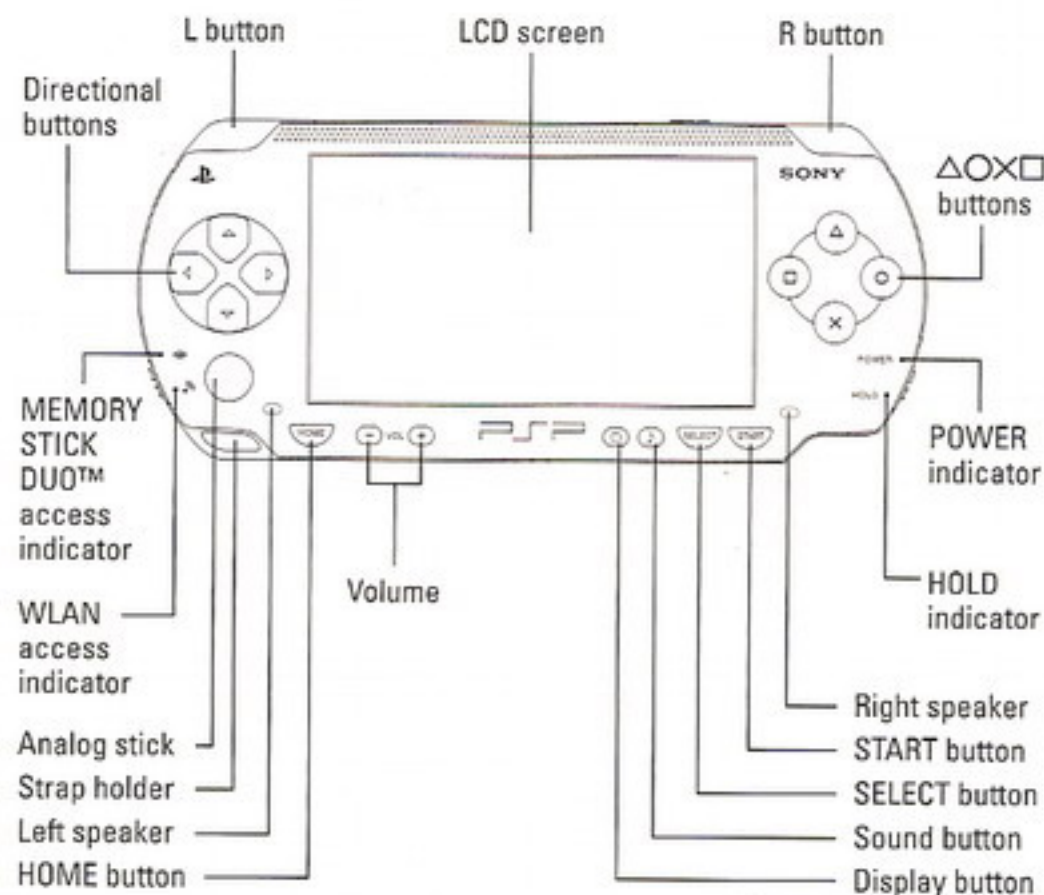
### Memory Stick Duo™

*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



#### Directional buttons

#### Move Adol

#### L button

#### Change Sword

#### R button

#### Change Sword

#### △ button

#### Use Tool

#### ○ button

#### Use Magic / Cancel

#### × button

#### Jump / Confirm

#### □ button

#### Attack / Talk

#### START button

#### Open Camp Menu

**Red-haired Adventurer  
Adol Christin**

He is a young adventurer often known as "Adol the Red." He was traveling with his friend Dogi, when he ends up on a pirate ship and heads to the Great Vortex of Canaan found at the edge of the great ocean.



**Rehdan Priestess  
Olha**

A Rehdan girl with long ears, and an animal-like furry tail. She nursed to health Adol, who had been swallowed by the Great Vortex and washed ashore. She is a priestess with white skin and has the responsibility of guiding her tribe.



**Olha's younger sister  
Isha**

This Rehdan girl is Olha's younger sister and has white skin, also. For some reason when Adol washes ashore, she is afraid of Adol and runs away when he gets close. She is extraordinary but shy. However, she will display great courage when necessary.

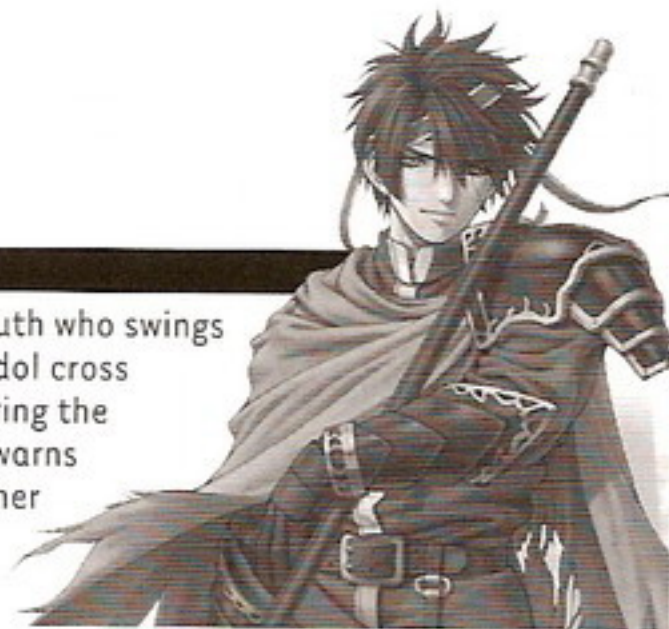


**Pirate Ladoc's daughter  
Terra**

She was a member of a bandit gang when Adol first met her 3 years ago in Xandria. She told him "Wait for me, since I'll grow up to be a beautiful woman!" and true to her words, she matured to a desirable lady. However, her personality has not changed much.

**Brash Mercenary  
Geis**

He is a mercenary-like youth who swings a large halberd. He and Adol cross paths numerous times during the adventure, but he (Geis) warns Adol not to "meddle in other people's business."



**Romun Commander  
Ernst**

This young officer is a Romun commander under Admiral Agares. He is very cool headed and possesses exceptional leadership skills. He surrounds the pirate ship Adol is on, the Tres Mares, and pursues them into the Great Vortex of Canaan.



## STARTING THE GAME

### Title Screen

After the Konami logo, the opening movie will start. Press the START button and the Title Screen will appear.



### New Game

A new game will start. The New Game Select Screen will appear. On this screen you can choose the difficulty level.

### Load Game

This will resume a game that was previously saved. If **Load Game** is selected, a list of saved data will be displayed. Please select the data you would like to resume.

### Time Attack

Battle against any of the boss monsters that you have previously fought in the game.

### Trial

Play any of the Mini-Games that you have unlocked in the game. [Mini Game – P.17]

### Continue

Select this option to re-start a previously saved Quick Save file. The Quick Save file will be deleted once you select this option.

### Option

Change various settings. [Option – P. 16]



## BASIC CONTROLS

### ■ Moving Adol . . . directional buttons and left analog stick

Move with the directional buttons or left analog stick.

### ■ Jump . . . ⊗ button

You can jump over small bumps and gaps. Also, you can jump greater distances by performing a dash jump.

### ● Dash Jump . . . Dash Slash + Jump

Perform the Dash Slash special attack and immediately press the Jump button. [Special Attacks – P. 11]



▲ Jump



▲ Dash Jump


### ■ Attack . . . ⊙ button


Attack an enemy by swinging a sword. Press the ⊙ button repeatedly to do 3 continuous attacks. Press in conjunction with the jump, directional buttons, or left analog stick to perform special attacks. [Special Attacks – P. 11]



## BASIC CONTROLS (continued)

### ■ Talk . . . button


Stand next to a character you wish to talk to and press the  button.

During a conversation, when the blue "O" mark appears in the text box, advance the text by pressing the  button.



Advance Text Indicator

### ■ Examine . . . button

Press the  button in front of switches, doors, treasure chests and devices to examine or activate them. You can examine suspicious areas in the same way.



▲ Examining Suspicious Areas




▲ Opening Treasure Chests

### ■ Open the Camp Menu . . . **START** button

This will open the screen used for equipping, using tool items, and loading data. You will not be able to open the Menu screen during battles against boss monsters. (It will pause the game instead.) [**Camp Menu** – P. 14]

Once you have obtained any new equipment, don't forget to **Equip** them in the Camp Menu.

### ■ Use Tool . . . button

You can use a selected Tool by pressing the  button. Tools can also be used by going to the [Use] section of the Camp Menu and selecting them. You will not be able to enter the Camp Menu while fighting bosses, so using previously equipped Tools is the only way to use tools during these battles.

If your HP is full and you do not have any abnormal effects, you will not be able to use a recovery item. If you have 9 of an item in stock, you will not be able to obtain any more.

### ■ Use an Event Item . . . button

Event items make certain events occur in the game. There are various types of event items and ways to activate them. See the below list for details.



Items that have an effect by just having them.

Items that you use by pressing the  button at a special place.

Items that you use by selecting it in the **Use** screen.

Once you have obtained new event items, try going to places you couldn't reach before or using them in suspicious places.

## BASIC CONTROLS (continued)

### ■ Recover HP or Clear an Abnormal Effect

You can recover your HP or clear an abnormal effect by using a recovery item or can automatically recover all your HP and clear abnormal effects by entering the aura of a Spirit Monument.



**Poison**  
Your HP will slowly decrease. It will not decrease it to 0.



**Slow**  
Your movement will be hindered and your jump strength will decrease.



**Confuse**  
You will move backwards from the direction you entered.




**Curse**  
Attack and Defense strength will decrease. This will not pass with time.

### ■ Save . . . Face a Spirit Monument and press the button

The green stone monuments you see around the Canaan Islands are **Spirit Monuments**. Examine the Spirit Monument and a Save Screen will appear.



Highlight the slot you would like to save your game at and press the  button. If you choose a slot that already contains saved data, you will get a confirmation message before overwriting the data. If you would like to delete the previously saved data, select **Yes**.



If Adol's HP reaches 0, the game is over. If you choose **Restart**, you will continue at the last point you touched a Spirit Monument or at the beginning of a current Boss battle.

## SPECIAL ATTACKS

Attacking in conjunction with the directional buttons or jumping will allow you to perform various intricate actions.



**[Upward Thrust]** . . . Jump → Attack (\*While rising on a jump)

You will jump and attack overhead. This is stronger than a regular attack and is especially effective against flying enemies.



**[Downward Thrust]** . . . Jump → Attack (\*While coming down from a jump)

You will attack the ground after a jump. This is especially effective in getting multiple hits, against slow moving enemies, and enemies that crowd.



**[Dash Slash]** . . . Directional buttons → Neutral (Release the directional buttons) + Attack

You will dash and attack. The key to performing this attack is to work on your timing and properly release the directional buttons to neutral, then attack. If this attack hits its mark, some enemies will be knocked upward. The amount of time they are in the air will be brief, but you can get an easy hit during this time.



**[Dash Jump]** . . . Dash Slash + Jump

You will jump further than with a regular jump. If you make good use of this action, you will be able to reach places you normally could not.



**[Critical]** . . . Attack

This is a strong attack that occurs occasionally. You can do almost twice the damage of a regular attack. This occurrence will increase with luck.



## EMELAS SWORDS

During the course of your adventure, you will acquire **Emelas Swords**. As these swords are strengthened, you will be able to use **Sword Skills** and **Sword Magic**. Utilizing and improving your Emelas Swords will be a major point in your adventure.

### How to Strengthen your Sword

Emelas Swords are strengthened at the **Emelas Studio**, however you will need a fixed amount of **Emel** to do this. Emel can be acquired from monsters.



Emel

### Emelas Studio

Emelas Swords are strengthened at the **Emelas Studio**. Talk to the storekeeper at the studio and select **Improve sword** and the screen shown below will appear.



The amount of Emel you have

Emel needed to improve sword

### Strengthening a sword

Select the sword you would like to improve and press the **X** button.

A confirmation message will appear and select **Yes** if this is correct.

The sword will be improved and the result will be displayed.

### How to use the Emelas Swords

- **Switch Swords** . . . **L** button, **R** button  
If you have multiple Emelas Swords you can switch between them directly in-game by pressing the **L1** button or **R1** button.



- **Sword Magic** . . . **Y** button

Once a sword has reached a particular level, you will be able to use its **Sword Magic**. Use this magic by pressing the **Y** button, and its effect will differ per sword.

Sword Magic can only be used if the Magic gauge is full. This gauge will fill as you attack enemies and take damage.



- **Sword Skills** . . . **Z** button (Controls depend on the sword)  
Once a sword has reached a particular level, you will be able to use its "Sword Skill". These add quite a bit more effects to the basic attack, and will differ per sword.



**Wind Sword Skill** . . . **Z** button with a fixed timing  
After the normal 3 attack combo, press the **Z** button with proper timing to do additional attacks. You can do 5 additional attacks. So in combination with the first 3 attacks, you can do up to 8 strikes in a row.



**Flame Sword Skill** . . . **Z** button hold  
As you hold the **Z** button the attack power will increase. When you release the button, a strong multi-hit flame will shoot out. This will do great damage against slow moving enemies.

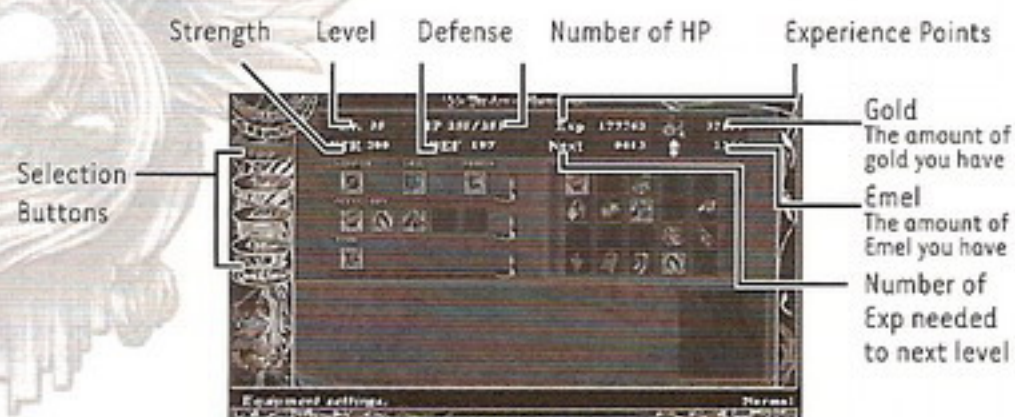


**Thunder Sword Skill** . . . **Z** button press consecutively. By repeatedly pressing the **Z** button you will perform a thrusting attack and penetrate through the enemy.



## CAMP MENU

Pressing the START button will make the Camp Menu appear. Choose a function from the **Selection buttons** on the left and press the **X** button to open a corresponding screen. Press the **O** button to return to the previous screen.



### EQUIP

Equip weapons, armor, accessories, and tools.

Select the item you would like to change and press the **X** button and a list of corresponding items will appear.

Select the item you would like to equip and press the attack/confirm button to equip.



#### Accessory Holder

This is where you equip accessories. If you find an "Accessory Holder" during your quest, the number of accessories you can equip will increase. You can increase the number of accessory equipment slots to a maximum of 5.

#### Tool Holder

You can equip just one consumable item (tool). An item equipped here can be used directly in-game by pressing the **△** button.

### USE

Select an item and press the **X** button to use it. There are two types of items, [Event Items] and [Tools].

#### EVENT ITEM

These are valuable treasures. You cannot set these to your **Tool Holder**. In addition to items that are used automatically, such as keys, there are items that must be selected from the [Use] screen, such as the map.



#### TOOL

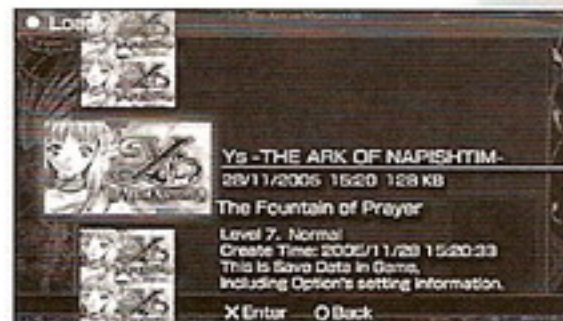
You can set consumable items to the **Tool Holder**.

You can have up to 9 of each tool in stock. You will not be able to open the Menu screen during battles against boss monsters. You should set a recovery item in your Tool Holder beforehand.

If you have 9 of an item in stock, you will not be able to obtain any more of that item. If your HP is full and you do not have any abnormal effects, you will not be able to use a recovery item.

### LOAD

You will continue from a previously saved data. Select the saved data you would like to continue from and press the **X** button. Press the left or right directional buttons to switch pages.



### Quick Save

Save your game and return to the Title Screen at any time with this option. You can resume your game from the Start Menu by selecting **Continue**. Once you resume your game, the Quick Saved file disappears.

## OPTION

Select the setting you would like to set and press the **X** button. If the setting contains a slide bar, adjust the bar left or right using the directional button, and press **X** button again.

### BGM Volume

Adjust Background Music Volume



### SFX volume

Adjust Sound Effect Volume

### Button Configuration

Change Button setting of Controller

### Restore Defaults

Restore the default volume settings

### ● How to set your Key Configuration

Select the action you want to change with the directional buttons, and press the button you would like to assign the action to. If the newly assigned button was set to another action, the buttons/actions will switch with each other. To return to all settings to default, select **Restore Defaults** and press the **X** button.

### Control Descriptions

Explain basic controls and how to execute a special attack in the game

### Back to Main Menu

Return to Title Screen

## MINI GAME

If you bring Largo a special item, you may gain access to the training ground where Adol can compete in various mini games. Once you've completed the mini games they will become accessible in the main menu under **Trial**.



## MEDIA PLAYER

August is always looking for new material. If you bring him a special item that could help him, you will unlock the Ys Media Player. From here you can access a multitude of Ys media.



## CHARACTER DATABASE

Raba has been taking notes on everyone he's met in Quatara and is willing to share that ability with you, if you bring him a special item.



## SHOP

### ■ Selling and Purchasing items

Talk to a merchant or clerk, and choose **Shop** to enter the Shopping screen to purchase or sell items.



### ● Buy Items

Select **Buy** in the store menu.

Select the item you would like to buy in the product list, and press the **X** button. After you see the confirmation message, select **Yes**.

Currently obtained equipment and Event Items as well as tool items you have 9 of already will be [Sold Out].

### ● Sell Items

Select **Sell** in the store menu.

Select the item you would like to sell in the Tool list, and press the **X** button. You will see Sell Price in the middle of the screen, and select **Yes** in the confirmation message if you would like to sell it.



## QUEST HINTS

### ● Talk to various people

If you don't know what to do next, first try to talk to various people. You may find a hint on what to do next. Also, you may get different information from somebody you have talked to once already.

### ● Check out suspicious places

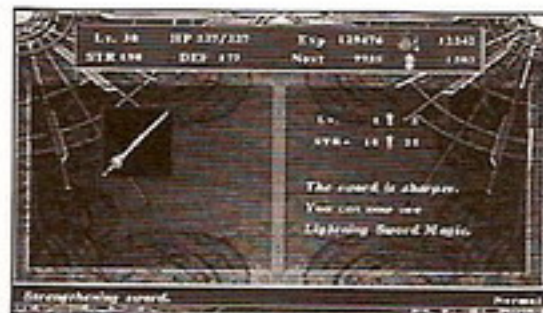
If you find something suspicious, press the **□** button. You may activate a device which will allow you to move further, or you may make a new discovery.

### ● Increase your luck with Accessories

Equipping some Accessories may enable you to increase Adol's luck. The higher his luck, the more often you will get a critical hit. Higher luck will also increase the percentage enemies drop items.

### ● Strengthen your sword

If you cannot move forward because the enemies are too strong, remember to strengthen your sword, as well as increasing Adol's level. Strengthening your sword will increase its attack power, and the sword's ability & magic will be enhanced.



### ● Don't forget to equip tools

Equipping tools such as recovery items onto your **Tool Holder** will enable you to use them in-game. Note that you cannot open the menu during a battle with a Boss Monster, so remember to set recovery items to your **Tool Holder** in advance.

### ● Downward Thrust

If it hits the target, you will get consecutive hits and damage your enemy. When many enemies attack you at once, draw them as close as possible and thrust downward when they get crowded in one area. You can defeat a great number of enemies at once.



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## CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry!  
You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

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