EmuMovies

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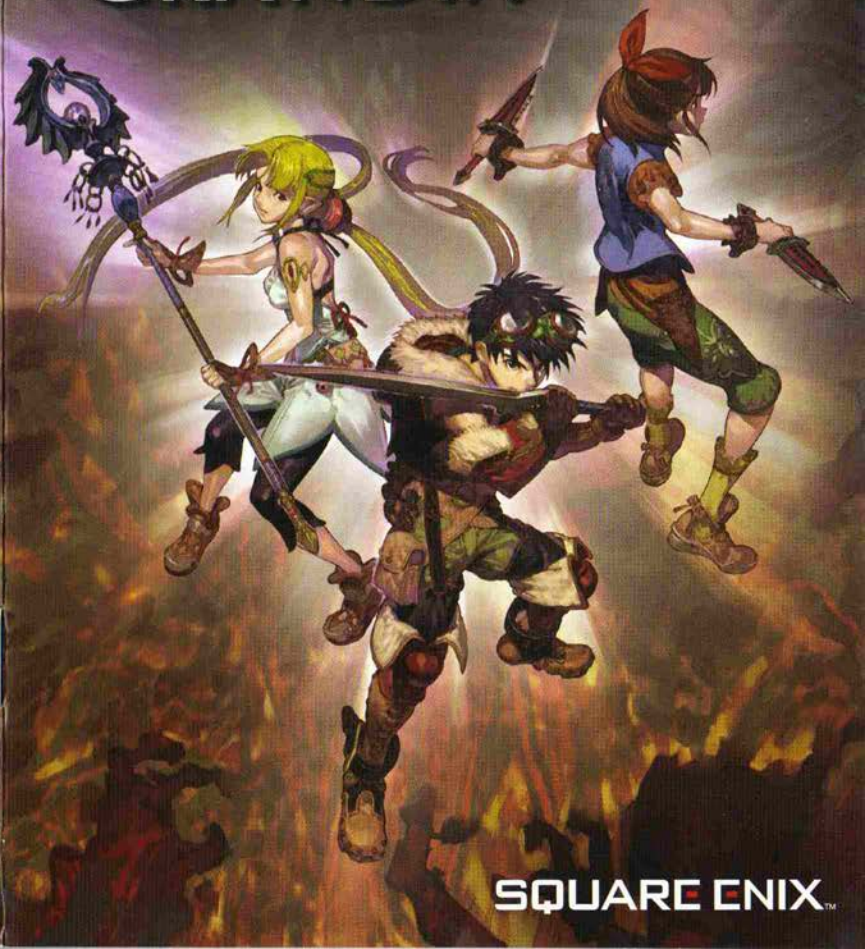
GRANDIA®



SQUARE ENIX™

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.

PROLOGUE

Fate brings two young people together just as the world is about to fall apart...

Sky Captain Schmidt was a legendary flyer who flew faster and further than anyone in the world. Although he has faded from the memories of most, he is still an inspiration to a generation of aspiring young pilots.

On Titalos Island in the middle of the great Belion Sea is a peaceful village called Anfog. Tucked away in a corner of this village is a simple garage, from which the sounds of hammering can be heard. Inspired by tales of Sky Captain Schmidt, a young man named Yuki is building his own airplane. "Someday I'll leave this village and fly over the sea, all the way to the mainland!" he thinks to himself. His eyes grow distant, imagining the vast sky stretching out in front of him.

Nearby, a flaming arrow slices through the night. A horse-drawn carriage races through the forest just ahead of its pursuers. "I must get to Arcriff...!" This thought alone allows Alfina to face her fears and take this dangerous journey.

GRANDIA® III

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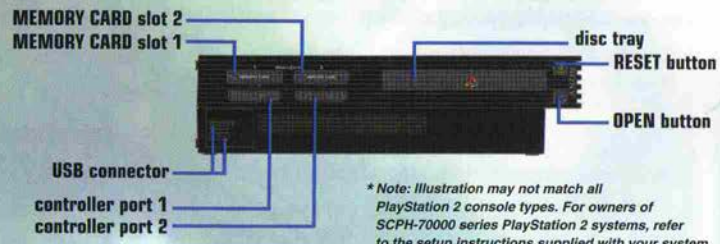
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



** 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 Grandia® III DISC 1 on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game controller to controller port 1. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING THE GAME

Title Screen

Press the START button when the "Press START button" message is displayed. Use the directional buttons or the left analog stick to make a selection from the menu and press the ⊗ button to confirm your selection.

Start Game

Start playing a new game from the very beginning.

Continue

If you have Grandia III save game data, you can start playing where you left off. Select the save game data you wish to use on the memory card (8MB)(for PlayStation®2) inserted in MEMORY CARD slot 1. See page 6 for more information on saving your game.

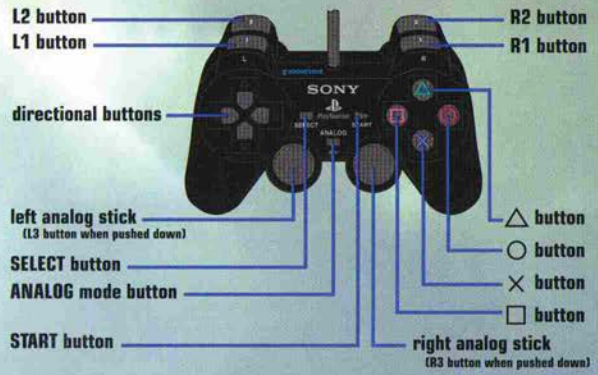
Options

Set the game options.

Sound	Select either stereo or mono sound.
Right Analog Stick	Select whether moving the right analog stick moves the camera in the normal way or in the reverse direction.
Scene Skip	If this option is turned on, it will be possible to skip the in-game cinematic scenes by pressing the SELECT button.*

* Skipping cut scenes that you have never seen before may lead to confusion about the story or game contents. Please use this option with care.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



This game is only compatible with a DUALSHOCK®2 analog controller and only uses controller port 1. The mode indicator light will always be on (the LED will be red). It is not possible to turn ANALOG mode off. This game does not make use of the controller's vibration feature.

The game's basic controls are explained below. For a more detailed explanation, see the individual sections of the manual.

directional buttons	Move your character (walk) Select an item on screen
left analog stick	Move your character Select an item on screen
right analog stick	Rotate the camera
○ button	Cancel a selection, swing your sword, set battle strategy to "Manual"
⊗ button	Confirm a selection, examine something
△ button	Display/Hide the Status Screen Change battle strategies, open strategy commands
□ button	Examine your surroundings, change point of view in battle
L1 button	Rotate the camera Change characters
R1 button	Rotate the camera Change characters
L2 button	(Hold during combat) Overhead View
R2 button	(Hold during combat) Overhead View
SELECT button	Skip cinematic scenes (only if the "scene skip" option is ON)

CHANGING DISCS

This game is made up of 2 discs. When you first start the game, use DISC 1. It is not necessary to change discs until you are told to do so by the on-screen instructions.

If you want to load a saved game from DISC 2 and you have already started up DISC 1, it will be necessary to restart your PlayStation®2 computer entertainment system before the game can be loaded.

When changing discs, do not insert anything but a PlayStation®2-compatible disc. For information on what kinds of discs are compatible, see your PlayStation®2 console Instruction Manual.

◂ Yuki

Yuki loves flying and has been building airplanes ever since he was a young boy. Unbeknownst to his mother, Yuki is building a new plane with his friend Rotts and is hoping to fly it across the sea to the mainland.

Alfina ▸

Alfina is the last in a long line of Communicators — spiritual mediums who interpret the words of Gryph the Guardian during a ceremony held at Arcriff Temple. She always tries to look on the bright side of things and works hard to make the best of even the worst situations.

▴ Ulf

A freewheeling demi-human who travels the skies with his trusty dragon Shiba. Ulf's people live in Dragon Valley and serve the Guardian Drak, but Ulf left the valley because he couldn't live with their many rules. Although Ulf has a reckless side, he is fiercely loyal to his friends.

Alonso ▸

A sailor traveling around the world. On land, his gambling and carousing may make him seem unreliable, but on his ship Alonso shows his true nature as a strong, dependable man of the sea.

◂ Miranda

Miranda is Yuki's mother and raised him all by herself. She is a straightforward woman who always says what she feels. The people of Anfog Village depend on her strength and energy.

The field screen is where most of your adventures will take place. You can walk around towns to gather information and buy items, or explore dungeons and fight monsters. You can move your character with the directional buttons or the left analog stick. Use the L1 and R1 buttons or the right analog stick to rotate the camera around your character.

Search Points
A Search Point will appear when you get close to something that can be interacted with, such as something that can be examined with the ✕ button or destroyed with the ● button.

Mini-Map
Displays a map of your surroundings. ▼ indicates your current position, ■ represents entrances in places like buildings, and ◆ represents Light Spheres (see page 6).

Treasure Chests
Treasure chests can be opened with the ✕ button. Touch the items that come out of the chests to pick them up.

Enemies
Touch enemies to fight them (see pages 12 - 16).

SEARCHING YOUR SURROUNDINGS

When outside or in a dungeon, press the ■ button to see if there are any Search Points around you. If there are any Search Points within range, they will flash green for a moment to show you their locations. However, some destructible points will not respond to a search.

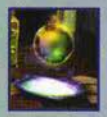
SWINGING YOUR SWORD

When outside or in a dungeon, press the ● button to swing your sword to attack monsters or destroy objects.

SURPRISE ATTACKS/FIRST STRIKES

(Stunning the Enemy)

When you attack an enemy with your sword, it will be stunned for a moment. If you touch the enemy during this time, you can perform a Surprise Attack. Or you can use one of the bombs placed on the field map to set up a First Strike. Either way, you will have the advantage when combat begins. If you want to avoid fighting an enemy, you can stun it and then run away.



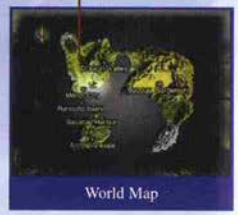
LIGHT SPHERES (Save Points)

Light Spheres are located in certain places on the field screen. There are two types of light spheres: rainbow spheres and green spheres. Approach a sphere and press the ⊗ button to save your game or set up your characters' Magic and Skills. Rainbow spheres will also allow you to regain HP and MP for your entire party, and will cure any status disorders they may have.

Note: This game only uses MEMORY CARD slot 1. In order to save your game, a memory card (8MB)(for PlayStation®2) with at least 85KB of free space on it must be inserted in MEMORY CARD slot 1. A memory card (8MB)(for PlayStation®2) will also be needed during the course of the game. At least 6KB of free space is required each time a new game is saved. Up to 13 save files can be created. Choosing to overwrite existing save data with new data will cause the existing data to be erased. Use caution when performing this operation.

AIRPLANE SCREEN

As you progress through the game, you will get the chance to fly an airplane. Press the △ button to display an overall map and check your current location, destination, and points of interest. To fly your plane, get close to it and press the ⊗ button. A menu will appear. Choose "Fly" to manually fly your plane, and "Go somewhere else" to automatically go to a location that you have visited in the past.



AIRPLANE SCREEN CONTROLS

left analog stick	Press up to descend, down to ascend, and left and right to change direction
○ button	Land your airplane (when a Landing Point is displayed)
⊗ button	Speed up
△ button	Display/Hide the World Map
□ button	Slow down
L1 button	Listen in on a radio transmission
L2 button/R2 button	Perform a loop-the-loop
right analog stick	Move the camera
L3 button	Perform a barrel roll

SHOPS

There are three types of shops. General Stores sell consumable items, weapons, and armor. Magic Shops sell Magic spells and allow you to extract new Magic from Mana Eggs. Skill Shops sell Skills and allow you to extract new Skills from Skill Books.

General Store Menu

Buy Items	Buy consumable items, weapons, or armor.
Sell Items	Sell items in your inventory. Mana Eggs and Skill Books cannot be sold.
Equip	Change the items that you have equipped (see page 9).
Quit	Close the General Store menu.

Magic Shop Menu

Buy Magic	Buy Magic spells.
Extract Magic	Create a new Magic spell from a Mana Egg in your inventory.
Set Up	Assign Magic and Skills to your characters.
Quit	Close the Magic Shop menu.

Skill Shop Menu

Buy Skills	Buy Skills.
Extract Skills	Create a new Skill using a Skill Book in your inventory.
Set Up	Assign Magic and Skills to your characters.
Quit	Close the Skill Shop menu.

For examples of the different types of Skills, see page 9.

Extracting Magic and Skills

In Magic Shops, Mana Eggs can be used to create new Magic spells. And in Skill Shops, Skill Books can be used to create new Skills. The Mana Egg or Skill Book used to extract the new Magic or Skill will be destroyed, so be careful when choosing this option. As you proceed further in the game, there will also be places where you can fuse two Mana Eggs together to create more powerful Mana Eggs.

SET UP

Magic and Skills can be set up at Light Spheres, Magic Shops, or Skill Shops. It is not possible to equip the same Magic or Skill more than once per character.

ARRANGE DICE

In one of the towns in the game, there is a casino where you can play a game called "Arrange Dice." To play, you must first buy some medals to bet. If you win a game, you will be awarded a certain number of medals depending on how many you bet and how well you did in the game. You can exchange the medals you win for a variety of prizes.

Playing the Game

(1) Place Your Bet

Press up and down on the directional buttons or the left analog stick to choose the number of medals you want to bet. Press the ⊗ button and select "Done."

(2) Arrange the Cards

Select the card you want to move and press the ⊗ button. Choose where you want to move the card by pressing left or right on the directional buttons or the left analog stick. Press the ⊗ button again to place the card. When you are finished arranging cards, choose "Done."

(3) Throw the Dice (5 Throws)

Press the ⊗ button to throw the dice. If the numbers on the dice add up to the number of a card on the table, that card will be moved up. If you have a row of three or more of these cards after your five throws are over, you win. The more cards in a row you get, the more medals you will win.

Note: If both dice land on a VI, you automatically lose.

(4) Select a Menu Option

Choose "Play again" to play the game again with the same bet and card order. Select "Change bet or card order" to change your bet or rearrange the order of the cards. To quit the game, select "Quit game."

Rows and Payoffs

3-card row	x2
4-card row	x15
5-card row	x100

Special Payoffs

The dice land on 1 / 1	x10
The III card is used in a row	x2
The XI card is used in a row	x2

Reading the Dice

BOOST EFFECTS

If a character equips a Mana Egg, a bonus will be added to his Magic of a certain elemental alignment. And if a character equips a Skill Book, bonuses will be added to certain types of Skills. These bonuses are called "boosts." There are several levels of boosts—the more powerful the Mana Egg or Skill book is, the greater the bonus it will give. You can check which boosts a character has on the Set Up Screen or the Magic/Skill list screen. The red-to-yellow gauge indicates the power of the boost.

Boost Status for Each Elemental Alignment/Skill Type
This displays the equipped Mana Egg or Skill Book and the elemental alignment/Skill type for which it provides a boost.

Boost Status for Each Magic Spell/Skill

Press the △ button on the Field Screen to display the top menu of the Status Screen. From this screen you can use Magic and Items, change various game settings, or load a saved game.

TOP MENU

The top menu is divided into three sections: Character (commands that affect individual characters), Party (commands that affect all characters), and System (commands for changing game settings or loading save data). Move the left analog stick up and down (or press the up and down directional buttons) to make a selection and press the ⊗ button to confirm.

1. Money **2. Current Location**

USE MAGIC

Use this screen to check or use the Magic that you have equipped (see page 7). Press the L1 or R1 buttons to cycle through the characters in your party.

1. Equipped Magic List
Items that are grayed out are only usable during battle.

2. Boost Status **3. Elemental Alignment** (see page 15)

4. MP Required **5. Help**
An explanation about the selected Magic spell. You can check the Type, Range, and Target of each spell here.

EQUIP

On this screen, you can equip and unequip items such as armor and weapons. Press the L1 or R1 buttons to cycle through the characters in your party. Align the cursor with an item to display the effects it would have on your character's attributes if equipped. "Unequippable" will be displayed for items that cannot be equipped by the selected character.

Shield Icons
Some items provide resistances to damage of certain elemental alignments (see page 15). If a character has a resistance to a certain elemental alignment, a half shield icon or a whole shield icon will be displayed next to that alignment (depending on the level of the resistance).

Mana Eggs

Equipping a Mana Egg will add a boost to certain types of Magic (see page 8), causing spells of that type to do more damage or be more effective. In order to use a Mana Egg, a character must have a Magic Level equal to or greater than the Mana Egg's minimum required Magic Level. Magic can also be extracted from Mana Eggs at Magic Shops (see page 7).

Skill Books

Equipping a Skill Book will add a boost to certain types of Skills, making them more effective. In order to use a Skill Book, a character must have a Skill Level equal to or greater than the Skill Book's minimum required Skill Level. Skills can also be extracted from Skill Books at Skill Shops (see page 7).

Examples of the Different Skill Types

	Mind Skills:	Guru's Way: +MAG and +RES.	Absorb Magic: Regain MP when hit by Magic.
	Technique Skills:	Perception: Increases dodge rate.	Counter: Gives chance for counter-attack.
	Body Skills:	Life Up: Increases max HP.	Passive Defense: Reduces IP damage.

STATUS CHECK

Use this screen to check your characters' Special Moves, Equipped Magic, and Equipped Skills. Press the L1 or R1 buttons to cycle through the characters in your party. When a character has a status disorder, an icon will appear next to his picture (see page 16).

Status Items

Level	The character's current level. When the character gets a certain amount of experience points, he will go up a level and his attributes will increase.
HP	Current Hit Points/Maximum Hit Points. When the character takes damage, his HP will decrease. If a character's HP reaches 0, he will become unconscious.
MP	Current Magic Points/Maximum Magic Points. MP is consumed whenever a character uses Magic.
SP	Current Special Points/Maximum Special Points. SP is consumed whenever a character uses a Special Move. SP gradually regenerates over time.
ATK	Attack Power (including any bonuses from equipped items). This affects the amount of damage caused by melee attacks.
MAG	Magic Power (including any bonuses from equipped items). This affects the effectiveness of Magic spells.
DEF	Defense (including any bonuses from equipped items). This affects the amount of damage taken from enemy melee attacks.
RES	Magic Resistance (including any bonuses from equipped items). This affects the amount of damage taken from enemy Magic attacks.
INI	Initiative (including any bonuses from equipped items). This affects the speed of the character's movement on the IP gauge (see page 15).
MOV	Movement (including any bonuses from equipped items). This affects how fast the character can move on the battlefield.
Expert Status	After a character has used a particular command in battle a certain number of times, his Expert Status for that type of command will increase. Using items or Magic builds up his Magic Level, using Combos builds up his Skill Level, and using Criticals and Special Moves builds up his Special Level. When a character's Magic Level goes up, he can equip more Magic at once. When his Skill level goes up, he can equip more Skills at once. And when his Special Level goes up, his maximum SP will increase.
Resistance	Resistance to elemental alignments and status disorders granted by equipped items. A half-shield icon means that the damage is halved. A whole shield icon means that no damage is taken at all.
TOTAL	The character's total experience points.
NEXT	The number of experience points required to get to the next level.

USE ITEM

Use an item in your inventory. There are many different kinds of items, from medicines that restore HP to items that increase attributes. Items that can only be used in combat are grayed out.

INVENTORY

Check the items that you have in your inventory. They are organized by category.

BATTLE SETTINGS

Change SAS (Strategy Advice System) settings and check battle records.

Strategy Advice System

Turn the advice you get from your other characters during a battle on or off.

Your other characters will warn you when you have the chance to cancel an enemy's command or when you are being targeted by a powerful attack.

If you want to follow their advice, choose the commands and enemies marked with the icon.

AI Strategy System

Change each character's automated combat AI settings. Two settings (Setting A and Setting B) can be created for each character, and you can switch between them during battle.

AI Strategy Types

Manual	The player controls the character directly, without using AI.
Fair Play	The character will only use Combos and Criticals. This is a conservative strategy.
Wild	The character will use powerful Special Moves and Magic to damage the enemy. This is an offensive strategy.
Rational	The character will alter his strategy depending on the battle conditions and the strength of the enemy. A good all-around strategy.

SYSTEM SETTINGS

Change various game settings (See page 2, "Options"). You can also check the total amount of time you have played the game.

LOAD

Load saved data to continue a previous game where you left off (see page 2, "Continue").

THE BATTLE SCREEN

When you touch a monster on the Field Screen or when a game event triggers a battle, you will go to the Battle Screen. Before going into battle, take a few moments to familiarize yourself with the Battle Screen display and rules.

During battle, use the information displayed on screen (showing your characters' HP and status, etc.) to determine your battle strategy.

Command Selection

L2 button/R2 button

IP Gauge
Displays the order of attack for your characters and their enemies (see page 14).

Command Wheel
Used to give commands to your characters (see pages 12-15).

Status Disorders/Changes
Status disorders and changes are indicated by icons (see page 16).

Character Status
Displays the HP, MP, and SP of your characters.

Enemies
Enemies who are getting ready to use Special Moves or Magic will be surrounded by a "radiation" or blue "mist" effect.

After Command Selection / During Automatic Battle

WHEEL COMMANDS

When it is your character's turn to act, select a command from the Command Wheel to give him an order. Press up and down on the directional buttons or the left analog stick to select "Combo" or "Defend." Press left and right to select "Magic" or "Special Move."

Combos

Hit the enemy several times

Select "Combo" to attack the enemy several times with the weapon that the character has equipped. This can cause a lot of damage to the enemy, but it does not have a Cancel effect (see page 15).

Criticals

Stun an enemy with one strong attack

Select "Critical" to attack the enemy once with the weapon that the character has equipped. This causes more damage than a single Combo attack, but less than multiple Combo attacks. If the attack hits while the enemy's icon is between COM and ACT, the enemy's next command will be canceled (see page 15).

Aerial Combos

An Aerial Combo is when one character sends an enemy flying into the air and another character hits him before he hits the ground. Each of your characters have powerful attacks that can only be used during a successful Aerial Combo, so try to perform as many as possible.

Send an enemy into the air using a Critical or Magic.

If another character attacks the enemy while he is still in the air, the attack will become an Aerial Combo.

Item

Use an item from your inventory

Select this command to use a healing item and recover HP or to use an offensive item on an enemy. However, this does not allow you to change which items you have equipped. Some weapons can also be used as items by selecting "Use Weapon."

Strategy

Check, change, or execute Strategy AI

On this screen, you can check, change, or execute the Strategy AI used during automated combat. Two settings (Setting A and Setting B) can be selected for each character (see page 11). After assigning a strategy to each character, press the ✕ button to execute one of the settings and begin automated combat. You can switch between the two settings during combat by pressing the △ button. Press the ● button to return all characters to manual control.

Flee

Escape from combat

This command allows you to run away from a battle. However, it does not always work. And even if you successfully escape from a battle, the monster will still be there when you return to the Field Map, so quickly recover HP or leave the area. After leaving a battle, your character will flash for a few seconds. You cannot be attacked again during this time.

Defend

Defend against attacks/avoid attacks

Use this command to have a character brace himself against an attack (reducing damage) or move to another location to avoid an attack completely. When this command is selected, blue circles will appear on the ground. To defend, select the circle that the character is already standing in. To avoid the attack, select another circle.

Magic

Use Magic that you have already set up

Select a spell and press the ✕ button. If the spell requires the selection of an individual character or group of characters, select the spell's target. Using Magic causes the character's MP to go down.

Special Move

Use one of the character's Special Moves

Use this command to execute one of the character's Special Moves. Once the character's Special Level (see page 10) has reached a certain point, using a Combo attack during combat will sometimes allow them to learn a new Special Move. Using Special Moves causes the character's SP to go down.

Use Weapon

Use the special ability of the character's equipped weapon

Some weapons have special abilities that allow them to be used as items during battle. This command is only displayed on the Command Wheel when a character is using this kind of weapon. You can check the abilities of a particular weapon by selecting "Equip" on the Status Screen (see page 9).

Orb

Use powerful Magic

Select this command to use the powerful Magic of the Guardians. You will gain access to this command as the game progresses. Once you have used an Orb command, you must wait for the Orb Gauge to refill before you can use it again. The gauge will slowly refill as you defeat enemies. When it changes to a rainbow, you will be able to use the Orb command again.

SECRET METHODS

Once a character has used a particular Special Move a certain number of times, he will gain a Secret Method. Gaining a Secret Method makes the Special Move more powerful. There are five Secret Method ranks, indicated by the icons below.

Secret Method Icons

- **Increased effectiveness** (level 1)
- **Time required to execute move is reduced**
- **Increased effectiveness** (level 2)
- **Wait time after using move is reduced**
- **Increased effectiveness** (maximum)

EXCELLENT BONUS

If you win a battle without any of your characters taking damage, you will get an Excellent Bonus. 10% of your characters' SP will be restored.

The order of combat is determined by the position of the characters' icons on the IP Gauge. Friendly characters' icons move around the inside of the gauge and enemy icons move around the outside. When an icon gets to the COM area, it is possible to give them a command. The command will be carried out when the icon reaches the ACT area

1. **Enemy Icon**
   When an enemy has decided on a command, a "!!" symbol will appear on its icon.
2. **Friendly character icon**
3. **ACT: Command execution area**
4. **Icons move around the gauge clockwise**
5. **Waiting**
6. **COM: Command entry area**
7. **Waiting to execute command**

1.Command Entry

When a friendly character's icon reaches the COM area, it stops moving and the Command Wheel appears. Select a command and the icon will start moving again.

2.Command Execution

Characters who have been given commands will go into "waiting to execute command" mode. When their icon reaches the ACT area, they will execute their command.

3.Waiting

Once a character has executed a command, he will wait until his icon has returned to the COM area, and the process will start again from step 1.

MOVEMENT SPEED FROM COM TO ACT

The time it takes for a character's icon to move from the COM area to the ACT area will depend on the command given to that character. For example, a Combo or Defend command is executed quickly, but using powerful Magic can take longer, which may allow other characters to move ahead.

Yuki is given a command to use Magic before the other characters, but...

The characters who have chosen normal attacks or Combos will go before him.

CANCELING COMMANDS

When an enemy is in "waiting to execute command" mode, hitting it with a Critical Attack (see page 12) or a Special Move with a Cancel effect will knock the enemy's icon back into the blue "Waiting" area of the IP Gauge. This cancels the command that would have been executed. But be careful – your characters can also have their commands canceled by enemy attacks.

SELECTING COMBAT TARGETS

Some commands require that you select a target (a particular enemy or direction). When doing this, take into account the enemy's "NEXT ACTION" and the distance between your character and the enemy.

"NEXT ACTION" displays the command that the enemy will use next, allowing you to see who they will attack and how they will do it.

If an enemy has not yet selected a command, "NEXT ACTION" will not be displayed. Also, "??????????" will sometimes be displayed instead.

When using a Combo or Critical attack, the distance between your character and the enemy is important. After selecting the command, your character will have to physically travel from his current position to the enemy's location, which can take time. Keep this in mind when selecting targets.

ELEMENTAL ALIGNMENTS

All Magic and some Special Moves have elemental alignments. There are four alignments: Fire, Earth, Water, and Wind. Some items will give characters resistances to one or more alignments, which will reduce or eliminate the damage taken from attacks of those alignments. It's a good idea to alter the equipment that your characters use depending on the elemental alignment of the monsters that you will be facing. Monsters also have resistances to certain alignments. If a monster is resistant to the alignment of an attack, it may cause less damage than usual, or even no damage at all. Some monsters are particularly vulnerable to attacks of a certain alignment. Attacking them with that alignment will increase the damage that they take.

STATUS DISORDERS/CHANGES

When an enemy uses a special attack on a character, it may cause a Status Disorder. Also, attack or defense power can be temporarily increased by some Magic, Special Moves, and items. These are known as Status Changes.

Poison	Causes damage over time. Poison can be healed using items or Magic.
Sleep	The character cannot act (his IP symbol is frozen). This wears off after a certain amount of time, or when the battle ends. Taking damage will also sometimes wake the character up.
Paralysis	The character cannot act (his IP symbol is frozen). This wears off after a certain amount of time, or when the battle ends.
Confusion	The character goes out of control, attacking friends and foes at random. This wears off after some time, or when the battle ends. Taking damage may bring the character to his senses.
Silence	The character is prevented from using any Magic or Special Moves. This wears off after a certain amount of time, or when the battle ends.
Sickness	The character takes damage and is inflicted with status disorders. SP will not regenerate while the character is sick. This can be cured using items or Magic.
Unconscious	When a character's HP reaches 0, he is unable to do anything. Other characters can cure this by using items or Magic.
Attack Up/Down	An increase or decrease in attack power. This wears off after a certain amount of time, or when the battle ends.
Defense/Resistance Up/Down	An increase or decrease in defense or resistance. This wears off after a certain amount of time, or when the battle ends.
Initiative/Movement Up/Down	An increase or decrease in initiative or movement. This wears off after a certain amount of time, or when the battle ends.

ENDING COMBAT

A battle is won when all of the enemies on the screen have been defeated. After winning a battle, you will get experience points and money, and in some cases items as well. If the HP of all of your characters reaches 0, the game will end and you will be returned to the title screen.

COMBAT RESULTS

After winning a battle, the RESULTS screen will appear, displaying the amount of experience points and money that you received.

Experience Points/Money Gained
The amount of experience points and money that you gained from this battle.

Increased Attributes
The attributes that were increased when the character went up in level. MHP stands for Maximum Hit Points and MMP stands for Maximum Magic Points.

Total Money

Increased Expert Status
Displayed whenever Expert Status levels go up (see page 10).

GETTING ITEMS

Some monsters will drop items when they are defeated in battle. These items are not displayed on the RESULTS screen. Instead, they will appear on the Field Screen after the battle is over. Don't forget to touch them to pick them up.

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