Stupid Idiots Need Your Help!

Five bumbling aliens are being hunted by the evil Dr. Sakarin. To save them, you'll crack puzzles, interact with a cast of freaks, and overcome the most deadly of all -- their own mind-boggling idiocy. These and other outlandish perversions await in the cartoon universe of ...

STUPID INVADERS

COMING SOON

Ubi Soft
www.ubisoft.com

GRANDIA II

Dreamcast

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had no epileptic seizure.

If you or anyone in your family has never had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the ridge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

The Legend of the "Battle of Good and Evil"

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

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

Thus, in those days, they made war.

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

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

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

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

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

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

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

And so two strangers head out on what seems to be a simple assignment...
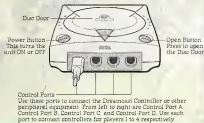
Sega Dreamcast™ Hardware Unit

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

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

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

If you remove the active controller after starting the game it must be re-inserted in the SAME controller port from which it was removed before the game will resume.

SEGA DREAMCAST HARDWARE UNIT

Disc Door

Power Button
This turns the
unit ON or OFF

Open Button
Press to open
the Disc Door

Control Ports
Use these ports to connect the Dreamcast Controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C and Control Port D. Use each port to connect controllers for players 1 to 4 respectively.

Starting a New Game

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

Loading a Saved Game

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

For more details on saving games, see P. 36, "Save Game."

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)

Cap

Connector

Expansion
sockets

Saved
location

Party
members

Play time

LCD Screen

Sleep Button

Mode Button

B Button

Directional Button
(CD Button)

A Button

While saving or loading your game, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller

Ending Play

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

Ryudo
Age: 17

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

· Weapon: Sword

Skye
Age: ~40

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

Millenia
Age: ?

Millenia is somewhat of a mystery. Capricious and impatient, Millenia cannot stand indecisiveness and is quick to pout when things do not go her way, and oftentimes, goes wild without a whit of concern for the lives of others. However, beneath the uninhibited exterior lies a sensitive girl.

· Weapon: Bow

Elena
Age: 17

Elena is a "Granas Songstress." Although the name Songstress may sound high and noble, she is really just an acolyte in the Sisters of Granas - who happens to be a talented vocalist. Her caring disposition spills into the party, often inconveniencing and irritating Ryudo. A lover of song since she was a child, Elena hopes to banish Darkness from the hearts of everyone, so that she may restore the Light.

· Weapon: Staff

Roan
Age: 13

Roan is a boy, traveling from home in his quest for a lost family treasure. His silky blond hair and oddly adult language endears him to many travelers and passers-by. Seemingly well-bred, with perfect table manners, Roan is clearly the bright optimism to Ryudo's festering cynicism.

Weapon: Knife

Tio
Age: ? (but appears to be a teenager)

An automaton produced during the Battle of Good and Evil, Tio looks human, but does not possess emotion or feelings – and can do nothing but carry out the orders she has been given. When treated as a human, Tio often becomes confused and seeks direction from others.

• Weapon: Rings

Melfice
Age: 22

Elegant, yet peculiar, Melfice is a product of his own ingenuity. Talented beyond all others, Melfice's genius leaves nothing but cruel and inhuman results. Graceful with his weapon, Melfice quickly cuts his enemies down. Bringer of ruination, chaos and corruption, he is said to bring a terrible curse to man and land alike by merely passing through.

Mareg
Age: late 30's

A giant beast-man, Mareg is on a personal quest to rid the world of Melfice, Demon-man of Ruination, after Melfice attacked and destroyed Mareg's home village. He is a hunter, at home in nature, who walks across fields and mountains, silently, ever intent on his prey. He bases his actions not on theory or logic, but on the natural flow of life. While physically intimidating, Mareg is actually quite kind-hearted and gentle.

• Weapon: Axe

Zera Innocentius
Age: 58

His Holiness, Zera Innocentius, is the Pope of the Church of Granas. As the central figure in a world-wide religion, Zera is quite well known throughout the land. Zera continues to pray for the happiness and prosperity of mankind, and also preaches about the second coming of Lord Granas. Anyone who meets him is said to be touched by his kind and benevolent heart.

Recent reports of calamities weigh heavy on him.

Selene
Age: 23

As the High Priestess of the Granas Cathedral, many people are said to be taken by her noble and almost ethereal appearance. Known for her zeal, Selene constantly seeks to grow herself in the Light of Granas. In addition to her affectionate expression, she also is known to be quite a strict inquisitor of heretics. Accompanied by the Cathedral Knights, a batallion under her command, she travels to various lands to purify the world of Darkness.
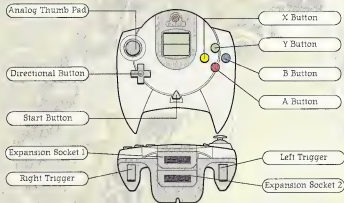
Carro

Known to live in underground passages and caverns, their distinctive tails can glow to light up darkened dungeons. Other than their affinity to dark places, not much else is know about these animals, but they have been known to help travelers through darkened caves.

"Carro" design: Atsuko Nishida

Using the Controller

Sega Dreamcast™ Controller

- Analog Thumb Pad
- Directional Button
- Start Button
- Expansion Socket 1
- Right Trigger
- X Button
- Y Button
- B Button
- A Button
- Left Trigger
- Expansion Socket 2

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

If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then OFF again making sure not to touch the controller

Field Screen

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

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

Menu Screen/Combat Screen

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

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

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Game Fields

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

Town Fields

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

Go into a building

Go out of a building

Indoor Fields

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

Area Maps

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

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

Dungeon Fields

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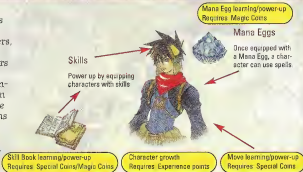
Contact enemy

End of combat

Combat Scenes

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

The Four Elements of Growth

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

Mana Egg learning/power-up
Requires Magic Coins

Mana Eggs

Skills

Once equipped with a Mana Egg, a character can use spells

Power up by equipping characters with skills

Skill Book learning/power-up
Requires Special Coins/Magic Coins

Character growth
Requires Experience points

Move learning/power-up
Requires Special Coins

What You Earn by Defeating Enemies

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

Experience points (EXP)

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

Special Coins (SC)

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

Magic Coins (MC)

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

Gold (G)

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

Items

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

Character Growth

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

Mana Egg Growth

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

Move Growth

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

Skill Book Growth

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

16

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Menu Screen

Pressing the Start Button on any field screen will display the menu screen. On the menu screen, you can make various preparations for your adventures. Select the command you want and press enter.
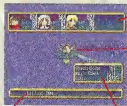
Character window
Lists the current values of each character's HP, MP and SP.

HP Hit Points
MP Magic Points
SP Special Points

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

Items (P. 19)	Equip (P. 20)	Status (P. 22)	Move/Magic (P. 21)
Power Up (P. 25)	Skill-Equip (P. 31)	Config (P. 18)	Set AI (P. 32)

Place name
Lists the name of your current location.

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

Config

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

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

Explanation
Gives an explanation of the selected setting

18

Items

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

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

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

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

Select a usable item and press the A Button

Item Type Icons

🧪	Recovery items	💣	Attack items
⚔️	Weapons	🛡️	Armor
💎	Accessories	👝	Valuables

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Equip

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

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

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

Changes in combat parameters
This indicates how a selected item changes a character's parameters. Yellow numbers indicate a parameter increase. Blue numbers indicate a parameter decrease.
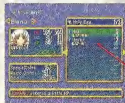
Special effects of the selected item
Any special effects of the selected item are indicated here. For details, see P 24, "Resistance Icons"

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

Comments
Describes the powers of the selected items

30

Move/Magic

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

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

Select the magic spell to use and press the A Button

Name of move/magic spell

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

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

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

Comments
Gives a description of the selected move/magic spell's effects

31

Status

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

Current HP/Maximum HP

Current MP/Maximum MP

Current SP/Maximum SP

Current level

Current status
Displays icons indicating status disorders. If any "GOOD" indicated there are no status disorders

Basic parameters

Current experience points

Next level
Lists the number of experience points required to reach the next level

Equipment

Combat parameters

Resistance icons
Indicates the resistance and attributes granted by equipment.
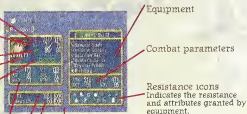
Equipped skills

Use the left/right Analog Thumb Pad or Directional Buttons to toggle this window.

- Basic parameters

STR   Strength. Indicates the character's attack strength

VIT   Vitality. Indicates the character's defensive strength

AGI   Agility. Indicates how quickly the character's IP Gauge advances in combat

SPD   Speed. Indicates movement speed and movement distance in combat

MAG   Magic ability. Indicates the character's magical attack ability

MEN   Mental ability. Indicates the character's magical defense ability

- Combat parameters

ATK   Attack value. This value is the basic "STR" parameter plus the added effects from skills and equipped items Attack value affects the amount of damage inflicted on an enemy

DEF   Defense value. This value is the basic "VIT" parameter plus the added effects from skills and equipped items Defense value affects the amount of reduced damage from enemy attacks.

ACT   Action value. This value is the basic "AGI" parameter plus the added effects from skills and equipped items. Action value affects how fast the IP Gauge moves.

MOV   Movement value. This value is the basic "SPD" parameter plus the added effects from skills and equipped items. Movement value affects movement speed and movement distance in combat

• Resistance icons

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

Poison Sleep Paralysis Confusion Plague Magic block Move block

Fire Wind Earth Lightning Blizzard

Power Up

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

The special coins/magic coins earned in combat can be used to learn/power-up moves, magic spells and skills.

Special coins (SC)   Magic coins (MC)

Character growth   Skill Book growth

Mana Egg growth
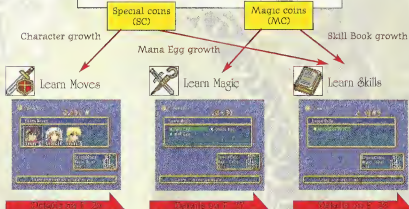
Learn Moves   Learn Magic   Learn Skills

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

Select the character and press the A Button

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

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

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

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

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

Comments
Gives a description of the selected move's effects.

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

Select the Mana Egg and press the A Button

Name of the Mana Egg

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

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

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

Magic coins
Indicates the current number of coins available. If the number of coins is less than the number of magic coins required, then learning or powering-up the spell is still too low for the spell to be learned.

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

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

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

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

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Learning Magic

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

Powering-Up Magic

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

Types of Mana Eggs

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

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

28

About Learning Skills

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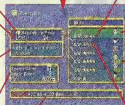
Name of the Skill Book

Select the Skill Book and press the A Button

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

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

Special coins/magic coins

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

Skill level
The level of the skill is indicated by the number of ★ symbols. The more ★ symbols, the higher its level and the greater its power ★MAX means the skill has reached its highest level of 3

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

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

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

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Learning Skills

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

Powering-Up Skills

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

Types of Skill Books

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

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

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SkillEquip

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

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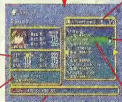

Current skills
Skills currently equipped appear here. Select a currently equipped skill or "------" and press enter to equip or change the selected entry.

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

Skill to be changed
The skill to be changed appears here

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

Comments
Provides a description of the currently selected skill.

Skill Book
Displays the name of the currently selected Skill Book. Use the L/R Triggers to display other Skill Books.

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

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

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Set AI

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

AI window

Select the AI you want to change and press enter.

Current strategy

Comments
A description of the currently selected strategy appears here

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Town field

Compass

R Trigger rotates
counter clockwise

L Trigger rotates
clockwise

Non-player Character (NPC)
Many kinds of people live in towns. Try
talking to as many of them as you can to
gather useful information.

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

Dungeon field

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

Ladder icon	Jump icon	Action icon
Treasure chest (Large)	Money box	Tutorial hat
Treasure chest (Small)	Money bag	Save icon

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Compass

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

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

Needle
The needle points in the direction of the destination.

NORTH SILESIA

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

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

Destination is nearby

Destination is far away

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Icons

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

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

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

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

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Save Icons

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

Save Game

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

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

Saved games

Expansion socket
The expansion socket where the currently selected memory card is inserted appears here

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

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

Current location

Current party

While saving your game, never turn OFF the Sega Dreamcast™ power, remove the memory card or disconnect the controller.

Found Objects

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

Town Characters

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

Other

Things that Can be Investigated

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

Dangerous Traps

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

Things that Can be Smashed

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

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

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

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

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

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

Inns

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

Spend the Night

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

The "Good Night" icon

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

Recover

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

Save Game

Select this item to save your game. For details, see P. 36

General Stores

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

Buy

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

Type of items for sale

Items for sale

Cash on hand

Price

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

Select Equip and press the A Button

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

Buy command When you buy equipment, a command for equipping the item will appear. When you buy an item a command allowing you to buy 8 of that item at once will also appear

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

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

Sell

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

Type of items carried

Items carried

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

Cash on hand

Number carried

Price

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

Tutorials

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

Dungeon Field Screen

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

Contact with enemy

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

All party characters fall in combat

Game Over
(Return to title screen)

End of combat

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

Return to dungeon field screen

How You Contact the Enemy Makes A Difference

Contact with enemy

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

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

Player party encounters
monster party from behind

Monster party encounters
player party from behind

Combat starts with
a surprise attack

Combat starts with
player party surprised

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

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

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

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

Combat commands
These commands appear when the AI strategy in combat is set to "Manual." For details of the various commands, see P. 49.

Combat status window
Displays details on the currently selected character. For specifics, see P. 46.

IP Gauge
The IP (Initiative Point) Gauge displays the order in which party characters and monsters take action. For details of the IP Gauge, see P. 47.

Combo (P. 49)		Critical (P. 49)	
Moves/ Magic (P. 50)		Items (P. 51)	
Defend (P. 51)		Escape (P. 52)	
Evade (P. 52)		AI (P. 53)	

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Meaning of Various Marker Displays

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

Counter	Indicates that counter damage has occurred	**CANCEL**	An action has been canceled
SWAY	A character has avoided an enemy attack	**MISS**	An attack has missed due to the enemy dodging etc.
2 Hits	Displays the number of times a character or enemy has been hit		The distance between the attacker and the intended target is either obstructed or too great.

Combat Status Window

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

Ancient Warrior
2040/2040

ACTION
Attack

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

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

Standby ———— Action

Monster markers

COM point   ACT point

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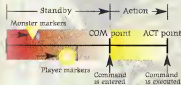
The IP Gauge determines the order in which each character acts. Each character's marker travels from left to right along the Gauge, and when a character marker reaches the COM point, you may enter your command. The action will then be executed once the character marker reaches the ACT point located at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

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

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

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

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

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

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

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

Combo

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

About Counter

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

Critical

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

About Cancel

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

Moves/Magic

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

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

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

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

About SP Recovery

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

Items

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

Defend

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

Escape

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

Evade

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

AI

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

Manual (individual) AI

Party AI

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

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

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

Different Combat Camera Angles

This camera angle captures the entire combat screen

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

This is the standard camera angle.

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

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

List of Status Disorders

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

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

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

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

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

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

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

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

Rage Gauge
The color changes as Millenia's mood gets worse

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

If her rage explodes...

She unleashes a frenzied rage attack!

Items (Here are some items appearing early in the game.)

Weapons	Item	Sales Price	Effects
	Geohound	400	+18 ATK A common Geohound's sword
	Sals	500	+22 ATK A scythe-shaped curved sword
	Shimeiter	620	+26 ATK Lion's-tail-shaped curved sword
	Fighting Staff	500	+22 ATK An archer's defensive staff
	Iron rod	720	+30 ATK A heavy iron rod
	Freakbolt	860	+35 ATK A powerful missile weapon
	Destiny Grass	1440	+46 ATK Fire attribute
	Multiuse Knife	650	+28 ATK A multi-function knife
	Hunter's Knife	880	+36 ATK Effective against animals

Armor	Item	Sales Price	Effects
	Chainmail	500	+12 DEF Boiled leather armor
	Leather Jacket	650	+14 DEF A cowhide jacket
	Adventure Suit	720	+16 DEF A heavy suit for adventuring
	Magical Suit	800	+18 DEF A magical suit made of silk
	Guardian Robe	1200	+22 DEF Gives poison resistance
	Leather Armor	950	+17 DEF Tanned leather armor
	Chain Mail	950	+20 DEF Armor made of woven chains
	Climbing Hat	240	+4 DEF A hat for mountain climbing
	Traveler's Hat	300	+10 DEF Worn by travelers
	Hairband	200	+2 DEF A band for tying hair back
	Bandana	250	+5 DEF Helps you concentrate
	Climbing Shoes	200	+6 MOV +2 DEF Sturdy climbing shoes

Items	Item	Sales Price	Effects
	Medical Herbs	30	Restores 200 HP to one character
	Woundsalve	60	Restores 400 HP to one character
	Healing Herb	50	Restores 200 HP to all friends
	Clean Antidote	14	Cures poison
	Paralysis Cure	14	Cures paralysis
	Eye Drops	14	Awakens sleeping characters
	Soothing Salve	20	Cures confusion
	Angel's Elixir	500	Revives a fallen character

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

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

Magic	Item	Sales Price	Effects
	Burn	6	Attack enemy with fireballs
	Blow	6	Attack with tornado energy
	Tailwind	8	Boosts movement with a tailwind
	Block	10	Blocks magic with a vacuum
	Sleep	5	Puts enemies to sleep with bubbles
	Heal	6	Restores a little HP
	Heal+	12	Restores a lot of HP
	Defend	4	Ups defense with the power of earth
	Crush	8	Drops defense with the power of earth
	Wow	8	Ups attack power with a passionate soul
	Zap	24	Attack by shooting ball lightning
	Snare	6	Robs strength and drops enemy defense
	Door	4	Green power curve poison and paralysis
	Reframe	12	Natural harmony unblocks magic and moves
	Freeze	5	Drops action with bone-chilling cold

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Oro	Paul Eiding
Selene	Kim Mai Guest
Elmo	B.J. Ward
Father Carius	Cam Clarke
Gonzala	Richard Doyle
Risotto	Cam Clarke
Carpaccio	Paul Eiding
Paella	Jennifer Hale
Gatta	Peter Lurie
Boenai	Jodi Benson
Client	John Cygan
Client's Daughter	Kim Mai Guest
Village Chief	Richard Doyle
Brother 1	John Cygan
Brother 2	Peter Lurie
Brother 3	Paul Eiding

Very Special Thanks To:

Kara Chowaniec
Dennis Roy
Mona Hamilton
Xavier Fouilloux
Corey Feng
David Bamberger
Laurent Detoc
Jay Cohen
Wendy Robinson
Dana Gard
Kevin Laib
Tate Myojo
Rich Kalinlewski
Sarah Obiring
Olivier Kaimpuss
Jennifer Groeling
Randy Gordon
Helene Joguet
Yasmin Naboa
Austin Gavin
Paul Brenden
David Fong
Tony Laborie
Riz & Lars

PROFILE
Noriyuki Iwadare

Born in Matsumoto City in Nagano, Japan, Iwadare learned the basics of composing music on his own, during college. After years of being involved with band, he professionally started composing game music. Between 1991 and 1997 Iwadare was recognized in an awards ceremony for his work as he won "Best Music Awards" for his work with GameArts. Iwadare was and is involved in many other music related activities, including compositions for Tokyo Disneyland and a variety of stage music and dance performances. He is also a contributing editor for Dreamcast Magazine, in Japan

TRACK LIST

1. Canção do povo (Little Shelter MIX)
2. Carbo
3. A Deus
4. DangerousZone
5. Agear
6. Fight!! Ver. 1
7. Liligue
8. Miramu
9. Saint Helm
10. Fight!! Ver. 2
11. A Deus (SUNKING MIX)
12. Canção do povo

All music for tracks 1 - 12 are provided by Noriyuki Iwadare. Words and vocals on tracks 1, 3, 11 & 12 by Kaori Kawasumi. Track 1 remixed by Yoshiharu Ohta. Track 11 remixed by Akira Carr.

Grandia™ II

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PROOF OF PURCHASE

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