**ΣphemeralΣantasia**™

## 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 peripherials 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.

# CONTENTS

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 standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Ephemeral Fantasia™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach a Playstation®2 game controller to Controller Port 1. Follow on-screen instructions and refer to this manual for information on using the software.
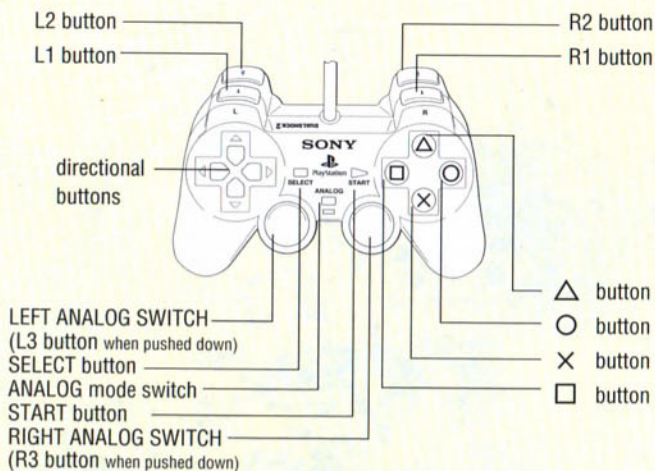
## BATTLE CONTROLS

L1/R1 buttons: Change character.

L2 button: Semi-auto AI command.

R2 button: Full-auto AI command.

Up/down directional buttons:
  Move cursor.

Right directional button: Input.

Left directional button: Cancel.

Left analog stick up/down:
  Move cursor.

Left analog stick right: Input.

Left analog stick left: Cancel.

START button: Pause game.

△ button: Change point of view.

✕ button: Input.

○ button: Cancel.

**L2** button: Semi-auto AI
  command.

* This game software makes use of the DUALSHOCK™2 analog controller vibration function. The vibration function may be activated when the analog mode is either ON (mode indicator LED red) or OFF (mode indicator LED off). To turn this function ON / OFF, go to OPTIONS.

**DUALSHOCK™2 analog controller configurations**

L2 button
L1 button
R2 button
R1 button

directional buttons

LEFT ANALOG SWITCH
(L3 button when pushed down)
SELECT button
ANALOG mode switch
START button
RIGHT ANALOG SWITCH
(R3 button when pushed down)

△ button
○ button
✕ button
□ button

## FIELD CONTROLS

L1 / R1 buttons: Change point of view, change Camp menu display.

Directional buttons / left analog stick: Move character or cursor.

Camp menu selection

SELECT button: Display map.

START button: Pause game.

△ button: Change point of view, fast-forward events.

✕ button: Speak, search, input.

○ button: Run, cancel.

**L1** / **R1** button: Direction, time, display / Hide Camp menu.

* Operation of the directional buttons on the Field screen takes place with ANALOG mode button turned OFF (mode indicator LED OFF).

# PANDULE

The island of Pandule, country of sun, sea, and freedom, is a virtual 'Garden of Eden'. A lone island surrounded by perilous seas, it boasts abundant natural resources and has no neighbors to present the threat of war. Those who set foot on this island never want to leave, and in fact, no one knows of any visitors who have gone home.

One day, a letter from Pandule arrived at the home of a young man. It was from the Lord Xelpherpolis, ruler of Pandule. He wanted our hero to compose a song for his wedding celebration five days hence. Thus, the young composer shed his less respectable identity for a while and set out for the legendary Pandule.

Press the START button on the Title screen to display the main screen. Use the directional buttons to select the mode and the × button to input your selection.

## NEW GAME

This selection allows you to start a game from the beginning. The game starts after the introduction ends, and soon after you will be asked for your character's name. Enter any name you desire.

### NAME INPUT

1. Select letters with the directional buttons and input with the X button.

2. After inputting a name, highlight 'Enter' and press the X button

At some points in the game you will be asked to input other character names. The same method for entering names is used at these times.

## LOAD GAME

This option allows you to continue a previously saved game. First select MEMORY CARD slot 1 or 2 depending on which slot the memory card (8MB) (for PlayStation2) is inserted in. When saved game data is displayed, select the game you wish to resume and press the × button.

## OPTIONS

You can change various settings related to game play. Select a menu with the directional buttons, then enter your selection with the × button. Press the ○ button to cancel.

SOUND: Switch between stereo and mono.

VIBRATION: Switch the vibration function of the analog controller (DUALSHOCK 2) ON/OFF.

### BATTLE CONFIG

COMMAND MEMORY: Switch the function that remembers displays the last command used in the menu ON / OFF.

COMMAND INFORMATION: Switch explanations of skills, magic, and items during battle ON / OFF.

BATTLE MESSAGE: Switch messages about the ongoing battle ON / OFF.

SPEED: Set the speed at which AP replenishes during battle to FAST / NORMAL / SLOW.

VIEW: Select the point of view during battle from: DYNAMIC / PARTY / MONSTER / FIXED.

KEY CONFIG: Change controller button settings.

*Note: The controller button settings described in this manual are the default settings. If you change these settings the descriptions may no longer apply.

## SAVING

You can save games with the Save command in the Camp menu on the Field screen. You cannot save while indoors. See P. 10 for a more detailed explanation of the Camp menu.

Select a MEMORY CARD slot with a memory card (8MB) (for PlayStation2) inserted in it, then press the ✕ button. To save a game, select New Entry. Selecting a game that already exists means that the previous information will be overwritten. At least 270KB of free space is necessary to save information for one game.

## TIME

Time is always passing in the game. When you don't arrive at a certain place at the scheduled time, the story will change to reflect this. For instance, if you were supposed to arrive at a castle by noon but don't get there until night, you won't be able to accomplish your original goal. Time is displayed in the upper right-hand corner of the screen. The appearance of the game screen will also change according to the time.
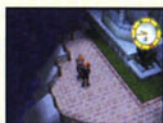


| MORNING | NOON | EVENING | NIGHT |

## FIELD SCREEN

Time/Position: Display with the ☐ button. Press the ☐ button repeatedly and the display will toggle between time, direction, Camp Menus, and no display.

Camp menu: In the Camp menu you can change various settings, view information, and use items. Use the left / right directional buttons or move the left analog stick left / right to select a menu, then use the ✕ button to input your selection. Information about each menu will be displayed as you move among the menus. For a more detailed description of the Camp menus, see P. 10.

Use the △ button on the Field menu to switch between three points of view. Select whichever view is best for a given situation. You can rotate the point of view with the L1 / R1 buttons. Use this ability strategically to see around corners of buildings or other objects that block your view.

*Note: There are some situations where you will not be able to change or rotate your point of view.

## EVENTS

While events are happening, everything except making decisions, conducting conversations, and inputting happens automatically. You will not regain control until you return to the Field screen. Press the △ button to fast-forward the event.



Normal View



Close-Up View



Bird's-Eye View

# CAMP MENU



**CHARACTER STATUS** **ACTION WINDOW**
**BASIC ABILITIES** **FIGHTING ABILITIES**

## STATUS

On the Status screen you can view information about any of the characters currently in your party. Move the cursor on top of whichever character you want to see information for.

Action Window: Change Style, Change fighting style.

Remove from Party: Select a character to remove from the party using the cursor.

### CHARACTER STATUS

HP: Hit points are an indication of a character's remaining health. The higher the number, the better the physical condition of the character.

MP: Magic points determine how much magic a character can use. The higher the number, the more powerful spells a character can cast.

Rely: This determines how likely the character is to follow commands during battle. If this number is low, the character is liable to act out on his or her own.

### BASIC ABILITIES

Strength:
Represents how strong a character is. Related to effectiveness of attacks.

Intelligence:
Represents how smart a character is. Related to magic points.

Agility:
Represents how fast a character is. Related to defensive abilities and the retreat command.

### FIGHTING ABILITIES

Attack:
Determines the strength of the character's attacks.

Defense:
Determines the ability of the character to defend against attack.

HP and MP: Changes occur at the level of the whole party, and basic abilities change at the level of individual characters.

See P. 25 for a more detailed explanation of levels.

Magic:
Determines the strength of attack spells.

Magic Defense:
Determines the ability of the character to defend against magical attacks.

### ATTRIBUTES

Attack:
An attribute added to attack skills.

Defense:
An attribute added to defense skills.

Weapons:
A weapon used with offensive skills. The number of stars determines the level of a weapon. The maximum level differs for each weapon.

Accessories:
The accessories currently equipped by the character. Attack and defense properties will change depending on what accessories are equipped.

Base Style:
Chosen fighting style.

## SYSTEM

You can change system settings. See P. 07 for details.

## SAVE

You can save the current game. See P. 08 for details.

# ITEMS

Here you can use items and change what your characters have equipped. Select how to use an item in the Action Window, then the item to use in the Item menu, then the character you want to use with the item.

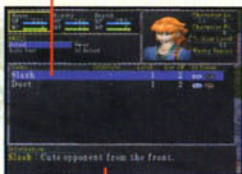ACTION WINDOW    CHARACTER DATA

## ITEM [ACTION] WINDOW

Use/Equip: Use items or equip characters with items.

Swap: Sort items in an order easy for you to use.

Auto-Sort: Sort items automatically by type.

Remove: Throw away an item.

SKILL LIST

# SKILLS

Here you can view information about skills and skill levels. First select a character to view information for, then select a menu in the Action window.

INFORMATION: SKILL EXPLANATION

## SKILL [ACTION] WINDOW

Detail: Displays an explanation of skills.

Swap: Sort skills in an order easy to use during battle.

Auto-Sort: Sort skills automatically according to type.

AI Select: Set which skills to use at the AI command. Select from the list skills you do not wish the AI command to use. When the ON / OFF button is displayed, select the OFF button to make a skill unavailable to the AI command. The default setting for all skills is ON. See P. 18 for a more detailed explanation of AI commands.

# MAGIC

MAGIC LIST

On the Field screen there are some magic spells you can use, and you can also view information on magic levels. First select a character, then USE from the Magic [Action] Window, then the spell you wish to use from the magic list. Enter your selection and the spell will be cast.

INFORMATION: SPELL INFORMATION

## MAGIC [ACTION] WINDOW

Use: Cast a magic spell.

Swap: Sort spells in an order easy to use during battle.

Auto-Sort: Sort spells automatically according to type.

AI Select : Set which spells to use at the AI command. Settings are made the same way as for skills.

# PARTY

The party consists of all the characters who travel together. The maximum number of companions in a party is three, with more companions offering an advantage in battle. You can decide freely which characters join and leave the party.

## BUILDING YOUR PARTY

1. As the game progresses, you will come to know many different characters. From these characters, you will be able to choose which characters will be in your party.

2. To have a character join your party, you must first go meet them. Go to the location where they are usually seen and then try talking to them.

3. When an option for a character to join your party is displayed, use the cursor to select YES, then enter your selection to have the character join.

### Changing Party Members

*Changing party members is carried out the same way as building your party. Go meet and talk to a character you wish to recruit. Remember, you can have up to 3 characters in your party at once. If you choose to add a new character to your party, you are asked to substitute an existing character in your party for the new character selected. Select the character to leave behind with the cursor and input the selection to make the switch.*



## SHOP

*In addition to finding items on the field or winning them in battle, you can also buy many in shops. You can also sell items you no longer need in shops as well. When you enter a shop and talk to the shopkeeper there, you will be given a choice to Buy, Sell, or Cancel. If you choose Buy or Sell, use the cursor to select an item and then enter your selection.*
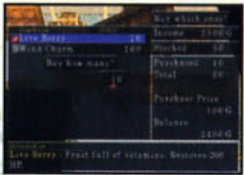
# BATTLE

## BATTLE SCREEN

*There are 4 points of view available to observe battles. Use the △ button to select the viewpoint you desire.*

## DYNAMIC VIEW

*This point of view switches dynamically among both the party and the enemies to show you the best parts of the action.*



Cursor

Command Menu

Character Data

## PARTY VIEW

*This point of view shows the party using their skills.*



## ENEMY VIEW

*This point of view shows the enemy using their skills.*



## FIXED VIEW

*This provides a fixed point of view that does not change, and allows you to see the whole field of battle.*
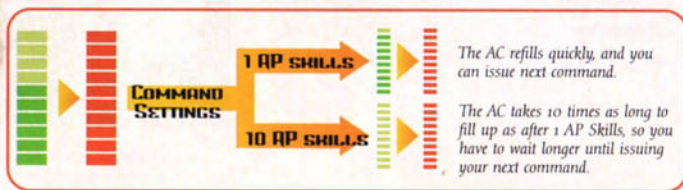
# HOW TO BATTLE

## ACTION POINTS

Action points (AP) determine the number of commands a character can issue in the middle of combat. The stronger skills and spells require more AP to carry out. Keep in mind, you cannot issue commands without a minimum of 10 AP, so there may be times you'll temporarily lose control of your party after an extremely powerful attack.



**COMMAND SETTINGS**

**1 AP SKILLS** → The AC refills quickly, and you can issue next command.

**10 AP SKILLS** → The AC takes 10 times as long to fill up as after 1 AP Skills, so you have to wait longer until issuing your next command.

*Skill:* Each skill uses up a different amount of AP.

*Item:* Using an item uses 2 AP.

*Style:* Changing style uses 1 AP.

*Retreat / Magic:* Retreating and casting spells each use 3 AP.

## ACTION COUNTER



The action counter (AC) is where AP accumulate. Aside from displaying AP, the AC also changes color depending on command input status.

**RED:** AP are full, and you can issue commands. Enemy attacks also become easier to dodge.

**BLUE:** Time lag until commands are carried out.

**GREEN:** AP are depleted, and you cannot issue commands. Enemy attacks inflict more damage.

## WINNING / LOSING BATTLES

### PLAYER VICTOR
You win a battle when you destroy all of your enemies or when all enemies are frozen. When you emerge victorious in a battle you gain experience points, character points, and sometimes items.

### PLAYER DEFEAT
You are defeated when all members of your party lose all their HP and become mortally wounded, or when your surviving characters are frozen or incapacitated. When you lose a battle either the game is over or you are returned to the first day. See P. 24 for more details about HP and being frozen.





## COMMANDS

Use the Command menu to give battle orders to each of your characters. You can give commands to characters whose AC display is red. Battles take place in real time, so if you don't issue commands in time, your characters may be wounded by the enemy. You can also use AI commands to shorten the time it takes to give commands.

1. Select a character with the L1 / R1 button to display their Command menu.

2. Use the up / down directional buttons to select a command from the Command menu, then press the ✕ button.

3. Some skills and spells require you to choose a specific enemy or area to attack. For all other cases, all you need to do for the command to be carried out is make a selection from the Command menu and then input your selection. Repeat these steps until all your enemies are vanquished.

## AI COMMANDS

AI commands use a system that automatically selects and executes commands during battle. There are two types of AI commands: full-auto AI commands, which control everything automatically, and semi-auto AI commands, which require player control until a certain point.
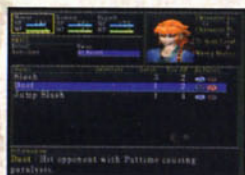
### FULL-AUTO AI

Pressing the R2 button instead of selecting a command during battle will engage the full-auto AI command, which will fully control the character's actions. AI commands are only applied one character at a time, so you can have one character on full-auto AI and still maintain manual control over the other characters.

### SEMI-AUTO AI

Press the L2 button or the □ button while selecting a command during battle to engage the semi-auto AI, which automatically determines the next command.

For example, if you press the L2 button or the □ button after placing the cursor on Skills, the semi-auto AI will automatically select the skill and the target for you.

### AI SELECT



Full-auto AI will select skills and spells to use in the midst of battle for you, but if you use the AI select option in the Camp menu to determine which skills and spells you want the AI to choose from, it will be limited to those skills and spells only. If there are skills and spells you do not want the AI to use, turn these OFF in AI select. Also, if all skills and spells are set to OFF, the settings will be reset to their default setting of all skills and spells ON.

## SKILLS



There is no Fight command in this game; rather, each character uses their own special skills. There are many kinds of skills other than simple attack skills, such as skills for healing or assisting attacks. Each of these skills uses up a different amount of AP. There are even some skills that have attributes, and some that use up the character's own HP. The effectiveness of skills with attributes depends on various factors. Skills are also divided up according to the three different kinds of area they cover: individual, area, and whole battlefield.

See P. 23 for a more detailed explanation of properties, and P. 22 for a more detailed explanation of attack range.

### ACQUIRING SKILLS



Skills gain levels the more you use them. When skills reach a certain level, they lead to new skills. Some skills, if you keep using them, can lead to acquiring new skills over and over again.

Your main character alone can learn new skills by watching party companions use them repeatedly in battle. Travel and battle alongside many different companions to broaden your base of skills.

#### WARNING ABOUT USING ACQUIRED SKILLS
Using acquired skills drains your own HP. The more effective a skill is, the more HP it depletes. You won't be able to use a skill if it drains more HP than you currently have.

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#### HOW TO LEARN NEW SKILLS – EXAMPLE
The process for acquiring new skills is shown in the following diagram.

Skill A — Skill Level 5 → Skill B — Skill Level 5 → Skill C
Skill Level 10 → Skill D — Skill Level 5 → Skill E

Skills acquired in this case are B, C, D, and E.
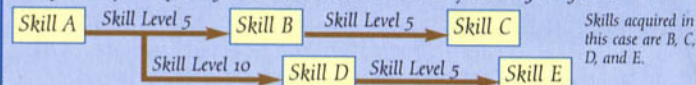
*Note: The levels for the skills in the diagram are examples. For instance, you will not always be able to acquire a second skill, like D.

| | | |
|---|---|---|
| Main character / Skill A<br>Form a party<br>Companion / Skill B | Companion uses skill B repeatedly in battle. | Main character / Skill A Acquires new skill X.. |
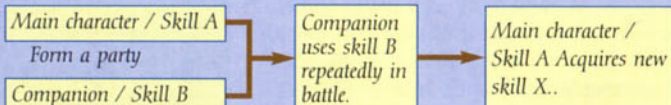
## MAGIC



You can use magic either for attacking or for healing. Each spell uses up a certain amount of MP, and characters cannot use spells that require more MP than their current MP level. There are 12 magic spell attributes, and the effectiveness of each of them depends on their relation to the others. Skills are also divided up according to the 3 different kinds of area they cover: individual, area, and whole battlefield.

See P. 23 for a more detailed explanation of properties, and P. 22 for a more detailed explanation of attack range.

### ACQUIRING MAGIC SPELLS

Characters acquire new magic spells as they gain levels. As characters reach new levels, they acquire spells that are more and more powerful. See P. 25 for a detailed explanation of levels.

## ITEMS



There are many items in the game you can use, some of which cannot be used in battle. Please see P. 27 for a detailed description of the different types of items.

Some items can be bought in stores, some are found on the Field, and some are won from enemies in battle. Using items requires 2 AP.

## STYLES



There are different styles of fighting that you can set for each character. Changing fighting style only requires 1 AP, so you can change styles freely to fit each battle situation. Changing styles does not effect attacking with and defending against magic.

### OFFENSIVE

Attacking abilities are heightened, but defensive abilities are reduced by half. A character with high HP and powerful attacking skills can become a force to be reckoned with using this setting.

### BALANCED

The character's basic skills are used, with attacking and defense capabilities remaining the same.

### DEFENSIVE

Defensive abilities are increased, but attack capabilities are reduced by half. Use this style for characters with low HP or for characters with high magic ability and low offensive and defensive abilities.

## RETREATING



You can order your party to retreat. If the characters are on the inside of the battle and surrounded by enemies, it may be difficult to retreat, but it is easy if they are on the battle perimeter.

If the party succeeds in retreating they gain neither experience points nor items, but they do retain any character points gained prior to retreating.

## BATTLE AREAS



*Select "Death Chicken A" and an arrow mark will appear above "Death Chicken A."*

In battles, the characters in your party are positioned on a circular battlefield. Whether your characters are placed in the center of the circle or its perimeter (A, B, or C) depends on the circumstances. There are advantages and disadvantages to both positions, and you will have to change your strategies accordingly.

Also, skills and magic are divided into three types according to their range: individual, area, and the whole battlefield. Again, you will have to choose which skills and spells to use strategically. Whether your party is placed on the inside of the field of battle or the outside is very closely connected with their Agility.

Individual: Effective against an individual enemy.

Area: Effective against a whole area.

Whole Battlefield: Effective against the whole battlefield.

### PERIMETER AREA (A, B, C)



*The player is placed in Area A, with B and then C positions determined clockwise from there.*

When you occupy the perimeter area (A, B, C), you can attack the enemy from your position surrounding them. Since the enemy is grouped in the center, it is most effective to use spells and magic effective against areas. Also, you can definitely escape from the enemy in this position.

### CENTER AREA



*The area in front of the player is Area A, with B and then C positions determined clockwise from there.*
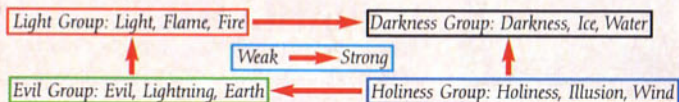
When your group is in the center, you are open to attack from the enemies encircling you. When you receive attacks, your whole party suffers damage. Also, when you are surrounded, it is difficult to retreat.

## ATTRIBUTES / ELEMENT

There are twelve attributes, with different relationships among them. These relationships affect commands in battle as well as the effectiveness of skills and spells. Also, when characters equip particular items, character attributes as well as spell and special skill attributes come into play. In these cases, skill and spell attributes are given priority.

### GROUPS

There are four groups of attributes. The relationships among them are shown in the chart below, with the arrow showing strength relationships. Thus, when you possess an attribute that your enemy is weak against, your attacks will be more powerful than usual, if the attributes are from the same group, your attacks will have their normal effect, and if your attribute is weaker, your attacks won't be as effective as usual.

Light Group: Light, Flame, Fire → Darkness Group: Darkness, Ice, Water

Weak → Strong

Evil Group: Evil, Lightning, Earth ← Holiness Group: Holiness, Illusion, Wind

### RANKS

Each attribute has a rank within its group. If your attribute has a higher ranking than that of your enemy, you can inflict more damage. There is no difference if attributes are the same rank.

High Element: Light, Holiness, Darkness, Evil
Middle Element: Flame, Illusion, Ice, Lightning
Low Element: Fire, Wind, Water, Earth

### ATTRIBUTE EFFECTS

The effect that an attribute has on an enemy is determined by both groups and ranks.

For example, Light has a very strong effect against Water, since it has both a group advantage and a rank advantage of 2. Against Ice, Light has a group advantage and a rank advantage of 1, and against Darkness, Light has a group advantage only.

## HIT POINTS

A character is mortally wounded in battle when their HP reaches 0. When the battle ends, they are restored to life with 1 HP. The player loses when all party members are reduced to 0 HP in battle.

See P. 17 for a more detailed description of player defeat.

### NORMAL MONSTERS:

When HP reaches 0 during a battle, you are returned to the first day.

### SPECIAL MONSTERS:

These monsters are called Time Demons. When HP reaches 0, the game is over.

## STATUS ABNORMALITIES

Through battle or other circumstances such as traps, your characters may become sick. Some abnormalities heal by themselves over time, but others require special spells or items for recovery.

**Poisoned:** HP decrease gradually over time. Can be healed through passage of time, by a healing spell cast by a companion, or an antidote.

**Paralysis:** Character loses ability to move. Heals with time. You can still give characters commands while they are paralyzed.

**Asleep:** Character falls asleep, and their AC stops. Healed through passage of time or when character wakes up upon receiving damage from enemy.

**Blinded:** The character can no longer see properly, so their ability to target the enemy is reduced. Does not effect ability to cast spells.

**Frozen:** Character's body becomes so rigid they cannot move. AC stops, and they are not healed until the battle ends. If all characters are frozen, you lose the battle.

**Zombified:** When your character is mortally wounded, their body is taken over by an enemy's spirit. You can release the character by rejuvenating them with an item or a spell. If all characters become zombies you lose the battle.

**Confused:** Your characters become so confused the will not accept commands, and they act out on their own. Heals with time.

## LEVELS

There are two kinds of levels: party level, for the whole party, and character level, for individual characters. Both of these levels increase as your party as a whole and individual characters gain experience through battle.

### PARTY LEVEL

This is the level for your whole party. HP and MP for each character are determined according to the party level. Thus, even if a character with a low character level joins a party with a high party level, their HP and MP will increase. As level increases, you can stand up to more and more powerful enemies.

When the experience points displayed in the Status screen reach a certain number, a new level is attained.

### CHARACTER LEVEL

Character level determines each character's magic acquisition as well basic abilities. As a character's level increases, the character can use more and more powerful magic. Their basic abilities also increase, so attack abilities, magic abilities, and agility are all raised.

Characters gain a new level when their character points, shown in the Character Data section of the Status screen, reach a certain number. If a character travels with characters of a much higher level than themselves, they will gain levels more quickly. The lower the level of a character, the more character points they are given.

## BATTLE POINTERS

Here are a few possible strategies for success in battle. They must all be applied in the appropriate conditions, so remain flexible and always strive to learn new ways of gaining advantage.

### REPLENISHING AP AND AC

Your AP is depleted every time you issue a command in battle (see P. 16). There are times when using powerful attacks are necessary, but then it takes time for your AC to build up again. Your defensive abilities are also weakened while your AC builds back up (AC turns green), so more damage will be taken when attacked. Therefore, when facing multiple weak enemies, it is best to attack again and again with repeated use of weaker skills that don't deplete your AP. Also, if there is a character who can change fighting styles (see P. 21) to deal the enemy a powerful blow, the other characters should limit themselves to attacks which don't use up their AP so that they can guard the first character while their AC replenishes.

### REDUCING RESPONSE TIME

Assuming you find yourself in battle, your first questions should be: Who are your enemies? Are they more powerful than you are? What will it take to defeat them? If you take too much time considering all these questions, your enemies will be able to move against you first. Time is always passing during a battle. If you take too much time issuing commands (see P. 17), you'll lose the initiative and be put at a disadvantage. Additionally, you can't issue commands for all members of your party at the same time. Therefore, it's crucial to make tactical use of the AI commands (see P. 18) to shorten your response time to battle situations.

### WHEN FACED WITH POWERFUL ENEMIES

When you find yourself in battle with enemies who may be more powerful than you, you can do your best to fight them by utilizing changes in fighting style, magic, skills, and items, but sometimes the best strategy is to retreat (see p. 22). Wait until your characters gain levels and acquire new skills and spells (see P. 19) before taking on the really dangerous foes. Remember, 3 AP are used every time you attempt a retreat and fail, so try paralyzing your enemy before retreating.

# ITEMS

**FRUIT**
Fruit restores HP. There are many different kinds.
Restoration Live Berry: Delicious fruit that restores 200 HP.

**MEDICINE**
There are many different kinds of medicine for restoring MP or altering attack abilities.
Restoration Magic Bottle: Medicine which restores 50 MP.

**BATTLE AID**
Dynamin: Increases the destructive force of your next direct attack. A bit dangerous.
Water: Water of mysterious origin used to heal many kinds of sickness.

| Restore Status | Antidote | Cure for poisoning. |
|---|---|---|
| Restore Status | Awakening | Cure for sleep. |
| Restore Status | Thawing | Cure for freezing. |
| Restore Status | Holy Water | Cure for all sicknesses. |
| Restore Status | Revive Potion | Revives fallen party members. |
| Restore Status | Phoenix Potion | Fully revives one character. |

**NUTS**
Nuts which increase character's basic abilities.
Power-up Power Nut: Nuts that increase character's strength.

**NUT BAG**
A bag to hold nuts.

**RARE FLOWER**
A flower with many effects.
Speed of AP restoration will be temporarily increased.

### Bombs

Items used in battle either to attack or assist attacks. Can be used only once.

| | | |
|---|---|---|
| Battle Aid | Bomb | Inflicts 20 damage on one enemy. |
| Battle Aid | Sandstorm Ball | A sandstorm develops allowing you to escape a battle. |
| Battle Aid | Blinding Sand | Reduces percentage of enemy hits in a direct attack. |
| Battle Aid | Sand Mirage | Allows you to avoid one attack by an enemy. |
| Battle Aid | Attribute Charm | Allows you to grant a defensive attribute to one companion. There are 12 kinds, one for each attribute. |
| Battle Aid | Sage Charm | Party's AP is raised to maximum level for the next battle. |

### Fish

There are many kinds of fish, including ones you can equip to use as weapons and ones you can eat to change status.

| | | |
|---|---|---|
| Fighting Ability Change | Hammerhead | Used as a weapon by Kyte. There are other fish that can be used as weapons, as well. |
| Restore Status | Lizard Fish | Heals all abnormalities except freezing. |

### Equip Accessories

Accessories to change characters' abilities and attributes during battle.

| | | |
|---|---|---|
| Accessory | Attribute Amulet | Defensive attribute granted to one character. |
| Accessory | Attribute Gem | Attribute added to attack. |
| Accessory | Armlet | Increases attack ability. |
| Accessory | Crest | Increases defense ability. |
| Accessory | Wisdom Ring | Increases magic ability. |

### Keys

There are many kinds of keys, each of which opens only some doors.

### Special

Many kinds of items are necessary for certain events.

# CHARACTERS

## MOUSE

A traveling minstrel, Mouse has a secret life as a thief, which he assumes occasionally in his travels throughout many lands. Invited to Pandule by Xelpherpolis after hearing of his musical prowess.

## PATTIMO

Mouse's traveling companion, a living instrument. A member of the Romel race, who are said to live 500 years. He cannot move on his own, and has passed from host to host over the years.

## LOREILLE

The princess of Pandule and the sole inheritor of the royal line of Pandule. Lost both her parents when very young. Her wedding is in five days. She has done everything she can for the good of Pandule, but for some reason recently she seems cold to everyone.

## XELPHERPOLIS

Betrothed to Loreille, but no one knows how this came to pass. He holds the real political power in Pandule, but with his marriage to Loreille, he will become King in name as well. He invited Mouse to Pandule to compose and play a song at his wedding.

## Rinna

Rinna's father owns the Inn on Pandule where Mouse stays.

## Bagoth

The general who leads the Army of Pandule.

## Rummy

Mouse's guide on Pandule.

# CREDITS

PRODUCED BY:
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LOCALIZATION PRODUCER:
Ken Ogasawara

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EXECUTIVE VP SALES, OPERATIONS & MARKETING:
Dick Wnuk

VP MARKETING:
Chris Garske

DIRECTOR OF MARKETING:
Rick Naylor

PRODUCT MANAGER:
Wilson Cheng

SR. MANAGER, CREATIVE SERVICES:
Monique Catley

DIRECTOR OF MARKETING COMMUNICATIONS:
Cherrie McKinnon

DIRECTOR OF PUBLIC RELATIONS:
Chris Kramer

CONSUMER SERVICES:
Jamal Carter

PACKAGE & MANUAL DESIGN:
Scott Allen

QUALITY ASSURANCE:
QA Manager
Michael Klug

Lead Tester:
Joe Willis

Testers:
Lennard Dumaguit
Ian Rosenfield
Quinn Aguirre

SPECIAL THANKS
Scott Dolph, Dennis Lee, Jason Enos, Yukako Hamaguchi, Daniel Castillo, Catherine Fowler, Doug Rebert, Linda Stackpoole, June Honma, Barbara Loo, Lee Allision Verdeckberg, & Everyone @ KOA.

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1400 Bridge Parkway
Redwood City, CA  94065

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