Phantom Brave

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.**

Contents

Getting Started

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
OPEN button
USB connector
controller port 1
controller port 2
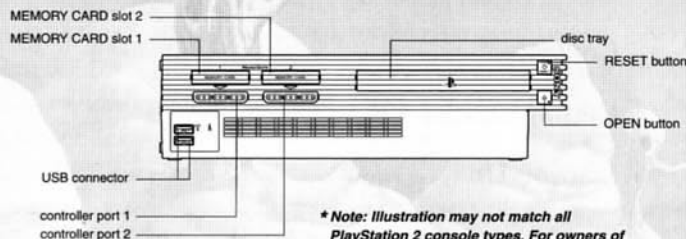
Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

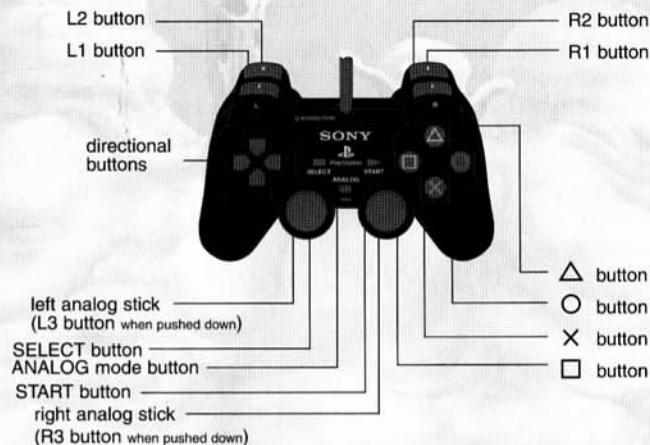Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Phantom Brave**™ 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

L2 button
L1 button
R2 button
R1 button
directional buttons

left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)

△ button
○ button
✕ button
□ button

	Phantom Island	Area Map
direction buttons	Move cursor (Command)	Move cursor (Menu)
○ button	Cancel/Jump	Cancel
✕ button	Confirm, Skip message	Open command menu
△ button	Open command menu	Open menu
□ button	Lift up / Throw	Status screen: change page
L1 button	Rotate area map counterclockwise	
R1 button	Rotate area map clockwise	
L2 button	Zoom in/out	
R2 button	Attack your characters.	Return cursor to characters.
ANALOG mode	Switch between analog mode and digital mode	
LED	Red light on: Left analog stick can be used in place of directional buttons	

*This game does not support the vibration function.

Story Line

In the year 921, in a world called Ivoire, lives Marona, a 13 year old orphaned girl with a special ability to communicate with phantoms. Her ability brings resentment from others, but cheerful and optimistic Marona is not bothered. Marona believes in her parents' teachings that people will one day come to like her as long as she stays compassionate and kind. Now Marona travels throughout Ivoire with her guardian, "Ash the Phantom", to resolve disputes around the world.

Character Introduction

Ash

Guardian of Marona. He is a kind young man with a strong sense of justice. Before his death Ash worked as a chroma with Marona's parents.

Marona

Marona has a unique ability to communicate with phantoms. Her abilities enable her to work as a chroma, but her powers are despised by others.

Starting the Game

When you turn on the PlayStation®2 computer entertainment system and insert the Phantom Brave 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**.
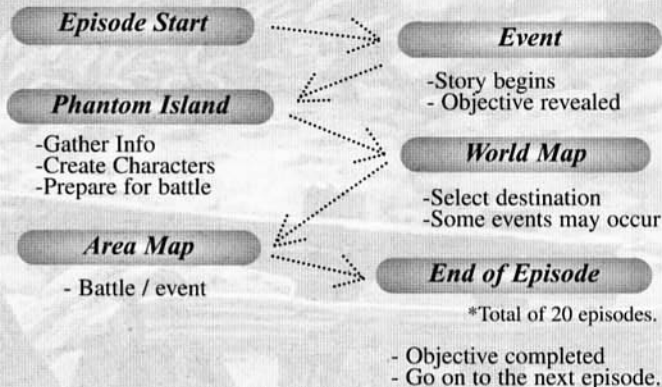
Saving Your Progress

By pressing △ button at Phantom Island, a menu will appear and select **Save**. Please make sure you have a memory card (8MB)(for PlayStation®2) with at least 303KB of free space inserted into MEMORY CARD slot 1. Select the space where you wish to save.

*(8MB)(for PlayStation®2) memory card is required. You can not use a PlayStation® memory card.
*Do not do the following while saving.
  - Turn off the main power.
  - Press the reset button.
  - Remove the memory card.
All of the above may result in loss of data.

Flow of the Game

This is an example of the game flow.

Episode Start

Phantom Island
-Gather Info
-Create Characters
-Prepare for battle

Area Map
- Battle / event

Event
-Story begins
- Objective revealed

World Map
-Select destination
-Some events may occur

End of Episode
*Total of 20 episodes.

- Objective completed
- Go on to the next episode.

Phantom Island

*Controlling Ash/Make(Summon) Characters/Command
Menu/Prepare for Battle/Mail Box*

Controlling Ash

*You will control Ash in Phantom Island.
Please use the left analog stick for movement.*

- Pressing the ✕ button next to a character allows you to talk to the character.
- You can jump over an object or your own character by pressing the ◯ button.
- You can rotate the screen by pressing the L1 and R1 buttons.
- You can zoom into/out of the screen by pressing the L2 button.
- You can attack your characters by pressing the R2 button.

Caution: When you land on your own character by pressing the ◯ button, you will damage the character.

Move characters where you want to.

- Stand next to a character and press the □ button to lift up.
- Press the □ button once again and your throwing range will be displayed by a yellow circle.
- Choose where to throw by moving the left analog stick.
- Press the □ button to throw.
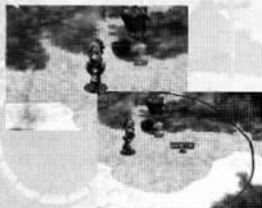
Other characters may catch thrown characters.

Caution: Characters thrown will not necessarily land where you choose to. Landscape will affect the actual landing site.

Make Characters (Summon Phantoms)

You can create your own character in Phantom Island.

Talk to Marona and select **create**. Always summon phantoms you wish to use during battle to Phantom Island or they may not join the battle. In the beginning, types of creatable characters are limited, but additional characters will be available as you defeat more enemies.

Caution: Characters you wish to dispatch in battle need to be summoned to Phantom Island. The number of characters and items available to be summoned to Phantom Island are displayed as POP in the bottom right hand corner of the screen.

Command Menu

By pressing the △ button in Phantom Island, the command menu will be displayed.

Equipment	View items that are equipped by your characters. Equipped items can be used during battle.
Status	View status of your charcters.
Order	Change the display order of your characters/items in the status screen.
Battle Help	Learn the basics of battle.
Settings	Change the game settings.
Reset	Return to the title screen.
Save	Save your progress.

Prepare for Battle

When you have a merchant summoned to Phantom Island, you can buy/sell items. You may recover lost HP & SP by talking to a summoned healer. Items can be equipped by selecting equip in the command menu.

Mail Box

Access the mail box to go to the world map.

World Map
Selecting a Destination

Through events and conversations, new areas become available for you to travel. Within the world map there are sub-areas that are referred to as the area maps. Progress is made in the game by clearing area maps.

Area Map
Battle Field

All battles are carried out on 3D maps called area maps. The player and the computer will take turns issuing commands depending on the speed of the character. The faster the character, the quicker your turn comes around.

Dispatching Characters

Characters will be dispatched by confining (combining) available characters to items on the area map. To dispatch characters you will have to select an available item on the area map and press the ✗ button and select **Confine**. A list of characters available to be dispatched will be displayed. Choose the character you wish to dispatch and press the ✗ button to confirm your selection.

Character Commands

Move/Attack/Skill Type/Lift (Throw)/Out of Bounds/Confine/Protection/Status/End Turn

To battle enemies, select your ally character and give him/her orders from the character command menu. During a single turn, each character can move as many times as they can and perform one action, such as attack, special technique, lift and use object, or use an item.

Move

Select this command and the character's movement range will be displayed as a red circle.
Select the location where you wish to move within the red circle.

Attack

When this command is selected, the character's attack range will be displayed. Attack range will depend on the weapon equipped.
You can move after your attack depending on how much movement you have left.

After you select your target, select your attack move.

Skill Types

Skills are divided into 7 types.
The icon displayed in front of each skill denotes what type it is.

Icon	Description
🗡	Physical Attacks.
🗡	Attacks that require vital energy.
⚡	Elemental magic which manipulates the 3 elements of fire, wind, and water (ice).
🔲	Physical magic that can control or create natural objects.
🔲	Attacks that affect space and time.
☠	Skills that alter a character's statistics.
🔲	Mainly healing abilities.

Following icons represents various elemntal attributes of skills.

Icon	Description
🔲	Element of Fire.
🌀	Element of Wind.
🔲	Element of Ice.
✗	Can not combine.
🔲	Single target attack.
🔲	Multiple target attack.

Elemental Resistance

Every character and item will have elemental (Fire, Wind, Ice) resistance. Elemental resistance is the character resitance to hostile skills and some specific magic attacks. Higher the resistance percentage the less damage you take and vice versa.

Lift (Throw)

Lift a character or item on the map.

Select **Lift** to pick up an ally, enemy, or an object adjacent to your character. Lifted ally, enemy, or an object can be thrown or used as weapons. To throw, select **Throw** and move the cursor where you wish to, and press the ✗ button to select. Special Techniques can be performed with an object. You can **Steal** an object from your enemy.

Caution: During battle, lifting an object and throwing it is considered as a single action. Held enemies can apply damage to you when their turn arrives. Be aware of what you hold when you end your turn.

Out of Bounds

During battle you can throw your friendly characters, enemies, and items out of bounds. Out of Bounds is any where on the area map where a terrain does not exist. Enemies and characters tossed out can not return to the battle. The final remaining enemy may not be tossed out.

O.B.!

Caution: For each enemy tossed the rest will become stronger.

Confine

Select this command to summon your allies onto the area map. Select an object on the area map and choose confine from the command menu to summon your characters. Confine range is displayed as a white circle.

Protection

Certain objects on the battle map can receive additional protection status from other key objects. Bonus status can range from additional attack points to invincibility. To eliminate the protection effect you must destroy the source objects that are applying the effects. You can take advantage of the protection system by confining to objects that are receiving the effects.

Status

Select this command to view a character's status.
* Refer to Character Status. (page 18)

End Turn

Used to end your turn,

Character Status

Steal rate. Defense rate (Refer to "Battle Help")

REMOVE	Number of actions the character can perform before they return to its original state.
L V	Level
H P	Life points. Character will die if his/her HP reaches 0.
S P	Needed to use special techniques. SP can be recovered by the healer.
ATK	Attack power.
DEF	Defense Strength.
INT	Intelligence. Affects magic power.
RES	Resistance to enemy magic.
SPD	Speed. Affects action sequence.
EXP	Experience points accumulated.

Leveling Up

You will level up by defeating ene-
mies and gaining experience points.
When a character levels up, his/her
Status will increase.

Area Map Commands.

Press the △ button to access the area map commands.

Battle Help	Choose this option to view the basics of battle.
Settings	Choose this option to change the game settings.
Reset	Choose to go back to the title screen.
A list of Characters	Choose to list all the characters and items that are on the map.

Winning Condition

You must defeat the entire enemy to clear the map.

Game Over

Game over if all friendly characters are defeated. You will restart from
where you saved.

Combat Techniques

Remove

*After a certain numbers of actions, characters on area map will return
back to their original form.*

Lift Techniques

- You can attack with held items.
- Hold other characters to create combo moves.
- Hold an enemy up to use their special techniques. Throw enemies onto other enemies to restrict their actions.
- Eliminate enemies by throwing them out of the area map.

Caution: For every enemy eliminated, the rest of the enemy will
level up.

Protection

- There are certain objects on the area map that provide bonus status to enemies/objects.
- By confining into items that are influenced by the protection object, you will receive the protection bonus.
- The effects of protection bonus varies.

Abnormal Status

When hit by a skill, a character can receive an abnormal status effect.
Abnormal effects can be cured by using the "Espoire" skill, or by
waiting until after the battle.

	Poison	Damage is taken every time the character takes a turn.
	Sleep	The character skips their turn.
	Paralyzed	The character's body is frozen: Speed and Movement decrease.
	Amnesia	The character forgets how to perform all but the most basic skills.
	Dazed	The character picks up no EXP.
	Gamble	The next attack will either kill the character, or miss entirely.

Skill Effects

Each skill has a variety of characteristics.

![icon]	Absorb enemy's HP.
![icon]	Unequip the user.
![icon]	Unequip target.
![icon]	Knock away the target.
![icon]	Transport to change user location.

Icons that indicate which status that skill relies on.

HP - Damage relies on HP.

ATK - Skill relies on attack, and will become more effective as attack increases.

DEF - Damage relies on defense.

INT - Damage relies on INT.

RES - Res determines a character's damage for skills which rely on INT, RES, or SPD.

SPD - Damage relies on SPD

Random Dungeon

Enter a random dungeon to discover rare items, to level up, and to gain new titles.

Random Dungeons are dungeons that are randomly created. Every dungeon will have different monsters and landscapes. Some random dungeons have their own rules.

Access the random dungeon by talking to the Dungeon Monk. The Dungeon Monk can uncover dungeons, erase dungeons, or access the dungeons.

Access to a random dungeon will cost you.
You will have to pay a fee to the Dungeon Monk to create your dungeon. The maximum number of dungeons you can build is 32. If you wish to build more you will have to erase existing dungeons to make space for the new.

For more manual information, please visit our official site!!

www. NISAmerica.com

Memo

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.**

TECHNICAL SUPPORT

Please contact customer Service by e-mail at *Support@NISAmerica.com*.