

GRIMORIMOIRE™



NIS
America

⚠ 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.

Story

Lillet Blan was very excited.

She had been invited to a Magic Academy where only talented youths were accepted.

The school was lead by the famous wizard, Gammel Dore, who had once defeated the Archmage.

The campus on which they study, the Silver Star tower, was once the destroyed Archmage's castle.

The tower was still full of unsolved mysteries and dangers, and this attracted many who had their own personal reasons in mind.

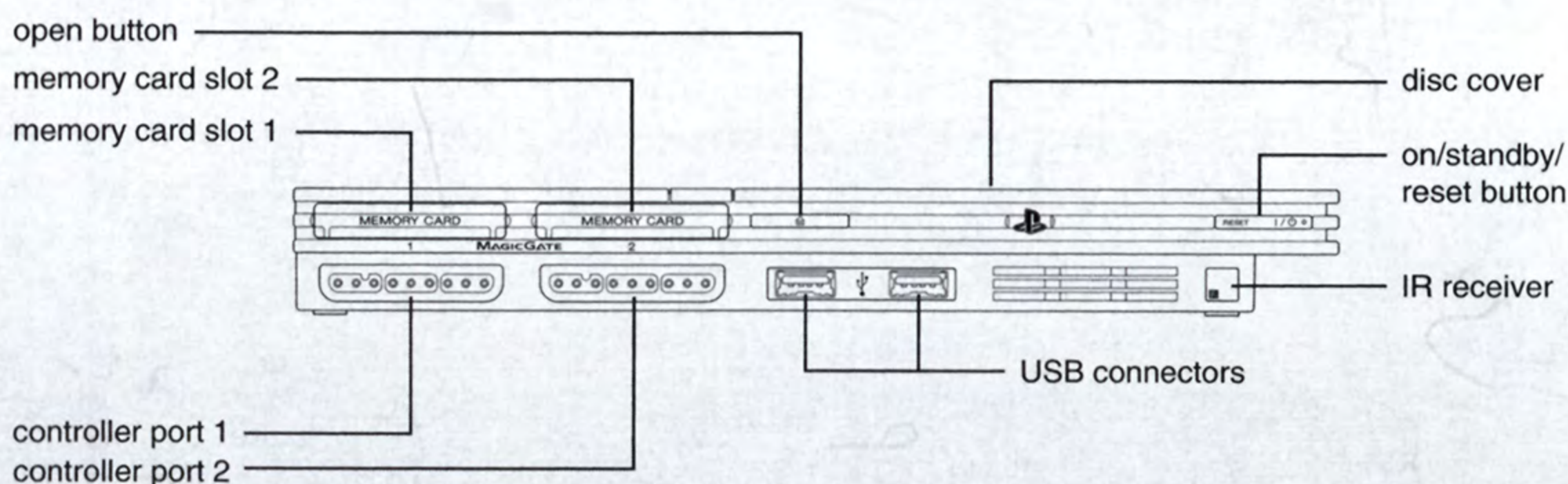
Lillet opened her first grimoire, and began her studies. But only five days later, a terrifying disaster threatens the academy, and all lives are lost.

All except she, who had traveled back through time without knowing why...

Contents

Story	01	Grimoire Data	
Contents	01	Glamour	12
Getting Started	02	Alchemy	13
Starting Up	03	Sorcery	14
Character	04	Necromancy	15
How to Begin and Save	05	Rune Data	16
Game Explanation	06	Q&A	18
Menu Explanation	07	Credits	20
Game System			
Gathering Mana	08		
Summoning Familiars	09		
Drawing Runes	10		
Magic Battle	11		

Getting Started



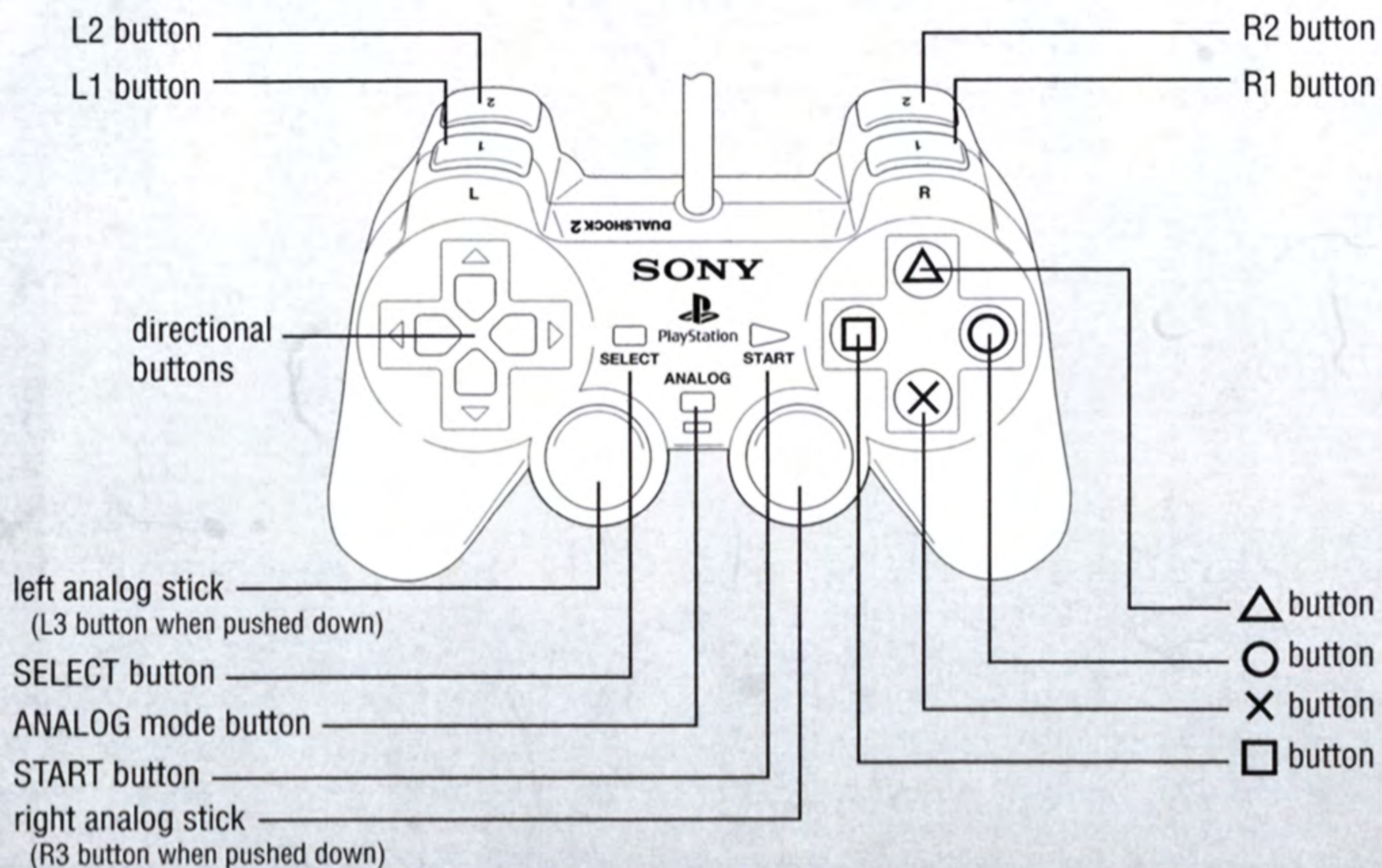
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **GrimGrimoire™** disc in the system with the label side facing up. Attach game controllers and other peripherals 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



	In Battle	In Story
× button	Confirm commands	Next dialogue
○ button	Cancel commands	Not used
△ button	Display Rune Selection icons	Not used
□ button	Drag cursor to select familiar while pressing	Not used
Directional Right/Left	Select familiar on screen in order	Not used
Directional Up	Select all familiars of the same kind as the one selected	Not used
Directional Down	Return to selection prior	Not used
Left Stick	Move cursor	Not used
Right Stick	Move camera	Not used
L1 button	Select command	Not used
R1 button	Select command	Not used
L2 button	Zoom in/out	Not used
R2 button	Enlarge minimap radar display	Not used
R3 button	Move camera to cursor position	Not used
L3 button	Move camera to area of last event	Not used
START button	Open Start Menu	Open Start Menu
SELECT button	Show color difference between ally and enemy	Not used

*This game requires the Analog Controller (DualShock 2)

*Only the first player controller is compatible.

*This game is compatible with vibration. You can turn this on or off in the Settings.

*The LED display will always be on. (Always in Analog mode)

Characters

Lillet Blan

The main character of this story. After being acknowledged for her magical skills, she is invited to the Silver Star tower. She comes from a poor family, and so she wishes to become a great magician to support her family. She is challenged by a strange experience where she goes back in time. Although she is hesitant at first, she must solve this mystery and stand up to the challenges.

Gaff

An elf who loves to clean, but sometimes breaks things.

Gammel Dore

The legendary head master of the Magic Academy who hopes to train the next generation of magicians.

Margarita Surprise

A friendly student at the Magic Academy who was rescued by Gammel.

Bartido Ballentyne

A student who majors in Alchemy. He says he's better at fist fights than magic, but his chimeras and golems beg to differ.

Hiram Menthe

An honor student who studies Necromancy under Ms. Opalneria.

Amoretta Virgine

A student at the Magic Academy. She is quiet, and not good at expressing her emotions.

Advocat

A devil who teaches Sorcery. The details of his contract with Gammel are unknown.

Opalneria Rain

A bewitching Necromancy teacher. She looks young and beautiful, but her true age is not what it seems.

Chartreuse Grande

A lion-headed Alchemy teacher. He has no interest in anything other than his research.

How to Begin and Save

★ How to start the game ★

Turn the game on, and press the START button to get to the title screen.

NEW GAME

Play the game from the very beginning.

LOAD GAME

Continue playing a previously saved game.
Place a Memory Card (8MB)(for PlayStation®2) into Slot 1 and select the file you would like to load.



★ Save ★

You can save your progress throughout the game after each story day, or from the Bookshelf menu.

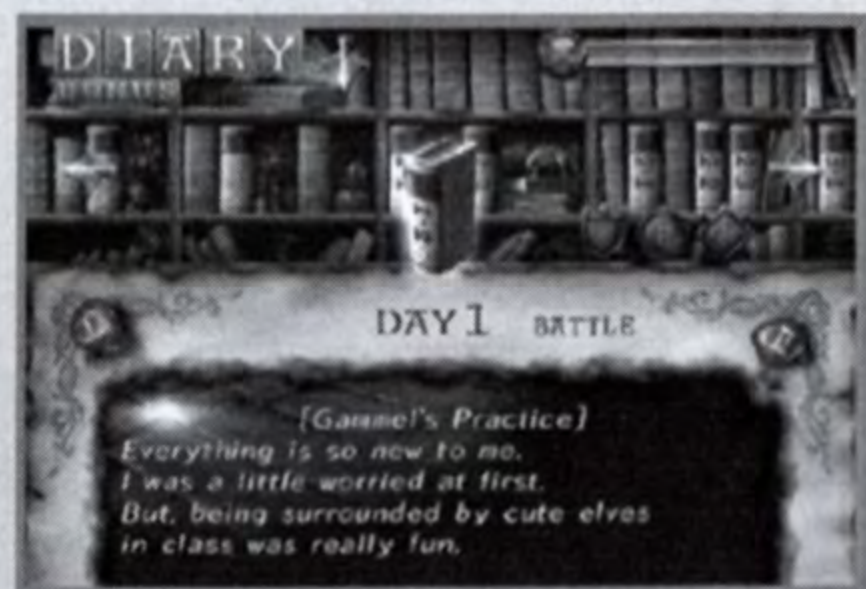
*In order to save, you will need a Memory Card (8MB)(for PlayStation®2). Only Memory Card Slot 1 is compatible with this game, so please insert the Memory Card (8MB)(for PlayStation®2) into Slot 1 before trying to Save.



★ Bookshelf (Diary and Bonus) ★

DIARY

Select a Diary (book) from the bookshelf to play through the storyline. As the game progresses, more Diaries will become available on the shelf. Select a previous entry to go back in time and play through the past. You can also select the difficulty when selecting the Diary to continue on.



STORY PART



Lillet, the main character, will solve the mystery of this story.

BATTLE PART



Study magic in class and fight battles against the enemy.

BONUS

Press the Directional Down Button on the Diary screen to select Bonus books, which are practice stages that are different from the main story.

The further you get in the main story, the more of these books that will become available.

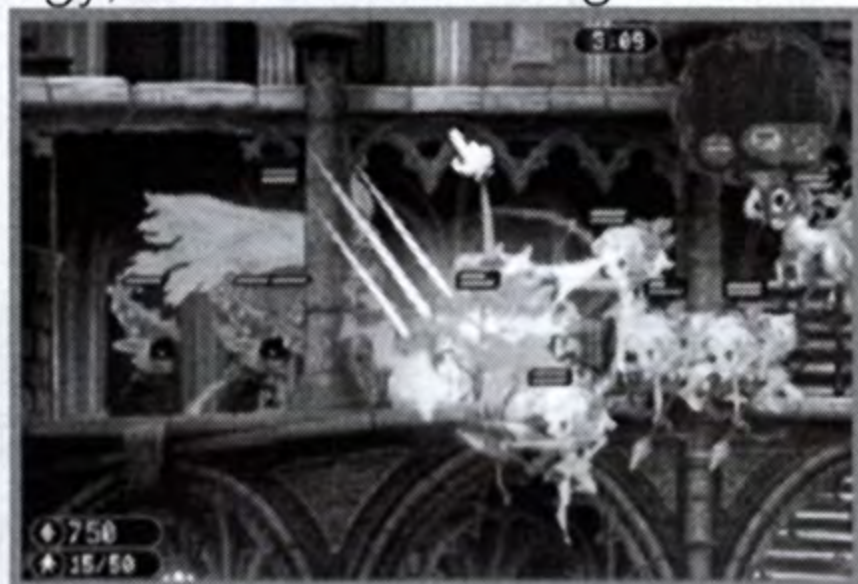


Game Explanation

Game Flow for Battle

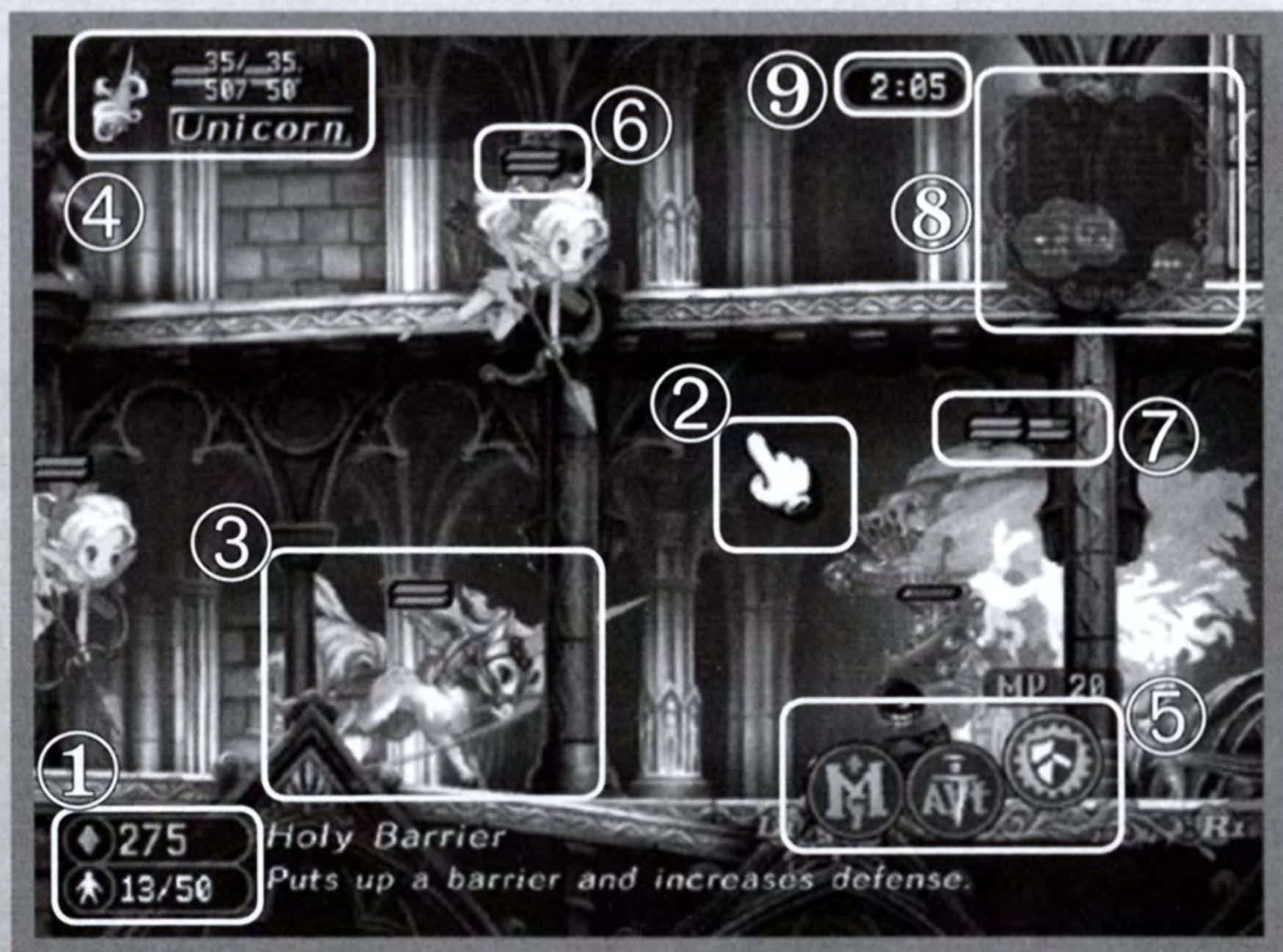
You, the player, will summon familiars to fight against the enemy assault of their familiars. If all of your Runes are destroyed, it is Game Over.

Control your familiars using strategy, and win these magic battles.



Meet the victory conditions of the stage to clear it.

Game Screen



- ① The number on top (in blue) is current Mana. The number below (in white) is the current number of familiars and its max.
- ② The cursor. Use this to select familiars or areas to direct them to.
- ③ The currently selected familiar. A ring will show up around its body.
- ④ The currently selected familiar's status.
- ⑤ The command icons. Also shows the cost of their actions.
- ⑥ Health bar (green). Shows the HP of an ally. The blue bar is MP.
- ⑦ Health bar (red). Shows the HP of an enemy. The blue bar is MP.
- ⑧ Radar. This is a minimap that shows the location of your allies and where battles are being fought.
- ⑨ Timer. Shows how much time has elapsed in this battle.

Menu Explanation

This menu will show up by pressing the START button during the game.

★ Bookshelf ★

EXIT

Ends the game and returns to title screen.

GRIMOIRE DATA

Displays data about the grimoires you currently have, and a list of all the familiars that you have access to, along with a relation chart.

SAVE

Save the current game. (see p.05)

OPTIONS

Change the following settings:

- Cursor: Change the cursor icon during the battles.
- Sound: Switch between Stereo and Mono.
- Voice: Choose the language for the voices or turn the voices off
- Vibration: Turn vibration on or off.

RETURN TO GAME

Close the Menu and return to the game.

★ Stage ★

END BATTLE

End the current battle and select how you want to restart the game.

- Restart: Restart the same stage from the very beginning.
- Quit: Go back to the Bookshelf where you can Save. You can also select your difficulty here.

STAGE CONTENT

Check the victory conditions to this stage.

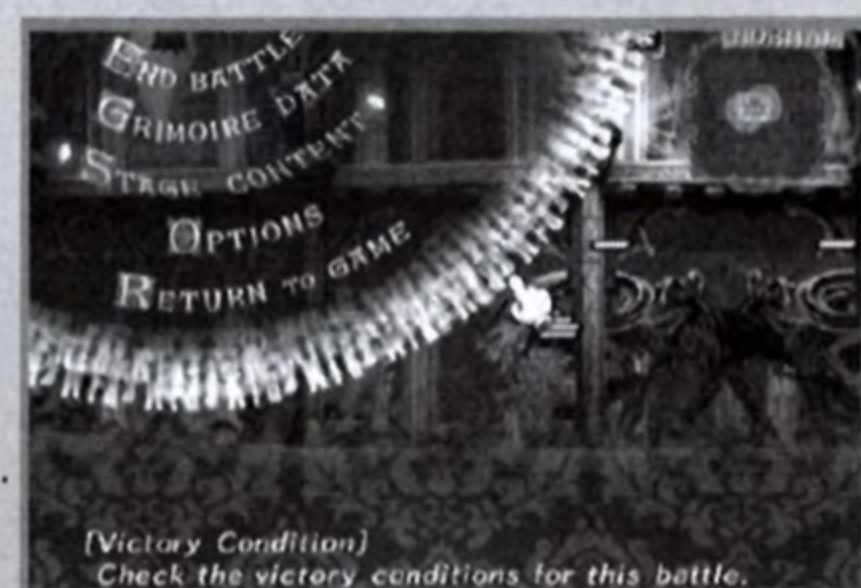
★ Story ★

AUTOPLAY

Let the text boxes advance automatically.

SKIP

Skip the current scene.



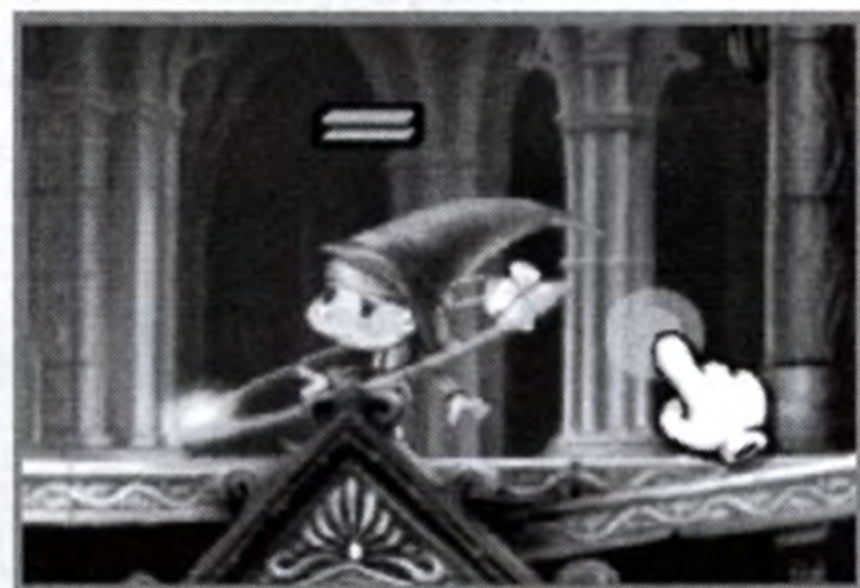
Game System

Gathering Mana

Everything you do will require Mana, the source of magic. First, you will need to gather this Mana by commanding your familiars.

★ Select an Elf ★

In order to gather Mana, you will use the familiar, Elf. Use the Left Stick to move the cursor to the familiar you want to give a command to and press the ☐ button to select it.



★ Give the Command ★

When you have selected a familiar, its available commands will be displayed in the lower right corner. When these commands are displayed, press the X button to give it an action.

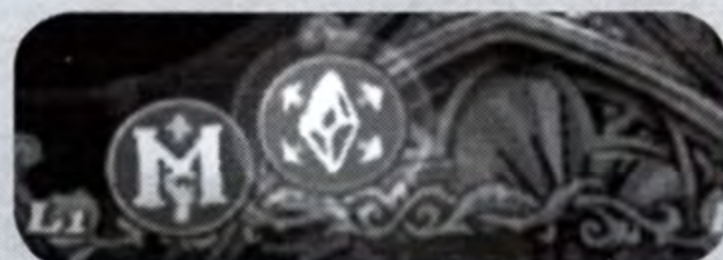


The M icon is for Move. This will move the selected familiar to its designated area.



★ Select the Crystal ★

Use the **L1** **R1** buttons to select through the commands. Press the X button with the selected command to tell the familiar what to do.



This icon for Gather is used to command them to collect Mana from the selected Crystal.



While the Elf is selected, move the cursor to the Crystal and give them the command to Move. This will also automatically make them gather Mana.

★ Make the Crystal a Sanctuary ★

When the Elves reach the Crystal, they will begin to create a sanctuary around the crystal.

When the sanctuary is complete, you will then be able to gather Mana. The Elves will begin to bring Mana crystals back to the Rune.



Caution:

- *Only one familiar can enter the sanctuary at one time, and so the Elves that couldn't get in will wait in front until their turn comes.
- *There is a set amount of Mana that can be gathered from one Crystal, and once the Crystal runs out of Mana, it will eventually disappear.

Game System

Summoning Familiars

As with Mana, the player cannot do anything without familiars. The familiars will follow the player's orders and gather Mana, or attack the enemies.

★ Select the Rune ★

Familiars can be summoned from their respective Runes. Move the cursor to the Rune and select it with the ☐ button.



The green hat icon is the command to summon Elves.



There are two things that are needed to summon a familiar.

★ 1 Mana Cost

In order to summon a familiar, Mana is required. The amount needed depends on the familiar type. The Mana that will be consumed in this process is called the Mana Cost.



★ 2 Summon Cost

The cost of controlling a familiar is called the Summon Cost. The number of familiars that can be used depends on the stage, and you cannot summon more than the max limit of familiars. The stronger the familiar, the higher the cost for both.



★ Summon Queue

When you are summoning a familiar, you can queue up to 5 summons.



★ Level your Rune ★

In order to summon stronger familiars, the Runes must also be leveled up. Select the Rune, and execute the Level Up command to increase its level.



The icon LVUP is the command to level up the Rune.



The status display of "LV1/3" means that the Rune's current level is 1, while the max level is 3. Caution: Familiars cannot be summoned while the Rune is leveling up.



Game System

Drawing Runes

In order to summon a familiar, the specific Rune for each familiar is required.

★ Making a Rune ★

Press the Δ button and select one type of magic from Glamour, Alchemy, Sorcery, and Necromancy to draw its Rune.



The icons for the magic types are the commands to bring up the Rune for that type of magic.



After selecting the type of magic, select the Rune to summon.



The grimoire icons will allow you to select the kind of Rune, and at the same time, serves as a command for where to place the Rune.



Caution:

*Runes cannot be drawn next to Crystals.

*Runes can be destroyed and will disappear when it is attacked by enemies and its HP is gone.

*When all of the player's Runes are destroyed, it is game over.

★ About Types of Magic ★

There are four types of magic:
Glamour, Alchemy, Sorcery, and Necromancy.

Glamour

Weak to Alchemy, and strong against Necromancy. The summoning cost is cheaper, so quite often, they are used in large numbers.

Necromancy

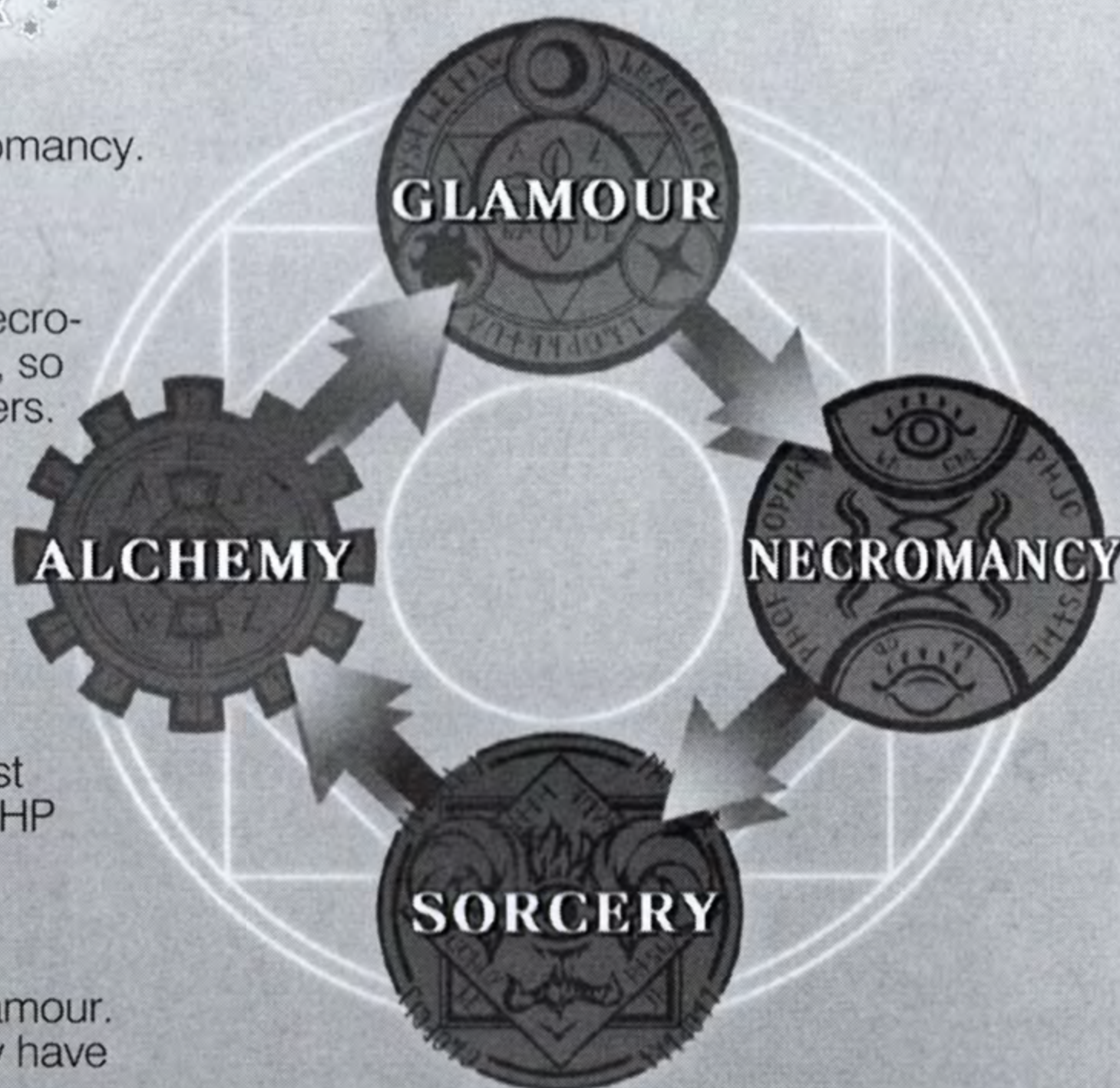
Weak to Glamour, and strong against Sorcery. Their forte lies in the majority of Astral type familiars.

Sorcery

Weak to Necromancy, and strong against Alchemy. They have a higher amount of HP compared to units of the other magics.

Alchemy

Weak to Sorcery, and strong against Glamour. It costs a little more to summon, but they have various types of area attacks.



Comparison chart of the four magics

Game System

Magic Battle

About fighting against enemy familiars.

★ Attack the Enemy ★

Familiars that have a method of attacking will automatically begin their attacks upon encountering the enemy. You can also select the enemy and give them the Attack command to make them go directly to that enemy.



AT, the icon for Attack, can be used to command the familiar to attack a selected target.



★ Command Explanation ★

MOVE

Moves to the selected position. Familiars will not attack the enemy while moving, so it is useful when you want to run away or if you're running through two groups of enemies.



ATTACK



Attacks the selected target. If you give an Attack command and direct your familiars to where there are no enemies, they will move to that location and automatically attack any enemy it finds on its way. They will also attack the selected target as priority.

DEFENSE

Stays in its current location and prepares itself for enemy attacks.



PATROL



Moves between the current position and a second selected point, patrolling the area for any oncoming enemies.

★ Body Type and Movement Type ★

About Body Type

There are two types of bodies that familiars can have: Substance (physical existence) and Astral (spiritual existence). Astrals usually have a light blue colored body. Familiars that have no attacks against Astrals cannot defeat them. On the other hand, familiars that have no way of attacking Substance type familiars cannot defeat them. You must always take care in the body type of the familiars you are about to attack.

Movement Type

There are two types of movement that familiars can do: Flying and Walking. Flying type familiars will ignore walls and ceilings when they move, but walking type familiars may have limitations on where they can get to, depending on obstacles. There are some familiars that can move along by destroying walls.

Grimoire Data

Glamour

	Elf			
	HP: 20	MP: 30	Mana Cost: 50	Body Type: Substance
Use the command, Gather, to make them collect Mana from Crystals. After they learn to Heal, they will become a very valuable healer in the front line of battle.				

◆ Heal

Heal the HP of a familiar with a Substance type body.

There are very few familiars that can recover HP, so elves are worth summoning for their heals.

	Fairy			
	HP: 25	MP: 50	Mana Cost: 75	Body Type: Substance
Can attack both Substance and Astral type familiars. Depending on the battle, they may hold the key to victory or defeat.				

◆ Astral Change

Changes their body into an Astral type.

You can use this to fight against Sorcery or any familiar that can only attack Substance, allowing for your victory without a drop of blood.

	Unicorn			
	HP: 35	MP: 50	Mana Cost: 150	Body Type: Substance
Although the unicorns aren't the strongest, they may become the most important part of offense or defense if you can use their abilities to your greatest advantage.				

◆ Holy Barrier

A temporary shield that greatly reduces the damage taken.

Their greatest worth can be seen by charging forth a unicorn with Holy Barrier into an enemy group.

◆ Astral Hold

Temporarily disables an Astral type familiar from taking any action.

Very effective against Morning Star and Charon.

	Morning Star			
	HP: 130	MP: ---	Mana Cost: 335	Body Type: Astral
The only familiar of Glamour magic that has an area of effect attack. It has a high Mana Cost as well as a need to consume Mana to attack. Think carefully when and where to use this familiar.				

	Talisman			◆ Only Elves can create these.
	HP: 70	MP: ---	Mana Cost: 100	Body Type: Substance
Attacks nearby enemies with the shine of the holy stone. Its major role is to protect its own Rune, and is very important in a defensive battle.				

Grimoire Data

Alchemy

	Blob			
	HP: 20	MP: 30	Mana Cost: 50	Body Type: Substance
	If it can use Gum Drop, it won't be rare for a Blob to save a difficult situation. It is very reliable as defense, but its only flaw is its slow movement.			
◆ Gum Drop Slows down the movement of a Substance type familiar.				

	Homunculus			
	HP: 40	MP: 100	Mana Cost: 125	Body Type: Substance
	They have very little HP, and will be easily defeated by an enemy assault. But the skills it can learn are very strong and reliable.			
◆ Clairvoyance Shoots a flare into the selected location of the entire map, temporarily lighting up the darkness. Within that range, physical attacks will be able to hurt Astral familiars.				
◆ Psychic Storm Has the power to sweep out a densely gathered enemy group. Release the power into a crowd of Fairies or Phantoms to scatter a large army immediately.				

	Golem			
	HP: 80	MP: 100	Mana Cost: 150	Body Type: Substance
	Because they have many long ranged attacks, they can defeat the enemy without a scratch. But they do have a dual nature in which they can easily be defeated if the enemy comes close.			

	Chimera			
	HP: 500	MP: ---	Mana Cost: 500	Body Type: Substance
	High mobility and area attacks are the Chimera's forte. But because they are incomplete organisms, their HP will slowly continue to drop.			
◆ Consume It can maintain its self-destructive body by cannibalizing its ally. The eaten familiar will disappear, but the Chimera will recover far better than from a Heal. The target's maximum HP will affect the amount it can recover.				

	Gargoyle			◆ Only Blobs can create these.
	HP: 100	MP: ---	Mana Cost: 100	Body Type: Substance
	Unlike the other symbols, this one has an area attack. But it cannot do any attacks against Astral type enemies.			

Grimoire Data

Sorcery

	Imp			
	HP: 40	MP: ---	Mana Cost: 50	Body Type: Substance
Its quick feet allow for efficient Mana gathering. They are also capable of melee attacks. They can switch from gathering to attacking, helping out in close situations.				

	Grimalkin			
	HP: 50	MP: 100	Mana Cost: 150	Body Type: Substance
By themselves, they have no powers to destroy an enemy onslaught, but one Grimalkin can completely change a situation in battle.				

◆ Sleep

Sleeps a Substance type familiar.

Use this when being attacked by a Chimera or a Dragon to minimize the damage.

◆ Mana Burn

The target's remaining Mana is the amount of damage it does.

As well as doing this damage, the attack will burn out the target's Mana to 0, so it is a very effective attack against familiars who use Mana, such as Golems and Homunculus.

	Demon			
	HP: 170	MP: ---	Mana Cost: 200	Body Type: Substance
Demons can overwhelm an enemy with its high HP and attack power. With a higher LV Rune, it can learn to curse the enemy.				

◆ Black Curse

A curse effect will be added to its normal attack.

If attacked by its cursed claws, HP will gradually decrease.

	Dragon			
	HP: 600	MP: ---	Mana Cost: 500	Body Type: Substance
It is summoned as an egg, and will hatch into a huge Dragon. It has very high HP and a very large area attack.				



Guardian

◆ Only Imps can create these.

HP: 130	MP: ---	Mana Cost: 100	Body Type: Substance
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A symbol with a seductively high durability.

Grimoire Data

Necromancy

	Ghost			
	HP: 16	MP: ---	Mana Cost: 40	Body Type: Astral
	It is a flying type familiar and can freely gather Mana without being obstructed by ceilings. They are cheap in cost, and are very easy to use.			
◆ Charge Becomes a bomb, and attacks the enemy. It will deal a great amount of damage against Astral type familiars.				

	Phantom			
	HP: 35	MP: 20	Mana Cost: 75	Body Type: Astral
	Phantoms are great because of their low Mana cost for their high attack power. The timing at which you summon them can change the tide of battle.			
◆ Berserk Temporarily increases attack speed. By using Berserk, you can quickly annihilate symbols and devils.				

	Skullmage			
	HP: 30	MP: 50	Mana Cost: 75	Body Type: Substance
	They cannot attack any Substance type enemies, but they can do great amounts of damage against Astral type familiars.			
◆ Astralize Can temporarily change a Substance type enemy into an Astral. If you mistake the timing of using this skill, you may become unable to attack, but use it to your advantage to make any enemy prey to your powerful attacks.				

	Charon			
	HP: 120	MP: ---	Mana Cost: 200	Body Type: Astral
	Charon can turn any familiar into a spiritual soul and carry them around. You can also use a familiar as a bomb, and toss it out to do massive damage to the enemy.			
◆ Anima Drain Use a familiar that is being carried around as a bomb to throw at enemies. It is very powerful, and a few hits can even drive a Dragon away.				

	Obelisk				◆ Only Ghosts can create these.
	HP: 50	MP: 30	Mana Cost: 100	Body Type: Substance	
	A symbol that heals ally Astrals around it. It has no effect against Substance type familiars.				

Rune Data



GLAMOUR

Glamour is the oldest form of magic that works with nature. You can work with fairies and elves, who live in the mystical world.

Glamour	Level	Cast	Details
Fairy Ring	Lv. 1	Summon - Elf	Allows you to summon the familiar, Elf.
	Lv. 2	Summon - Fairy	Allows you to summon the familiar, Fairy.
	Lv. 3	Elf: Heal	Allows the Elf to heal Substance familiars.
	Lv. 4	Fairy: Astral Change	Allows itself to temporarily turn Astral.
	Lv. 5	Fairy: Power Up	Fairy's attack range is increased.
Titania	Lv. 1	Mastery Effect	Summon Cost for Glamour is decreased.
	Lv. 2	Glamour: Attack Up	Glamour attack power increased.
	Lv. 3	Glamour: Defense Up	Glamour defense increased.
	Lv. 4	Summon - Morning Star	Allows you to summon the familiar, Morning Star.
	Lv. 5	Morning Star: Power Up	Max limit of stockable stars increased.
Wicca	Lv. 1	Advent - Talisman	Elves become able to advent the Talisman.
	Lv. 2	Summon - Unicorn	Allows you to summon the familiar, Unicorn.
	Lv. 3	Unicorn: Holy Barrier	Decreases its damage taken.
	Lv. 4	Unicorn: Astral Hold	Disables one Astral enemy target.
	Lv. 5	Glamour: Max HP Up	Max HP of all Glamour familiars increased.



ALCHEMY

The science of Alchemy can see through nature's laws, and can change anything. Create lives with precise methods.

Alchemy	Level	Cast	Details
Laboratory	Lv. 1	Summon - Blob	Allows you to summon the familiar, Blob.
	Lv. 2	Summon - Homunculus	Allows you to summon the familiar, Homunculus.
	Lv. 3	Homunculus: Psychic Storm	Does continuous damage within an area.
	Lv. 4	Blob: Gum Drop	Slows attack and movement speed of Substance.
	Lv. 5	Homunculus: Power Up	Max MP of Homunculus increased.
Chimera Spawn	Lv. 1	Summon - Chimera	Allows you to summon the familiar, Chimera.
	Lv. 2	Alchemy: Max HP Up	Max HP of Blob, Homunculus and Chimera increased.
	Lv. 3	Chimera: Consume	Recover HP by eating ally familiars.
	Lv. 4	Alchemy: Max HP Up 2	Max HP of Blob, Homunculus and Chimera increased.
	Lv. 5	Alchemy: Max HP Up 3	Max HP of Blob, Homunculus and Chimera increased.
Engrave	Lv. 1	Advent - Gargoyle	Blobs become able to advent the Gargoyle.
	Lv. 2	Summon - Golem	Allows you to summon the familiar, Golem.
	Lv. 3	Golem & Gargoyle: Range Up	Attack range of Golem and Gargoyle increased.
	Lv. 4	Golem & Gargoyle: Range Up	Defense of Golem and Gargoyle increased.
	Lv. 5	Golem & Gargoyle: Range Up 2	Defense of Golem and Gargoyle increased more.

Rune Data



SORCERY

Summon the rebels of god who dwell in the abyss.
Force them to fight for you with this magic.

Alchemy	Level	Cast	Details
Hell Gate	Lv. 1	Summon - Imp	Allows you to summon the familiar, Imp.
	Lv. 2	Summon - Demon	Allows you to summon the familiar, Demon.
	Lv. 3	Imp: Attack	Imps become able to attack.
	Lv. 4	Demon: Power Up	Movement speed of Demons increased.
	Lv. 5	Demon: Power Up 2	Max HP of Demons increased.
Chaos Nest	Lv. 1	Summon - Grimalkin	Allows you to summon the familiar, Grimalkin.
	Lv. 2	Summon - Dragon	Allows you to summon the familiar, Dragon.
	Lv. 3	Grimalkin: Mana Burn	Turn enemy MP into damage.
	Lv. 4	Grimalkin: Power Up	Max MP of Grimalkin is increased.
	Lv. 5	Demon: Black Curse	Curses the attacked enemy, doing damage over time.
Gehenna	Lv. 1	Advent - Guardian	Imps become able to advent the Guardian.
	Lv. 2	Long Scope Effect	The devils get a wider viewing range.
	Lv. 3	Imp: Power Up	Attack speed of Imps increased.
	Lv. 4	Dragon: Power Up	Max HP of Dragons increased.



NECROMANCY

Necromancy borrows the powers of the souls who live in the fires of hell.
Open the gates to Hades to summon the sleeping dead.

Glamour	Level	Cast	Details
Hades Gate	Lv. 1	Summon - Ghost	Allows you to summon the familiar, Ghost.
	Lv. 2	Summon - Phantom	Allows you to summon the familiar, Phantom.
	Lv. 3	Ghost: Charge	Turns itself into a bomb, attacking the enemy and self.
	Lv. 4	Phantom: Berserk	Temporarily increases attack speed by a lot.
	Lv. 5	Phantom: Power Up	Movement speed of Phantom increased.
Acheron	Lv. 1	Summon - Charon	Allows you to summon the familiar, Charon.
	Lv. 2	Charon: Power Up	Movement speed of Charon increased.
	Lv. 3	Skullmage: Power Up	Max MP of Skullmage increased.
	Lv. 4	Charon: Anima Drain	Attack enemies with familiars riding aboard.
Purgatory	Lv. 1	Advent - Obelisk	Ghosts become able to advent the Obelisk.
	Lv. 2	Summon - Skullmage	Allows you to summon the familiar, Skullmage.
	Lv. 3	Skullmage: Astralize	Temporarily turns the enemy into an Astral.
	Lv. 4	Necromancy: Attack Up	Attack power of summoned spirits increased.
	Lv. 5	Necromancy: Attack Up 2	Attack power of summoned spirits increased more.

Q & A



Q.1

I want to win a battle easily. How can I do that?

A.1

Most of the time, simply having more familiars gives you an advantage. Attack with numbers and you'll be able to win with less damage to your own forces.

But make sure to keep in mind the weakness and strength of your enemy's familiars. It would be best if you can predict the next wave of familiars and summon your own familiars accordingly while fighting in the offensive.



Q.2

If the enemy familiar is too strong and I can't win, what should I do?

A.2

If you can't win with the familiars you have summoned up to now, try summoning other familiars and test those out.

Know your familiar's skills and characteristics and use them in the proper situation. This may open your path to victory.

Also, if you attack one enemy with multiple of your own ally familiars, you will be able to gain a more sure victory.



Q.3

What if I still can't win?

A.3

Make sure you level up your Rune's LV.

Sometimes, one level of a Rune can completely change the situation in battle. Try it out.





Q.4

Did my familiars just get defeated without me noticing?

A.4

Familiars with less HP should be positioned behind other familiars so that they can attack the enemy without being attacked. Try to keep in mind the front line and rear positioning when summoning familiars.

When an enemy attacks, the formation will be disrupted, so it's important to go back and check their positions, and reposition if needed.

It is also important to have your familiars with low health retreat back to your own Runes and heal.



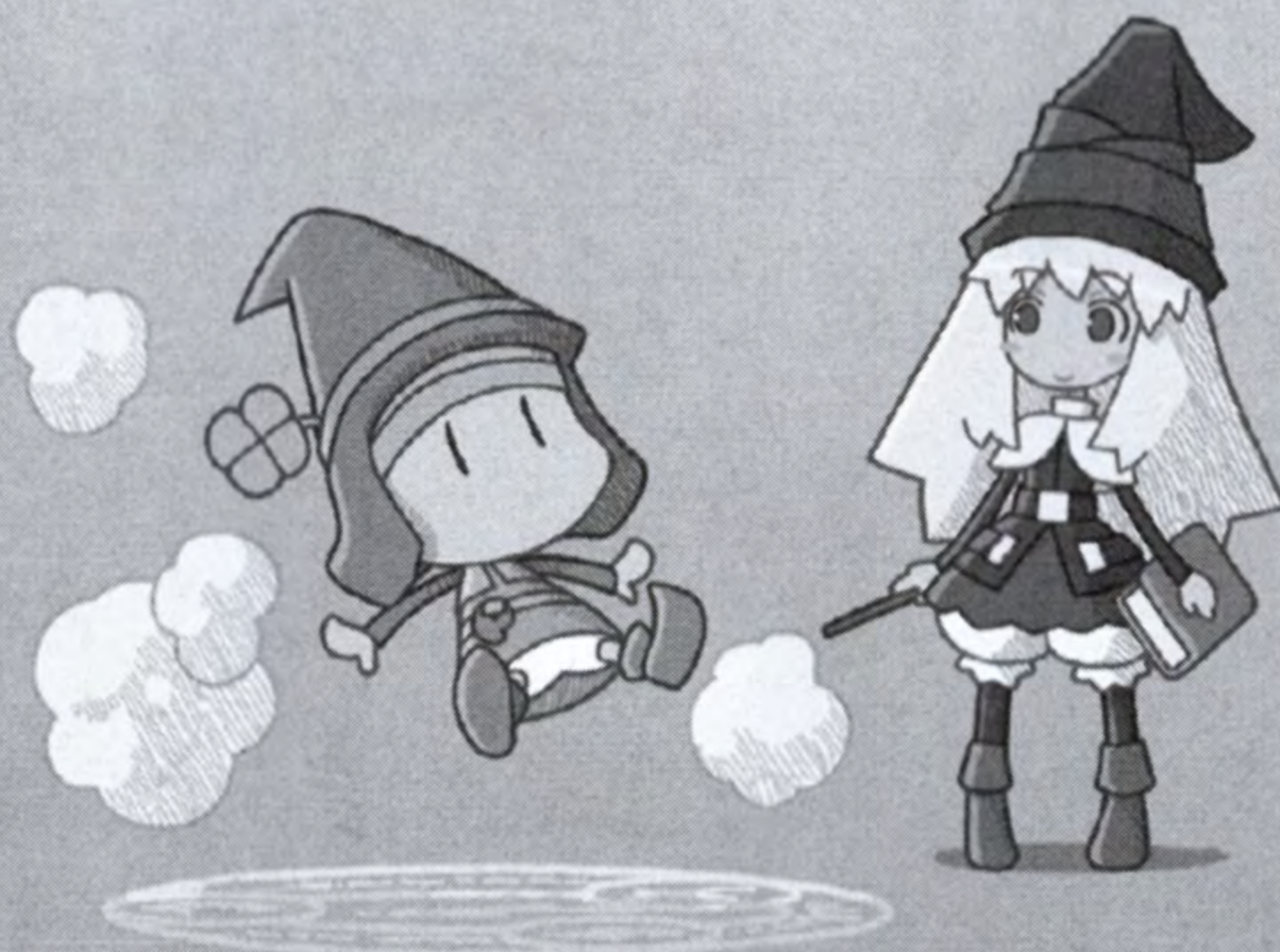
Q.5

The enemy's defense is so strong, I can't attack. What should I do?

A.5

Locations protected by both symbols and familiars are very hard to break through. But, you can use one familiar to lure your enemy's attack and make them move the way you want.

Familiars that have switched to attack mode will continue to chase your familiar, so you can lure them back to your own defensive area.



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GrimGrimoire™



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