

AKITOSHI KAWAZU Presents

UNLIMITED Saga™



SQUARE ENIX™

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.**

AKITOSHI KAWAZU Presents



UNLIMITED Saga

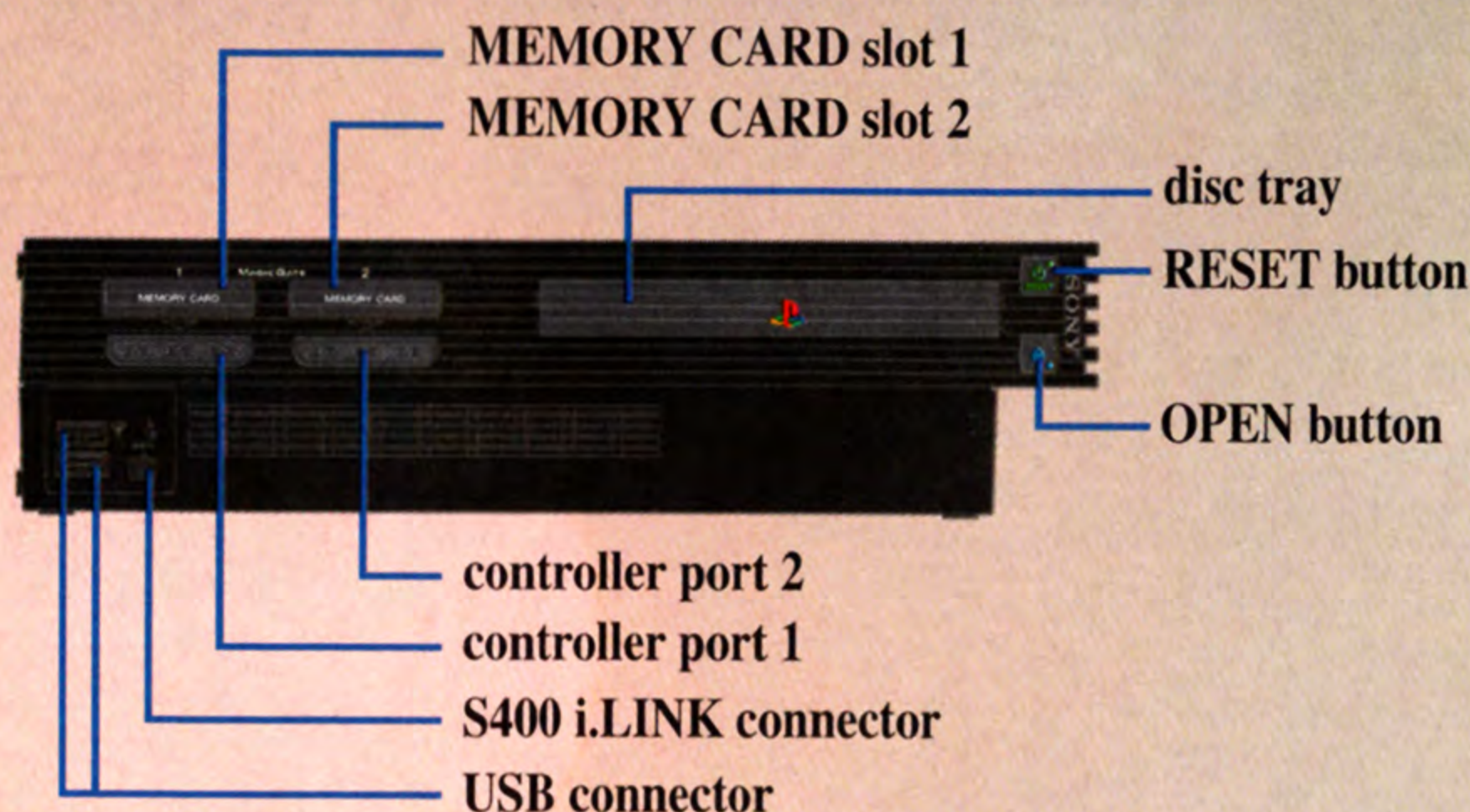
**In the midst of the chaos of
the Festival of Regina Leone,
seven destinies will intertwine.**

**It is believed that when the power
of the Seven Wonders is released,
the gods will appear, ushering in
the return of the Golden Age.
Seven adventurers set out for the
Seven Wonders, but their paths
will cross in Vaftom at the fateful
Festival of Regina Leone...**

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GETTING STARTED



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 **UNLIMITED Saga™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a DUALSHOCK®2 analog controller. Follow on-screen instructions and refer to this manual for information on playing the game.

Beginning the Game— Data Management

New Game	Select a character and start from the beginning.
Load Game	Re-open a game from saved data.
Continue	Continue game from the last Quick Save. This option will not appear until a Quick Save has been made.
FFX-2 Preview	Take a look at this upcoming adventure!
Option	Change controller settings.



The Start menu will appear after the opening demo or when any button is pressed. To play the game from the beginning, select “**New Game**.” To continue a saved game, select “**Load Game**.”

Note: Hereafter, to “select” something means to select it using the directional buttons or analog sticks, then press the **⊗** button to confirm your selection.

Saving and Loading Data

System Data

UNLIMITED Saga requires 260KB of space on a Memory Card (8MB) (for Playstation®2) to create a SYSTEM DATA file. The SYSTEM DATA is first created when booting the game in the Playstation®2 computer entertainment system with a memory card in MEMORY CARD slot 1. This data is necessary for playing UNLIMITED Saga and creating the Quick Save file. This data should not be deleted or otherwise tampered with for risk of hindering gameplay.

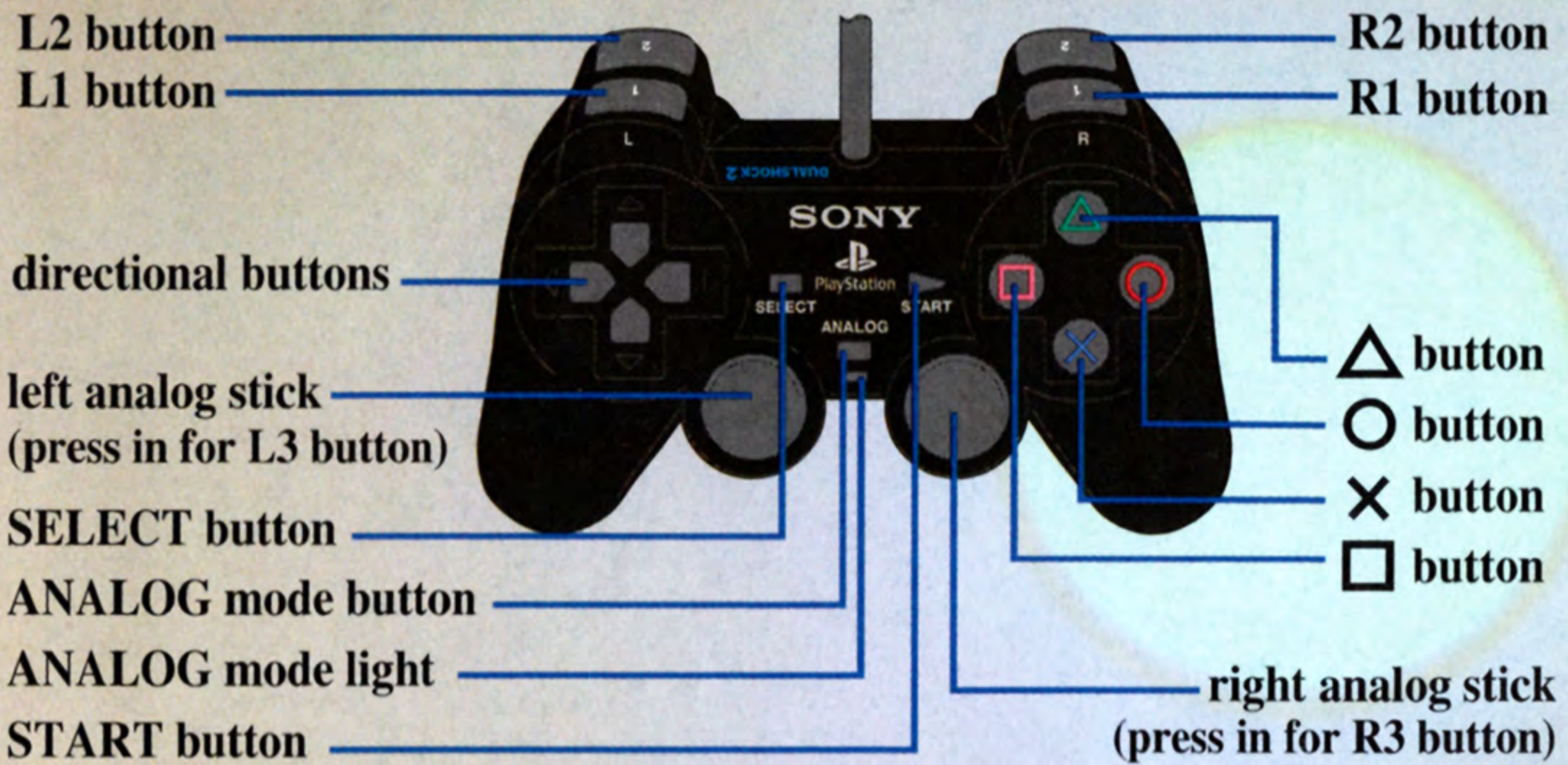
Saving and Loading Data

Each save file for this game uses at least 104KB of space on a Memory Card (8MB) (for Playstation®2). Insert a memory card into either MEMORY CARD slot to save or load data. If a memory card with UNLIMITED Saga saved data is inserted in a MEMORY CARD slot, the game can be resumed from a previous saved point. If your character runs out of LP, you will be returned to the Title Screen, with the “**Load Game**” option. To load a game from a saved point, select “**Load Game**” from the Title Screen and press the **⊗** button. Select either of the MEMORY CARD slots and press the directional buttons UP/DOWN to select a save file from which gameplay will be resumed. For more information on saving the game, refer to page 9.

Continuing from System Data

Insert the MEMORY CARD into MEMORY CARD slot 1 and select “Continue” to resume play from the last Quick Save game data. For more information on the Quick Save option, refer to page 11.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



Field Menu

⊗ button	Execute
⊙ button	View Status
△ button	Cancel
□ button	View current location (In menu switches targets in skill menu)
directional buttons	Move cursor
left analog stick	Move character on Adventure Screen
right analog stick	Move character on Adventure Screen
L1 button	Rotate party member left
R1 button	Rotate party member right
L2 button	Make menu transparent
R2 button	Hide map guide
L3, R3 buttons	Stand by

Battle-only controls

⊗ button	Stop reel (Attack)
⊙ button	Stop reel (Hold)

To return to the Start menu, reset your PlayStation®2 computer entertainment system by pressing the RESET button.

World Map controls

⊗ button	Go to this town
⊙ button	Zoom in
△ button	Zoom out

Change equipment in Adventure Inns

⊗ button	Execute
△ button	Cancel
□ button	See the skill

Moving phase (Skill)

⊗ button	Execute
△ button	Cancel
□ button	Switch target

Moving phase (Item)

⊗ button	Select the item
△ button	Cancel
⊙ button	Sort

The Seven Wonders and the Legend of Iskandar

“The Seven Wonders” is a group of ancient structures shrouded in mystery. Legend has it that the powers of long-absent gods lie within and their release will trigger a rebirth of the Golden Age. The Seven Wonders are scattered across parched deserts, frigid tundra, harsh mountains and raging seas – all remnants of a time when evil forces ran amok. Some believe the legend, others dismiss it as a fairy tale – still, adventurers strive to conquer the Seven Wonders and discover their long-entombed secrets.

In the complex mosaic of human history, Iskandar has been classified as a young conquering king, a legendary hero, a ruthless tyrant, and even a dragon’s descendent. Conquering nearly half the known world, along with vast, unexplored territories, the crusades of Iskandar laid the groundwork for a newfound exchange of knowledge, people and commodities across the world.

Iskandar became a legend in his own time and is one of the most frequently researched figures in history. His existence, however, is nothing short of enigmatic. Iskandar’s ultimate fate has been attributed to assassination, sickness, elopement or even ascension. Others claim that he never existed at all. Some attribute his success to the legacy of the Seven Wonders.

The town that he founded, Iskandaria, is adjacent to Undercity Pharos, one of the Seven Wonders. Legend has it that his minions used both magic and supernatural weaponry.

The Festival of Regina Leone

After Iskandar's death, Lord Dixon continued to protect the land until he was eventually defeated in battle. He withdrew to his home, the Island of Elve, where he built Iskandar's Mausoleum in tribute to his fallen lord. Due to local governmental concerns, the town was renamed Vaftom ("Protected land"), and the mausoleum was frequently remodeled during the town's development. The final renovation brought the mausoleum to its current form. Lord Dixon died shortly after the work was complete. His casket was laid beside Iskandar's.

Two days after the elaborate funeral, Lord Dixon's widow, Regina Leone, climbed the mountainside behind the mausoleum and lit a memorial fire to send the spirit of her beloved husband on its way. The people of Vaftom saw the fire and were moved by the touching act. During Leone's lifetime, the memorial fires became a local custom, drawing many to Vaftom to see the event and leading to the town's prosperity. The festival continues to amaze year after year.

The rise of Iskandar's Knighthood kept the festival from falling into disarray. The Knighthood's seventh leader, Keith Lombardo, organized the festival in its modern-day form, officially titling it the Festival of Regina Leone.

The first day of the Festival begins early. The descendants of Lord Dixon, the feudal lords of the Island of Elve, conduct a worship service at Iskandar's Mausoleum. Prayers for the departed are offered throughout the morning. At noon, a bell signals a change in the Festival's atmosphere: merchant stalls spring up in the plaza and performers take to the streets. The morning's solemn attitude all but vanishes in an outburst of energy and excitement.

On the second day the festivities continue, the highlight being a series of offertory plays presented at the mausoleum. Both professional and amateur performers take part in the plays which range from historical dramas to contemporary comedies.

The third day serves as the grand finale. In the afternoon, merchants' stalls are cleared from the plaza and all make way for the early evening parade. Extravagantly designed floats parade through the town, beginning at the plaza in front of the mausoleum. At night, the excitement reaches its peak. The wealthy pilot their boats into the salt lake that borders Vaftom and enterprising townsfolk charge exorbitant fees for seats with a view of the parade. All of this activity ceases at midnight when the floats are put away and the lights are dimmed throughout Vaftom.

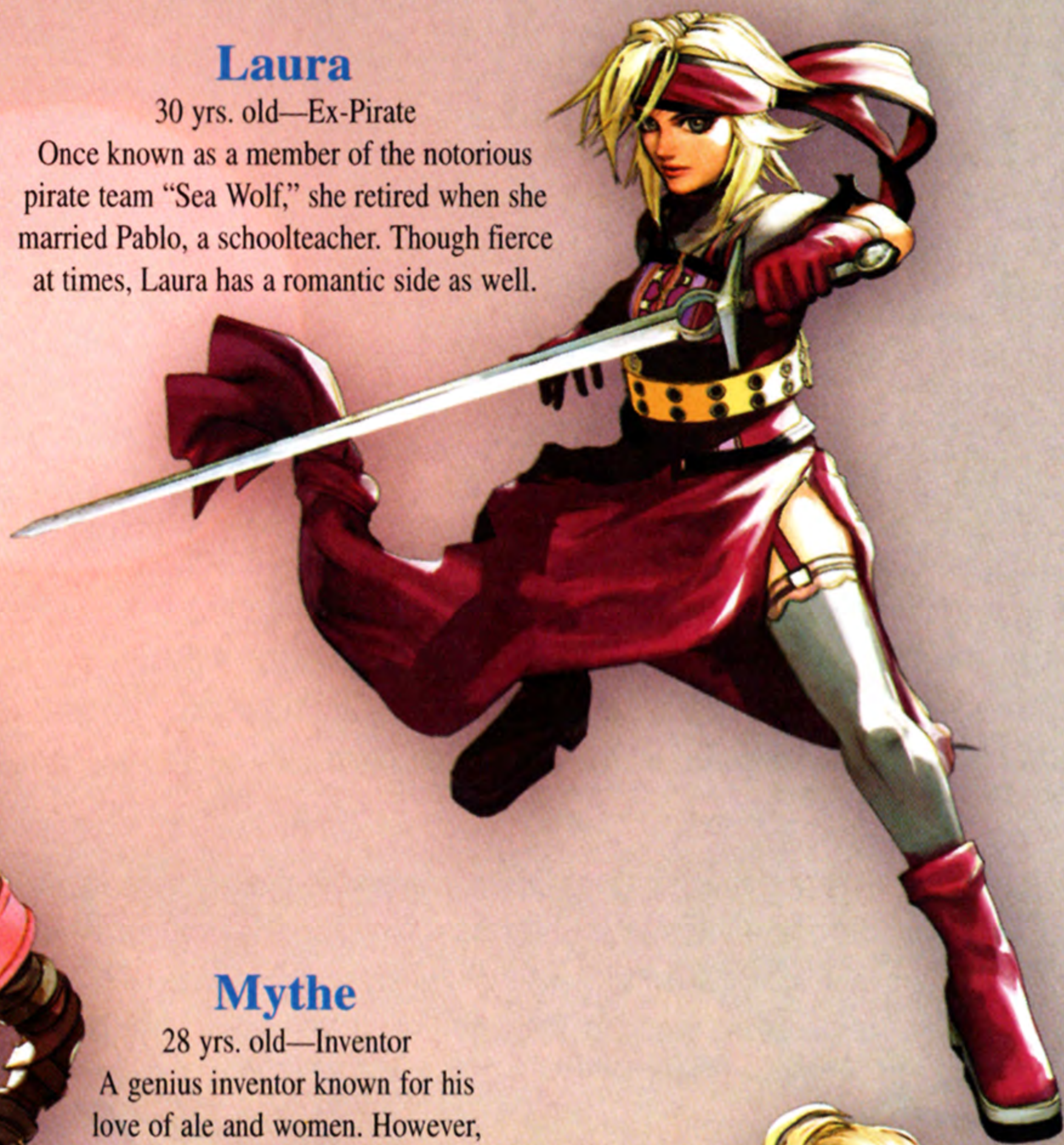
With the town encompassed in darkness, memorial fires appear one by one on the mountainside behind the town. Those who have lost their loved ones in the preceding year participate in the lighting of the fires. At the end, three memorial fires are lit behind the mausoleum. These are for Iskandar, Lord Dixon and his wife, Regina. Everyone watches in quiet contemplation until the break of dawn.

Their destinies unknown, seven adventurers set out on their travels! The journey you take depends on the character you choose:

Laura

30 yrs. old—Ex-Pirate

Once known as a member of the notorious pirate team “Sea Wolf,” she retired when she married Pablo, a schoolteacher. Though fierce at times, Laura has a romantic side as well.



Mythe

28 yrs. old—Inventor

A genius inventor known for his love of ale and women. However, his ice-cool attitude changes when he sets his eyes on a photograph of a mysterious woman...



Kurt

32 yrs. old—Former Outland Knight

The eldest son of Lord Burgundy, he leaves home to travel around the world and gather knowledge for the good of mankind. A bit too serious at times, he suffers from a cursed gauntlet on his arm.





Judy

10 yrs. old—Genius Witch-in-Training
The youngest child of a wizard's family. Vibrant and hard-working, she already controls three familiars. Has a tendency to overwork. She always says "Just leave everything to me!"



Armic

? yrs. old—Male Chapa
His village plagued by drought, Armic has been chosen to find the items needed for a rain-making ritual. He's probably the most easygoing out of all the Chapas...and that's saying something.



Ventus

19 yrs. old—Novice Carrier
Became a carrier after the death of his brother five years ago. He searches for his brother's murderer, which eventually leads him to the first dragon, Draco Archaeos.



Ruby

17 yrs. old—Fake Fortuneteller
An easy-going, energetic sister of a famous fortuneteller. After getting caught up in her sister's dilemma, she meets a mysterious man named Iskandar. Whether or not she's in trouble, she always manages to squeeze by, saying "Everything will be all right!"

8 THE FREE SCENARIO SYSTEM

The Free Scenario System allows the player to embark on adventures through the perspective of various characters. After selecting one of the seven protagonists, the player becomes this character. Though some protagonists may share the same adventures, everyone's story is different.

A player may encounter other protagonists during the course of an adventure and watch as they become supporting characters in the player's story. Along the way, there will be several choices to make about your adventure's course – and none of them are wrong. That's what the Free Scenario System is all about: making your own adventure!



Basic Progression of the Game



Select the character you wish to play from the seven protagonists. The character's picture, along with a brief profile will appear.



In inns and villages, you can obtain equipment and information to prepare for your journey. The progression of the story changes depending on your character.



Once you acquire the information you need, you can leave the inn and start on your adventure. You may have several scenario options to choose from.



The adventure begins as soon as you have selected a scenario. On the adventure screen (the "moving phase"), you will battle monsters and watch as the story unfolds. You must achieve your goal in order to clear the scenario!

Adventure Inns

You'll find inns scattered through the towns and villages you visit. Here, you can make preparations for your adventures. You can also go to the adventure screen, as outlined on p. 11.



Shop	Buy, sell and trade items here.
Information	Guests will give you useful information at the inn. You may even find new companions to join you on your journey...
Adventures	Select an adventure and depart. If none are available, you can still gather information and check out the town.
Equipment	Change your characters' weapons, armor and accessories here.
Adventure Log	Saves records of your journey. This command saves data onto a MEMORY CARD. From the Inn, select "Adventure Log" from the menu and press the ⊗ button. Select the respective MEMORY CARD slot and save area to be saved.

Depending on your location, you may also find magic shops, carriers' guilds, blacksmiths and divination halls.

HINT: Checking Out the Town

The first time you visit a town, head to the inn (or another establishment) to get information. More than likely, you'll get some helpful tips. Depending on the storyline, this may open up additional adventures or destinations within the town!



Mythe Works and the Blacksmith

Here you can make and repair weapons and accessories using various materials. You can add abilities or simply improve the durability of existing items.

In Mythe's story, your Weapon level and Accessories processing panel determine the types of items you can make.



Carriers' Guild

When your main character is a carrier, like Ventus, you can get jobs at Carriers' Guilds.

And as your "Carrier Rank" goes up, who knows what will happen...?



HINT: Come Again Soon

Every shop's inventory changes when you buy or sell items. Check back at shops you've visited before – they might have something new in stock...



World Map

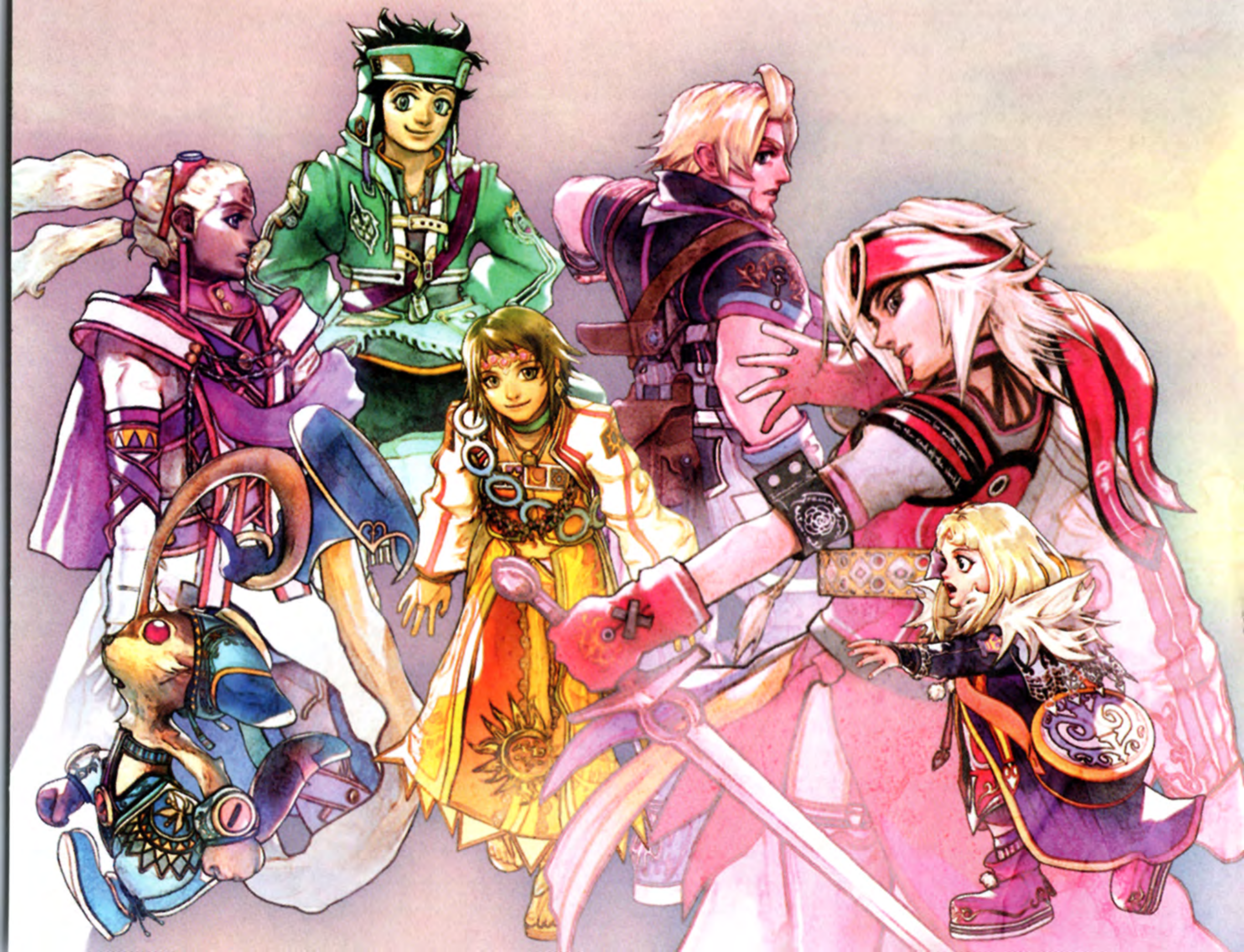
When you select “Leave town” in a town or village, you are immediately brought to the World Map (unless you are currently in a Quest or delivery.) From here, you can visit towns and villages where you have already had adventures.

You can change the map view by using the Cancel button (default setting is the  button) to zoom out, and the Status button (default setting is the  button) to zoom in.



HINT: Protect the Protagonist!

If your main character runs out of LP, the game will end. You'll be forced to start over from your last saved checkpoint, so keep an eye on your hero's condition.




Adventure Screen (Moving Phase)

Your adventures will take you through caves, forests, deserts, and more! On this screen, you can move from location to location as you try to reach your ultimate goal. Don't forget to use items (see p. 17) and skills (see p. 18) to get through tough spots.

Every step you take will uncover unknown territory. Whether you move or stand still, monsters will be prowling about and monsters you passed over before may suddenly attack! You can "stand by" by pressing either the L3 or R3 button on the controller. This will allow you to restore some of your character's HP in one turn, without moving.



You can also change equipment and check your status from this screen.

The number of turns (moves) is limited in certain scenarios (press the  button to check the number of turns while on the Field Screen). Watch out – you'll be returned to a local town or village if you reach the limit. See page 20 for additional information on turns.

Quick Save

To save within the Adventure Screen, select the "Quit" option from the left menu. This will bring up the option to save the game to the SYSTEM DATA file on the MEMORY CARD and exit the game to the Title Screen.

What to expect on the adventure screen



Events Unfold!

Numerous events will unfold on the adventure screen. You can find treasure chests and investigate your surroundings. Locked doors and other obstacles may be overcome with the right skills and a little luck!



Monsters Appear and the Battle is On!

Monsters are always on the prowl, even when they don't appear on the map. You'll be forced into battle whenever you confront one. However, you may have the choice to fight or run if you're lucky enough to get the drop on the monster!



It's a Trap!

Test your skill and try your luck with the reel. Hit the right spot to evade the trap. The character appearing on the screen will suffer damage to HP or LP if you don't!

HINT: Investigating with the Skill Command

When you want to investigate something, select "Skill" from the menu, then select an Action. In some cases, a character may have skills that can overcome an obstacle. Perseverance is the key! See page 20 for additional information.




A Sample Battle Segment:

1



Engage in battle!

Battles begin when you encounter enemies. You will select five techniques to use for this round.

Use the up and down directional buttons to highlight a character. Press the  button to select.

2



Choose your techniques and take action!

Once you select a character, choose a weapon or art using the left and right directional buttons. Select a specific technique using the up and down directional buttons. Your party can use a total of five techniques per turn. This allows you to divide attacks between party members, or simply allocate all five techniques to one character.

Don't forget to take each member's HP and combat abilities into account.

3



Spin the Battle Wheel!

After you have finished choosing your five techniques, the battle wheel will begin to spin.



For Elemental Arts attacks, aim for an icon of the same element as your attack to increase its effectiveness. For Melee and Weapons attacks, aim for the more powerful colored panels.

4



Use techniques or hold and build!

By "holding" techniques and releasing them, you can create powerful combo attacks.

Press the  button to stop the reel and use the selected technique. Or, press the  button to "HOLD" the technique and use it in a combo attack. As your technique improves, more colors will appear on the reel, which have the potential to boost your attacks!

5




The battle is on! Can you master the combo attacks?

Though extra damage can be inflicted by joining techniques from different characters, the impact may lessen if the enemy interrupts your combo. Keep your opponent's agility in mind when making your battle strategy!

on to the next round

Combo Attacks

When you “HOLD” an attack on the battle reel using the  button, it will connect with the next attack. These “combo attacks” inflict more damage on the enemy than when used separately. The more techniques you combine in one combo attack, the more damage inflicted – including damage bonuses! Careful usage of these combos lets you defeat otherwise unstoppable monsters.



Combo attacks are not simply a series of techniques among allies. Your enemies may interrupt your combo attack with techniques of their own. In some cases, it may mean more than a change of momentum — the damage intended for your enemy may double back on you! By mastering the use of high-power techniques and combo attacks, you should be able to control the flow of any battle.



Individual Combo Attacks

A single character can execute a combo attack by selecting multiple techniques with the “HOLD” option. Individual combo attacks are harder for enemies to interrupt, but inflict less damage than allied combo attacks.



Allied Combo Attacks

To execute an allied combo attack, use the “HOLD” option on the battle reel while connecting techniques from multiple characters. Though the enemy may jump in and attack during pauses, the increased power of this technique makes for an invaluable strategy that’s well worth the risk.



Enemy Combo Attacks

Your enemies can also create combo attacks. If an enemy interrupts your combo attack, the enemy’s attacks will become more powerful than usual. There’s no way to avoid this, so be careful!



Flashes of Inspiration (Sparking)

If a light bulb flashes or “sparks” during a battle, the result is a spectacular, high-power attack. Once a new high-power attack is learned, it can be reactivated by successfully stopping the battle reel on a special colored panel. Learn all of the associated attacks for each weapon.

HINT: Aim for the Special-Colored Panel!

Using High-Power Techniques

Once you learn a high-power technique, a panel will be added to the battle reel in a color different from other attacks. Master the reel to make full use of these powerful techniques.



Growth Panel

The concept of levels in **UNLIMITED Saga** is different from conventional RPGs. While the characters themselves do not have levels, their abilities and arts do. The higher the level, the more powerful the ability. All character growth takes place on the Growth Panel (see screen to right) at the end of a scenario, when your maximum HP may gradually increase as well as the Abilities' Levels. Move the desired skill symbol onto the Growth Panel, and the character will receive that ability. Remember: One skill per scenario per character.



On the status screen you can do the following:

- View status details
- Research magic tablets
- Reposition party members
- View Panel Bonus
- Organize combo attacks
- View techniques and arts
- Set primary attack
- View Ability Help

Ability/Elemental Levels

Abilities

Strength	Affects damage inflicted by weapon attacks
Skill	Affects LP damage and combo success rate
Endurance	Affects recovery rate from physical attacks and ailments
Magic	Affects damage inflicted by arts attacks
Spirit	Affects recovery rate from arts attacks and psychic ailments

Elements

Fire	An art symbolizing fire, light, destruction, and fighting spirit. Augments heat and psychic attacks.
Earth	An art symbolizing earth, rock, and psychic strengthening of the body. Used in healing, strengthening, and psychic attacks.
Metal	An art symbolizing metals, magnetism, and the laws of physics. Strengthens magnetism and matter.
Water	An art symbolizing water, environment, darkness, and time. Used in water and ice attacks, and in manipulating time.
Wood	An art symbolizing trees, growth, and recovery. Strengthens vitality.

HP (Hit Points) and LP (Life Points)

HP

This number represents your character's strength. Since it costs HP to use skills and arts, this is essentially a wall preventing damage to your LP. When the HP value is low, the character is more vulnerable to LP damage. During battles or stand-by, the character recovers a fixed percentage of their HP.

HP Recover Ability

The letter (A to E) shown next to the HP value represents your resilience, or ability to recover when on stand-by. This value is different for each character.

LP

This number represents the character's vitality. When this value reaches zero, the character is no longer able to fight. Your main character **MUST** have LP in order for the game to continue.

Ailments

Blackout	Prevents movement. (Character shown fallen.)
Paralysis	Prevents movement. (Character shown standing.)
Darkness	Accuracy decreases.
Poison	Lose HP and possibly LP, unable to recover HP while resting.
Sleep	Prevents movement. (Character wakes up when attacked.)
Numb	Numbness panel appears in reel, and results in decreased damage value.
Stun	Randomly inhibits future actions.

Some status ailments may be removed using certain elemental arts and some can be averted with Resilience Skills (see p. 18). (There are additional ailments not listed here.)

Equipment

Characters can be equipped with weapons or armor in seven slots—two for weapons, two for accessories, and one for head, body and feet armor. On the Equipment screen, use the left and right directional buttons to check skills and item attributes.



Weapons, Shields and Accessories

Each weapon, shield and accessory has its own abilities and techniques unique to that piece of equipment. Some items with the same name may have increased durability or value over others. Try them in various combinations.

You can add abilities to a weapon by reworking it at Mythe Works or the Blacksmith (see p. 9). Abilities can also be added unexpectedly at the end of battles when certain weapons will “release” abilities.

Weapons, shields and accessories all possess a “Durability” value. If you don't pay attention to this, you may find yourself with a broken item on your hands. Be sure to check item parameters in the Help Function frequently. “Durability” can be increased by reworking an item at Mythe Works, the Blacksmith or by using the Quick-Fix ability.



Dagger



Sword



Axe



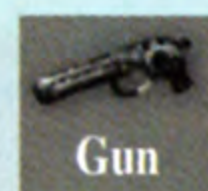
Staff



Spear



Bow



Gun



Melee

Obtaining Arts—Magic Tablets

Only characters with magic tablets can learn “arts”.

When characters with a magic tablet use their “arts” abilities during a battle, the arts comprehension screen will appear at the battle’s completion. Up to three magic tablet arts will be displayed for you to choose from. (See Figure 1.)



Points will be added to the selected art’s gauge. When the gauge reaches 100%, the character will achieve full comprehension and receive the art. Arts learned on the Magic Tablets are accessible on weapons with arts abilities and special equipment.

If you decide to cancel research from the status menu, magic tablet comprehension will cease. (See Figure 2.) Some characters have magic tablets from the beginning of the game. Magic tablets can also be obtained from treasure chests or by other means.








Figure 1



Figure 2

Mastering the Elements with Magic Tablets (see page 14)

	FIRE	Fire Arrows —attacks an enemy with fire arts. Power Surge —strengthens an ally’s strength. Detect Aura —reduces enemies’ defense abilities.
	EARTH	Earth Veil —strengthens earth arts. Anti-Fear —removes psychic status ailments from all allies. Detect Animal —finds animals.
	METAL	Shock —attacks all enemies with soundwaves. Weapon Blessing —improves an ally’s armor. Detect Gold —finds gold and treasures.
	WATER	Trickle —slows all enemies. Ice Needle —attacks all enemies with water arts. Detect Undead —finds the Undead.
	WOOD	Life Boost —an ally recovers more HP while resting. Recycle —restores durability of accessories. Detect Vegeplasts —finds plants.

(Not all arts are listed here.)

Arts Effects

Arts are divided into seven categories:

Damage	This art is used for attacking targets and opening magic-affected treasure chests.
Detection	This art can uncover objects on the map when used in conjunction with a character's skills.
Recovery	This art can recover specified targets.
Aid	This art can create various magic effects on targets.
Magic Walls	This art can temporarily block passageways using special magic.
Repel	This art can temporarily keep enemies at a distance.
Invisibility	This art can conceal you from enemies.



Items and Treasure Chests

During the adventure (moving phase) you may find items such as keys and herbs, and treasure chests filled with Kr. (money), equipment or material. Herbs can restore HP and sometimes LP (see page 20 for information on using herbs and picking up items). Materials found in shops, treasure chests and randomly dropped by enemies can be used at Mythe Works or the Blacksmith to restore equipment's durability and create powerful weapons. Certain items may be needed to complete some scenarios. If you have chosen Armic as your protagonist, you will need to collect over 70 items from various adventures for the rain-making ritual and the completion of Armic's story.



HINT: Strength in Numbers!

Focusing combat on one character is very dangerous, as it can quickly deplete HP. You can regulate combat to high-HP characters only, but remember that all characters regain HP while resting. If you spread the combat workload evenly, you can maintain all of your characters at a relatively high HP.



HINT: Be Bold and Kill 'Em with Combos!

Allied combos are more susceptible to enemy interference than individual combos. However, you'll have a wider variety of combos and the results will be far more devastating to your opponents. If you take your enemies' strengths and weaknesses into account, your party's combined efforts can make their attacks 200% more powerful!



Combat Skills

Punch	Helps you master punching skills.
Kick	Helps you master kicking skills.
Throw	Helps you master throwing skills.
Master Fighter	Helps you master all melee skills.
Dagger Arts	Helps you master dagger skills.
Sword Arts	Helps you master sword skills.
Axe Arts	Helps you master axe skills.
Staff Arts	Helps you master staff skills.
Spear Arts	Helps you master spear skills.
Bow Arts	Helps you master bow skills.
Weapon Meister	Helps you master all weapon skills.
Gun Arts	Improves your ability to handle guns.
Shield Arts	Improves your ability to use shields.
Toughness	Aids recovery from physical ailments.
Recovery	Aids recovery from psychic ailments.
Natural	Reduces vulnerability to physical ailments.
Iron Will	Reduces vulnerability to psychic ailments.
Iron Body	Reduces damage from physical attacks.
Fortitude	Reduces damage from psychic attacks.
Master Technician	Reduces the cost of using skills.
Master Magician	Reduces the cost of using arts.
Thrift Saver	Increases durability of items.

(Not all skills are listed here.)

Resilience Skills

Null Poison	Prevents poison status.
Null Darkness	Prevents darkness status.
Null Petrify	Prevents petrification.
Null Numbness	Prevents numbness.
Null Paralysis	Prevents paralysis.
Null Sleep	Prevents sleep status.
Null Blackout	Prevents blackout status.
Null Confusion	Prevents confusion status.
Null Berserk	Prevents berserk status.

(Not obtained via Growth Panel.)

Non-Combative Skills

Road Guide	Helps you find your way outdoors.
Cave Guide	Helps you find your way in caves.
Architect	Helps you find your way indoors.
Obstacle Crossing	May help you overcome obstacles.
Swimming	May help you overcome water obstacles.
Adaptability	Helps you recover normally in any location.
Sharpeye	Helps you uncover traps and locks.
Eavesdrop	Helps you discover the presence of monsters or unusual sounds.
Locksmith	May help you open ordinary locks.
Defuse	May help you defuse ordinary traps.
Aura	Helps you move quietly and deal with the unexpected.
Diplomacy	Helps you negotiate with enemies.
Monger	Helps you bargain for items in shops.
Maharaja	Buy items at higher prices to make better items available faster.
Fashion	Helps raise your Diplomacy success rate.
Inconspicuous	Makes it harder for you to be attacked.
Weaponsmith	Helps you rework and repair weapons.
Accessory Smith	Helps you rework and repair shields and accessories.
Artiste	Helps you see rare items in shops.
Fortuneteller	Allows you to see the contents of a treasure chest without opening it.
Magic Tablet	Helps determine the magic tablets to decipher. (Menu command) Tablets have various Arts written on them.
Fire Familiar	A parrot-shaped fire familiar. Has Road Guide skill.
Earth Familiar	A boar-shaped earth familiar. Has Road Guide skill.
Metal Familiar	A goldfish-shaped metal familiar. Has Architect skill.
Water Familiar	A skull-shaped water familiar. Has Cave Guide skill.
Wood Familiar	A mandrake-shaped wood familiar. Has Cave Guide skill.
Magic Blender	Customizes one Art to enhance its performance.

(Not all skills are listed here.)


Negative Skills

Seal Melee	Prohibits use of certain melee attacks during battle.
Seal Weapon	Prohibits the use of certain weapons in battle.
Phobia	Lowers attack when confronted by certain enemies.
Pacifist	A vow never to kill certain enemies, you receive damage if you inflict damage.

Note: Once placed on the skill panel, negative skills can only be replaced with other negative skills.

Seven difficult quests lie before you. Even seasoned adventurers will find words of wisdom here and at the website listed on the next page...

Q1: What is a "turn" and what is counted as a "turn" during a quest?

A1: A "turn" consists of moving your character during the moving phase, standing by, engaging in an attack, investigating items you find, and engaging in a reel during the moving phase. When pressing the  button during a quest, your current "turn" number is displayed on the screen. For example: Turn 25/45 = current turn/the maximum number of turns allowed in the quest. (If a quest does not have a maximum number of turns, only your current turn appears.) As a principle rule, whenever your character performs an action, one "turn" will be counted. A "turn" is not counted if your character does not move. In a quest which does not limit your character to a maximum number of turns, you can make an unlimited number of turns during the quest without penalty. For a quest that limits your character to a maximum number of turns, if you exceed the limit your character will be forced to return to town.

Q2: How do I restore my character's HP?

A2: You can restore HP (Hit Points) one of four ways: 1) during a battle, you can gradually restore one character's HP by allowing that character to wait and do nothing for a turn, 2) in the quest screen, you can choose to Stand By and manually recover HP for all party characters by pressing down on the R3 button or L3 button of the controller, 3) use herbs to restore HP for individual characters as noted in Q4 below, and 4) completely restore HP for all party characters by clearing a scenario. Note that using the Stand By option on the quest screen will consume a single turn.


Q3: Although my character has enough HP, sometimes an enemy attack will decrease only my LP.

A3: Some enemy attacks will decrease your LP directly, without decreasing your HP. HP is like a shield which protects a character's LP, but only in rare cases does a character's LP decrease even if it's HP has not reached zero. On the other hand, if a character's HP is at zero, it doesn't mean that you cannot be damaged from attacks. Basically, the less the character's HP is, the more its LP will be damaged, so you need to always pay attention to a character's HP.

The following methods are the best ways to reduce damage to a character's LP:

- 1) Wear protection equipment with Life Protection ability.
- 2) Equip your character with a shield.
- 3) Equip weapons with abilities such as Parry and Deflect.


Q4: How do I use herbs?

A4: You can use this item by selecting the Skill option in your menu. First, select the Skill option from the left side of the quest screen using the directional buttons. Second, display your characters by pressing the  button. Third, choose a character who is low on LP or HP. Fourth, select the herb you would like to use. Lastly, select the Life Recovery option to use the herb.

Q5: My character's maximum LP level never increases? Is something wrong?

A5: Your character's maximum LP level will never increase. The maximum value of your character's LP is already set before a game starts. It does not increase even if your character's HP level increases.

Q6: How do I access stairs and ladders? How do I activate switches? How do I pick up items?

A6: You will come across various stairs, switches, and items in your quests but you need to manually pick them up through the menu options. To perform an action or pick up an item, you will need to do so when this option appears on your screen. Select the Skill option from the menu and hit the  button. Select the Skill option from the left side of the quest menu screen using the directional buttons then select either "stairs", "switch", or "item" found at the upper left of the screen.

Q7: What is a “Familiar”?

A7: A Familiar is a summons creature, which performs magic to aid your character in battle. When you use a Familiar in a battle, it shows up next to your character. By using specific abilities of Familiars in battle, you can “unlock” the abilities of the magic tablets. Familiars are even effective during the moving phase because of the number of abilities they are equipped with, such as “Road Guide”, “Cave Guide”, and “Architect”. There are no descriptions about a Familiar’s ability during a game, therefore, after acquiring the ability which has the same name from any magic tablet, you can check its effect in the help message on the Skill & Magic lists status screen. Since there is a limit to the number of Familiar skills, it would be best to let a main character master the skills by decoding the magic tablet instead of relying on the Familiar’s skills.

Q8: What can you do at a Blacksmith?

A8: You can create better weapons, armor, and items at a Blacksmith by synthesizing various items. Depending on the materials used, you may be able to acquire new abilities by synthesizing weapons. Since your weapon becomes useless when its durability reaches zero, it is a good idea to stop at a Blacksmith every once in a while to synthesize weapons that are low in durability.

Q9: I cannot use my weapon. Is something wrong with it?

A9: Each weapon has characteristics that show its offensive power and durability. Your weapon’s durability reduces each time you use the weapon to attack. If durability reaches zero, your weapon will break and become almost worthless. Before you begin a quest, it is a good idea to keep in mind a few things to assure that your weapon will have enough durability. Stock up on weapons by purchasing them at a shop. It is a good idea to synthesize a piece of armor with zero durability as a base and an additional item at a repair shop to recover your weapon’s durability (note: if you synthesize equipment, there is a possibility that you will lose the abilities you’ve learned for that equipment.) Minimize the number of weapon attacks used during battle, especially against weaker enemies when melee attacks will work just as well.

Q10: I am losing a battle. Is there any way I can escape from it?

A10: It is impossible to run from a battle. Once you begin a battle, you can only defeat your enemy or be defeated. It is especially important to keep an eye on your main character’s LP because once it reaches zero your game will be over.

Rescue: If one of your party members is knocked out, you can remove that party member from battle using the Rescue option. This will improve your battle because it will reduce the number of empty commands as a result of your fallen party member. The Rescue option can also be used to recover from certain status effects on a party member.



Discover additional survival tips,
 consult with fellow adventurers
 and seek fame and fortune

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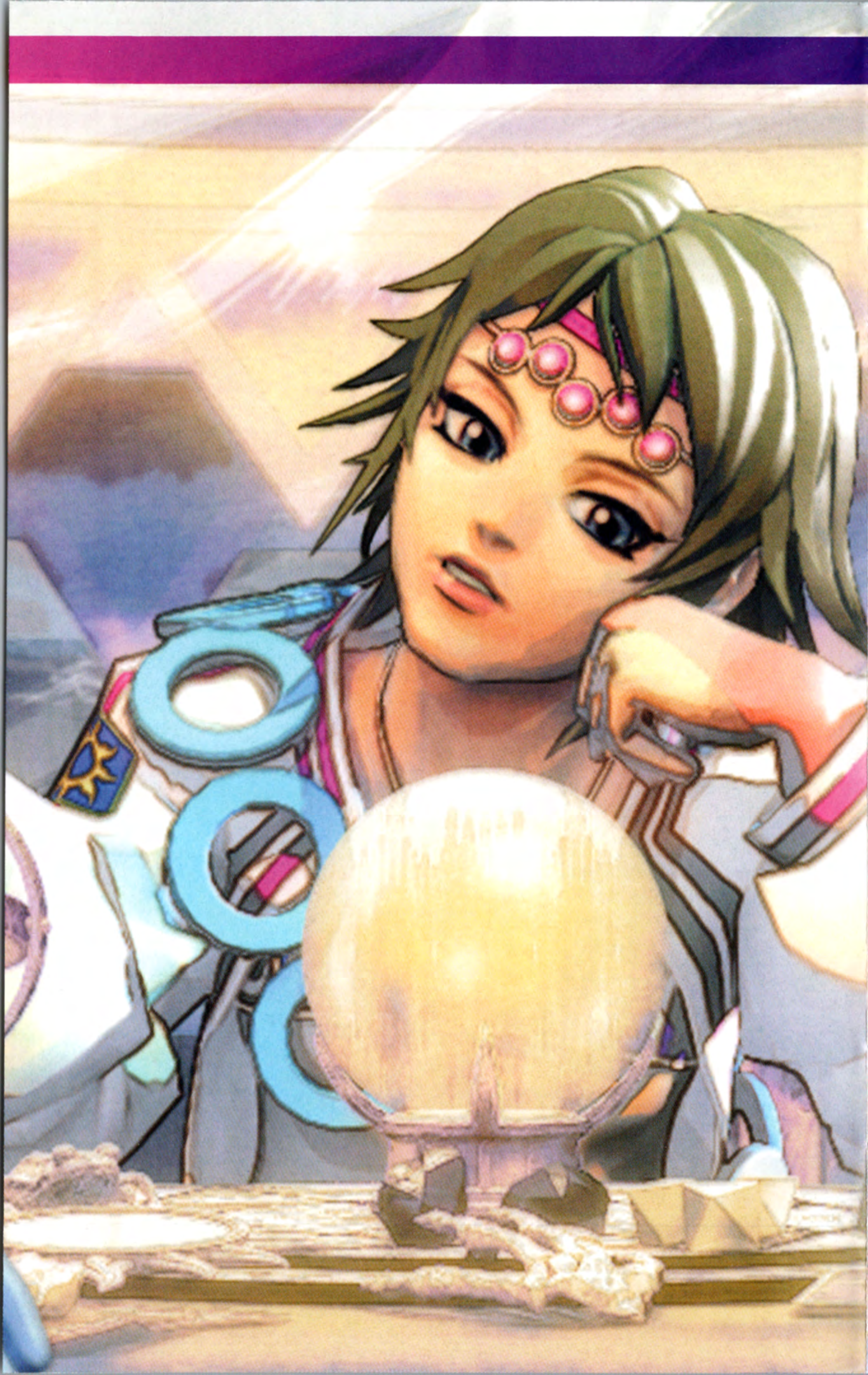
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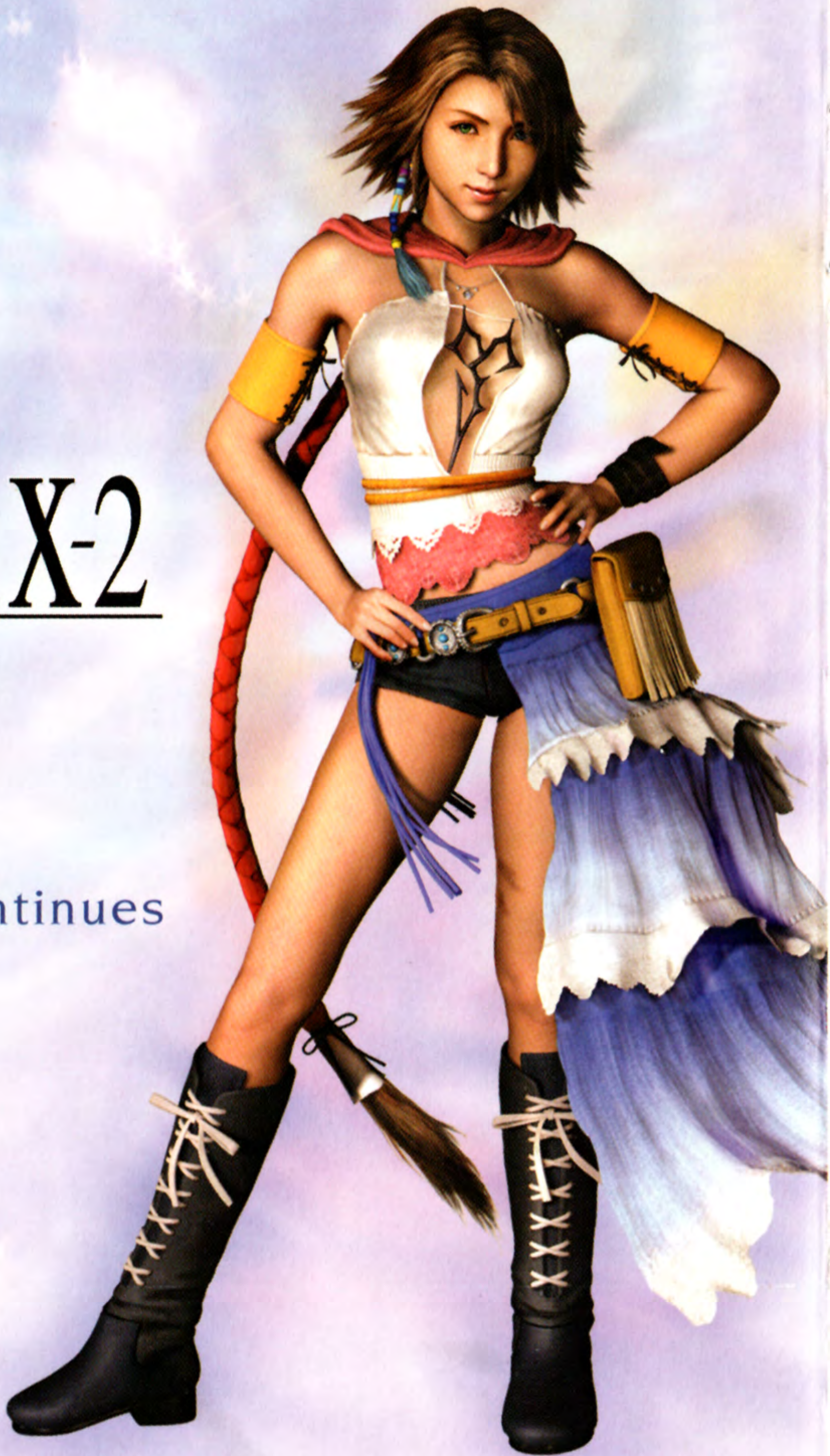
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