

SUMMON NIGHT

Swordcraft Story

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BANPRESTO


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GAME BOY ADVANCE

AGB-AB4E-USA



INSTRUCTION BOOKLET

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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Nintendo does not license the sale or use of products without the Official Nintendo Seal

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THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH CAN USE A GAME BOY® ADVANCE GAME LINK® CABLE.

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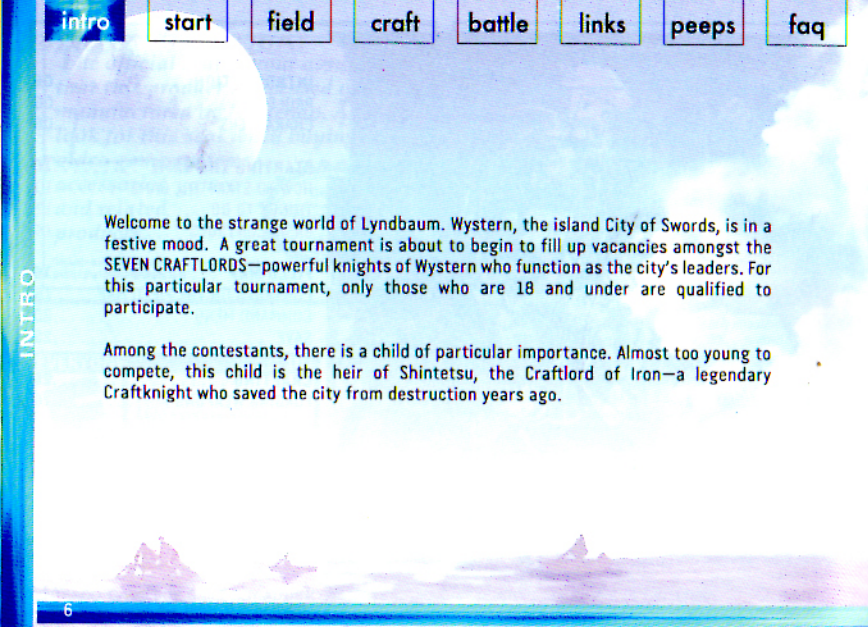
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LICENSED BY





Welcome to the strange world of Lyndbaum. Wystem, the island City of Swords, is in a festive mood. A great tournament is about to begin to fill up vacancies amongst the SEVEN CRAFTLORDS—powerful knights of Wystem who function as the city's leaders. For this particular tournament, only those who are 18 and under are qualified to participate.

Among the contestants, there is a child of particular importance. Almost too young to compete, this child is the heir of Shintetsu, the Craftlord of Iron—a legendary Craftknight who saved the city from destruction years ago.



"I WILL WIN THIS TOURNAMENT AND BECOME A GREAT CRAFTLORD, LIKE MY FATHER BEFORE ME!"

Filled with ambition and an unwavering heart, the young Craftknight eagerly awaits the tournament. But unbeknownst to everyone, this is only the beginning of a grand chronicle concerning the secret of the City of Swords...



CLERU

The male lead of the game. He's a good boy but usually gets ahead of himself. He dreams of becoming a great Craftknight like his father, Shintetsu. His father's reputation often puts great pressure on him but also gives him purpose. Following in his father's footsteps, Cleru realizes that he must use his skills to protect those precious to him.



PRATTY

The female lead of this story. She's a kind and cheerful girl who dreams of becoming a Craftknight, like her father who died 3 years ago. Her father was Shintetsu, the Craftlord of Iron, one of Seven Craftlords who govern the City of Swords. Not remembering what her father was like, she follows in his footsteps to learn what it means to be a Craftknight.

Please make sure the POWER Button is turned off. Insert the "Summon Night: Swordcraft Story" Game Pak in the Game Boy® Advance, and turn the power ON. You will see the title after the demonstration screen. Press START if you want to skip the demonstration.

OPTIONS ON THE TITLE SCREEN

When you press START on the title screen, a list of options will appear. The number of options available will depend whether or not you have save data.

Use the +Control Pad to make your selection, and press the A Button to start.



Demonstration screen



Title screen



Title Menu screen



No data saved

ABOUT THE TITLE MENU

• NEW GAME

If you want to play the game from the beginning, select New Game. Use the +Control Pad to select the character you want to play throughout the game. Press the A Button to confirm, and start the game.

• CONTINUE

If you select Continue, a message saying "Resume game?" will appear. Use the +Control Pad to make your decision, and press the A Button to confirm. Please note that if you select YES, the suspended save data will be erased. If you do not have suspended save data, this option will not appear on the title screen.

• LOAD

If you select LOAD, you can resume the game from a save point. Use the +Control Pad, and press the A Button to make your selection. You will be given a confirmation message asking if you want to load

the data; select YES, and press the A Button to confirm. You can have up to two save data files. If you do not have save data, this option will not appear on the title screen.



Save data selection



"No Data Saved" screen

• LINK MODE

Under the right circumstances, you can select LINK MODE and trade items with another player. See P36 for details.

By pressing the B Button (or selecting NO), you can return to the previous screen.

"Summon Night: Swordcraft Story" is an action-oriented RPG. Here are some tips to help you with the game.

SELECTING A CHARACTER

Select the character you want to play: Cleru, or Pratty. See P8 for details.



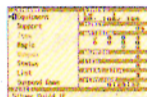
GATHERING INFORMATION

There are all kinds of people living in the city. Walk around and talk to the people you meet to get important information. See P16 for details.



CONFIRMING STATUS

Each character has a status chart which indicates their ability, equipment, and Guardian Beast. The values on the chart will change as you gain experience, so keep an eye on your status. See P16 for details.



TECHNIQUE

You will need strong weapons to advance in the game. Techniques are used to forge weapons; they can be learned from Master Bron. See P26 for details.



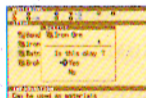
EXPLORING THE LABYRINTH

To forge weapons, you will need materials in addition to Techniques. You can find materials you need within the Labyrinth of the Central Tower. But, be careful. There are lots of Stray Summons (monsters) wandering in the maze, and you might have to fight against them. See P30 for details.



PREPARING THE MATERIALS

You can convert the items you find into weapon materials by using the forge in your workshop. You must explore the Labyrinth to find items. See P26 for details.



FORGING WEAPONS

Once you have a Technique and acquire all the necessary materials, you can forge your new weapon. Remember to equip the weapon, so that you can use it in battle. See P26 for details.



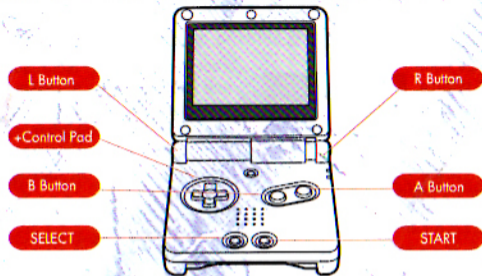
WINNING THE TOURNAMENT

The goal in this game is to win the Craftknight tournament and become a Craftlord. In the tournament, you can use only one of your forged weapons. Bring your strongest weapon to the tournament and defeat all your opponents. See P30 for details.



SAVING

"Summon Night: Swordcraft Story" Game Pak has a backup function, so you can save data in the Game Pak.



CONTROLS ON THE FIELD MAP

- +Control Pad . . . Move your character.
- A Button Talk to people / Examine objects / Use hammer / Cancel graphic effects in certain events.
- B Button Press and hold with +Control Pad to run.
- L Button Not used.

- R Button Not used.
- START Display the COMMAND MENU.
- SELECT Talk with your Guardian Beast.

After summoning a Guardian Beast, you can talk to them by pressing SELECT on the FIELD MAP. Talk to them when you are not sure what to do; they might give you useful hints.

CONTROLS IN BATTLE

- +Control Pad . . . Move character (Press Left or Right) / Jump (Press Up, Up + Left, or Up + Right) / Dash (Quickly press Left or Right twice) / Backstep (Quickly press Down twice) / Special Attack (Press Down + A Button).
- A Button Attack.
- B Button Guard / Use item / Use magic.
- L Button Change weapons.
- R Button Switch between Guard, items, or magic
- START Pause.
- SELECT Not used.

MENU SCREEN AND MESSAGE SCREEN

- +Control Pad . . . Move Cursor.
- A Button Confirm selection / Talk and advance to next message.
- B Button Cancel selection / Return to the previous screen / Return to the FIELD MAP.
- L Button Change equipment / Assist equipment screens / Change characters on STATUS SCREEN / Change weapons on WEAPON SELECT SCREEN.
- R Button Hold down with the B Button to skip through text / Switch between equipment and item screens / Change characters on STATUS SCREEN / Change weapons on WEAPON SELECT SCREEN.
- START Not used.
- SELECT Not used.

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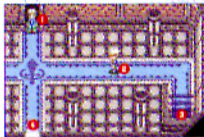
start

intro

Once you start the game, you will appear on the FIELD MAP. Here, you can talk to the residents of Wystem and explore the Labyrinth. Under certain circumstances, special events will occur.

SCREEN LEGEND

- 1 Resident
- 2 Character
- 3 Stairs
- 4 Entrance / Exit



In this part of the game, you proceed by controlling your character. Use the +Control Pad to move your character around. If you go into an entrance, like a door or a flight of stairs, the map will change, and your character will appear in the new area. You can move more quickly by holding the B Button while controlling your character.

DIALOGUE SCREEN



DIALOGUE SCREEN

Move your character next to residents and press the A Button to talk to them. When you talk to them, the screen will change, and you will initiate an EVENT SCREEN. Press the A Button to continue. During certain events, you will need to make decisions on how you will reply. Use the +Control Pad to select an option, and press the A Button to confirm.



EVENT SCREEN

HAMMER

You can use a hammer once you reach a certain point in the story. Press the A Button to swing your hammer. When you're near to a barrel or a crate, you can break it with your hammer and (possibly) get an item inside. You can also open treasure boxes with your hammer.

RESTORATION OF HEALTH AND MAGIC

Press the A Button in the bed at your workshop or at the restoration devices in the Labyrinth to restore your hit points and magic to the maximum.



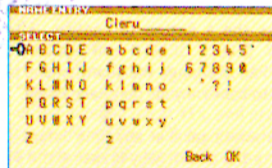
BED



RESTORATION DEVICE

NAME INPUT

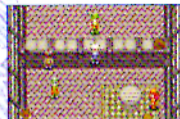
You can input customized names at certain points in the game. Use the +Control Pad to move the hammer-shaped cursor onto a letter, and press the A Button to enter it. To delete a letter, press the B Button.



SHOPPING

There are inns and tool shops in the city. These are places where you can buy / sell items. If you want to buy something, talk to the person behind the counter. A menu will appear and ask you if you want to buy or sell. When the ITEM SELECT SCREEN appears, use the +Control Pad to select an item, and press the A Button to confirm. Afterwards, QUANTITY SELECT SCREEN will appear. Use the +Control Pad to change the quantity, and press the A Button to confirm your purchase / sale.

You can always cancel at any time before confirming the quantity by pressing the B Button.



IN STORE



ITEM SELECT SCREEN



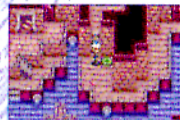
BUY/SELL SELECTION



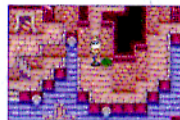
QUANTITY SELECT SCREEN

WATER SCOOTER

You will get a WATER SCOOTER, a hovercraft type of vehicle which enables you to travel on the surface of the water. Move to the surface of water from stairs near it, and you will use your WATER SCOOTER automatically. You can go back on land in the same manner.



TELEPORTER (Active)



TELEPORTER (Inactive)

TELEPORTER

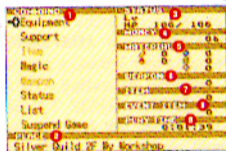
Teleporters are green devices on the floor, situated in the Labyrinth of Wyster. By using this device, you can instantly go to another floor where there is another teleporter. However, teleporters must be activated before they can be used. Teleporters will not be of much use to you until you venture deeper into the Labyrinth and activate more by hitting them with your hammer. Once activated, the teleporter will glow.

•How to use the device

Get on it and press the A Button. A message saying, "Would you like to use the device?" will appear on the screen. Select YES, and press the A Button to confirm. You will be given a list of available levels you can go to. Use the +Control Pad to select a floor, and press the A Button to confirm. If you don't want to use the device, select NO or press the B Button.

By pressing START on the FIELD MAP, you will enter the COMMAND MENU. Use the +Control Pad to select an option, and press the A Button to confirm. To return to FIELD MAP, press the B Button.

SCREEN LEGEND



- 1 Command list
- 2 Current location
- 3 Status of the character
- 4 Amount of money
- 5 Number of materials available to forge weapons
- 6 Number of weapons
- 7 Number of items
- 8 Number of event items
- 9 Time played

ABILITY

- LV Level of experience for the character and the Guardian Beast
- HP Hit points (physical endurance) of the character. HP is shown as Present HP/Max HP
- EXP Experience points of the character and the Guardian Beast
- NEXT The experience points needed to gain one level
- ATK Attack power of the character
- DEF Defense power of the character
- AGL Quickness of the character
- DUR Durability of the weapon
- TEC Character's skill with equipped weapon
- MAG Magic power of the Guardian Beast

EQUIPMENT

You can change the equipment on this menu. A character can equip up to three weapons and one accessory. If you want to change equipment, select the item and press the A Button. Afterwards, select whether you want to CHANGE or REMOVE it.

If you select Change (or an empty slot), the WEAPON / ACCESSORY SELECT SCREEN will appear. Select the item you wish to equip from the list. The L or R Buttons will get you into the SUPPORT EQUIPMENT SELECT SCREEN.

• EQUIPMENT SCREEN

- 1 Character name
- 2 Character statistics
- 3 Weapon statistics
- 4 Equipped weapons
- 5 Equipped accessory



• WEAPON SELECT SCREEN

- 1 Weapon statistics
- 2 Character statistics when the weapon is equipped
- 3 List of weapons that can be equipped
- 4 Information on the weapon currently selected



• ACCESSORY SELECT SCREEN

- 1 Accessory statistics
- 2 Character statistics when the accessory is equipped
- 3 List of accessories that can be equipped
- 4 Information on the accessory currently selected.



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SCREEN SUPPORT EQUIPMENT

You can change the equipment of your Guardian Beast on this screen. A Guardian Beast can wield up to up to four kinds of magic and items. If you want to change its equipment, select an equipment slot and press the A Button to view a list of options. If you want to change it, select MAGIC or ITEM. If you want to remove it, select REMOVE.

•SUPPORT EQUIPMENT SCREEN

- Guardian Beast name
- Guardian Beast statistics
- Equipped magic and items
- Number of remaining charges for the magic/item



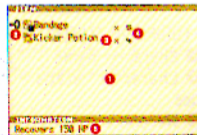
•MAGIC SELECT SCREEN

- The list of magic that the Guardian Beast has learned
- The magic currently equipped (indicated with an E)
- The magic that can be equipped
- Information on the magic currently selected
- The number of charges (Charges left / Maximum charge)



•ITEM SELECT SCREEN

- List of items that the character has
- List of items currently equipped (indicated with an E)
- List of items that can be equipped
- Quantity of items
- Information on the item currently selected



•ITEM

You can view all the items that the character is carrying on this screen. This is exactly the same as the SUPPORT EQUIPMENT SCREEN. Use the +Control Pad to select an item you want to use or throw away.

•MAGIC

You can view a list of useable magic on this screen. This is the same as the MAGIC SELECT SCREEN in the SUPPORT EQUIPMENT SCREEN. Use the +Control Pad to select magic you want to use. If you attempt to use magic that cannot be used, an error message will appear on the screen.

•WEAPON

You can view a list of weapons that the character is carrying on this screen. You can throw away unwanted weapons here, just like the ITEM SELECT SCREEN.

- List of weapons that the character has
- Statistics of the weapon currently selected



- Amount of weapons that the character has
- Information on the weapon currently selected

You can carry up to 99 of each weapon and item in the game.

•STATUS

You can check the statistics of the character and the Guardian Beast on this screen. Use the L or R Button to switch between the character and the Guardian Beast.



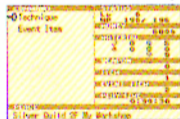
CHARACTER STATUS SCREEN



GUARDIAN BEAST STATUS SCREEN

LIST

If you select LIST, you will enter the LIST MENU SCREEN. There are two kinds of lists: TECHNIQUE and EVENT ITEM. On this screen, you can view the information on Techniques and Event Items you have obtained. As you advance in the game, you will eventually unlock the BESTIARY. This will help you become familiar with all the aspects of Summon Creatures. To flip the pages, use the L or R Button.



LIST MENU SCREEN

SUSPEND GAME

If you select SUSPEND GAME, you can temporarily save your progress. See the next page for details.

WHAT IS A GUARDIAN BEAST

A Guardian Beast is a Summon Creature that serves as a partner for the character. In the beginning of the game, the character meets a Guardian Beast who will travel with him/her for the rest of the game. There are four types of Guardian Beasts, but only one will be assigned to you. You cannot directly choose a Guardian Beast. The ones not assigned to the character will not appear for the rest of the game. See P38 for details.



SAVE

You can save your progress at any time. There are two ways of doing this: One way is to use SAVE POINTS in the FIELD MAP, and the other way is to use SUSPEND GAME.

• USING SAVE POINTS

You can find these in the character's workshop and in the Labyrinth on the FIELD MAP. Move your character to one of these and press the A Button. A message will appear to confirm your selection. If you want to save, select YES and press the A Button to confirm. By selecting NO (or pressing the B Button) you can return to the previous screen. You can have up to two save data files. Select the data you want to save by using the +Control Pad, then press the A Button to confirm. If save data already exists, a message will appear asking you to overwrite it. If you want to overwrite the old save data, press the A Button. If you don't, select NO (or press the

B Button) to return to the previous screen.

• SUSPEND GAME

You can suspend your game and temporarily save your progress in the COMMAND MENU. Press START to bring up the COMMAND MENU, select SUSPEND GAME, and press the A Button. If suspended game data already exists, a message will appear asking you to overwrite the data. If you want to overwrite the old save data, select YES. When correctly saved, you will return to the TITLE SCREEN. Please be careful, because only one suspended game can be saved at a time. If you return to the TITLE SCREEN and select CONTINUE, the suspended save data will be loaded, then erased.



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The character can use a hammer as the first weapon, but it is not very efficient. You need to forge stronger weapons as you advance in the game.

TECHNIQUE

Before you can forge a weapon, you must know the Technique. Talk to Bron and he'll teach them to you, but only one at a time. The number of Techniques that he teaches is limited, so if he cannot teach you anymore at the time, talk to him again later on.



MASTER BRON

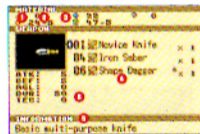
LEARNING A NEW
TECHNIQUE

• CONFIRMING TECHNIQUE

Once you learn a Technique, you can see what materials it requires by selecting Technique from the list in the COMMAND MENU. A list of Techniques will appear and tell you the number of ores you will need for each one. Other information will appear once the weapon is completed.

• TECHNIQUE LIST SCREEN

- List of ores needed
- Number of ores that the character has
- Number of the ores required to forge the selected weapon
- Technique
- Information on the technique currently selected
- The ability of the weapon is unknown until it's completed



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MATERIAL

There are four types of materials, and you will need them to forge weapons. You can create materials in the workshop, using items and weapons you no longer need. The type of materials will differ depending on what you use to get them.

• TYPE OF MATERIALS

- Thunder Ore . . . Needed for the weapons with high endurance
- Fire Ore Needed for the weapons with high offensive power
- Water Ore Needed for the weapons with high defensive power
- Wind Ore Needed for the weapons that raise your agility

• WORKSHOP

This is the place where you can forge weapons. Bron will assign the character to one at the beginning of the game.



WORKSHOP



WORKSHOP- BUILDING

• FORGE

This is the device you need to forge weapons. A forge is located in a workshop. Move the character in front of it, and press A Button to show the Task List. If you want to cancel, press the B Button



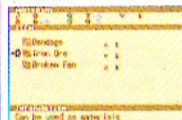
THE FORGE



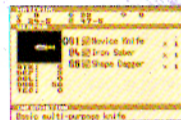
TASK LIST

CREATE MATERIALS

To create materials, select **CREATE MATERIALS** in the **TASK LIST**. Use the **A Button** to select items or weapons to show in the **SELECT MATERIALS SCREEN**.



ITEM



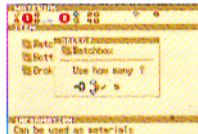
WEAPON

On the **SELECT MATERIALS SCREEN**, use the **+Control Pad** (**Up** and **Down**) to select items and weapons. Press the **A Button** to confirm. Use the **+Control Pad** to select the quantity (**Up** and **Down**: Increase / Decrease by 1. **Left** and **Right**: Increase / Decrease by 10); the same number will appear on

the upper portion of the screen. Press the **A Button** to confirm. Select **YES** to create materials. If you select **NO**, you will return to the **SELECT MATERIALS SCREEN**. Pressing the **B Button** will return you to the previous screen.

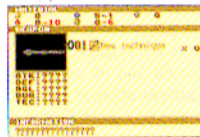
• QUANTITY MENU

- 1 Number of ores on hand
- 2 Number of ores gained after converting an item



FORGE WEAPONS

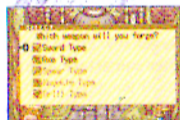
TECHNIQUES will tell you what kind of weapon you can forge, as well as the materials needed to do so. You can forge a weapon after collecting all the necessary materials.



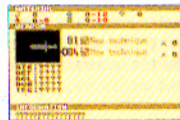
• STEPS TO CREATE A WEAPON

Press the **A Button** in front of the forge. Select **CREATE WEAPONS** and press the **A Button**. Use the **+Control Pad** (**Up** and **Down**) to select the type of weapon. Press the **A Button** to confirm. After

selecting the type of weapon, the **WEAPON SELECT MENU** will appear. A list of **Techniques** that you have learned will appear. Use the **+Control Pad** to select the weapon you want to forge, and press the **A Button** to confirm. A message will appear, confirming your selection. Select **YES**, and press the **A Button** to complete the weapon. Select **NO** to return to the **WEAPON SELECT MENU**. By pressing the **B Button**, you can return to the previous screen.



TYPES OF WEAPONS



WEAPON SELECT MENU

In the Labyrinth or in certain buildings, Stray Summons (monsters) will attack your character. When this happens, you will enter the battle screen. If your character's HP is reduced to 0 here, the game will be over.

BATTLE SCREEN AND BASIC CONTROLS

Once you get into a battle, the screen will change from the FIELP MAP to the BATTLE SCREEN. While in battle, use the +Control Pad to move the character. Press the +Control Pad Up to make the character jump, and press +Control Pad Up + L/R to make the character jump diagonally. Press the A Button to attack. The character can attack also in the air.

- 1 Character
- 2 Monster
- 3 Monster HP
- 4 Weapon in use
- 5 Guard icon



- 6 Support Equipment icon
- 7 Support Equipment selecting cursor
- 8 Character HP
- 9 DUR of the weapon
- 10 Guardian Beast action points

START

Press START to pause the battle. If you press it again, the battle will resume. When the battle is paused, the name and HP of the monster will appear on the upper screen.



OTHER OPERATIONS

• DASH

Press the +Control Pad (Left or Right) twice quickly and hold to make the character sprint.

• GETTING UP

The character can be knocked down during a battle and will become immobile. Press the A or B Button rapidly to get up.

• BACKSTEP

Press the +Control Pad (Down) twice quickly to dodge the monster's blow. The character will hop backward.

• GUARD

When the Support Equipment cursor is placed on the GUARD icon, press the B Button to defend the character against attacks. This particular move will significantly exhaust the endurance of the weapon. If you press the B Button right before the monster's attack lands, there will be no damage

to the character (JUST GUARD), and the damage to the weapon will be reduced.



BACKSTEP



JUST GUARD

• CHANGE WEAPONS

The character can equip up to three weapons, but only one can be used at a time. If you want to switch between other weapons, press the L Button. Weapons that aren't equipped cannot be used.

• CHANGING SUPPORT EQUIPMENT

When the battle begins, the Support Equipment cursor is on the Guard icon. Press the R Button to select the item or magic you want to use. Press the B Button to activate the Guardian Beast's Support Equipment (magic/item)

WEAPONS

All weapons (except the hammer) have special attacks which differ according to its type.

SPECIAL ATTACKS BY TYPE

| | | |
|---------------|---|----------------------|
| Sword Type: | Press the A Button three times consecutively | Three hit combo |
| | +Control Pad (Down) + A Button | Stab |
| Axe Type: | Press the A Button and hold, then release | Knockback |
| | +Control Pad (Down) + A Button | Launcher |
| Spear Type: | Press A Button and hold, release when it blinks | Long distance attack |
| | +Control Pad (Up) + A Button | Spin attack |
| | +Control Pad (Down) and A Button | Diagonal thrust |
| Knuckle Type: | Press A Button five times | Five hit combo |
| | +Control Pad (Down) + A Button | Uppercut |
| Drill Type: | Press A Button and hold, then release | Dash attack |
| | +Control Pad (Up) + A Button (Press and hold) | Upward drill |
| | +Control Pad (Down) + A Button (Press and hold) | Forward drill |

*For certain weapons press and hold the A Button to increase the strength of an attack. The character will blink when it's fully charged.

• ENDURANCE OF WEAPONS

Each weapon has its own durability (DUR) which will reduce each time it is used. If the DUR GAUGE reaches to 0 during a battle, the weapon will break. The fragments of a broken weapon can only be retrieved by winning the battle. Note that you cannot repair the fragments; they can only be broken down into raw materials.

Weapon durability will be restored automatically after a battle.

• HAMMER

A hammer can be used as a weapon when the character has nothing else. It is insufficient as a weapon, but it can never break.

SUPPORT EQUIPMENT

You can use support equipment that the Guardian Beast has equipped. Press the R Button to highlight an icon, and press the B Button to summon your Guardian Beast.



USING SUPPORT EQUIPMENT

You can summon your Guardian Beast up to five times in a battle; this includes both items and magic. The number shown on the screen is the limit. The support equipment you cannot use will be shown with an X.



SUPPORT EQUIPMENT THAT CANNOT BE USED

RUNNING AWAY

The character can run away from (most) battles. Move to the left/right edge of the screen. Press the +Control Pad and move to the edge of the screen. The ESCAPE GAUGE will appear. When the gauge is full, the character will successfully retreat, and will return to the FIELD MAP. It is easier to run away while dashing.

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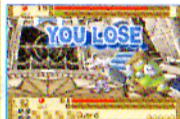
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WINNING / LOSING A BATTLE

When their HP falls to 0, the character/monster is defeated. If the character wins, you will gain EXP and items (if any). If the character loses, it's game over.



LOSING SCREEN



GAME OVER SCREEN

SPECIAL BATTLES

Battles usually occur in the Labyrinth. However, they can occur elsewhere depending on the situation. All the controls are the same, but you cannot run away from these Special Battles. Each Special Battle has its own conditions to win/lose, and different rules apply.

•TOURNAMENT BATTLES

These battles take place in the Battle Arena. The character can use and equip only one weapon, and cannot change the weapon during the fight. If the weapon is broken, the character loses, and it's game over.



•HEAD-ON BATTLES

In addition to TOURNAMENT BATTLES, there are HEAD-ON BATTLES. The character is not limited to one weapon, and can win either by beating the opponent or breaking their weapon.

•BOSS BATTLES

There are battles with large Summon Creatures. The character cannot run away from this type of battle.

WINNING A BATTLE

The character will get money, EXP, and (occasionally) items by winning a battle. Items can be used as equipment or materials.

LEVEL UP

Your EXP will increase as you advance in the game. When you gain a set amount of EXP, the character and the Guardian Beast go up to the next level. The values of their status also will go up. At certain levels, the Guardian Beast will sometimes learn new magic. Every time a level is gained, the character will be awarded with bonus points that can be allocated to the status of your choice. Use the +Control Pad to select an individual column (Up/Down), and decide the value (Left/Right). Press the A Button to confirm.



EXP and Money earned



BONUS POINT SCREEN

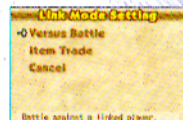
TEC (STATUS OF SKILLFULNESS)

Each weapon has TEC, a statistic which indicates the skill in using that type of weapon. TEC will only increase using that specific weapon in battle. A higher TEC will give a weapon greater power, and the weapon gets harder to break. Also, it gets easier to use the JUST GUARD. You can check TEC on the WEAPON SELECT SCREEN.

You cannot play this mode without save data. Select LINK in the TITLE MENU.



STAND-BY SCREEN



SET UP SCREEN

SET UP

Use the +Control Pad to select menu options on PLAYER 1's system. Press the A Button to confirm.

BATTLE: Head-on battle mode. Please refer to the next page.

ITEM TRADE: You can exchange items with another player.

CANCEL: Quit LINK MODE.

MENU

In BATTLE and ITEM TRADE, different types of menus will appear. Use the +Control Pad to make your selection, and press the A Button to confirm.

• BATTLE

You can get into the BATTLE SCREEN, by selecting BATTLE in the SET UP SCREEN. The setup for the BATTLE can be done only by PLAYER 1.

MODE: Type of battle

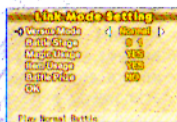
BATTLE STAGE: Select the battle stage

MAGIC USAGE: Select YES or NO to allow or deny magic usage in battle. If you select NO, you must unequip all magic from your Support Equipment list.

ITEM USAGE: Select YES or NO to allow or deny item usage in battle. If you select NO, you must unequip all items from your Support Equipment list.

BATTLE PRIZE: You can set to award the winner of the battle with a Battle Prize. The loser of the battle will give up a weapon or item to the winner as the prize. This option can't be selected without the Bestiary.

OK: Select this and the press A Button. You will get into the Standby Screen.



BATTLE SETUP SCREEN

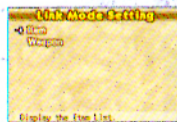


STANDBY SCREEN

On the STANDBY SCREEN, you can change your equipment. When you're ready, select OK and press the A Button. The battle begins.

• ITEM TRADE

You can trade items with the other player. Select ITEM TRADE to get into the MENU SCREEN. Further instructions will be indicated on the screen.



ITEM TRADE SCREEN

You cannot trade items without a Bestiary.

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**ZANTEK / MECHANOID TYPE**

It can't speak in the language of humans, but its master seems to understand what it says. It acknowledges its master as a close friend and always supports him/her.

Favorite Weapons:
Spear Type,
Drill Type

**SUGAR / FAIRY TYPE**

Shintetsu once promised her to be the fiancée of his son, and she is very excited about it. She is one jealous fairy.

Favorite Weapons:
Spear Type,
Knuckle Type

**RASHO / ONI TYPE**

Rasho is a young Oni King, although in demon terms it means he's been living for a couple hundred years. For some reason, he highly respects Amariss.

Favorite Weapons:
Axe Type,
Drill Type

KUTTY / BEAST TYPE

Kutty is a dog-like creature, and is as smart as a dog. It doesn't take to humans easily, but it loves its master and the people around him/her.

Favorite Weapons:
Axe Type,
Knuckle Type



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MASTER BRON

He is the guild master of the Silver Guild. Shintetsu was a very good friend of his.

**AMARISS**

A beautiful and kind mother.

**SAKURO**

He is one of the Seven Craftlords and a dependable teacher. He respects Shintetsu.

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RAZZY

Razzy is a cheerful kid who's longing to be a hero.

**VARIL**

A very talented Craftknight, often referred to as a genius.

**SANARY**

She is a girl that strives to become the greatest Craftknight.

???

An elegant and beautiful lady whose identity is unknown...



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**WYSTERN**

Wystern is a city on the sea in the world of Lyndbaum.

**BATTLE ARENA**

This is the Arena where the Tournament takes place. To become a Craftlord, one must win this tournament.

**UPPER WYSTERN**

This is the third floor of Wystern. The sea level is rising every year, so newer floors are built on top of the city to avoid sinking.

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**WORKSHOP**

During the tournament, the contestants stay here. You can see the forge in the middle of the room.

**"SHINTETSU AT WORK"**

This is a picture of Shintetsu, who was a great Craftlord. Craftlords and Craftknights forge their own weapons.

**LABYRINTH**

There is a Labyrinth beneath the Central Tower of Wystern. Something must be inside the depths of the Labyrinth...



WHY DO I WANDER AROUND EVERY NIGHT?

As you advance in the game, you will sometimes encounter an event where you can select a person to talk to. This is an evening stroll, a little something to make the game more fun. The story line will vary depending on who the character talks to.

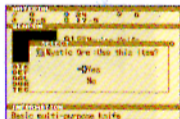


EVENING STROLL SCREEN



WHAT'S A MYSTIC ORE?

Mystic Ore is a secret ingredient to forge special weapons. These weapons will be enhanced, and will have an Elemental attribute. Be careful though; some opponents may have resistances to certain elements, so think carefully when equipping an elemental weapon.



MYSTIC ORE



WEAPON WITH ELEMENT



WHAT KIND OF WEAPON SHOULD I USE?

There are many kinds of weapons in this game. Each type has a specific use, so use each one as needed.

• SWORD TYPE

Easy to use and fairly effective, but not so much against mechanical monsters.

• AXE TYPE

Powerful enough to knock opponents away. They're also hard to break, and do the most damage to opponents' weapons.

• SPEAR TYPE

Especially good for poking and hitting multiple opponents. Can also be used to attack mid-air

opponents from the ground. However, their DUR is heavily reduced when striking mechanical monsters.

• KNUCKLE TYPE

Good for quick, successive attacks. Not as strong as AXE TYPE weapons, but can still knock opponents away.

• DRILL TYPE

Especially good for mechanical monsters. A powerful weapon type, but hard to master.



WHY CAN'T I WIN THE TOURNAMENT?

Keep in mind that the opponents in the tournament will be fighting strategically, so it might seem difficult. If you have sufficiently leveled up, you should be able to win the tournament matches. Here's a tip. When the character falls down and gets up, he/she blinks. During this period, you won't take damage, so you can move closer, or away from the opponent freely.



CHARACTER IN THE INVINCIBILITY PERIOD



WHY AM I LEVELING SO SLOWLY?

The bonus points awarded will differ depending on the level of the character, and that of the opponent. The greater the disparity, the greater the amount of bonus points awarded. If the bonus points start dwindling, move to another area to find stronger Stray Summons.

| Battle Results | |
|----------------|------|
| Class | EXP |
| EXP | 1000 |
| Bonus | 5 |
| Money | 0 |
| EXP | 1000 |
| EXP | 0 |

| Battle Results | |
|----------------|------|
| Class | EXP |
| EXP | 2700 |
| Bonus | 0 |
| Money | 2 |
| EXP | 2700 |
| EXP | 0 |

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