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# SUMMON NIGHT Swordcraft Story 2

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GAME BOY ADVANCE

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# SUMMON NIGHT Swordcraft Story 2



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:

|                       |                                |
|-----------------------|--------------------------------|
| <b>Convulsions</b>    | <b>Eye or muscle twitching</b> |
| <b>Altered vision</b> | <b>Involuntary movements</b>   |

**Loss of awareness**  
**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.

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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.
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- Do not peel or damage the battery label.



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TEEN



Mild Cartoon Violence  
Mild Language  
Suggestive Themes  
Use of Alcohol

ESRB CONTENT RATING [www.esrb.org](http://www.esrb.org)

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Rev-D (L)

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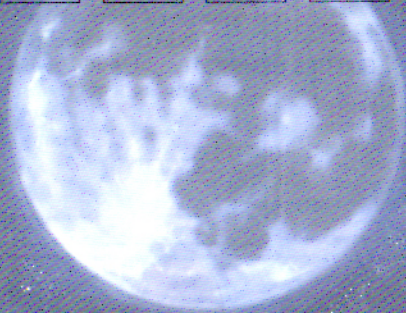
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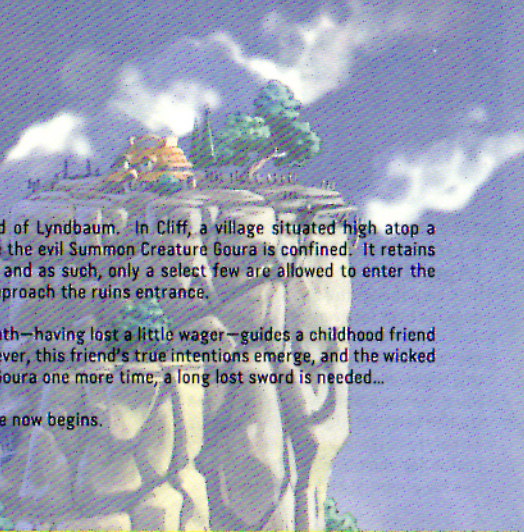


## PROLOGUE

Welcome to the strange world of Lyndbaum. In Cliff, a village situated high atop a precipice, lies the ruins where the evil Summon Creature Goura is confined. It retains a terrible and hideous power, and as such, only a select few are allowed to enter the Chamber of Seals, let alone approach the ruins entrance.

One fateful day, a cheerful youth—having lost a little wager—guides a childhood friend to see the Seal of Goura. However, this friend's true intentions emerge, and the wicked creature is released. To seal Goura one more time, a long lost sword is needed...

The hunt for the Daemon Edge now begins.







## EDGAR COLTHEARTS (Age: 15)

He's very thoughtful about others and does his best for everyone's sake. As a descendant of the family who protects the Seal of Goura, he is also known as the Edge Fencer. He lost his parents when he was very young and was trained by Blaire, the best friend of his father, to become a Craftknight. In his search for the Daemon Edge, he realizes his potential and responsibility.



## AERA COLTHEARTS (Age: 15)

She's a cheerful and kind girl but a tad absentminded. She lost her mother when she was born and lost her father to those who sought to revive Goura; she now lives with Blaire as an apprentice Craftknight. Her quest for the Daemon Edge makes her realize her true mission, and she matures little by little.



Please make sure the Power Switch is turned OFF. Insert the "Summon Night: Swordcraft Story 2" Game Pak in the Game Boy® Advance and turn the power ON. After the demonstration, the title will be displayed. To skip the demonstration, press START to proceed to the title screen.



DEMONSTRATION



TITLE SCREEN

### NAVIGATING THE TITLE SCREEN

Press START on the title screen to display the title menu. If more than two options are shown, use the +Control Pad to select an option and press the A Button to confirm your choice. Up to three options can appear on the title menu depending on the status of the save data.



TITLE MENU SCREEN

TITLE MENU SCREEN  
WITH NO SAVE DATA

### TITLE MENU

#### • STARTING A NEW GAME

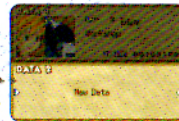
Select New Game if you want to play the game from the beginning. Use the +Control Pad to select the character you want to play. Press the A Button to confirm your choice and start the game.

#### • CONTINUING A GAME

Select Continue if you want to load save data and resume where you left off. Use the +Control Pad to select your data and press the A Button to confirm your choice. You can store up to two save data files.

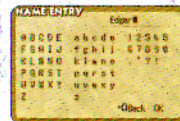


SELECTION OF SAVE DATA

NEW DATA CANNOT BE  
LOADED

### NAME ENTRY

When starting the game, you can name the main character and (eventually) the Guardian Beast. Use the +Control Pad to move the cursor and press the A Button to input a character. To delete a character, press the B Button.



NAME ENTRY SCREEN



Summon Night: Swordcraft Story 2 is an action RPG, and the story progresses in three distinct parts: Fields, Creating Weapons, and Battles.

## CHARACTER SELECT

Select the character you want to play: Edgar or Aera. (See P08)



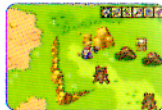
## SAVE

Summon Night: Swordcraft Story 2 has a back up function, so you can save data in the Game Pak. (See P27)

## FIELDS

By traveling through villages, forests, and dungeons to find the Daemon Edge, you will meet memorable characters on the Field map. You can check out your equipment and status through the Command Menu, and you can buy or create items at the shops. You can even play mini-games.

(See P16)



FIELD SCREEN



MINI-GAME

## CREATING WEAPONS

At your workshop, you can forge weapons you are going to need in battle. Basic materials to make them can be obtained by defeating Stray Summons, clearing foliage in the field, or opening treasure chests. As you rise in rank as a Craftknight, you will be able to access more advanced crafting skills like upgrading or disassembling weapons.

(See P28)



CRAFT SCREEN



WEAPON SCREEN

## EVENING STROLL

At the end of a hard day of work, you can relax and confide in a friend.



EVENING STROLL SCREEN

## BATTLES

When you encounter monsters (Stray Summons) in the field, the overhead screen changes into a side-scrolling battle screen. You will get stronger by defeating these Stray Summons, and after a certain point in the game, you will also be able to Mono Shift and maximize your strength for a limited period of time.

(See P34)



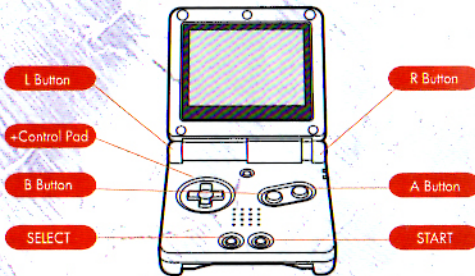
BATTLE SCREEN



MONO SHIFT

## FIELD CONTROLS

- +Control Pad .. Move character
- A Button .. Talk/Check/Use field weapons
- B Button .. Hold and use with the +Control Pad to make characters run  
\*This can be modified in the Options menu.
- L Button .. Change field weapons
- R Button .. Change field weapons
- START .. Display the COMMAND MENU Screen
- SELECT .. Talk with your Guardian Beast



## PRESS SELECT FOR A HINT

Press SELECT on the Field map to talk with your Guardian Beast. Talk to them if you don't know what to do next.

## FIELD CONTROLS

- +Control Pad .. Move character (left or right)  
Jump (up, up/left, or up/right)  
Dash (quickly press left or right twice)  
Backstep (quickly press down twice)  
Special attack (See P36 for details)
- A Button .. Attack or mid-air attack (when jumping).
- B Button .. Guard/Use support equipment/  
Cast spells
- L Button .. Change weapons
- R Button .. Change support equipment or magic spells
- START .. Pause
- SELECT .. Not used
- R + B Button .. Guard (if the cursor is on an item or magic spell)

## COMMAND MENU & MESSAGE CONTROLS

- +Control Pad .. Move cursor/Increase and decrease numerical value
- A Button .. Confirm selection/Advance conversation messages
- B Button .. Cancel selection/Go back to previous screen/Go back to Field screen
- L Button .. Switch between the Equipment and Support screens/Change status screen/Show weapons by type on the list/Change explanations in the Bestiary/Hide portraits and message window (during a conversation)
- R Button .. Switch between the Equipment and Support screens/Change status screen/Show weapons by type on the list/Change explanations in the Bestiary
- START .. Display the message history (during a conversation)
- SELECT .. Not used
- R + B Button .. Fast forward through messages



You begin the game in the Field. Here, you can talk to the villagers to gather information and explore the surrounding areas. Different events will occur depending on the situation.

### FIELD MAP



- 1 Stairs
- 2 Character
- 3 Villagers
- 4 Barrels and crates
- 5 Teleporter
- 6 Field weapon in use

Use the +Control Pad to move the character. By moving the character into stairs or entrances, the screen will change. Press and hold the B Button in conjunction with the +Control Pad to make the character run.

### CONVERSATION SCREEN



CONVERSATION SCREEN

Move the character next to a villager and press the A Button to talk. Press the A Button to read the message. When you must make a choice in the conversation, use the +Control Pad to make your selection, and then press the A Button to confirm.



EVENT SCREEN

### SHOPPING

You can buy and sell items at the shops in the village. A menu will appear when you talk to the person behind the counter. You can select Buy, Sell, or Create from the menu. Use the +Control Pad to make selections and press the A Button to confirm. In case you want to buy or sell more than two items, use the +Control Pad to change the quantity, and press the A Button to confirm.



INSIDE THE SHOP



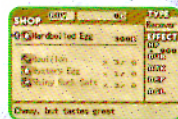
BUY/SELL SELECTION MENU

### CREATING ITEMS

You can create a totally new item at the shop by combining the different kinds of items you obtain. Select Create to bring up the list of the items that can be created. Select an item and press the A Button to see the material list. If you have enough of the required materials, use the +Control Pad to change the quantity, and press the A Button to confirm.



LIST OF ITEMS THAT CAN BE CREATED



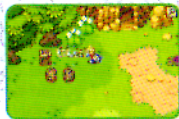
MATERIAL LIST

\*All the selections can be canceled by pressing the B Button before completing the final phase.

## FIELD ACTIONS

In the Field map, you can take action in the direction that the character is facing. Also, you can switch between up to six weapons with L and R Buttons. By breaking barrels and crates, items can be obtained. Treasure chests can be opened in the same way.

\*By moving into other areas, like a village or dungeon, barrels and crates will respawn, so that you can break them again.



FIELD ACTION SCREEN

## HAMMER ACTION

This is the only action that you can use from the beginning. You can activate teleporters or switches on the ground by pounding on them with your hammer.



HAMMER ACTION SCREEN

## SWORD ACTION

You can cut tall grass with a swing of your sword and, on rare occasion, find items by doing so. Grass will respawn just like barrels and crates.



SWORD ACTION SCREEN

## AXE ACTION

You can destroy withered trees with a chop of your axe and, on rare occasion, find items by doing so. These trees will respawn just like barrels and crates.



AXE ACTION SCREEN

## SPEAR ACTION

You can get the berries or nuts from trees by jabbing at them with your spear. The berries and nuts will respawn just like barrels and crates.



SPEAR ACTION SCREEN

## KNUCKLE ACTION

You can move boulders in the field by punching them to make a path. If you leave the area, the boulder will reset to its original position.



KNUCKLE ACTION SCREEN

## DRILL ACTION

In dungeons, sometimes you have to break down walls to move on. Look for walls that are a different shade in color.

A WALL OF  
DIFFERENT COLOR

DRILL ACTION

THERE'S A PATH

\*Barrels and crates can be broken with all kinds of Field actions.

## HOW TO ACCESS MORE FIELD ACTIONS

Every Field Action requires a specific weapon, but you don't need to equip it every time. Field Actions will work as long as the weapon is in your inventory, so always carry each type of weapon.



## RESTORATION OF HP & MAGIC

Press the A Button while in bed at the character's workshop or on a restoration device in the field to restore HP and the number of magic usage.



BED



RESTORATION DEVICE

## TELEPORTER

Teleporters are round, purple tiles scattered in the field. You can move from one jump point to another in a flash.



ACTIVATED TELEPORTER

However, two or more teleporters need to be activated beforehand, so in the beginning, these cannot be used. To activate a device, pound it with your hammer. When it begins to shine, it's ready.

## HOW TO USE THE TELEPORTER

Get on the teleporter and press the A Button; a list will appear. These are the locations you can jump to. Select a location with the +Control Pad, and press the A Button to confirm. If you don't want to use the teleporter, select Cancel. You will return to the Field map.

## MINI GAME

This is a mini-game of fishing. Your catch will be converted into points that can be used for obtaining uncommon items.



- ① Time Remaining
- ② Catches
- ③ Bobber
- ④ Bait
- ⑤ Power Gauge

## HOW TO PLAY



Select your bait and press the A Button to cast your line.



When you get a bite, press the A Button to reel it in.



You need bait to fish. The secret to catching a big one is to cast the line as far as possible and quickly reel in the fish. Stop the gauge in the white area for the best results. Here's a hint: The further you cast the line, the longer it takes to land a fish. The mini game ends if you catch five fish or if the timer runs out.

## COMMAND MENU

Press START in the Field map to bring up the Command menu. Use the +Control Pad and the A Button to make your selection. Press the B Button to return to the Field map.



## COMMAND MENU SCREEN

- Execute commands in this menu  
Commands shown in a pale color cannot be selected

- Current location
- Current level of the character
- Current rank of the character
- Physical health value of the character
- Equipped weapons and their DUR (Durability)
- Current Field weapon
- Amount of accumulated boam
- Next page

## STATUS SCREEN

- LV...Ratio of growth of the character and Guardian Beast
- HP...Character's physical stamina. Shown as current/max value
- EXP...Experience value of the character and Guardian Beast
- NEXT...Amount of EXP required to obtain a new level
- ATK...Character's offensive strength
- DEF...Character's defensive strength
- AGL...Character's quickness
- DUR...Durability of the weapon being equipped. Shown as current/max value
- TEC...Current skill with the weapon being equipped
- MAG...Guardian Beast's offensive and restorative strength in magic

## EQUIPMENT SCREEN

Here you can change equipment. The character is able to equip up to three weapons and one accessory. If you want to change the equipment, select the one that you want to change with the +Control Pad and press the A Button. A menu will come up and you can opt to change it or unequip it. If you select an empty slot, a weapon/accessory selection screen will appear.

Press the R Button to bring up the Support equipment screen.

## EQUIPMENT SCREEN

- Character's name and portrait
- Character's basic stats
- Character's stats, adjusted by equipment
- Equipped weapons
- Equipped accessory



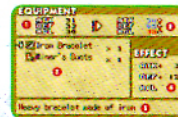
## WEAPON SELECTION SCREEN

- List of weapons that can be equipped
- Current status
- Status of the weapon being selected, when equipped



## ACCESSORY SELECTION SCREEN

- Current stats
- Adjusted stats, if selected accessory is equipped
- List of accessories that can be equipped
- Effect of the accessory being selected
- Description of the accessory being selected



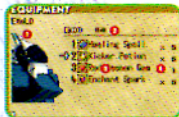


## SUPPORT EQUIPMENT

In the Support equipment screen, you can change the equipment of the character and the Guardian Beast. A Guardian Beast can equip up to four magic abilities or items. If you want to change the equipment, make your selection and press the A Button. A menu will come up and you can select Magic, Item, or Unequip. When changing equipment, select a magic spell or item in its respective screen.

## SUPPORT EQUIPMENT SCREEN

- Guardian Beast's name and portrait
- Guardian Beast's basic stats
- List of Support equipment
- Number of times magic and items can be used



\*Press the L Button to bring up the Equipment screen.

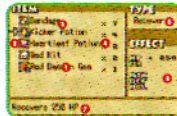
## MAGIC SELECTION SCREEN

- List of magic
- Magic being equipped
- Magic that can be equipped
- Number of times that the magic can be used
- Type of the magic being selected
- Information about the magic being selected



## ITEM SELECTION SCREEN

- List of items
- Items being equipped
- Items that can be equipped
- Number of items selected
- Type of the item being selected
- Effect of the item being equipped
- Information about the item being selected



## ITEMS

Here you can check the items you have. This is essentially the same as the Support equipment selection screen (item selection), but you can immediately use items from the menu. You can have up to 99 of each type of item, but in case you want to make room for more, you can opt to discard them. (This can only be done if you have 99 of a certain item.)

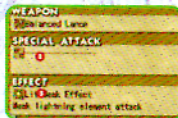
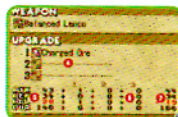
## MAGIC

This is the list of magic you can use. It is essentially the same as the Support equipment selection screen (magic selection), but you can immediately use the magic of your choice; however, there are only two kinds of magic you can use in the field: Healing Spell and Escape.

## WEAPONS

Here you can check all of your weapons and their abilities. Up to 40 weapons can be stored.

- List of weapons
- Ability of the weapon being selected
- Information about the weapon being selected
- Name of the items used for upgrading
- Basic stats of the weapon
- Added stats after upgrading
- Resulting stats after upgrading
- Special attack of the weapon being selected
- Effect of the weapon being selected



## STATUS

Here you can check out the status of the character and Guardian Beast. Use the L and R Buttons to change screens.

## QUEST ITEMS

Here you can check the event items you have obtained. Some items disappear according to the nature of an event.

## TECHNIQUES

Here you can check out the ability of the weapons you have forged and the materials used to forge them. The stats of the weapons indicated here are their base status.

## BESTIARY

All data on Stray Summons you have defeated is stored in here. Use the +Control Pad (Up or Down) to select from the list and the L and R Buttons to change the information displayed. When all the Strays are registered, something nice will happen.



- 1 Graphic of the Stray being selected
- 2 List of the Strays that can be selected
- 3 The stats of the Stray being selected
- 4 The item drops of the Stray being selected
- 5 Information on the Stray being selected

## OPTIONS

You can change the volume level of the background music (BGM), sound effects (SE), and voices (VOICE). The default method of movement and the brightness of the screen can also be altered in this menu. Use the +Control Pad (Up or Down) to select items and set the value on the gauge (+Control Pad Right or Left).

SOUND: Volume control  
 COLOR: Optimize the color settings for the display being utilized  
 MOVE: Set the method of movement  
 +Control Pad = Walk (Primary)



+Control Pad + B Button = Run

--OR--

+Control Pad = Run (Primary)

+Control Pad + B Button = Walk

BRIGHTNESS: Set the brightness of the screen

DEFAULT: Revert everything back to initial settings

## SAVE

This game has two ways of saving: use save points in the field or use an item.

### • SAVING AT SAVE POINTS

In the workshop and in the field, there are save points. Get close to one of them and press the A Button; a message confirming this action will appear. If you want to save, select Yes and press the A Button to confirm. If not, select No or press the B Button to return to the previous screen. If there is already save data, a message will appear and ask if you want to overwrite it. Select Yes if you don't want the old data anymore. Select No, or press the B Button, to return to the previous screen.



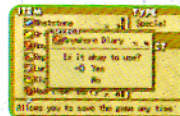
### SAVE POINT



### SAVE DATA CONFIRMATION SCREEN

### • SAVING WITH ITEMS

If you have an item called the "Anywhere Diary," you can save data without going to a save point. Select the Anywhere Diary from the item list to reach a save data confirmation screen. This is especially useful, since you can save your progress before confronting a strong enemy.





The character has a hammer at the beginning of the game. This is the only weapon you start with, and its offensive strength is very limited. You need to forge stronger weapons to get going.

## SHAPESTONES

Weapons are forged with Shapestones. There are as many types of Shapestones as there are kinds of weapons. By using the same Shapestone when creating a new type of weapon, the Shapestone itself increases in strength.



SHAPESTONE



OBTAINING A SHAPESTONE

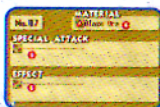
## HOW TO GET SHAPESTONE

The first Shapestones will be given to you by Blaire and Orin. Other than these, you have to get them from the treasure chests in the field.

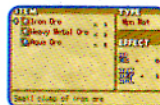
## TECHNIQUE LIST SCREEN

On the technique list in the Command menu, the data of all the weapons forged so far is saved. The items needed to forge a weapon are shown here, too.

- 1 The list of weapons forged
- 2 Stats of the weapon being selected
- 3 Information on the weapon being selected
- 4 The Material needed to forge the weapon being selected
- 5 The special attack of the weapon being selected
- 6 The effect of the weapon being selected



## MATERIALS



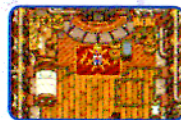
After obtaining Shapestones, you will need Materials in order to complete the weapon creation process. These are obtained by defeating monsters, opening treasure chests, or breaking barrels and crates. The weapon will be influenced greatly by the Materials.

## WORKSHOP

This is the room where the Forge is. The workshop is located in the basement of Blaire's house, and you will be given access to this location at the beginning of the game.



BLAIRE'S HOUSE



WORKSHOP



This is where you are going to forge, upgrade, and repair your weapons. Face the Forge and press the A Button to bring up the Production menu.



FORGE



PRODUCTION MENU

## FORGING WEAPONS

Weapons can be forged only if you have the necessary Shapestone(s) and Material(s).



FORGING WEAPON SCREEN

### HOW TO FORGE WEAPONS

Face the Forge and press the A Button to bring up the Production menu, and press the A Button one more time. A list of Shapestones will come up. Use the +Control Pad to select the appropriate option, and then press the A Button to confirm. Next, a list of Materials will appear. Use the +Control Pad

to select, and then press A Button to bring up the Production menu screen. This screen also shows the weapons that never have been forged. Press the A Button to start forging weapons. Press the B Button to go back to the synthetic items list. By pressing the B Button, you can go back to the previous screen.

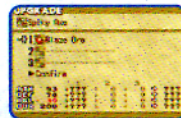


SHAPESTONE SELECTION SCREEN



A COMPLETED WEAPON

## UPGRADING WEAPONS

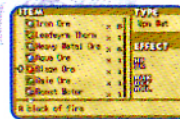


With a higher ranking as Craftknight, you will be able to upgrade weapons using Materials. Upgrading improves the stats of a weapon. A special attack or special effect may be also added.

### HOW TO UPGRADE WEAPONS

Select Upgrade on the Production menu and press the A Button. Use the +Control Pad to select the weapon you want to upgrade and press the A Button to confirm. This will bring up the weapon upgrade screen. A weapon can be upgraded up to three times depending on your Craftknight rank. Use the +Control Pad to select the part you want

to upgrade, and press the A Button to display the Upgrade List. Select the item with the +Control Pad, and then press the A Button to select it. After selecting all of the items you wish to use in the upgrade process, use the +Control Pad to confirm. Press the A Button to start upgrading. Press the B Button to go back to the weapon list. By pressing the B Button at any time, you can go back to the previous screen.



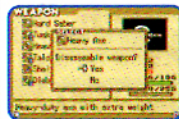
MATERIALS LIST



AN UPGRADED WEAPON



## DISASSEMBLING WEAPONS



## DISASSEMBLE MENU

Select Disassemble on the Production menu to disassemble weapons and take weapon Shapestones out. In this case, the weapon Shapestone can be retrieved, but the Materials used to forge/upgrade the weapon will disappear.

Select Disassemble on the Production menu to disassemble weapons and take weapon Shapestones out. In this case, the weapon Shapestone can be retrieved, but the Materials used to forge/upgrade the weapon will disappear.

## WHY CRAFTKNIGHT RANK?

The Craftknight rank shown on the Command menu refers to the level of skill which the main character possesses in forging weapons. With a higher ranking, you will be able to perform more actions in the Production menu, like upgrading or disassembling weapons. A better ranking can be achieved by forging superior weapons. How can you tell if you're creating superior weapons? Look for large sparks when a weapon is being forged. Forging only "weak" or low ranking weapons will not improve your Craftknight ranking.



## CRAFTKNIGHT RANK



## SPARKS DURING WEAPON FORGING

## REPAIRING WEAPONS

Select Repair on the Production menu to restore the durability of the weapons. If you keep on using a weapon, it will eventually break. To avoid this, you need to repair. Repairs cost nothing, and you can do this again and again.



## PRODUCTION MENU



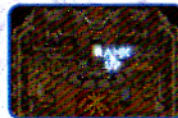
## DESTROYING A WEAPON

## GROWTH

A disassembled Shapestone tends to have better stats than an unused Shapestone. The ability of the weapon (TEC) and Craftknight ranking influence the amount of stats which a Shapestone will retain. TEC factor relates to the skillfulness in using a particular weapon and improves by destroying enemies in battle. It gives more offensive strength, attacking speed, and higher critical hit ratio to a weapon. The higher the value of TEC factor and Craftknight ranking (see P32), the more strength the Shapestone will maintain after being disassembled. As a result, Shapestones will "grow."



## THE DEGREE OF SKILL WITH A WEAPON



## IMPROVEMENT OF CRAFTKNIGHT RANK

In the **Field**, monsters (Stray Summons) will attack the character. Once the battle begins, a different screen will appear. Operate the character and defeat monsters.

## BASIC CONTROLS IN THE BATTLE SCREEN

Use the +Control Pad to move the character. Press the +Control Pad Up to make the character jump; +Control Pad Up (and Left or Right) will make the character jump diagonally. Press the A Button to attack with a weapon. This can be done when jumping, too.

- 1 Character
- 2 Monster
- 3 HP of the monster(s)
- 4 Weapon in use
- 5 Guard icon
- 6 Special attack icon
- 7 Support equipment icons
- 8 Support equipment selector



- 9 HP of the character
- 10 Endurance gauge of the currently equipped weapon
- 11 Amount of Support equipment uses

## OTHER CONTROLS

### DASH

Quickly press the +Control Pad (Left or Right) twice and hold. The character will run towards the corresponding direction.

### STAND UP

The character falls when attacked continuously or while jumping. Press the +Control Pad, A Button, or B Button repeatedly to get up quickly.

### BACK STEP

Quickly press the +Control Pad Down twice to make the character hop backwards. The character can avoid being hit by doing so.

### GUARD

Press the B Button when the cursor of the Support equipment is on the Guard icon to reduce the damage. But please be careful because this will reduce the DUR (durability) of the weapon. If you press the B Button right before the monster's attack, there will be no damage to the character, and the damage to the weapon will be the least. This is referenced as a JUST GUARD. Also, when the cursor is on anything else besides the Guard icon, you can guard by simultaneously pressing the R and B Buttons.

### SPECIAL ATTACK

When the cursor is on the special attack icon, press the B Button. If the weapon does not have any special attack, your character will guard

instead. A special attack costs a corresponding value in DUR.



DUR VALUE  
CONSUMED

## CHANGING WEAPONS

The character can equip up to three weapons; however, only one of those can be used at a time. To switch to another weapon, press the L Button. Weapons that are not equipped cannot be used.

## CHANGING SUPPORT EQUIPMENT

At the beginning of a battle, the Support equipment selection cursor is on the Guard icon. Press the R Button to move the cursor, put it on the Support equipment you want to use, and then press the B Button to call your Guardian Beast to assist you with the appropriate Support equipment.



## WEAPONS

A weapon has specific move sets depending on its type; a hammer does not.

### SPECIAL ATTACK

| TYPE     | CONTROLS  | EFFECT  |
|----------|---|---|
| Sword:   | Press the A Button three times                        | Three hit combo   |
|          | +Control Pad Down + A Button                          | Stab  |
| Axe:     | +Control Pad Down + A Button                          | Launcher  |
|          | Press the A Button twice                              | Two hit combo   |
| Spear:   | +Control Pad + A Button                               | Spin the spear and attack front and back                |
|          | +Control Pad Down + A Button                          | Attack diagonally (upward)                              |
|          | +Control Pad Up + A Button (while jumping)            | Spin the spear and attack front and back, while jumping |
| Knuckle: | Press the A Button five times                         | Five hit combo  |
|          | +Control Pad Down + A Button (press-hold and release) | Uppercut  |
|          | +Control Pad Down + A Button (while jumping)          | Continue attack while jumping                           |
| Drill:   | A Button (press-hold and release)                     | Charged attack (limited movement)                       |
|          | +Control Pad Up + A Button (press-hold)               | Upward attack   |
|          | +Control Pad Down + A Button (press-hold)             | Drill forward   |

### WEAPON DURABILITY

Each weapon has DUR (durability). It will reduce when attacking, using special attacks and while guarding. When a weapon's DUR reaches 0, the weapon will break. The durability of a weapon can be improved by upgrading or using special items. Broken weapons can be repaired by using the Forge.

### HAMMER

The hammer can be used as a weapon when no other weapons are equipped. Its ability, efficiency, and reach are very limited, but it will never break.

### SUPPORT EQUIPMENT

In a battle, you can use the Support equipment assigned to Guardian Beasts. Press the R Button to move the cursor. Put the cursor on the one you want to use while standing, and then press the B Button.



SUPPORT EQUIPMENT IN USE



SUPPORT EQUIPMENT THAT CANNOT BE USED

## LIMITED USAGE

Support equipment can be used up to six times in a battle. Other items can be used up to the number you have. Magic has a limit too; watch the remaining number. Therefore, there are times you can't use Support equipment even if you have not used them to the limit. In this case, a special mark will be added to the icon.

## ESCAPE

The character can escape from a battle. In this case, move to the far edge of the screen and keep on pressing the +Control Pad, as if running out of the screen. The escape gauge will appear, and if it's filled to the maximum, you will escape. The gauge goes up faster when dashing.

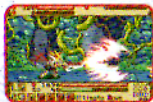


## MONO SHIFT

After a certain point in the story, the main character will be able to Mono Shift and dramatically improve in every aspect.

## CONDITIONS NEEDED TO MONO SHIFT

For Mono Shift, the energy-charged Red Daemon Gem is indispensable. A transformation occurs when the stone is used in a Support equipment slot or when HP reaches 0 (if the stone is equipped on the Guardian Beast) in a battle. It ends when DUR reaches 0 or when you win/escape from a battle. Once you Mono Shift, the energy in the stone will dissipate. Only certain characters can recharge the stone.



## PROS:

- HP/DUR will be recovered fully
- Offensive/Defensive strength, speed, attacking speed and jumping ability will be improved dramatically
- Special attack only for transformed state can be used

## CONS:

- Support equipment cannot be used
- Weapons can not be changed
- DUR decreases continuously during transformation
- HP decreases continuously if wielding the hammer

## SPECIAL BATTLES

Battles usually take place when moving through the field, but there are special kinds of battles as well, depending on the story line. The character can't escape from these kinds of battles.

### • BATTLES AGAINST HUMAN CHARACTERS:

The character occasionally fights against human characters, not monsters. In this kind of battle, the character can win by either breaking the opponent's weapon or reducing the opponent's HP to 0. The battle continues even if the character's weapon is broken.

### • BATTLES AGAINST BOSSES:

There are times the character is forced to fight against large monsters. The character can't escape from this kind of battle.





## WINNING/LOSING A BATTLE

When the opponent's HP reaches 0, the character wins and gets EXP and money. On the other hand, the game ends when the HP of the character reaches 0. If this occurs, you must restart the game from your last saved point.



LOSING A BATTLE



GAME OVER SCREEN

## WINNING A BATTLE

If the character wins a battle, EXP, money, and (sometimes) items will be awarded depending on the level of the opponent. EXP and money will be accumulated, and items will be collected to be equipped or used for forging weapons.

## LEVELING UP

If the EXP value reaches a sufficient amount, the character and Guardian Beast level up. The Guardian Beast's skills improve, enabling it to learn new magic.

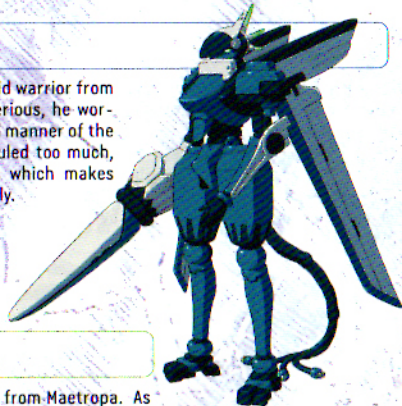


The character is awarded with bonus skill points. To use the points, select a status item (+Control Pad Up and Down), adjust the value (+Control Pad Left and Right), and then press the A Button to confirm. In case you don't distribute the bonus points, they will be carried over for future usage. You can distribute leftover points by pressing START in the battle results screen.



**EXELD**

A combat-type mechanoid warrior from Loreilal. Always dead serious, he worries about the haphazard manner of the main character. If ridiculed too much, thermo-overload occurs which makes him snap and act violently.

**ARNO**

A gentle beast-type from Maetropa. As a child of the wind, Arno follows a set path in mind. Often perplexes those around by mentioning strange things, like being able to talk with the wind.

**LOKI**

An oni-type Summon Creature with an in-your-face attitude from Silturn. Though not fully matured yet, he is confident in his sword skills. He believes that he is the one who is defending the main character. The big sword mounted on his back is his trademark.

**DINAH**

A strange mixture of devil and angel from Sapureth. The devil-side is usually dominant, so she's seen mouthing off most of the time. However, when she really gets out of hand, the angel-side takes over.





### TATIANA

Very curious and often hates giving in; however, she very skilled and responsible when it comes to housework—except cooking.

### BLAIRE

Master of the Craftknights, he acts as the foster father of the main character. He's a descendant of the Craftknight who made the Daemon Edge's sheath, the tool to seal the power of the magic blade. Usually stubborn, but can be fun and mischievous at times.

### ORIN

Always considerate of the others, he is one of his father's apprentices. While a skillful Craftknight, he's best known for his passion and knowledge of machinery.



### RYOUGA

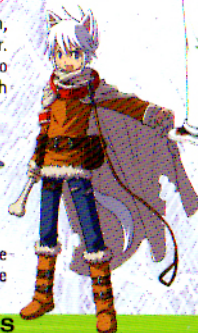
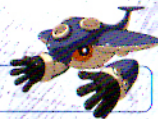
Best friend of the main character. Cool and forceful, he is the one responsible for breaking the Seal of Goura. What are his true intentions?

### LYNN

A very gentle and mature person, she acts as Ryouga's big sister. She rescued him in the forest two years ago and started living with Ryouga.

### GABRIEL & XERIDE

Gabriel is a beast-type Stray who takes care of others like himself. He is very gentle, and he became the leader of the Wind Brigade. He is always seen with his sidekick, Xeride.



**GEDHARM CAMCAROSSA**

An evil Summoner who came to the village of Cliff to revive Goura. He finds joy in annoying others with his "dirty tricks."

**BLACK SWORDSMAN**

A mysterious swordsman who repeatedly challenges the main character. He also cooperates with Ryouga and tries to obtain the Daemon Edge.

**PASSEAU**

A mischievous Stray Summon who took over the body of an unconscious Summoner. She has a crush on Ryouga and helps him to revive Goura.

**NINA NINA**

A student—with a terrible sense of direction—who belongs to the Cerulean Society. She lost her body to Passeau after losing her way (and consciousness) in the forest.

**THE CERULEAN SOCIETY**

A group of Summoners located in the world of Lyndbaum. Nina Nina is a member of this faction; other Summoners might be experiencing the same problems as her...







### WHAT KIND OF WEAPON SHOULD I USE?

There are five types of weapons in this game. Since each type has unique abilities, no single type can be considered the best. Explained below are the characteristics of the weapons.

#### • SWORD-TYPE

This type of weapon is easy to use and has a good balance in speed and offensive strength; however, it is not effective for machine-type monsters. Also, DUR quickly reduces after an attack.

#### • AXE-TYPE

The strongest of the five types. This type of weapon can knock back enemies; it's especially effective on hard-surfaced monsters. It's hard to break and gives tremendous damage to enemies' weapons but cannot be swung quickly.

#### • SPEAR-TYPE

With this type of weapon, you can simultaneously attack more than one enemy. It is also good for enemies at a distance or in the air. It is especially good for soft-surfaced monsters but not so much for machine-type monsters, since the DUR will reduce quickly. It's also not good for Strays near you.

#### • KNUCKLE-TYPE

This type of weapon is good for quick and continuous attacks. Not as strong as axe-type weapons, but good enough to knock Strays away, especially soft, slime-type Strays. The DUR reduces quickly when used against machine-type Strays.

#### • DRILL-TYPE

This type of weapon works well against hard, machine-type Strays. It deals a great amount of damage to the opponents' weapons. The range is very limited, so it can be difficult to operate.



### I DON'T UNDERSTAND THE MECHANISMS OF THE DUNGEON

There are various kinds of ways to get around in a dungeon. Listed below are the typical ones.

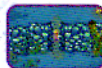
#### • PITFALLS

You can move to other floors by falling into pitfalls.



#### • WATERFALL

You can move to a lower place, but you can't go up.



#### • CONVEYOR BELT

Once you get on, you are forced to move. You can change its direction by using the switch.



#### • SANDBARS

New sandbars will appear by hammering the switches, so you can move on.



### I CAN'T WIN A BATTLE!

If you encounter Strays, fight against one at a time and do not get surrounded. This will increase your chance of winning. Besides that, you need a variety of weapons to respond to the various types of monsters.






The strength of a monster can be measured by the value of bonus points which is shown at the end of a battle. The greater the deficit between the character and the Stray Summon, the more bonus points will be awarded.





### WHAT ARE THE ELEMENTS?

Each Stray Summon has unique attributes depending on its element and is usually resistant to its own element. If the element of the Stray is the same as the element of the weapon you use, the battle is going to be difficult.

-  NO ELEMENT
-  THUNDER ELEMENT
-  FIRE ELEMENT
-  WATER ELEMENT
-  WIND ELEMENT



### WHAT ARE THE ITEM/MAGIC TYPES?

Put the cursor on the magic or item to see its type.

#### ITEMS

- RECOVER-TYPES restore the main character's HP or weapon's DUR.
- SPECIAL-TYPES cannot be thrown away.
- ITM MAT-TYPES can be used to create items.
- WPN MAT-TYPES can be used to forge/ upgrade weapons.

#### MAGIC

##### LOCATION

- COMMON-TYPES can be used in the field and in battle.
- BATTLE-TYPES can only be used in battle.
- FIELD-TYPES can only be used in the field.

##### KINDS

- RECOVER-TYPES regenerate the HP of the main character.
- SUPPORT-TYPES add special attributes to the main character.
- ATTACK-TYPES are an onslaught from your Guardian Beast.



### WHAT IS GUNVALD?

A monstrously ginormous mechanoid Summon Creature from Loreilal. It can be operated by five pilots, and its cockpit is located in the head. In certain events, you need to pilot this machine..

### GUNVALD



GUNVALD LASER

### HOW TO OPERATE

- +Control Pad: Move
- A Button: Attack
- B Button: Guard/GUNVALD Laser
- R Button: Change support equipment
- Dash: Quickly press the +Control Pad (Left or Right) twice
- Vulcan attack: Press +Control Pad Up + A Button
- Missile attack: Press +Control Pad Down + A Button



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## NOTES

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