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*Serious Fun™*

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Nintendo

GAME BOY COLOR

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# Lufia

## The Legend Returns



*Serious Fun™*

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Developed by  
Neverland Co.

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## The Story

Growing up as a hunter was a simple life in Patos. Like everyone in the village, you had a duty—the daily culling of the minor monsters that wandered into the nearby fields. Like everyone in the village, you knew nothing of the legendary First Doom Island War or the broken ruins that date back over 200 years. But one day a fortuneteller from a faraway shore confirmed an unspoken truth you alone had always known: You are unlike anyone in your village. You are unlike anyone in your world—and the dark pall swelling above the Tower of Death is unlike any evil ever witnessed by a living mortal. While you never told anyone, you've always suspected that the path to your destiny was unmarked and difficult. That's probably why you always relished the simplicity of living in your village. Little did you realize that fate honed the skills essential for your survival—skills you would need to save your world.



## Getting Started

You begin the game in your home village. Villages are thriving hubs for merchants, travelers and adventurers. Throughout your quest, you'll rely on villages for learning news, saving your progress, revitalizing your party and replenishing your provisions.

### Save your Game



While you'll find a few save points inside caves and dungeons, the most common location for saving your progress is inside a village church.

### Rest at an Inn



Girl at the Inn  
Welcome. It's  
200G a night.

Taking a break and spending the night in an Inn will replenish the hit points and magic points for all of your party members.

### Shop For Items



Buy something.  
Ancient Text info

Each time you add a new member to your party or discover a new village, be sure to check for new items at the Weapons and Items Shops.

# Control Functions

## Control Pad

Moves your character and scrolls through menus. Also used to open some doors in the game.

## Select

Displays a map of the world or a dungeon. Use it on the menu screen to see status information.

## Start

Displays character menu screens. If pressed while examining a dungeon map, it will make a Field Log entry.



## A Button

Press the A Button to talk to villagers, read signs, open chests and confirm menu selections. Tap it in a cave or dungeon to swing your weapon or hold it down to execute a special Wave stun attack.

## B Button

Cancels commands and allows you to reverse out of game menus without making selections. Hold it down to run through villages and dungeons.

# Menu Options

If you've played portable role playing games before, you know about menus, but Lufia The Legend Returns features an incredible array of options—more than any other portable RPG!

## Magic & Item Screen

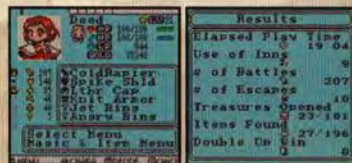
The Magic and Item menu displays character spells, items in a character's possession and all the items in your entire party.

## Ancient Text

Ancient Scrolls bestow important permanent powers. The Ancient Text Menu shows the scrolls that your party has found in the game.

## Equipment Menu

This is where you choose the Weapons, Shields, Helmets, Armor and jewelry or accessories your party members will wear.



## Information Menu

Review a character's vital statistics at a glance. Press Right or Left to see other's stats.

## Position Menu

It's best to position strong characters at the front of the party and weak ones in back.

# The Magic & Item Screens

Before you can right the wrongs in your world, you must become proficient at spell casting and using items. When you defeat monsters, your characters gain Learning Points (LP) that you can use for learning spells. If you run low on Magic Points (MP) while casting spells, you can rely on items to heal party members or to help you defeat enemies.

## Using a Character's Magical Powers

Some character classes can master many spells while others can only learn a few. Select the Magic and Item Menu command to find out which spells your character can cast.

### Available Spells



The Magic command displays known spells. Depending on the caster, you may need to scroll down to see all of them. Some spells can only be cast during battle.

### Casting Spells



Point the cursor at the spell name to cast a spell. If you're unsure what a spell does, point the cursor at the name and press the Start Button for help.

## Using Items

Items are tools for balancing the spell casting and fighting powers between character classes. Use items to heal and cure your party or inflict additional damage on a foe.

### Your Item Inventory



The Use Item command shows all available items. Some items are used in combat and others during travel, so the list changes depending on your situation.

### Using Items



To use an item, point the cursor at the item name and press the A Button. Move the cursor to the character who needs the item and press the A Button again.

## Tabs on Your Items

As you wander, your party will pick up a lot of items, so it's important to periodically review your inventory to see if there are important tools that you've laid aside and forgotten. The All Item menu is a complete listing of all the items in your party's possession.

### See It All



The All Item command displays the entire inventory of your party. Any name in gray indicates that the item is unavailable for use at that particular moment.

# The Ancient Text Menu

No matter how high you raise your character levels, sheer strength alone won't win every battle. That's why it's important to understand how to learn and use magic before you take on the toughest foes. The secret to victory is hidden in the Ancient Texts.

## Unleash the Secrets of the Scrolls

Learning how to master the art of reading ancient scrolls and harnessing Infuriating Power (IP) might seem complicated at first, but you'll master the process within two or three attempts. Using IP skills is the easiest way to defeat the toughest foes in the game.

### Ancient Text Menu



Hidden throughout the caves, towers and dungeons of the world are ancient scrolls. As you find them, these scrolls will be added to your Ancient Text Menu.

### Scroll Menu



To learn a scroll, you must possess the Spiritual Force indicated at the bottom of the screen. Qualifying party member names are indicated in black text.

## Increasing Spiritual Force

You can increase the Spiritual Force (SF) of a party member on the Wave menu. Press Down on the Control Pad at the Scroll Menu to access the Wave Menu. Pressing the A Button will convert Learning Points into SF points for a party member.

## Understanding IP Skills

Infuriating Points (IP) accumulate as your character takes damage in combat. You can't use this IP until you've mastered the IP Skills found in the Ancient Text. IP skills are the most powerful forms of attacks available in the game.

## Mastering the Matrix

Depending on the class, each character has a special colored Spiritual Force (SF) rating. In order to learn an IP skill, you'll need to align these characters horizontally or vertically in the matrix so they can combine their SF points.

## Add S.E



Press Down on the Control Pad at the Scroll Menu to access the Wave Menu. This is where you can convert Learning Points (LP) to Spiritual Force (SP).

## List Skills



You earn IP Skills from the Ancient Text that you find. To learn a skill function, press the START Button while pointing at it on the Scroll Menu.

## Positions



If you want to master new IP skills, combine character SF ratings by aligning your party members vertically and horizontally at the Position Menu.

# The Equipment Menu

While building experience levels increases your chances of success, an adventurer is only as good as the quality of the weapon and armor in his or her possession.

## Know What to Use and How to Use It

The Equip Menu displays the equipment that you purchased or found in a chest. Blue arrows next to a character indicate that these items will increase a character's attributes.



Your characters can equip Weapons, Shields, Helmets, Armor and Jewelry at the Equip Menu.

Characters in gray cannot use an item, but characters in bold can use the selected item.

Select the item to be equipped with the A Button then choose the character at the top of the screen.

To remove items, press the SELECT Button at the Equip Menu and choose a character

# Character Information

Everything you need to know about your character is available at the Info Menu. At first glance, this chart might seem a little complicated, but the most important statistics (Level, HP, MP, etc.) are always found in the first five lines in the upper right corner.

**Level**

**Health Points (HP)**

**Magic Points (MP)**

**Experience Points**

**Points To Next Level**

**Position**

**Number of Spells**

**Number of IP Skills**

**SF Color Powers**

**Learning Points**

**Attack Power**

**Defense Power**

**Speed**

**Magic Power**

**Magic Defense Power**

**Critical Rate**

**Critical Bonus Point**

**IP Power**

**Amount of Gold**

**Attacks Per Round**

Melphis		Level	19
HP	108/108	MP	123/123
EXP	30056	Next Lvl	374
ATP	43	STR	31
DFP	112	COB	55
SPD	46	AGL	46
MAP	133	INT	33
REG	115	WIS	85
CLT	2	WATK	x1
WNS	15	IP	100/100
GOLD	37248	TOTAL	48
		LP	734

# The Position Menu

Because your party works together as a team, where you position each member of your party at the Position Menu is as important as the armor and weapons that you equip and use. Party Positioning improves your effectiveness in battle and helps characters combine Spiritual Force (SF) points of different colors so they can master new IP skills.

## Vertical

The character at the top of each vertical column leads in battle. The character behind him or her will take their place if the character is defeated. You can also combine the SF points in a vertical column.



## Horizontal

SF points can also be combined in horizontal rows for learning IP points. In the example on the left, the character in the center of the grid benefits from all the SF points both horizontally and vertically.

## Move Character



Changing a character's position is quick and easy. Place the cursor on the character that you want to move, press the A Button, choose the new location and press the A Button again.

## Trading Places



If you move a character to a space where another character is located, the characters automatically trade places. The top three characters will lead in combat.

## Spiritual Force



Learning IP often requires combined SF points. SF flows vertically and horizontally throughout the grid.

## Learn IP Skills



This menu is vital for learning IP skills. By combining SF points, your characters will master advanced IP skills that are essential for defeating the toughest foes.



# Combat

As a born defender of the Village of Patos, you're certainly no stranger to combat, but tactics used by a solitary individual are very different from those used by a party. Here we'll outline the advantages and potential hazards of taking on groups of monsters.

## Monsters



The monsters dwelling in caves, towers and dungeons won't make a move unless you do. Hold down your A Button to stun them with a wave attack.

## Choose



As a battle begins, your options are to fight, change party positions or flee from the fight. Attack is always the default setting.

## Fight



If you choose to fight, you must select between casting a spell, using an item, defending, utilizing your IP or employing your equipped weapon.

## Targeting



Depending on the spell or item that you've decided to use in combat, you may be able to choose a target among the enemy or even in your party.

## The Heat of Battle



Who swings first often depends on character speed ratings and the element of surprise (if any). Assign the use of healing items and other critical tasks to your fastest characters.

## Monitor Party Health



While defeating the enemy is important, it should be secondary to the welfare of your party. Watch all of your party's HP bars and administer healing as needed.

## Building IP Power



As party members receive damage, they'll gradually build up IP points. The more damage received, the higher the IP points. Unleash their fury when you need it!

## Spoils to the Victor



After your party defeats the monsters, surviving members receive experience points, LP and gold. Winning repeated battles will increase character levels and attributes.

# Lore of the Land

Even if you're a seasoned role-playing adventurer, this page will reveal some handy hints that may get you around diabolical devices or help you uncover incredible riches.

## Did You Hear?



Catch up on current events! These townfolk change topics as you progress in the game.

## Treasure Chests



Face a treasure chest and press the A Button to open it. You'll find an item or a scroll.

## Grass Tufts



Cutting tufts of grass may reveal hidden treasures or uncover harmful hazards.

## Weak Walls



Forgotten passages are hidden behind weak walls. Your wave attack will topple these barriers.

## Save



The only locations that you can save outside of a church are on these rare Save Pads.

## Regenerate



Stepping on these pads will replenish the energy of everyone in your party.

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