LOST KINGDOMS II

ACTIVISION

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ACTIVISION

NINTENDO GAMECUBE

2 Player Simultaneous / 1 Player

THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE OR TWO PLAYERS
AND CONTROLLERS.

Memory Card Uses 3 Blocks

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

CONTENTS

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

PROLOGUE

In the land of Argwyll, one magic item is more renowned than all others: the Queen's Runestone. Legend says that the Runestone turns the most ferocious monsters and the most devastating gods into servants of the queens of Argwyll. Indeed, the Runestone is regarded as the foundation of the queens' power. This, the one true Runestone, has no equal.

Two centuries have passed since Queen Katia unified the land of Argwyll into one kingdom. The peace-loving people view their powerful queens with a mixture of awe and respect. True, minor conflicts have broken out from time to time, but always, the queen and her Runestone have been there to restore order and peace. For two hundred years, the Runestone has been passed down from one queen to the next. And for two hundred years, there has been peace.

But that peace now faces its most severe challenge yet...

The region of Kendarie, renowned since ancient times for the skill of its craftsmen, has managed to produce artificial Runestones. Although no match for the Queen's Runestone, the Kendarie Runestones do allow their owner to master some minor monsters. Confident in the power of their new Runestones, the Kendarie have begun to arm themselves for a war of conquest.

After reports of aggressive border actions involving the Kendarie, the Queen dispatched a messenger with a warning: "Cease all hostilities immediately, or Kendaria will know the wrath of a god."

Although the Kendarie have retreated back to their original borders, no one believed that this new peace was anything but temporary...

CAST OF CHARACTERS

Tara

Tara Grimface has known many titles: Orphan. Thief. Warrior. But now she must earn another if she is to save Argwyll and herself: Runestone Master. Growing up as an orphan in the unforgiving world of thieves taught her to trust only in her Runestone, the magical device that grants her mastery over monsters and demons, and holds the key to unlocking her past.

Runestones are the most sought-after magic item in all the land. The extraordinary Runestone that Tara carried with her from her previous existence made her the target of every rogue and thief who laid eyes on her. Having been forced to defend herself from an early age helped Tara become a formidable warrior, but it also made her already hard heart even harder. If she is to uncover the secret of her mysterious origins, she will have to overcome her distrust of others...

As our story opens, Tara is providing muscle for Victor's band of thieves. Although she despises thieving, she feels obligated to repay Victor for having saved her from the streets when she was younger.

Victor

A coarse and greedy bandit who years ago took Tara under his wing when he saw her starving on the street, Victor is the leader of the Band of the Scorpion. Since discovering that his adopted daughter has become a deadly warrior, Victor has coerced her into helping his gang of thieves. Thanks largely to the protection Tara provides, Victor's band of rogues has grown relatively prosperous.

The Band of the Scorpion

Under Victor's leadership, this ragtag band of thieves strikes terror into the hearts of greedy landowners. Some of the thieves that belong to the gang make their home in the remote border region of Bhashea. Much of their success is due to the special butterflies they breed. Their Lupian Butterflies allow them to see their enemies before they themselves are seen.

Sol

Sol is a warrior who has recently joined the Band of the Scorpion. With his elaborately engraved blade and practiced swordsmanship, Sol is anything but a typical bandit. What secret from his past has driven this youth to the fringes of Argwyllian society?

The Queen (Rashiannu)

Rashiannu is the current ruler of the land of Argwyll and a descendent of the powerful queens who first brought peace to the country. Since the time of Queen Katia, the queens of Argwyll have used the Royal Runestone to enforce the peace. With the region of Kendaria edging towards open revolt, the young queen has had to threaten the Kendarie leader with the power of the Royal Runestone and the ancient god it commands. Although Kendaria has quieted down, the Queen has little doubt that she will be required to actually use the Runestone in the near future. Complicating her position is the fact that no one has actually seen her wield the Runestone. Indeed, many believe that their queen has lost the ability to use the Royal Runestone...

Leod VIII

A descendant of Kendaria's former royal family, Leod VIII is a man possessed by ambition and dreams of glory. He is preparing to unleash an army of monsters and machines upon the world with the goal of putting himself on the throne of Argwyll. Only his fear of the Royal Runestone has prevented him from carrying out his plans for world domination. Intelligent but emotionally immature, charismatic but heartless, Leod is a worthy successor to the despots of ancient Kendaria.

Queen Katia

The legendary first queen of Argwyll, Katia saved the continent from the invading Enchanter and unified the disparate kingdoms to establish the 200-year reign of queens. She passed on her Runestone and God Card to her descendants. Beloved by common people everywhere, her status is nearly mythical, with statues of Katia adorning public places all throughout the land.

The Previous Queen

Rashiannu's mother died after a long illness, while still a young woman. Rashiannu succeeded her on the throne at the tender age of 10.

Gurd

A mysterious soothsayer rich in both knowledge and magical power, Gurd lives in a remote and inaccessible temple, but can occasionally be seen in the Ruldo Forest. Locals claim that this old woman can summon the spirits of dead heroes and villains.
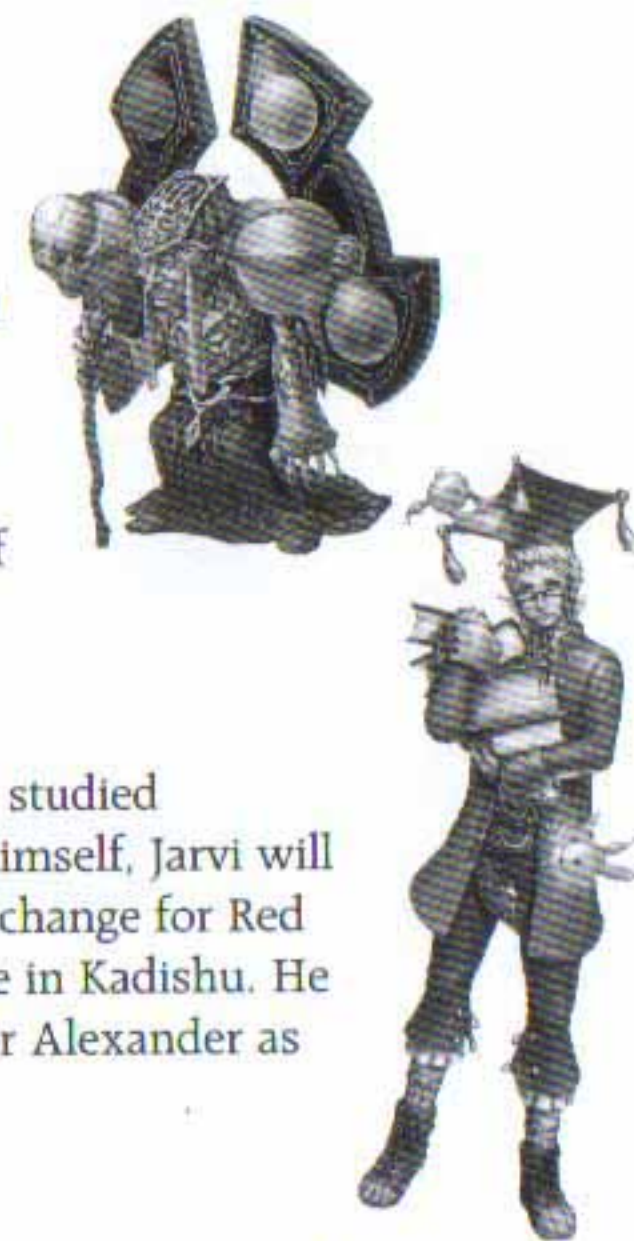
Jarvi

For generations, Jarvi's family has studied Argwyll's fairies. A fairy scholar himself, Jarvi will gladly trade magic cards in exchange for Red Fairies brought to his home in Kadishu. He claims the famous Professor Alexander as one of his ancestors.
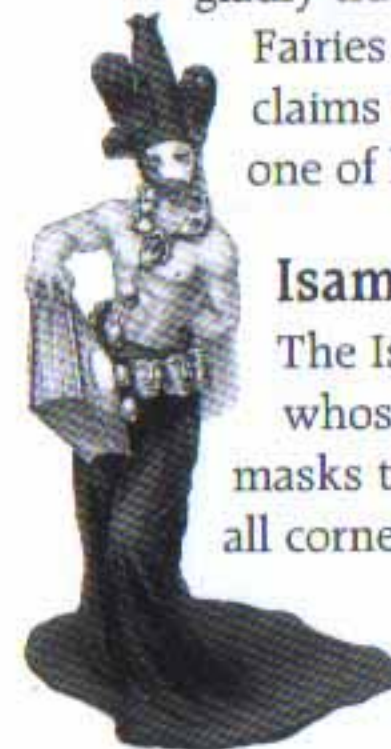
Isamat Urbur

The Isamat Urbur is a mysterious new cult whose members can be distinguished by the strange masks they wear. The cult is known to have spread to all corners of the kingdom. The exact nature and purpose of the cult is a mystery to authorities.

GETTING STARTED

Insert the Lost Kingdoms™ II Game Disc into the NINTENDO GAMECUBE system, close the Disc Cover, and push the POWER Button. When the Title Screen appears, press START on the NINTENDO GAMECUBE Controller.

Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

New Game

Start a game from the beginning.

Load Game

Start playing from where you left off during a previous session. Requires a NINTENDO GAMECUBE Memory Card with previously saved game data on it.

Two Player

Play head-to-head against a friend using the character that you created in Story Mode. Requires a second Controller. Refer to the section on VS Mode for more information.

Options

Configure the sound, Rumble Feature, Controller setups, etc.

Note: Saving your game requires a Memory Card with at least three free blocks. (Refer to the section on Saving & Loading)

When copying game data from one Memory Card to another using the Memory Card Screen, the destination Memory Card must have an empty file at the same position as the data file you're copying from, or the copy will fail. In that situation, copy the game data from within the game. Load the game data to be copied, select Save Game, and specify the second Memory Card as the save destination.

GAME BASICS

Advancing the Story

Collect cards as you clear the stages. Your deck will become more powerful as the story unfolds.

Collect cards as you clear the stages. After clearing a stage, go to the card shop to buy, sell, upgrade or copy cards in your deck (see page 29). You can also collect fairies as you clear levels and trade these to Jarvi for additional cards (see page 30). You can also edit your deck to suit your combat tastes (see page 23)! Your deck will become more powerful as the story unfolds!

THE GAME SCREEN

In Game and Battle Mode

Hit Point Gauge

Magic Point Gauge

Card Preview

Active Cards

Enemy Monsters

Hit Point (HP) Gauge

Displays your current health status.

Magic Point Gauge

Indicates the number of Magic Points you have. Using cards reduces the number of Magic Points. Collecting Magic Stones restores Magic Points. As you advance in the levels, you'll have a higher capacity for Magic Points.

Card Preview

Shows the next card you will receive in your hand. As soon as one of the cards in your hand is used up, this card will automatically move to your hand.

Active Cards (Hand)

Shows the cards currently available for use. The position of the cards corresponds to the buttons on your Controller. Cards are coloured according to their attributes.

Enemy Monsters

Each enemy has its own status display. The icon on the left is the creature Attribute. The gauge is the creature's hit points.

About the Camera

Camera settings can be changed at any time while you are in a stage.

Move the C Stick UP and DOWN to zoom in and out. Two levels of zoom are available. Moving the stick to the RIGHT and LEFT rotates the camera.

Additionally, when a Lupian Butterfly* is on the screen, pressing UP (or DOWN) enters Lock-On mode. When you are in Lock-On Mode, LEFT and RIGHT changes the selected target.

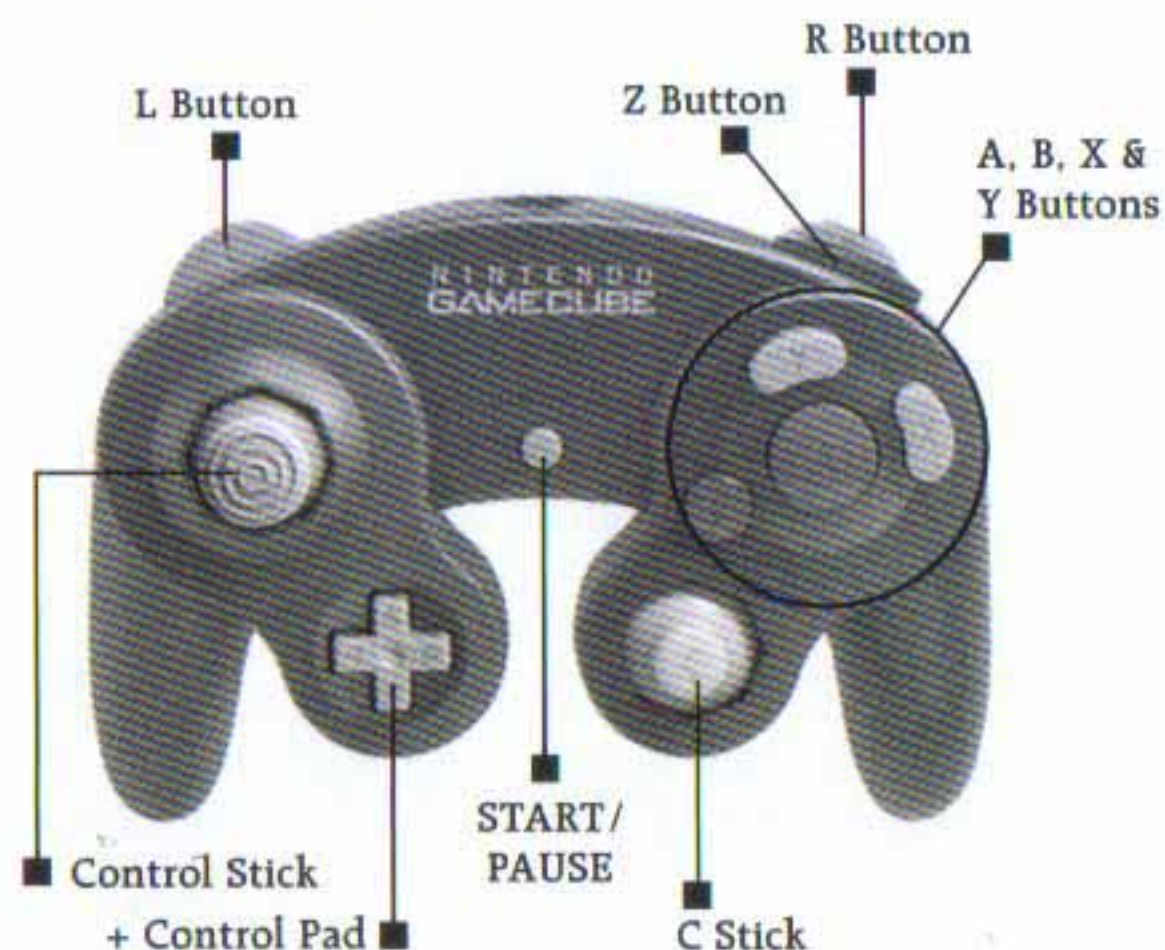Pressing UP (or DOWN) again, exits Lock-On Mode.

Pressing the L Button returns the camera to a default position behind the character.

* What is a Lupian Butterfly? This wondrous butterfly appears to point out danger when enemies are near. This is also the mark of the Band of the Scorpion.
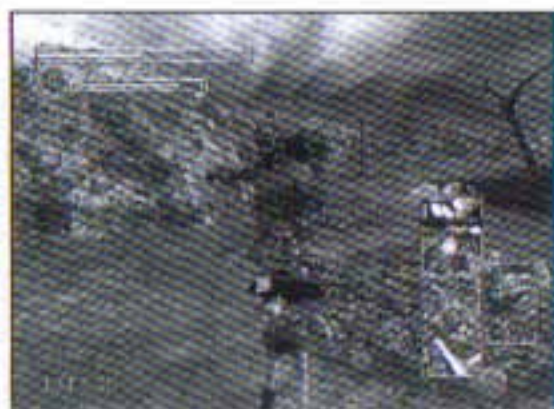
GAME CONTROLS

Controller Settings for Set 1

- **Control Stick** or **+ Control Pad** – Moves character in direction corresponding to screen orientation.

- **C Stick** – Camera Angle, Zoom and Lock-on Mode

- **A B X Y Buttons** – Uses the card whose on-screen location corresponds to button position.

  - Whenever there is a ! on screen:
  A Button: Investigate /Converse

  - When on the Map or Menu screen:
  A Button: Confirm/Execute
  B Button: Cancel

- **Z Button**

While playing in a stage: Z-Effect/Combos

60Hz mode
This game can be set to a clearer display and better quality on TVs that support 60Hz mode. When you connect NINTENDO GAMECUBE RGB Cable to a TV which has RGB terminal an PAL60 function, you can enjoy smoother game screen with less flickers.

To activate 60Hz mode, press and hold the B Button while the NINTENDO GAMECUBE logo is being displayed until the message "Would you like to display in 60 Hz mode?" appears. Select YES to activate the mode.

Important: 60Hz mode using official NINTENDO GAMECUBE RGB CABLE is not applicable for Australia and New Zealand.

While pressing the **Z** Button, press a corresponding card button (**A**, **B**, **X**, **Y** Buttons) in order to activate the Z-Effect for that card.

In order to deactivate the Z-Effect, press the **Z** Button again along with the corresponding card button.

You can also use this to do Combos

While on Menu screens: Displays the Z Help Cursor

- **R Button** – Press and hold the **A**, **B**, **X**, or **Y** Button to discard a card.

- **L Button** – Return the camera behind the character

- **START/PAUSE** – Open Menu

Note: The default Controller set is Set 1. During game play, you can return to the Title Screen by pressing and holding the B and X Buttons and START/PAUSE. This executes a soft reset.

IN BATTLE

While you are exploring the map, you will encounter enemies. Avoid being hit, and use your cards to defeat enemy monsters. Since Tara cannot attack directly, the only way to defeat a monster is by using cards while you dodge attacks.

Efficient, effective card use is essential, because the number of cards you can carry is limited.

Using Cards
Use Card **A • B • X • Y** Buttons

*When using Controller Set 1

To use a card, press the button corresponding to the on-screen position of the desired card. Use your cards carefully:

some cards will only be effective if they are activated within a certain distance of a monster. Others require you to be pointing at the enemy when activated, or they will expend their attack on empty space. Once you have used all the cards in a stage, you cannot use them again in that stage.

Discarding Unwanted Cards
Throw Away Card **R Button** + **A • B • X • Y** Buttons

*When using Controller Set 1

You can discard an unwanted card by holding down the **R** Button then pressing the button corresponding to the card you want to dump. Discarded cards are returned to the bottom of the deck.

Strengthen Cards
Z-Effect **Z Button** + **A • B • X • Y** Buttons

*When using Controller Set 1

By pressing the **Z** Button and a corresponding card button, you will activate the Z-Effect

(A blue frame surrounds Cards that have been Z-Affected)

Under Z-Effect, cards use twice the normal number of Magic Points, but also have their strength increased.

* Weapon cards, Independent cards, and Summoning Cards all have an increase in their attack power. Defence and Transform cards increase the number of hit points.

Additionally, by activating the Z-Effect on certain cards, you can create combos. (When you create a combo, the cards appear with a red frame around them.) Once you have assembled a combo, you may throw it by using one of the cards.

Magic Stones

Magic Stones restore your Magic Stone Gauge. They will appear when you damage an enemy or destroy a terrain object. They will disappear unless you collect them quickly.

Types of Magic Stones

There are three types of Magic Stones. Each type replenishes your Magic Stone Gauge at a different rate.

Small Magic Stone - Recharges Magic Stone Gauge by 1

Medium Magic Stone - Recharges Magic Stone Gauge by 3

Large Magic Stone - Recharges Magic Stone Gauge by 5

If you continue to collect Magic Stones after your Magic Stone Gauge is full, the Magic Stones will be converted to gold. Instead of recharging points to the Magic Gauge, each Magic Point that you would have otherwise received that is over your Maximum is converted to 1 G.

The amount of gold is displayed under the Magic Gauge.

Note: If you run out of Magic Stones, you will lose hit points every time you use a card. If you run out of hit points, that will be the end of your mission, so collect all the Magic Stones you can.

Experience Points

You collect Experience Points by defeating enemies in battle. The experience points you collect are added on to the experience point totals for the main character and for the cards used to earn them. When the main character reaches a certain number of points, she will earn a new level. With the experience points you earn, you can go to the Card Shop to transform old cards into more powerful ones or make copies.

Special Damage Conditions

The special attacks of some creatures can cause special damage conditions. The special damage conditions are as follows:
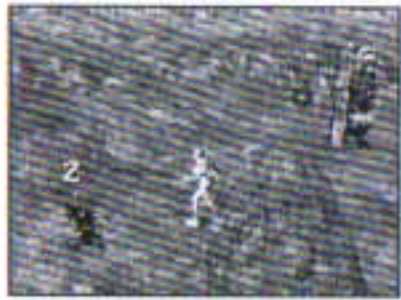
POISON: The creature or character is poisoned. Hit points are lost at regular time intervals.

PARALYSIS: The creature or character is paralysed. Movement will become slower.

SLEEP: The creature or character is asleep. Hit points return slowly. If attacked, sleep is interrupted and movement is again possible.

**STONE**: The creature or character is turned to stone and cannot move.

CURSE: The character is cursed and two of their cards will be disabled. The creature will lose all its weapons.

CHARM: The creature or character is charmed and will begin attacking allies. The main character cannot be charmed.

Captures

You can capture an enemy creature with one of your cards. If executed properly, this will seal the enemy monster into a card.
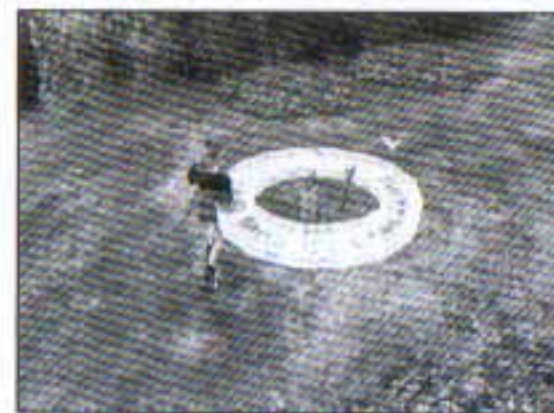
To successfully capture an enemy monster, you must deliver the killing blow with a Capture Card. A Capture Card does only a miniscule amount of damage. You will first have to wear the enemy down with normal attacks until it is almost out of hit points. Then use the Capture Card. Note that some enemies cannot be captured.

Mission Rating

At the end of each mission, your performance for that mission will be evaluated. Totals will be displayed for the number of monsters defeated, the amount of damage taken and cards used. Your performance will be rated on a three star system.

Bonus Card Selection

After clearing a stage, you can receive bonus cards depending on your performance. Select the cards you like from a selection of six.
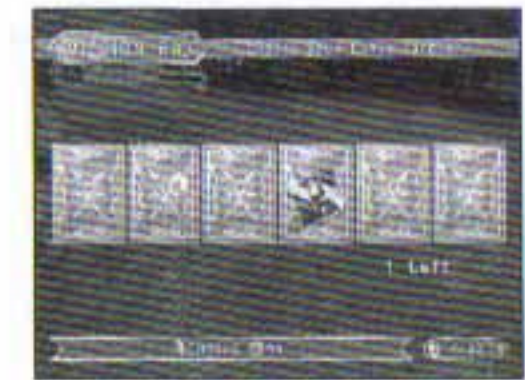
You can only select the same number of cards as the number of stars that you received. So if you received no stars, you will receive no cards.

Deck Points

Each level has one deck point. A deck point appears in the shape of a glowing blue stone on a stand. You can activate a deck point by pressing the **A** Button while standing near it. Deck points will recharge your hit points and allow you to edit your deck of cards.
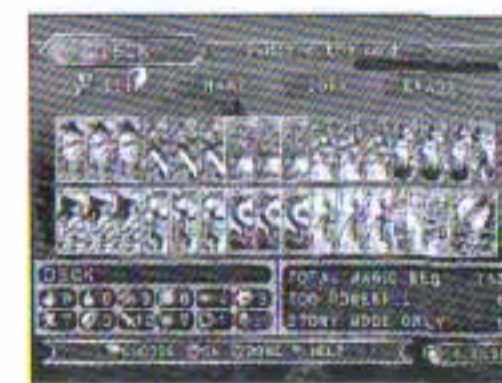
By choosing Edit Deck you can add any new cards you found on the current mission to your deck. Select the cards you wish to add to the deck and press the **A** Button. The maximum number of cards you can carry in your deck is 30.

! Icon

This icon will occasionally appear over your character's head while in Exploration Mode. This indicates that there is something at your current location that can be investigated. Press the **A** Button to interact with the object or person.

Note: You cannot use cards when the ! appears. If you would like to use a card, move away from this area.

Earning Levels

By defeating creatures and gaining experience, the main character can earn levels. By earning levels, the main character will earn an increase in total hit points and magic.

Interacting with People

As you explore the Lost Kingdoms II world, you will encounter a variety of people. Other characters often have information that can be valuable to you. Whenever you're in trouble, it's a good idea to frequently talk with other characters. To talk to another character, move near them then press the **A** Button.

Mission Failure

When the character's hit points reach zero, you have failed the mission. Additionally, when you use up all the cards and cannot finish the mission, you can choose to give up. You will continue to possess the items and cards that you have earned up to that point. Edit your deck and play the mission again.

ABOUT THE CARDS

Types of Cards

Cards are divided into five main types, as shown below:

Weapon
The creature sealed into the card will launch a single attack using its own particular style of combat. This type of creature disappears after each attack.

Summons
These creatures become one with your character as they execute one of two powerful attacks.

Independent
Acting independently, these creatures attack enemy monsters until they run out of energy.

Helper
These creatures find numerous ways to help you, such as reviving health, increasing your stats, laying traps, etc.

Transform
Using this card will turn your character into a creature, which will allow you to go places that were previously unreachable. Entering a Magic Booster while transformed will give you a temporary power-up.

Card Status

New Card
Unused cards look like this.

In Use
Cards that are used over time, like Independent, Helper and Transform cards, look like this while they are in use. While these cards are in use, the gauge slowly decreases.

Charges Remaining
When a card with multiple charges, like a Weapon card, has been used and still has charges remaining, it looks like this.

Used Card
When a card is completely used up, it appears as black and white.

Card Attributes

Each card has an attribute such as Wood or Water. The chart on the next page illustrates the relationships between attribute types. You will have an easier time in battle if you select cards whose attributes give them an attribute advantage over the enemies you expect to face.

Fire: Strongest against Wood creatures; Weakest against Water creatures
Examples: Hobgoblins, Dark Ravens

Water: Strongest against Fire creatures; Weakest against Earth creatures
Examples: Fairies, Beakers

Earth: Strongest against Water creatures; Weakest against Wood creatures
Examples: Skeletons, Lizardmen

Wood: Strongest against Earth creatures; Weakest against Fire creatures
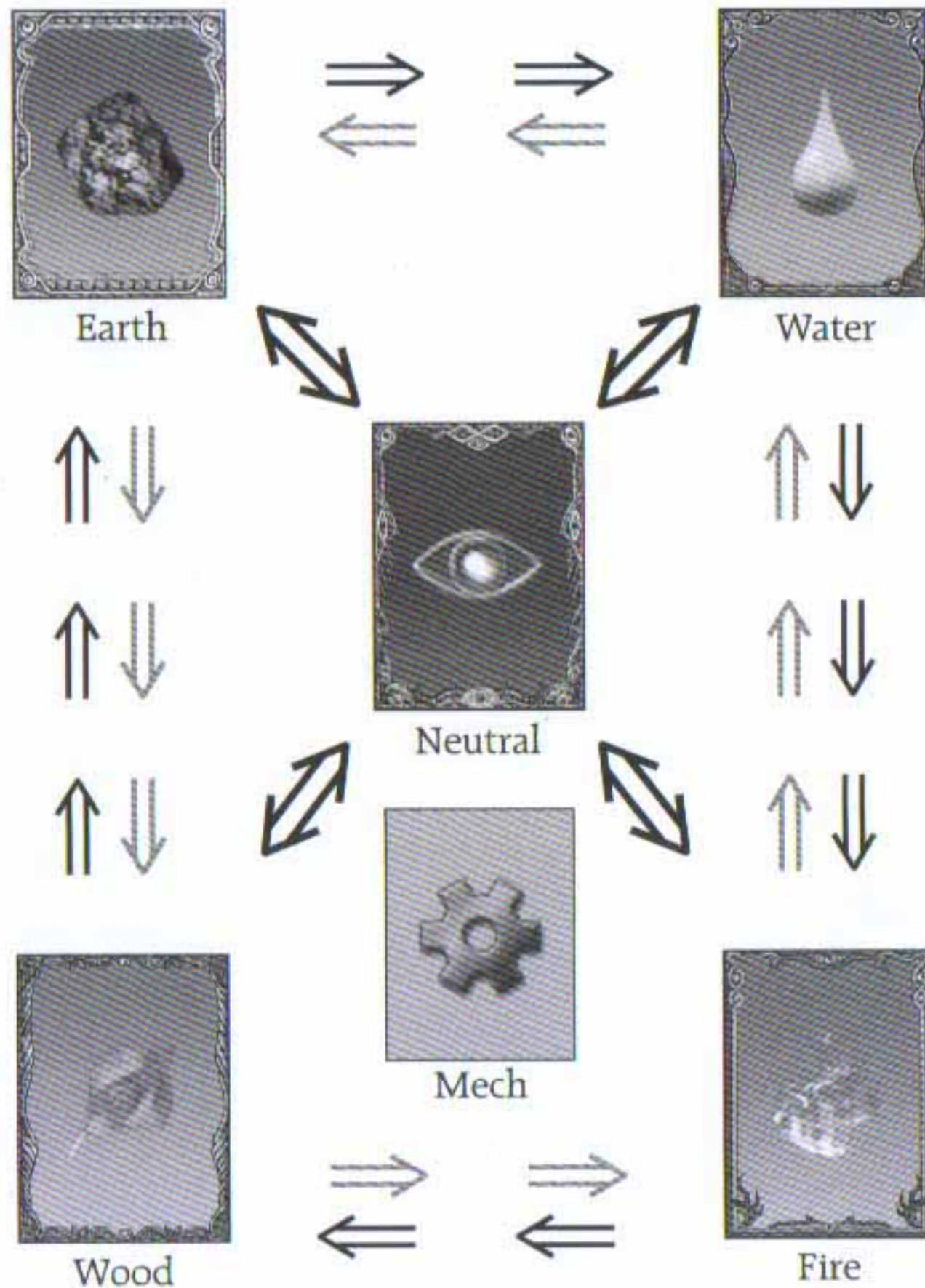*Examples: Man Traps, Mandragoras*

Neutral: Not weak against anything; Strong attack ability
Examples: Mole Monsters, Death

Mech: Not weak against anything; Strong defence ability
Examples: Aggressor GL2s, MechaPults

Attribute Relationships

⟹ Stronger than ⟹ Weaker than ⟺ Evenly balanced

Earth

Water

Neutral

Mech

Wood

Fire

Skill Level

Using a card of a certain attribute will raise your character's skill level for that attribute, but lower your character's skill level for every other attribute. When your character's skill level for any attribute changes, a message will appear just below the Magic Point gauge. Note that although there are many strong Neutral and Mech cards, using them frequently lowers your character's other skill levels, and does not raise the Neutral or Mech skill levels by very much.

You can use cards that require a skill level greater than your character's current Skill Level for that attribute. However, the Magic Point cost will be double.

THE WORLD MAP

How to Read the Map

Region Icon
An icon is displayed for each location in the region that you can visit. Move the cursor over an icon to see the location's name. Certain locations contain more than one area. When entering these locations you will be asked which area you wish to visit.

Cursor
Move the cursor with the Control Stick. Hold down the **X** Button for faster scrolling.

Location Name
The name of the current location is displayed.

MAIN MENU

Start

Begin playing the selected mission.

Deck

Edit, rename, or copy your current decks; or create a new one.

Status

View various information about your character's current status.

System

Save, load, change game settings or view your card inventory.

Quit

Quit the game and return to the Main Menu.

CHARACTER STATUS

Title – Current rank. This will change throughout the game depending on various conditions.

ATTR – Current attribute.

LEVEL – Current level.

EXP – Current number of experience points / Amount of experience necessary to advance to next level.

HP – Current hit points / Hit point max.

MAGIC – Current magic points / Magic point max.

DEF – Player character defence power.

GOLD – Current amount of gold (Gold is necessary to buy cards).

Map Information

The percentage of creatures of each attribute on the current map is displayed here.

Deck Information

The name of your current deck, the number of cards of each attribute, and the number of each type of card is displayed here.
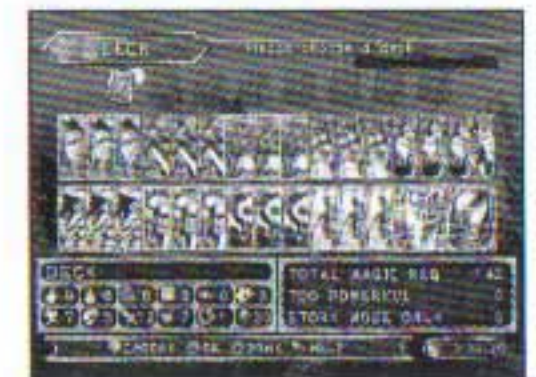
Mini Map

This mini map displays the areas of the current map that you have visited.

THE DECK

Select Deck

When you have more than one deck, you can select which one you'd like to use in the stage by highlighting it with the cursor.

Edit Deck

- Select **EDIT** to switch cards in and out of the deck.

- Display cards by attribute or type, or new cards.

- Select among these icons with the **L** Button and **R** Button to display only cards of a certain attribute or type, or only new cards.

- Display All Cards
  Select the ALL icon to display all cards currently owned.

- Select a card by highlighting it with the cursor and pressing the **A** Button. While the card is selected, press RIGHT on the Control Stick to add this card to the deck, or press LEFT on the Control Stick to remove it.
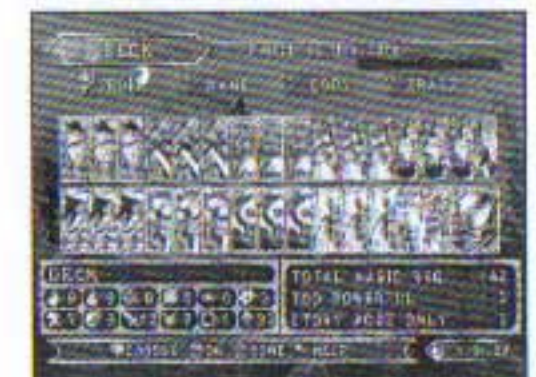
- Press the **X** Button to view detailed information for the highlighted card. Please see page 27 in the Catalogue section for detailed card information.

- Press the **Y** Button to sort the cards currently on display by various criteria.

- Simple card and deck information like the name of the card, numbers of each card by attribute and type in the deck, etc. is displayed at the bottom of the screen.

Rename Deck

Select **NAME** to rename your current deck. Highlight a letter with the cursor and press the **A** Button to add that letter to the deck name. The **B** Button will delete one character at a time. Press **START** to select OK when you are finished.

Copy Deck

Select **COPY** to duplicate the currently selected deck. This function is useful when you want to customise your deck slightly, but still leave your favourite deck as is. You can maintain up to 8 decks at once.

Erase Deck

Select **ERASE** to delete the currently selected deck. Erasing a deck does not delete the cards in that deck. However, once a deck has been erased, it cannot be unerased so please be careful when erasing decks.

New Deck

Select an open slot and press the **A** Button to create a new deck. You will be prompted to enter a name for the new deck. Highlight a letter with the cursor and press the **A** Button to add that letter to the deck name. The **B** Button will delete one character at a time. Press **START** to select OK when you're finished.

Since your new deck contains no cards, you will be sent to the Edit Deck menu. Use this menu to add cards to your new deck.

> NOTE: If you have no open deck slots, you will need to delete at least one deck before you can make a new one.

Status

Character Status – Your character's status is displayed here as in the main menu.

Skill Level – Your character's skill level for each attribute is displayed here.

Deck Information – The name of your current deck, the number of cards of each attribute, and the number of each type of card is displayed here.

Deck Sub-Information – Other information about your current deck is displayed here.

Item

Select **ITEM** to view the items you have collected along your journey.

Combos

Select **COMBOS** to view the combos you've learned from other characters, and the combos you've used.

SYSTEM

Save

The SAVE function is only available from the World Map menu. You cannot save game data while on a mission.

To save a game, first check that there is a Memory Card in the NINTENDO GAMECUBE. Select **Slot A** or **B**, highlight the file number you want to save to, and press the **A** Button.

NOTE: You can save up to eight Lost Kingdoms II games on one Memory Card. One Lost Kingdoms II saved game requires three blocks of space on a Memory Card. If you do not have at least three blocks of space on your Memory Card, you cannot create Lost Kingdoms II saved game data.

The game language which is set in the game and saved on a Memory Card has priority over the language which is set in the NINTENDO GAMECUBE console. (For more information please refer to the hardware console manual.)

Load

To continue a game saved during a previous gaming session, select LOAD. When prompted, select the slot containing the Memory Card with your saved game data. From the file list, select the specific game you want to continue playing, and press the **A** Button.

CAUTION: Never insert or remove a Memory Card while loading or saving game data. Doing so could result in game data becoming corrupted.

For information on deleting files and initialising Memory Cards, please see the Users Manual that came with your NINTENDO GAMECUBE.

Options

■ Sound

Controls audio output; choose STEREO, MONO or SURROUND. The default setting is based on the setting in the NINTENDO GAMECUBE Options Screen.

■ Music

Controls the volume of the background music. Move the Control Stick to the LEFT and RIGHT to adjust the volume.

■ Effects

Controls the volume setting for sound effects. Move the Control Stick to the LEFT and RIGHT to adjust the volume.

■ Rumble

Turns Controller Rumble Feature on and off.

■ Controls

Allows you to chose between two Controller Button layout patterns, SET 1 and SET 2.

Catalogue

Select **CATALOGUE** to view all the cards you have collected in the game.

■ Display Cards by Attribute or Type, or New Cards

Select among these icons with the **L** Button and **R** Button to display only cards of a certain attribute or type, or only new cards.

■ Display All Cards

- Select the ALL icon to display all cards currently owned.
- Press the **X** Button to view detailed information for the highlighted card. Please see below for more on detailed card information.
- Press the **Y** Button to sort the cards currently on display by various criteria.
- Simple card and deck information like the name of the card, numbers of each card by attribute and type in the deck, etc. is displayed at the bottom of the screen.

Detailed Card Information

Each creature has two sets of data: one for when it is used as a card, and one for when it appears as an enemy.

■ Card Specs

Card Attribute and Card Type

LEVEL: The skill level required to use this card

STN REQ: The number of Magic Points required to use this card

HP: The creature's maximum health strength

DEF: The creature's defensive ability

LIFESPAN: Amount of time the creature will remain active

UNIQ SKL: The special ability of the creature

SKILLS: The creature's skills

■ Card Profile

A brief description of the creature as a card.

■ Monster Spec

HP: The creature's maximum health strength

DEF: The creature's defensive ability

UNIQ SKL: The special ability of the creature

SKILLS: The creature's skills

■ Monster Profile

A brief description of the creature as an enemy.

CARD SHOPS

At certain points in the game, you will come across Card Shops. Here, you can buy, sell and upgrade cards, and make copies. You can earn the gold you need to buy cards by selling cards you acquired in battle or found in treasure chests.
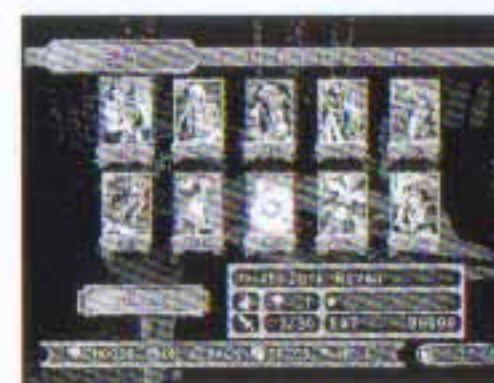
Buy Card

Selecting **BUY** will bring up a list of cards, complete with prices. The selection of cards available for purchase varies depending on how far along you are in the story.

Sell Card

Selecting **SELL** brings up a list of all the cards in your possession, together with how much you can sell them for. Remember that you still need cards for combat, so be careful not to sell too many.

Upgrade Card

Cards that have accrued enough experience points can be upgraded to other, more powerful, cards. Do this by selecting **UPGRADE**. You will be shown a list of the cards in your possession that can be upgraded. From this list, select the card to be upgraded.
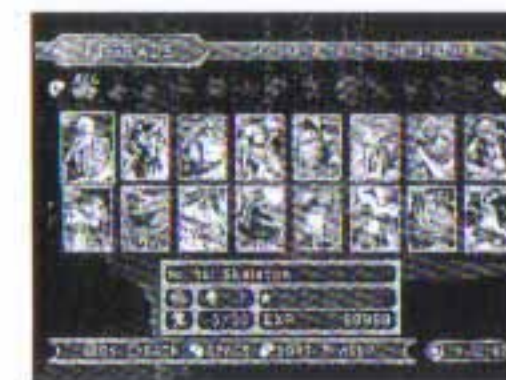
Once you have selected a card, a list of possible upgrades will appear. If one or more of these cards are face down, it means your card does not have enough experience points to be upgraded to that card.

Note: If a card has been previously displayed, you will be able to see its artwork, but it will be grayed out if your card does not have enough experience points.

Select the type of card you want to upgrade your current card to. After confirming your choice, the card will be upgraded.

Copy Card

If you want to make copies of one of your existing cards, select **COPY**. From your card inventory, select the card you want to copy. Just as with card upgrades, a certain number of experience points are required to duplicate a card.

Leave Shop

Select **LEAVE** to exit the shop and return to the world map.

JARVI'S HOUSE

Jarvi is a young scholar dedicated to the study of fairies. However, he does not travel very well so he has a very difficult time collecting fairies on his own. If you meet Jarvi during the game, he will invite you to his house. There he has a rare card collection from which he will be willing to trade cards for Red Fairies.

Give the Red Fairies to Jarvi

Jarvi will trade you magic cards for the Red Fairies that you bring him.

NOTE: Jarvi only collects Red Fairies.

Talk to Jarvi

Pick up information on fairies from Jarvi.

Leave Jarvi's House

Exit Jarvi's House and return to the World Map.

ABOUT FAIRIES

Fairies are magical creatures native to Argwyll. They are born from the slivers of the human heart that break off when someone forgets what it is to love. When new to the world, fairies are ethereal beings that disappear if touched. As they grow older, they change from blue to red in colour, and take on solid form.

You will encounter two types of fairies: Red Fairies, and Blue Fairies. Red Fairies often have important information that can help you complete your mission. Blue Fairies are harder to catch, but if caught, they can restore lost hit points or return used cards to your deck.

Blue Fairy Cures

Heart
Heals you an amount equal to 30% of your maximum Hit Point total.

Magic Stone
Restores your magic power to its maximum level.

Card
Three cards are selected at random from among your used up cards, and returned to your deck where they can be used again.

VS MODE

This mode lets you go head-to-head with a friend, using the saved game data from Story Mode.

NOTE: Once you have loaded game data, do not remove the Memory Card until you have exited Two Player Mode.

Player 1 Deck

Player 2 Deck

Two Player Mode Rules

- The first player that runs out of hit points loses.

- If time runs out without a knockout, the player with the most hit points wins.

- Before combat begins, you can bet one or more of your cards. The player that wins the battle gets the card(s) the other player bet.

NOTE: You cannot bet cards when both players are using the same saved game data.

Start

When you select **START**, you will be asked to choose the stage in which you would like to do battle. Once you select a stage, you will begin battle.

P1/P2 Options

Before the battle begins, each player can customise a number of settings.

■ Deck Settings

Just as in Story Mode, you can select the deck you wish to use, and then customise that deck to your liking.

■ Bet

Select the card or cards you want to bet on the upcoming round of fighting. The maximum bet for one fight is three cards. Use the **A** Button to choose the cards.

NOTE: Betting will be disabled if both players are sharing the same saved game data.

■ Character

Select the character you wish to use in battle. When you first begin Story Mode, only one character is available. However, as you progress in Story Mode, more characters are unlocked. When you and your opponent chose the same character, the two characters appear wearing different coloured outfits.

Loading Data

Select the saved game data that contains the player data for your character.

Saving Data

Lets you save the current state of each player's character. When a bet has been made, during battle, autosave is on, so do not remove the Memory Card from the NINTENDO GAMECUBE.

RULES

Allows you to customise the settings that control how the battle is fought. The player that activated the Rules menu item will have control of the screen. Use the Control Stick to select and modify the settings.

Time Limit

Sets a time limit for each fight. The timer can be set to 120, 300 or turned off completely (unlimited).

Capture

This rule allows you to turn the Capture feature on or off. If it is turned on, you can capture your opponent's creatures by using a Capture Card. The default setting for Capture is OFF.

Fair Play

The Fair Play rule will disable the use of certain cards. Turning it on will bring up a list of the cards that cannot be used. If this rule is activated, any illegal cards in your deck will automatically be removed prior to the start of combat.

P1/P2 Level

Lets you set the level of each player. Since this determines how many hit points a player has at the start of combat, it can be used to set handicaps for more experienced players. The level setting goes from one to twenty, with twenty being the highest level.

Options

Adjust the various game settings. See the Options section of the System Menu section on page 27 for more information.

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