Summoner

A GODDESS · REBORN

INSTRUCTION BOOKLET

THQ

NINTENDO
GAMECUBE.

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

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

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms 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 during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button

R Button

Control Stick

C Stick

THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER.

1 Player

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Memory Card

TEEN
T
CONTENT RATED BY ESRB

TEEN
Blood
Violence

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I. Controls

L Button

R Button

Z Button

Y Button

X Button

A Button

B Button

C Stick

Control Stick

+ Control Pad

START / PAUSE

Menu Screens

Control Stick	Highlight options
Control Pad	Highlight options Cycle between status effects/resistances (Stat Screen) View moves/abilities (Skills Screen)
A Button	Select option Select character AI mode (Stat Screen)
Y Button	Show Item info (Equip Screen)

X Button	Toggle stats (Equip Screen)
B Button	Cancel Return to previous menu
Z Button	Cycle between characters Cycle between item slots (Equip Screen) Cycle between party reserves/ summons (Party Screen)
L Button/R Button	Cycle between screens

Game Controls

Control Stick	Move selected character Move character (in first person mode only)
C Stick	Rotate/Zoom camera Look (in first person mode only)
Control Pad Right	Open Item/Skill menu
Control Pad Down	Solo mode
Control Pad Left	Switch characters
Control Pad Up	Toggle map

A Button	Look at object (When eye icon overhead)
	Open door (When door icon overhead)
	Talk to character (When mouth icon overhead)
	Use object (When hand icon overhead)
	Pull lever (When lever icon is overhead)
	Use teleporter (When teleporter icon is overhead)
B Button	Attack
Y Button	Use currently selected Skill/Spell/Item
X Button	Special attack
Z Button	Attack modifier Toggle First Person Mode for ranged weapons
R Button	Press and hold to lock on to Target Press quickly to center camera
L Button	Block/Attack Modifier
START	Main Menu

2. MAIN MENU

- ◆ New Game—Start a new game from the beginning.
- ◆ Continue—Load a saved game (will default to this if a save game is detected).
- ◆ Options—Modify the game options.
- ◆ Credits—View the production credits.
- ◆ Extras—View the extra features.

3. OPTIONS SCREEN

Gameplay Options

- ◆ Rumble Feature—Turn the Rumble Feature on or off (On/Off).
- ◆ Invert First-Person Y-Axis—Invert the Y-Axis for first person mode (Yes/No).
- ◆ Invert Camera Rotation—Invert the camera rotation on the C Stick while in-game (Yes/No).
- ◆ Solo Mode Confirmation—Turn the solo mode on or off (On/Off).
- ◆ Cutscene Subtitles—Turn the cutscene subtitles on or off (On/Off).

Sound Options

- ◆ SFX Volume—Use the slider to control the volume of all sound effects, except voice. When at 0, SFX are off.
- ◆ Voice Volume—Use the slider to control the volume of all voice in the game. When at 0, voice is off.
- ◆ Music Volume—Use the slider to control the volume of all music and cutscene soundtracks. When at 0, music is off.

  Speakers—Settings for Mono or Stereo
  Y Button—Restores defaults

4. PLAYING THE GAME

Maia begins her adventure on the stormy Midnight Sea as her ship is being boarded by pirates intent upon capturing her. When you begin a new game, a tutorial is available to help you become accustomed to the game controls. The tutorial explains how to talk to other characters, find items, and engage enemies in battle.

It is highly recommended that you use the tutorial to learn how to play Summoner®: A Goddess Reborn. However, you may bypass any of the tutorial screens by pressing the A Button.

Game Screen

The game screen provides important information about each active party member. It also shows the surrounding environment containing Non-Player Characters (NPCs) to talk with and learn from, items to find and manipulate, and enemies to battle.

Character Status

The portraits of playable characters appear at the bottom of the screen during regular gameplay. The portrait of the currently selected character is outlined in white. You may switch between party members by pressing left on the Control Pad.

Health Points

The number next to the heart is the character's current number of health points (HP), while the bar below shows that number as a fraction of the character's maximum HP. Health Points reflect a character's state of health. The color of the HP number indicates the approximate health of the character.

- White HP Number — 100% HP
- Green HP Number — 50-99% of max HP
- Yellow HP Number — 25-49% of max HP
- Red HP Number — 1-24% of max HP
- Gray HP Number — 0 HP (unconscious)

At 25% of maximum HP, a heartbeat sound begins to play. It beats faster and faster as the character's HP level nears 0. When the HP value reaches 0 the character is knocked unconscious, but may be revived with spells or scrolls. Unconscious characters remain on the ground where they fall, and may not execute any actions. Unconscious characters' portraits are grayed out. If the entire party is at 0 HP, the game ends.

Ability Points

The rightmost number and the blue bar beneath it represent the character's Ability Point (AP) level. Ability Points are used to execute special abilities and cast spells. The number is the actual number of ability points remaining, while the bar shows that number as a fraction of the character's maximum AP. As Ability Points are depleted, the number darkens from white to gray. AP slowly regenerate over time.

Status

The second line displays any special status the character possesses. If there is no special status, the word "Normal" appears in white. Beneficial status effects (i.e. invisibility) are in green type, while negative ones (i.e. poisoning) are red. If multiple special statuses are simultaneously in effect, they cycle.

Skill Points

A blue glow pulsing behind a character's portrait indicates unassigned skill points are available.

Mini-Map

The Mini-Map displays the immediate surroundings of the active Player Character (PC). The faded blue outline delineates the space where PCs may walk. The section of the Mini-Map occupied by the active PC is highlighted in bright blue. New additions are made to the Mini-Map outline as the party explores more of their environment.

The currently selected character is represented by a yellow dot, while green dots represent other party members and red dots important non-player characters (NPCs). Purple dots indicate important doors, and orange dots represent landmarks.

Dialogue

While traveling everywhere from Halassar to the Isle of Teomura, Maia and her companions can speak with any of the characters they meet.

When the active PC approaches an NPC, a mouth icon will appear over the PC's head. To initiate the dialogue, simply press the A Button when the mouth icon is present. The character and NPC(s) in the dialogue speak and respond to each other, though at times you must select one response from several displayed. Use the Control Stick to highlight a response and press the A Button to select it.

To move through a dialogue quickly, press the A Button as any line is being spoken. This cuts off any voice effects and displays the entire line of text. Additionally, you may skip an entire dialogue sequence by pressing START at any time during that sequence (this also works for cutscenes). This is not recommended unless you have already viewed that sequence. Dialogue is vital to the success of the party, as NPCs often possess critical information about Maia's quest, items to aid the party, or optional adventures for the party to undertake. Most important NPCs will appear on the Mini-Map.

Combat

The party will encounter hordes of hostile creatures while completing Maia's quest. Each party member has a distinct fighting style—mastering these styles will aid you in vanquishing your foes.

Initiating Combat

Try to surprise your opponent by approaching it from behind or above. This gives you an advantage on your first strike. To attack, simply turn towards an enemy in range and press the B Button. If there are multiple enemies in the vicinity, the selected character automatically aims at the closest opponent. Any non-ranged normal attack can strike multiple enemies, depending upon the weapon and attack used.

Damage

Damage is the amount of HP lost when a creature is struck by an attack or spell. During combat, numbers will appear over the combatants' heads. The color of the number indicates the effect on the combatant's HP.

- White Number—Damage dealt to enemies.
- Yellow Number—Damage dealt to your characters.
- Green Number—HP restored through magic or other means.

Enemy Status

Opponents have red and blue bars over their heads. The red bar shows the opponent's current HP level, while the blue bar represents its AP level. When the red HP bar is depleted, the enemy is dead; when the blue AP bar is deleted, the enemy may no longer cast spells or use special abilities.

Combo Moves

Combo moves allow you to strike up to three consecutive blows against an enemy without expending any AP. When a combo is successfully executed (each combo requires a different button sequence), it may have a number of effects upon both the opponent and the PC—combos may do extra damage, add elemental damage, or add status effects. Player characters have a number of combo moves, which they gain by allocating skill points to certain skills. However, executing combo moves leaves the character vulnerable for a short period of

time after the final attack. Computer-controlled party members use combos that you have unlocked, but ration their AP so as to keep above a minimum level.

Special Attacks

Maia and all the members of her party gain access to powerful special attacks as they gain proficiency in their particular combat skill. Each character has a different combat skill in which to allocate skill points. For example, when Maia has 2 skill points assigned to Halassar Combat, she gains the Kick attack, which does less damage than her normal attack with the Queen's Sword but is unblockable. When Sangaril has 2 skill points assigned to the Assassination skill, she gains the Backstab special attack. A successful Backstab strike against an enemy facing away from Sangaril does massive damage, while a frontal attack is almost entirely ineffective. These skills are explained more fully in the Skills section.

Combat-Induced Status Effects

Some attacks infer status effects. For example, the Pirate Captain has an attack that causes KNOCKDOWN. If he successfully hits Maia with that attack, a "Knocked Down!" overlay appears across the top of the screen and a button icon appears over Maia as she lies on the deck. Pressing any button quickly makes Maia return to NORMAL status (stand up) faster. Characters who have been knocked down may

not execute any actions until they return to NORMAL and take extra damage from enemy attacks while down. For more on status effects, see Status Screen on page 23.

Lock-on

If you wish to concentrate all of your attacks on one enemy, you may lock on to that enemy by pressing and holding the R Button. Doing so causes the selected character to lock on to the nearest enemy in front of them. Releasing the R Button unlocks the target. Locking on is useful for eliminating one opponent as quickly as possible, as well as for targeting special attacks and spells.

Defense

* Armor—Wearing armor increases a character's defense value, reducing the number of HP lost. Armor does not, however, decrease a character's chance of being struck.

* Blocking—While blocking, a character is immobile but cannot be hit from the front or sides. To block an attack, hold the L Button. However, a blocking character is still vulnerable to attacks from the rear. Rear attacks always cause extra damage. Both PCs and enemies have access to unblockable attacks.

* Dodging—Dodging is an effective way to evade an enemy attack. To execute a dodge, press the L and A Buttons simultaneously.

* Gaining Experience—When an enemy is defeated, a green number appears over its head. This is the number of experience points the party has earned for defeating an enemy. All experience points earned are split between the active characters. However, party members far from the battle will not gain any experience. There is a more detailed Experience and Leveling Up section on page 19.

* After Combat—After an enemy has been defeated, there is a chance that it left behind gold or items. If it dropped gold, the gold appears in a small pile on the ground. To pick it up, simply walk over it. A message appears over the PC's head indicating how much gold was acquired. If the enemy dropped any items, a small sack will appear on the ground where the enemy was killed. To pick up the sack's contents, move near the sack until the hand icon appears over the PC's head and press the A Button.

Use Skills, Spells, and Items Menu

At any point during normal gameplay, you may bring up the Use Skill/Item Menu by pressing right on the Control Pad. The game pauses while this menu is accessed. From the Use Skill/Item Menu you may select skills, spells, and items for the active PC to use. The options displayed depend on which character is selected and what items the party is carrying. If you are not carrying a given type of item, that item category is not displayed.

Each character has skill and spell categories, each of which will contain that character's specific abilities. All characters have the same item categories: QUEST and POTIONS & SCROLLS.

Select the skill/item category by pressing left or right with the Control Stick, then press up or down to highlight the specific item or spell you wish to use. Pressing the A Button or Y Button readies the highlighted item for use and returns you to the game screen. To use the skill, spell, or item you have selected once in game mode, press the Y Button.

Targeting
Some skills, spells, and items require you to target another character. Use the Control Stick to cycle through the possible PC/NPC targets. Press the A Button or Y Button to use the skill, spell, or item. If you are already locked on to an enemy, some offensive spells and special attacks automatically fire at that enemy (i.e. Fire Arrow, Icicle, and Energy Bolt).

Switching Characters
As more characters join Maia in her quest, controlling them individually will allow you to use their unique abilities to defeat any challenge. To cycle through the available party members, press left on the Control Pad. The selected PC's portrait at the bottom of the screen will become outlined in yellow and the camera will switch to the new character. You may never have more than three active PCs.

Solo Mode

You may have any character temporarily leave the party and go exploring on their own at any time. To go adventuring solo, select the character you wish to control then press down on the Control Stick while in the Game Screen. You may now control the active character as usual without the rest of the party following. You may still switch characters by pressing left on the Control Pad. Switching characters does not deactivate Solo Mode.

While Solo Mode is active, unselected party members will remain stationary, and attack only if attacked. To end Solo Mode, press down on the Control Pad again. The rest of the party will rejoin the active character. Using Stealth abilities automatically activates Solo Mode. You must have all conscious party members near the exit to leave a level.

First Person Mode (FPM)

Some party members (Sangaril and Iari, as well as some Summons) have access to ranged weapons. You may attack normally with these weapons, but you may also fire them in

First Person Mode (FPM). To enter FPM, press the Z Button. When in FPM, you move forward, backward, left, and right with the Control Stick. You look left, right, up, and down with the C Stick. The B Button is still the attack button. You cannot block or dodge while in First Person Mode.

Automap

There are two map modes available to aid Maia and her party: Mini-Map and Automap. Press up on the Control Pad to pause the game and expand the Mini-Map to the full screen. This will display a more detailed view of the party's surroundings. The name of the area the party is in is displayed at the top of the screen. You may see everything that the party has revealed about the environment. You may scroll around the Automap using the Control Stick. Like on the Mini-Map, party members appear in green, important NPCs in red, important doors in purple, and landmarks in yellow. Scrolling over any of these points displays a description at the bottom of the screen. You may zoom in by pressing the Y Button. Press the X Button to zoom out.

Press the B Button to return to the game screen. This will remove all maps from the screen. Press up on the Control Pad again to reopen the Mini-Map in the upper left corner.

Experience and Leveling Up

Experience points reflect the knowledge characters gain by defeating enemies and completing quests. When a character accumulates enough experience points, they advance to the next experience level. Each time a character attains a new level, or "levels up," that character's maximum HP and AP increase. Additional skill points are also gained. A blue flame pulses behind a character's portrait if he or she has skill points to distribute. This flame will remain until all skill points have been distributed. You may find out the number of Experience Points a character needs to level up in the Status Screen.

For more on distributing skill points, see Skills Screen on page 27.

Worldmap

At certain points in the game you can access the Worldmap. This screen shows you what locations you can travel to from your current position. Use the Control Pad or Control Stick to select a locale, then press the A Button to move there. Only unlocked locales are visible on the Worldmap.

5. INTERFACE SCREENS

Pause Menu

At any time during normal gameplay, press START to bring up the pause menu.

The name of the area the party is currently exploring is displayed at the top of the screen. The time (hours:minutes) you have logged while playing the game is directly below. The amount of gold the party is carrying is shown in the upper right.

The bottom of the screen has the standard character portraits, but with two additional lines. The third line shows the PC's current level, while the fourth shows which AI script the PC uses when the character is under computer control (not being controlled by the player). This can be changed in the Status Screen. See page 23 for more information.

The Pause Menu is displayed in the center of the screen; it allows you to select from 11 different screens. These screens allow you to manage your party's equipment and skills, as well as view character statuses, assigned quests, and background information regarding characters and locations they have encountered. There is also a HELP screen that has information about common game terms and basic controls. You can also Save and load games from the Pause Menu (see page 20). Select QUIT to exit to the Summoner®: A Goddess Reborn Main Menu without saving the game.

Once you have selected one of the screens (other than Save, Load, Help, or Quit) you may cycle between it and the other screens using the L and R Buttons. The menu labels are displayed at the top of the screen.

Equip Screen

As Maia and her allies explore the worlds of Summoner®: A Goddess Reborn, they will acquire many powerful items. The Equip Screen is used to change the equipment used by members of the party. You cannot see potions, scrolls, or quest items from this screen.

When the Equip Screen is accessed, a model of the selected PC appears on the left side. You may cycle between any of the characters in your party using the Z Button. There are 9 slots that may be used to equip items, although not every character may use every slot.

Slot	Used to Equip
Head	Necklaces and Masks
Torso	Torso Armor
Thighs	Leggings
Feet	Boots
Hands	Gauntlets
Sword	Weapons
Gem/Shield	Gems (Iari only) / Shield (Maia only)
Ring 1	Rings
Ring 2	Rings

Pressing the Y Button with an item highlighted provides basic information and a picture of that item. To change an equipped item, highlight it and press the A Button. This will slide the character model to the right, and a list of all other items which may be equipped by the selected character in the given slot will appear on the left. Again, pressing the Y Button provides basic information about the highlighted item, while the X Button shows the item's attributes. The attribute overlay shows what effect, if any, equipping the item will have on each stat of the selected character. You may cycle between the different slots using the Z Button.

Attributes

HP—	Effect on character's max HP value.
AP—	Effect on character's max AP value.
SPEED—	Effect on character's Speed value.
STR—	Effect on character's Strength value.
DEF—	Effect on character's Defense value.
MPWR—	Effect on character's Magic Power value.
MDEF—	Effect on character's Magic Defense value.
ICE—	Effect on character's Ice resistance.
FIRE—	Effect on character's Fire resistance.
ENERGY—	Effect on character's Energy resistance.
PIERCE—	Effect on character's Piercing resistance.
SLASH—	Effect on character's Slashing resistance.
BLUNT—	Effect on character's Blunt resistance.

Status Screen

The status screen shows the status of the characters in the party. It is also used to change characters' AI scripts.

In the upper left of the Status Screen, there is a portrait of the currently selected player. You may cycle between party members using the Z Button.

Stats

Level	Denotes the character's current level.
XP to next:	How much experience that character must accumulate before reaching the next level.
HP	Current HP value/ Max HP limit.
AP	Current AP value/ Max AP limit.
Speed	Affects the speed at which you attack and how often you are able to attack. Anything lower than 100 is slower than normal. Anything higher than 100 is faster than normal.
Strength	Affects the amount of damage you do in combat (higher = more damage done).
Defense	Affects how much damage you take in combat (higher = less damage taken).
Magic Power	Affects the strength of the spells you cast (higher = more damage or a higher chance the spell will work).
Magic Defense	Protects you from negative spell effects (higher = less damage or less chance of the spell working).

Resistances

Resistances indicate how resistant a character is to each type of attack. Resistance is measured between -100 and 200. -100 indicates the character will take double damage, 100 indicates no damage taken, and 200 indicates the character will gain HPs equal to the full amount of damage.

Status Effects

At any given time, party members may have multiple status effects acting upon them, from paralysis to magical HP regeneration.

Wards

Wards act in the same way as status effects except that instead of changing a character's statistics, they make a character immune to certain types of spells. Wards are usually found on powerful enchanted items.

AI Scripts

The upper right shows the selected character's AI script. You may change the script by pressing the A Button to bring up the AI script overlay.

Melee	The character only uses Melee weapons and will not cast any spells. They will also attack enemies that are not attacking the currently selected character, if available.
Support	Character will use ranged weapons if available. Character will also attack enemies that are attacking the currently selected character.
Healer	Character will attempt to heal characters below the healing threshold they are set to, and above the AP threshold they are set to. If no healing is required then they use ranged or melee attacks.
Caster	Character will cast offensive spells until they reach their AP threshold. Then they resort to ranged or melee attacks.
Healer/Caster	Character will heal party members if they are below the healing threshold. If no characters require healing then the character will use offensive spells as long as they are above the AP threshold. Once they are past that point they will use ranged or melee attacks.

Skills Screen

Each member in the party has a unique set of skills, which can be improved to gain more powerful spells and attacks, improve their inherent abilities, and become more resistant to enemy attacks.

The Skills Screen is laid out in a similar fashion to the Status screen. The upper left part of the screen displays the currently selected character. You may cycle between characters using the Z Button.

The right side of the screen shows a list of the skills the currently selected PC has access to. All skills have a value range from 1 to 10. Highlighting a skill using the Control Stick displays a description of that skill at the bottom of the screen. If the skill gives a character new abilities, you may use the Control Stick to see descriptions of the abilities that skill has given your character, what new abilities it can give the character, and at what level you can unlock those new abilities.

When a character gains a level, you assign skill points at this screen. The number of skill points the character has to assign is displayed directly under his or her portrait. To allocate points, highlight the skill you wish to improve and assign points by pressing the A Button. You may remove points by pressing the X Button, but not after you leave the Skills Screen and save the new point changes.

As characters gain levels they attain access to new, powerful skills. A skill level can never be higher than the character's experience level. Some skills acquired later in the game have lower point limits.

Quest Screen

When Maia and her allies are asked to complete tasks, they are added to the quest screen. Quests, while sometimes difficult, are often very rewarding in terms of gold, items, and experience.

There are three categories of quests in the Quest Screen: Main, Optional, and Completed.

* Main Quests—Must be completed to win the game.
* Optional Quests—Not necessary to complete the game, but can provide special rewards and a more in-depth experience. Not all optional quests are entered in the quest journal.
* Completed Quests—Quests you have already completed, both Main and Optional.

You can cycle through the three categories using the Z Button. To view information about a specific quest, scroll up or down using the Control Stick.

When you complete a quest or have a new quest assigned to you, it will appear in your journal.

Lore Screen

The Lore Screen is an encyclopedic collection of information that you have learned during the game. There are three categories of lore: Mythology, People, and Places.

* Mythology—The Mythology section contains legends and prophecy— and perhaps a clue to Maia's identity?
* People—The People section contains information about important characters in the world of Summoner®: A Goddess Reborn.
* Places—The Places section contains information about important places visited by Maia and her companions.

You can cycle through the three categories using the Z Button. Highlighting an entry using the Control Stick will display information about that entry on the lower half of the screen. You will be notified when lore entries are created or modified.

Party Screen

The Party Screen divides the party into the Main Party (active characters) and the Reserves. It displays the portrait, name, level, maximum HP, and maximum AP of all party members. Additionally, you may view the Summons Maia has gained access to.

At various points throughout the game (between levels) you may be given the option to select which characters accompany Maia on her quest. The Party Screen is used to modify your party configuration. To change the active party, highlight the character you wish to replace by scrolling Up/Down using the Control Stick, then press the A Button. Scroll through the reserve party members and highlight the character you want to add then press the A Button again. The characters will switch places on the screen. There are times when a certain character must remain in the party. During these times, you may not select that character with the A Button. The order in which the characters appear has no effect on gameplay.

By using the Z Button you may cycle between the party reserves and Maia's Summons. The Summon list shows each of the Summons Maia currently has access to.

6. SUMMONING

Near the beginning of the game Maia comes upon a Summoning Stone. She learns that she has the unique ability to activate these stones, which in turn unlock her latent ability to turn into elemental beings. There are four different types of Summons (Blood, Tree, Sand, and Eye), and each has several different levels. Every time Maia finds a Summoning Stone she gains the ability to transform in to a new type of creature. Maia's summoning ability is an integral part of her identity—but what exactly is her identity?

Summoning has some restrictions. There must be sufficient open space around Maia for her to transform, and she must have the requisite AP. After summoning, Maia may not summon again for a short period of time. Summons are only active for a limited amount of time, depending upon Maia's summoning skill level.

Finding these Summoning Stones is integral to Maia's destiny. The only way to discover that destiny is to find as many of these stones as you can.

7. SKILLS

There are six different types of skills (General Combat, Attribute, Discipline, Circle, Ability, Combat) encompassing nearly 40 individual skills. Each character has access to a unique subset of these skills with which to aid the party in completing its goals.

Most skills have a value range of 1-10, ten being mastery of the skill. Some skills, which are accessible later in the game, do not have ten levels of proficiency. There are two types of skills—active and passive.

Active Skills

Active skills are employed like spells—using an active skill requires Ability Points. Although characters start with few active skills, they gain many more as they advance in experience levels.

Passive Skills

Passive skills are automatically activated in appropriate situations. You may view the status of passive skills in the Skills Menu, but they are never selectable.

All General Combat skills are passive. At Sword Weapons level 1, Maia has little proficiency with sword weapons. This means that although she can wield sword weapons, she is not particularly skilled in their use. At level 10, however, Maia can execute the most advanced of sword attacks.

8. SPELLS

Some characters have the ability to wield powerful magic. Certain characters may find that their skill in spellcasting far outweighs their skill with sword or staff.

These are some of the spells that you will get access to during the course of the game. There are many more that can be found!

Fire Arrow	Launches a fire arrow at an opponent.
Icicle	Launches a sharp ice shard at an opponent.
Energy Bolt	Fires a bolt of energy at an opponent.
Heal	Heals a small amount of damage on an ally.
Revive	Brings an ally back to consciousness with 1 HP.
Protect	Provides extra protection from Physical attacks.
Dart	Fires a non-elemental bolt at an enemy.
Cure	Removes negative spell effects from an ally.

9. items

There are several different types of items. Most of the item types are listed below with examples.

Weapons

There are six types of weapons that Maia and her allies may use to fight their enemies. Each character has a unique skill set and weapon configuration. For example, Maia can use either a sword or a hammer in one hand and a shield in the other. Sangaril, however, uses either a bow (both hands) or a sword in each hand.

Sword weapons
Pirate Cutlass—The Pirate Cutlass is used by the pirates on the Isle of Teomura. Although quick, it is not particularly powerful.

Axe weapons
Battle Axe—The massive Battle Axe is Taurgis' starting weapon. Requiring both hands, it makes up for slow speed with reach and power.

Blunt weapons
Teomuran Mace—The Teomuran Mace is a relatively slow weapon. It is light enough to be wielded with one hand and deals blunt damage.

Bow weapons
Yew Crossbow—A simple crossbow fashioned of yew.

Staff weapons
Enchantress Staff—An ancient weapon, the Enchantress Staff was once in the possession of twin Teomuran princesses.

Armor

Armor is worn to enhance a character's defense.

Body Armor
Munari Armor—A full set of armor forged by the Munari. It is relatively light, and does not significantly encumber the wearer. The Munari Armor consists of torso, arm, and leg sections, as well as boots.

Jewelry

Rings and necklaces enchanted with powerful magic.

Rings
Sword Ring—When worn, the Sword Ring increases the wearer's skill with sword weapons.

Necklaces
Defense Chain—The Defense Chain is enchanted to increase the wearer's defense against enemy attacks.

Potions

Draughts that heal injured or afflicted characters.

Health tonic—Heals the character that uses the potion.

Cure Potion—Removes any negative status effects on the character.

Scrolls

Scrolls contain one-shot spells that may be used by any character, regardless of skill.

- **Fire Arrow Scroll**—Fires a low level arrow at an enemy.
- **Revive Scroll**—Brings a party member back to consciousness.
- **Enchant Ice Scroll**—Enchants a party member's weapon so that it attacks with Ice damage, for a limited time.

Miscellaneous Items

Items of intrinsic value, like gems or artifacts, which have no game function but may be sold.

Quest Items

Items that Maia and her companions find that are needed to complete quests, both Main and Optional.

10. THE WORLD OF SUMMONER®: A GODDESS REBORN

THE PROPHECY OF HALASSAR

Ages ago, Halassar was ruled by wise kings who worshipped the goddess Laharah.

In their myths, Laharah planted a seed that grew into the Tree of Eleh, the source of all creation. Laharah made the "First Born," who founded the Kingdom of Halassar. After a great storm shattered Eleh, Laharah departed, but not before promising to return and heal the Tree.

In Laharah's absence, the kings of Halassar turned from the path of righteousness, and their worship of Laharah became a perverse, diabolical sorcery. These necromancers called themselves the "Nhuvasarim."

Githiran I, the first emperor of Galdyr, conquered Halassar and banished the Nhuvasarim. Githiran restored worship in Laharah as the benevolent creator. Prophets began to write of Halassar's rise from the ruins of the old empire, believing that Laharah would return to vanquish evil and heal the Tree of Eleh. Their writings were collected in the "Book of the Prophets."

Over two thousand years after Githiran's death, their prophecy came true.

Maia

Role: Queen of Halassar

Maia was crowned the Queen of Halassar at the age of four after winning her kingdom's independence from Galdyr. Her followers believe she is the goddess Laharah reborn as foretold in the Book of the Prophets. Maia must learn how to fulfill her prophecy, become the goddess Laharah, and heal the Tree of Eleh.

11. SAVIΠG AΠD LOADIΠG

Summoner®: A Goddess Reborn enables you to save data during a game using a Nintendo GameCube™ Memory Card. Insert a Memory Card into Memory Card Slot A or Memory Card Slot B of the Nintendo GameCube™ system before you start a game.

Save Screen

Select SAVE from the Pause Menu. You cannot save a game during combat or during mini-games. The Save Screen will appear. Select a Memory Card from those displayed in the upper left using the Control Stick. All previously saved games appear on the lower half of the screen. Highlight any of the saved games to display a screenshot of the exact location where that save took place. Pressing the A Button while a previously saved game is highlighted saves the current game in that slot, erasing the previous saved game. If there is an open slot, simply highlight it and press the A Button to save your game in that slot.

You may switch to the Load Screen using the L and R Buttons.

Load Screen

Select LOAD from the Pause Menu. The Load Screen will appear. Select a Memory Card from those displayed in the upper left using the Control Stick. All previously saved games appear on the lower half of the screen. Highlight any of the saved games to display a screenshot of the exact location where that save took place. Press the A Button to load the highlighted saved game.

You may switch to the Save Screen using the L and R Button.

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