SOUL NOMAD
& the World Eaters

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure
- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 system 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.

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.

Prologue

The continent of Prodesto...
The grueling war had finally ended,
and one man had unified the land.
Lord Median the Conqueror...
Though only one man, his heroism swept across the world.

The harmonious empire stood for 10 years,
before it crumbled once more.
Lord Median and his son passed away,
and Prodesto returned to a state of bloody war.

It was then that a clarion vesper rang
throughout the halls of history.
Median's daughter, Layna, had come into
her own and become a true leader.
Neighboring countries formed treaties,
and for a moment the world knew peace.

But then the world was darkened by
a single shadow and its cruel heralds.
The violent echoes of agony and murder shattered the land.
The shaky alliances were pushed to their
limits by the merciless creatures.
But human as they were, they fell
victim to weakness and temptation.
Some cowered and fled, while others pledged
allegience to the beasts.

Layna rallied her few remaining
comrades for a final confrontation.
The venerable warrior queen sacrificed her
life to banish the shadow.
They were both consumed, and the
three behemoths fell silent...

Contents

open button
memory card slot 2
memory card slot 1

disc cover

on/standby/
reset button

IR receiver

USB connectors
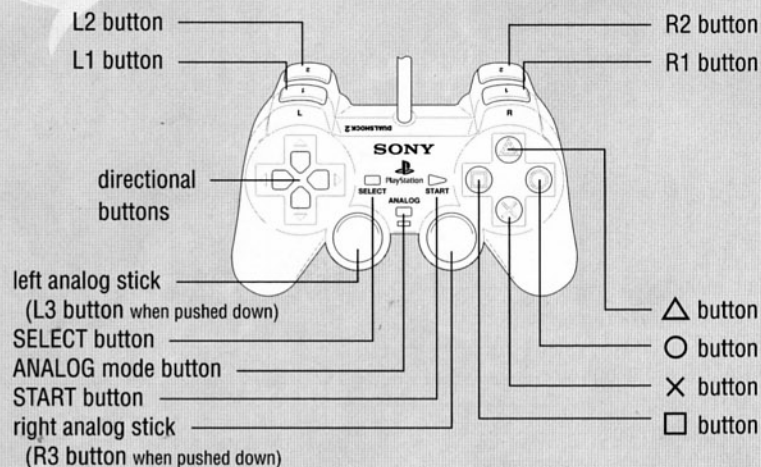
controller port 1
controller port 2
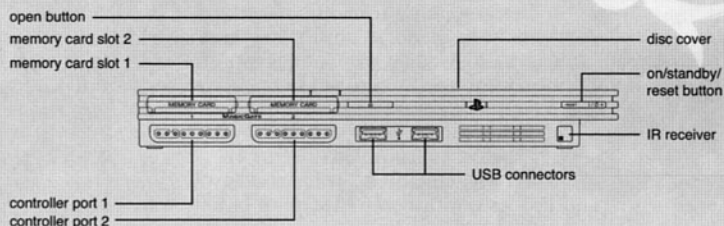
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the (Soul Nomad™: & the World Eaters) disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the 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.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

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

*This game requires the Analog controller.
 Make sure you turn the ANALOG Mode Switch on so that the LED display is red.

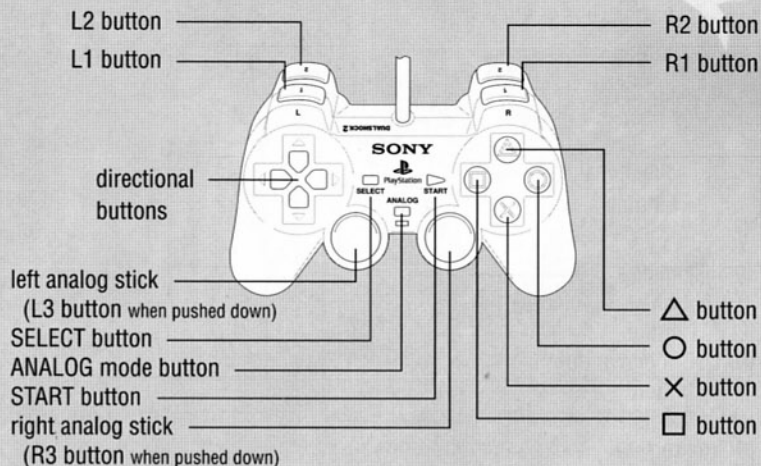|	World Map	In-Town Conversation
✕ button	Confirm/Next Message/Bring up Menu	Confirm/Next Message
○ button	Cancel/Bring up Menu	Cancel
△ button	Bring up Menu	Skip Cutscene
☐ button	Not used	Bring up Gig Edict
directional buttons	Move Character/Cursor	Move Cursor
left analog stick	Move Character/Cursor	Move Cursor
right analog stick	Not used	Not used
L1 button	Not used	Not used
R1 button	Not used	Not used
L2 button	Zoom in/out	Not used
R2 button	Not used	Not used
SELECT button	Not used	Display/Hide Window
ANALOG mode button	Switch between Analog and Digital Mode. (Certain movements may be unavailable in Digital Mode).	
LED Display	Allows use of Left and Right Sticks during Analog Mode (red light).	

*Pressing the Analog Mode Switch will turn the LED Display red (Analog Mode On),
 but this game does not support vibration.
*Controls for the Analog Controller (DUALSHOCK) is the same as the Analog Controller (DUALSHOCK 2).
*This game is only compatible with Player 1 controller.

Controls (Battle & Arrange)

🐉 DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

- 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

*This game requires the Analog controller.
Make sure you turn the ANALOG Mode Switch on so that the LED display is red.

	Battle	Arrange
✕ button	Confirm/Bring up Menu	Confirm
○ button	Cancel	Cancel
△ button	Bring up System Menu	Confirm Leader/Organize/Unit Info
□ button	Increase cursor speed (Hold)	Display/Character Position/Remove
directional buttons	Move Character/Cursor	Move Cursor
left analog stick	Move Character/Cursor	Move Cursor
right analog stick	Rotate map/change angle	Not used
L1 button	Display movement range	Scroll up
R1 button	End turn	Scroll down
L2 button	Zoom in/out	Zoom in/out
R2 button	Not used	Move cursor to next room
R3 button	Reset camera position	Not used
SELECT button	Not used	Individual Stats/Attack Pattern/Unit Info
ANALOG mode button	Switch between Analog Mode and Digital Mode.	
LED Display	Allows use of Left and Right Sticks during Analog Mode (red light).	

Characters

Hero

A human who fused with Gig in order to slay the World Eaters. As the hero, you want to use Gig's power to save the world. But use too much, and Gig will dominate your body and wreak havoc once more...

Gig

Leader of the World Eaters that nearly destroyed the world 200 years ago. He has powers beyond the wildest dreams of any mortal. He is feared by all as the Master of Death and God of Destruction. He was nearly killed by Layna, who sealed his soul in an onyx blade. Eventually, he fused with the hero, thanks to the oddly vital Layna. He's cocky and smug, and all he wants is a physical form of his own.

Danette

A Sepp girl who has lived with the hero under Layna's protection since the age of 7. She has a tough time remembering names, and hates putting too much effort into thinking about anything. She's direct and thinks the best of people.

Layna the Firebrand

The greatest mage of all time whose name was known across the land over 200 years ago. She was thought to have been killed by Gig, but she's lived in secrecy for 200 years. She founded a village to search for the one who could control Gig. She's a mysterious woman who has lived far longer than any human should.

Vitali

Works under Christophe in Astec, just like Levin. He's an eerily silent and sneaky man. He excels in stealth and spy missions. If it weren't for the awful state of the world, he'd be a gourmet chef. Though normally quiet, he can talk for hours about exotic foods.

Levin

A young Sepp gatekeeper in Astec. He also works for Christophe, leader of the city's merchant guild. His only weapons are his quick feet and solid fists. He never thinks before he acts, and he's a horrible liar. He takes care of his sick older sister, and refuses to leave her side. He hates the term 'sister-lover'.

Shauna

Former boss of the bandit gang, before Endorph came along and usurped her role. Now she serves as Endorph's reluctant second-in-command. She hates everyone, including herself. She comes from a rich family but disdains excess wealth.

Endorph

Leader of a Robin Hood-esque group of bandits. He is a man short on words but long on passion. His weapon of choice is dual pistols. 15 years ago, Queen Alexemia found him covered in burns and on the edge of death. He uses clothes to cover up the burn scars. Endorph isn't his real name; he once went by Walnut.
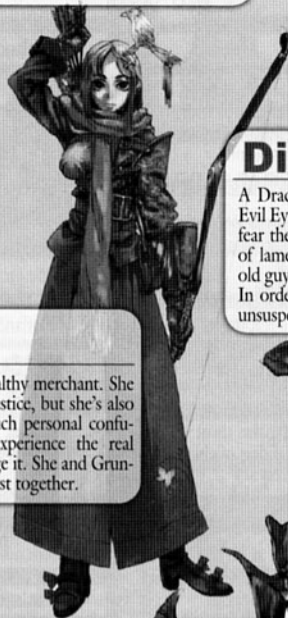
Grunzford

A lone Redflank met during your travels. He lived in Layna's village until 10 years ago. He left in protest of Layna's desire to place Gig's soul into a human. He likes to complain about the Sepps. He's a tough, stubborn old man.

Juno

Commander of all the Nereid land forces. She distrusts humans, but loves children and currently cares for a young human boy, whom she spoils rotten. She's honest and straightforward, and places high value on pride and friendship.

Dio (?)

A Dracon who calls himself 'Dio of the Evil Eye'. Though people across the world fear the name of Dio, in reality he's kind of lame. He has a couple phynx and an old guy that follow him wherever he goes. In order to pay them, he tries to waylay unsuspecting travelers.
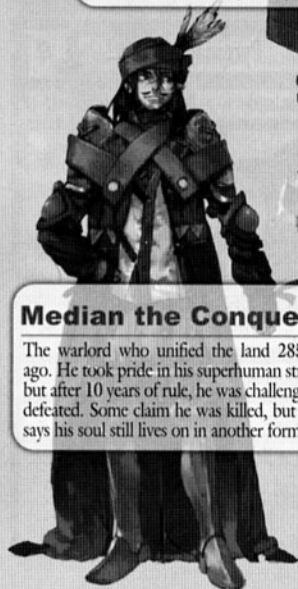
Tricia

The only child of a wealthy merchant. She has a strong sense of justice, but she's also very naive, causing much personal confusion. She wants to experience the real world in order to change it. She and Grunzford seem to have a past together.

Median the Conqueror

The warlord who unified the land 285 years ago. He took pride in his superhuman strength, but after 10 years of rule, he was challenged and defeated. Some claim he was killed, but legend says his soul still lives on in another form.

World Eater Feinne

A behemoth that crept from the shadows 200 years ago. Under Gig's command, she destroyed entire civilizations, leaving the land in ruins. Her wrath ended once Gig was defeated. She is now guarded by Raide to prevent anyone from provoking her. Her unrivaled power has earned her the title of 'Last Boss'. However, two other World Eaters still remain.

Characters

These are characters that the player can create.
Each class has different stats and abilities.
Experiment to find the best combinations and form your squads!

Soldier ♂

Flatland	Melee

Soldiers are good at fighting in groups with a strong leader. Though they offer nothing special, they are cheap and plentiful.

Knight ♂

Flatland	Melee

Knights are encased in armor and highly trained in martial skills. They are good leaders and help unite squads. But they are rather weak to magic attacks.

Archer ♀

Flatland	Ranged

Archers excel at precision attacks from behind the front lines. Their amazing accuracy makes them ideal defenders of cities and fortresses.

Gypsy ♀

Flatland	Special

Gypsies use the power of dance to gain control over life and death. Their movement allows them to fight without having to pick up a weapon.

Cleric ♂

Flatland	Special

Clerics devote themselves to the art of healing. Creating their healing items is much like cooking, so many jaded chefs end up becoming clerics.

Pyremage ♀

Flatland	Magic

Pyremages can perceive the underlying reality of the world and mold it according to their whims. Most pyremages just so happen to be young girls.

Swordsman ♀

Mountain	Melee

Swordsmen are, despite the name, almost universally women. Their powerful legs will carry them through even the tallest mountains, straight to your throat.

Bareknuckle ♂

Mountain	Melee

Bareknuckles rely on strength of fist and speed of hoof to overwhelm the enemy. As gung-ho Sepps, they eschew weapons in favor of a lighter, more agile frame.

Bandit ♂

Mountain	Melee

Bandits use their stealth and speed to get through battle. Most bandits were once honest Sepps who were born into poverty or betrayed by those they trust.

Nereid ♀

Water	Melee

Nereids are highly resistant to magic and have the power to control water. They learn this power as they grow in the depths of the world's oceans.

Redflank ♂

Mountain	Melee

Redflanks have horns like granite and muscles like coiled steel. They aren't as fast as Sepps, but they can charge up steep mountain sides without effort.

Werewin ♀

Flying	Melee

Werewins flock to the skies for quick hit-and-run attacks. Their wings allow them to bypass even the tallest barriers. Female werewins seem to do all the fighting.

Deathblossom /

Mountain	Ranged

Deathblossoms love the taste of flesh and can attack from any distance. They are totally blind, using sound and their groping roots to hunt their victims.

Phynx /

Flatland	Melee

Phynx can cover vast amounts of land very quickly, and can understand most human language. Phynx seen outside of towns are usually feral or abandoned.

Ghobb /

Flatland	Melee

Ghobbs are the very incarnation of the rocky land itself. They look like normal rock formations at a distance, but spring to life when you come near.

Gryphos /

Flying	Melee

Gryphosen stalk the skies of most desert regions. Though they can be ridden if trained from birth, adults are nearly impossible to catch and tame.

*There's plenty of other classes available besides these. You'll gain access to more as you progress the story.

Getting Started

When you first begin the game, the title screen will be displayed. If you want to begin a new adventure, select [New Game].
If you want to continue from a previously saved game, select [Continue] and choose the data you wish to load.

*It may take up to 10 seconds to read save data and load the game, so please be patient. If you want to quit battle and return immediately to the title screen, press the △ Button and select [Give Up].

Saving & Loading

You can save your game progress by using a PlayStation2 Memory Card (8MB). The save will require at least 539 KB of space. Bring up the menu with the ✗ button or △ button on the World Map and select [System]. Then select [Save] from that menu.
If you wish to save a new game, highlight the [Create New] box and press the ✗ button.
If you want to overwrite old save data, move the cursor to your old file and press the ✗ button to confirm. If you select [Continue] from the title screen and choose the save file you wish to load, you will be able to continue playing the game where you left off.

*If you overwrite a save data, the overwritten data will disappear.
*Saving requires a PlayStation2 Memory Card (8MB). Only the Player 1 Slot is compatible, so set the PlayStation2 Memory Card (8MB) in the Memory Card Slot 1 prior to beginning the game.
*Do not do the following while saving:
   1. Turn off the system power.
   2. Press the On/Standby or Reset button.
   3. Insert or remove the PlayStation2 Memory Card (8MB).
If you do any of the above, the data may become deleted or corrupted.
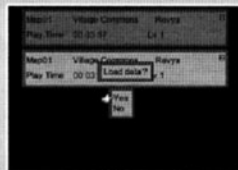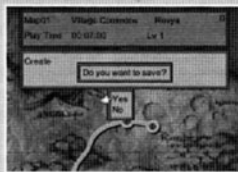
Game Flow

Here's a quick explanation of the general flow of the game:

1 Begin the game

2 An event occurs!

The story progresses through a successive chain of events. Choices and commands that trigger events will be marked with the 🔵 icon. If a battle will occur after the event, you will see the ⚔ icon. You'll experience events on the World Map, in town conversations, and even in the heat of battle!
* During the story, if Gig is speaking only to you (the hero) inside your head, the dialogue will be displayed in blue.

3 Move around the map
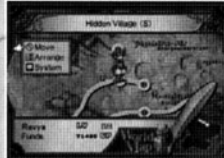
Use the World Map to move to available areas. You'll notice an arrow pointing you toward your next destination. If you enter a town, you'll be able to hear stories and gather information. If you reach a battlefield, you can use the Recon feature to view the layout of the land and enemy placement. If you want to head directly into battle, simply select the ⚔ icon.

4 Enter towns
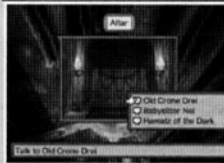
This is where you meet people and gather info. You may also stumble upon events and battles here.

5 Head into battle!

Whenever you select a command or option with a battle icon next to it, you will go into battle. You must clear these battles in order to advance the story. Once you reach the victory condition for a battle, that battle will end. You will face various loss conditions, and if the hero dies, it's immediately Game Over (usually).

Also keep in mind that choices you make will affect the story ending in various ways.

Icon descriptions	
🔶	Move around the World Map
🔵	Prepare for an event
⚔	Prepare for a battle after the event or upon entering the area
💬	Begin a conversation
▦	Arrange your squad, buy Gig Edicts, and hire units
↩	Return
▢	Change options and save your game
◎	Nothing major will happen
⚑	Prepare to follow a path of no return
☠	Suffer a bad ending

World Map

The story will progress as you travel the World Map, viewing events and entering battles. Arrows on the screen will direct you to the location of the next event or battle. So if you forget where you're supposed to go, just head to the World Map and look for the arrows! More of the World Map will be revealed as you advance through the game.

| Move	Move along paths and roads on the World Map.
Town	If you're in a town, you can talk to various citizens.
Arrange	Prepare yourself for battle by organizing rooms, buying items, and hiring units.
Recon	You can enter Recon Mode before going into battle. You can then rearrange your squads once you find out what you're up against.
Engage	Enter the battlefield for that location. There will often be an event before the battle itself. Once you make your selection, you won't be able to return to the World Map until the battle is over. So make sure to save before making any choices. (Note: The term for entering battle may not be "Engage" in all situations.)
System	Use the [Option] menu to change various game settings, including Cursor Mode, Battle On/Off, Text Speed, Stereo/Mono, Volume Settings, and Voice Language. You can also access [Save] and [Give Up] (software reset) here.

Towns

Highlight a town on the World Map to gain access to various townsfolk. This is where you learn more about the world and its people. People may have different things to say depending on where you are in the story, so you'll want to revisit cities several times throughout the game to learn everything you can. Events may sometimes occur when talking to the townsfolk.
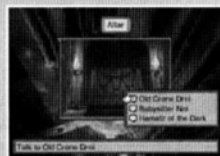
If you see the ⚔ or ⓧ icon while in town, that means the story will progress when you select them. So make sure you've saved and prepared yourself before moving on.

Squad Formation

Select [Arrange] from the World Map to enter the squad formation screen. Here you can [Change] or [Design] your rooms, [Restock] units, assign a room's [Decor], buy [Gig Edicts], or perform an [Inspection].

These arrangements all take place in an alternate dimension created by Gig. All the characters you have under your dominion appear here as doll-like manikins which you can place and move to form your squads.

By placing a manikin in a room, that character can be summoned into battle, even if they're far away in real-life.

Change

Swaps out your current rooms for a random set of new rooms. If you have a room you want to keep, highlight it and select [Lock Room] in the Arrange menu. The total number of rooms you can lock will increase as you play through the game.

Rent	The cost (GP) of using the selected room.
Labor	The cost (GP) of using the character(s) placed in the selected room.
Summon	The total cost (GP) of Rent and Labor. This is the price you must pay if you want to summon the squad in battle.

Design

Set Members	Position a unit within a room. After you place your units, use the △ button to set the room's leader. (Note: the hero must always be in a room and must always be leader.)
Auto Setup	Select a pre-determined room setup using your current stock of units. You can select a number of different types (Balanced, Melee, Support, etc.), so choose a formation best suited to the upcoming battle. Beginners may want to use this option to create squads and then change them around to better learn the system.
Equip Decor	Equip whatever Decor Items you may have in stock. The Decor Item effect will apply to every character in the room, and will disappear after a single battle. (Note: Decor Items that come pre-equipped on a room cannot be removed and will never disappear.)
Name Room	Change the name of a room.
Lock/Unlock Room	Lock or unlock a room.
Home	You can buy a specific room type which you can level up and customize throughout the game. Different types of rooms will be unlocked as you progress through the game. Available rooms will have a "Sale" sign, while rooms that you have bought are marked with "Sold".

*The position and combination of characters in a room will unlock various combo skills, so experiment and find a squad formation best suited to your playstyle!

Restock

Buy and train manikins that represent characters under your dominion.

Buy	Spend GP to create new characters. As the story progresses, more units will become available.
Train	Use Room Points (RP) to strengthen your characters.
Rename	Change the name of one of your characters. *You cannot change the names of story characters.
Delete	Delete one of your characters. Once you delete a character, you can never get them back. * You cannot delete story characters.

Decor

Buy and sell Decor Items from the mysterious merchants of Gig's alternate dimension.

Buy Decor	Buy various Decor Items.
Sell Decor	Sell any Decor Items you may not need.
Sort Decor	Organize the Decor Items you currently possess.
Tutorial	Learn more about Decor Items.

Gig Edict

Buy and sell Gig Edicts from the mysterious merchants of Gig's alternate dimension.

Buy Edict	Buy various Gig Edicts.
Sell Edict	Sell any Gig Edicts you may not need.
Sort Edicts	Organize the Gig Edicts you currently possess.
Tutorial	Learn more about Gig Edicts.

Product Level: View the rank (strength) of the Gig Edicts currently being sold.

Merchant Level: View the rank (title and strength) of the merchants. You'll need to pay close attention to this rank if you plan on harrassing the merchants using your Gig Edicts. At max rank, things can become...rather tough. Be aware that the rooms and merchants change on a regular basis.

Inspection

You can use Inspection to upgrade a room's Decor Item and gain experience, GP, and RP all at the same time. RP will be stored in a room and allow you to upgrade manikins placed in that room.

During Inspection, you'll run into boss-type characters called Room Sentries and Room Tyrants.

Clear each stage by defeating these bosses or surviving the specified number of turns (check this number by pressing the Δ button). If you defeat the boss, the Decor Item will be enhanced.
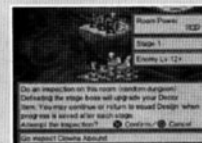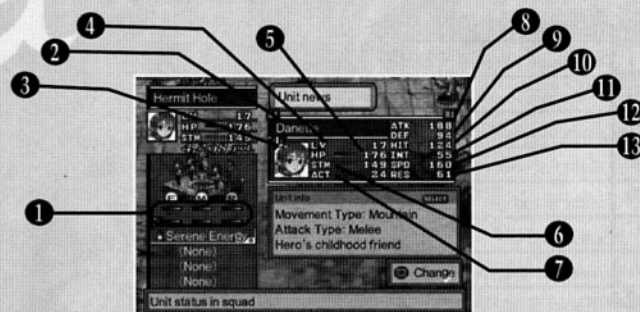
Because these enhancements, as well as RP, apply only to that specific room, it's best to keep the same rooms and do Inspections on your Home Room. All collected RP in a room will be lost if you [Change] that room.

Each stage will have a specific ruleset, which you can see by pressing the Δ button and checking the upper-right corner of the screen. Blue text denotes rules advantageous to you, while red denotes rules that will work against you. The tougher these conditions are, the more RP you earn once the stage is cleared.

You can return to the Arrange menu after each stage without penalty, but if you can clear multiple stages in a row, you'll earn a "Chain Clear" that will net you bonus RP. So if you return after Stage 2, you can come back and resume from Stage 3, but your Chain Clear will be broken. (Note: During an Inspection, summoning has no GP cost, so it's a good way to collect GP quickly.)

Status Screen

❶	Affiliation	Allies are listed in blue, enemies are red, and neutral characters are yellow.
❷	Name	Unit's name.
❸	Portrait	Unit's image.
❹	LV	Selected character's level. If the entire squad is selected, only the leader's level will be displayed.
❺	HP	Selected character's HP. If the entire squad is selected, only the leader's HP will be displayed.
❻	STM	Stamina of the squad. This decreases whenever the squad takes an action, and increases if the squad does nothing. Once the STM drops below a certain level, the squad's stats will begin to decrease. Amount of STM used depends on the action taken.
❼	ACT	Speed of the squad. This determines the squad's turn during battle.
❽	ATK	Attack power.
❾	DEF	Defense against ATK-based skills (physical attacks).
❿	HIT	Accuracy. The higher this number, the more likely you are to hit the enemy.
⓫	INT	Magic power.
⓬	SPD	Speed. The higher this number, the less like enemy attacks are to hit you.
⓭	RES	Resistance against INT-based skills (magical attacks).

Geography

Each battlefield has specific landforms (rivers, mountains, etc.) that you must consider.

Landforms that boost defense will be displayed at the top of the screen. So pay attention and place your squads on squares that give you the advantage. Squares may boost stats or recover HP, depending on the attribute.

Some grids may also have additional effects that correspond to a squad's movement type.

For example, Water-type squads will gain a special attribute when in Shore areas, while Flatland-type squads would receive no effect in the same area.

Icons

Common attack patterns:

◆▢	One square, first row
◆▢	One square, second row
◆▢◦	One square, third row
▮	Entire first row
▮▢	Entire second row
▮▢◦	Entire third row
▰▰◦	A single column
▦▦◦	Hits all enemies
♡◆	A single ally
♡▮	One row of allies
▦▦	Affects all allies

ATK The higher the ATK value, the stronger the effect.

INT The higher the INT value, the stronger the effect.

RES The higher the RES value, the stronger the effect.

ATK
INT Some combo skills use multiple icons. These skills will factor in both stats to determine their effectiveness.

Skills	These are character-specific super moves. Only the leader will be able to use them. You can only use them a certain number of times per battle, and you can only use them once your STM drops below 80%.
Combos	These are unlocked by combining certain characters in specific places within a room. Like Skills, these are only available once your STM drops below 80%.

Ranged Attacks

If a squad leader is a Ranged- or Magic-type user, normal attacks and skills may be able to reach enemies even if they are not directly adjacent.
Keep this in mind when using them.

When attacking from a distance, all units that have a ranged skill will attack, and if the enemy units have ranged abilities, they will counter-attack.

Some Special-type units may also have distance attacks available.

Reach for the Sky

Most units cannot reach Flying-type units that are positioned on Peaks or in Chasms.

However, if the attacking squad is also Flying-type, or if you have ranged attacks available, you may be able to reach them. For example, if a squad consisting only of Soldiers attacks a Flying squad hiding in a Chasm, the units in the middle row will throw rocks to attack.

Gig Edicts

Gig Edicts allow you to borrow Gig's power to execute special commands. These will allow you to cheat, steal, and witness totally unexpected results!
But each edict is gone after a single use, so maybe you should save before using a particularly valuable one.
You can buy Gig Edicts from the Arrange menu, and you'll also receive them after battle or in town conversations. And a certain event will grant you a very special Gig Edict. But there are rules on when you can use them...

During Battle

Select [Gig Edict] from the battle menu.
As an example, an edict called "Super Gigify" will immediately boost your level big-time.
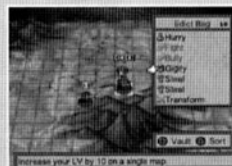
During Conversations

When selecting a citizen to talk to, press the □ button to bring up the Edict Bag and select your edict. Abandon your morals and use the "Fight" edict to challenge someone. But if you keep on bullying the weak, there might be some sort of divine punishment...

Shopping

When shopping, press the □ button to bring up the Edict Bag. Now you have some options; for example, you could use "Steal" on an item. But there's no guarantee you'll leave the store in one piece...
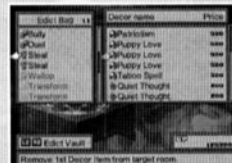
Battle

Victory Conditions

Clear the stage by meeting the victory conditions displayed when you first begin battle. Some fights may require you to lose the battle in order to advance, so pay attention to the victory conditions.

The Battlefield

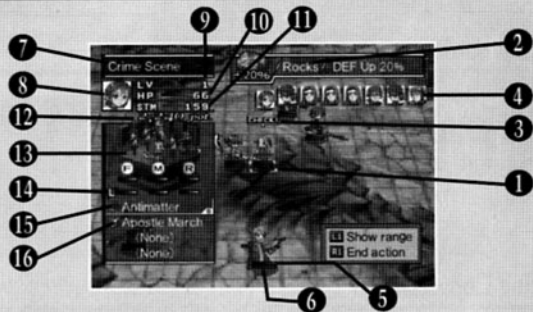|		
①	Cursor	
②	Geography	Details for the land type of the highlighted square. The stats may change based on what squad type is occupying the square.
③	CHECK!	This appears over the head of whichever character is currently taking a turn.
④	Order icon	The characters whose turns are coming up. The portrait border is colored different depending on wether the unit is ally, enemy, or neutral. When you see a [T] appear, that signifies the end of that round. Be aware that the number of rounds may play a part in your victory conditions.
⑤	HP bar	
⑥	Stamina bar	
⑦	Room name	
⑧	Leader portrait	
⑨	LV	Leader's level
⑩	HP bar	Leader's HP
⑪	STM	Leader's STM
⑫	Pot.	Potentiality (the squad's overall power). Keep in mind that even if a squad's potentiality is high, it may not have a high attack power (i.e. a team of all healers).
⑬	Room & characters	
⑭	Unit HP & leader icon	
⑮	Furnished Decor Item	A Decor Item that is set in a room from the beginning and cannot be removed. Some rooms may have two furnished items, or none at all.
⑯	Consigned Decor Item	A Decor Item that you have assigned to the room. Once you clear the current battle, it's gone for good.

Battle Flow

Each character can take only one major action (Attack, Tactic, etc.) per turn. The turn order depends on many factors, such as a squad's ACT and the effects of the square's geography.

Once you select [End Turn] for a squad, the next squad in order will take its turn. Remember that enemy and ally turns are all mixed together, so you have to plan ahead to make sure you don't get yourself in trouble.

Battle Menu

Move	Move the squad across the map. Your range of movement depends on the squad's mobility, movement type, and the map's geography.
Attack	Attack an enemy within range. If you use a Skill, you'll perform that attack after executing the normal attack. (Note: if there are no units left in the target area of a skill after the regular attack phase, that skill will not be used and you will be able to use it again later.)
Defend	Increase your squad's defense instead of attacking. Remember that if a squad is attacked while defending, it will not counter-attack.
Tactic	Use a Field Tactic.
Gig Edict	Use a Gig Edict from your Edict Bag.
Summon	Spend GP to summon however many squads you can afford. You will not be able to summon if you have insufficient GP or if another squad is within the needed range to summon.
Status	Check a squad's status. You can switch the displayed stats with the □ button.
End Turn	End the squad's turn.

Battle Display

Once you execute an attack, the game will switch to a split-screen side view where you'll see ally and enemy attacks play out. (Note: you can change to a shorter version of this feature in the Options menu.) You'll see squad stats at the top and bottom of the screen.

*The red bar at the top is the enemy's stats, while the blue bar at the bottom is the ally's.
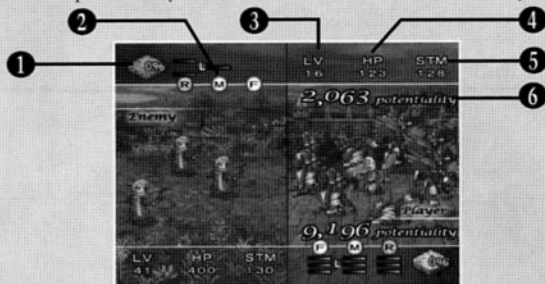
❶	Geography	Details for the land type of the square in which the battle is taking place.
❷	HP	HP bar for each unit in the squad. The leader's HP bar will have the [L] icon next to it.
❸	LV	Leader's level.
❹	HP	Leader's numerical HP.
❺	STM	Squad's numerical STM.
❻	Potentiality	Squad's numerical Potentiality.

*Note that the screenshot above marks the stats in the red (enemy) bar. You can find the same set of stats in the blue (ally) bar at the bottom.

Battle will play out automatically, and skills will execute on their own once normal battle is finished. Attacks with the ⬡ or ⬡ icons will hit the middle row only after finishing off everyone in the front row. The same is true for attacks that reach the middle row - they'll reach the rear only after everyone else is defeated.

The battle will finish even if a leader's HP reaches zero, but after the battle that squad will disappear from the map.

Level Up

After battle, all surviving squad members will receive EXP for every enemy defeated in that battle. When a unit reaches a certain number of EXP, it will level up and gain increased stats.

Main Menu

Bring up the Main Menu with the △ button.

End Turn	End the current character's turn.
Characters	Check the list of all the characters who are currently on the battlefield.
Help	See some explanations about battle.
Give Up	Reset the game and return to the title screen. (Once you return to the title, you will not be able to go back.)
Options	Configure settings.
Victory Condition	You can clear this stage if you fulfill this condition.
Defeat Condition	It will be Game Over if you fulfill this condition.

Inspection Main Menu

Clear Turn	You'll clear the stage at the end of this turn.
Summons Remaining	The remaining number of squads you can summon for the battle.
Rule	Each stage has a set rule. This may be different each time.
Room Power	The total amount of RP invested into the room.
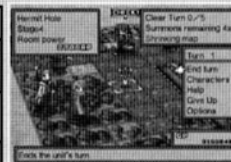
Decor Items

Once a Decor Item is placed in a room, all units placed in that room will receive its effects. While the Furnished Decor Item(s) will never disappear, any Decor Items you place will disappear after a single battle. So make sure you use your items wisely!
(Note: During an Inspection, none of the Decor Items will disappear after battle.)

FAQ

Sometimes during an Inspection, I can use skills however many times I want. Why is that?

In an Inspection, each stage has rules that are applied randomly. This is one of those rules. Another rule says that each enemy squad will level up after each round. To view a stage's rule(s), press the △ button and check the upper-right section of the screen. Rules that help you will show up in blue, while rules that hinder will appear in red.

Well then, riddle me this! What about this "Match" thing I keep seeing in battle?

Each attack type has certain strengths and weaknesses. If the match is good, you'll deal more damage. If it's bad, you're in trouble. See below:

Melee	Strong against Ranged, weak against Magic.
Ranged	Strong against Magic, weak against Melee.
Magic	Strong against Melee, weak against Ranged.
Special	None of the above.

Okay, but what are those weird symbols that appear above a character's head on the battlefield?

Your squad may very well be suffering from a status ailment! There are three types of ailment, as listed below:

Stunned	You cannot move for a certain number of turns.
Drained	Your STM will decrease for a certain number of turns.
Poisoned	Your HP will decrease for a certain number of turns.

Man, you're good! So what about when my character is surrounded by enemies and I can't move? What's that all about?

Each squad has an invisible defensive box on each side of it, called the Zone of Contact, or ZOC. If you try and pass through, you'll be stopped short. Basically, the enemy is blocking you from slipping around to its backside. But you can also use this to your advantage to protect weaker squads or surround the enemy.

I don't have enough GP and I can't summon during battle! What are you gonna do to help me?!

You just have to be careful not to spend all your GP too early. If you're strapped for income, sell off some extra Gig Edicts or Decor Items. Another nice option is to do some Inspections. Remember, summoning during an Inspection is totally free! But don't get cocky and try to take on a room too tough for you. That's instant death.

Okay, big-shot! I bet you know all about the multiple endings then, huh?

Oh, sure. Depending on choices you make during the story, the epilogue will branch off in a number of different directions.

And if you have a choice with the 💀 icon, you'll witness a bad ending. These don't show up too often, so be on the lookout.

Some of the endings are quick, and some take a little longer. And I hear once you play through the normal storyline, you'll have the chance to play the ultimate bad guy...

Fine! But what if I can't do something that's in the manual or in the help section of the game? Did you lie to me?!

Manuals never lie. At the start of the game, you'll only have access to a few of the many features the game has to offer. As you advance further into the game, more options and actions will become available. So just have a little patience and keep playing!

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