3D DOT GAME HEROES™
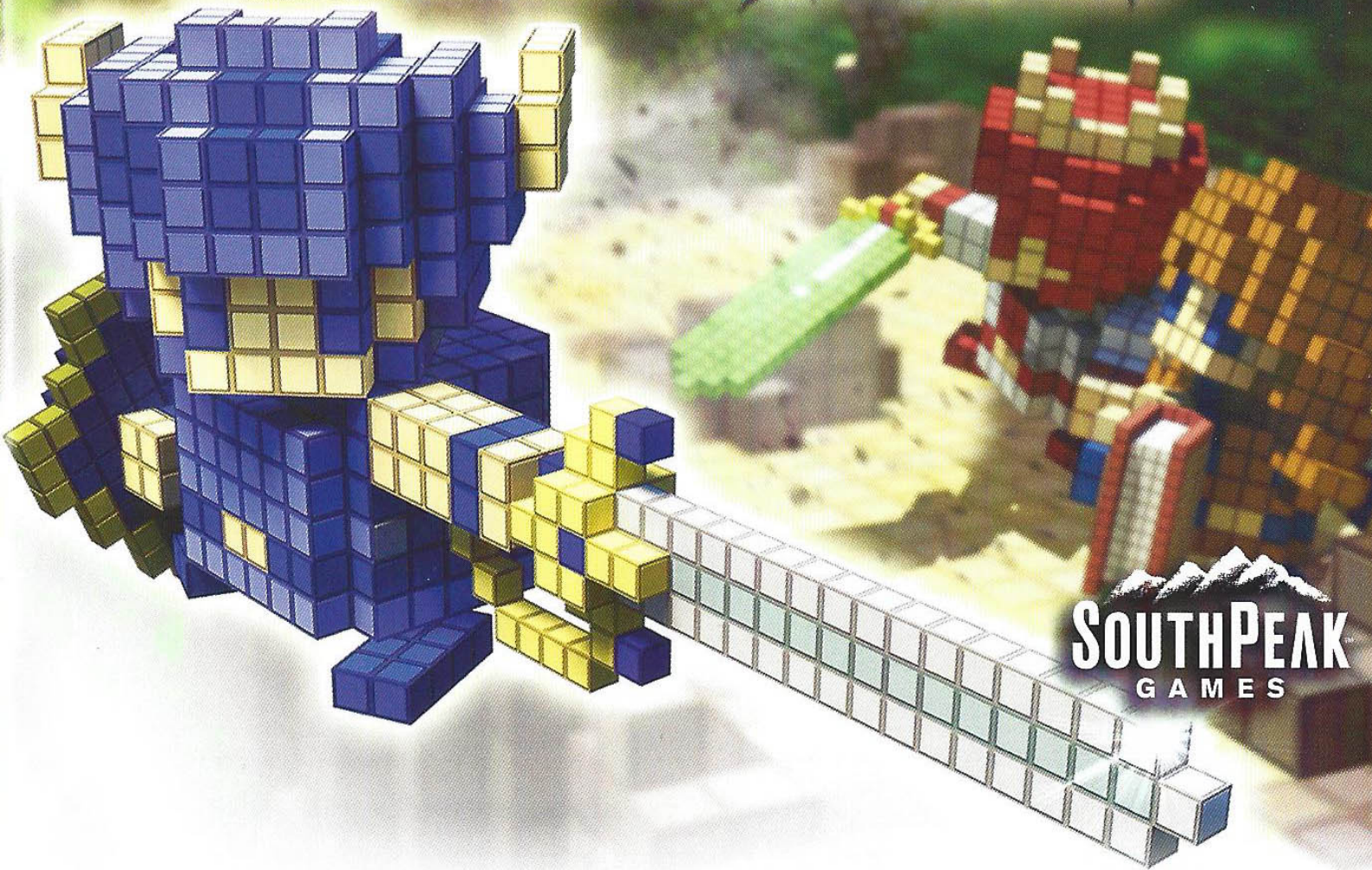
PRECAUTIONS

• This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®3. • Read the PlayStation®3 system Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®3 system always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. Piracy harms consumers as well as legitimate developers, publishers and retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. For further information visit www.pegi.info.

Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:

The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
www.pegionline.eu

See back page of this manual for Customer Service Numbers.

SYSTEM SOFTWARE UPDATES

For details about how to perform System Software updates for the PlayStation®3 system, visit eu.playstation.com or refer to the PS3™ system's Quick Reference document.

PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system Instruction Manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18
7	16
5	12
3	7
2	3

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PS3™ system to enable play.

BLES-00875

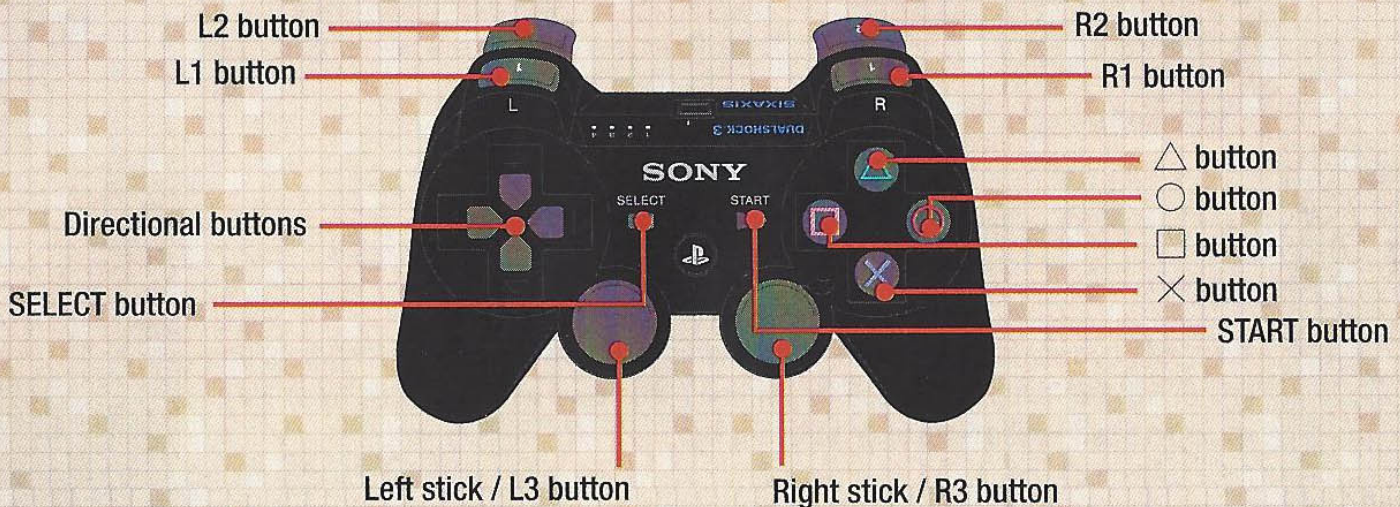# 3D DOT GAME HEROES™

TABLE OF CONTENTS

SETTING UP

Set up the PlayStation®3 system according to the instructions in its instruction manual.
At start-up, the power indicator will glow red to indicate that the PlayStation®3 system is in
Standby Mode. Press the power button and the power indicator light will turn green.

Insert the 3D DOT GAME HEROES disc into the disc slot with the label side facing upwards.
Select the 🏠 icon from the Home Menu. A thumbnail image of the software will be displayed.
Press the ✖ button to commence loading. Do not insert or remove accessories once the power is turned on.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have
been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

CONTROLS

L2 button
L1 button
Directional buttons
SELECT button

R2 button
R1 button
△ button
○ button
□ button
✕ button
START button

Left stick / L3 button   Right stick / R3 button

Before you can save the kingdom, you must master the basics!

Directional buttons / Left stick	Move character/cursor
✕ button	Attack with your sword
○ button	Use the selected item/magic
△ button	Open Inventory
□ button	Hold down to Dash
L1 button	Show Map / Cycle through Inventory
R1 button	Guard with Shield / Cycle through Inventory
L2 button	Cycle through equipped Items/Magic
R2 button	Cycle through equipped Items/Magic
START button	Access Pause Menu
SELECT button	Not used

In the distant past...

A small kingdom called Dotnia prospered. But the land's peaceful days were brought to an end by the Dark King, who coveted power. As his evil shadow spread over the world, a hero with a sacred sword arose. Empowered by the six orbs of the six sages, the hero sealed the evil one in a Dark Orb.

It has been a long, long time since those events came to pass...

Tezro, the current king of Dotnia, has ushered in a new age for the kingdom: An age of 3D! But the peace these renovations promised was shattered by an evil bishop named Fuelle, who stole the Dark Orb.

Denizens of the Dark King have begun to roam the land.

Princess Iris, who set out to search for the orb, has not returned. The king's soldiers have been powerless against the forces of evil.

In these uncertain times, the king has summoned YOU to aid Dotnia! You must set out to find the descendants of the six sages and receive their power. Only then can you hope to discover the whereabouts of Princess Iris and restore the light to the kingdom. Your adventure has begun!
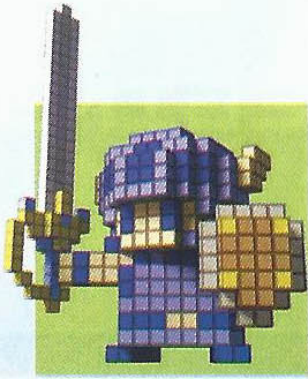
The Descendant of the Legendary Hero

The hero's deeds may have faded into legend, but his bloodline has remained hidden in an isolated village until the day they must rise again to combat evil.

The Royal Heir of Dottano Kingdom

An ever-constant ally to Dotnia, it is customary for Dottano Kingdom's heir to the throne to take an extended visit to Dotnia upon their 16th birthday.
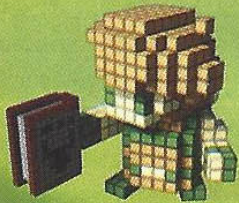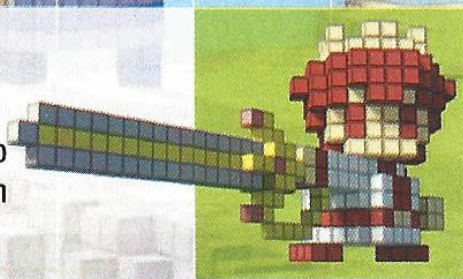
The Wandering Scholar

The accounts of this wise scholar have been published around the world, netting a large fan base of adoring readers.

Princess Iris
The gentle daughter of King Tezro has not been seen since she set out to recover the stolen Dark Orb...

King Tezro
He is a kind ruler who is loved by all the kingdom's citizens, although he can be a bit too trusting.

Fuelle, the Dark Bishop
Ensnared by the power held within the Dark Orb, he has taken to the Dark Tower, where he toils to extract its terrifying essence...

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Title Menu

Press the START Button to access the Title Menu.

New Game

The hero or heroine of Dotnia Kingdom doesn't exist yet. YOU will have to create him or her! You may select from any of the pre-set character models, or select "EDIT DATA" to use your custom characters. Cycle through the pages by pressing the L1 or R1 Buttons. The character's gender and class will affect your base statistics.

To enter your character's name, use the in-game keyboard. Once you've selected a class and a name, you are ready to begin your journey!

Name Entry Controls

|	
Directional Buttons / Left Stick : Move the cursor to select a letter	
L1 / R1 Buttons: Cycle through character sets (letters, numbers/symbols)	
✕ Button: Confirm	
○ Button: Cancel/Backspace	
START Button: Finish name entry	

Continue

Choose this option to continue an adventure you have begun. Select a file and press the ✕ Button to confirm your choice. You may select a different character each time you resume play.
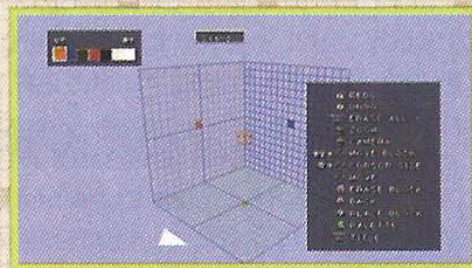
Install

Game data can be installed from the title menu. If you choose to do this, the game will install 1220MB of data to your hard drive, allowing the game to load faster during gameplay. If you select no, you will be returned to the title menu.
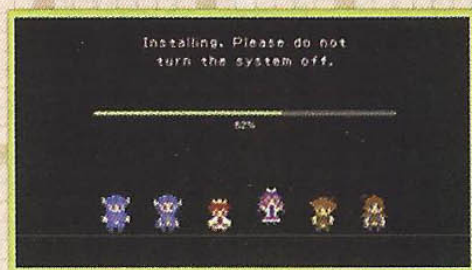
Editor

The In-game editor allows you to create custom characters. See page 21 for more details.

Album

View the snapshots you've taken during your adventure. The album can also be accessed from the Pause Menu.

Saving the Game
You may save your progress at any time by opening up the Pause Menu and selecting "Save." This will store your hero's progress and possessions onto your PlayStation®3 system so you can resume the same game in the future! Amazing!

LET'S LEARN SOME BASIC SKILLS

Basic Skills

Move

Press the Directional Buttons or the left stick in the direction you want to go!

Dash

Once you obtain the Dash Boots, you'll be able to run like the wind! To dash, press and hold the □ Button. After you've gotten a little practice, you can try to master changing your direction while dashing, or stopping on a dime by pressing the opposite direction.

Map

Press the L1 Button to display the field or temple map. Areas you have not explored will be dark.

First of All, Swing Your Sword!

Press the ✕ Button to thrust your sword forward! Once you meet the blacksmith, you'll be able to perform upgrades on your sword, allowing you to strengthen it or add various abliities.

Spin Slash

This advanced move requires you to stick your sword out and then use the left stick or the Directional Buttons to slash in the direction you press. Not all swords are capable of this move, but the blacksmith may be able to help you.

Dash Attack

While dashing, hold out your sword! But remember, running with sharp objects is never a good idea in real life.

Guard

Press the R1 Button to bring up your shield so you can protect yourself from enemy attacks. It won't protect you from attacks that come from the side or the rear, though, so be careful. Certain shields are also ineffective against certain types of attacks, while other shields may repel them.

Talk / Check

To talk to someone or to investigate a suspicious area, approach them and press the ✕ Button!
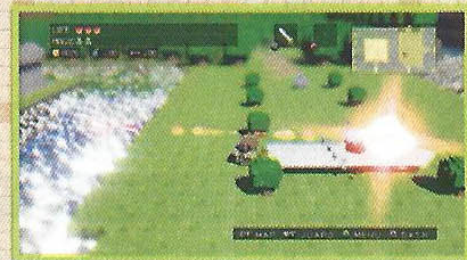
Magic and Treasure – So Mysterious!

Throughout your journey, your hero will acquire lots of magic spells and items. In order to get the best of the forces of evil, you'll have to know how to use them! Press the L2 and R2 Buttons to cycle through your equipped spells and items. Press the ○ Button to activate them.

Boomerang

Use this to briefly stun enemies by pressing the ○ Button to throw it. You can also use it to retrieve items that are out of reach and hit faraway switches.

Bomb

Press the ○ Button to set a bomb at your feet. The bomb will go off in a few seconds. You have a limited number of bombs, so use them sparingly.

Arrows

Press the ○ Button to shoot an arrow. You have a limited number of arrows you can carry, but perhaps there is a way to increase your quiver's capacity...

### Wire Rod

Press the ○ Button to extend the rod's coils. It can attach to wooden pillars, allowing you to cross gaps in the terrain.

Freeze

This will encase your foes and the terrain in ice. Frozen enemies can be felled with a single strike!

Reflect

This magic will reflect certain types of attacks back at the foe. Some enemies may only be defeated by using their own power against them!
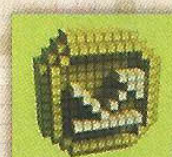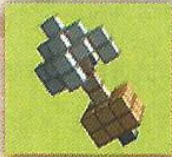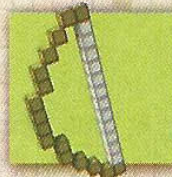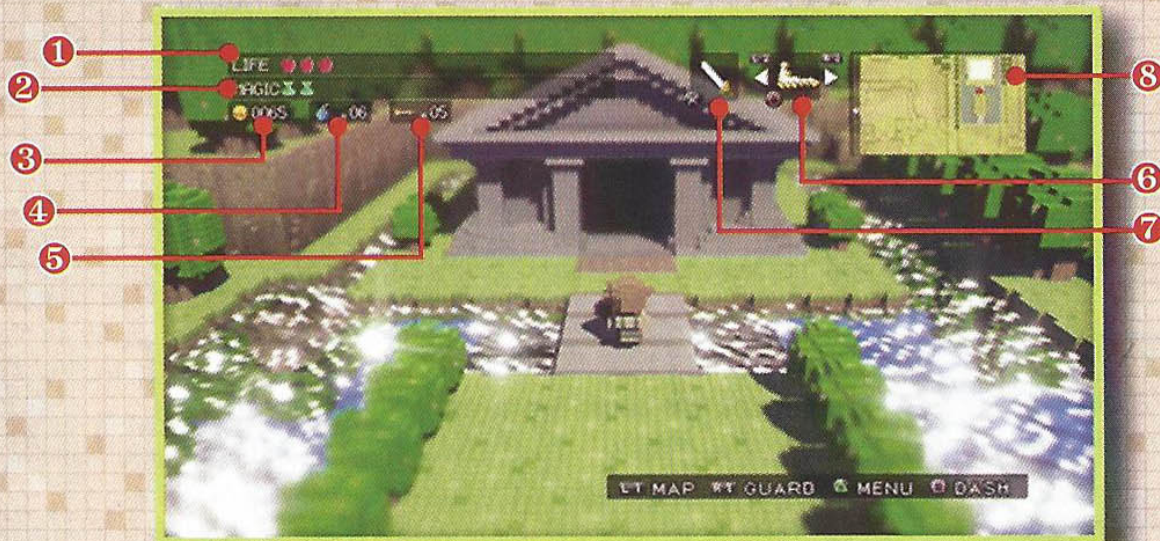
THE OVERWORLD

The Screen

This is where you'll be controlling your hero, making sure to use all of the skills and abilities we've covered so far. But understanding the information on this screen will be important on your adventure!

❶ Your LIFE is indicated by the red apples. When you take damage, the red portion of the apples will disappear. When it's all gone, it's game over!

❷ Your MAGIC is indicated by the green bottles. When you cast magic, the green portion will deplete.

❸ The currency of the world is indicated by "G." What does it stand for?

❹ This is your remaining bombs.

❺ This is your remaining arrows.

❻ This is the item or magic spell you currently have equipped.

❼ This is the sword you currently have equipped.

❽ This is the mini-map. Your current position is indicated by a red arrow.

Making Progress

Every adventurer worth their salt wants to know how to get stronger, right? Let's take a look at some of the ways your character can grow as a hero!

Clear the Temples!

The temples of Dotnia will test your puzzle-solving skills and combat abilities, and at the end, you'll encounter a boss monster! Defeating this boss and claiming the LIFE UP will increase your LIFE.

Help the Villagers!

Many villagers will ask for your help to find items or complete tasks. The reward will often be a LIFE Shard, and collecting four of these will make your LIFE increase!

Play the Mini-Games!

Well, these don't actually progress the story, but certain characters will allow you to take a break from the action by playing one of three mini-games: Blockout, Dash Circuit, and Block Defense. Each mini-game has its own tutorial you can view before playing them.

Find Items!

LIFE Shards and MAGIC UP items can be found in treasure chests throughout the land, but you'll have to look for them in areas that are often off the beaten path. Sometimes you may need to return to an area later, once you've acquired new items or magic.

There are many other items you can buy in shops, find in chests or get by defeating monsters. Here are a few examples!

Red Apple: Replenishes LIFE by 1.

Green Apple: Replenishes a small amount of MAGIC.

Blue Potion: Fully replenishes MAGIC.

Bomb: Replenishes your stock of bombs.

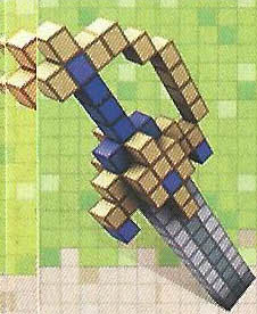**Arrow:**

G: The currency of this world.

Key: This will open a normal door. To use it, just walk through a locked door.

MAX Icon: Pick this item up to extend your sword to its maximum status for a short period. It has no effect if you are already at full health.

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Places to Go, People to See

Each city and village will have some very useful facilities for your hero to visit. Make sure to stop by!

The Blacksmith

For a price, the blacksmith can strengthen and add abilities to your swords. Each sword has a number called its "potential." You may continue to modify the weapon until the potential is entirely used up, but once it is, the weapon can no longer be upgraded. Here are the parameters the blacksmith can improve:

Length >>> Makes the sword longer.
Width >>> Makes the sword thicker.
Strength >>> Raises the power of the blade.
Spin >>> Adds the "Spin Slash" ability.

Beam >>> Makes the sword shoot beams.
Pierce >>> Makes the sword able to pass through objects.
Special >>> Unlocks/increases the sword's special ability.

Item Shop

Select the item you wish to purchase and press the ✕ Button to confirm. However, all sales are final!
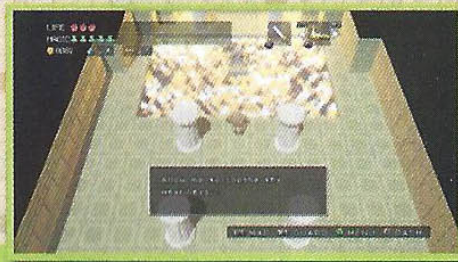
Inn

Spend the night at an inn to recover all of your LIFE and MAGIC. This will also set your Revival Point, which you'll find out about soon.

Fairy Springs

Fairies are kind creatures that will restore your LIFE and MAGIC each time you visit one of their springs.

Game Over? Oh No!

If the red portion of your LIFE completely disappears, your hero has failed and the game will end. When you restart the adventure, you will begin from the most recent Revival Point. Or, if you wish to quit playing, you may save your data and return to the title screen.

Revival Points

Each time you stay the night in an inn, use a tent or sleeping bag, or enter a temple, your Revival Point will be automatically set.
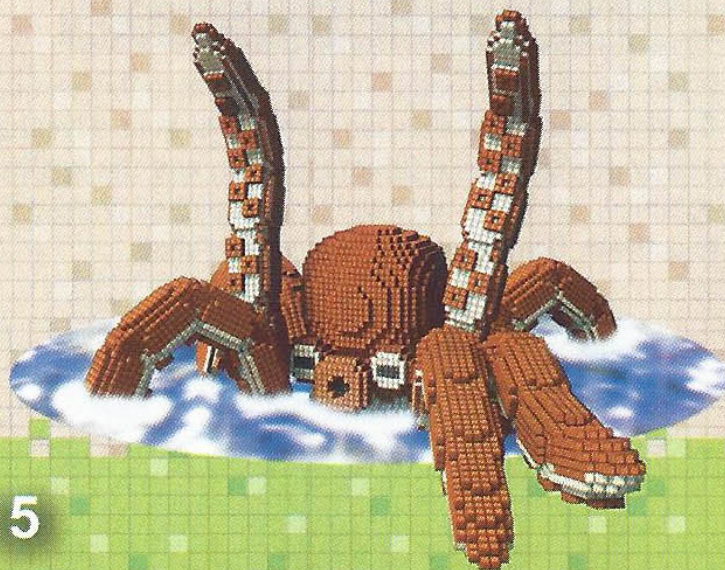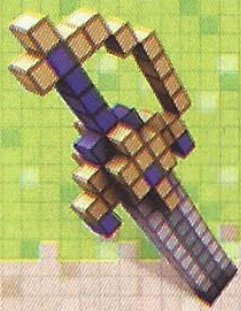
If you resume your adventure from the overworld:
You will resume from the last place you slept. If you haven't stayed at an inn or slept in the field, you will resume from the castle.

If you resume your adventure from a temple:
You will resume from the entrance to the temple.

Your Inventory

Pressing the △ Button will open up your Inventory, where you can view all the treasures, orbs, and equipment you've gained on your adventure. Press the L1 or R1 Button to cycle through the different status screens. Let's take a closer look at the information you can find here.

The Equipment Menu

This menu allows you to select which item or magic you will use with the ○ Button. Of course, you can always press the L2 and R2 Buttons to cycle through items from the overworld, but if you're in a dangerous situation, it may be safer to access this menu to change your equipment. You can also equip or remove items from the cycle with the □ Button. Items that will appear in your cycle will be marked with an "E."

The Sword Menu

Press the L1 or R1 Button until you cycle to this menu, displaying all the swords you have collected. You can set the cursor over the sword you wish to use and press the ✕ Button to confirm your choice. The details displayed here are of the sword you have equipped.

The Quest Menu

Press the L1 or R1 Button until you cycle to this menu, displaying all the orbs you have collected throughout your adventure. This menu also shows your LIFE Shards, fairies, and the key items you have obtained, which do not need to be equipped or used for their effects to activate. Some key items are just for show.
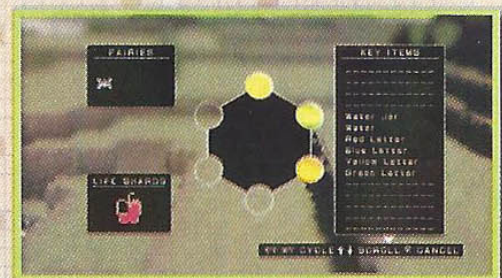
THE PAUSE MENU

The Pause Menu

When you pause the game with the START Button, you'll find the Pause Menu, where you can adjust various settings for the game, as well as save or load your progress.

Save

It's important to save your progress, especially when you want to stop playing! Select a file to save on or over and then press the × Button to initiate the save. You can save anytime, anywhere! The data will be saved on the HDD unit of your PlayStation®3 system and you will need at least 1024KB of space.

Load

This will load a file. Be careful about using this option if you don't want to lose any progress. Your journey will restart from the last Revival Point set.
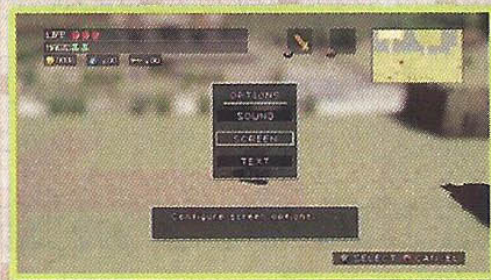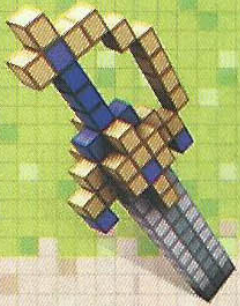
Options

Here you can adjust the game's settings. Make your selection with the directional buttons or the left stick and press the × Button to confirm your choice.

Sound: Set the volume of the background music (BGM) or the sound effects (SE).

Screen: BRIGHT: Adjust the game's brightness.
COLOR: Adjust the game's contrast.
MAP: Toggle the mini-map on or off.
GRID: Toggle the grid display on or off.
LOADING: Toggle display of loading screen art.
GUIDE: Toggle display of the button guide.

Text: Adjust the game's text speed, font, and size.

Snapshot

Use this option to take a picture of what's going on! Pause the game when you think you've got a cool shot, and then use the Snapshot option to store a picture of the screen to your PlayStation®3 system's HDD! You can toggle the camera angle with the L1 or R1 Buttons, and in "Free Camera," you can use the analog sticks to adjust the angle of your picture. Press the ✕ Button to take the shot. The photos will be stored in the photo folder, accessible from your system's XMB™ Screen. Please refer to your system's user manual for details.

Album

This will allow you to view the snapshots you've taken. This will access the photo folder of your PlayStation®3 system.

Bestiary

Once you obtain the Bestiary in the game, you will be able to view a collection of monsters you've booked. To book a monster... Oops, that's a secret!

Loading Art

This option will take you to a gallery of the load-screen art that has appeared in your game thus far. Press the L1 and R1 Buttons to cycle through the pages and the ✕ Button to view the selected screen.
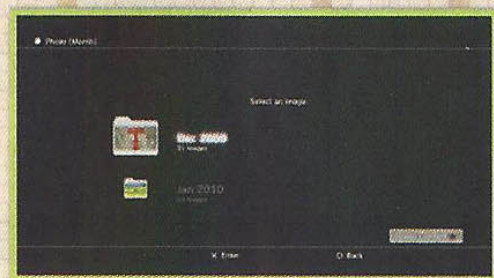
Title

Return to the Title Screen without saving. Be careful about using this option!

Resume

Close the Pause Menu and continue playing the game.
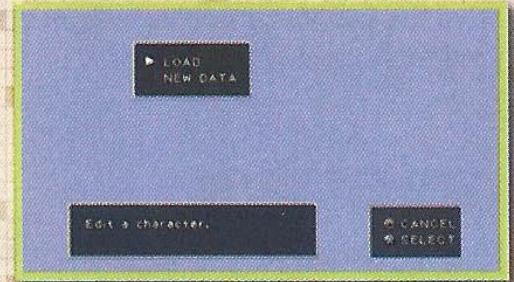
THE CHARACTER EDITOR

The Editor

3D Dot Game Heroes features a character editor that allows you to edit and create your own custom characters that can be used as the hero of your game!

From the editor's main menu, you have two options:

Load

This will allow you to edit a character that has already been created. Select the character you wish to edit and press the ✕ Button to confirm your choice. You will then be taken to the Edit Menu.

New Data

Create a new character. You must first select the character's gender and class, and then you will be taken to the Edit Menu.
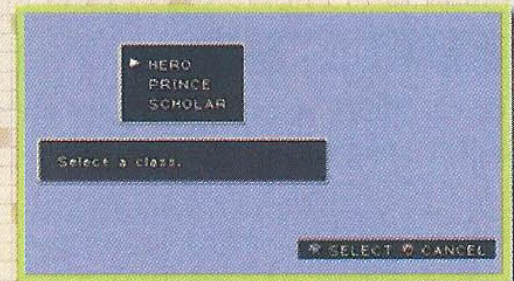
Custom characters are stored on the PlayStation®3 system's HDD, and can then be transferred onto a Memory Stick Duo™, Memory Stick PRO Duo™, or USB flash drive to be shared with your friends!

The Edit Menu

From the Edit Menu, you've still got a few more options before you can get right down to the fun part: Creating your character!

Edit

This will open a sub-menu with even more options!

Edit Pose: Edit one of the six different poses. This will take you to the creation screen.

Copy Pose: Copy one pose to replace another one. Choose the pose to copy (C), then the pose to paste to (P) to copy over the pose.

Template: This allows you to choose the default models to use as a base.

Default: Restore all poses to the last save. This will undo all of your work!

**Flip:** Flip a pose from left to right or right to left.
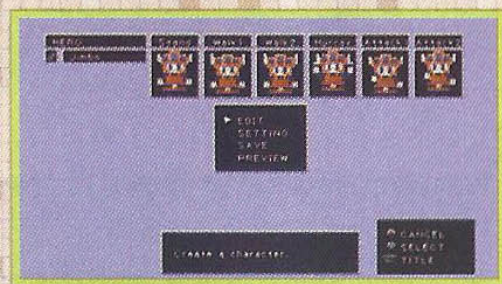
Setting

Here's where you change the character's basic elements. You can select a new class, gender, or name.

Save

Make sure to save your masterpieces! Choose a file to save to and press ✕ Button to confirm.
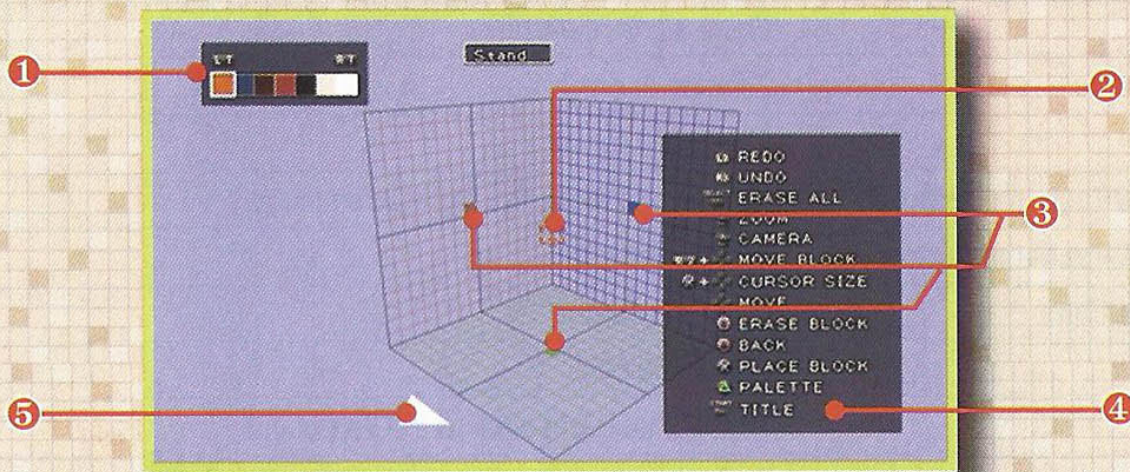
Preview

See your character in action! You'll be able to move around in a small practice area to see what your character looks like in motion.
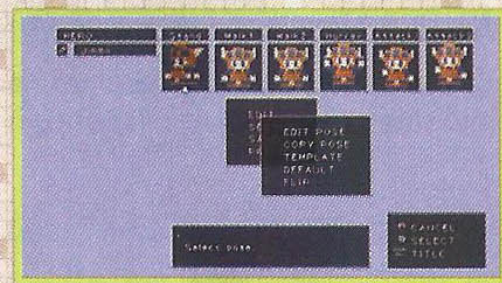
The Creation Screen

Here we are! Now, things may look intimidating, but once you get the hang of it, your custom characters will be the star of the show! Let's take a look at what's going on.

❶ Color Palette: You have seven colors you may work with at any time. Swapping out a color is as simple as pressing the △ Button to select a new color for the palette. Press the L1 or R1 Button to cycle through the palette.

❷ The Cursor: Press the ✕ Button to place a block on the grid where the cursor is. The cursor can be increased in size by holding down the ✕ Button and pressing the directional buttons.

❸ The current location and size of your cursor is displayed as a silhouette.

❹ Controls Index: We'll talk more about this on the next page.

❺ This tells you what direction the character is facing.
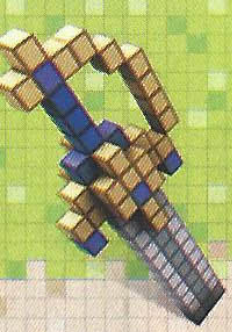
The Editor Controls Index

This handy guide on the right of the screen tells you exactly what buttons will do what while you create your characters.

Controls	
L1 / R1 Button	Cycle through the color palette.
L3 Button (Redo)	If you've undone something, you can bring it back by one step.
R3 Button (Undo)	If you don't like something, undo it. This will revert the last thing you've done.
SELECT	Erase all. Be careful!
Left stick	Zoom in or out.
Right stick	Rotate the camera.
R2 Button + Directional Buttons	Pick up and move the highlighted block.
✕ Button + Directional Buttons	Change the cursor size.
Directional Buttons	Move the cursor.
✕ Button	Place a block.
◯ Button	This will take you back to the Edit Menu.
△ Button	Display the colors you can add to the color palette.
☐ Button	Erase a block.
START	Go back to the Title Screen without saving changes.

Tip: Copying Blocks

Holding the R2 Button while pressing undo/redo will make the undo/redo function ignore the blocks the cursor has selected. This allows you to copy blocks.

1. Move the blocks you want to copy using the R2 Button and the Directional Buttons.
2. Release the R2 Button, then press and hold it again (without moving your cursor).
3. Press the R3 Button to Undo and the blocks you've moved will reappear.

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