

Falling Stars™



⚠️ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: 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. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

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.

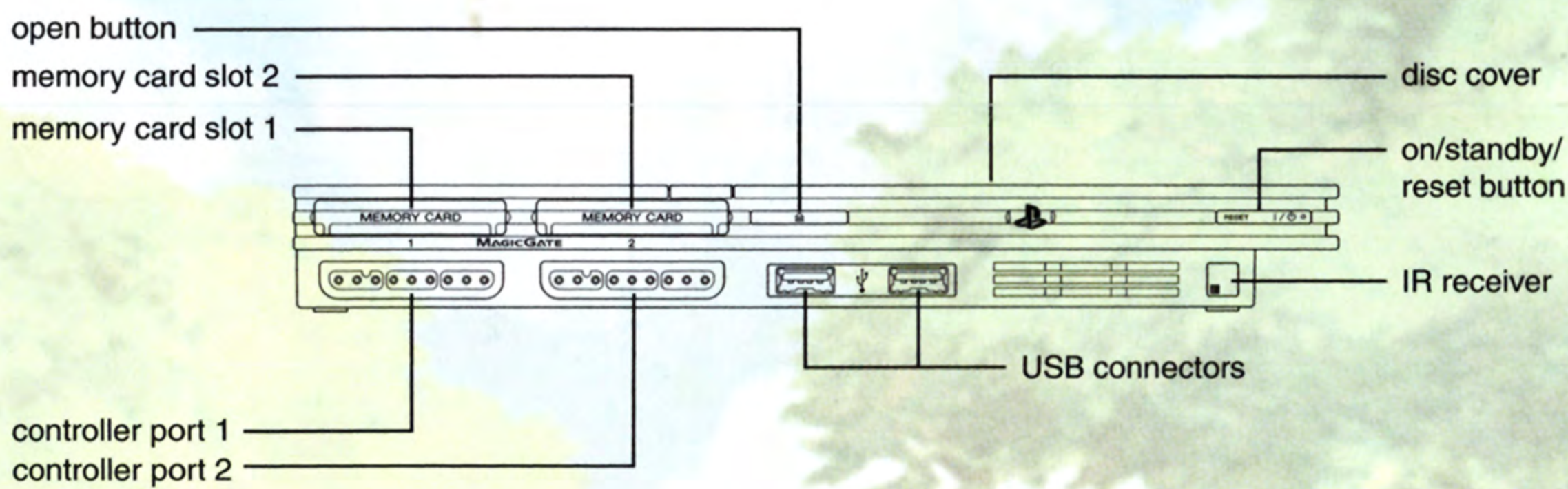
Falling Stars



GETTING STARTED	2
STARTING UP	3
STORY	4
MAIN MENU	4
PLAYING THE GAME	5
MINI-GAMES	9

CONTENTS

Getting Started



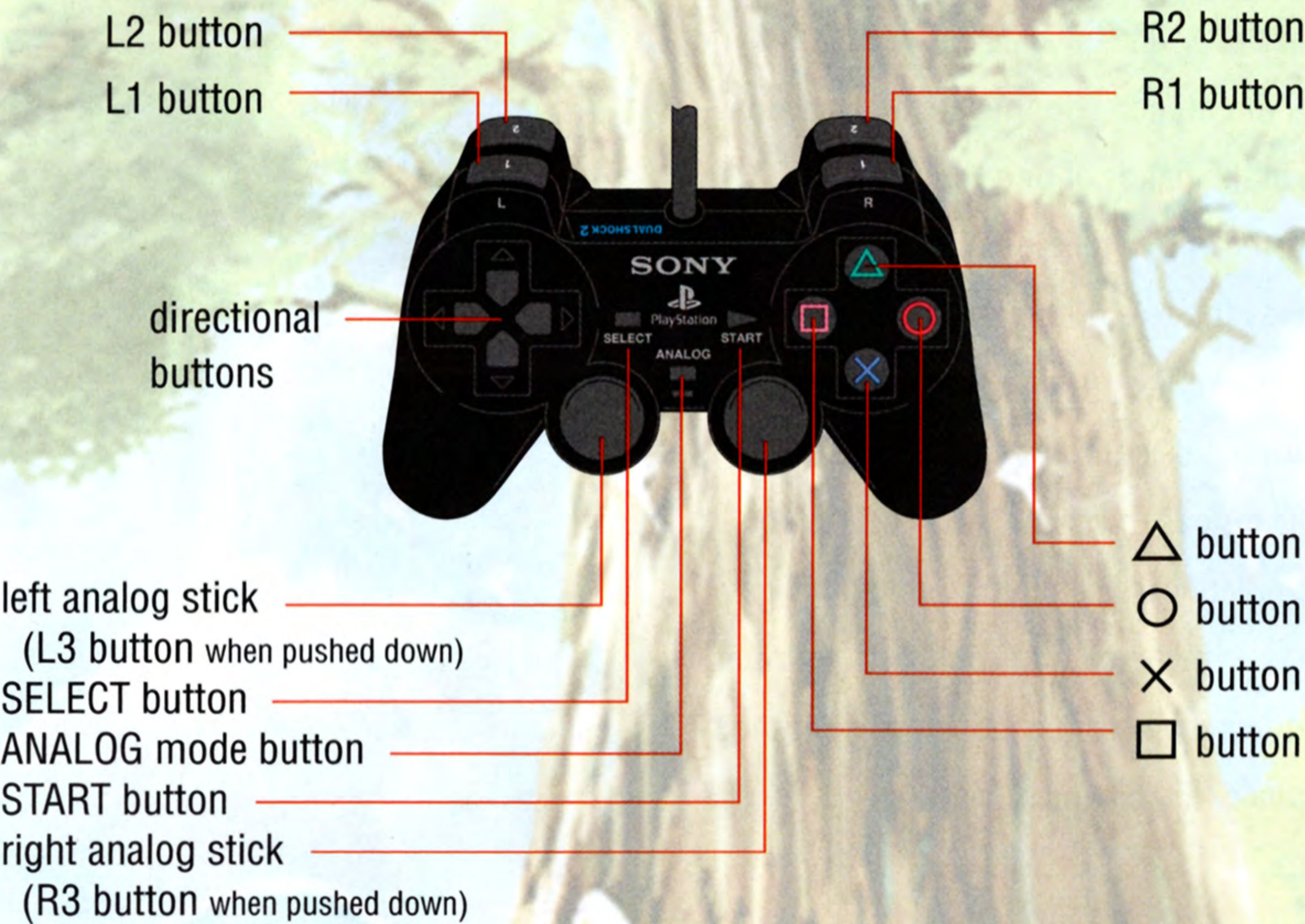
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Falling Stars™ disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



World Controls

Directional buttons / Left analog stick	Move Character
Right analog stick	Move Camera
⊗ button	Use
⊙ button	Inventory
△ button	Quest / Mission Info
L1 / R1	Run
L2 / R2	Zoom Mini Map
▶ START	Pause

Story

An ancient spirit has detected a mysterious dark power awakening in the peaceful world of Dazzleon. The balance between good and evil is threatened and the fate of Dazzleon rests in the hands of one young spirit.

Entrusted with a mission of dire importance, you play the role of this spirit as it takes the form of a young girl named Luna. However, restoring peace to Dazzleon is not such a simple task as thwarting evil requires you to complete various quests and challenges, train your own pet, and command your pet in battle against rogue monsters unleashed by Luna's wicked uncle, Matt.



Main Menu

After starting the game, you will encounter the main menu. This is where you may choose from following options:

- Game - Go further into the game menu.
- Options - Set up sound and music volume, and screen aspect ratio.
- Bonus - View the bonus images that have been unlocked during the game.
- Credits - A list of the game's creators.

Game menu:

- Start - Choose difficulty and start the game.
- Load - Load a saved game from Memory Card (8MB)(for PlayStation®2).
- Chapters - Play unlocked mini-games.
- Characters - Learn about the inhabitants of Dazzleon.
- Tutorials - Tutorials are shown only once in the game. You may review them in this section of game menu.

Playing The Game

Home

The game starts in Luna's house. It is possible to leave this place and return anytime. It's the only place where you can save your game progress, interact with your pet and change Luna's outfit (refer to Mini-games -> Dressing for details).

Saving The Game

The game can be saved anytime, but only at Luna's home. Before saving, previous game data (if there is any) will be loaded. You may freely choose one of five slots to save your game.

Training Your Pet

Once you have your pet, you may train him at Home.

You may use attribute points (acquired in fights) to increase the pet's strength, agility or endurance.

- Strength boosts attack damage.
- Agility affects your pet's speed in fights.
- Endurance increases defense effectiveness in fights.

Every fourth level, your pet can learn 1 perk. A perk is a unique ability which helps Komi fight better. Each perk is described before learning it. There are a few things you should know about perks:

- All perks are beneficial.
- Learned perks affect what additional perks may be learned later. If you learn a perk that increases your pet's offence, a new perk related to offence will be available later.
- Choose your perks carefully, because not all perks may be learned in one game.

World

The Game Screen



At the top, you can see how much energy Luna has. Energy is used to run faster. When Luna's energy is depleted, she will run noticeably slower. Energy restores slowly over time or it can be replenished by drinking (using) an energy potion. At the top-right, you can see the mini-map of the world. You may zoom in by holding **L2** or **R2**.



Pause screens

You can pause the game anytime by pressing **START**.

Here you can see details about controls used in the current location. Also, you may choose to resume the game or exit from a mini-game into the world or main menu if you have paused the game in the world.

You will exit the pause screen by choosing dialogue options using directional buttons and **X**. Alternatively, you may press **START** again to continue the game.

Locations and inhabitants

The world is divided into 6 locations. Some of them are locked at the beginning and will be available later, when the story evolves.



There are many inhabitants in Dazzleon. If a character is in a good mood, they may offer you a quest or allow you to play a mini-game, whilst if a character is in a bad mood, he/she may even refuse to talk.

You can guess the mood of a character by looking at the colour of their name. Red means they are in a bad mood, and green means they are in a good mood. A character's mood is primarily affected by Luna's outfit. You may read more about it in the Dressing section of this manual.

Inventory

Luna may carry a dozen useful items with her. If Luna has a pet, you can see its inventory next to Luna's as well.



Controls:

- - Open inventory
- Directional buttons or left analog stick - Navigate through inventories
- - Use or Equip/Unequip selected item
- - Go to Luna's inventory
- - Go to your pet's inventory
- - Switch between Luna's and your pet's inventories
- - Flip your pet's inventory

Usage of Luna's inventory:

- View the amount of Moons (money) Luna has.
- Select any item and wait a few seconds for an explanation to appear examining the item.
- Use or Equip an item.

Usage of your pet's inventory - front side:

- Examine or remove equipped items.
- View your pet's mood and hunger levels.
- Check how much experience Komi has acquired from previous battles.
- View the level of your pet and any unspent attribute points.

Usage of your pet's inventory - back side (flip to see it):



- Experience, unspent attribute points and your pet's level are also visible here.
- View attribute values for: strength, agility and endurance.
- View the level of each strike type: fast, strong and mega.
- Read about each perk Komi has learned.

Missions

When you play the game, you will receive various tasks. All tasks can be split into two categories: missions and quests. Quests are optional and for completing them you receive some kind of reward: moons, items, unlocking mini-games and so on (read more about quests in the "quests" part of this manual).

Missions are important tasks that must be done in order to complete the game.

If you forget what needs to be done, you may open the mission/quests menu in the game and review completed or pending tasks by pressing $\triangle$.



You can switch between Mission and Quest screens using L1 and R1 respectively.

To return back to the world, choose "close" with $\times$ or press $\triangle$ again.

Quests

If a character is satisfied with Luna's outfit (charisma), he/she may give a quest. There is always a possibility for you to refuse a quest or to drop it later, because all quests are optional. If Luna has a quest, important places for quest completion will be shown on the mini-map.

Only one quest may be active at a time. If you want another quest, you have to either complete the current (active) quest or abandon it. To abandon a quest, you must:

- Open the mission/quest menu by pressing $\triangle$.
- Switch to the quest side by pressing L1 if you aren't already there.
- Choose the "abandon" option by pressing $\times$.
- Confirm your choice by selecting "yes" and pressing $\times$ again.

If you have refused a quest and later change your mind – the same uncompleted quests may be repeatedly acquired by speaking to the same character after a while. Characters usually have several quests, but the easier quests must be completed first in order to reach the more difficult quests from the same person.

Trading



Most characters have some items to trade, sell and will buy something if Luna is willing to sell it. Prices vary greatly from character to character, so it may be worth spending some time just searching for good prices and then selling an item for its highest price and buying at its lowest.

Each character has a personal opinion about each group of objects. Depending on their interest in a particular group of objects and Luna's clothes (charisma), they will offer more money for some objects and less for others. It is up to you to find a character whose prices are good enough to sell or buy.

The quantity of items available for sale is limited and stock is only restored after some time.

Learning



Luna may train Komi at Home by herself, but some characters encountered in the world may also teach Luna or train Komi even further. Make sure that they are in a good mood or they may refuse to help. Even if you persuade them to help, learning is quite expensive.

Each one of Luna's spells or Komi's strikes has an efficiency level. Higher levels give higher efficiency in fights. Note: a higher level also costs more to learn.

Fights

If you make contact with a monster, a fight is inevitable. It mainly happens in the world while traveling, but rare fights are arranged in advance and are even more important.

Like most people of Dazzleon, Luna does not fight. Instead, she helps her pet with magic by temporary boosting his skills or simply healing a little.



Everyone in a fight waits for his/her turn to perform an action. Everyone's action bar fills automatically, but you may rotate the right analog clockwise and Luna's action bar will fill significantly faster.

The person with a full action bar gets an opportunity to perform an action. An action is to attack (in case of Komi and monster) or to use magic (in case of Luna and Matt). If one pet is attacking - the other one is defending at the same time. There are three types of attacks and three types of defenses: fast, strong and mega. If you guess the defense well, damage is significantly reduced.

Before each attack, a pet receives 3 action points. Different attacks use different amounts of action points and unspent points are saved for further attacks. This way, you can gather up to 10 action points.



Types of attacks:

- Fast. Uses 1 action point. Weakest attack, but consumes only half of action bar.
- Strong. Uses 2 action points. Medium attack and consumes about 80% of action bar.
- Mega. Uses all (minimum 4) action points. The more action points used, the more damage an attack will do. After the attack, action bar will be completely empty.

It would be a simple game of luck and guessing except for the following three aspects:

1. With each attack, the creature receives action points and each attack costs a different amount to perform.
2. Each attack deals a different amount of damage.
3. Each monster type has its own attack strategy (with small random variations), which can be learned and effectively used.

If Komi wins, you will receive some moons and sometimes even useful items. If Komi loses, the monster takes some moons from your inventory.

Note: In the beginning of the game, Luna can only heal Komi. Later, it is possible to learn different, more powerful types of magic and buy extremely strong single use potions.

River Jumping

There is a place in Dazzleon which can only be accessed by crossing the river. The only way to cross the river is by jumping over slippery stones.



In the beginning, the slippery stones are shown. Then, arrows are displayed over each stone near Luna, showing which directional button must be pressed to jump to a particular stone. Luna will fall into the river if she steps on a slippery stone or stands in the same place for too long. If she makes a mistake, the whole game must be replayed from a land-based location.

There are two places in the world with slippery stones where the river can be crossed: one is shorter and another one is longer - but with a safe isle in the middle. It is up to you to choose which way to use.

Meditation

Later in the game, you may encounter flying birds with bags hanging from their legs. They have stolen the bags from Oli's laboratory. It is possible to scare them and receive the items in the bag as a reward. Go near them and press ⊗ to start the micro-game.



You have to rotate right analog clockwise to fill the concentration bar before time runs out. While increasing the concentration bar, different arrows light-up and you must press the corresponding directional buttons to unlock magic splash. In the case of successful meditation, Luna creates a magic splash which scares the bird and forces it to drop the bag.

When a bag is on the ground, go near it to collect the items that were inside.

Mini-games

Dressing

In the beginning of the game, two outfit variations are available to Luna. You can freely change Luna's top half clothing, bottom half clothing, boots and accessories. Some characters will like one particular combination, whilst others may prefer seeing Luna dressed differently.

You may dress Luna any way you like. Alternatively, it is possible to dress Luna to impress your favourite trader, and get huge discounts when trading.

NOTE: sometimes in a quest or mission it is important to persuade someone. The only way to do this is to dress Luna properly.



Controls:

- Left/right directional buttons - choose clothing group.
- Up/down directional buttons - choose clothing.
- **L2** / **R2** - change characters
- **L1** / **R1** - rotate clothing
- ⊗ - dress up in selected clothing
- Left analog stick - rotate Luna
- Right analog stick - change clothes colour

On the right side, you can see current characters' opinions about Luna's outfit. Next to each face, there are several icons representing how the character's mood affects possible actions. It is possible to:

- Trade.
- Learn.
- Persuade them to help in a special quest or mission.
- Work (play mini-game).

Water Lilies

Luna competes with Artus against Ailo and Oli in boat races to collect the most water lilies. You control each oar separately so boat movement is quite realistic. Also, water lilies are surrounded by magic underwater currents, which add an extra challenge to collecting the lilies.



Controls:

- Up/down directional buttons or left analog stick - left oar.
- △ / ⊗ or right analog stick - right oar.
- **L2** / **R2** - Zoom mini map.

Lab Clean

There is a task to clean the laboratory from atomic dust. Luna can only clean adjacent tiles (cells). Once you've cleaned a cell, nobody is allowed to step on it. You win the task when you have cleaned the whole laboratory. If you step on a cleaned cell, you will lose.



Orange cells do not require cleaning and if you have successfully cleaned the rest of the lab, you will end the mini-game standing on an orange cell.

Controls:

Left analog stick or directional stick - Move Luna

Right analog stick - Collect particles (clean a cell)

Save The Kitten

Luna's neighbour Bobo needs help saving his kitten, who has climbed too high up a tower. There is a toy train traveling around the towers. Luna has to pile up the pillows onto the train's wagon, so that the kitten can safely jump into Bobo's arms.



Controls:

- Press $\otimes$ once - to raise Luna's hand.
- Press $\otimes$ again - to give a signal for Bobo to drop a pillow.
- Rotate left analog stick clockwise - manually charge battery accumulator.
- Rotate right analog stick - manual control control.
- Also use left analog stick to control the dot in train repair micro-game.

Oli's Invention

Luna has to help Oli with his scientific experiments. A figure made of cubes is displayed on the right side of the screen. Your task is to construct an exact copy on the left side by creating and destroying shiny cubes.



Controls:

- Left analog stick - rotate modeling figure.
- Right analog stick - rotate sample figure.
- Directional buttons - select nearby faces of sample figure.
- $\otimes$ - create cube on selected face.
- $\square$ or $\bigcirc$ - destroy cube with selected face.

Lost Rabbits

Luna's friend Erla is in trouble. Her rabbits have gotten lost in the garden. She needs Luna to help her find the missing rabbits and drive them back into the hutch.



Controls:

- Left analog - Run

When you run close to a rabbit it will run away from you. You must choose which direction to approach from, so that the rabbits run in the desired direction. Driving several rabbits at once is harder, but also more efficient.

Note: rabbits may run away from their hutch repeatedly if left unattended for a long time.

World Of Arrows

Luna fires arrows at a target. The closer to the center an arrow hits, the more points are earned.



Controls:

- Left analog stick or directional button - Aim at target.
- Pull down right analog stick - to start aiming.
- Release right analog stick - to fire.

There are three rounds with three shots each and one bonus round with only one shot. You will advance into the next round only if you score enough points in the previous round.

Flying Robot

Luna hits a robot with a magic stick to send it as far away as possible. You must time your hit well, as striking too late or too early will lead to a poor performance or no hit at all.



Controls:

- Pull left the left analog stick - prepare Luna to hit.
- Release left analog stick - perform a hit.
- Press and hold (X) - prepare the robot for a jump.
- Release (X) - make the robot jump.
- Right analog stick - control the robot while it's flying.

The robot flies further when it is in the center of the screen.

The longer you hold (X) the higher the robot will jump.

Hint: holding (X) to the maximum is not a good idea.

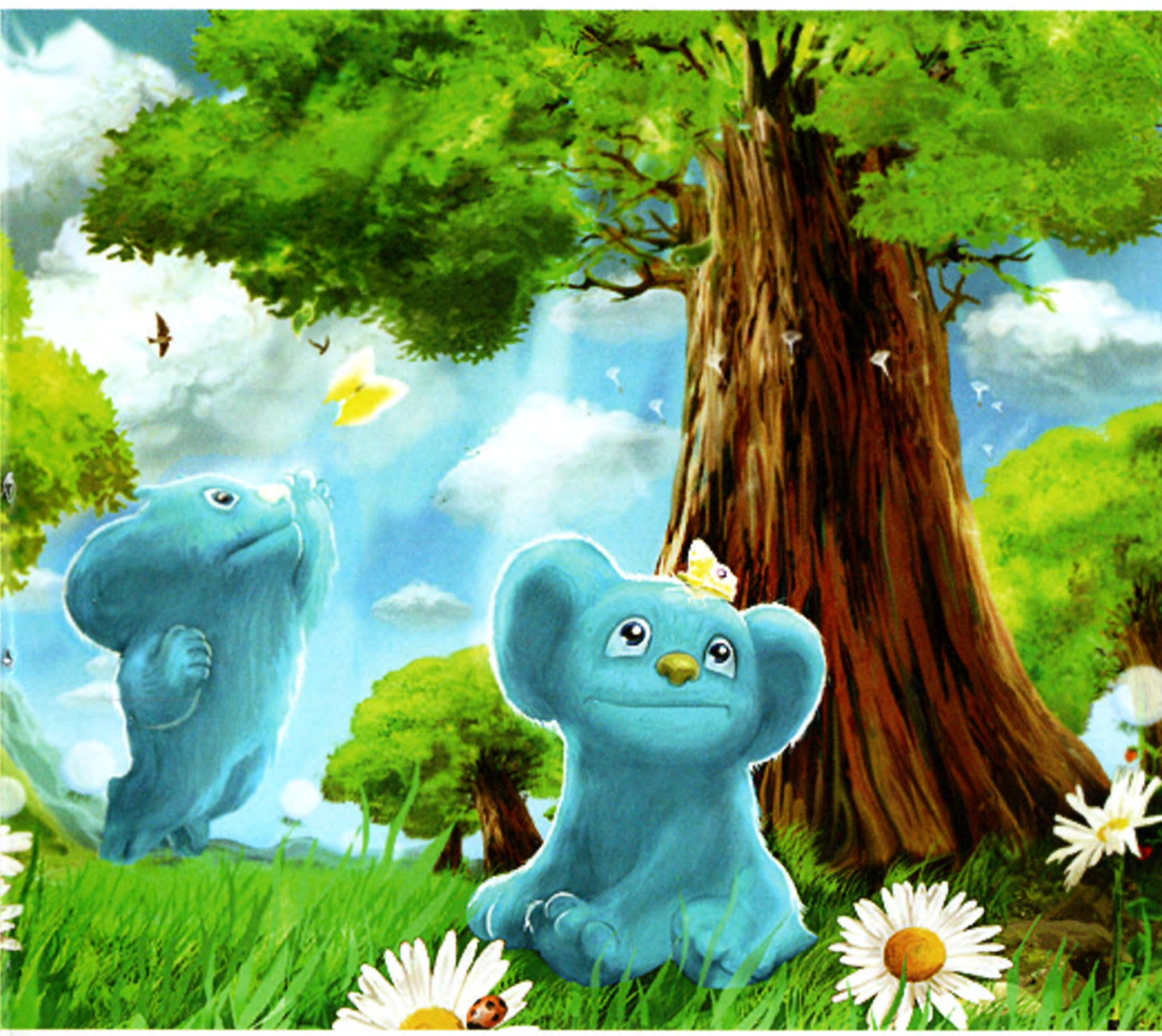
There are three rounds with three successful strikes each. You will advance into the next round only if you score enough points in the previous round.



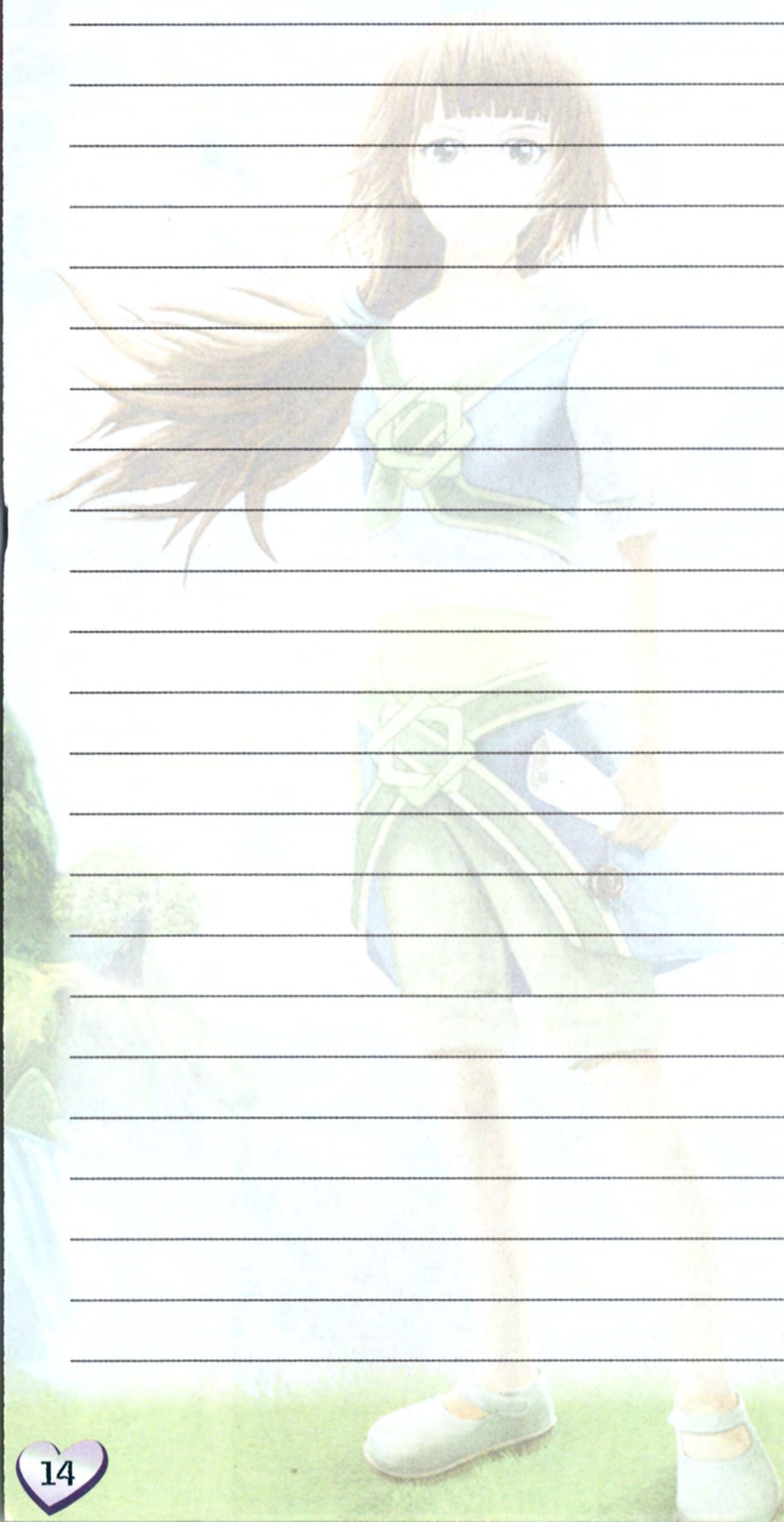
KOMI

Komi is a furry blue creature that befriends Luna. Luna must teach Komi new skills needed for battles. She must make sure Komi is fed regularly; if Komi remains hungry Komi's health drastically decreases.



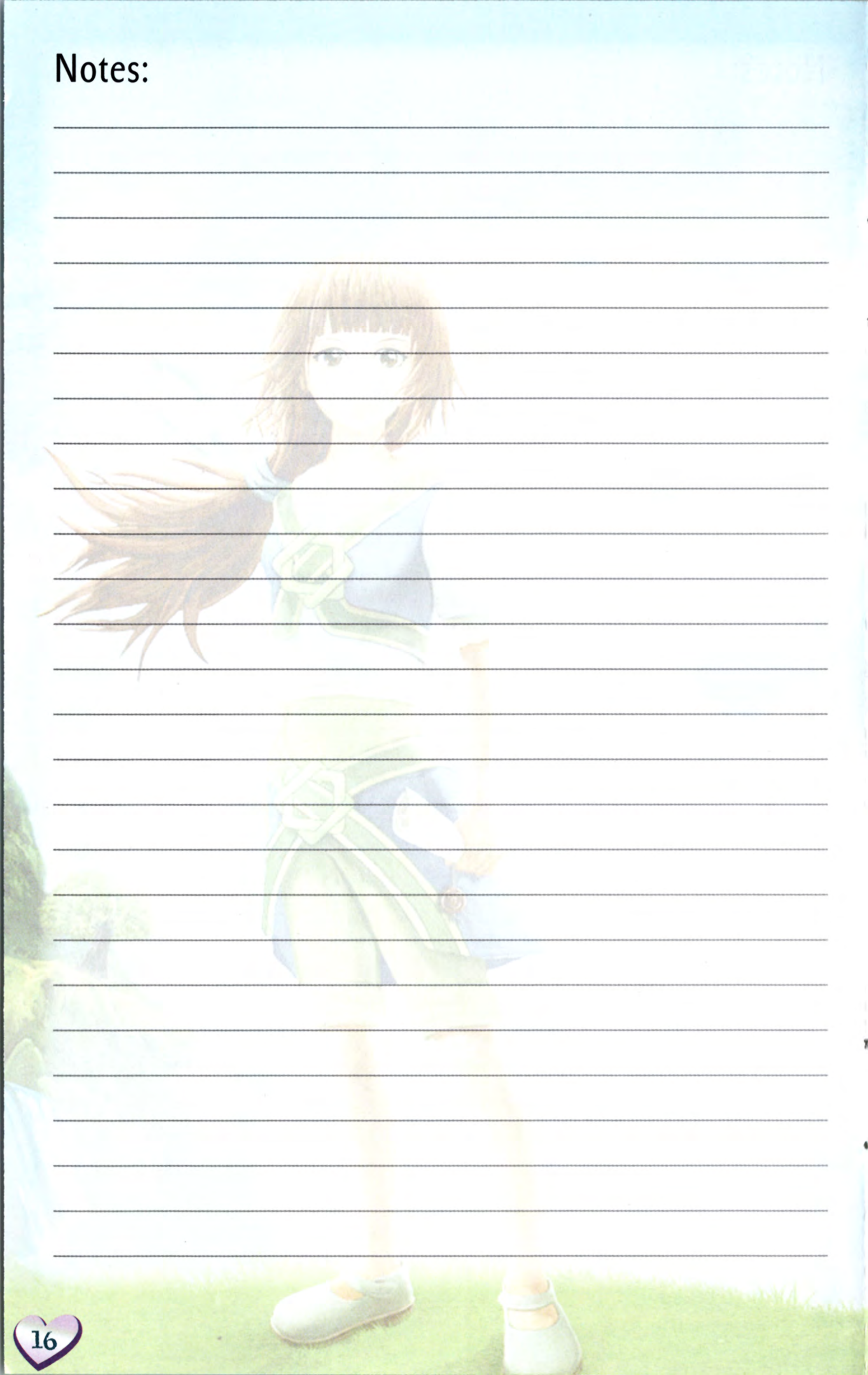


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