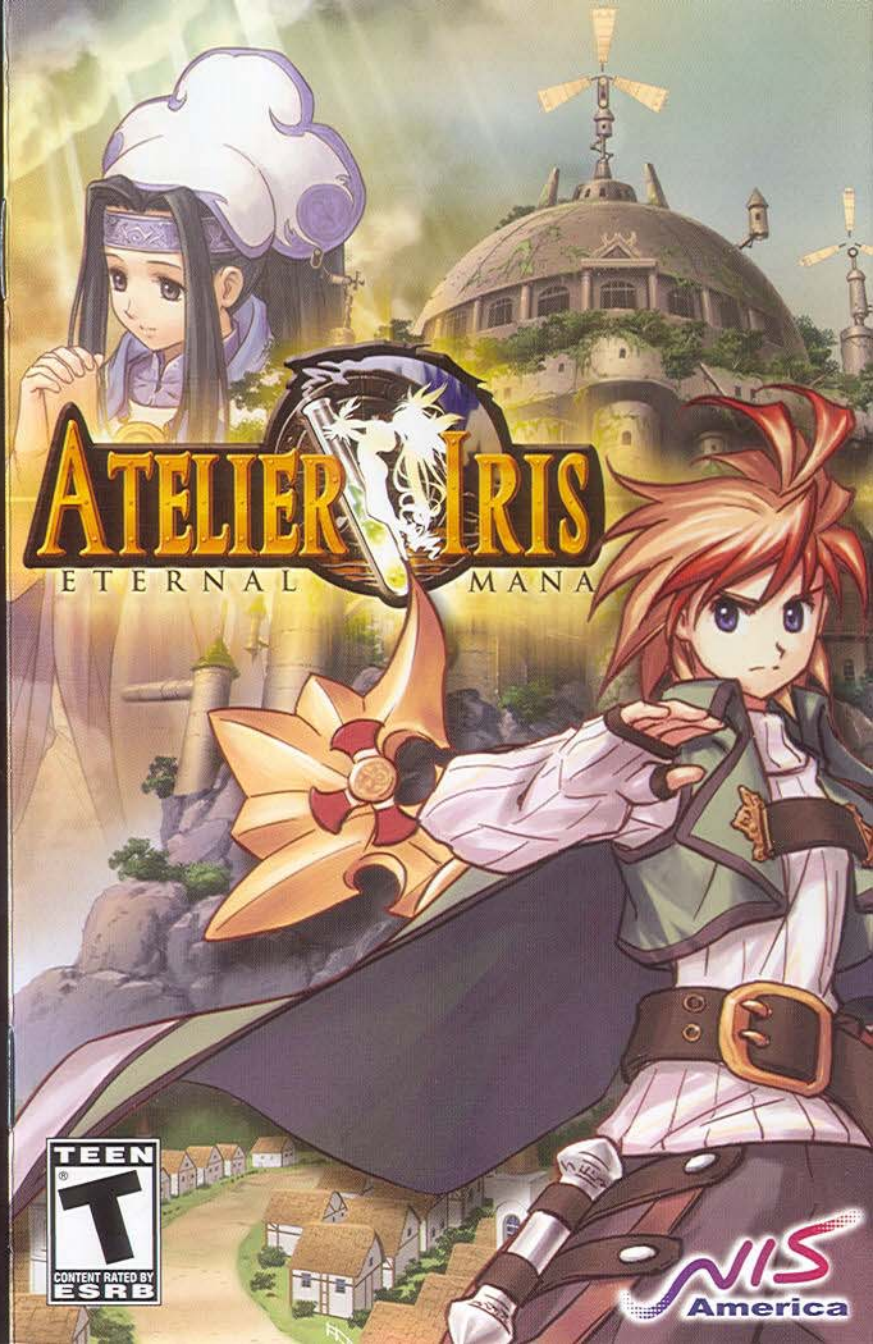


NIS America

GUST Incorporated

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## WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

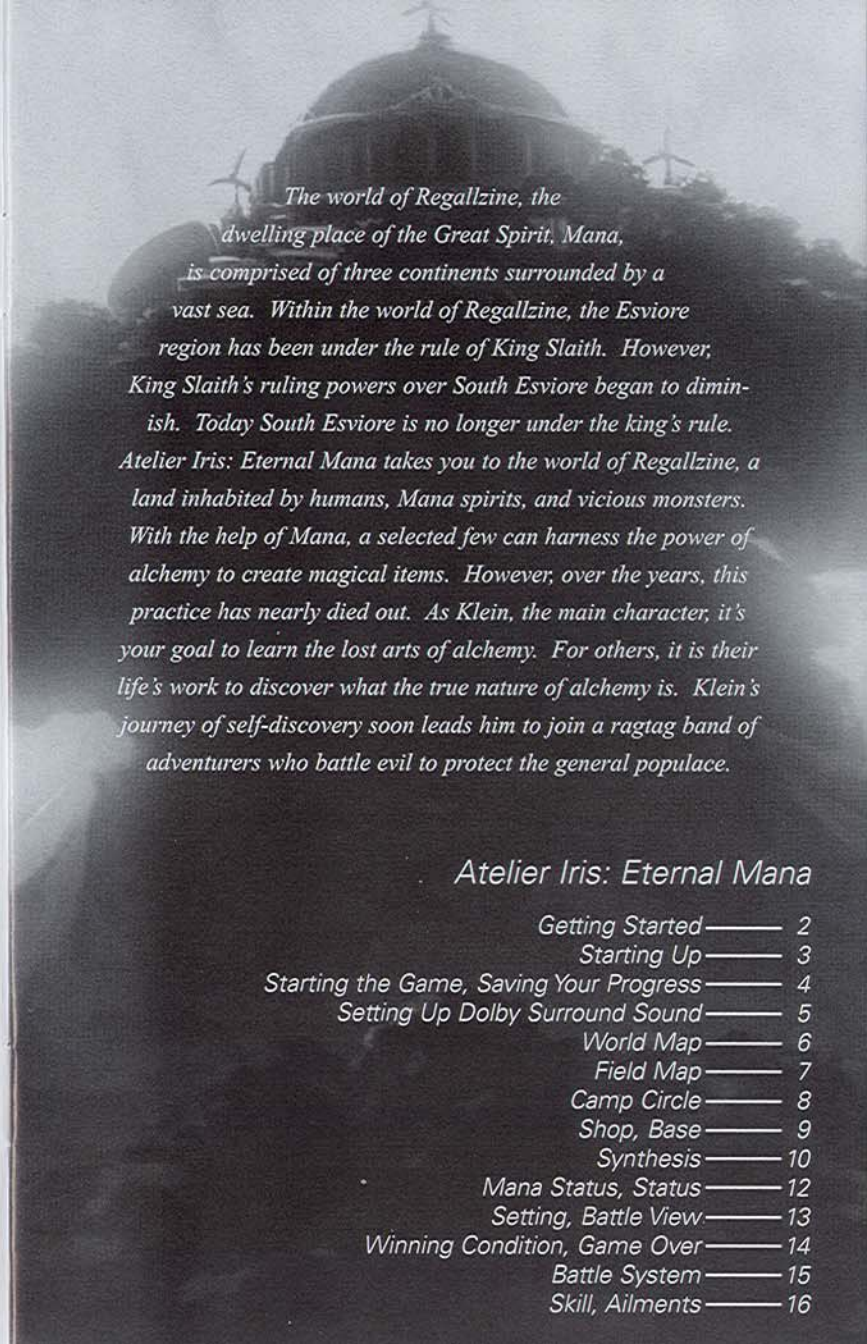
**Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.**

## USE OF UNAUTHORIZED PRODUCT:

**The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.**

## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- **This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.**
- **Do not bend it, crush it or submerge it in liquids.**
- **Do not leave it in direct sunlight or near a radiator or other source of heat.**
- **Be sure to take an occasional rest break during extended play.**
- **Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.**



*The world of Regallzine, the dwelling place of the Great Spirit, Mana, is comprised of three continents surrounded by a vast sea. Within the world of Regallzine, the Esviore region has been under the rule of King Slaith. However, King Slaith's ruling powers over South Esviore began to diminish. Today South Esviore is no longer under the king's rule. Atelier Iris: Eternal Mana takes you to the world of Regallzine, a land inhabited by humans, Mana spirits, and vicious monsters. With the help of Mana, a selected few can harness the power of alchemy to create magical items. However, over the years, this practice has nearly died out. As Klein, the main character, it's your goal to learn the lost arts of alchemy. For others, it is their life's work to discover what the true nature of alchemy is. Klein's journey of self-discovery soon leads him to join a ragtag band of adventurers who battle evil to protect the general populace.*

## Atelier Iris: Eternal Mana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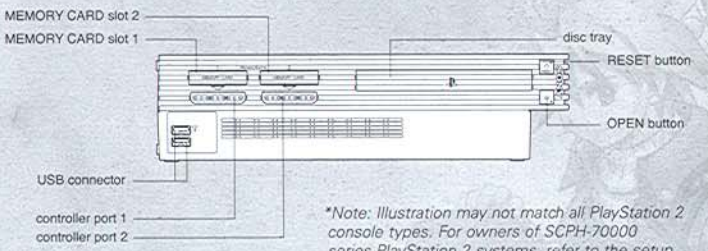
# Getting started




**Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup Instructions supplied with your system.*

*Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the* ***Atelier Iris: Eternal Mana*** *disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripheral, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.*

### *Memory Card (8MB)(for PlayStation®2)*

*To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.*

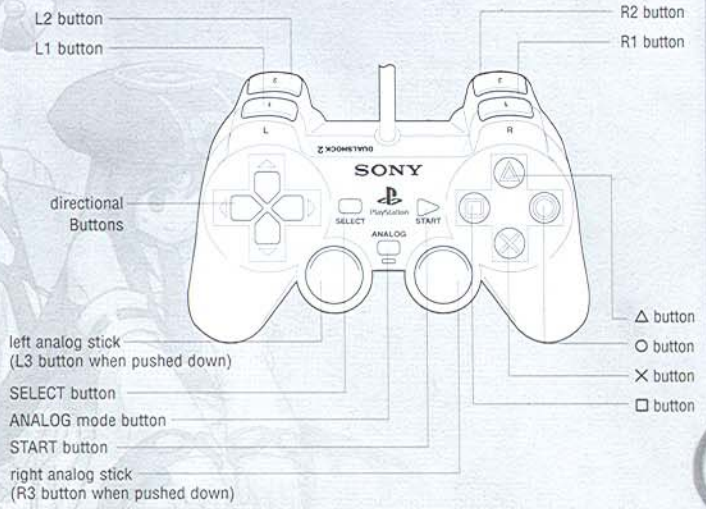






# Starting up

## DUALSHOCK®2 analog controller



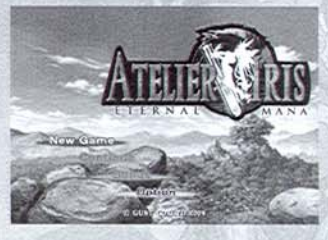

| | Field Map | World Map |
|---|---|---|
| Directional Buttons & Left Analog Stick | Move Character | Move Character |
| × button | Talk, Search | Confirm |
| △ button | Open command menu | Open command menu |
| □ button | Action | Action |
| ○ button | Jump | N/A |
| L1 button | Rotate action command (Counter clock wise) | Rotate action command (Counter clock wise) |
| R1 button | Rotate action command (Clock wise) | Rotate action command (Clock wise) |

| Battle Scene | |
|---|---|
| Directional Buttons & Left Analog Stick | Move Cursor |
| × button | Confirm |
| △ button | N/A |
| □ button | N/A |
| ○ button | Cancel |

| Command Menu View | |
|---|---|
| Directional Buttons & Left Analog Stick | Move Cursor |
| × button | Confirm |
| △ button | N/A |
| □ button | N/A |
| ○ button | Cancel |
| L1 button | Forward page |
| R1 button | Back page |

**This game does not support the vibration function.*

# Starting the game




*When you turn on the Playstation®2 computer entertainment system and insert the Atelier Iris disc, you will be taken to the title screen. If you wish to start from the beginning, please select New Game. If you wish to continue from a previously saved game, please select Continue.*

***New Game***

*Select to play the game from the beginning.*

***Continue***

*Select to play from a previously saved game.*

***Bonus***

*You may unlock bonus features by completing various requirements during the game.*

***Options***

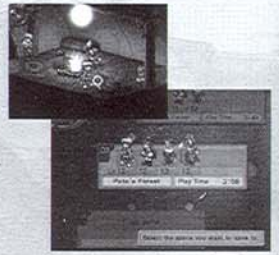
*Adjust game settings. You can access the options menu from the title menu or from the command menu within the game.*

| | |
|---|---|
| ***Dialogue speed:*** | *Adjust the dialogue text speed.* |
| ***Dialogue sound:*** | *Turn the dialogue sound on or off.* |
| ***Music:*** | *Adjust the music volume.* |
| ***Sound:*** | *Adjust the sound volume.* |
| ***Language:*** | *Choose between English and Japanese* |





# Saving your progress



*By pressing the × button at the game diary, a menu will appear and select Save. Please make sure you have a memory card (8MB)(for PlayStation®2) with at least 350KB of free space inserted into MEMORY CARD slot 1. Select the space where you wish to save.*

**memory card (8MB)(for PlayStation®2) is required. You can not use PlayStation® MEMORY CARD.*

**Do not do the following while saving. It may result in loss of data.*

- *Turn off the main power.*
- *Press the reset button.*
- *Remove the memory card.*

Atelier Iris Eternal Mana



# Setting Up Dolby Surround Sound

*This game is presented in Dolby® Pro Logic II® surround sound with Dolby® Digital cinematics.*
*Connect your PlayStation 2 to a sound system with Dolby Digital surround sound using a digital optical cable. DIGITAL OUT (OPTICAL) should be activated on the PlayStation®2 system settings when using a digital optical cable. Your sound system will automatically detect Dolby Digital during select movie scenes and Dolby Pro Logic® II during gameplay. If not, please refer to your sound system's instruction manual.*

*You may need to enable Dolby Digital and / or Dolby Pro Logic II in the audio options menu of the game. The audio from the analogue stereo cables of the PlayStation®2 may be disabled during Dolby Digital.*

***Lita Blanchimont***

*Lita is an energetic, bright, cheerful, and outgoing girl. She is a well known fighter who works as a monster hunter in the city of Kavoc. Her encounter with Klein destines her to the fate of the very world.*

***Norn***

*Norn is a young, little cat girl working for the great wizard, Zeldalia.*

# World map

*Transportation between towns and dungeons will be done on the world map view. Occasionally you will encounter monsters to battle.*

### Town/Dungeon

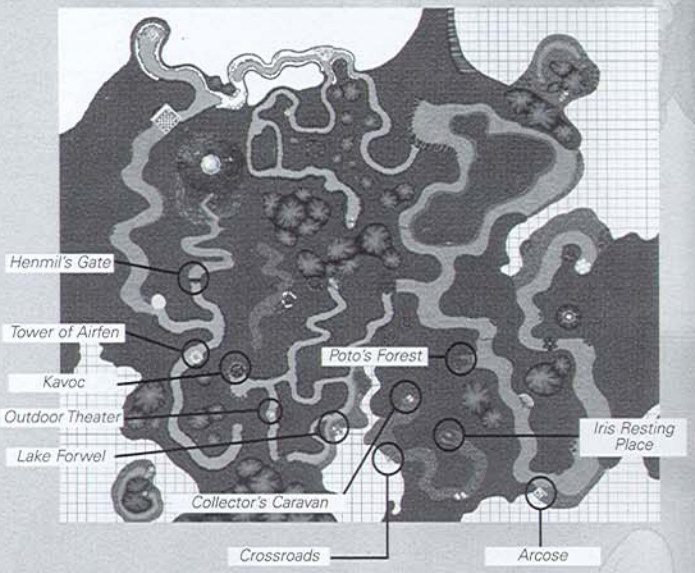
*Enter towns and dungeons by pressing the × button.*

### Mission Check

*Select the mission check icon within the action dial to review your mission objectives.*

**You will be able to check the mission on the field map.*

### World Map A




**There are many other places that are not pointed out here. You need to unlock the places as you continue the game.*

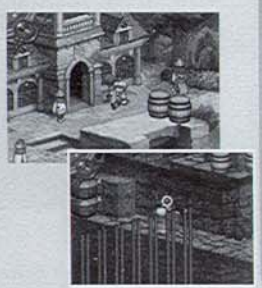






# Field map

*All towns and dungeons are displayed as the field map view. You can talk to people, buy/sell items, or simply roam around. You will not encounter monsters within towns. However, you can encounter monsters in dungeons.*



### Talk/Search

*Talk to people or search an object by approaching your target and pressing the × button.*

### Dash

*You may run by moving the left analog stick or pressing the directional button.*

### Action

*By pressing the □ button, Klein is able to use various action moves. To change the action move you wish to use, press L or R to rotate the action dial.*

### Elemental Extraction

*Press the □ button for elemental extraction. You can extract the elements that comprise an object for synthesis.*

### Destruction Blast

*Press the □ button to fire a destruction blast. Firing the destruction blast will destroy an object in front of you.*

### Transformation

*Press the □ button to transform into a mystical beast. You will be able to go to places you were unable to in your human form.*

### Fly

*Press the □ button to fly in the air. Press the □ button again during flight to land.*

### Summon Diemia

*Press the □ button to summon Diemia the Mana of Land. Summon Diemia to go to places where you cannot reach by jump.*

**There are more action commands in the game.*

# Camp circle

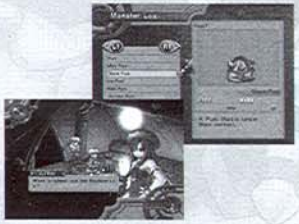
*By pressing the × button at the camp circle within the field map, you can enter into your tent. Inside the tent, you can prepare for your next battle or save your game progress by accessing the game diary.*
*Stand on top of the glowing circle and press the × button to enter.*

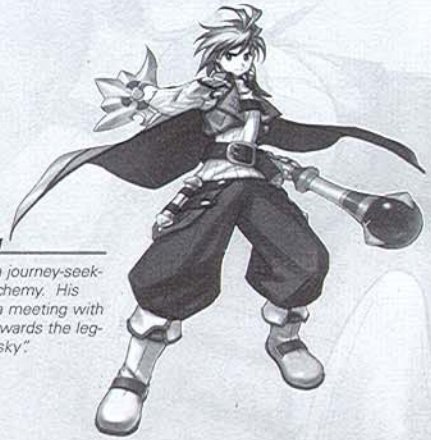
Press the × button on the Camp Circle →

← Out

### Monster List & Item List

*During the game Klein will receive a monster list and an item list. The list will keep track of the monsters you meet and items you find during the game. To access the list talk to Lita or Norn at your main base or camp circle.*





**Klein Kiesling**

*Klein is a young alchemist on a journey-seeking to master the arts of alchemy. His encounter with Lita becomes a meeting with destiny. Fate leads the two towards the legendary, "city in the sky".*







# Shop

*There are many different shops at cities and towns. You can visit them to buy/sell items, take a rest, or synthesize new items.*

### Buy

*Select the item you wish to purchase and confirm the transaction. Press the L1 or R1 button to change the item view list.*

### Sell

*Select the item you wish to sell and confirm your transaction.*

### Synthesis

*At the shop, you can sythesize items and add them to the shop menu.* *(please refer to "About Shop Synthesis", pg11)*

### Shop Reputation

*You can check the store reputation by selecting this menu. Store reputation depends on the quality of the items you make. (Something awesome may occur if you increase the store reputation.)*

# Base

*Your main base is located in the city of Kavoc. Here you can save/load your game or rest to heal your characters.*

### Heal

*Talk to Popo to heal your characters.*

### Weapon Synthesis

*Stand in front of the anvil and press the × button.*
*(please refer to "About Weapon Synthesis", pg11)*

### Mana Synthesis

*Stand in front of the pot and press the × button.*
*(Please refer to "About Mana Synthesis", pg11)*

# Synthesis

## About Weapon Synthesis

*Weapon Synthesis uses Mana energy to enhance your weapons.*

*-First, you need to synthesize a Mana Stone to create a Mana Crystal. The end result is determined by the Mana you synthesize with.*

*- You can also synthesize two Mana Crystals together. This lets you power up the crystal to a maximum of three.*

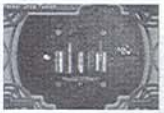
*- There's no point in creating Mana Crystals if you don't have a weapon for them, though. Some weapons can't be enhanced, so be careful!*

## About Mana Sythesis

*Mana Synthesis uses Mana power to create alchemic items.*

***Step 1:*** *Select the item you wish to create.*

***Step 2:*** *Elements required to make the item are displayed. Select the Mana you wish to use to create the item. Some Mana spirits are more efficient then others in creating certain items. Select the most suited to use for creating your items.*



***Step 3:*** *Synthesizing...*

***Step 4:*** *Success! If you are lucky you might get an extra item. Mana synthesis will affect your Mana spirit's energy and friendship level. Don't abuse your Mana or they will haunt you.*







## Shop Synthesis

*Shop Synthesis is when the shop owner synthesizes an item for you.*
*You will provide the ingredient items to the shop owners for them to create new items. Each item they create will have a review, which will determine the popularity of the shop by the store customers.*

***Step 1:*** *Choose an item that you would like to create from the menu.*

***Step 2:*** *Pick the materials and ingredients for the synthesis. You may create various kinds of items by choosing defferent materials and ingredients.*

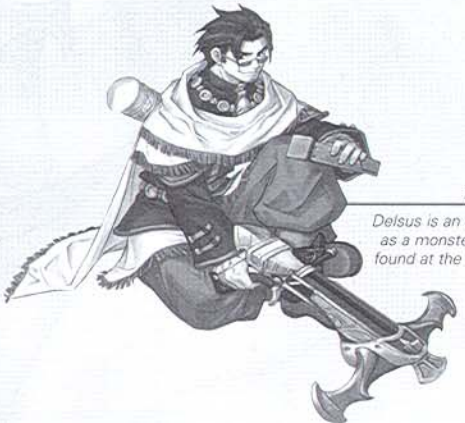
***Step 3:*** *Choose how many items you would like to synthesize.*

***Step 4:*** *Start Synthesize!*

***Step 5:*** *Items you create are evaluated.*



***Step 6:*** *Choose whether or not you wish to add the item you created to the store's list.*



***Delsus***

*Delsus is an expert archer working as a monster hunter. He can be found at the local bar, enjoying his booze.*

# Mana status

*In the status screen, press the L/R button to toggle between characters.*

### Energy Meter

*The energy meter for Mana. The more synthesis you do the more energy they lose.*

### Friendship Indicator

*Indicates how well your relationship is with your Mana. A better relationship will result in a higher success rate for synthesis.*

### Metamorphosis

*By giving Mana spirits aroma material, they will transform to a more powerful Mana spirit.*

### Equip Mana

*You can equip Mana spirits to your characters. Characters equipped with Mana spirits will receive bonus stats.*

### Presents

*Restore your Mana's energy level by giving them gifts.*



# Status

*In the status screen, press the L/R button to toggle between characters.*

### Character Status Window

| | |
|---|---|
| **LIFE:** | *A character will be killed if his/her LIFE reach 0. Life can be recovered with items or at the base camp.* |
| **MANA:** | *Needed to use special techniques. Mana can be recovered by Element extraction or at the base camp.* |
| **Lv:** | *Level* |
| **NEXT:** | *Experience needed to level up* |
| **TOTAL:** | *Total number of experience points* |
| **ATK:** | *Attack power* |







| | |
|---|---|
| **MAGIC:** | *Magic power* |
| **DEF:** | *Defense power* |
| **SPD:** | *Speed. Affects attack order* |
| | |
| **F RES:** | *Resistance to fire attacks* |
| **I RES:** | *Resistance to ice attacks* |
| **L RES:** | *Resistance to lightning attacks* |
| **D RES:** | *Resistance to dark attacks* |

### Skill Window

*Strengthen your character's skill moves by adding bonus points.*

### Equipment

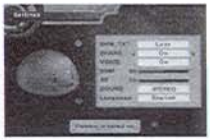
*This command allows you to change a character's equipment.*

### Formation

*This command allows you to change your character's battle formation. Battle formation is set within a 3x3 grid box. Select the character and location you wish to place to create your tactical formation.*



# Setting



*Select to change the game options. Please refer to* ***Option*** *in page 4.*

# Battle view

*All battles (turn based) are carried out in the battle view. Using a turn-based system, the player and the computer alternate turns to command their units.*

### Battle Commands

*Battle enemies by giving orders to your characters from the battle command menu.*

#### Attack

*When this command is selected, the character will attack with his/her weapon.*

#### Skill

*When this command is selected, a list of the character's special skills will be displayed. Select and execute the special skill you wish to use.*

**Item**

Items in the party's inventory can be used by selecting this command.

**Change**

Exchange your character in battle with characters waiting to fight.

**Defend**

Select "Defend" to temporarily increase your character's defense status.

**Run**

Select "Run" to escape from battles.

**Mana Item**

Select to use Klein's Mana items. This command is only available to Klein.

**Mana Synthesis**

When this command is selected Klein can use the power of Mana to execute special alchemy skills..

## Winning condition

Defeat all your enemies in battle.
By defeating enemies your characters can level up. When a character's level goes up, his/her stats will increase.
Characters who are incapacitated during battle will not receive experience points.

## Game over

If all of your characters are killed during battle, the game is over.

**Popo**

Klein's long time Mana sidekick.









# Battle system

Atelier Iris incorporates a unique battle system called the "Cost Turn Battle System". The "Cost Turn Battle System" is categorized into two major groups, the "Turn" and "Action". Battle move speed and effects are determined by the combination of "Turn" and "Action" type of the move.

### Attack Type

| Turn Types | |
|---|---|
| Half Turn | You can move twice in one turn |
| One Turn | You can move once in one turn |
| Two Turn | You can move once in two turns |

| Action Types | |
|---|---|
| Single | Immediately take one action per move |
| Double | Two actions in a single move |
| Another | Effect of the move is delayed |

For instance Lita's Claw Attack is a "Half Turn Single" move, meaning she is able to attack twice with her Claw Attack in a single round of her command. Half Turn (Move x2) + Single Action (Action x1 per move) = Action x2 for Lita's round of command

***Example of a Two Turn Single Attack:***
You can select and immediately begin chanting for Norn's magic move. However, Norn cannot immediately unleash her magic move like Lita's Claw Attack.

### Action Cancel

If you're attacked during a Double Type skill before completing the second action, the skill may be cancelled. Example, if an enemy hits you while you are preparing to use a Double Type skill. The first move is cancelled, and you have to start over again.

# Skill

*Here are some examples of battle moves.*

| | | |
|---|---|---|
| Klein | **Element Extraction** | *Turns enemies into elements when you finish them off with this skill.* |
| | **Delay** | *Delays the effect of Mana Item.* |
| | **Mace ATK** | *One powerful blow to the head.* |
| Lita | **Claw ATK** | *A quick slash to the neck.* |
| | **Force Blast** | *A powerful energy blast.* |
| | **Hyper Knock-back** | *One powerful jump kick with a knock-back effect.* |
| Norn | **Magical Staff** | *Norn's basic attack move.* |
| | **Telekinesis** | *Lifts the enemy into the air and slams them down.* |
| | **Turn into candy** | *Turns enemies into candy.* |
| Deisus | **Cross Bow** | *Basic attack move, shoots arrows.* |
| | **First Shot** | *A quick shot to the head.* |
| | **Dark Arrow** | *A status altering arrow shot of darkness.* |





# Ailments

*You may get these ailments during the battle by special moves or items.*

**PSN: Poison**
*Lose HP every turn*

**SLP: Sleep**
*Sleep, cannot perform any action (wake up when attacked)*

**PAR: Paralysis**
*Damage you apply to enemies will go down*

**CRM: Charm**
*Cannot perform any action (Characters with healing skills will heal your enemies)*

**CRS: Curse**
*You cannot heal*

**Down**
*Cannot perform any action until the next turn*

**Incapacitated**
*Death. Cannot fight or gain experience points.*

*Once you get these ailments, you will be free after a couple of your turns. However, you may use some items to recover from these ailments.*

## WARRANTY

NIS America, Inc. warrants to the purchaser of this product that the medium on which this program is recorded is free from material defects for ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this 90 days warranty period, NIS America will replace the game CD, at its option, free of charge.

**This warranty will be void if the defect in this product has arisen from neglect, abuse or any attempt to use the product other than as specified in this manual.**

## WARRANTY SERVICE

1. **Send in Registration Card.**
2. **Save the sales receipt and UPC code found on the game package.**
3. **If the game is covered under a store warranty, return the game to the store at which the game was purchased.**
4. **If the game is not covered by a store warranty, notify NIS America by emailing *support@nisamerica.com* or call the customer service dept. at (714) 456-1763, between the hours of 10 a.m. to 5 p.m Pacific Standard Time, Monday through Friday.**

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