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Dreamcast™

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810-0259-05

Dreamcast™

GRANDIA II

グランディア

GA GAME ARTS

Ubi Soft ENTERTAINMENT

EPILEPSY WARNING

Please read the manual and particularly this paragraph, before using this video game system or allowing your children to use it. A responsible adult should go through with any minors, the operator instructions of the Dreamcast before allowing play to take place. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy, or has never had an epileptic seizure. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of seizures or epilepsy. If you or anyone in your family have ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

FOR YOUR HEALTH

- Sit away from the television screen, as far as the length of he Controller cable allows. We advise that you sit a minimum of 6.5 feet (about 2 meters) away from the television screen.
- Preferably, the game should be played on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 minutes per hour while playing any video game.

GETTING STARTED

This GD-ROM can only be used with he Dreamcast System. Do not attempt to play this GD-Rom on any other CD player - doing so may damage the headphones and speakers.

1.Set up your Dreamcast system by following the instructions in your Dreamcast System Instruction manual. Plug in Control pad 1. For 2-4 player games, plug in pads 2-4 also.

2. Place the Dreamcast GD-ROM, label side up, in the well of the CD tray and close the lid.

3. Press the Power Button to load the game. The game starts after the Dreamcast logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.

4. If you wish to stop a game in progress or the game ends and you want to restart, press A,B,X,Y and Start simultaneously to return to the game title screen. Press A,B,X,Y and Start simultaneously again to return to the Dreamcast control panel.

5. If you turn on the power without inserting a GD, the Dreamcast control panel appears. If you wish to play a game, place he Dreamcast GD-ROM in the unit and the game will automatically boot up.

Important: Your Dreamcast GD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Dreamcast System has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out owards he edge.

HANDLING YOUR DREAMCAST GD-ROM

- The Dreamcast GD-ROM is intended for use exclusively with the Dreamcast System.
- Be sure to keep the surface of the GD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.

CONTENTS

The Legend of the "Battle of Good and Evil" 2
Story 4
Characters 6
Starting the Game 12
Using the Controller 14
Game Fields 16
The Character Growth System 18
Menu Screen 20
Field Screen 34
Types of Buildings 40
Basic Rules of Combat 44
Reading the Combat Screen 46
IP Gauge 48
Combat Commands 50
Status Disorders 56
Millenia's Rage System 57
Introduction to Items, Moves and Magic 58
Grandia II Goods 60
User Support 61

The Legend of the "Battle of Good and Evil"

When the world was still young and yawned at every dawns waking, Granas, the God of Light, came. All was bathed in the holy light of Heaven. Thus, those were the days of marvels.

Yet, there were those who sought the power to resist Granas, they found power in Valmar, the God of Darkness. Power to release the energy bound up in life. Power to unmake the world.

Thus in those days, they made war.

The fighting continued endlessly, until the Sword of Granas pierced the infinite darkness of Valmar. The mighty blow from Granas not only smashed Valmar to pieces, but also carved several ugly scars in the very surface of the planet.

These are the Granacliffs that survive even to the present; scars in the land.

The reason why we call this earth the "Cursed Land."

Story

Ryudo is a young Geohound, working odd jobs with his companion Skye. Known for his ability to do just about ANY task, he quickly built a reputation as an efficient workhorse willing to do what no one else wanted to do.

Bouncing from job to job in order to keep the gold flowing, Ryudo accepts, albeit grudgingly, a job involving the Church of Granas, in the village of Carbo.

Once in Carbo, he hears a beautiful voice carried by the wind, singing hymns to Granas. Intrigued, Ryudo enters the nearby church and finds a Songstress, Elena, practicing hard for an upcoming ceremony.

It is from here that Ryudo accepts his role as a bodyguard to the Songstress Elena.

And so two strangers head out on what seems to be a simple assignment...

Ryudo

Age: 17

Ryudo makes his living as a Geohound, bouncing from job to job, completing them regardless of moral judgement. Ever since he was a child, he has taken his training seriously and now even his colleagues recognise his superior skills with the sword.
Characterised as being cynical and pessimistic, Ryudo pushes forward, intent on getting the job at hand done. Ryudo loves to pick on his travelling companion, Skye. Although they sound harsh to one another at times, Skye is perhaps the only one who truly understands Ryudo.

• Weapon: Sword

Skye

Age: 40

Skye is Ryudo's most reliable partner and friend. Upon meeting Ryudo two years prior, he immediately took an interest in the closed-hearted Ryudo and thus began to journey with him. Acting as Ryudo's sole confidant, Skye remains the only one to which Ryudo can share his life experience and deepest feelings with. Ryudo's indifference brings out the paternal side of Skye, who always seeks to refine Ryudo's often harsh tone of voice.

Millenia

Age: ?

Millenia is somewhat of a mystery. Somewhat capricious and impatient, Millenia cannot stand indecisiveness and is quick to pout when things do not go her way. Millenia is a mystery girl who appears suddenly. Although her hair is really long and beautiful, she keeps it in a strange hairdo. She says she hates to cut it but hates it even more to leave it hanging out. She is capricious and impatient and cannot stand slow and uncertain people. She is quick to pout when she doesn't get her way, going wild without a whit of concern for the lives of others. But she also has a soft spot for small and cute things, always trying to pet them. She is wild and uninhibited but she is really....

• Weapon: Bow

Elena

Age: 17, Height: 158 cm, Weight: 45 kg

Elena is a "Granas Songstress." Although the name Songstress may sound high and noble, she is really just an acolyte in the Sisters of Granas who happens to be good at singing. She may seem to be trying to be helpful to people, but she is probably more like a busybody who just can't leave someone in trouble well alone. After entering the Church of Granas with its teachings to save those who are suffering, she begins to take care even of the other Sisters in the church. She has loved singing ever since she was little, and wishes that her singing could banish Darkness from the hearts of people and bring back the Light.

• Weapon: Staff

Roan

Age: 13, Height: 145 cm, Weight: 37 kg

Roan is a boy who seems to be on a journey to find something. His silky blond hair makes him quite charming. Seemingly aware that others think he is cute, he is often fawned by adults. He sometimes uses oddly adult language. He seems to be well bred with perfect table manners and dresses well, taking pains to make sure his clothes stay clean even on a long journey. There is nothing to dislike about his manner, and he gets along with everyone on the long trip, being the owner of a bright, distinct personality which makes everyone smile and feel good.

• Weapon: Knife

Tio

Age: ? (but appears to be a teenager), Height: 153 cm, Weight: 41 kg

Tio is an automation produced at the time of the Battle of Good and Evil long ago. She looks just like a human, but she has no feelings and can do nothing but carry out the orders she is given. When she is treated like a human or asked for her own opinion, she can only give a confused expression. She often tries to imitate actions which are unnecessary for her, such as eating food, perhaps because she is trying to understand what it is to be human.

* Weapon: Rings

Melfice

Age: 22, Height: 179 cm, Weight: 67 kg

Melfice has an elegant face and a peculiar appearance. His eyes have a cold-blooded gleam and an insane smile is always on his face. His actions are full of ingenuity but the results they bring are nothing but cruel and inhuman. His swordsmanship is flowing and elegant, but he attacks his enemies mercilessly. Called the "Demon-Man of Ruination" who brings ruination, corruption and chaos, he is said to bring a terrible curse to man and land alike by merely passing through.

Mareg

Age: late 30's, Height: 193 cm, Weight: 113 kg

Mareg is a beast-man who has been searching for the evil enemy who had attacked his village. He is a hunter at home in nature who walks across fields and mountains without making a sound, ever intent on his prey. The basis for his actions is not theory or logic, but rather what he feels from the flow of nature, and he believes that living according to this way of thinking is life itself. He has a hearty personality and an equally hearty appetite which can be astonishing to those around. He has a stern countenance but a kind nature.

• Weapon: Axe

Zera Innocentius

Age: 58, Height: 166 cm, Weight: 89 kg

Zera Innocentius is His Holiness, the Pope of the Church of Granas. As the central personality of a world-wide religion, he is a well-known man. At the Granas Cathedral, he has continued to pray for the happiness and prosperity of mankind and preach about the second coming of the holy God Granas in order to save the cursed world. Anyone who meets him is said to be touched by his kindness and benevolent heart, gaining profound peace of mind. The reports of calamities occurring in places all around the world have weighed heavily on his heart, and a melancholy tone has begun to settle upon his countenance.

Selene

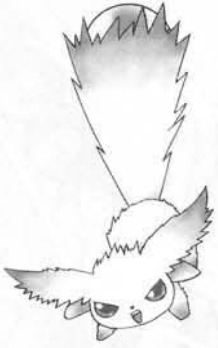
Age: 23, Height: 172 cm, Weight: 47 kg

Selene is a High Priestess in the Church of Granas. Many people are said to be taken by her noble and beautiful, almost ephemeral appearance. Her smile is full of affection and her eyes shine with a strong will in search of righteousness. However, in addition to her kind expression, she also has the face of a merciless inquisitor of heretics. She travels around on her own to various lands around the world with the Knights under her control in order to prevent the Revival of Valmar. She and her Cathedral Knights are known as the "Hammer of Granas."

Carro

These animals live in underground passages and caverns. Their distinctive big tails can shine to light up dark dungeons. Other than "liking dark places," little is known about these animals, but if you make friends with them, they might just help out Ryudo and his party on his journey.

"Carro" design: Atsuko Nishida



Starting the Game

Insert the Grandia II disc into the Dreamcast™ game console and turn the power ON. From the title screen, press the Start Button to start the game. If you have any saved games, the start menu will allow you to select either "New Game" or "Load Game."

Starting a New Game

If you want to play the game from the beginning, select "New Game" and press enter. The opening movie will begin, and when it ends, the main game will start (you cannot skip the opening movie).

*Do not move the Analog Directional Key or L/R Triggers while turning on the Dreamcast™ power. Doing so may disrupt the controller initialisation procedure and result in malfunction.

Loading a Saved Game

If a saved game is present on a memory card (Visual Memory, sold separately) then select "Load Game" and press enter. Use the L/R Triggers to select the control port where the memory card is inserted, select the saved game you wish to load, then press enter. Your adventure will continue from its previously saved point.

For more details on saving games, see P. 37, "Save Game."

Ending Play

Since you can't resume your game unless you save it first, be sure to save before ending play. When you want to end play, press the OPEN Button on the Dreamcast™ console. After the disc stops spinning, remove the disc. Close the disc door and press the POWER Button to turn the power off.

Using the Controller

The Dreamcast™ Controller

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

WARNING: Do NOT move the Analog Thumb Pad or press the L/R Triggers while turning on the main power. The game controller will not calibrate properly if the Analog Thumb Pad or the L/R Triggers have been pressed. The Jump Pack can only be inserted into the second Expansion Socket of the controller.

This is a one-player game. Connect the controllers and other compatible peripherals to the controller ports of the Dreamcast (tm) console before turning the power on. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Dreamcast™ to soft-reset and display the title screen.

**Correct operation is not guaranteed if incompatible controllers are used.*

Field Screen

Analog Directional Key	Move the character [walk/run]
Directional Buttons	Move the character [walk]
Directional Buttons + B Button	Move the character [run] (In Config, you can toggle between run/walk.)
A Button	Investigate, talk, execute various commands
Y Button	Change the destination for the compass
L/R Triggers	Rotate the camera angle (In Config, you can toggle the direction of rotation.)
Start Button	Switch to the Menu Screen

**The X Button is not used on the Field Screen.*

Menu Screen/Combat Screen

Analog Directional Key/ Directional Buttons		Select various commands, characters and items
A Button		Enter Button for commands, etc.
B Button		Cancel Button for commands, etc.
	Combat Screen	Cancel AI combat
X Button	Menu Screen	Switch between pages in the item window
	Combat Screen	Combat command input: Entire screen displayed while pressed When party AI is in effect: Change viewpoint
Y Button	Menu Screen	Switch between pages in the item window
	Combat Screen	Turns party AI (Play Fair) ON/OFF
L/R Triggers		Switches among Moves/Magic, types of items

**The Start Button is not used on the Menu Screen/Combat Screen.*

Game Fields

The connections between the various game fields are described briefly below. Players may explore by navigating through town and dungeon fields. If you enter a building inside a town, you will enter an indoor field. If you come into contact with an enemy in a dungeon field, the combat screen will appear.

Town Fields

Town fields are located in areas where people live. You should actively explore and talk to people to gather information. When you go inside a building, the screen switches to an indoor field. When you leave the town field and go outside, you will see an area map. You may also encounter dungeon fields inside towns.

Go into a building | Go out of a building

Indoor Fields

When you enter a building located inside a town field, the screen will switch to an indoor field. Indoor fields have fixed camera angles; you cannot use the L/R Triggers to change them. If you see the name of another location when you move near a door or opening, you may enter that location from there.

Area Maps

Area maps display the locations you have already visited, allowing you to pick a region and move there. You can move to any region on the area map displayed with white letters. Move the feather cursor to the region you wish to visit, then press enter to display the screen for that region.

*Note that you can select different regions as the scenario proceeds.

Dungeon Fields

Caverns, mountain roads, and other regions where monsters roam are known as dungeon fields. If you encounter a monster, a combat scene appears and combat will begin. Depending upon the location, there may be several maps of dungeon fields connected to each other. Towers and caverns, for example, consist of multiple levels, so make sure you use the compass to keep your way.

Contact enemy | End of combat

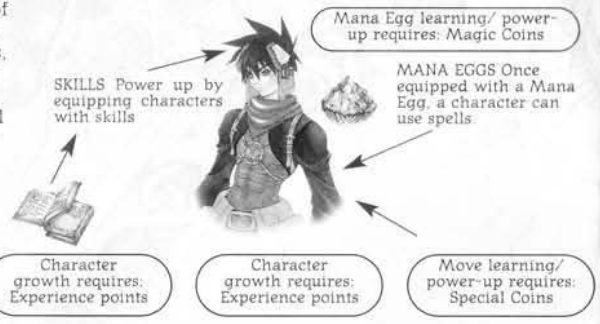
Combat Scenes

When you encounter an enemy, a combat scene will appear. If you defeat all the enemies or make a successful escape, you'll return to the previous dungeon field. If all members of your party fall in combat, your game is over and the title screen will appear.

The Character Growth System

The Four Elements of Growth

There are four elements of growth that offer power-ups for characters, moves, magic and the like. Basic growth occurs when a character ascends in level by gaining experience points in combat. In addition, the player can allocate coins earned in combat to improve a characters moves, magic and skill.



What You Earn by Defeating Enemies

Your party earns the following five types of bonuses when they defeat enemies in combat. Experience points, special coins and magic coins are required for character growth.

Experience points (EXP)

Experience points are given to each character individually. When a character gains enough experience points, they will ascend in level.

Special Coins (SC)

The party collectively earns SC upon victory in combat. SC are used to learn and power-up moves and skills.

Magic Coins (MC)

The party collectively earns MC upon victory in combat. The MC are used to learn or power-up Mana Egg magic and skills.

Gold (G)

Items are obtained from defeated enemies. Some items are valuable and can't be found in general stores.

Character Growth

When a characters experience points earned in combat reach a certain value, the character goes up a level. His or her HP, MP and SP values also increase.

Mana Egg Growth

Magic coins earned in combat can be used to learn or power-up the spells in your Mana Eggs. Whether you power-up one spell you like or learn a broad range of different spells, it's up to you to decide how to allocate your magic coins

Items

The party collectively earns gold pieces upon victory in combat. The gold is used to buy items at general stores.

Move Growth

Special coins earned in combat can be used to learn or power-up each characters unique moves. Like magic, the order moves are learned in is up to you. Some moves can't be learned until specific events have occurred.

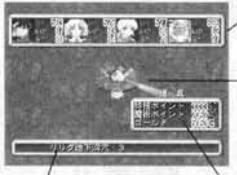
Skill Book Growth

Special and magic coins earned in combat can be used to learn or power-up the skills written into Skill Books. You learn skills to enhance a characters strengths and/or make up for weaknesses.

Menu Screen (Config, Items)

Menu Screen

Pressing the Start Button on any field screen will display the menu screen. On the menu screen, you can make various preparations for your adventures. Select the command you want and press enter.



Character window
Lists the current values of each characters HP, MP and SP.

HP: Hit Points
MP: Magic Points
SP: Special Points

Menu commands
Select a command and press enter to switch to the various screens. For details about commands, see the following pages:

Items (P.21)

Equip (P.22)

Status (P.24)

Move/ Magic (P.23)

Power Up (P.26)

Skill Equip (P.32)

Config (P.20)

Set AI (P.33)

Place name
Lists the name of your current location

Coins and gold
Lists any special coins, magic coins and gold pieces earned.

Config

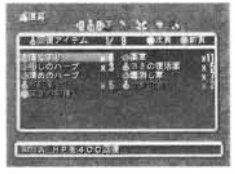
In Config, you can change the following game settings. After you have finished selecting and changing the settings, press the B Button to return to the menu screen.

Settings:
- Change the setting of the B Button
- Direction of rotation using the L Trigger
- Sound output
- Screen position

Explanation. Gives an explanation of the selected setting.

Items

The item screen allows you to use the various items you are carrying. Use the L/R Triggers to select the type of item and press enter to use it. Depending upon what item you choose, another screen will display and allow you to select a target character for the item. Use the X/Y Buttons to move through the pages of the item screen. Items with grayed-out names cannot be used.



Types of items
The types of items are indicated by icons.

Number carried
Displays the quantity of items you are carrying. You can carry up to 99 of each item.

Number of types of items
Displays the total number of items of a specific type.

Select a usable item and press the A Button

Item Type Icons

Recovery items

Attack items

Weapons

Armour

Accessories

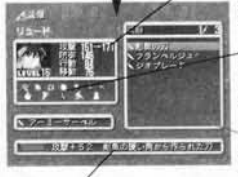
Valuables

Equip

Use the Equip command to equip characters with weapons, accessories, Mana Eggs and other items you are carrying. You can also change a characters current equipment. First, select the character you want to equip and press enter. Next, select the type of equipment you want to change, press enter, then select the new piece of equipment. To select equipment being worn by other characters, you must first remove the equipment and then use the Equip command. To remove equipment, select "Remove" on the equipment selection screen, select the piece of equipment you wish to remove, then press enter.

Type of equipment
Items currently being worn appear underneath the equipment types. If an item is blank, the character is not wearing that type of equipment.

Select the type of equipment to change and press the A Button



Changes in combat parameters
This indicates how a selected item changes a characters parameters. Yellow numbers indicate a parameter increase. Blue numbers indicate a parameter decrease.

Special effects of the selected item
Any special effects of the selected item are indicated here. For details, see P. 25, "Resistance Icons."

Equippable items
Among all the items a character is carrying, only the items they can be equipped with will display here.

Comments
Describes the powers of the selected items.

Move/Magic

Use the Move/Magic command to view moves and to use magic. Selecting a character and pressing enter will display a window containing the moves and magic spells a character currently knows. Only spells listed in white can be used. Select the spell and press enter to use it. Depending upon the spell, a screen for selecting a target character may appear.

Moves/Magic
Displays the characters moves, as well as magic spells in the characters Mana Egg. If a character is not equipped with a Mana Egg, only moves are listed.

Select the magic spell to use and press the A Button

Name of move/magic spell

SP/MP consumed
Displays the number of SP/MP consumed by the move/magic spell.

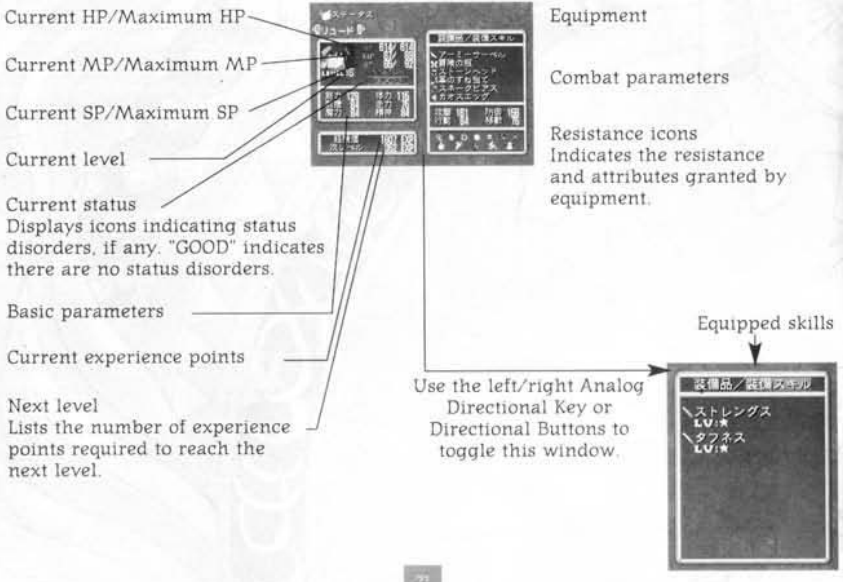
Level
The level of the move/magic spell is indicated by the number of ★ symbols. The more Âö symbols, the faster it can act and the more power it has. When the level reaches the highest level of 5, "★MAX" appears.

Level-up coins
Displays the number of special coins or magic coins required to raise the move/magic spell to the next level. Green numbers indicate special coins while blue numbers indicate magic coins.

Comments
Gives a description of the selected move/magic spells effects.

Status

Select the character and press enter to check the characters status. This displays detailed information about their parameters and equipment.



Basic parameters

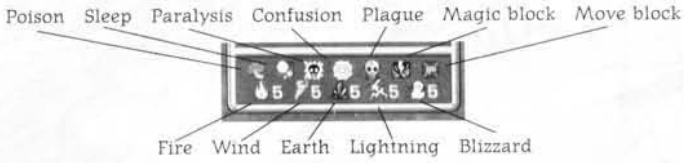
STR	Strength. Indicates the characters attack strength.
VIT	Vitality. Indicates the characters defensive strength.
AGI	Agility. Indicates how quickly the characters IP Gauge advances in combat.
SPD	Speed. Indicates movement speed and movement distance in combat.
MAG	Magic ability. Indicates the characters magical attack ability.
MEN	Mental ability. Indicates the characters magical defence ability.

Combat parameters

ATK	Attack value. This value is the basic "STR" parameter plus the added effects from skills and equipped items. Attack value affects the amount of damage inflicted on an enemy.
DEF	Defence value. This value is the basic "VIT" parameter plus the added effects from skills and equipped items. Defence value affects the amount of reduced damage from enemy attacks.
ACT	Action value. This value is the basic "AGI" parameter plus the added effects from skills and equipped items. Action value affects how fast the IP Gauge moves.
MOV	Movement value. This value is the basic "SPD" parameter plus the added effects from skills and equipped items. Movement value affects the movement speed and movement distance in combat.

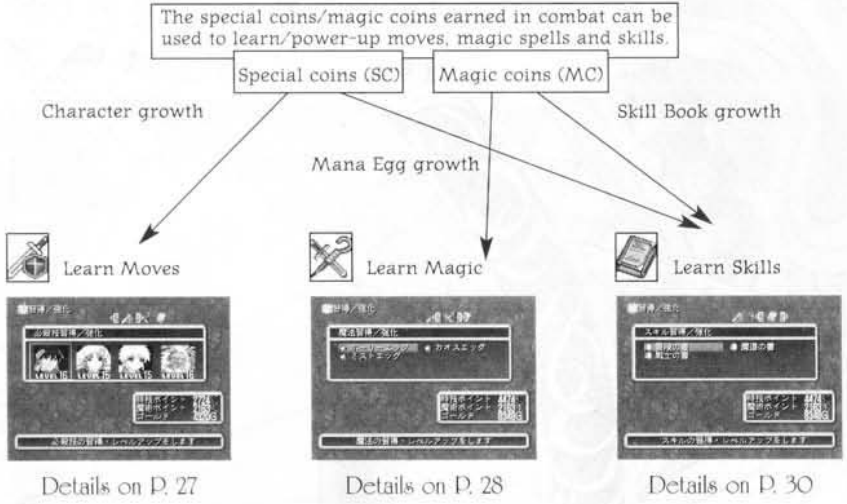
Resistance icons

A status disorder icon displayed in colour indicates immunity to that status disorder. An attribute icon displayed in colour indicates resistance to that attribute, and the number indicates the resistance level.



Power Up

The Power Up command lets you use special coins/magic coins earned in combat to learn and power-up moves, Mana Egg spells, and skills from Skill Books. Use the L/R Triggers to select a learn/power up item, select a Mana Egg or Skill Book and press enter.



About Learning Moves

Each character possesses unique special attacks known as "moves." In order to use moves, the character must first learn them using special coins. First, select the character to learn (or power-up) the move and press enter. Then select the move to be learned (or powered-up) and press enter. Some moves can't be learned unless specific events in the adventure have occurred.

Move level
The level of the move is indicated by the number of ★ symbols. The more ★ symbols, the faster it can act and the more power it has. When the level reaches the highest level of 5, "★MAX" appears.

Select the character and press the A Button

SP consumed
Lists the number of SP consumed by using the move.

Special coins required
Lists the number of special coins required to learn or power-up the move.

Special coins
List the current number of special coins available. If the number here is less than the number of special coins required, then learning or powering-up isn't possible.

Comments
Gives a description of the selected moves effects.

Name of move
Lists the name of the move. Moves that haven't been learned yet are indicated by "——." Only moves listed in white can be learned or powered-up.

About Learning Magic

A character equipped with a Mana Egg is able to learn and use the magic spells within it. Both individual spells and Mana Eggs have levels, and the level of the Mana Egg itself can be raised by upping the levels of its magic spells. When the Mana Egg's level increases, it gains more spells to be learned.

Name of the Mana Egg

Mana Egg level
Indicates the Mana Egg's level (the sum of the levels of its spells). As its level increases, the Mana Egg receives additional spells to be learned.

Mana Egg comments
Lists the characteristics of the selected Mana Egg.

Magic coins
Indicates the current number of coins available. If the number of coins is less than the number of magic coins required, then learning or powering-up the spell isn't possible.

Select the Mana Egg and press the A Button

Comments
Provides a description of the selected spells effects. "??????" means the level of the Mana Egg is still too low for the spell to be learned.

Magic level
The level of the magic spell is indicated by the number of ★ symbols. The more ★ symbols, the higher its level, the faster it can act and the more power it has. "★MAX" means the spell has reached its highest level of 5.

MP consumed
Indicates the number of MP consumed by using the spell.

Magic coins required
Indicates the number of magic coins required to learn or power-up the spell.

Name of spell
This is the name of the magic spell. Spells that have yet to be learned are indicated by "——." Only spells listed in white can be learned or powered-up.

Learning Magic

Select the Mana Egg containing the magic spell you want to learn and press enter. You cannot learn that spell unless you possess the necessary number of magic coins (MC).

Powering-Up Magic

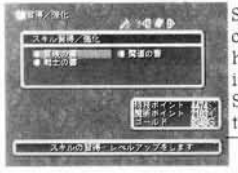
Select the Mana Egg containing the magic spell you want to power-up and press enter. You cannot power-up that spell unless you possess the necessary number of magic coins (MC). The higher a spells level, the faster it can act. The maximum level for a magic spell is 5.

Types of Mana Eggs

Name of Mana Egg	Description
HolyEgg	Water/Earth/Forest Priestly Mana Egg
ChaosEgg	Fire/Wind/Lightning Demonic Mana Egg
Mist Egg	Wind/Water/Blizzard Airy Mana Egg
Gravity Egg	Fire/Earth/Explosion Earthy Mana Egg

! This is not a complete list of Mana Eggs. Look for others!

About Learning Skills



Skill Books contain various skills that can be equipped to give a character additional powers. Like Mana Eggs, Skill Books also have levels. As new skills are learned and skill levels are increased, the level of the Skill Book will also increase. When the Skill Book reaches a certain level, it receives additional spells that can be learned.

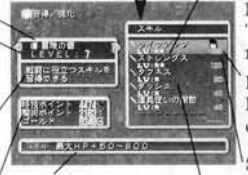
Select the Skill Book and press the A Button

Name of the Skill Book

Skill Book level
Indicates the Skill Book's level (the sum of the levels of its skills). As this level increases, the Skill Book receives additional skills to be learned.

Skill Book comments
Lists the characteristics of the selected Skill Book.

Special coins/magic coins



Comments
Provides a description of the selected skills effects. "??????" means the level of the Skill Book is still too low for the skill to be learned.

Skill level
The level of the skill is indicated by the number of ★ symbols. The more ★ symbols, the higher its level and the greater its power. "★ MAX" means the skill has reached its highest level of 5.

Equipped character
Displays an icon of the character equipped with the skill.

Special/magic coins required
Indicates the number of special coins/magic coins required to learn or power-up the X Green numbers indicate special coins while blue numbers indicate magic coins.

Name of skill
This is the name of the skill. Skills that haven't been learned yet are indicated by "——." Only skills listed in white can be learned or powered-up.

Learning Skills

Select the Skill Book containing the skill you want to learn and press enter. You cannot learn that skill unless you possess the necessary number of magic coins (MC) or special coins (SC).Powering-Up Skills

Select the Skill Book containing the skill you want to power-up and press enter. You cannot power-up that skill unless you possess the necessary number of magic coins (MC) or special coins (SC). A skill becomes more powerful as its level increases.

Types of Skill Books

Name of Skill Book	Description
Adventure Book	Lets you learn combat skills
Book of Wizards	Lets you learn wizardry skills
Book of Warriors	Lets you learn warrior skills
Book of Priests	Lets you learn priestly skills

! This is not a complete list of all Skill Books. Look for others!

SkillEquip

SkillEquip is used to equip characters with skills in the same manner as weapons, armour and other equipment. Select the character you want to equip with skills and press enter. To equip a new skill, select an empty skill entry and press enter. Switch to the Skill Book window containing the desired skill, select it and press enter.

To change an equipped skill, select the skill you wish to replace and press enter. Switch to the Skill Book window containing the new skill you wish to equip, select it and press enter. To remove a currently equipped skill, select "Remove," select the skill and press enter. A character can be equipped with more skills as they ascend in level.

Current skills
Skills currently equipped appear here. Select a currently equipped skill or "----" and press enter to equip or change the selected entry.

Changes in combat parameters
Here you will see how the selected skill affects the characters parameters. The numbers are yellow when a parameter goes up or blue when a parameter goes down.

Skill to be changed
The skill to be changed appears here.

Select the entry to change or equip and press the A Button

Skill Book
Displays the name of the currently selected Skill Book. Use the L or R directional keys to display other Skill Books.

Character equipped with skill
Displays an icon of the character currently equipped with the skill. Skills with an icon appearing here cannot be selected as a skill to be equipped.

Comments
Provides a description of the currently selected skill.

Name of skill
This is the name of the skill. Skills that have yet to be learned are indicated by "----"

Set AI

Set AI allows you to change the strategy AI commands used during combat. Select either an individual character to modify or "Party." The AI window will appear. Select your desired strategy and press enter.

Select the AI you want to change and press enter.

AI window

Current strategy

Comments
A description of the currently selected strategy appears here.

Name of Strategy	Description
Manual	Player enters all commands
Go Wild	Go wild with magic and special moves
Play Fair	Fight mainly with normal attacks
Safety 1st	Recover frequently to avoid falling
Power Up	Fight by raising friends' parameters
Meanie	Press the enemy with annoying attacks
Withdraw	Use mainly Evade and Defend
Each Own	Characters act according to their personality

Town field

Compass

R Trigger rotates to the left

L Trigger rotates to the right

Character
Many kinds of people live in towns. Try talking to as many of them as you can to gather useful information.

Icons
On the field, you'll notice icons, treasure chests, things that can be smashed and other objects. If you see something of interest, try approaching it and pressing the A Button.

Dungeon field

Enemy
Enemies wander about the dungeon fields. If you encounter an enemy, a combat screen will appear and combat will begin.

Ladder Icon

Jump icon

Action icon

Treasure chest (Large)

Money box

Tutorial hat

Treasure chest (small)

Money bag

Save icon

Compass

The compass appears in the upper right corner of the screen in town fields and dungeon fields, and indicates the direction and distance to the destination. Press the Y Button to change the destination. The number of destinations you can choose from depends on your current location, and may change as the game unfolds.

Bezel
The number of blue dots indicates the number of destinations that can be chosen. The yellow dot indicates the current destination.

Needle
The needle points in the direction of the destination.

Destination
Lists the name of the current destination. In dungeon fields, the only possible destinations are "Forward" and "Back."

Distance to the destination
The light green circle appearing underneath the needle indicates the distance to the destination. This circle reduces as you close in on the destination and increases as you move away from it.

Destination is nearby

Destination is far away

Action Icons

These icons appear in places where you can take actions, such as moving switches or pushing objects. There are also places where you can push objects or take other actions, even though no action icon appears.

Jump Icons

These icons appear where you can jump down or across crevices, or other openings in the ground.

Ladder Icons

These icons indicate ropes or ladders which you can climb up or down.

Tutorial Hat

These icons identify characters in general stores who will provide you with combat tips and other hints.

Save Icons

Press the A Button while you are on one of these icons to save your game or let party members recover. Select "Recover" to restore all your party members' parameters to their maximum values. Save Icons also cure all status disorders.

Save Game

Select "Save Game" and press enter to display the save screen. On the save screen, use the L/R Triggers to select a controller port where a memory card is inserted, select a place to save your game and press enter. Saving your game where an older game is already saved will completely overwrite the old game.

A memory card is required to save games. Saving one game requires nine free memory blocks. You can save up to 10 games on one memory card.

Saved games

Controller ports
The controller port where the currently selected memory card is inserted appears here.

Save time
The total play time elapsed when the game was saved appears here.

Current play time
The total play time from the start of your adventure to the present appears here.

Current location

Current party

**While saving or loading games, never turn OFF the Dreamcast ™ power. Do not insert or remove memory cards, other expansion units, or controllers.*

Found Objects

If you find money, treasure chests or other objects in dungeon fields, press the A Button to pick them up. Standard treasure chests contain one item, while big treasure chests contain three items.

Town Characters

Try talking to town characters to gather information and continue your adventure. A conversation with a character isn't necessarily over after talking with them only once. Try talking to the same character again and again if the conversation seems unfinished, or if the character is particularly interesting.

Other

Things that can be investigated

If you find something interesting in a town or dungeon, move up to it and try pressing the A Button. You might be able to investigate it and gain some information.

Dangerous traps

There are many traps set on the dungeon fields. If you trip one, the party may lose HP or suffer status disorders.

Things that can be smashed

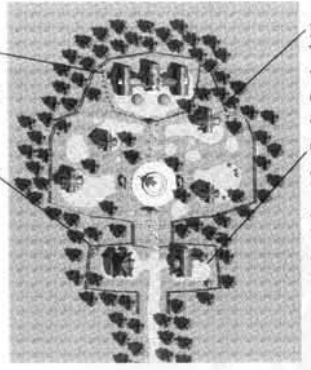
Certain objects in dungeon fields, such as giant mushrooms or boulders, can be smashed. You can try to smash objects by pressing the A Button.

Types of Buildings

You will find many buildings in town, such as Inns and General Stores. Here we will describe some of the buildings in Carbo Village, where Ryudo will visit first.

Granas Church
Here you will find the Father and the Songstress Elena. The Father has asked Ryudo to do a job for him.

Inn
The inn is a good place to rest a body weary from adventure. Here you can completely recover all HP or MP and save your game.



House
There are several houses in the village. If the door opens, you can go inside and talk to the residents.

General Store
At the general store you can buy and sell weapons, armour and other items you'll need on your adventures. Here you'll also find a character wearing a "tutorial hat" who offers combat tips.

Inns

At the inn you may rest your character or save your game. Whenever you reach any town, it's recommended to first visit the inn to restore your party's status and save your game. You can stay at the inn for free.

Spend the Night

Spending the night restores HP, MP and SP to their maximum values and cures all status disorders. Selecting "Spend the Night" and pressing enter will cue a dinner scene. From here, you may select a character you want to talk to and press enter to have a conversation; you might just find out important vital information. To end your meal, select the "Good Night" icon and press enter. You may not be able to end the meal until you have heard a particular conversation.

The "Good Night" icon
Select the "Good Night" icon and press enter to end your meal (conversation) and go to sleep. Time will elapse within the game.

Recover

This restores the HP, MP and SP to their maximum values and cures all status disorders.

Save Game.

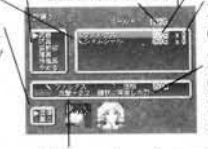
Select this item to save your game. For details, see P. 37.

General Stores

Talking to the proprietor of the general store lets you buy and sell weapons, armour and other items you'll need on your adventure. Also in the general store is a character (wearing a "tutorial hat") who'll patiently explain what you need to know about combat. Try talking to him if you have a question.

Buy

To buy items at a general store, select the item type and press enter, then select the item to buy and press enter. This will display the Buy command. When selecting equipment, arrows will indicate the items effects on the characters parameters. Equipment items can be equipped immediately.



Types of Items for sale

Items for sale

Cash on hand

Buy command
When you buy equipment, a command for equipping the item will appear. When you buy an item, a command allowing you to buy 5 of that item at once will also appear.

Select Equip and press the A Button

Price

Number carried
Lists the number of each item carried by the party.

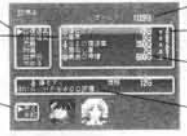
Item description
Gives a description of the selected item including its strength, special effects and price.

Parameter change icons
These icons indicate an items effect on parameters. An ▲ icon indicates an increased parameter, while an ▼ icon indicates a decreased parameter. The change icons, from left to right, indicate the ATK, DEF, ACT and MOV parameters.

Changes in combat parameters:
This displays the items effects on combat parameters. Yellow numbers indicate an increased parameter; blue numbers indicate a decreased parameter.

Sell

To sell items you are carrying, select the item type and press enter, then select the item to sell and press enter. This will display the Sell command. Worn items must be removed before they are sold, and some items cannot be sold at all.



Type of items carried

Items carried

Sell command
In addition to selling items one at a time, you may also use a command to sell multiple items at once.
Cash on hand

Cash on hand

Number carried

Price

Item description
Gives a description of the selected item including its strength, special effects and price.

Tutorials

When you talk to the character in the corner of the store wearing a "tutorial hat," he will give you information and combat tips while walking you through simulated battle. At the start of your adventure he will provide only simple tips, but then offer more advanced help as your adventure proceeds.

Dungeon Field Screen

Encountering an enemy in a dungeon field will trigger the combat screen to appear and initiate the battle. During combat, you must decide your characters actions each turn until you defeat the enemy. Combat occurs in real time except during the execution of moves, spells and special enemy attacks; and while the characters await command input. Combat ends when all enemies are defeated, or when the combat command "Escape" is successful. Upon victory, the combat results screen will appear, then you will return to the dungeon field where you originally encountered the enemy. If all party characters fall in combat, the game is over.

Contact with enemy

Start of combat
Fighting against the monsters starts. C'mon, let's fight hard!

All party characters fall in combat

Game Over (Return to title screen)

End of combat

Combat results screen appears
The experience points, coins and gold earned in combat are added. The combat scene ends.

Return to dungeon field screen

How You Contact the Enemy Makes A Difference

Contact with enemy

How you encounter the enemy on the dungeon field screen determines who will have the advantage at the start of combat. If you encounter the monster party from behind, you have the element of surprise and can attack first. However, if the enemy encounters you from behind, you will be surprised and attacked first.

Contact not made in one of the states below → Combat starts normally.

Player party encounters monster party from behind

Combat starts with a surprise attack

Combat starts with the enemy surrounding your party and launching a surprise attack.

Monster party encounters player party from behind

Combat starts with player party surprised

Combat starts with your party surrounding the enemy and launching a surprise attack.

Reading the Combat Screen

HP: Hit Points
MP: Magic Points
SP: Special Points

Character window
Numbers next to each character icon display current HP values, while the coloured bar gauges display HP, MP and SP status.

Damage
Displays damage and number of hits.

IP Gauge
The IP (Initiative Point) Gauge displays the order in which party characters and monsters take action. For details of the IP Gauge, see P. 48.

Combat Status Window
Displays details on the currently selected character. For specifics, see P. 47.

Meaning of Various Marker Displays

Here are the meanings of the various markers displayed around each character:

COUNTER	Indicates that counter damage has occurred.	CANCEL	An action has been cancelled.
SWAY	A character has avoided an enemy attack.	MISS	An attack has missed due to the enemy dodging or the like.
2 Hits	Indicates the total number of hits in a Combo attack.		An attack couldn't occur because the target was too far away.

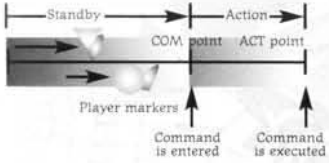
Combat Status Window

This window displays each characters status, action status, combat parameters and other information. When a monster is selected, Treasure icons may appear when the monster is carrying valuable items.

Treasure icons
These indicate the chances that a monster will drop a good item. The greater the number of icons, the better the chances are that a monster will drop an item.

Enemy action
This indicates what kind of action the monster is taking and which character is the target of its attack.

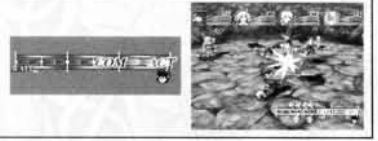
IP (Initiative Point) Gauge



The IP Gauge determines the order in which each character acts. Each characters marker travels from left to right along the Gauge, and when a character marker reaches the COM point, you may enter your command. The action will then be executed once the character marker reaches the ACT point located at the right end of the IP Gauge.

When a player marker reaches the COM point on the IP Gauge, the motions of all characters are halted and the command entry field awaits your input. Once you enter a command, the marker begins moving again.

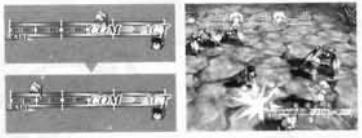
When a player marker passes the COM point on the IP Gauge, that character prepares to carry out the entered command. When the ACT point is reached, the character begins his/her action and the entered command is executed.



Once his/her action is complete, the player marker moves back to the left end of the IP Gauge. The marker then begins moving towards the command entry point again, and this sequence is repeated as long combat as continues.

Use a Critical Attack to Move the Monster Marker to the Left

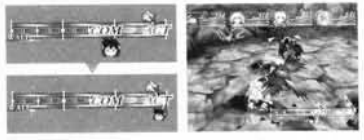
If you land a critical attack on an enemy before they can enter attack mode (1), the enemy's marker will be pushed back to the left (2), delaying the enemy attack. If you can manage to land consecutive critical attacks, you might even be able to defeat the enemy without being attacked.



Use a Critical Attack to Move the Monster Marker to the Left

Differences in IP Movement Speed from the COM Point to the ACT Point

Even if the enemy is just about to execute an attack (1), you can enter a command with a high IP Gauge movement speed (such as Defend), and it will execute instantaneously (2). You still might be able to defend the attack and reduce damage.



Combo

Select Combo for combination attacks. Select the Combo command and press enter, then select the enemy to attack and press enter.

About Counter

If your attacks hit while the enemy is in an attack pose, a Counter may occur, resulting in greater damage.

Critical

This is a powerful single attack. Select the Critical command and press enter, then select the enemy to attack and press enter. Although a Critical won't inflict as much damage as a Combo, it can move the enemy's IP Gauge marker back to the left. A Critical requires a large attack motion that may leave you vulnerable to Counter damage, so be careful timing your attack.

About Cancel

If a Critical (or other attack which has a Cancel effect) hits while the enemy is preparing to act (between the COM and ACT points), the enemy's marker may be pushed back before the COM point. Scoring a cancel can be useful for avoiding those particularly powerful enemy attacks.

Moves/Magic

This command lets you use the moves and magic spells contained in a characters Mana Egg. Use the L/R Triggers to switch among the Moves/Magic windows and select the move or magic spell you want to use, then press enter. After selecting the target and pressing enter, the character prepares to activate the move/magic. As the character prepares they will be surrounded by yellow or green lights, and when their marker on the IP Gauge reaches the ACT point, they with execute the move/magic spell.

Comment
Describes the selected move/magic spell and lists level, range of effect and points consumed.

Moves/magic window
If a character is equipped with a Mana Egg, magic windows will appear. Use the L/R Triggers to switch among them.

Points consumed
The points consumed by the move/magic spell appear here. If your current SP or MP value is less than this rating, you can't use the move/magic spell.

About SP Recovery

You'll recover a small amount of SP if you hit with a Combo or Critical attack, or if you are hit by an enemy attack.

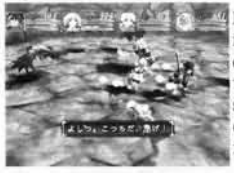
Items

This command lets you use or equip a character with items being carried during combat. Select one from the Items list and press enter, then select the target and press enter. Grayed out items cannot be used in combat. Only currently equipped objects can be used as items.

Defend

Use this command to take a defensive posture for a fixed period of time. Defend reduces damage and lessens the chance of status disorders. You'll also recover more SP than usual if you're defending while the enemy attacks.

Escape



Escape allows you to retreat from a combat scene. If your escape is successful, you will exit the combat scene but won't earn the experience points, gold and other items you'd get by defeating the enemy. Use this command if the party characters are in dire straits. You can't use the Escape command to get away from every enemy, however. Some you will have to fight and defeat in order to continue.

Evade

Evade allows you to avoid enemy attacks by moving to another place. Select from several evasion points appearing on the screen, then press enter. Evading will not let you avoid moves or magic spells able to attack regardless of distance.

AI

You can choose the AI battle settings from eight different strategies of action. Select either a party or individual strategy name and press enter to display the strategy menu, then select your strategy and press enter. Once you select "Execute," an AI battle will be executed. During battle, you can use the Y Button to turn Party AI (Play Fair) on or off. To halt an AI battle, press the B Button. When using a strategy other than Manual, you can only change the camera angle in combat when an AI strategy is being executed.

Manual (individual) AI

Party AI

Name of strategy
The strategy name appears under the individual character windows during the execution of AI strategies set for individual characters. It also appears at the bottom left of the screen during the execution of Party AI.

Combat camera angle mark
Use the X Button to change the combat camera angles. There are four to choose from.

Name of Strategy	Description
Manual	You enter all combat commands.
Go Wild	Use powerful moves and magic unsparingly.
Play Fair	Fight only with normal attacks and recovery magic.
Safety 1st	Recover frequently while fighting to prevent party characters from falling in combat.
Power Up	Use assistance magic while fighting to raise friends' powers.
Meanie	Fight while creating situations that make it difficult for the enemy to attack.
Withdraw	Use mainly Evade and Defend.
Each Own	Each party character makes actions according to their personality.

Different Combat Camera Angles

This camera angle captures the entire combat screen.

This is the standard camera angle.

This camera angle displays a close-up of a specific character. Use the L/R Triggers to switch characters.

This camera angle displays a specific character and their surrounding vicinity. Use the L/R Triggers to switch characters.

Party characters and monsters may suffer status disorders when hit by special attacks. Status disorders are indicated by a mark appearing above the inflicted characters head, and the characters actions will be hindered in combat. Status disorders can be cured by using magic or items. In addition, some status disorders may wear off after combat.

Kinds of Status Disorders

Poison: A poisoned character continuously suffers damage from poison. The effects continue after combat ends.

Plague: Plague randomly induces sleep, paralysis, confusion or other status disorders. It can also decrease character parameters. Plague effects continue after combat ends.

Magic Block: The character can no longer cast spells, regardless of their MP. The effects continue after combat ends.

Move Block: The character can no longer use moves, regardless of their SP. The effects continue after combat ends.

Sleep: Sleeping characters are unable to act until a period of time elapses or an enemy attacks them. Sleep effects wear off when combat ends.

Confusion: A confused character will not accept commands and sometimes attacks his friends. Confusion may wear off after a period of time, or when combat ends.

Paralysis: A paralysed character cannot move his body. Paralysis may wear off either after a period of time, or when combat ends.

Fallen: A character whose HP falls to 0 can no longer participate in combat.

Millenia's Rage System

Rage Gauge
The colour changes as Millenia's mood gets worse.

If her rage explodes...

She unleashes a frenzied rage attack!

When in combat, Millenia gradually builds up rage when irritated or attacked. When she reaches her breaking point, Millenia will go berserk, using powerful moves and special magic spells at will. The player has no control over the enraged Millenia, and you can only enter commands after her rage subsides.

Items - Here are some items appearing early in the game.

Weapons	Item	Sales Price	Effects
	Geoblade	400	+18 ATK A common Geohound's sword
	Falx	500	+22 ATK A scythe-shaped curved sword
	Shamshir	620	+26 ATK Lion's tail-shaped curved sword
	Prayer Staff	500	+22 ATK An acolyte's defensive staff
	Iron Rod	720	+30 ATK A heavy iron rod
	Crossbow	860	+35 ATK A powerful missile weapon
	Burning Bow	1440	+45 ATK Fire attribute
	Multiple Knife	650	+28 ATK A multi-function knife
	Hunter's Knife	880	+36 ATK Effective against animals

Armour	Item	Sales Price	Effects
	Cuir Bouilli	500	+12 DEF Boiled leather armour
	Leather Jacket	650	+14 DEF A cowhide jacket
	Adventure Suit	720	+16 DEF A heavy suit for adventuring
	Quilted Silk	800	+18 DEF A magical suit made of silk
	Guardian Robe	1200	+22 DEF Gives poison resistance
	Leather Armour	750	+17 DEF Tanned leather armour
	Chain Mail	950	+20 DEF Armour made of woven chains
	Climbing Hat	240	+4 DEF A hat for mountain climbing
	Traveller's Hat	300	+6 DEF Worn by travellers
	Hair Band	200	+2 DEF A band for tying hair in back
	Bandanna	250	+5 DEF Helps you concentrate
	Climbing Boots	200	+6 MOV +2 DEF Sturdy climbing shoes

Items	Item	Sales Price	Effects
	Medicinal Herb	10	Restores 200 HP to one character
	Wound Salve	24	Restores 400 HP to one character
	Healing Herb	50	Restores 250 HP to all friends
	Poison Antidote	14	Cures poison
	Paralysis Salve	14	Cures paralysis
	Eye Drops	14	Awakens sleeping characters
	Smelling Salts	20	Cures confusion
	Yomi's Elixir	500	Revives a fallen character

Moves/Magic Here are some of the moves/magic appearing early in the game.

Moves	Move name	User	SP consumed	Effects
	Tensetken Slash	Ryudo	24	Upward slash from below
	Impact Bomb	Elena	25	Ball of light pounds enemy
	Arrow Shot	Millenia	25	A single surefire shot
	Golden Hammer	Roan	22	Attack with a huge hammer

Magic	Item	Sales price	Effects
	Burn!	6	Attack enemy with fireballs
	Howl	9	Attack with tornado energy
	Runner	3	Boosts movement with a tailwind
	Shhh!	10	Blocks magic with a vacuum
	Snooze	5	Puts enemies to sleep with bubbles
	Heal	6	Restores a little HP
	Healer	12	Restores a lot of HP
	Digging	4	Ups defence with the power of earth
	Def-Loss	5	Drops defence with the power of earth
	WOW!	5	Ups attack power with a passionate soul
	Zap!	24	Attack by shooting ball lightning
	Stram	6	Robs strength and drops enemy defence
	Cure	4	Green power cures poison and paralysis
	Refresh	12	Natural harmony unblocks magic and moves
	Freeze!	5	Drops action with bone-chilling cold

Credits

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Roan: B.J. Ward
Tio: Kim Mai Guest
Skye: Paul Eiding
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Zera: Richard Doyle
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Father Carius: Cam Clarke
Gonzola: Richard Doyle
Risotto: Cam Clarke
Carpaccio: Paul Eiding
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Gatta: Peter Lurie
Reena: Jodi Benson
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Client's Daughter: Kim Mai Guest
Village Chief: Richard Doyle
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Brother 2: Peter Lurie
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VERY SPECIAL THANKS TO:
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