

AGB-AN8E-USA

GAME BOY ADVANCE

3 TALES OF PHANTASIA™

Instruction Booklet

namco®

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
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**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.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



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

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

NEED HELP PLAYING A GAME?

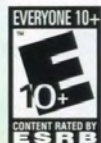
Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit www.nintendo.com/community.

If you prefer to use your phone, recorded tips for some of our hottest games are available on our Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

Contents

Story	7	Map Screen	32
Starting the Game	8	Shops in Town	34
Basic Controls	9	Battle Screen	36
Playing the Game	13	Battle Controls	38
Screen Overview	14	Character Introduction	44
Skills	16	Warranty & Service Information	51
Equip	18		
Items	20		
Strategy	22		
Form/Title	24		
Cooking	26		
Status	28		
Customize/Save	30		



Starting the Game

Select the mode by pressing Up and Down on the +Control Pad, and confirm your selection with the A Button.

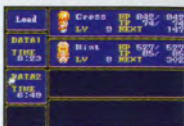
New Game

Select this to begin a new game. Use the +Control Pad to select Confirm, and then press the A Button. The game will start at this point.



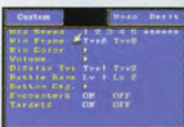
Continue

Select this to load saved game data and continue an adventure. Note that Save can be selected on the Field Map or on a Memory Glyph (see p. 34). See page 31 for a detailed explanation of the saving method.



Customize

Select this to adjust various game settings. See p. 30 for details.



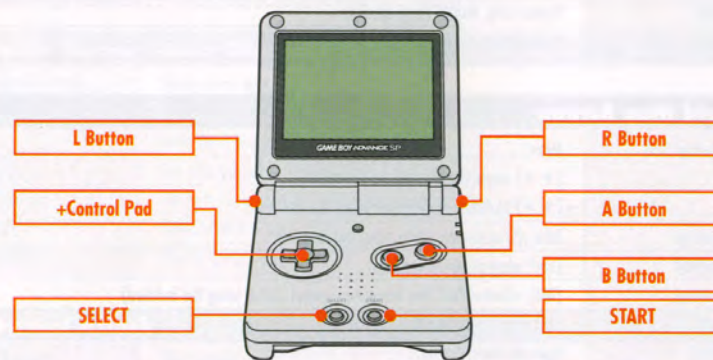
8

Basic Controls

It's a good idea to learn the game's basic controls before playing. Note that some battle controls can be changed in the Customize menu (see p. 30).

Game Controls

This section describes the controls for each screen.



9

Menu Screen	
+Control Pad	Select
A Button	Confirm
B Button	Cancel, exit screen
L Button	Delete item, remove equipment, prohibit/allow and remove battle skills
R Button	(with the +Control Pad) display next page when viewing Skills, Equip, Items, and Cooking
START	Display help, display Party Window
SELECT	Switch between Help items

Field Map Screen	
+Control Pad	Move; (← →) rotate (when using the Techbird) (↑ ↓) up/down angle (when using the Techbird)
A Button	Take off/accelerate (when using the Techbird)
B Button	Land (when using the Techbird)
R Button	(With +Control Pad) fine movement control (when using the Techbird)
START	Switch the Navigation Map display
SELECT	Open the Menu Screen

Normal Map Screen	
+Control Pad	Move
A Button	Talk, investigate, (with the +Control Pad) move items
B Button	(With the +Control Pad) move rapidly
R Button	Use Sorcerer's Ring (when equipped)
SELECT	Open Menu Screen

Battle Screen (Basic Controls)	
+Control Pad	Move, select item (← →) hold down at the edge of the screen to flee (with the A Button/B Button) skill shortcut
L Button	Use selected skill sortcut (with A or B Button)
R Button	(With →) hold position, (with ←) reverse formation, (with ← →) change target
START	Switch control mode
SELECT	Display Battle Menu

Normal Attack	
A Button	Slash Attack
→ + A Button	Thrust Attack
← + A Button	Flying Attack

Jump Attack (only activates when player is far from the enemy)	
A Button, A Button	Jumping Slash (enter in rapid sequence)
+ + A Button, A Button	Jumping Thrust (enter in rapid sequence)
+ + A Button	Jumping Flying Attack

Consecutive Attacks	
A Button, A Button	Slash + Thrust
+ + A Button, A Button	Thrust + Upward Slash
+ + A Button, A Button	Upward Slash + Jumping Slash

Deadly Skill/Secret Skill (when set in the Skills menu)		
Command Type	Selected Skill	Deadly Skill
B Button	B Button (Short Range)	1
+ + B Button	+ + B Button (Short Range)	2
+ + B Button	B Button (Long Range)	3
+ + + B Button	+ + B Button (Long Range)	4

Playing the Game This section describes three important screens used to play the game. Make sure you understand the role of each screen.

Map Screen

The screen displayed in towns, villages, and dungeons is called the Normal Map Screen. Leaving this screen will take you to the Field Map Screen.



Menu Screen

Use this screen to check the state of your characters, as well as various settings. Press SELECT in the Map Screen to switch to this screen.



Battle Screen

This screen will appear whenever you encounter enemies. Battles utilize the Linear Motion Battle System. Your characters will grow stronger with every battle you win.



Screen Overview

Press SELECT on the Map Screen to display the Menu Screen. This screen can be used to change a variety of different settings.

Menu Screen Overview

This section provides an overview of the Menu Screen.

Menus
Each menu can be used to change various settings (see the next page).

Skill	Creep	HP	648 / 1101
Equip		TP	98 / 98
Items		LV	12
Strat	Next	EXP	477
Form	Hint	HP	607 / 742
Title		TP	84 / 116
Cooking		LV	11
Status		EXP	718
Custom	Claus	HP	424 / 619
Save		TP	98 / 98
		LV	10
		EXP	9

Character Window

A simple summary of the status of each character in the party. The top four characters can participate in battle. Use FORM to switch party members around.

- LV Current level.
- HP Current and maximum hit points.
- TP Current and maximum technical points.
- NEXT Experience points left until next level.

Status information for the entire party.

- Gold The funds at your disposal. (This is the type of money used in the game world)
- Play Time Cumulative play time from the start of the game.
- Encount Cumulative number of battles from the start of the game.

Menu Details

The following ten items can be set in the Menu Screen:

Skills pages 16 to 17

Set which of each character's unique skills to use.

Equip pages 18 to 19

Equip your weapons and armor.

Items pages 19 to 20

Use or quick-equip your items.

Strategy pages 22 to 23

Give commands for each character to follow during battle.

Form page 24

Rearrange the battle formation and switch members.

Title page 25

Set each character's title.

Cooking pages 26 to 27

Cook various dishes with the ingredients you are carrying.

Status pages 28 to 29

Check each character's status.

Custom pages 30 to 31

Change various game settings.

Save/Sleep page 31

Save play data or suspend the game.

Skills

Set or use character skills. Skills are learned when characters level up and also during specific events. The setting method and operation of skills differ between the hero (Cress) and other characters.

Cress's Skills

Set Cress's skills, which are known as "Deadly Skills." There are two methods for using a skill during battle, namely Command Type and Position Type. This section describes the Command Type. See p. 41 for an explanation of the Position Type.

Character Window

Switch between characters with ← and → on the +Control Pad.

+ Control Pad

Set Deadly Skills in the four slots None, Up, Down, and ↕. Use the L Button to clear settings.



Auto/SemiAuto

Selects the battle control mode (see p. 42).

Deadly Skills

Displays a list of Deadly Skills.

•TP Consumption The TP required to use a Deadly Skill.

•Mastery Percentage Increases as you use the Deadly Skill. When you have completely mastered the skill, this will show 100%.

For Characters Other Than Cress

Set the skills to be used by characters other than Cress during battle (this includes Cress when Auto is selected). Note that you can also select skills that are usable outside of battle (such as hit point recovery) in this screen.

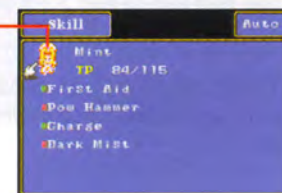
Character

Switch between characters with ← and → on the +Control Pad.

Use During Battle

Switch to dark text with the L Button to prohibit the use of this skill during battle.

- Some of the Deadly Skills, healing skills, and other skills used by each character are mentioned in the Character Introduction section starting on p. 44.



Skill Shortcuts

Press SELECT in the Skills Screen to display a Shortcut Setting Screen, which can be used to set one skill each for L Button + A Button and L Button + B Button combinations (regardless of the character). You can use these skills during a battle by simply holding down the L Button and pressing either the A Button or the B Button.

Equip

Simply carrying weapons and armor will not have any effect. Once you obtain a weapon or armor, you must equip it on this screen. You can also quick-equip items easily from the Items Screen (see page 20).

Use this command to equip an item. Select the slot you wish to equip to or change such as Weapon, Body, or Shield by using \uparrow and \downarrow on the +Control Pad, and then select one of the equipable items for that slot from the list that appears on the left side of the screen.

Equipable Items

This area shows a list of equipable items and quantities of said items.

Equip	Equip	Remove	Best
1/3	Cress		
Knights: 1	Wpn Crescent		
Saber : 1	Body Chain Ma		
Long Seo: 1	Skid Round Sh		
	Body		
	Body		
	Arm Leather		
	Acc Protect		
	Acc		

Current Equipment

Press \uparrow or \downarrow on the +Control Pad to select the slot to equip to, and press \leftarrow or \rightarrow to select the character.

When an Item is Selected

Equip	Equip	Remove	Best
1/3	Cress		
Knights: 1	214	91	54
Saber : 1	158	38	
Long Seo: 1	822	18	18
	822	125	125
	801	80	80
	801	25	25
	148	88	88

Current Equipment

This displays how the parameters would change if the currently selected item is equipped. Statistics are displayed in green if the item would increase them, or in red if the item would decrease them.

Remove

Removes the equipped item. It is also possible to remove an item by selecting an equipped item in the Equip screen and pressing the L Button.

Best

This selects the most effective items currently owned, and automatically equips them. In the case of the hero (Cress) only, it is possible to select from the three options Auto Equip, Max Slash, or Max Thrust. Note, however, that you will need to select the items to equip in Accessories 1 and Accessories 2 yourself.

Items

Use this menu to use or equip items. You can also select an unneeded item and discard it with the L Button.

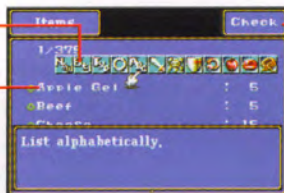
Item Screen Overview

Sort

Select an icon to sort the items and bring a specific type of items to the top (see next page).

Item Name/Quantity

This shows the name and quantity of the item. Up to 15 of each type of item can be held at the same time.

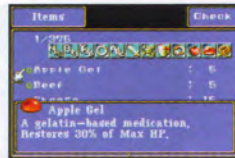


Key Items

Select this to check items crucial to progressing through the game.

Description of Symbols

- O---- This item can currently be used.
- X---- This item cannot be used.
- E---- This item can be equipped.
- B---- This item can only be used during battle.



Quick-Equip Screen Overview



Character

Select an equipable item, and press the A Button to enter your selection and display this screen. The character displayed in motion is the one that will be equipped.

- +----Increases Capability
- Decreases Capability
- ↔----Does Not Affect Capability
- E----Same Item Already Equipped




Item Sorting


Brings newly acquired items to the top.	Brings armor to the top.
Brings items that can be used in battle to the top.	Brings items that can be equipped on the head/arm to the top.
Sorts items by type.	Brings other equipable items to the top.
Sorts items by name.	Brings food to the top.
Brings weapons to the top.	Brings medicine, jars, and bottles to the top.
Brings items that can be equipped on the body to the top.	Brings tools to the top.



Strategy

This menu is used to give commands for the hero (Cress) to follow when fighting in Auto mode, and for other characters to follow during battle. Refer to the following charts for the strategies used by each character.



 Cress	 Chester	 Suzu
At Once	Unleash all known powerful skills without worrying about the TP cost.	
Moderation	Attack normally but use skills when the target (enemy) has a large amount of hit points.	
Counter	Rather than going after the enemy, attack when the enemy approaches your vicinity.	
Do Not Use	Only use normal attacks that do not consume TP.	
Guard	Concentrate on defense and do not attack or counterattack.	

 Mint	
Heal	Only use recovery spells, and do not participate in the attack at all.
Support	Use magic to support the attack without worrying about the TP cost.
Moderate Support	Use magic to support the attack, but reduce the frequency of spells cast as TP is depleted.
No Magic	Do not use any attack that would consume TP.
Guard	Concentrate on defense and do not attack or counterattack.

 Claus	 Arch
Full Magic	Use the most powerful spells you have learned.
Save Magic	Use an appropriate amount of spells based on how much TP you have left.
Long Range	Attack enemies in the back with spells.
No Magic	Do not use any attack that would consume TP.
Guard	Concentrate on defense and do not attack or counterattack.

Form

Use this menu to select the party members who will participate in battle, and to change the battle formation.

Formation

Select a character with the A Button, move him or her to the desired position, and then press the A Button again to complete your modification.

Character Window

These characters will participate in battle.



Back

Reverts the formation to the state it was in before you changed it.

Swap

It is possible to change the order or exchange characters in the Menu Screen or Battle Screen (only if there are two or more party members). Exchange characters either by selecting Exchange and then pressing the A Button or by bringing the cursor under a character. Note that only those characters for which the number circled in red here is from 1 to 4 can participate in battle.



24

Title

You will receive a new title whenever you meet a specific set of conditions. Titles will affect the level and rate of stat increases. You can view an explanation of each title by pressing START.



Examples of Titles

Cress	
Apprentice	A follower of the Albane style of sword fighting.
Swordsman	Learn the Demonic Swallow Kick.

Mint	
Healer	Healer in training.
Cleric	Healers who reach Lv. 7.

Claus	
Summoner	A researcher of summoning.
Tamer	One who has formed pacts with spirits.

Arche	
Magic User	One who can use magic.
Witch	Learn more than five types of magic.

Chester	
Hunter	Archer in training.
Ranger	Archers who reach Lv. 5.

Suzu	
Sparrow Ninja	Ninja in training.
Raven Ninja	Ninjas who reach Lv. 20.

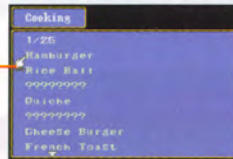
25

Cooking

It is possible to cook by combining certain ingredients. Dishes created in this way have various effects when made, such as replenishing HP or TP or curing status abnormalities such as poison or paralysis.

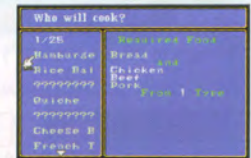
Learned Recipes

You can learn new recipes by talking to people in town or through special events.



How to Cook Food

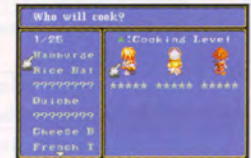
First, select the recipe you want to make, and then decide the character who will make it. When the food is ready, you will be able to enjoy the effects provided by that particular recipe. Note, however, that if any one of the necessary ingredients is missing, then you will not be able to make that recipe.



Remember, each character has his or her own unique set of skills when it comes to cooking and may be better or worse at preparing various types of food. Characters may even fail at certain recipes from time to time, and players may only cook once per fight or rest period.

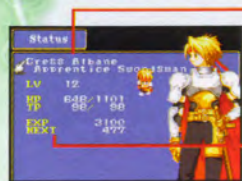
Cooking Level

The screen used for selecting the character to cook a recipe includes a Cooking Skill Level icon. Each recipe has its own associated Cooking Skill Level, which is indicated by a number of stars. The more stars, the better the effect. Characters will earn a star when they make a recipe a certain number of times. Five stars indicates mastery of that recipe.



Status

Use this menu to check a character's status.



Character Name

Push ← or → on the +Control Pad to switch between characters.

Parameters

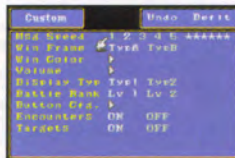
Use ↑ or ↓ with the +Control Pad to switch between parameters for that character. Refer to the following chart for details.

NAME	Displays the character's name.
TITLE	The current title used by the character.
LV	The current level. This increases each time EXP (experience points) exceed a certain amount, at which point each status parameter also increases.
HP	This shows your current and maximum Hit Points (physical health). When this reaches 0, you will be KO'd ("knocked out"), but this can be remedied by using items, staying at an inn, or other measures.
TP	This shows your current and maximum Technical Points, which are necessary for using skills. TP can be replenished by using items, staying at an inn, or through other measures. TP will also recover slightly after the battle ends.

EXP	This shows the amount of experience points you have earned. Your characters earn experience points by defeating enemies. After your experience points reaches a certain value, your character will level up.
NEXT LV.	The amount of experience points left until the next level.
STRENGTH	This affects your Attack rating.
SIZE	This affects your Defense rating.
AGILITY	This affects your Accuracy and Evasion ratings.
LUCK	This changes each time you rest at an inn and affects a wide variety of game aspects, including battles.
ATTACK	This affects the amount of damage you will do to the enemy in direct attacks (only displayed for Cress).
SLASH	Your attack strength for slash attacks (only displayed for the hero Cress).
THRUST	Your attack strength for thrust attacks (only displayed for the hero Cress).
DEFENSE	This represents your ability to withstand direct attacks by the enemy.
ACCURACY	This represents your odds of hitting the enemy with an attack.
EVADE	This represents your odds of evading an enemy attack.
Weapon/Body Shield/Head Arm/Accessories 1 Accessories 2	These slots show the equipment your character is wearing. *These parameters are displayed together.

Customize

Use this menu to change various game settings. The title screen's Customize option displays the same settings. Reset will revert settings to the values they had before you changed them, and Default will revert settings to the default values.



Message Speed	Use this to set the message display speed. The smaller the number, the faster the display speed.
Window Frame	Use this to select between two window frame types.
Window Color	Use this to change the Main Window Color and Enemy Data Window Color. Adjust the three bars (R: red, G: green, and B: blue) to set the desired color.
Volume Settings	Push ← or → on the + Control Pad to adjust the BGM (background music), SE (sound effects), and Voice volumes, or switch them on or off with the A Button.

30

Display Type	Use this to change the character graphics displayed in the Status Screen and the main window.
Battle Rank	Use this to change the battle difficulty. This difficulty setting affects the status of enemies.
Encounters	When this is on, the screen will scroll over the entire battle area whenever a battle begins, allowing you to assess the situation.
Targets	When this is on, the screen will scroll over the entire battle area whenever the target is changed, allowing you to assess the situation.

Save

Play data can only be saved in the Field Map, or when you are on a Memory Glyph (see p. 34). Select the file to save with the +Control Pad, and enter your selection with the A Button. If you save data over a previously saved game's data, then the old data will be lost.



Sleep

Use this to suspend the game. Resume the game by pressing the L Button, R Button, and SELECT simultaneously. **This does not save the game. If you turn the power off, the suspended game's data will be lost.**

31

Map Screen

This section explains the two map screens (Field Map Screen and Normal Map Screen) that form the basis of your adventure.

Field Map Screen Overview

Use the +Control Pad to move your character.



Navigation Map

This displays your current location in a map of the surrounding area.

When Using the Techbird

During your adventure, you will gain the ability to fly through the air on a machine called the "Techbird." While you are using the Techbird, a compass will be displayed in the upper left corner of the screen. This compass indicates which direction you are facing.



Moving in the Normal Map Screen

The Normal Map Screen refers to the screen that shows places such as towns, buildings, and the inside of dungeons. This section describes the most important commands that can be performed here.

Talk/Examine

Move up to a person or object, and press the A Button to talk to that person or examine that object. The same command is used to take an item from a treasure chest.



Moving Objects

Face an object head on, touch it, and hold the A Button down while moving to move the object. Note that you can pull as well as push objects this way.

Sorcerer's Ring

When one of your characters has the Sorcerer's Ring equipped, you can shoot fire by pressing the R Button. Try using this on various things you see in the game to figure out what it is used for.

Shops in Town

You will find various shops and facilities in the towns and villages you visit during your adventure. When you see one of these buildings, be sure to stop by and check it out.

Inns

Use an inn to recover HP and TP to the maximum, and to recover from status abnormalities including a KO. Sometimes a bed in a house can also be used in place of an inn.

Weapon Shops, Tool Shops, Grocery Stores, and Others

Go to shops such as these to buy weapons, armor, tools, food, and other items (see next page) and to sell items you don't need. Some stores sell multiple types of items in a single location.

Memory Glyph

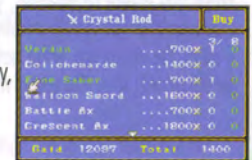
Memory Glyphs are points inside towns, dungeons, and other areas where you can save your play data, in addition to the Field Map. To save your game, stand on top of the Memory Glyph and open the Menu Screen.

Item Types

Weapons	Use them in battle when equipped. Different characters can use different weapons.
Armor	Equip armor to protect your characters from enemy attacks. Different characters can wear different armor.
Accessories	Characters can also wear two accessories. Some accessories can only be used by certain characters.
Food	Eat food to recover a small amount of HP or TP. You can also use specific combinations of food to cook recipes.
Tools	These are various types of items that will assist you in your adventure, including medicine, jars, and bottles, that can be used in different specific situations.
Key Items	These important items are used to progress through the adventure. When you find a key item, examine it to find out what it is.

How to Buy

To buy multiple items at once, select an item using \uparrow and \downarrow on the +Control Pad, select the quantity using Left and Right, and confirm your selection with the A Button. If you press the A Button without setting a quantity, you can buy items one at a time. The same commands are used when you want to sell items. Also note that if you select equipment and press the L Button, the changes in statistics that would occur should you equip that item will be displayed (see "Quick-Equip Screen Overview" on p. 20).



Crystal Red	Buy
Crystal Red ... 2000	✓
Gold Chain ... 12000	0
Gold Chain ... 2000	1
Golden Sword ... 18000	0
Battle Ax ... 7000	0
Crescent Ax ... 18000	0
Buy 12087	Take 1400

Battle Screen

When you encounter enemies, a battle will occur. This section provides an overview of the Battle Screen and the Battle Menu.

Battle Screen Overview

Pressing the L Button and R Button while the Battle Menu is displayed will shift the Battle Screen to the left and right, allowing you to check the entire battlefield.



Battle Rules

1. When you defeat all enemies, you will receive experience and/or Gald and may also receive an item. Also, each character's TP will automatically recover slightly when the battle ends.
2. If all of the characters participating in the battle lose the ability to take action (through KO, paralysis, or petrification), then the game will be over, and you will need to restart your game from the last save.

Battle Menu

The following menu options will appear if you press SELECT during battle.

Skills

Use this menu to activate any character's skill as necessary. It is also possible to change each setting, other than the hero's (Cress's) control mode (see page 42, and pages 11 to 12).



Strategy

Use this menu to change your strategy. The commands available here are the same as those available in the normal Strategy menu (see pages 22 to 23).

Formation

Use this menu to change the formation. The commands available here are the same as those available in the normal Formation menu (see page 24).

Items

This menu lets you use items. Select the character to use the item, followed by the item to use, followed by the target of the item, in that order. Note that some items can only be used during battle, and some other items cannot be used during battle.

Battle Controls

During a battle, you will usually control the hero (Cress), while other characters fight automatically according to the current Strategy settings.

Normal Attack

This is the most basic form of attack by the hero (Cress).

Slash Attack: A Button

This attack doesn't leave you open to attack, and is effective when you have an axe equipped.

Thrust Attack: ↕ + A Button

This allows you to open up a lot of space, and is effective when you have a spear equipped.

Flying Attack: ↗ + A Button

This attack is effective vs. flying enemies, and works equally well whether you have a sword, axe, spear, or other type of weapon equipped.

Dash Attack

When you attack a distant enemy, your character will perform a Dash Attack, then return to the original position. If you move in the opposite direction with the +Control Pad after the attack, then you will stop in that position rather than returning back to the original position.

Jump Attack

This jumping attack uses a dash to close with a distant enemy, after which the character jumps and attacks. The Jump Attack is not possible when the enemy is too close.

Jumping Slash: A Button (Dash), A Button

Trigger this attack by pressing the A Button two times quickly.

Jumping Thrust: ↕ + A Button (Dash), A Button

Trigger this attack by executing a Thrust Attack, then pressing the A Button quickly.

Jumping Flying Attack: ↗ + A Button (Dash)

Execute a Flying Attack with some space open between you and the enemy.

Deadly Skill

The hero (Cress) can use skills such as Deadly Skills and Secret Skills by pressing the B Button. You will learn a new Deadly Skill each time you reach a certain level. Set a Deadly Skill with the Skill menu, and you will be able to use it during a battle. You will have to learn Secret Skills from people, however, and they can be used only after you master two other specific Deadly Skills.

*Note that the arrows (↗, ↕, ↖, and ↘) in the battle control descriptions refer to the corresponding directions with the +Control Pad.

Consecutive Attacks

Press the A Button quickly and repeatedly during a normal attack to perform a consecutive attack.

Slash + Thrust: A Button, A Button

Trigger this attack by pressing the A Button two times quickly.

Thrust + Upward Slash: ↕ + A Button, A Button

Trigger this attack by executing a Thrust Attack, then pressing the A Button quickly.

Upward Slash + Jumping Slash: ↑ + A Button, A Button

Skill Types

You can select from two different Button entry methods for using the hero's (Cress's) Deadly Skills with the B Button.

Command Types

These are the types of skill command combinations using the B Button and the +Control Pad (see p. 12).

Secret Skill 1	B Button
Secret Skill 2	↕ + B Button
Secret Skill 3	↕ + B Button
Secret Skill 4	↕↕ + B Button

Position Types

Position types differentiate between the skills to be used based on enemy distance and slash/thrust types. Different Deadly Skills have different ranges, and each skill name is preceded by either S (short range) or L (long range).

Slash	B Button
Thrust	↕ + B Button

Battle Control Modes

During a battle, the hero (Cress) can fight in either Auto mode or Semi-Auto mode. Switch between these modes by pressing START. When the hero is in Auto mode, he will fight automatically, just like the other characters. When he is in Semi-Auto mode, moving and attacking will occur manually, but he will automatically run back to his beginning position after finishing a Dash Attack.



Movement

Push ← or → on the +Control Pad to walk in that direction.

Defend

Press the R Button while pressing → on the +Control Pad to defend against direct enemy attacks (attacks involving weapons and so on). Keep in mind, however, that this will have no effect against indirect attacks such as magic.

Flee

When you want to avoid a battle and flee from the enemy, go to either the far left or far right side of the screen, and press the +Control Pad towards the outside of the screen. A meter will appear. If the gauge fills up, you will successfully flee the battle.



Holding/Reversing Formation

Push → on the + Control Pad while pressing the R Button to cause a character other than the hero (Cress) to hold position at that point. Repeat the same operation to release the Hold command. You can also reverse the formation by moving up with the +Control Pad while pressing the R Button. Note that if a party member is holding position, then "STAY" will appear above that character at the top of the Ally Window.



Targeting

Although Cress usually attacks the closest enemy first, if the control mode is Semi-Auto, then it is possible to change the attack target by holding down the R Button and pressing ← or → on the +Control Pad.

Status Abnormalities

When a character is hit by a special type of attack, their status may become abnormal. The following are examples of possible status abnormalities.

- Poison** This character will lose HP each time he or she moves on the map.
- Petrification** This character will not be able to take action, and will not be able to recover HP or other statistics.
- KO.** When a character's HP reach 0, that character will be KO'd ("knocked out"). Note that even if the hero (Cress) becomes KO'd, as long as the other party members can take action, the battle will continue.

Character Introductions



Cress Albane

Age: 17 Height: 5' 6"

A swordsman living in the village of Toltus. This son of the local sword-fighting school's master has practiced sword fighting since he was a small child. Although Cress's kind and gentle nature make him quite popular with the girls, once he confronts an enemy, he fights fearlessly and with valor. Cress is a truly dependable friend.

Deadly Skills/Secret Skills

Name	TP	Effect
Demon Fang	2	Shoots a "sword force" at the enemy.
Swallow Dance	4	A double-kick, followed by a thrust.
Tiger Blade	7	Slashes enemies in a top-to-bottom direction.
Demonic Swallow Kick	10	Combines a Demon Fang with a Swallow Dance.
Demonic Tiger Blade	15	Combines a Demon Fang with a Tiger Blade.

44



Mint Adnade

Age: 18 Height: 5' 3"

This healer was kidnapped by knights from the Order of Black Armor and imprisoned in a dungeon underneath their stronghold. Mint always supports her friends with divine healing powers obtained by offering up prayers to the gods. Although Mint is modest and reserved, she possesses an unbending will and a stout heart.

Divine Power

Name	TP	Effect
First Aid	5	Replenishes the HP of one party member.
Antidote	8	Cures one poisoned party member.
Pow Hammer	4	Drops a hammer on the enemy's head.
Acid Rain	12	Creates acid rain that reduces the enemies' Defense.
Dark Mist	3	Creates a mist that reduces the enemies' Accuracy.

45



Age: 29 Ht: 5' 9"

Claus F. Lester

Claus studies the art of summoning in the village of Euclid. Deeply envious of the elves' natural ability to use magic, he suffers from an inferiority complex with respect to elves.

Summoning

Name	TP	Effect
Sylph	8	Summons wind spirits known as Sylphs.
Undine	12	Summons water spirits known as Undines.
Gnome	16	Summons earth spirits known as Gnomes.



Age: 17 Ht: 5' 1"

Arche Klein

This half-elven magic user from the town of Hamel flies through the air on a broom. Although Arche can sometimes say harsh things, she actually possesses a kind heart. She is a cheerful member of the party who is impossible to hate.

Magic

Name	TP	Effect
Fire Ball	3	This fire-based attack spell shoots a fireball at the enemy.
Ice Arrows	2	This water-based attack spell shoots countless ice needles.
Lightning	5	This lightning-based attack spell directs bolts of lightning.



Age: 17 Ht: 5' 8"

Chester Burklight

Chester and Cress grew up together and are best friends. Orphaned at a young age, Chester lives with his little sister. A master of the bow, he is a tireless worker with a somewhat sarcastic attitude.

Archery

Name	TP	Effect
Hell Fire	4	Shoots a flaming arrow at the enemy.
Ice Fang	5	Shoots a freezing arrow at the enemy.
Thunder Blitz	8	Shoots a thunderous arrow at the enemy.



Age: 11 Ht: 4' 5"

Suzu Fujibayashi

This ninja girl lives in the secret Ninja Village. Since she has been raised under the strict discipline of her grandfather, the village leader, she finds it difficult to express her emotions. This harsh upbringing conflicts with her own innocent nature.

Ninjutsu

Name	TP	Effect
Mirror Image	10	Doubles the damage done to an enemy.
Secret Thief	7	Steals an item from the enemy.
Crow Blade	8	Drops an enemy onto his head.



Age: 20s Ht: 5' 5"

Arsia

This striking woman with two different-colored eyes is both a powerful magic user and an ingenious sculptor. Arsia lives a life of solitude near the Ymir Forest.



Age: 25 Ht: 5' 10"

Brambert

Lord Brambert is the young leader of the elves who live in Ymir, Forest of Mirror Water. In contrast to his serious, lordly personality, he also has a softer side and is turning his eyes to the outside world for the sake of his reclusive people's future.



IMPORTANT LEGAL INFORMATION:

REV-D

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:
Nintendo Consumer Service
www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

WARRANTY AND SERVICE INFORMATION

REV-P

You may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product. FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACTED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

***NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?***

***NINTENDO CUSTOMER SERVICE
WWW.NINTENDO.COM***

or call 1-800-255-3700

*MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)*

Nintendo®

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

PRINTED IN JAPAN