

SHIN MEGAMI TENSEI™
DIGITAL DEVIL SAGA™
PS2-ル・ファ-
A green gear logo with a stylized figure inside is positioned to the left of the main title.

SOFTWARE MANUAL



EmuMovies

ATLUS®
WWW.ATLUS.COM

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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.

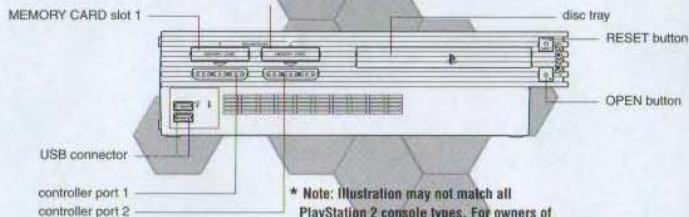
ARE YOU READY? ■

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SETUP*



* 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 DIGITAL DEVIL SAGA™ 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 peripherals, 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.

CONTROLLER

CONTROLS

The controls differ in various modes. Master these controls before engaging the enemy.

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



Controls	On a map/in a dungeon	During battle
Directional buttons	Move character	Move cursor
Left analog stick	Move character	Move cursor
Right analog stick	Change point of view	N/A
L1 button	Change point of view (rotate left)	N/A
R1 button	Change point of view (rotate right)	N/A
L2 button	N/A	N/A
R2 button	N/A	N/A
START button	N/A	N/A
SELECT button	N/A	Toggle help ON/OFF
○ button	Reorient point of view to forward	
× button	Search / Talk / Confirm	Confirm
△ button	Display Auto Map	
□ button	Display Main Menu	

ANALOG mode is set to ON by default, so the DUALSHOCK[®]2 analog controller will vibrate according to events in the game. For more information on how to turn this function ON/OFF, see "Adjusting the Game Settings" (pg. 14). This game can also be played with a DUALSHOCK[®] analog controller.

STORY

In the Junkyard, rival Tribes fight an endless war—vying for supremacy and the right to ascend to Nirvana. Everything begins to change when a blinding light interrupts a skirmish between two Tribes. Serph, leader of the Embryon, awakens after the flash to find that his opponents have been violently slain. In a crater left behind lies a young girl with black hair.

The people of the Junkyard soon discover the effects of the mysterious light; Tribe members transform into demons, and feed an insatiable hunger by devouring their enemies. Along with this new "Atma" comes another strange power: emotion.

Soon after, the Karma Temple issues a new law: "Devour the other Tribes and bring the black-haired girl to Nirvana." Hostility only grows, as the Tribes renew their efforts with increased hatred and zeal.

The Embryon struggle to defeat the opposition and protect Sera, the young girl, who may just hold the key to everything...



TARGET



There are many warring Tribes in the Junkyard. As the leader of the Embryon, you must understand the various intricacies of the world.

THE WAR BETWEEN THE 6 TRIBES INTENSIFIES

The Junkyard is a world where rusted buildings protrude from the tortured earth like gravestones. The Karma Temple stands in the center region, Sahasrara. The surrounding area is divided into six sectors: Ajna, Vishuddha, Anahata, Manipura, Svadhsthana, and Muladhara. Beyond these is an endless wasteland dotted by ruins—decayed buildings from the past.

TRIBES AND SECTORS



EMBRYON

Area: Muladhara
Leader: Serph
Color: Orange



The player controls this Tribe, centered in Muladhara. Key members include Serph, Gale, Heat, Argilla, and Cielo. Though small in number, the Embryon have established their turf, and are recognized by the other Tribes.

VANGUARDS

Area: Svadhsthana
Leader: Harley
Color: Green



This Tribe is in direct competition with the Embryon. In fact, Harley and the Vanguards were locked in battle with Serph's Tribe when shafts of light erupted from an unidentified object on the battlefield.

BRUTES

Area: Ajna
Leader: Varn Omega
Color: Blue



Currently, the strongest Tribe. The Brutes violently protect the Ajna sector. Their leader, Varn Omega, seems to know Serph and Sera. Though the source of his knowledge is unknown, the Embryon may find out soon enough.

SOLIDS

Area: Anahata
Leader: Mick the Slug
Color: Yellow



The burly Mick leads this Tribe, which is the third strongest. Anahata, surrounded by a fortress wall, is often referred to as the Solids' Citadel. The wall is impregnable, and is the reason for the Tribe's longevity.

MARIBEL

Area: Manipura
Leader: Jinana
Color: Red



The Maribel are lead by a strong female warrior named Jinana. Despite constantly being under attack, they have managed to hold Manipura against the Solids. Bat, the Tribe's second in command, is known for his skill with knives.

WOLVES

Area: Vishuddha
Leader: Lupa
Color: White

Lupa of the Wolves is a strong and proud warrior. The Tribe is currently locked in a heated battle with the Brutes for dominance. Serph and the Embryon may be able to use this to their advantage.

CHARACTERS

The members of the Embryon and their Atma abilities are listed below.

SERA

The black-haired girl who appeared mysteriously after light swept the Junkyard. She seems to have amnesia, and was not wearing a tag ring when the Embryon found her (Tag Rings are required for identification, and every Tribe member wears one). Her singing can prevent others from changing into demons, and her forgotten memories become increasingly important to Serph and the Embryon... There seems to be a connection between her, the Karma Temple and Nirvana.



SERPH

The player's character and leader of the Embryon. His decisive leadership has allowed the Embryon to be recognized as one of the six strongest Tribes, despite their smaller numbers.



VARNA

A heavenly god who is said to have created the Three Worlds, he unifies the laws of the universe with the laws of Heaven. Depending on the myth, Varna is assigned different affinities such as water, wind, the seasons, medicine, and death. He often appears as a man, but can take the form of a woman or be androgynous. Serph's incarnation of Varna is a strong creature that is aligned with the water element.





HEAT

Once a loyal and unquestioning member of the Embryon, Heat begins to disagree with Serph once his Atma awakens. As his personality changes, he becomes increasingly prone to violent outbursts. He's constantly frustrated by his inability to control his actions and deep-seated feelings—except when he's alone with Sera.



AGNI

Although Agni controlled the sun, thunder, and holy fire in the Three Worlds, he was widely known as the god of fire. He was recognized as the brother of Indra, and was also known for his ability to purify. It is said that Agni burns with anger, but also possesses the flame of intelligence. Heat's incarnation of Agni is a hulking two-headed beast aligned with fire.



ARGILLA

The Embryon's best sniper, Argilla is reluctant to devour others once her Atma awakens. Although she's conflicted by sadness and uncertainty, she decides to fight in order to protect her comrades and survive to see a world free from war.



PRITHIVI

The goddess of earth in Aryan mythology. She and Dyaus are considered the mother and father of many other gods. Prithivi gave birth to Ushasu, Agni, and Indra. Argilla's incarnation of Prithivi is a quick and lithe fighter aligned with the earth.

GALE

The Embryon's tactical advisor. He has a talent for detailed calculations and circumstance analysis. Unlike the others, Gale does not feel emotion or yearn for a forgotten past; he obediently follows the law and masterminds the Embryon's ultimate victory.



VAYU

The god of wind, who gallops through the heavens in a golden carriage, bringing about blessing and destruction. Vayu is also called Vata, Anila, or Gandharva and is considered the father of Hanuman. Gale's incarnation of Vayu is aligned with force (wind).

CIELO

A member of the Embryon who changes drastically when his Atma awakens. Cielo becomes a very happy, easy going person with a friendly personality. He tries to keep the mood light to calm down the more serious party members, like Heat and Argilla. He's misunderstood by the others, but he lets it roll off his back and remains upbeat.



DYAUUS

The oldest of the Aryan gods, known as the god of heaven and the father of many gods. Dyaus is also known as Tyr in Norse Mythology, and is associated with the sun. Cielo's incarnation of Dyaus has the power of flight and is aligned with electricity.

STARTING & SAVING

LOADING A GAME

To continue a previously saved game, insert a Memory Card (8MB)(for PlayStation®2) with a Digital Devil Saga save file into MEMORY CARD slot 1 and select "LOAD GAME". Use the up and down directional buttons to select a save file, and press the \times button to confirm your choice.



STARTING A NEW GAME

To start a new game from the beginning of the story, select "NEW GAME". The game will begin after the opening movie has finished.



ADJUSTING THE GAME SETTINGS

Select "CONFIG" to adjust the game settings. Use the up and down directional buttons to highlight the setting you want to change, and use the left and right directional buttons to change it.



SAVING

You can save your progress at "Karma Terminals" (pg. 36, 37). Insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 and select "Save". Use the up and down directional buttons to select a file and press the \times button to save your progress.



*In order to save, you must have at least 305KB of free space on your memory card (8MB)(for PlayStation®2). Also, please do not remove the memory card (8MB)(for PlayStation®2) while saving.

AREA MAP

There are two kinds of maps: the Area Map and dungeons. Each type of map has specific controls.

BASIC NAVIGATION

The Junkyard consists of a large Area Map, where you can select an area, and detailed 3D dungeons, where the action takes place.



AREA MAP

Serph's Tribe, the Embryon, is centered in the Muladhara region. In order to travel to a different area, select your destination from the list on the left side of the screen. As the story progresses, additional destinations will become available.



UNDERSTANDING THE AREA MAP

- ① Solar Noise Indicator
Displays the current level of Solar Noise. See pg. 17 for more details.
- ② Area List
A list of possible destinations. The red dot indicates your current position, while new areas are displayed in blue.
- ③ Selected Area
The currently selected area. It is displayed in yellow.
- ④ Message Window
A description of the currently selected area.

DUNGEONS

Your character will move about in various dungeons. Dungeons are complex, so pay careful attention to the information available to you. Keep an eye on the Auto-map to avoid getting lost (pg. 19).



UNDERSTANDING THE DUNGEON SCREEN



- ① Solar Noise Indicator
- ② Help Window

- ③ Area Name
- ④ Ailment Indicator

- ⑤ Proximity Map

Displays the current level of Solar Noise. Displayed when you approach a person or a door. Press the \times button to speak to the person or open the door.

Your current location.

An icon which indicates whether or not one of the party members is suffering from a status ailment.

A mini-map which shows your immediate surroundings. The icons used are the same as the Auto-map icons (pg. 18).

DUNGEONS

DUNGEON FEATURES

In dungeons, you will encounter important points such as doors, objects, and people. Press the \times button when an "Inspect" or "Talk" window appears to examine an item or talk to an individual. Below are a few things you may find.



❖ NODES

There are two types of nodes: purple ones which contain items, and yellow ones which hold ammo or cells. Cells can be exchanged for Macca at various Vendor locations.



❖ MYSTERIOUS WALLS

Red, yellow, and blue walls may block your path in certain dungeons. The only way to proceed beyond these walls is to use the appropriate items.



FIELD HUNTING

In certain areas of dungeons, you may discover places where demons are hiding. In these areas, if you can destroy all of the floating blue balls within the time limit, a battle with several Mitama will begin. Defeat the Mitama, and you'll gain a great deal of Atma Points.



CONTROLS FOR FIELD HUNTING

directional buttons/left analog stick	move character
\square button	attack

SOLAR NOISE

Solar Noise is a phenomenon which affects demons in a variety of ways. Depending on the level of Solar Noise, Serph's party and enemy demons will experience different effects. It begins at MIN and increases in 1/8 increments until it reaches MAX. It then decreases similarly, and the cycle repeats.



DUNGEONS

AUTO-MAPPING

You can bring up the Auto-map screen by pressing the Δ button in a dungeon. The areas you explore are automatically mapped as you pass through them, so check the map frequently to follow your progress. You can zoom in and out for a better look at doors, stairways, or other map features.



AUTO-MAP SCREEN CONTROLS

Left analog stick	Scroll the map
R1 button	View a map of the floor beneath you
L1 button	View a map of the floor above you

MAP ICONS

	Current Position Indicates your current location and the direction you are facing.
	Stairway (Up) Indicates a stairway leading up.
	Stairway (Down) Indicates a stairway leading down.
	Elevator Indicates an elevator.
	Pitfall Indicates a pitfall.
	Important Point Indicates special areas of the dungeon.
	Mysterious Wall Indicates a wall. The appropriate key will destroy it.
	Exit Indicates the exit.
	Large Karma Terminal (pg. 36) Indicates a room with a Large Karma Terminal.
	Small Karma Terminal (pg. 37) Indicates a room with a Small Karma Terminal.
	Life Terminal Indicates a Life Terminal.
	Vendor Indicates a Vendor.

* Demon hunting areas are displayed in purple.

MAIN MENU

The Main Menu is crucial in preparing your party for battle. Each command in the menu is described below.

❖ USING MAIN MENU COMMANDS

By pressing the \square button, you can view the Main Menu. The commands available to you are displayed in the list on the right. Make use of these options to keep your party in good condition.

COMMAND LIST	

❖ SKILL

Choose this command to use a skill which has been assigned. First, select a skill from the list, and then press the \times button to use it. Remember that skills must be assigned before they may be used, so it's a good idea to frequently cycle through your available skills.



❖ ITEM

By selecting this command, you can access items in your inventory. Three options will be available to you:

USE	EQUIP	SPECIAL
To use an item, first select the item you want to use, and then select the character(s) that it will be used on.	To load a character's weapon, first select the character, and then choose which ammo to load.	By selecting this option, you can view the special items you have obtained. These items will automatically take effect at specific times.

MAIN MENU

❖ SET

Choosing "Set" will allow you to assign skills that your characters have learned. Use the left and right directional buttons to switch between skill types, and use the up and down directional buttons to cycle through the list of skills. Press the X button to select the skill you wish to assign. Then, choose a slot. Skills must be assigned before they can be used during battle or from the Main Menu.



❖ UNDERSTANDING THE SET MENU



① Assigned Skills

A list of currently assigned skills. Press the Δ button to change the order of the skills. The number of the skills that can be assigned increases as a character levels up. The selected skill's description is displayed. A list of skills that have been learned, sorted by type. Use the up and down directional buttons to scroll through the list.

② Help Window

③ Learned Skills

A newly learned skill will be marked by an exclamation point.

④ New Skill Alert

Skills are classified by 4 types as follows:

⑤ Skill Type

	PHYSICAL	Physical attacks require HP. Hunt skills, which earn Atma Points, are included in this category.
	MAGIC	Magic skills require MP. Attack, heal, support, and other types of magic are included in this category.
	SHIELD	Skills that null, drain, or repel enemy attacks are included in this category.
	AUTO	This category is comprised of skills that automatically take effect when assigned.

MAIN MENU

❖ COMBO

When party members enter battle with certain combinations of skills assigned, powerful "Combo" attacks will become available. Try assigning different combinations of skills to discover these devastating attacks. Note that each skill must be assigned to a different character.



❖ COMBO LIST

Once a Combo has been discovered, it will be recorded in the Combo List. When viewing this list, select a Combo to see which skills are necessary to enable it. Here are a few examples:



REQUIRED SKILLS

Combo Name	Skill Combination	Effect
Maragi	Agi + Zan	Weak fire attack to all enemies
Mabufu	Bufu + Tera	Weak ice attack to all enemies
Mazio	Zio + Bufu	Weak electricity attack to all enemies
Mazan	Zan + Zio	Weak force attack to all enemies
Matera	Tera + Agi	Weak earth attack to all enemies
Mahama	Hama + Media	Halves the HP of all enemies
Mamudo	Mudo + Death Spray	Death attack to all enemies
Micro Nova	Agi + Bufu + Tera	Weak almighty attack to all enemies
Gang Blast	3 physical attack skills that target 1 enemy	Weak physical attack to all enemies
Crystal Dust	Frost Breath + 2 -kaja skills	Ice attack to all enemies
Sky Thrust	Zan type + Stun type + physical attack skill that targets 1 enemy	Force/stun attack to all enemies
Angelic Grace	???	Powerful healing and strong defense for party
Crossfire	3 gunfire skills	Strong gunfire buffets a single target
Ice Shot	Gunfire skill (Serph) + void skill	Weak ice attack to 1 enemy
Media	Dia + Dia	Weak healing for entire party



Crossfire



Micro Nova



Gang Blast

MAIN MENU

❖ MANTRA

Mantras enable the use of different types of skills when characters are in their demon forms. This selection allows you to check the status of a currently equipped Mantra. See pg. 25 for more details.



❖ STATUS

Select this option to view the statuses of the characters in your party as well as their Mantras. Use the L1 or R1 button to switch between characters, and the left and right directional buttons to toggle between a character's status and Mantra status.



❖ PARTY

By selecting "Party," you can choose which characters will participate in battle, as well as their turn order. Use the up and down directional buttons to select a character, and the X button to add that character to the battle party. Characters are placed in the order you select them—this is the order in which they will act during battle.



❖ DECIDING TURN ORDER

Character stats do not affect the order of turns in battle; instead, characters act according to the order in which they are arranged. Since you will always know what order your characters will act in, plan accordingly. For example, you could have the first character cast an attack-boosting spell, the second one attack, and the third one heal the party.



❖ CONFIG

Choosing this option will allow you to adjust various game settings. Select a setting using the up and down directional buttons, and adjust it using the left and right directional buttons (pg. 14).

STATUS

The Status Menu displays a wealth of information about your party. Familiarize yourself with it so you can quickly assess characters' conditions.

❖ PARTY CONDITION

The Status Screen allows you to check each character's abilities and condition, as well as the details of his or her equipped Mantra. Knowing how to read the Status Screen will help you to effectively use your party members and prepare for battle.



UNDERSTANDING THE STATUS SCREEN



① Character Name

The selected character's name.

② Ailment Icon

If the character is suffering from a status ailment, this icon will be displayed. See pg. 24 for more information on ailments.

③ Level

The character's current level.

④ Karma to Next Level

The amount of Karma necessary for the character to level up.

⑤ HP

The character's current/maximum hit points.

⑥ MP

The character's current/maximum magic points.

⑦ Ammo

Currently loaded ammunition. Guns are used while in human form. Attack power refers to the strength of the bullet.

⑧ Stats

The character's vital statistics. See pg. 24 for details.

⑨ Assigned Skills

A list of currently assigned skills. Skills must be "Set" (pg. 20) before they will be listed here.

⑩ Defensive Characteristics

The character's elemental affinity, which factors into his or her strengths and weaknesses.

STATUS

❖ STATISTICS

On the Status Screen, you can view the statistics of your party members. Below is a list of the statistics and their significance. Each stat increases when a character levels up. (Only the main character's stats can be increased manually. Others' stats increase automatically).

St	20
Ma	18
Vi	9
Ag	8
Lu	8

STRENGTH	Affects power of physical attacks.
VITALITY	Affects maximum HP and susceptibility to physical attacks.
MAGIC	Affects maximum MP and susceptibility to magic attacks.
AGILITY	Affects hit and dodge rates.
LUCK	Affects many different factors.

❖ STATUS AILMENTS

There are 14 different ailments, all listed below. STUN, POISON, ACHE, and MUTE continue to affect party members even after battle has ended.

FREEZE Cure: Wears off Character is frozen and cannot move. All damage received will be critical.	SHOCK Cure: Wears off Character is electrocuted and cannot move. All damage received will be critical.
MUTE Cure: Dis-Mute, etc. Magic and other skills which require MP may not be used.	SLEEP Cure: Panacea, etc. Character is asleep and cannot move. All damage received will be critical.
ACHE Cure: Dis-Ache, etc. Character cannot move because of a painful stomachache.*	PANIC Cure: Panacea, etc. Character is confused, and may perform actions which the player did not select.
STUN Cure: Dis-Stun, etc. Character is stunned. Increased chance of missing or receiving critical damage.	POISON Cure: Dis-Poison, etc. Character is poisoned. Damage each turn in battle / each step in dungeon.
CURSE Cure: Dis-Curse, etc. Damage equals that inflicted on enemy (none if enemy is killed).	CHARM Cure: Panacea, etc. Character is charmed and will attack allies for a few turns.
BAT Cure: Wears off Character has been changed into a bat; his or her stats decrease dramatically.	STONE Cure: Dis-Stone, etc. Character is petrified and can't move. If struck, will shatter and die.
DEAD Cure: Revival Bead, etc. Character is dead. He or she will revive after the battle with 1 HP.	MAD Cure: ??? Character has gone berserk. Takes random actions in this state.

*If the character still has a stomachache at the end of the battle, he/she will not receive any AP.

MANTRA

Mantras have different characteristics. Develop them wisely in order to learn powerful skills.

❖ MANTRA CHARACTERISTICS

Mantras are battle programs distributed by the Temple. Skills may be learned by downloading Mantras from Karma Terminals, and characters can be customized with learned abilities. Each Mantra has a specific quality associated with it, such as fire, ice, or healing. By keeping this in mind, your characters can be designed to take on any type of enemy.



UNDERSTANDING THE MANTRA STATUS SCREEN



- ① Character Status
- ② Mantra
- ③ Atma Points
- ④ Inherent Skills

The character's level, HP, and MP.
The currently equipped Mantra.
The character's current AP (Atma Points). Defeat enemies to gain AP. When the Atma Gauge is full, the character will have mastered that particular Mantra.
The skills inherent to the equipped Mantra. They will not be learned until the Mantra has been mastered.

MANTRA

CHARACTER GROWTH

Karma gained in battle is necessary for characters to level up and grow stronger. AP is used to learn skills held within each Mantra. To improve your characters, fight many battles and use hunting skills to gain large amounts of AP.



❖ MASTERING MANTRAS

When the AP Gauge has been completely filled, the character has mastered the equipped Mantra and learns its inherent skills. Skills may be assigned in the Set Menu (pg. 20).



❖ EQUIPPING NEW MANTRAS

Mantras cease to accumulate AP once they have been mastered. Go to the nearest Karma Terminal and download a new Mantra right away; equipping new Mantras and accumulating AP is the key to creating strong characters.

LEVELING UP

Characters will level up after gaining enough Karma. When this occurs, a character's stats will increase and he or she may even be healed.



❖ HP/MP RESTORED

Sometimes a character's HP and MP will be restored when he or she levels up.



❖ BONUS STAT INCREASE

If you are lucky, more than one stat will increase when a character levels up.



MANTRA

❖ DOWNLOADING MANTRAS

Mantras can be purchased at Karma Terminals. The download screen will display the Mantra Grid. Select a Mantra using the directional buttons, and confirm your choice by pressing the \times button. Once a Mantra has been mastered, higher class Mantras will be available for download.



UNDERSTANDING THE DOWNLOAD SCREEN



- 1 Equipped Mantra
- 2 Cursor
- 3 Macca
- 4 Unavailable Mantra
- 5 Character
- 6 Selected Mantra
- 7 Difficulty
- 8 Price

The currently equipped Mantra is highlighted in yellow.
The cursor used to select a Mantra.
Your current amount of Macca.
Mantras displayed in gray cannot be downloaded until certain requirements have been met.
The current character. Use the L1/R1 button to cycle through your party members.
The currently selected Mantra.
The difficulty of mastering the selected Mantra. The higher the star rating, the more AP required to master the Mantra.
The price (in Macca) to download the Mantra.

*Press the \square button in the download screen to view the entire Mantra Grid.

MANTRA

❖ USING THE MANTRA GRID

The Mantra Grid is large, and deciding where to start or how to proceed may be confusing. Rather than randomly equipping Mantras, it's important to have a specific plan for each character in order to create a strong and balanced party. Here are some tips for Mantra progression:



1: DIVERSIFY MANTRA TYPES

At the start of the game, it's wise to download a lot of different types of Mantras, rather than concentrating on a certain kind. Learn a variety of magic and shield skills in preparation for the different enemies you'll face.



2: KEEP UPCOMING BOSSES IN MIND

Each boss uses specific types of attacks. To battle bosses effectively, it's important to have skills that will nullify their attacks, as well as skills which will exploit their weaknesses. If your party does not possess the necessary skills, then be sure to equip a more appropriate Mantra.



3: DECIDE WHO WILL PLAY WHAT ROLE

Simply mastering Mantras will not lead to a strong party. Decide which role each character will play in battle, such as "Attacker," "Healer," or "Magic Attacker," and equip Mantras accordingly.



4: MASTER UNIQUE MAGIC SKILLS

There are unique magic skills outside of the elemental variety. Understand what these skills do, and be prepared to counter them in battle.

Hama and Mudo: These skills have the potential to deal devastating blows to your opponents. Be sure you can counter these types of attacks with shield skills, so you are not taken by surprise.

-kaja and -nda: These support skills can strengthen your party or weaken your enemies. They are especially useful in protracted battles, such as against powerful bosses. If your party is hit with one of these skills, use Dekaja or Dekunda to cancel the effects immediately.

BATTLE SYSTEM

It's important to have a plan in order to fight effectively. Make sure you understand the basic elements of battle before engaging the enemy.

❖ BATTLE BASICS

Turn icons are an important part of battle—you can lose a turn if an enemy manages to land a critical hit or exploits one of your characters' weaknesses. Exploiting enemies' weaknesses and being prepared to defend against their attacks will help to ensure your victory.



UNDERSTANDING THE BATTLE SCREEN



① Solar Noise Indicator

② Cursor

③ Commands

④ Action List

⑤ Turn Icons

⑥ AUTO Icon

⑦ Party Order

⑧ Current HP

⑨ Current MP

⑩ Help Window

Displays the current level of Solar Noise.

The cursor can be moved using the directional buttons. The currently selected command. Use the left and right directional buttons to choose from the following: FIGHT, ITEM, MEMBER, ESCAPE.

A list of specific actions which correspond to the command selected. Use the up and down directional buttons to choose an action, then press the X button to execute it.

Turn icons indicate how many actions may be performed in a turn. Blue icons represent your party, while red ones represent the enemy.

This icon indicates whether Auto Battle is ON or OFF. Toggle between modes by pressing the Δ button, or use the ○ button to turn Auto Battle OFF.

Characters are numbered by their order in battle. The price (in Macca) to download the Mantra.

The character's current MP.

Explanations for items and skills are displayed here. Use the SELECT button to hide/display the window.

BATTLE

❖ INDIVIDUAL TURN SYSTEM

Turn icons are displayed at the top right corner of the screen. For each icon, a character can perform one action. When every icon has been used, the party's turn is over. The party's total turn icons will increase or decrease based on the circumstances below.



WEAKPOINT

If you attack an enemy with a skill that he or she is weak against, not only will you deal greater damage, but you will only use 1/2 of a turn icon.

BLOCK

Null skills will allow your party to void attacks and receive no damage. Also, the enemy will lose 2 turn icons. If an attack is reflected, all icons will be lost. Of course, the same is true if the enemy voids or reflects your attacks.

CRITICAL

If you land a critical hit, you will deal greater damage and only use 1/2 of a turn icon.

❖ TRANSFORMING INTO DEMONS

Your party members will automatically transform into demons at the beginning of a battle, unless they are surprised, in which case they will still be in human form. Characters can attack with guns while in human form, but lack the strength and skills possessed by demons. Select "Transform" to change a party member into a demon, or "Revert" to change a demon back into his or her human form.



❖ HUNTING SKILLS

Hunting skills such as "Consume" allow your characters to devour weak enemies and gain more AP than normal. Make good use of these skills to master Mantras quickly.



❖ BE CAREFUL OF STOMACHACHES WHEN DEVOURING!

Devouring will result in huge AP rewards, but has a downside as well. At times, the ACHE ailment (stomachache) will result if too many enemies have been devoured. A character can't move or gain AP if he or she has a stomachache, so cure it immediately.

BATTLE

❖ BATTLE COMMANDS

Four different commands are available in battle: FIGHT, ITEM, MEMBER, and ESCAPE. Sub-commands are available for each of these.



❖ FIGHT

Shoot (Attack) is the basic way of dealing damage. The action requires no HP or MP, and all characters can perform it. The skills your character has assigned will also be displayed in this menu, in addition to the HP/MP costs required to use them.



SHOOT (ATTACK)

A basic attack. Each character has his or her own style of attacking.

PASS

If a character passes, it will become the next character's turn. This action only uses 1/2 of a turn icon.

❖ AUTO BATTLE

Pressing the Δ button during battle will activate the Auto Battle function. You can cancel it by pressing the Δ button again, or by pressing the \circ button. You may also wish to turn "Auto Repeat" ON in the Config Menu, in which case a character's previous action will be repeated when Auto Battle is on. If Auto Repeat is set to OFF, then a character will simply do normal attacks when Auto Battle is on.

❖ COMBO

When party members enter battle with certain combinations of skills assigned, powerful "Combo" attacks will become available. Combos that have already been discovered may be viewed by selecting "Combo" from the Main Menu (pg. 21). When a Combo is performed, the number of participants determines how many turn icons are used.



BATTLE

❖ ITEM

When this command is selected, an item from your inventory can be used. Select the item using the up and down directional buttons, and confirm your choice by pressing the \times button. Then, choose the character(s) that the item will be used on.



❖ MEMBER

There are several options available to you when this command is selected. Use them as the situation requires.



TRANSFORM/REVERT

These commands can be used to transform a character between human and demon forms. If an enemy is weak to gunfire, then it might be a good idea to revert to human form. If your party is surprised, then this command will be necessary if you want your characters to fight as demons.



DEPLOY

"Deploy" can be used to call an inactive party member into a vacant position in your battle formation, or to replace a character already on the front line.



WITHDRAW

Selecting "Withdraw" will allow you to remove an active character from battle.



❖ ESCAPE

This command should be used if you want your party to flee from battle. Be careful, because your turn will be wasted if the attempt fails.



BATTLE

❖ VICTORY

Once all enemies have been defeated, the battle will end. The Results Screen will appear, and various pieces of information will be displayed, including the Karma and Atma Points your characters gained in battle. If a character has gained a level, that will also be indicated. After battle, party members will devour the fallen enemies, and a small amount of their HP will be restored.



❖ RESULTS SCREEN

The amount of Karma, Macca, and Atma Points gained in battle will be shown on the Results Screen, as well as any items dropped by the enemy. When enough Karma has been earned, a character will level up. When enough Atma Points have been accumulated, an equipped Mantra will be mastered.



❖ GAME OVER

If a party member's Hit Points drop to 0, he or she will die. If the entire party dies or is petrified, the game will end.



❖ INCREASING STATS

When a character levels up, his or her stats will automatically increase, except for Serph. In his case, you will be able to distribute the points he receives however you like. Just select the stat you wish to increase, and press the \times button. Press the \circ button to cancel your choice and try again.



STRATEGY

❖ BATTLE TACTICS

Listed below are a few strategies to help you be successful in battle:



1: EXPLOIT ENEMIES' WEAKNESSES

The most important advice for battle is to nullify enemy attacks and exploit enemy weaknesses. Use "Analyze" to discover what skills an enemy has at his or her disposal, and what that enemy's weakness might be. Argilla begins the game with this useful skill.



2: CHANGE YOUR CHARACTERS AND SKILLS

The number of skills available to a single character at one time is limited. Thus, it is important to swap characters in and out of your active ranks depending on which enemies you are facing in a particular battle.



STRATEGY



3: USE HUNTING SKILLS

Hunting skills are more likely to succeed if the enemy is afraid. Enemies will become frightened if you successfully nullify their attacks or exploit their weaknesses.



4: DEFEAT AS MANY ENEMIES AS YOU CAN

The Karma Temple is always watching and evaluating Serph's performance during battle. The faster enemies are defeated, the more Macca points your party will be awarded. It's best to dispatch weak enemies as quickly as possible.



5: WHEN IN DOUBT, GET OUT

If the party comes up against incredible odds, escape from battle and then equip skills which are more effective against that particular enemy.



FACILITIES

IMPORTANT LOCATIONS

There are various locations that you will visit throughout the Junkyard. It is important to know what to expect when you travel to each of these places.

❖ LARGE KARMA TERMINAL

These terminals have been placed by the Karma Temple, usually near areas' entrances. Numerous options are available here, as listed below.



➤ SAVE

Select this option to record your game data. See pg. 14 for a more detailed explanation of saving.



➤ GET MANTRA

By paying Macca, the party can download Mantras at a Large Terminal. This command will not initially be available.



➤ TELEPORT

Select this option to teleport to a terminal that Serph has previously visited. Teleportation is only possible between Large Terminals in the same area.



➤ RESTORE

Pay to restore your party members' HP/MP or cure status ailments. The cost of healing will depend on the extent of your characters' injuries.



FACILITIES

❖ SMALL KARMA TERMINAL

These terminals are scattered throughout dungeons. Their services are more limited than those provided by Large Karma Terminals, but you can teleport to the main Large Terminal in an area from one of these locations.



➤ SAVE

Select this option to record your game data. Functions exactly the same as in a Large Terminal.

➤ GET MANTRA

For the right price, Mantras are available for download. Functions exactly the same as in a Large Terminal.

➤ TELEPORT

This option allows the party to teleport to the main Large Karma Terminal in the area. Once Serph has teleported, though, he will not be able to transfer back to the Small Terminal.



❖ LIFE TERMINAL

A terminal that only functions to restore party members to full health.



❖ VENDOR

After gaining Macca by defeating enemies, you can exchange it for items at a Vendor. Vendors are located in most areas. Items and bullets may be purchased or sold at these locations.



➤ BUY ITEM

To buy an item at this type of location, first select the item you wish to purchase, and then indicate the quantity desired.

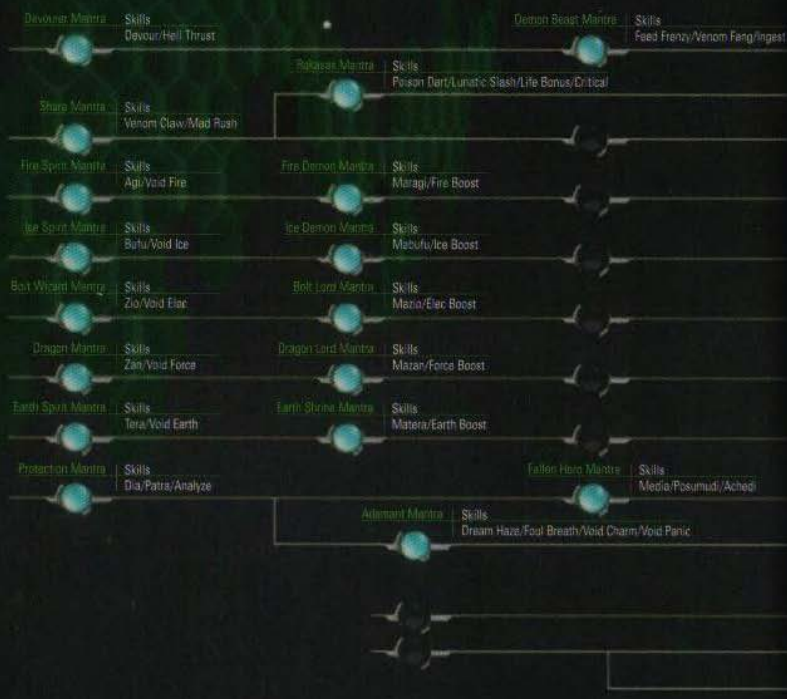
➤ BUY AMMO

Ammo may also be purchased for your characters to use in their human forms. First, select which type of ammo you want. Then, indicate the desired quantity.

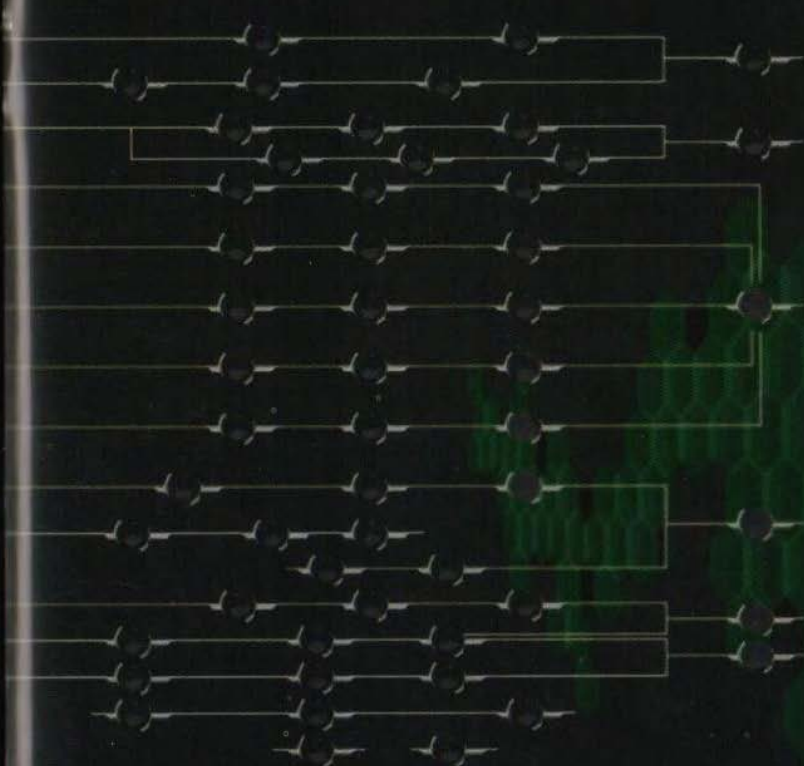
➤ SELL ITEM

To sell an item, first choose the item you wish to sell, and then indicate the quantity.


MANTRA GRID



Mantras result in many powerful skills. Decide carefully which Mantras to download, and master them to bring your characters to full strength.



VIEWING THE MANTRA GRID

If only a portion of the Mantra Grid is displayed and you wish to view the entire grid, press the  button to do so.



KEY TERMS

RAIN OF THE DEAD

Silver rain endlessly pelts the Junkyard. It's rumored that those who die rise to the clouds where they become rain, and fall back to the earth.

TRIBES

The groups fighting for supremacy in the Junkyard. The land is currently divided amongst 6 Tribes: Embryon, Vanguard, Maribel, Solids, Wolves, and Brutes. Each Tribe is associated with a particular color. See pg. 7 for more detailed Tribe descriptions.

LAWS

Regulations ordained by the Karma Temple which must be obeyed without question. The core laws are: "When a Tribe's leader is defeated, the Tribe must pledge allegiance to the leader of the conquering Tribe" and "All must seek Nirvana."

NIRVANA

The promised land, where the Tribe that conquers the Junkyard shall be rewarded. All strive for Nirvana as required by law, though none know the true nature of the place.

TAG RING

A means of personal identification worn by all citizens of the Junkyard. It records everything about an individual, from his or her personal ID number to the results of battles. The ring is necessary for most activities, including accessing the Vendor, using Karma Terminals, or contacting the Dissemination Machine.

MACCA

Points credited to an individual's Tag Ring after battle. The more efficiently one fights, the more Macca received. These points may be redeemed for goods and services at the Vendor or Karma Terminals.

KARMA TEMPLE

The Karma Temple issues laws and controls life in the Junkyard. It does not participate in the Tribe wars, but presides over them, judging the actions of each Tribe. After the Junkyard is filled with Atma, the Temple begins to offer Mantras.

ATMA

The ability Serph's party gained which allows them to transform into demons. The Temple declares this demonic power the true nature of an individual's Karma. Those who have gained Atma must devour their foes in order to survive. If one resists this urge for too long, he or she will permanently become a demon and suffer an insatiable hunger for blood. Those affected by Atma can be identified by the strange markings on their bodies.

SOLAR NOISE

A phenomenon of the sun that affects demons in various ways. The Temple explains it as an "informational disturbance," but not much else is known about it. It affects the Junkyard to varying degrees depending on fluctuations that appear to follow a cyclical pattern.

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