

# TALES OF LEGENDIA™



**namco®**

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

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

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

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

## **USE OF UNAUTHORIZED PRODUCT:**

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

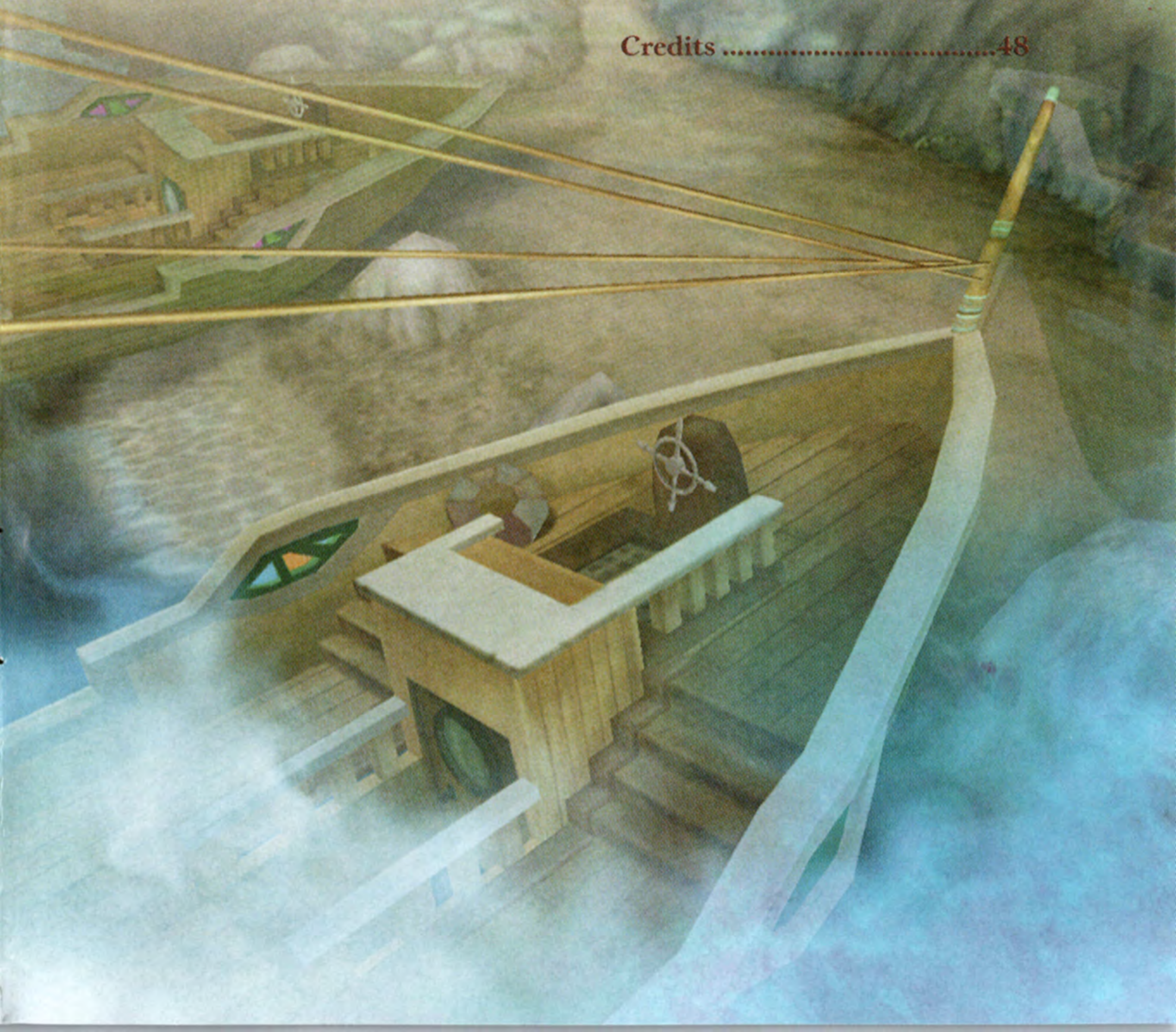
## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

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

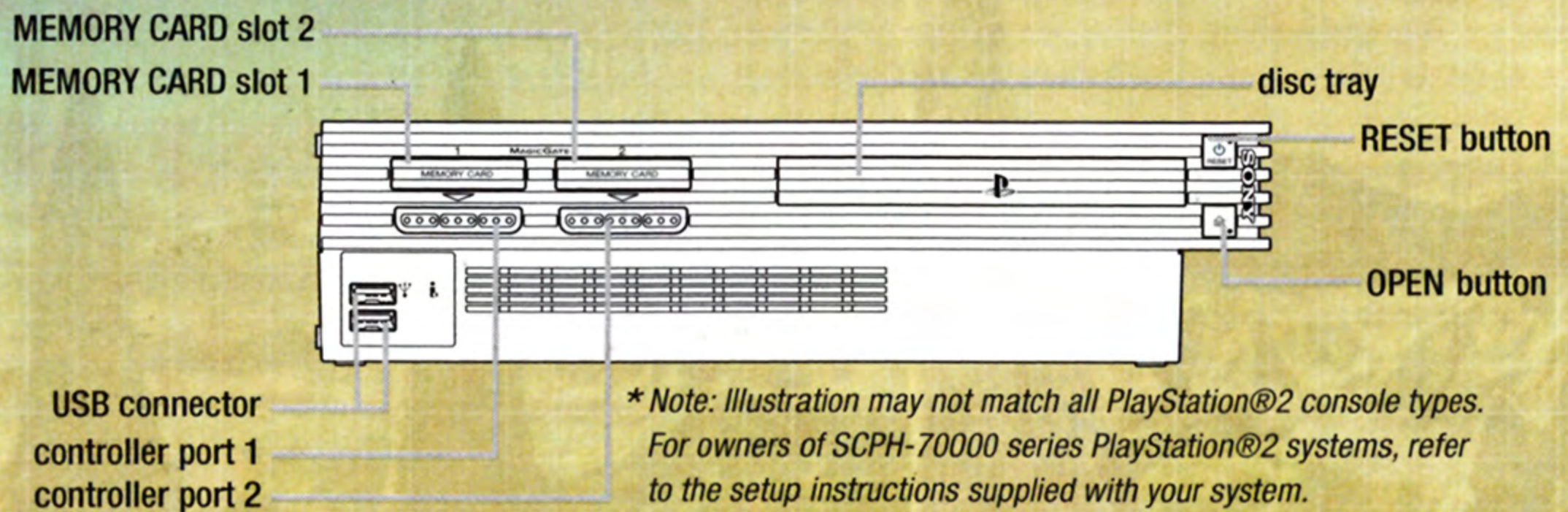
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# setting up\*



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

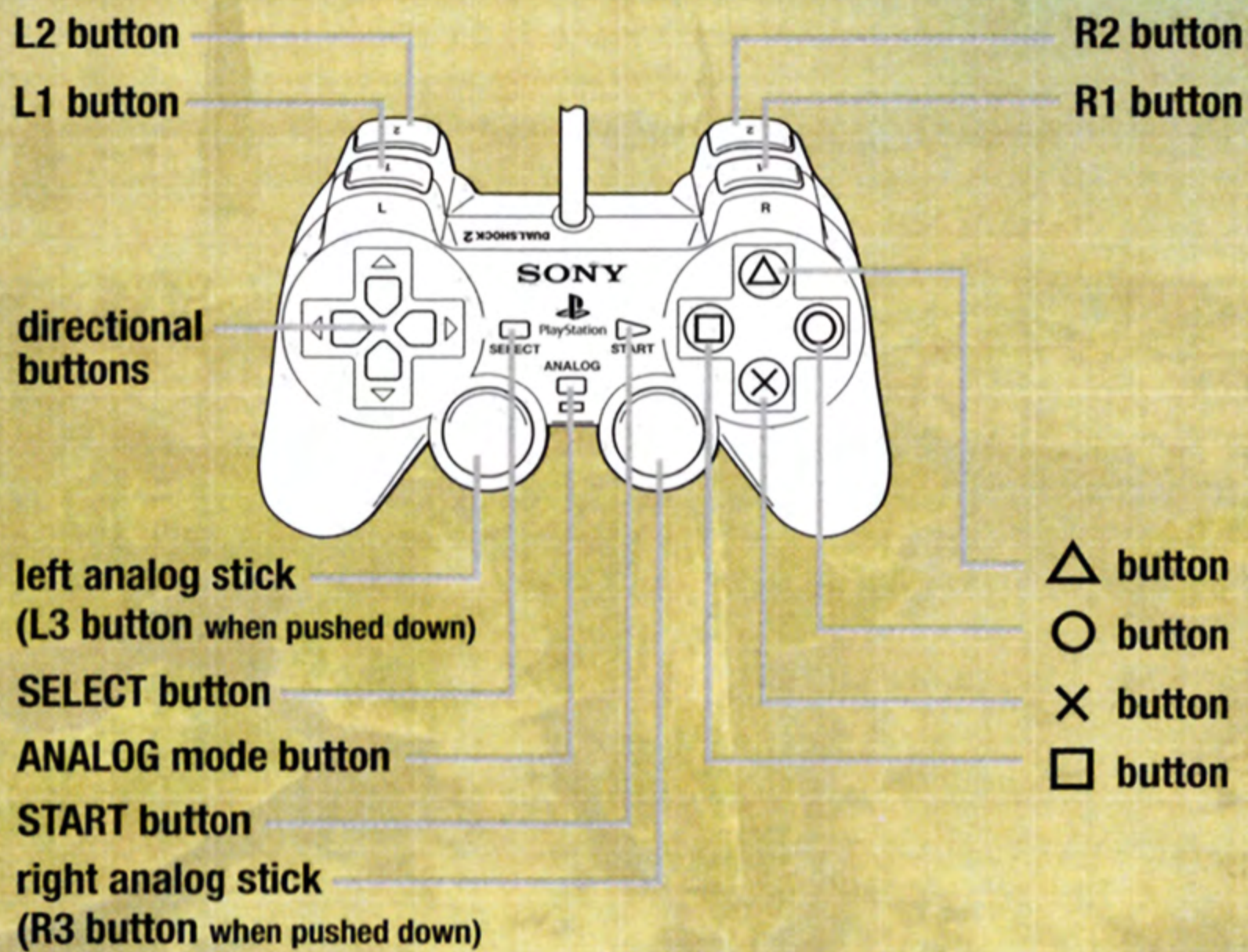
## Memory Card

This game uses 27 KB of space on a memory card (8MB) (for PlayStation®2). The first time you play, you can create a file region for **TALES OF LEGENDIA™** on the memory card (8MB) (for PlayStation®2). Each memory card (8MB) (for PlayStation®2) can save up to 99 **TALES OF LEGENDIA™** saves.

However, multiple file regions cannot be created on a single memory card (8MB) (for PlayStation®2).

# controls

## DUALSHOCK®2 ANALOG CONTROLLER LAYOUT



This game can only be played with a DUALSHOCK®2 analog controller. The default settings for the DUALSHOCK®2 analog controller appear above.

The ANALOG mode button should always be ON (mode indicator: Red), and cannot be turned OFF (mode indicator: not lit). You can turn the vibration feature of the controller on or off from the Options Menus found within the game (see pg. 33).

This is only a one-player game. Be sure to connect the DUALSHOCK®2 analog controller to controller port 1.

# The story

**Most of the world was covered with a raging ocean—**

*Senel Coolidge*, a young man and master of a special power known as *eres*, and his younger sister Shirley, found themselves adrift in a sea of standing fog. Just as they had run out of food and were at the limits of their strength, an island emerged through the fog. The island approached them with amazing speed, their small boat caught in powerful waves. When they awoke, they found themselves washed ashore. Though covered in soil and vegetation, and appearing to be an island from a distance, the “land” that spread out beneath their feet was no island at all. It was a gigantic ship.

The ship – a relic of some ancient civilization – was known as the *Legacy*, and there were many on the *Legacy* lying in wait for Shirley. They called her “*Merines*” and pursued her to further their own schemes...

Meeting many companions on the way, Senel overcomes many obstacles, leading him to an enormous mystery surrounding the truth about the world and its people...





• *Crystal Forest*

## **An epic story in two parts about the bonds that bind us all...**

Tales of Legendia is composed of two parts. The story is referred to as the Main Scenario, while the additional Character Quests delve further into the characters who appear in the Main Scenario. As players uncover the personalities of and relationships between the characters, the true story of Tales of Legendia will come to life.

### **The Main Scenario**

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This part of the story centers on Senel and Shirley, and concerns the development of a battle on which the fate of the world hangs. In the course of the main story, players will encounter new friends and foes, and new discoveries will arise.

### **The Character Quests**

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These episodes, which are unlocked after the Main Scenario, tell the stories of individual characters. It is only after the bonds between these characters are understood that the true ending of the story is uncovered. There are also unique ways to enjoy the game that are only available in the Character Quests.

### **The Legacy**

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This is an enormous ship, large enough to be mistaken for an island. Its origins are unknown, but it is believed to have been created by an ancient civilization, long lost in time. The ship was first discovered fifteen years ago. Since its discovery, many people have come to visit it from the mainland, in search of scientific knowledge or a hunt for treasure. A town has even been built by those that came aboard the ship. The hull of the ship is thick and covered with soil, upon which nature has taken hold in the form of mountains and rivers, lakes and forests. Details of this floating island, such as how it moves and when it will stop, remain unknown.

# The characters



## Senel Coolidge

*Gender: Male*

*Age: 17*

*Height: 5'7"*

*Weight: 130 lbs*

*Occupation: Alliance Marine*

Senel is a young martial artist and master of iron ices. He is also a talented sailor and swimmer, thanks to his work in the Marines of the Holy Alliance, where he helps maintain the safety of the oceans from the monsters that live there. He has a strong will, and prefers action over words, causing many people to think that he is cold and uncaring.



## Shirley Fennes

*Gender: Female*

*Age: 15*

*Height: 5'1"*

*Weight: 90 lbs*

*Occupation: None*

Shirley is Senel's sister, two years younger than he. She is constantly trying to protect her brother from the dangers that his job puts him in. She has a unique body chemistry, however, that causes her to fall ill should she come into contact with salty sea wind or water. Normally she is calm and quiet, giving those around her an impression that she is frail. At the same time, though, she can be quite stubborn, and once she has decided upon a course of action, it is almost impossible to change her mind about it.



## Chloe Valens

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*Gender: Female*

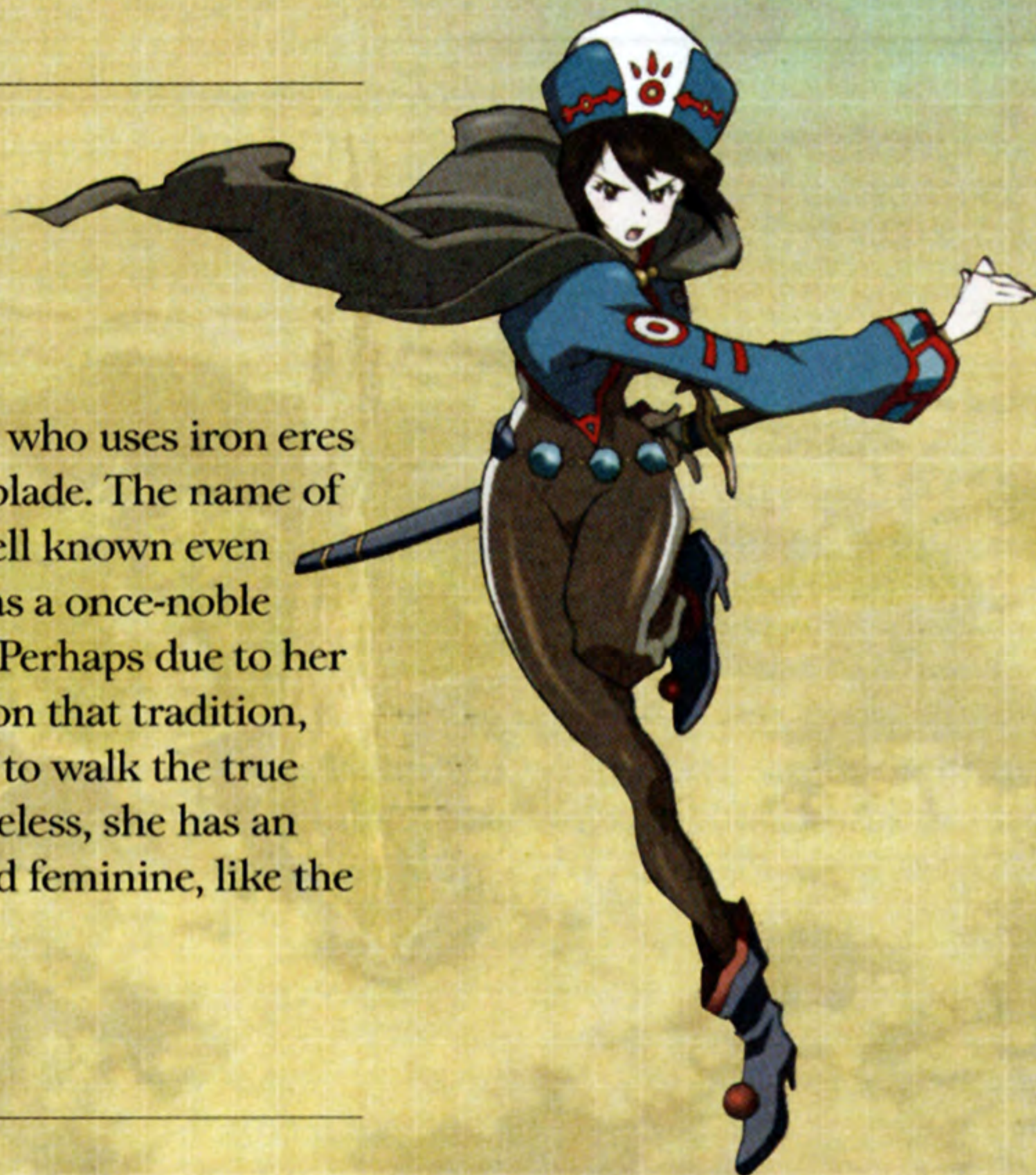
*Age: 17*

*Height: 5'6"*

*Weight: 108 lbs*

*Occupation: Knight*

Chloe is a young woman who uses iron eres and an unnaturally deft blade. The name of the House of Valens is well known even among other kingdoms as a once-noble family of proud knights. Perhaps due to her feelings of duty to carry on that tradition, she always forces herself to walk the true path of a knight. Nonetheless, she has an inner side that is cute and feminine, like the young lady that she is.



## Will Raynard

---

*Gender: Male*

*Age: 28*

*Height: 6'2"*

*Weight: 168 lbs*

*Occupation: Sheriff*

*(originally a natural historian)*

Will is the first person that Senel meets when he comes to the Legacy. Will is a user of crystal eres. In his role as the sheriff of Werites Beacon, a town on the Legacy, he has earned the love and respect of many people, but he insists that he is just a natural historian. He has an excellent ability for leadership and decision making, and as the eldest person in the party he is sometimes strict and sometimes kind, gaining him the trust of the others. Yet it seems he also has a weak spot...



# The characters

## Norma Beatty

---

*Gender: Female*

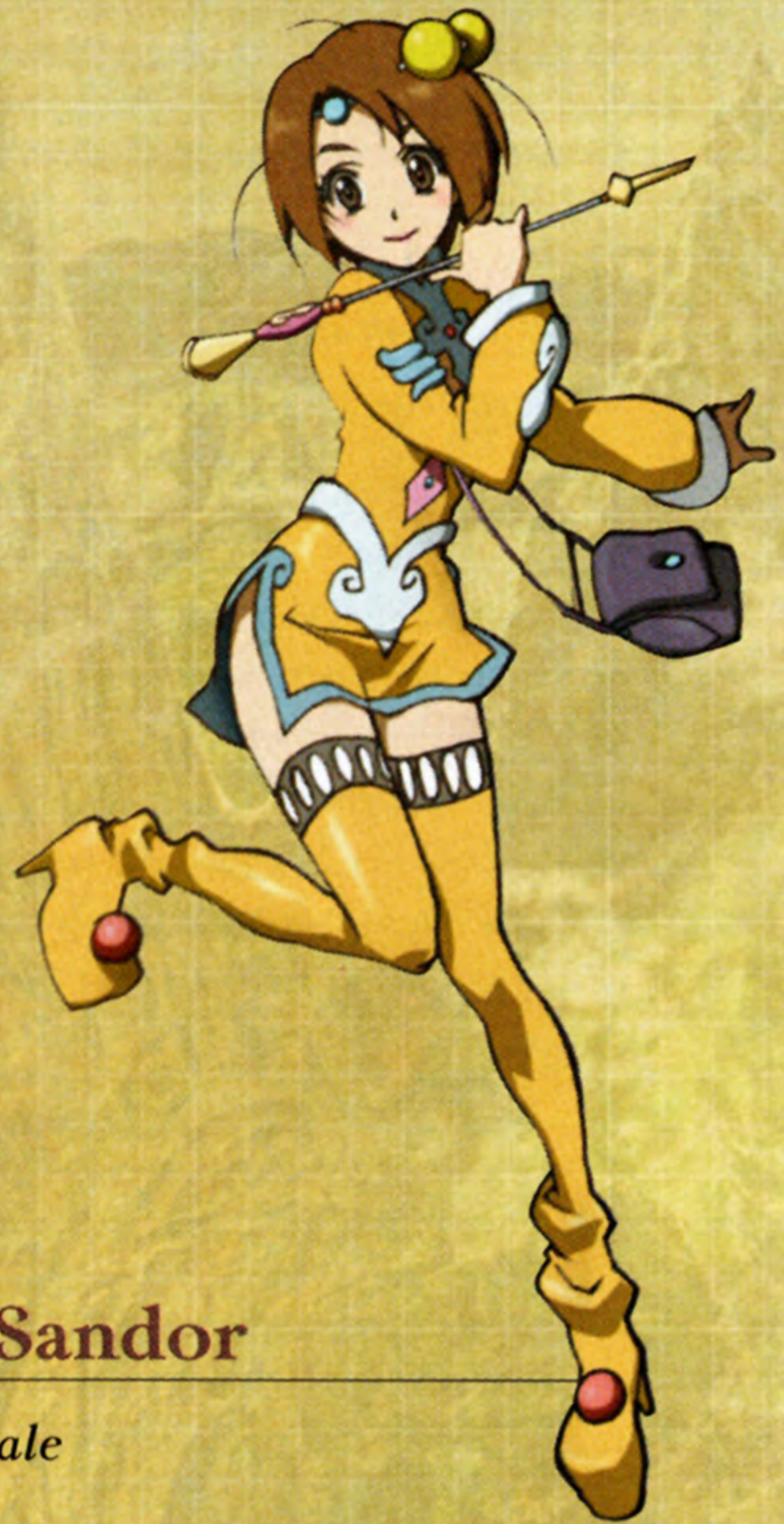
*Age: 16*

*Height: 5'2"*

*Weight: 95 lbs*

*Occupation: Treasure Hunter*

Norma is a young treasure hunter that Senel meets during his adventure. She is a user of crystal eres. She is cheerful and loves jokes, and is constantly drawing laughter by making fun both of those around her and of herself. At times, however, she makes very insightful comments that show just how clearly she sees events, and that she is a person to be reckoned with. She likes to create nicknames for people that only she uses.



## Moses Sandor

---

*Gender: Male*

*Age: 17*

*Height: 6'0"*

*Weight: 146 lbs*

*Occupation: Bandit Chief*

Moses uses iron eres and wields a spear in battle. He comes from a tribe of beast tamers, and he himself is the master of a galf (a type of beast) named Giet. On the Legacy he is notorious as the boss of a group of bandits, and his many henchmen make trouble throughout the ship. While his appearance is one of barbarity, he is actually quite humane and responsible. Surprisingly, he is also quickly moved to tears.

## Grune

---

*Gender: Female*

*Age: Unknown*

*Height: 5'9"*

*Weight: 117*

*Occupation: Unknown*

Grune is a woman shrouded in mystery. She uses crystal eres. Never swayed by circumstances, she has the amazing ability to bring a feeling of peace and well-being to all those around her. She has lost her memory, recalling only her own name, but she still keeps in high spirits and has a smile on her face at all times. Never distraught, never emotional, she may be the most fearless member of the group.



## Jay

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*Gender: Male*

*Age: 16*

*Height: 5'1"*

*Weight: 104 lbs*

*Occupation: Information Dealer*

Jay is a young man who uses iron eres, and tends to appear and disappear without notice. He is always coolly watching the situation from one step away. He is especially good at information analysis, and therefore often finds work as a strategic advisor. His tendency to let fly with cynical remarks about those around him make for a less-than-socially-acceptable personality. However, it seems that there are some to whom he will show his younger, boyish side.



# getting started

## The Title Menu

Use the directional buttons or move the left analog stick up or down to choose a menu item, and press the **X** button.



## NEW GAME

Starts a new game from the beginning.

## CONTINUE

If save data for this game exists on a memory card (8MB) (for PlayStation®2), you can continue playing from that game. Choose the data you wish to load from a memory card (8MB) (for PlayStation®2) that was previously inserted into MEMORY CARD slot 1.



## OPTIONS

This allows you to set game options. The menu items function as described under the Options Menu (see pg. 33).

### [Saving the Game]

The game can be saved when you are on the Field Map Screen or standing on a Save Point on the Normal Screen. Have a memory card (8MB) (for PlayStation®2) with at least 27 KB of free space inserted into MEMORY CARD slot 1, and choose the file to save from the Save Menu. You may have up to 99 save files. Be careful, as writing over previous data will completely erase it.



After viewing the opening movie, press the START button at the Title Screen to display three menu items. You can press the START button to skip the movie.

## Parts of the Screen

This section explains the four screens that make up the basic game, and how they are related. You can open the Menu from a Map Screen, on which the story develops, and the Battle Screen appears when you meet with an enemy.

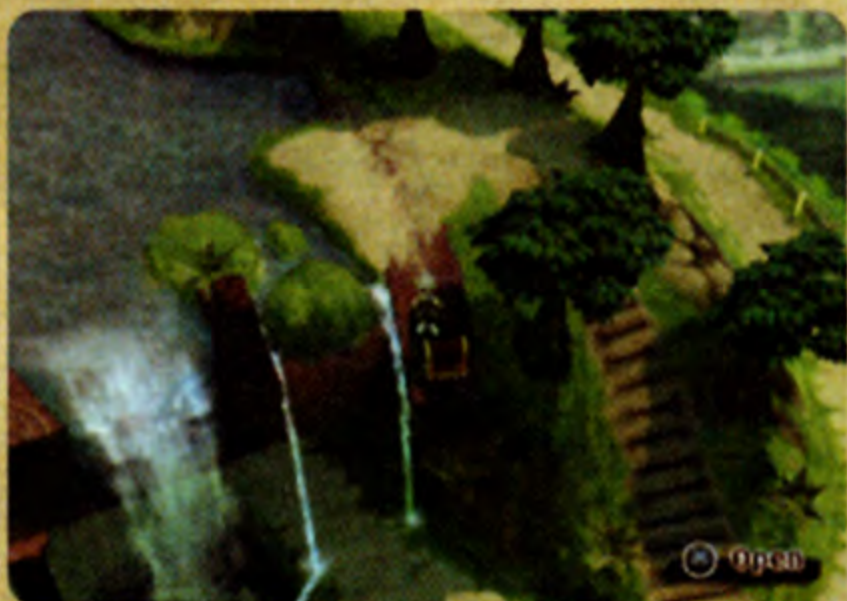
### Map Screens

[pg. 14-17]

**FIELD MAP** – Towns and dungeons are found scattered about this map, and it is on this screen that you will search for locations as you travel throughout the world.



**NORMAL MAP** – This map appears when you enter towns or dungeons from the Field Map. You can prepare for your adventure or watch the story develop from this screen.



### Menu Screens

[pg. 18-33]

On these screens you can use eres or items, or set various options. You can display this screen by pressing the button while on a Map Screen.



### Battle Screens

[pg. 34-45]

When you meet with an enemy on a Map Screen, this screen is shown. Operate your characters to defeat the enemy.



# game controls

## MENU SCREEN

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directional buttons/left analog stick.....	Cursor movement Increase or decrease numbers
⊗ button .....	Confirm selection
⊙ button .....	Cancel selection
△ button .....	Remove equipped items
⊕ button .....	Change information Display details
<b>L1</b> button / <b>R1</b> button.....	Change character Change category
<b>R2</b> button.....	Next page
<b>L2</b> button.....	Previous page

## MAP SCREEN (Field Map Operations)

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directional buttons.....	Move (walk)
left analog stick.....	Move (run)
⊗ button .....	Enter town/dungeon/duct
⊙ button .....	Cancel
△ button .....	Open Main Menu
⊕ button .....	Open Basket Menu
START button .....	Toggle minimap and compass display
SELECT button.....	Start Skit
<b>L1</b> button / <b>R1</b> button.....	Rotate map
R3 button.....	Display World Map
right analog stick .....	Rotate map

This section explains the basic controls for each screen found in the game. For details concerning controls, see the detailed explanations on the following pages and the in-game displays, key help, etc.

## MAP SCREEN (Normal Map Operations)

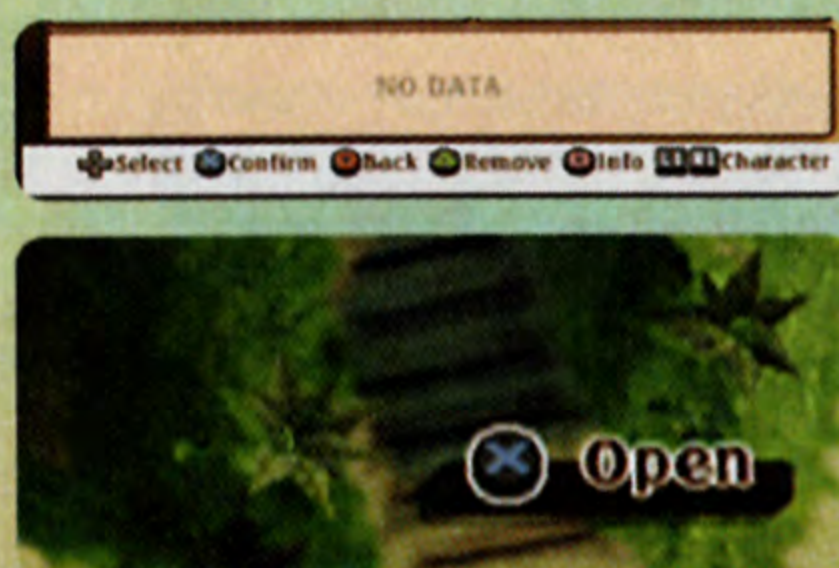
directional buttons.....	Move, select icon
left analog stick.....	Move, select icon
⊗ button.....	Confirm selection/speak/search
⊙ button.....	Cancel selection
△ button.....	Open Main Menu
▣ button.....	Open Basket Menu
SELECT button.....	Start Skit
<b>L1</b> button / <b>R1</b> button.....	Change character direction
<b>L2</b> button.....	Use Sorcerer's Scanner
<b>R2</b> button.....	Use Sorcerer's Ring

## BATTLE SCREEN

directional buttons / left analog stick ....	Select icon, (left or right) move (When control mode is set to manual: UP: Jump, DOWN: Pass through)
⊗ button.....	Normal attack / Confirm selection Avoid down (press before down)
⊙ button.....	Use eres / Cancel selection
△ button.....	Open Battle Menu
▣ button.....	Defend
<b>L1</b> button.....	Start Climax Mode Perform Climax Combo
<b>R1</b> button.....	Open or close Target Info Menu
<b>L2</b> button / <b>R2</b> button.....	Eres shortcut
START button.....	Pause
SELECT button.....	Change control mode (effective only for this battle)

### [Key Help]

In the Map Screen and the Menu Screen, the operations that you can perform are displayed at the bottom of the screen. Use the key display if you find yourself unsure about how to perform an operation.



# The Map screen (part 1)

## Parts of the Screen

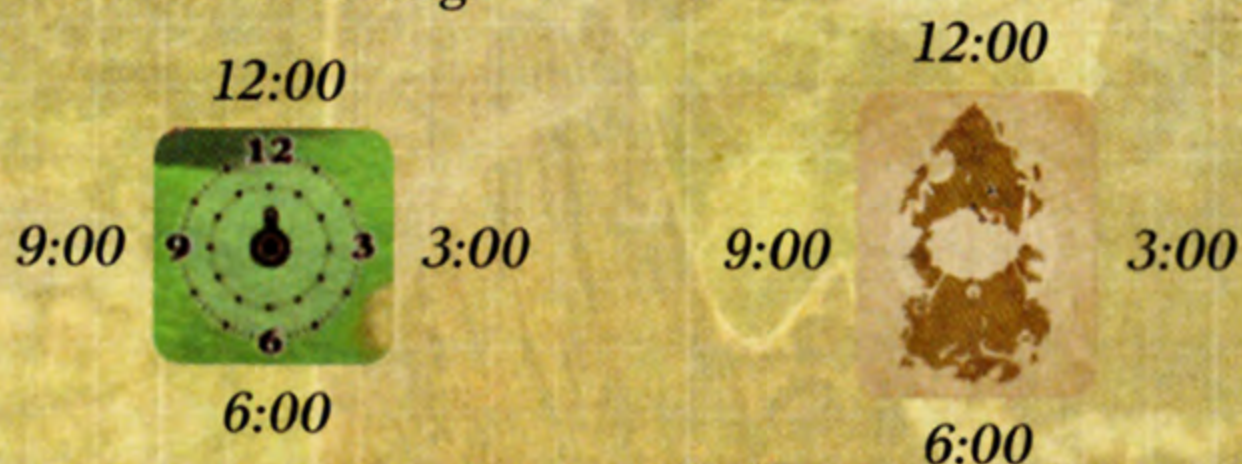
This section explains the parts of the Map Screen. The Normal Map includes screens used not only in towns, but also those used in dungeons.

### [FIELD MAP SCREEN]



#### [COMPASS]

The inner needle shows the direction that the character is facing.



Direction on the Legacy is given like directions on a clock, with the ship's bow at 12:00, starboard at 3:00, stern at 6:00, and port at 9:00.

#### [MINIMAP]

The inner needle shows the direction that the character is facing.

#### AREA MAP

#### CURRENT LOCATION

This arrow also shows the direction you are facing.



#### NEXT TARGET LOCATION

#### TRAIL

This line shows the path you have taken. Old paths fade away.

#### CAMERA LOCATION

This shows you the direction from which the character is being shown.

### [NORMAL MAP SCREEN]



#### SKIT TITLE

When this is shown, press the SELECT button to watch a skit.


#### TREASURE CHEST

You can retrieve items from these chests by standing near them and pressing the X button.




There are two types of Map Screens: the Field Map, which displays the world in which you are adventuring, and the Normal Map, which shows you as you move through towns and dungeons. In either, you may move your character by using the directional buttons or the left analog stick.

## The World Map

At some point in the game you will obtain a world map, and after doing so you can press the R3 button to display it. You can display a close-up of the map by pressing the  button.



### AREA LIST

Choose an area name and press the  button to display a list of stores that are available at that place.



### STORE LIST


This is the list of stores for the area selected.

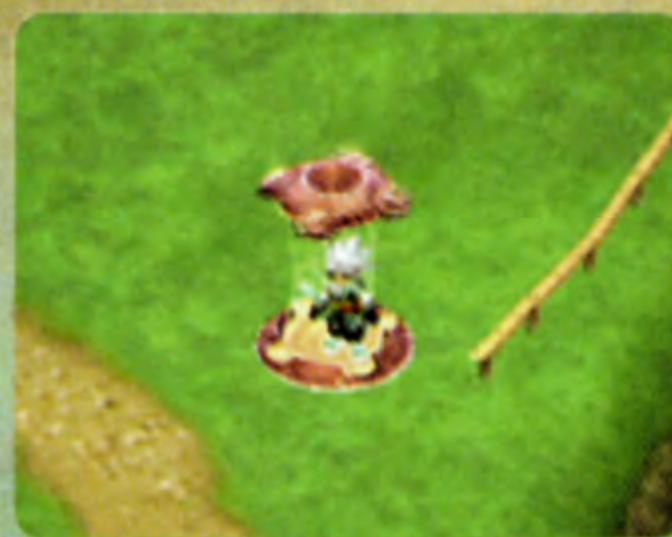
## Skits

Skits allow you to listen to conversations between characters. To view a skit, press the SELECT button when a skit title is displayed in the upper right corner of the screen. You will hear a variety of conversations, from important hints concerning your adventure to casual conversations.



## [DUCTS]

Both in the field and in dungeons you will come across ducts that can be used for rapid movement. Each duct is connected to another duct in some other place, and you can travel between them by standing on one and pressing the  button. Note that you can't use a duct until you have found the location of its other end. Somewhere on the Field Map is the Master Duct, which is connected to a variety of locations.



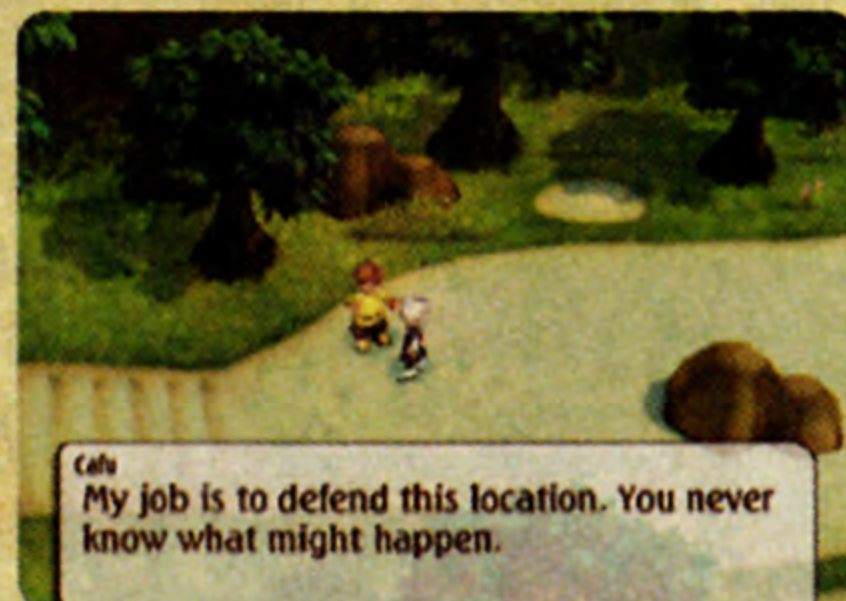
### IN DUNGEONS...

Ducts found in dungeons are connected to Puzzle Booths (see pg. 16). Solving the puzzle in the booth allows you to proceed to the next floor.

# The Map screen (part 2)

## Talk / Search

You can talk to people on this screen by facing them and pressing the **X** button. Doing so will also allow you to open treasure chests, read billboards, or open doors. Look at the Key Help panel for a sign as to when this feature can be used (see pg. 13).



## Chaotic Zones

There are special areas called Chaotic Zones in dungeons. The encounter chance (the chance that you will be attacked by enemies) is higher in these areas, but when you encounter and defeat an enemy there, the Chaotic Zone will disappear. There are some powerful monsters that will only appear in Chaotic Zones, so be careful when entering them.



## Puzzle Booths

These are special areas that allow you to warp from ducts (see pg. 15) found within dungeons but only after solving puzzles. Hold the **X** button to push or pull blocks, or push the **R2** button to use the Sorcerer's Ring to solve the puzzle. The puzzle is cleared when you reach the goal, allowing you to proceed to the next floor. While in Puzzle Booths you can press the **L1** and **R1** buttons to change the direction that the character faces, and press the **START** button to display a menu.



**RE-THINK**.....This option lets you start over, replace a block to its original position, or allow a companion to solve the puzzle.

**RAISE / LOWER POV**.....This allows you to raise or lower the camera's point of view.

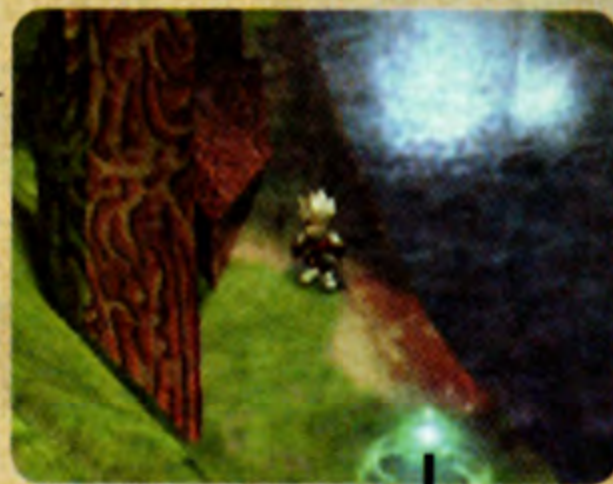
## SORCERER'S RING

When solving puzzles in Puzzle Booths, you can use an item called the "Sorcerer's Ring" to release a shot of light. The light is fired by pressing the **R2** button, and when it



## Recovery Points / Inns

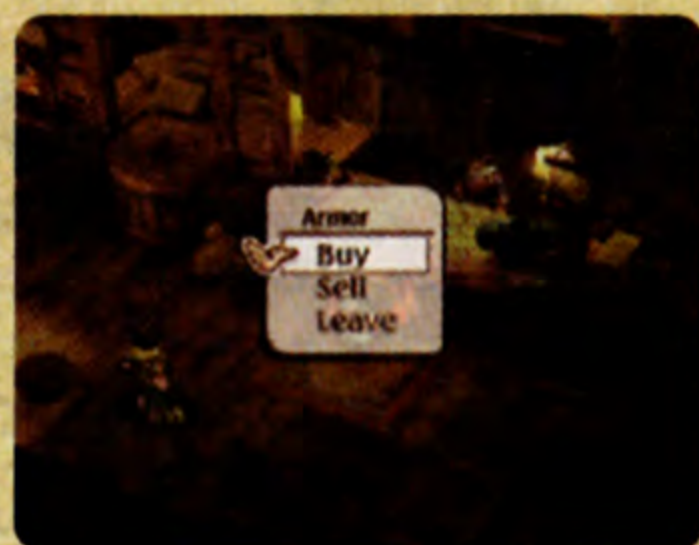
By pressing the **X** button at a Recovery Point, or by paying Gald (money) at an inn, all characters' HP and TP will be fully restored, and all status effects including KO will be removed.



[RECOVERY POINT]

## Shops

You can buy and sell items at several kinds of shops such as weapon shops, armor shops, supply shops, and food shops. You can also bake bread at a bakery (see pg. 29).



## BUYING ITEMS

Use the directional buttons or move the left analog stick up and down to select an item to purchase, and use the directional buttons or move the left analog stick left and right to set the number of items to purchase. Press the **X** button to purchase the item or items. You can also press the **□** button to display item parameters.

### [CATEGORIES]

Change by pressing the **L1** or **R1** buttons.

### [PRODUCT LIST]

### [GALD HELD]

### [ITEM INFO]

### [NUMBER HELD]



### [CHARACTER]

Shows how the ability parameters of the character will change if the selected item is equipped.

↑ ..... Ability increased

→ ..... Already equipped

↓ ..... Ability decreased

### [CURRENT HP/TP]

### [PARAMETERS]

Shows how the abilities of the selected character will change if the current item is worn.



# The menu screen

## The Menu Screen

Use the directional buttons to choose a menu icon, and press the **X** button to display the menu screens.



### [INFORMATION]

This displays information about the currently selected item.

### [GALD]

The amount of money you currently have.

### [PLAY TIME]

The time listed above is the total amount of time spent playing the game, and the time below is the length of time since you last loaded the game.

### [MAX COMBO]

The maximum number of hits you have delivered in a fight.

### [ENCOUNTERS]

The number of times you have encountered an enemy.

### [CHARACTER WINDOW]

This is a simplified status report. The number next to "Next Lv" shows the number of Exp (experience points) required before the character reaches the next level.

### [MENU ICONS]

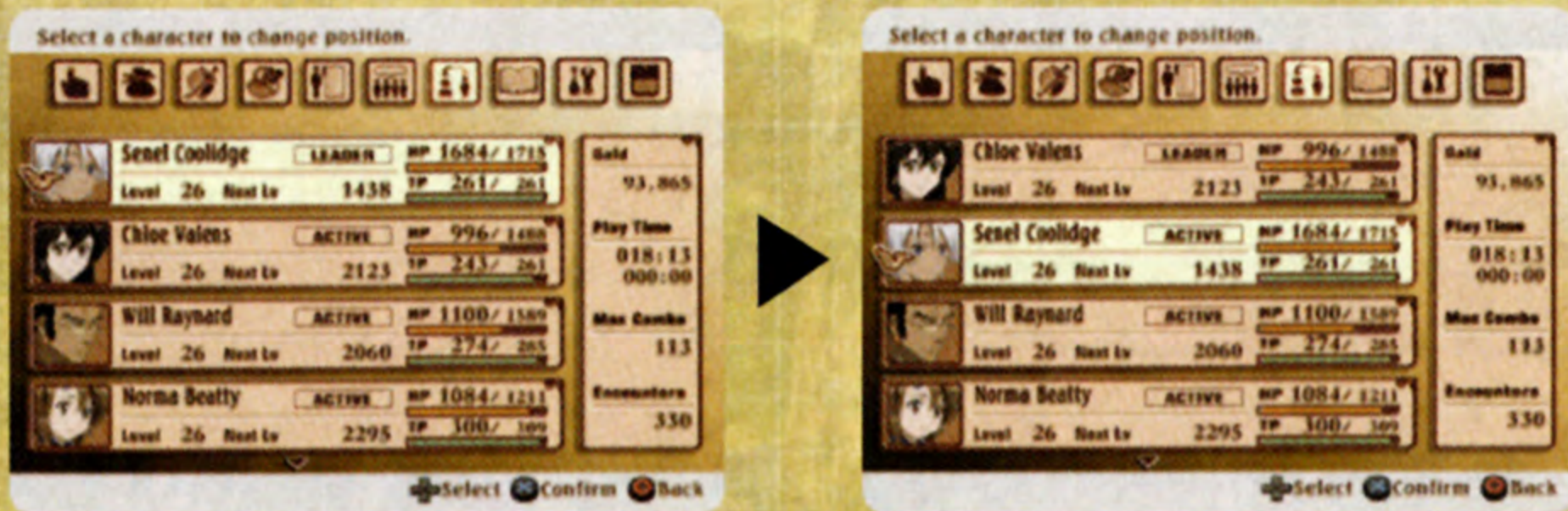
See the pages indicated to learn about the meaning of each icon.

- |  |                  |  |                  |
|--|------------------|--|------------------|
|  | <b>ERES</b>      |  | <b>STRATEGY</b>  |
|  | <b>ITEM</b>      |  | <b>FORMATION</b> |
|  | <b>EQUIPMENT</b> |  | <b>BOOKS</b>     |
|  | <b>BASKET</b>    |  | <b>OPTIONS</b>   |
|  | <b>STATUS</b>    |  | <b>SAVE</b>      |

Pressing the **△** button on the Map Screen shows the Menu Screen. On this screen you can use or equip items, change game settings, and perform other actions.

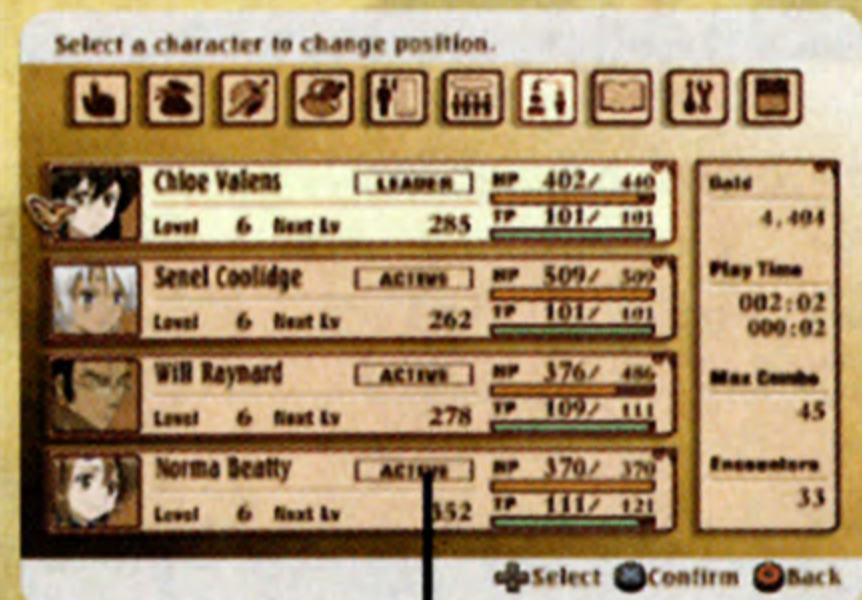
## Formation

You can change the order that characters are lined up in. To change the order of a character, choose the character and press the **⊗** button. Next, select the character you wish to exchange positions with, and press the **⊗** button again.



## LEADER, ACTIVE, RESERVE

Characters will change their role based on the order they are presented on the Menu Screen. Be sure to change their order as the situation demands. The character at the top is considered the Leader, and is the character that you will actively control on the Map Screen and Battle Screen. Characters in positions 2 through 4 are Active Characters, and will take part in battles. Characters in positions 5 and lower are Reserve Characters, and do not take part in battles.



[CHARACTER ROLE]

# The Menu screen (ERES, part 1)

## Parts of the Screen

On this screen you can set the eres that you will use in battle, use eres immediately, or change the control mode. Use the directional buttons or move the left analog stick left or right to choose a menu item, and press the **X** button.



[SELECTED CHARACTER]

Use the **L1** or **R1** button to change characters.

[ERES MENU]



USE



COMPOUND ERES



SETTINGS



CONTROL MODE

## SETTINGS

This sets the eres that the Leader or Active Characters (see pg. 19) use in battle. The Settings Screen will change depending on the control mode.

[ASSIGNED ERES]

You can assign up to four eres that will be used when you press the **C** button during battle. Move the selection to the slot where you wish to register an eres, and press the **X** button. Next, move the selection in the list of eres to the particular eres you wish to register, and press the **X** button again.

[SHORTCUTS]

You can register shortcuts to eres of the Leader and Active characters here. The **L2** and **R2** buttons trigger the eres.

[CONTROL MODE]  
(SEMI-AUTO / MANUAL)



[SEMI-AUTO / MANUAL]



[ERES LIST]

The number shows how much TP the eres consumes. Mastered eres are shown by a flashing icon.

[MASTERY LEVEL OF BASE AND ARCANE ERES]


When the number of times an eres has been used (left) reaches the number on the right, the eres is considered mastered, and its essence is unlocked.

[ON/OFF]

You can turn eres used during combat on or off by pressing the **X** button. Eres set to ON will be used during battle, those set to OFF will not be used.

There are two kinds of eres: “iron eres,” special base or arcane physical attacks, and “crystal eres,” skills which have a variety of effects, such as attacking or healing. Each character uses one or the other type.

## USE

Some eres may be used here. Choose a darkly colored eres and press the  button to use it. Eres shown in light colors can only be used during battle. See page 42 for information related to using eres in battle.



## COMPOUND ERES

Characters that use iron eres can create their own original eres. See page 23 for information on how to create them.



## CONTROL MODE

The leader can be set to one of three control modes. All characters other than the leader are always set to Automatic mode.

### Manual Mode

The player controls all operations of the character.

### Semi-Auto Mode

The player does most of the operations, but distance when attacking will be automatically set.

### Auto Mode

Character fights automatically according to the strategy settings. (see pg. 27).



# The Menu screen (Eres, part 2)

## How to obtain crystal eres

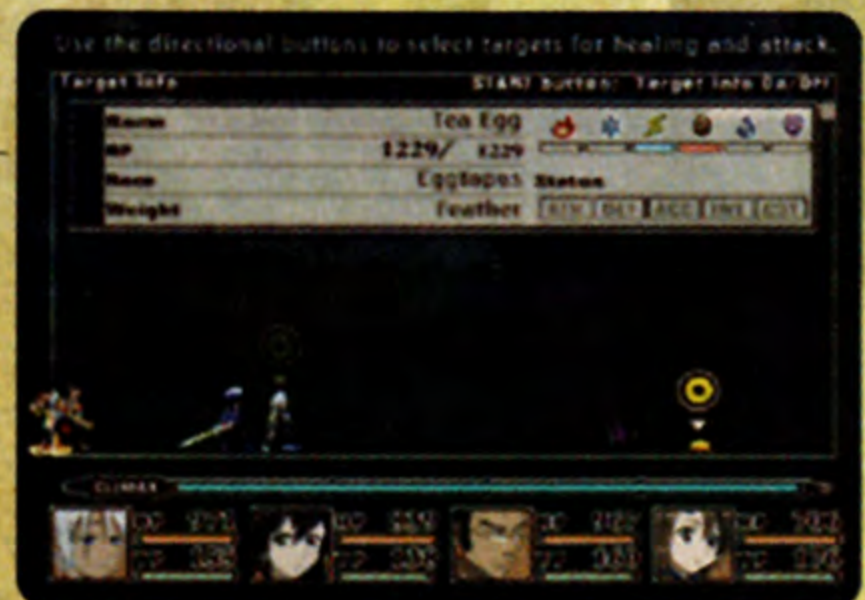
### 1) RAISE THE CHARACTER'S LEVEL

When a character's level reaches a certain point, the character will be able to obtain an eres scroll. This will tell the character how many of what type of eres stones are required to learn that eres.



### 2) OBTAIN THE REQUIRED ERES STONES

Next, you will need to defeat enemies of a certain race to obtain the required eres stones. A monster's race is displayed in the target information (see pg. 38) during combat when the monster is targeted.



### 3) COMPLETE A SCROLL

When you win the battle that gives you the required number of the specified eres stone, the eres will be learned and now can be used.



## [WHAT ARE ERES STONES?]

Eres stones are items used to complete crystal eres. They are normally found within monsters and can be obtained by defeating those monsters, but the probability of finding them will change depending on how the monster is fought. Be sure to check the Eres Screen to confirm how many of what type of eres stone is needed to use a crystal eres. The monster type and eres stone type will be the same.





## Create Compound Eres

Compound eres are original, player-made attacks. Once characters that use iron eres use the base or arcane eres that they know repeatedly, they will master the eres and unlock its essence. They can then freely combine the various essences to create new eres.



### 1) UNLOCK AN ESSENCE

When an iron eres is used repeatedly it becomes mastered, unlocking its essence. The slots for the essences determine the specific compound eres that is created.

#### ESSENCE SLOTS

- Main Slots: Essences 1 & 2** Damage is increased against a specific enemy race. Orange-colored icons can fit into Slot 1, and blue-colored icons can fit into Slot 2.
- Status Effect Slot: Essence 3** Some of these contain special status effects such as poison, paralysis, lowered attack power, etc. Green-colored icons indicate an essence that can be registered in this slot.

### 2) COMBINE ESSENCES IN THE SLOTS

Register essences in their particular slots. Note that the essences installed into the Main Slots 1 and 2 must share the same icon shape.



### 3) COMPLETE THE CREATION OF THE COMPOUND ERES

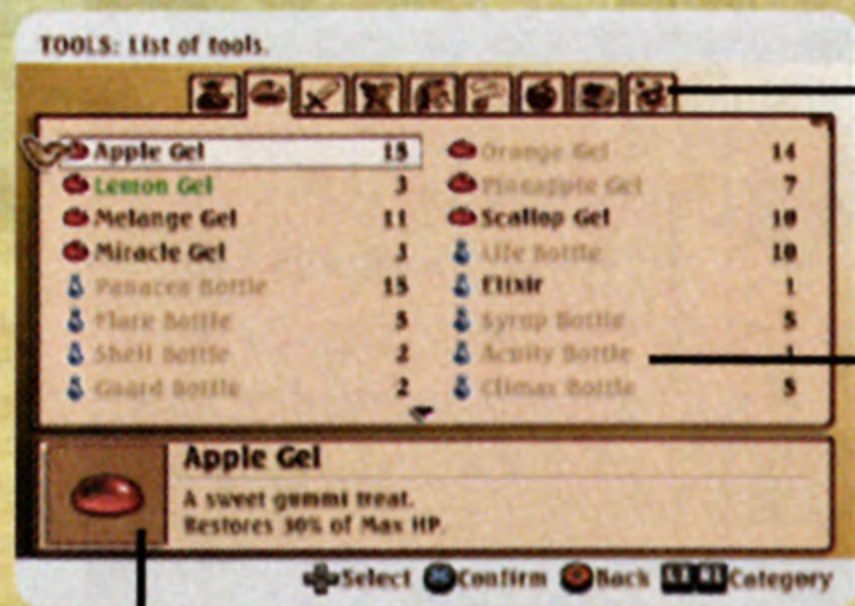
When a compound eres is created, its details are displayed in the information window, and it will be registered in the eres list in Settings (pg. 20) and other places. Be careful, as each character can register only one compound eres, and creating a new one will cause the old one to disappear.



# The menu screen (Items)

## Parts of the screen

At this screen, you can view and use items. “Tool” items can be used by pressing the  $\otimes$  button. A window will appear showing you who the item can be used on, so select the appropriate character.

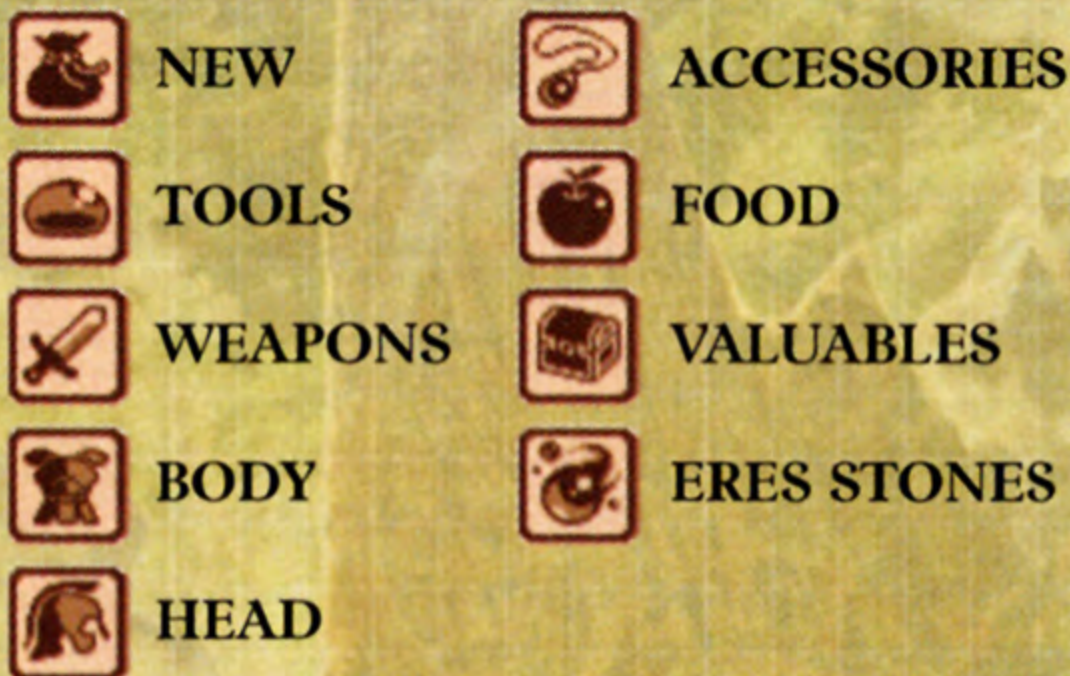


### [INFORMATION WINDOW]

This window displays information about the selected item.

### [CATEGORIES]

Choose a category icon or press the **L1** or **R1** button to change the list.



### [ITEM LIST]

This is a list of items held and their quantity. Items in green are ones that were newly acquired. You can hold up to 15 of any one type of item.

## Quick Equip

Selecting an item and pressing the  $\otimes$  button, and then selecting a character will cause the character to equip that item. When you select a character, the results on that character’s parameters from equipping the item will be shown, so be sure to take that into consideration. “[↑] Up” shows an ability increase, “[→] Equip” shows that the character is already wearing that item, and “[↓] Dw” shows an ability decrease.



You can obtain items by winning battles, finding them in treasure chests on the Map Screen, or buying them in stores.

## Item Listing

### TOOLS

#### Gels

- Apple Gel.....A sweet gummi treat. Restores 30% of Max HP.  
 Orange Gel.....A sweet gummi treat. Restores 30% of Max TP.  
 Melange Gel.....A sweet gummi treat. Restores 30% of Max HP and TP.

#### Bottles

- Life Bottle.....Recovers KO'd party member. Revived with 20% of Max HP and 15% of Max TP.  
 Panacea Bottle.....Cures all status Effects.  
 Charm Bottle.....Discounts prices 30% when used before buying.  
 Holy Bottle.....Clads the body in an aura of white and decreases enemy encounter rate.  
 Dark Bottle .....Clads the body in an aura of black and increases enemy encounter rate.  
 Rune Bottle .....A potion that transforms one item into another.

#### Herbs

- Savory.....Increases Max TP by 5%.

#### Foods

- Bread.....Bread baked to a perfect, golden-brown crust. There's nothing like the smell of fresh-baked bread.  
 Butter.....Made by separating fat from milk. A spread. An ingredient. Endless possibilities.  
 Jam.....Preserved by mixing sugar with fruit. Comes in a variety of flavors.

### WEAPONS

- |                 |              |  |
|-----------------|--------------|--|
| For Senel.....  | Iron Bracers | Bracers made of iron.                            |
| For Chloe.....  | Long Sword   | A common sword with a straight blade.            |
| For Moses ..... | Spear        | Created for throwing.                            |
| For Jay.....    | Knife        | An easily concealed blade used for self-defense. |
| For Will.....   | Hammer       | A common hammer.                                 |
| For Norma.....  | Straw        | A sturdy straw.                                  |
| For Grune.....  | Pterux       | A heavy vase with a certain presence about it.   |

### BODY ARMOR

- |            |              |  |
|------------|--------------|--|
| Armor..... | Soft Leather | Light leather armor that is easy to move in. |
| Cloak..... | Amber Cloak  | An ornamental cloak.                         |
| Robe ..... | Misty Robe   | A soft, light robe made of the finest silk.  |

### HEAD ARMOR

- |             |              |                         |
|-------------|--------------|-------------------------|
| Helmet..... | Leather Helm | Helmet made of leather. |
| Hat .....   | Beret        | A fashionable hat.      |
| Crown.....  | Circlet      | A common accessory.     |

### ACCESSORIES

- |             |               |  |
|-------------|---------------|--|
| Charm.....  | Talisman      | A protective charm that increases Defense by 5%. |
| Ring .....  | Faerie Ring   | A ring that reduces TP consumption by 50%.       |
| Symbol..... | Rabbit's Foot | A symbol that increases Luck.                    |

# The Menu screen (equipment/strategy)

## Equipment

This screen lets you view and change your equipment. Choose the type of equipment and press the **X** button, choose the equipment item from the item list and press **X** button again to change what is equipped. To remove equipped items, press the **Y** button. Note that weapons and titles cannot be removed. Equipping items can also be performed at the Item Screen (see pg. 24).

[SELECTED CHARACTER]

[SELECTED ITEM / TITLE]

Each character may equip one each of a weapon, body armor, head armor, and title, and two accessories.

[INFORMATION WINDOW]

Shows an explanation of the currently selected item.



[EQUIPMENT ITEM LIST]

Shows currently held items of the type currently selected.

## CHANGING EQUIPMENT



[PARAMETER CHANGES DUE TO EQUIPMENT CHANGES]

This shows the parameters that will change when the currently selected item is equipped. Parameters that will increase are shown in red, and those that will decrease are shown in blue. You can change the displayed information by pressing the **Y** button.

The Equipment Screen allows you to change weapons and titles, while the Strategy Screen allows you to specify where characters will be standing when a battle begins and how they will behave.

## TITLES

You will earn titles through various events or when you meet certain conditions, and you will improve certain parameters by equipping them. Use the directional buttons or left analog stick to select them, and press the  $\otimes$  button to equip them.

### [PARAMETER CHANGE]

These are the parameters that will change as a result of changing titles. Parameters that will increase are shown in red, and those that will decrease are shown in blue. You can change the displayed information by pressing the  $\text{O}$  button.



## Strategy

Use the directional buttons or left analog stick to choose the Initial Battle Positions or Strategy Menu, and press the  $\otimes$  button to set them. The Strategy Menu is used for characters that are set to automatic mode.



### [INITIAL BATTLE POSITIONS]

This shows the positions that characters will be in when a battle starts. Choose a character and press the  $\otimes$  button, move the cursor to the desired position, and press the  $\otimes$  button again to change.

### [INFORMATION WINDOW]

Shows an explanation of the current selection.

### [STRATEGY MENU]

There are four settings that you can choose from to set the way each character will behave in battle:

**[DISTANCE]** This sets the distance the character will take from the enemy to one of five values. The closer this is set to FAR, the farther the character will be from the enemy. The closer this is set to NEAR, the closer the character will be to the enemy.


**[OFFENSE/DEFENSE BALANCE]** This sets the priority the character will place on offense and defense to one of five values. The closer the slider is set to DEF, the more the character will choose to defend. The closer the slider is to ATK, the more often the character will attack.

**[TP USAGE]** This sets the amount that the character will use up TP to one of five values. The closer the slider is to MIN, the less the character will use TP. The closer it is to MAX, the more frequently the character will use TP.

**[TARGET]** You can select one of three ways for the character to choose a target. "Same" will cause the character to choose the same enemy as the leader, "Different" will cause the character to choose a different enemy as the leader, and "Free" will cause the character to make what it considers the best choice.

# The Menu screen (The Basket)

## Parts of the Screen

You can eat bread from your basket (an item that only carries bread) to gain certain healing effects. Select a bread from the bread list, and press the  button to eat it. The healing benefit will differ according to the type of bread that you eat. The first basket that you obtain can only hold ten breads, but as you play the game you may find baskets that hold more.

### [BREAD LIST]

The breads that you've made at bakeries, etc., are shown here.

### [NUMBER HELD]

This shows the number of breads you have, and the number of breads your basket can hold.

### [INFORMATION WINDOW]

This shows information about the currently selected bread.



## Learning New Recipes

You can learn new recipes from the Wonder Baker. The Wonder Baker is hidden in various places throughout the world, disguised as different objects. If you notice something strange, be sure to investigate! After you have made a particular recipe many times, you will become able to create new recipes based on the original one, but including a new ingredient.



You can eat bread that you are carrying. Press the **Ⓞ** button while on a Map Screen to display this screen. You should find a bakery in a town when you want to make bread.

## Making Bread

When you have the ingredients required by a recipe, you can use a bakery or an oven to create bread.



## HOW TO BAKE BREAD

Use the directional buttons or the left analog stick to select the recipe that you want to make, and press the **⊗** button. Choose “Make” and press the **⊗** button to use one of each of the required ingredients and make a loaf of bread. The loaf is automatically put into your basket. You cannot bake bread if you do not have enough ingredients, or if your basket is full.

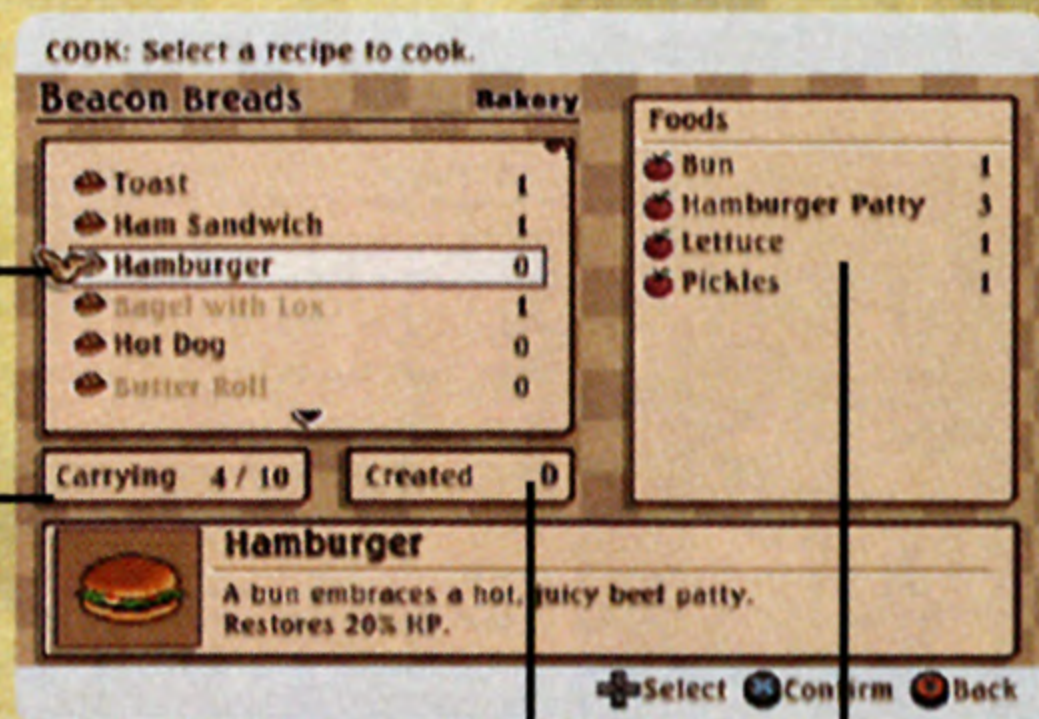
[RECIPE]

[NUMBER HELD]

This shows the number of loaves you have in your basket.

[TIMES MADE]

This shows the number of times that you have made this recipe.



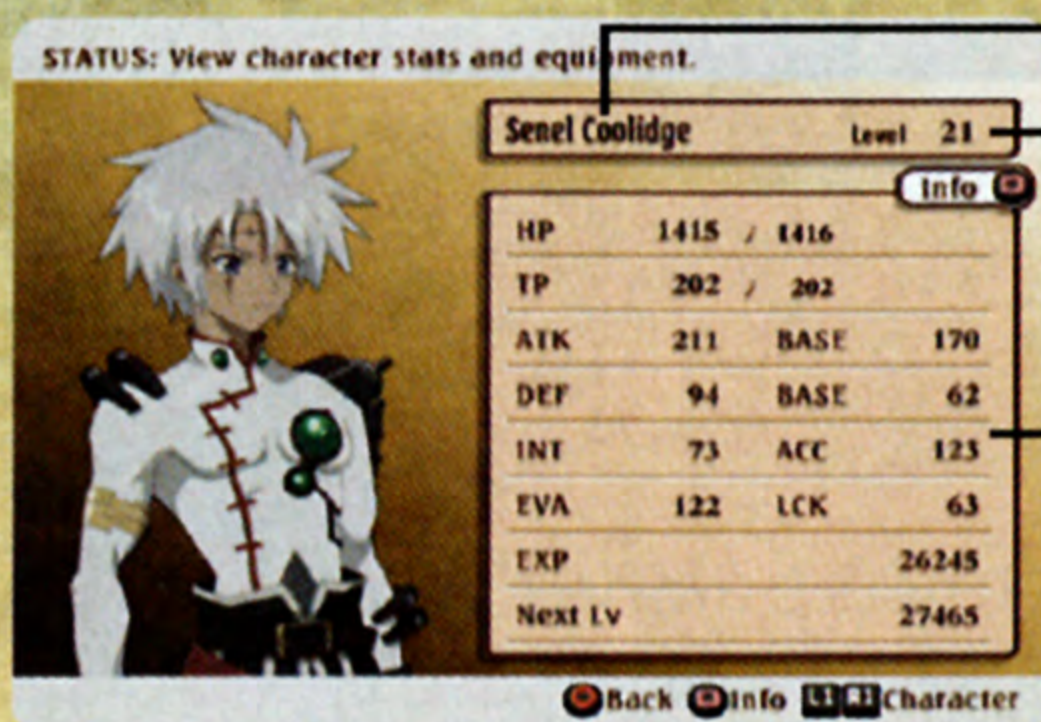
[LIST OF INGREDIENTS]

This is a list of the ingredients required, and how many you have of each.

# The menu screen (status)

## Parts of the Screen

This screen allows you to see a detailed status report of a character. You can change the displayed character by pressing the **L1** or **R1** button, and press the **□** button to change the information shown.



[CHARACTER NAME]

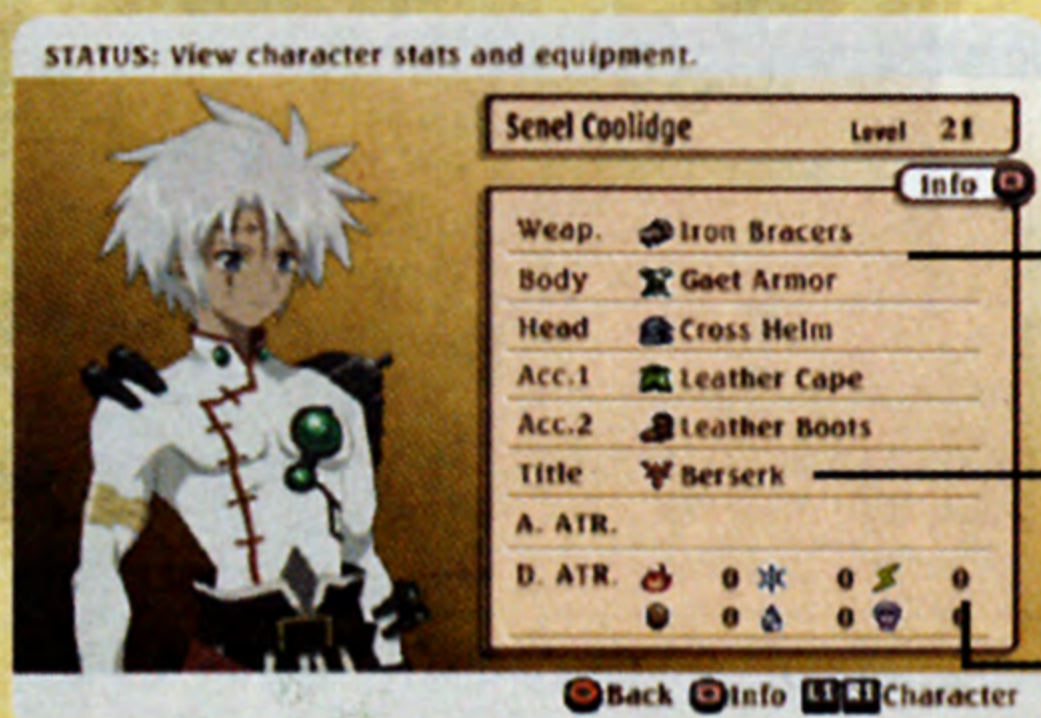
[LEVEL]

This is the character's current level. The character's parameters will increase as their level increases.

[PARAMETERS]

These are the levels of the character's attributes. See pg. 31 ("List of Parameters") for details.

[CHANGE WITH THE **□** BUTTON]



[ITEMS EQUIPPED]

[TITLE]

This is the character's current title. You can change the character's title with equipment (see pg. 27).

[ATTACK ATTRIBUTES/DEFENSE ATTRIBUTES]

These are attributes that are associated with your attack and defense (see pg. 37).



This screen lets you view a companion character's current parameters and equipped items. You may want to look at this screen to re-check your party's condition before fighting with a powerful foe.

## List of Parameters

---

### **HP (Hit Points)**

This is the character's current and maximum hit points. The character is KO'd when this reaches zero.

### **TP (Technical Points)**

This is the character's current and maximum technical points. This number goes down when the character uses eres.

### **ATK (Attack)**

This is a combined attack power, a combination of the character's inherent power and the power given by equipped weapons.

### **Base attack**

This is the inherent attack strength of the character.

### **DEF (Defense)**

This is a combined defense power, a combination of the character's inherent power and the power given by equipped armor.

### **Base defense**

This is the inherent defense strength of the character.

### **INT (Intelligence)**

This value affects damage caused by or received from crystal eres.

### **ACC (Accuracy)**

This represents the likelihood of an attack to hit the enemy.

### **EVA (Evasion)**

This shows the character's ability to automatically evade an enemy's attack.

### **LCK (Luck)**

This is a measure of the character's luck. This number changes every time you stay at an inn, and affects battles and many other things.

### **EXP (Experience Points)**

This is the number of experience points gained so far. The character will gain a level when this number reaches a certain value.

### **Next Lv**

This is the number of experience points required to get to the next level.

# The Menu screen (books / options / save)

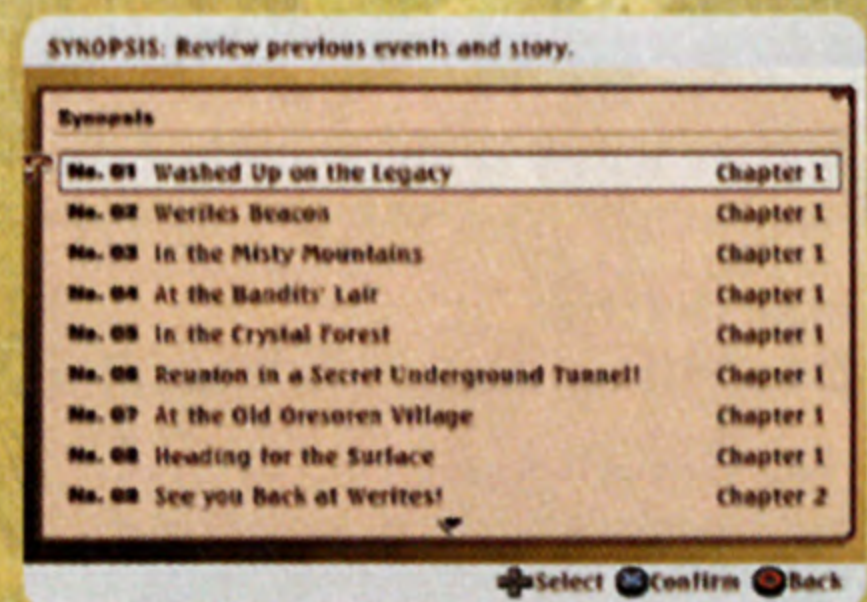
## Books

These let you view a variety of game information through a Synopsis, Recipes, and the Collector's Book.



## SYNOPSIS

This is a record of what has happened during your journey so far, and is maintained by the characters. Select a title and press the ⊗ button.



## RECIPES

This shows you a list of the bread recipes that you know. Select a recipe, and it will show you a list of the ingredients required to make that type of bread. This will also list the number of times you have made that recipe.



## COLLECTOR'S BOOK

This is a list of all the items that you have ever found, arranged by category (see pg. 24). This shows you the number of items that you have obtained and the total number available, so you can see how complete your collection is by category.

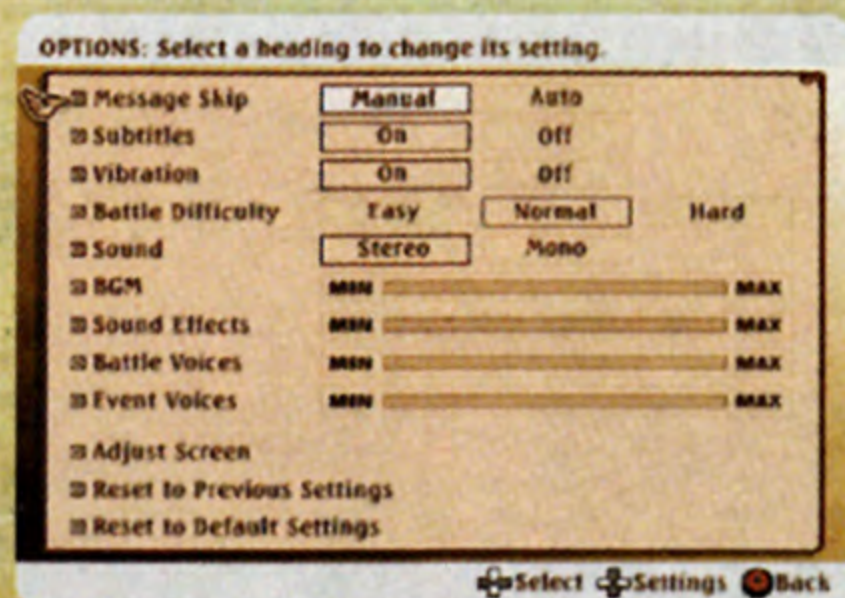


This screen gives you information about the story, as well as items and recipes that you have come across. This section also explains how to set game settings, and how to save your play data.

## Options

This allows you to set various options in the game. You can make the same settings in the “Options” section of the Title Screen.

Parts of this game are compatible with Dolby Pro Logic II. Connect the PlayStation®2’s AV Multi-output terminal or digital optical output port to a Dolby Pro Logic IIx, Dolby Pro Logic II, or AV amp with built-in Dolby Pro Logic decoder, turn on one of the amp functions, and select “Stereo” under the sound options to enjoy surround sound.



**Message Skip** .....Set message display to “Manual” or “Auto”

**Subtitles** .....Turns movie subtitles “On” or “Off”.

**Vibration**.....Set the analog controller’s vibration mode to “On” or “Off”.

**Battle Difficulty**.....Set the difficulty of battles to “Easy”, “Normal”, or “Hard”.

**Sound** .....Set the sound output to “Stereo” or “Mono”.

**BGM**.....Set the volume of the game’s background music to one of five levels. The closer the setting is to “MAX”, the higher the sound volume.

**Sound Effects**.....Set the volume of the game’s sound effects to one of five levels. The closer the setting is to “MAX”, the higher the sound volume.

**Battle Voices**.....Set the volume of battle speech to one of five levels. The closer the setting is to “MAX”, the higher the sound volume.

**Event Voices** .....Set the volume of the game’s event speech to one of five levels. The closer the setting is to “MAX”, the higher the sound volume.

**Adjust Screen** .....This allows you to adjust the position of the screen, or adjust your television’s brightness to the screen.

**Reset to Previous Settings** .....This will revert all of the settings to what they were previous to any changes.

**Reset to Default Settings**.....This will revert all of the settings to their defaults.

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## Save

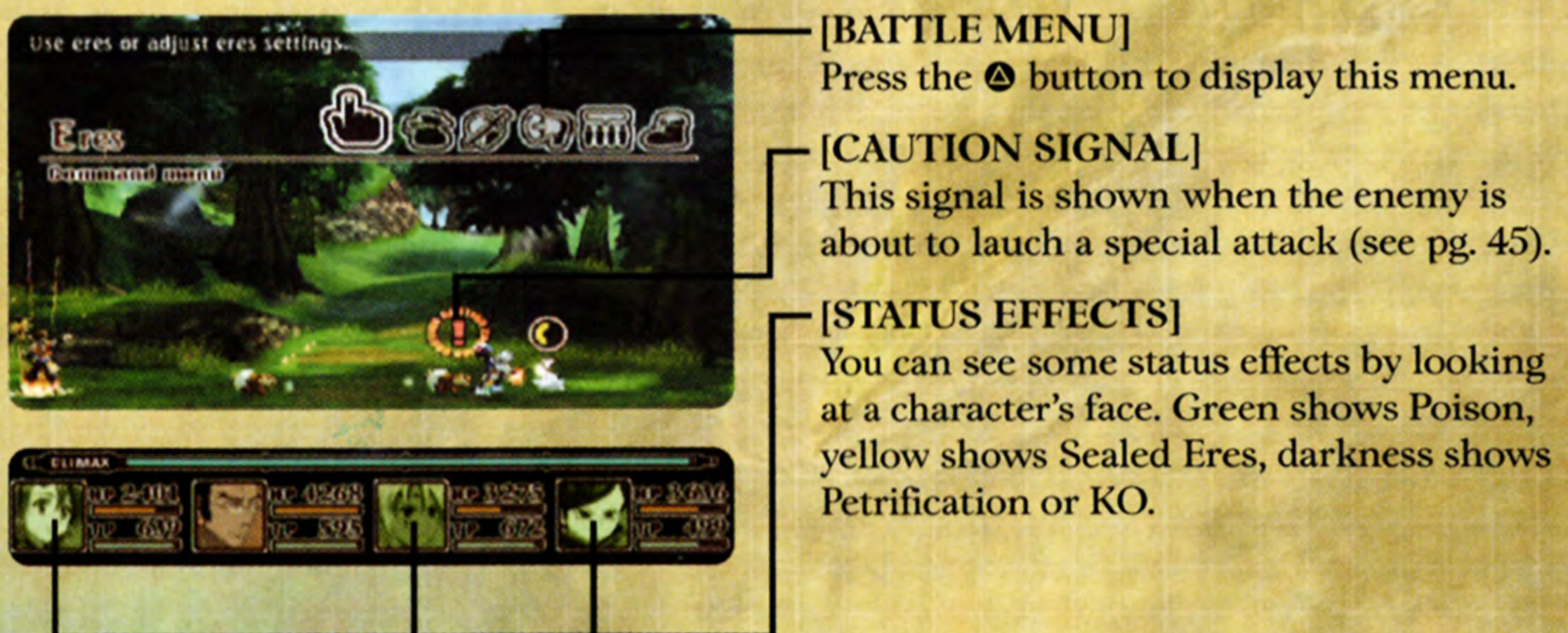
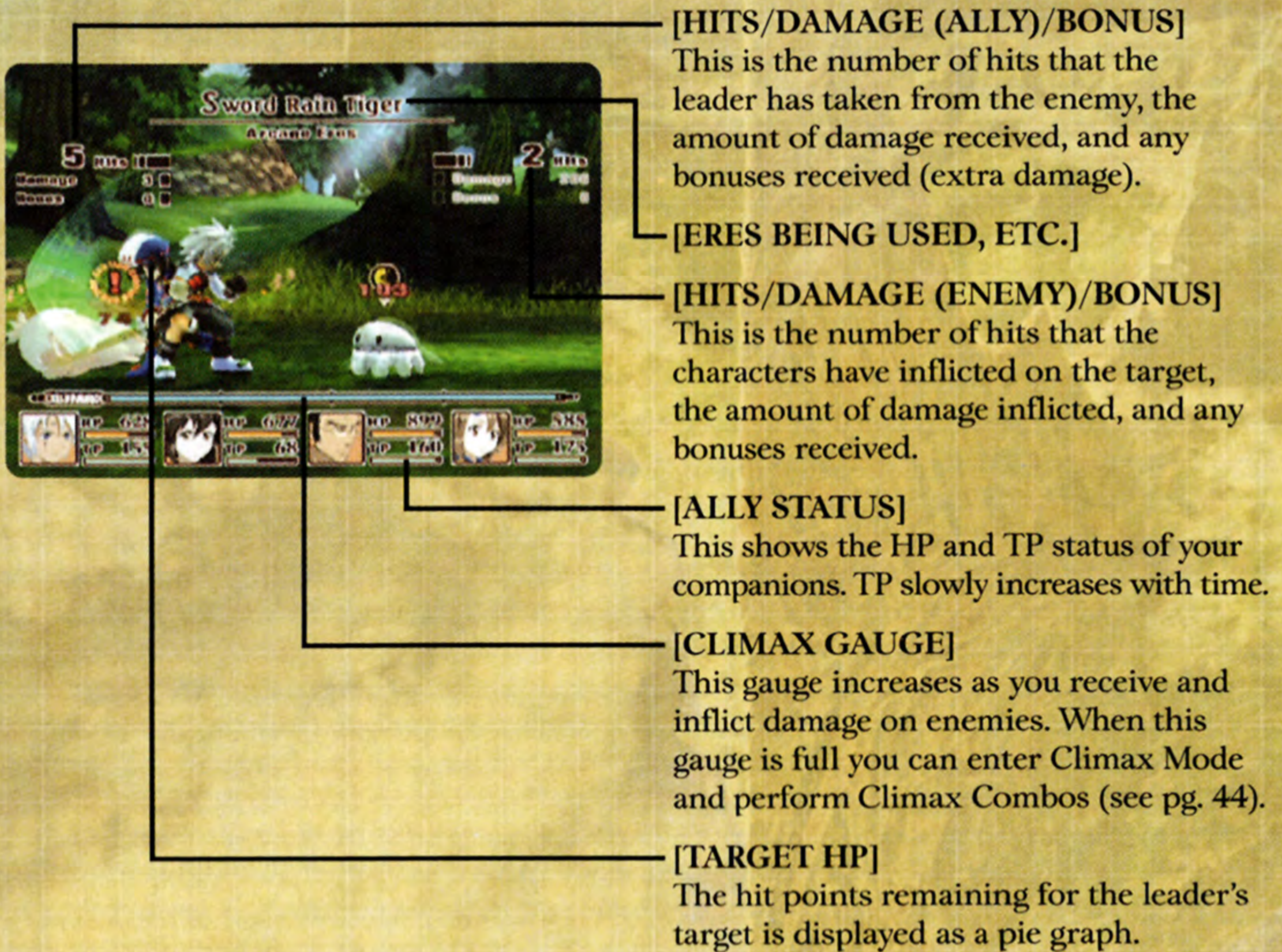
These allow you to save the current game. See page 10 for details on saving.



# The Battle screen

## The Battle Screen

Enemies and allies will both move simultaneously on the Battle Screen, making for a constantly changing situation. Important information will be displayed on the screen, so keep a sharp eye out.



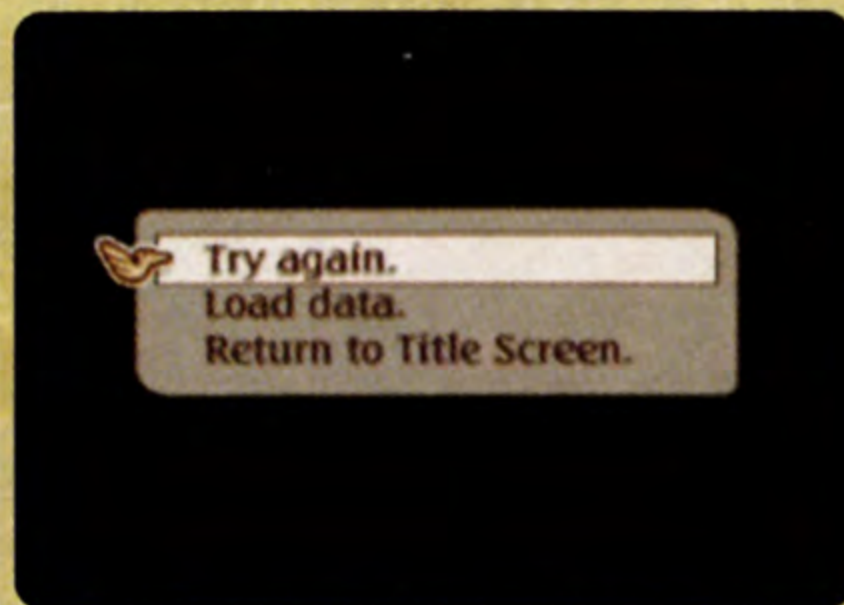
On the Field Map, in dungeons, or as the result of an event, you will do battle with enemies. Read below to learn the parts of the Battle Screen and the rules of battle.

## Battle Rules

You will win a battle when you defeat all enemies on the screen. After winning you are taken to the Battle Results Screen (see pg. 37), where you are rewarded with experience points and Gald, and sometimes items.

### GAME OVER

You lose the game if all characters in your party become incapacitated (their HP reaches zero or they are petrified), and the game is over. You can start over from a previously saved file by selecting “Load Data”, or you can return to the Title Screen by selecting “Return to Title Screen”. Some battles will let you retry that battle by selecting “Try Again”.



### PHYSICAL AND MAGICAL AILMENTS

Characters' statuses may change due to special attacks from enemies or Fields of Effect (see pg. 45). In addition, characters may use eres to improve their abilities. Many status effects will go away with the passage of time or the end of battle, but some status effects such as Poison, Petrification, Sealed Eres, and KO are permanent until an item is used to cure them. You can see increased or decreased abilities during targeting (see pg. 38).



#### POISON

A poisoned character's HP will decrease with time.



#### PETRIFICATION

The character cannot move at all.



#### SEALED ERES

The character can not use eres.



#### KO

The character has reached zero hit points, and cannot move.



#### FREEZING

The character cannot move, and its defense rating is lowered. This status is removed when the character is attacked.



#### BIND

The character cannot move for a time. This status is removed when the character is attacked.



#### BURNING

A character that is on fire will lose HP with time.



#### PANIC

The character cannot attack, and its left and right movements are reversed.



#### PARALYSIS

The character's movements are stopped once in a fixed time.



#### ABILITY INCREASED

One of the character's abilities is increased (+).



#### ABILITY DECREASED

One of the character's abilities is decreased (-).



#### ELEMENTAL RESISTANCE DECREASED

The character's resistance to a specific element is decreased (-).

# The Battle screen

## The Battle Menu

Pressing the **△** button will display the Battle Menu. Use the directional buttons or the left analog stick to choose an icon, and press the **×** button to select it. With the exception of “Orders” and “Escape”, the Settings Screen and method of operation are the same as the standard menus, but you cannot create compound eres during battle.





- Eres** .....You can use eres or set them for each individual character (see pg. 20-23).
- Items**.....Use an item (see pg. 24-25). Only items that can be used in battle will be highlighted.
- Equip** .....This allows you to change your equipment (see pg. 26).
- Orders**.....Give an order to all characters (see pg. 38).
- Strategy** .....Set battle tactics (see pg. 27). You cannot set initial battle positions during battle.
- Escape** .....Run away from battle. There are times when this option cannot be chosen. When you are already running, this option becomes “Cancel Escape”.

## WHEN YOU WANT TO ESCAPE...

Choose “Escape” from the Battle Menu when you want to run from a battle. The time that will be required to escape is shown in the bottom left of the screen. You will successfully run away when the timer reaches zero. You can cancel your retreat by selecting “Cancel Escape” from the Battle Menu before the timer reaches zero. Be careful – there are some battles that you cannot run away from.



## Battle Results

Once you win a battle, the Battle Results Screen is displayed. Here you are awarded experience points and Gald. You can press the START button here to also see detailed information such as obtained items, skills, and Grade. Press the  button or the  button to return to the Map Screen.



**Exp**.....The number of experience points earned.

**Bonus**.....Combo bonuses attained in battle. This is added to your experience points.

**Max Hit** .....This is the maximum number of combo hits you landed in the battle.

**Gald** .....The amount of money that you obtained.

**Time**.....The amount of time required to defeat the enemy.

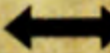
**Grade**.....Grade points obtained through the battle.

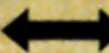
## GRADE

Grade is an overall evaluation of your performance in the battle. If you fight without waste or end battles quickly you get points, and when you take damage you lose points. Look forward to finding out what happens when you've collected enough points...

## ATTRIBUTES

There are attributes associated with some enemies, attacks, and equipped items. There are six attributes, and they have opposing relationships:

**FIRE**  **ICE**

**LIGHTNING**  **EARTH**

**SEA**  **CURSE**

You can cause extreme damage by attacking a monster with a given attribute using an attack that has an opposing attribute. You can verify both enemy and ally attack and defense attributes by viewing the character information of the current target (see pg. 38).

# Battle Actions (part I)

[↑], [↓], [←], and [→] icons in this section refer to holding down one of the directional buttons in the indicated direction.

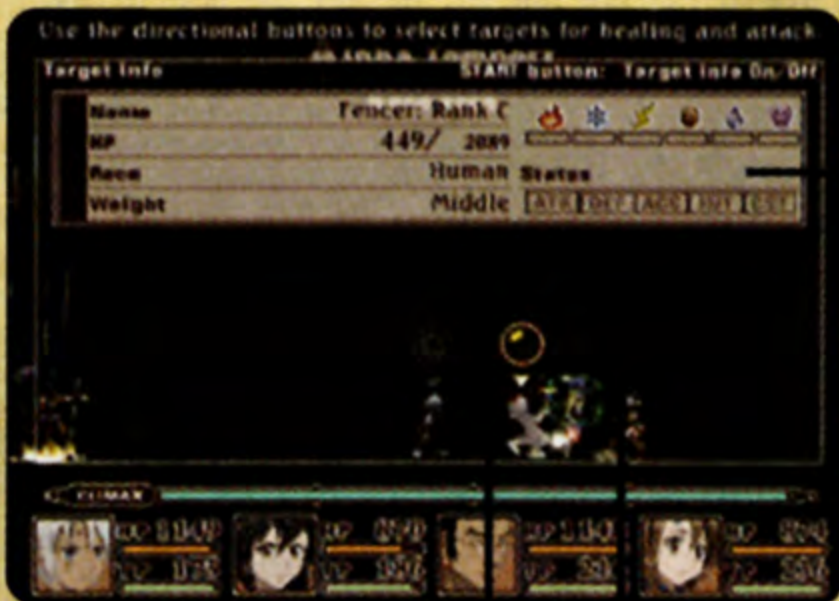
## Movement

Press the ← or → directional buttons to move or change direction.

## Targeting

**R1** button ⇒ ↑ / ↓ / ← / →

Use the **R1** button to display the leader's current target (the enemy that you will attack or the ally that you will heal). Press the directional buttons ↑ or ↓ to switch between enemies and allies, and ← or → to change which of those to target.



[ALLY TARGET]

[ENEMY TARGET]

### [TARGET INFORMATION]

This shows information about the currently selected enemy or ally. Display of this information can be toggled on or off by pressing the START button. "Race", "Weight", and "Attributes" will be shown when you've defeated the enemy or use the item "Magic Lens".

**Name** .....The name of the enemy or ally.

**HP** .....The target's current and maximum HP.

**TP** .....(Allies only) The target's current and maximum TP.

**Race** .....(Enemy only) The target's race.

**Weight** .....(Enemy only) The target's weight.

**Attributes**....Red shows resistant attributes, and blue shows attribute weaknesses (see pg. 37).

**Status** .....This shows status effects and ATK (Attack), DEF (Defense), ACC (Accuracy), INT (Intelligence), and CST (Casting speed). Red indicates an increase, and blue a decrease.

## Orders

[Pressing the △ ⇒ ⊗ button allows you to select orders and tactics.]

This allows you to issue orders to all allies simultaneously. Press the △ button to open the Battle Menu, and select the orders command to issue.

**Take that one out!**.....Everyone attacks the same target as the leader with full force.

**Take them all out!**.....Everyone attacks a variety of targets with full force.

**Hold back!** .....Reserve power at the expense of attack force.

**Fight normally**.....Remove the previous order.



This section explains how to operate the leader during battle when the control mode is set to semi-auto or manual. Note that different characters will behave differently under the same operations.

## Defense

---

This tells the character to avoid enemy attacks and act defensively to reduce damage.

### PHYSICAL DEFENSE [□ BUTTON]

---

This protects the leader from enemies' physical attacks such as slashes and thrusts, reducing damage received. Putting up one's guard for too long can result in a guard break, which is a slip-up that exposes one to attack.



### STEP BACK [□ BUTTON + ← / →]

---

The character steps back one step to avoid an enemy attack.



### SPECIAL GUARD [□ BUTTON + ↓]

---

This protects from both physical and magical attacks, reducing damage received. However, this causes the character to drop his guard immediately after.



### PASS THROUGH (IN MANUAL MODE) [↓]

---

This allows you to run around the enemy. When the operation mode is set to semi-auto, touching an enemy during movement will automatically cause this to happen.



# Battle Actions (part 2)

[↑], [↓], [←], and [→] icons in this section refer to holding down one of the directional button in the indicated direction.

## Normal attack

This is the basic attack maneuver, an attack using the currently wielded weapon. There are three types of attack depending on height. In Semi-Auto mode an attack will automatically be chosen depending on the enemy's height. Under Manual mode you will use the following operations to select the appropriate attack.

### MIDDLE ATTACK [← / → + ⊗ BUTTON]

An attack to the front.



### UPPER ATTACK [↑ + ⊗ BUTTON]

An attack in an upward direction. This attack is especially effective against flying enemies.



### LOWER ATTACK [↓ + ⊗ BUTTON]

An attack in a downward direction. This attack is especially effective against small, crawling enemies.



## Three-stage normal attack

Senel, Chloe, and Jay's normal attack can have up to three continuous stages. Under manual mode, the order that you attack can be freely decided upon.



[⊗] BUTTON



[↓] + [⊗] BUTTON



[⊗] BUTTON

## Jump attack [↑ + ⊗ button]

Pressing the ↑ directional button to jump and then pressing the ⊗ button in midair will cause a jump attack. In semi-auto mode, just pressing the ⊗ button will cause a jump attack, depending on the enemy's height.



## Combos

If you time your attacks right, you may cause a combo to occur, with one attack flowing smoothly into the next. Try a three-stage normal attack, followed by a base eres, followed by an arcane eres. Note, however, that you cannot do a repeated attack with a compound eres (see pg. 23). Note also that characters who use crystal eres cannot make combos on their own, so use them to combine with other allies' attacks.



THREE-STAGE COMBO



BASE ERES



ARCANE ERES

## Throwing attacks (Senel only)

Next to a downed enemy, press:

↑ / ↓ / ← / → + ⊙ button

When you are controlling Senel and use a throwing eres, a throwing attack will occur. Use the Eres Menu (see pg 20-23) to register a throwing skill, stand next to a downed character, and press the ⊙ button while pressing a directional button in the required direction (see pg. 42).



# Battle Actions (part 3)

## Use Eres

↑ / ↓ / ← / → + ○ button / **L2** button / **R2** button

This allows you to use an eres that you have registered in the Eres Menu (see pg. 20-23), using up TP. Press a directional button in the desire direction and press the ○ button. You can also register an eres using the **L2** button or **R2** button for the leader and other active characters.



## REGISTERING ERES

<input checked="" type="checkbox"/>	⬆ + ○	Shadow Rush	[Eres to be used with the ○ button]
<input checked="" type="checkbox"/>	⬆ + ○	Demon Fist	[Eres to be used with the ↑ + ○ button]
<input checked="" type="checkbox"/>	⬇ + ○	Impact	[Eres to be used with the ↓ + ○ button]
<input checked="" type="checkbox"/>	⬅ / ➡ + ○	Ground Slam	[Eres to be used with the ← / → + ○ button]
<input checked="" type="checkbox"/>	<b>L2</b>	Grave User: Norma	[Eres to be used with the <b>L2</b> button]
<input checked="" type="checkbox"/>	<b>R2</b>	First Aid User: Will	[Eres to be used with the <b>R2</b> button]

## DELAYING CASTING

When you are controlling a character that uses crystal eres, holding down the button used to cast an eres will cause that eres to be held. Releasing the button will cause the eres to be cast. Be careful, as being attacked while you have the button held down will cause the eres to be cancelled.



## Eres

---

### SENEL

---

- Demon Fist.....Base: Unleash a powerful shockwave along the ground.  
Talon Storm .....Base: Attack the enemy with rapid kicks.  
Shadow Rush.....Base: Move and attack in an instant.  
Demon Shadow.....Arcane: A combination of Demon Fist & Shadow Rush.

### WILL

---

- First Aid.....Healing: Heal an ally.  
Lightning.....Novice: Strike the enemy with a bolt of lightning.  
Thunder Blade .....Mid: Slash the enemy with a sword of lightning.  
Freeze Lancer .....Mid: Unleash spears of ice on the enemy.

### CHLOE

---

- Demon Fang .....Base: Unleash a powerful shockwave along the ground.  
Sword Rain.....Base: Attack the enemy with rapid thrusts.  
Focus .....Base: Temporarily raise ACC.  
Sword Rain Demon .....Arcane: A combination of Sword Rain & Demon Fang.

### NORMA

---

- Fire Wall .....Novice: Call forth a wall of fire below the enemy.  
Grave.....Novice: Call forth stone from below the enemy.  
Fire Storm .....Mid: Create a whirlwind of flames.  
Resurrection.....Healing: Resurrect a fallen ally.

### MOSES

---

- Lone Wolf.....Base: Throw a spear with the spirit of a wolf.  
Wolf Pack.....Base: Throw numerous spears.  
Wild Rain.....Base: Spears rain down on the enemy.  
Lone Eagle .....Arcane: Throw a powerful spear from above.

### JAY

---

- Dagger.....Base: Throw an exploding dagger.  
Falcon.....Base: Throw an exploding dagger from mid-air.  
Shadow Blade.....Base: Create a shadow that stops the enemy.  
Wraith Earth .....Arcane: Call up powerful stones from under the enemy.

### GRUNE

---

- Bloody Howling .....Mid: Cry out a dark curse.  
Aqua Laser.....Mid: Rip the enemy apart with high-pressured water.  
Eruption .....High: Call up red-hot lava from beneath the earth.  
Ray.....High: Emit countless beams of light.

# Battle Actions (part 4)

## The Climax Mode System

The Climax Mode creates a situation in which your enemies become defenseless and allies can perform attacks at will. This mode will also sometimes occur when controls are set to automatic.

### HOW TO START THE CLIMAX MODE

#### 1) FILL UP THE CLIMAX GAUGE

Fill up the Climax Gauge (see pg. 34). You can fill up the climax gauge by attacking enemies, taking damage, and using certain items.



#### 2) PRESS THE **L1** BUTTON TO START

Pressing the **L1** button starts the Climax Mode, stopping enemy movement. This renders the enemies defenseless, and allies can freely attack them.



#### 3) END CLIMAX MODE

When Climax Mode is engaged the Climax Gauge will decrease, and normal attack will resume when it reaches zero. Climax Mode will also come to an end if you inflict enough damage to defeat all of your enemies.



### CLIMAX COMBOS

When there are four characters involved in the battle, with no characters incapacitated or immobilized, you can press the **L1** button again while in Climax Mode to initiate a Climax Combo. This is a special attack involving all four characters, which will inflict massive damage according to the amount left in the Climax Gauge.



## WATCH ENEMY MOVEMENTS!

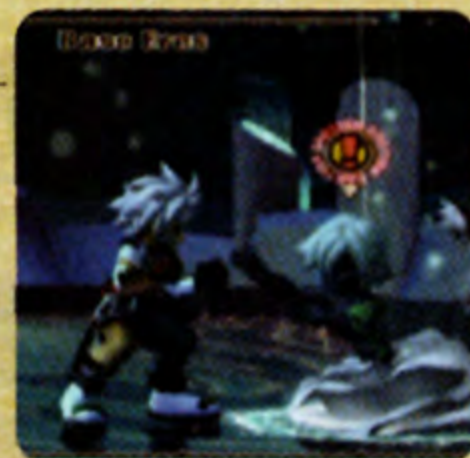
---

During battle, you should watch not only your characters' attacks, but also how your enemy moves. You can see the action that the enemy is trying to take by keeping an eye on the Caution Signal displayed in the middle of the pie graph that shows an enemy's remaining HP.

### Attack Stance

---

This shows that the enemy is preparing to launch a powerful attack or eres. You should either attack the enemy before its attack is complete, or take a step back to avoid the attack.



### Special Action

---

This shows that the enemy is preparing to launch a support eres, a combination attack or some other special action. You will need to be flexible in your response.



## FIELD OF EFFECT (FOE)

---

During battle, a special area may develop under an enemy's feet. Be careful of these areas, as a character entering them may be affected by a status effect. These Fields of Effect come in three colors, yellow, red, and black, which show increasing strength. You can neutralize the FOE by using the item "FOE Charm", or by equipping an item that guards against specific status effects.



## FOES BY COLOR

---

### YELLOW

---

- Causes Poison
- Causes Sealed Eres
- Causes Paralysis
- Decreases attack strength
- Decreases defense strength
- Decreases intelligence
- Decreases accuracy

### RED

---

- Causes Freezing
- Causes Burning
- Causes Bind
- Lowers movement speed
- Lowers casting speed
- Lowers resistance to an element

### BLACK

---

- Causes Petrification
- Causes Panic

# character quests

## A new adventure begins.

The characters that travel with Senel have their own families and friends, and each has their own story to tell. The Character Quests follow each of these characters, showing you a new side to things that weren't present in the Main Scenario, and letting you enjoy a new adventure.

For example, the arena and such appear, while Chaotic Zones and Puzzle Booths that appeared in the Main Scenario will reappear here with some changes.

## The Battle Arena

Here, your party (or, for a "Single Battle", the controlled character) can take on three battle challenges. You will have to pay a fee to take part, but if you win you will receive money and items. After you have prepared for battle, follow the steps below to join the battle. Note that sometimes there are special one-battle-only fights.

- 1) Choose from the two available battle types: "Single Battle", where only the controlled character will fight, and "Party Battle", where everyone in the Party will fight.
- 2) Choose the level to fight at. At first you can only choose "Beginner", but after you've won at that level you may choose "Intermediate", and after you have won an "Intermediate" battle you can choose "Advanced".
- 3) The battle starts.

### Battle Arena Rules

- You cannot use items.
- You cannot run away.
- When you will be fighting in battles, you cannot open menus between the battles.
- Any control mode can be used.





After clearing the Main Scenario, the Character Quests begin. This unlocks a new perspective of the story, and there are many new aspects to the game that are first made available here.

## Workshops

Workshops allow you to combine items that you have to make a new item. The items that you create here are not sold in stores, and cannot be obtained from monsters or treasure chests. Some of the items you can make include some very powerful equippable items. Collect various items that you can use as ingredients, and see what you can make!



Choose "Create item."



At the Item Recipe screen, choose the recipe of the item you wish to make.



Finally, choose "Make item" to complete your item!

## The Sorcerer's Scanner

The Sorcerer's Scanner is an item that lets you search for hidden items and rare monsters. Press the **L2** button to search the area around you.



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...and all the fans on the  
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[http://tales.namco.com/  
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(Shrimp have claws!)

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