R·A·D
ROBOT ALCHEMIC DRIVE

WANTED

Prepare to handle 75 tons of remote-controlled, transforming robot. Slug your way to victory over colossal opponents in brutal combat using missiles, lasers, shooting fists, grenades boomerangs and much more.

Tear apart cities across the globe as you try to stop the Volgara invasion. Just don't get crushed underfoot.

- Switch between human and robot control and handle all movement of your giant Meganite via an intuitive remote-control system.

- Incredible sense of scale puts you IN the game with totally interactive environments. Feel like crushing buildings as well as giant robots? Be our guest. Just remember that your human is small and squishable.

- Upgrade your Meganite. Ride your Meganite. Love your Meganite.

- Characters designed by Toshihiro Kawamoto.

PlayStation 2

ENiX

TEEN
T
CONTENT RATED BY
ESRB

Blood
Violence

グランディア エクストリーム

GRANDIA XTREME

TEEN
T
CONTENT RATED BY
ESRB

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 peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Contents

Getting Started

MEMORY CARD slot 2
MEMORY CARD slot 1

disc tray

RESET button

(OPEN) button

USB connector
S400 i.LINK connector
controller port 1
controller port 2
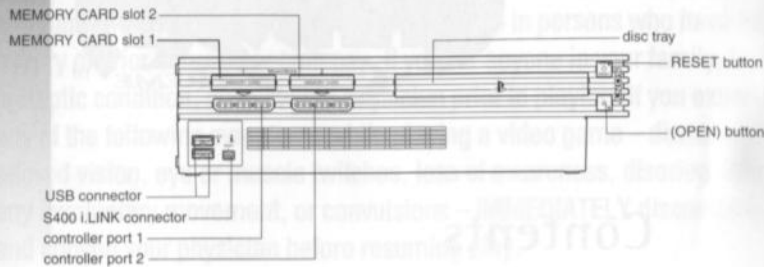
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Grandia Xtreme 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.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button

R2 button
R1 button

directional buttons

△ button
○ button
✕ button
□ button

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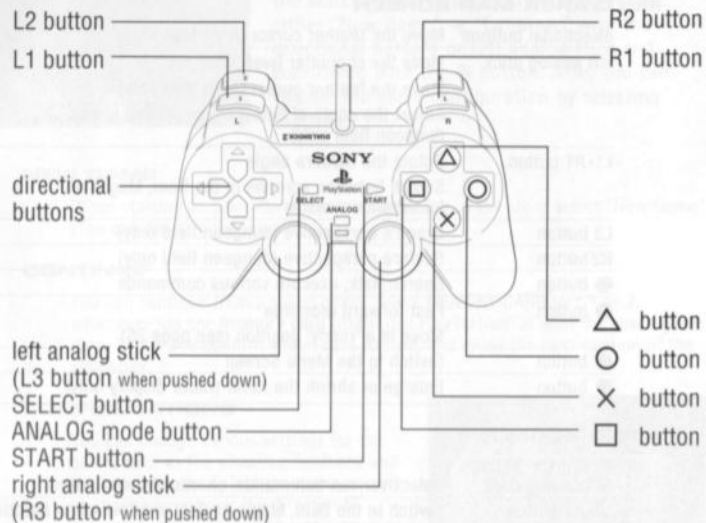
Basic Operations

Names and Functions of the Controller Buttons

This section explains the names and basic functions of the Controller buttons. Button functions change with each scene, so please refer to the chart below.

FIELD/AREA MAP SCREEN

directional buttons	Move the feather cursor (Area Map only)
left analog stick	Move the character [walk/run]
	Move the feather cursor (Area Map only)
	Adjust the angle of Evann's perspective (press L2, dungeon field only)
L1•R1 button	Rotate the camera angle
	Switch between screens in the Item, Magic, or Information window
L2 button	Evann's perspective (dungeon field only)
R2 button	Restore perspective (dungeon field only)
⊙ button	Search, talk, execute various commands
⊗ button	Fast forward message
	Move in a 'ready' position (see page 25)
▲ button	Switch to the Menu Screen
▣ button	Enlarge or shrink the radar (radar display only)

MENU SCREEN

directional buttons/ left analog stick	Select various commands, characters, and items
L1•R1 button	Switch to the Skill, Magic, or Tool window when inputting battle commands
⊙ button	Confirm command
⊗ button	Cancel command
▲ button	Turn Help window ON or OFF
▣ button	Remove item when executing Tool commands

BATTLE SCREEN

L1•R1 button	Switch the character perspectives when all perform AI battle
⊙ button	Confirm command
⊗ button	Stop AI battle
	Cancel command
▲ button	Switch to AI battle
	Switch tactics for AI battle
▣ button	Display the whole screen while holding the button down when inputting battle commands
	Switch perspectives when all perform AI battle

Starting the Game

Starting the Game and the Start Menu

When you push the START button during the opening demo, you will switch to the title screen. Pushing the START button again while on the title screen will display three options for the start menu. Start the game by selecting either "New Game" or "Continue" with the directional buttons or left analog stick and confirming with the ⊙ button. Also, you can change the game configuration by selecting "Setting".

NEW GAME

When starting an adventure from the beginning of the story, select "New Game". (You can not skip the opening.)

CONTINUE

You can continue from a saved game. Select **MEMORY CARD** slot 1 or 2, whichever has the **memory card** (8MB) (for PlayStation®2) with the saved game data. Select and confirm which data to load, and enjoy the continuation of the adventure.

CONFIGURATIONS

You can change various settings for the game, such as the vibration feedback and the radar display. Select the item you want to change by moving the directional buttons or left analog stick up or down and confirm your selection with the ⊙ button. A new window will appear. Select the option of the setting you want to change and confirm with the ⊙ button. The "System" option on the menu screen performs a similar function, so you can change the settings in the middle of the game (see page 27).

CONFIGURATION OVERVIEW

Vibration	Switches vibration function on/off
Camera Rotation	Select left/right as the direction of camera rotation
Sound Mode	Switch between stereo/mono
IP Gauge	Select the size of the IP gauge (see page 30) as small/large
Radar Display	Set dungeon field radar display to on/off
Radar Rotation	Set radar rotation to on/off
Radar Angle	Select from angled/top down for the angle of the radar display (see page 15)

EXITING THE GAME

Before exiting the game, go to the 7th Force's Barracks—Armory in Locca and save the game data. You cannot continue the game without saving. Please see page 16 for information on how to save the game.

Story of
Grandia Xtreme
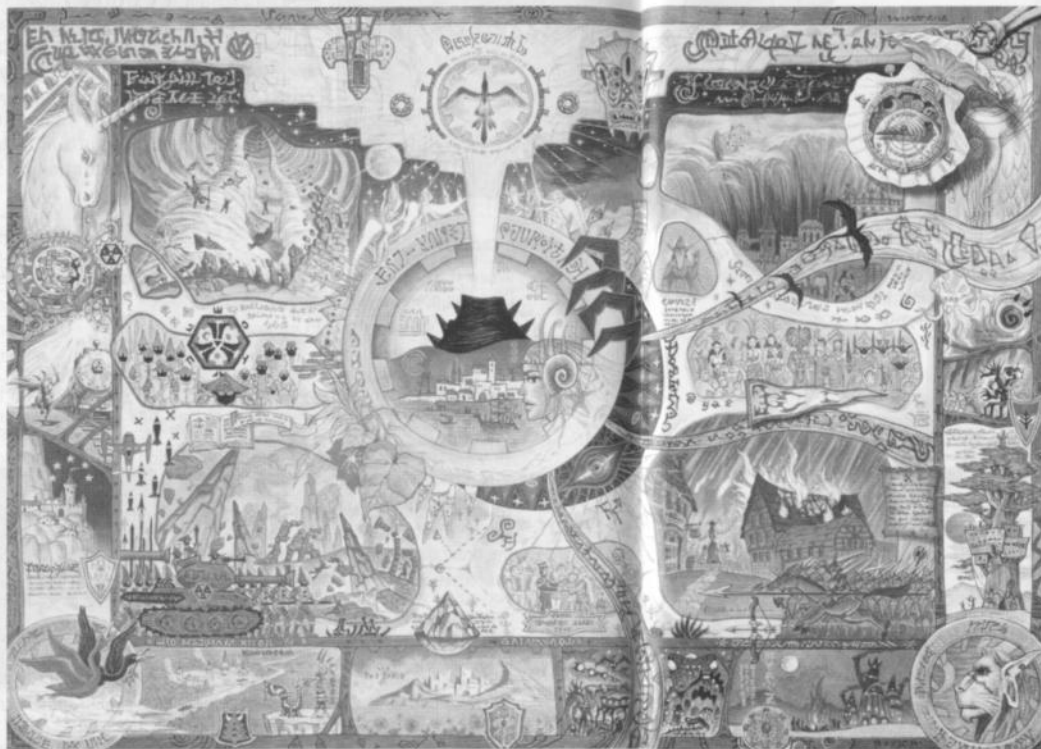
*O*ur story begins when a new nation, Nortis, finally finished a long-standing border conflict with a country known as Arcada. Far away from the savagery of the battles at the Nortis border, a boy named Evann was born into a family of "Rangers". He was known in his neighborhood for being rash and hating to lose.

He went around with hot-tempered friends doing stupid things, but as they got older, they got jobs and adapted to society. After his father's death, Evann decided to follow in his footsteps and became a Ranger. He had turned over a new leaf, and trained every day to continue his family trade.

Rangers have the ability to use the power of the elemental force, which flows in the Geo Stream of the world. It is a job, once valued in places like mines, where one can instantly transport to another place by making a "Geo Gate" and "diving" into it. Geo Gates are created at places where the power of the elemental force is strong.

One day, Evann received his fourth letter from the Nortis Army asking him to cooperate with the operations to neutralize the Elemental Disorder. He wanted to help any effort to stop the Disorder, which was destroying land and cities alike. However, he refused to help the army because Kroitz, his childhood rival who had always antagonized him, was a commanding officer. During a moment of weakness, Evann was attacked by the Nortis Army. He tried to resist but was taken away forcibly.

Evann was taken to the village of Locca. There, he was briefed by Diene, commander of the operation he would be undertaking. He was then introduced to two soldiers – Brandol and Carmyne, who would accompany him on his first mission. Evann's anger began to swell, and he felt uneasy with the fact that he had been kidnapped. However, at the same time he began to realize the need for a Ranger's power to successfully accomplish the task.

Evann

AGE: 18 HEIGHT: 5'7" WEIGHT: 136 lbs. WEAPON: Sword

The main character of this story, Evann is a cocky kid who still shows traces of his bad days. He is quick to pick a fight and tends to act recklessly. When he gets excited in a conversation, he often gets others excited as well. He hates to work, but after his father's death, he has been trying to start over. He is a "Ranger" with the ability to teleport a party in and out of dungeons using the flow of Elemental Spirits. However, he is inexperienced and unsure of his abilities.

Carmyne

AGE: 31 HEIGHT: 5'7" WEIGHT: ? lbs. WEAPON: Saber

A beautiful woman wrapped in an army uniform, she is a Master Sergeant in the Nortis Army. She pays close attention to fashion and accessories. She loves life and does not care for strict rules, so she does not fit well into the army lifestyle. She is pretty lazy and likes to have other people doing things for her. She gets angry if someone does not listen to her, but she pays close attention to details and takes care of people. Brandol says, "She's trouble."

Brandol

AGE: 38 HEIGHT: 6'2" WEIGHT: 209 lbs. WEAPON: Large Sword

Brandol is an experienced Master Sergeant in the Nortis Army. He can operate almost any vehicle, from tanks to trucks. Just by looking at him, it is apparent that he is a well-built soldier who stands out and would rather be on the front lines. He believes that the ends justify the means, and will lash out at anyone, even senior officers when dissatisfied. He looks tough, but those who know him see him as a lively person who smiles easily. He is not comfortable with women and often gets turned down for dates.

Myam

AGE: 16 HEIGHT: 5'5" WEIGHT: ? lbs WEAPON: Bow

Myam is one of the people of Hazma, who live in the forest and are famous for their agility. She is impulsive and gets bored easily. She is confused by theories and logic, so she prefers not to think about them. If she finds something interesting, she tends to get very excited. Because of her cute and starry-eyed looks, she appears as if she's always daydreaming. However, she has a strong desire to help the people who are tormented by the Elemental Disorder.

Ulk

AGE: 50 HEIGHT: 6'6" WEIGHT: 286 lbs. WEAPON: Axe

Ulk is one of the demi-humans called "the people of Hazma" who live at one with nature. He does not say much but does what needs to be done. He normally stands with his arms folded without saying a word, but when he is angry, he can become boisterous. He thought that the Elemental Disorder was a natural disaster, but when he learned from the Nortis that it was artificially created, he joined their operation. Although he rarely smiles, people find that he is a very kind person once they get to know him.

Jaid

AGE: 22 HEIGHT: 5'10" WEIGHT: 149 lbs.
WEAPON: Staff

Jaid, an Arcadian knight of honor and oath, is handsome and hot-tempered. He doesn't recognize his own arrogance because it stems from his pride in the legends and history of Arcadians. He looks after Titto, who trusts only him. However, Jaid also feels frustrated, and has a strong distrust for the Nortis.

Titto

AGE: 16 HEIGHT: 5'3" WEIGHT: 117
WEAPON: Knife

Titto is Arcadian and the youngest member of the party. He appears shy and restless. He doesn't speak much and looks into people's eyes as if he were staring into their hearts. When he is alone or with people he knows, he is cheerful and energetic, but when he is with unfamiliar people, he rarely speaks and hides behind Jaid. He often worries about the bad relationship between Nortis and Arcada.

Lutina

AGE: 18 HEIGHT: 5'7" WEIGHT: ? lbs. WEAPON: Dagger

Lutina is the commanding officer of an elite Arcadian unit. She excels in martial arts and is an expert in secret weapons. She is a dangerous woman and could be classified as a "lethal weapon." She has lived her life fighting the boundary disputes between the various territories under the shadow of the Elemental Disorder, and cannot understand peaceful life as a normal person. She believes that she can survive on her own without any help from anyone. She is rather hard to approach and appears to have no feelings, except when she flies off the handle at Evann for his bad posture.

Colonel Kroitz

AGE: 23 HEIGHT: 6'1" WEIGHT: 180 lbs.

Kroitz is the supreme commander of the operation to neutralize the Elemental Disorder. He has clawed his way to the top and is a shrewd man who will get things done in any way possible. He has an excellent reputation for his ability to command. However, he is also known for being a cruel and terrible commander who disregards the welfare of his men. He is handsome, very coercive, and has a muscular body and sharp eyes that speak of his ambition. He and Evann are from the same area and fought often throughout their childhood. He loathes Evann's carefree lifestyle and considers it cowardly.

2nd Lieutenant Diene

AGE: 26 HEIGHT: 5'6" WEIGHT: ? lbs.

Diene is a 2nd Lieutenant in the Nortis Army and a commander of the operation to neutralize the Elemental Disorder. She works as a manager and liaison for the military center. She is intellectual, rational, and responsible, and rarely expresses emotions. She is composed and takes her military service very seriously, but gets irritated by Evann's unrestrained thoughts and actions, which makes it difficult to maintain her composure. She loves the strict organization of the military and believes that the plan to neutralize the Elemental Disorder will help her achieve great honor and reputation within the Nortis Army.

Specto

AGE: 40 HEIGHT: 5'6" WEIGHT: 209 lbs.

Specto is a scientist for the Nortis Army who works closely with Kroitz. He has an extraordinary knowledge of ancient civilizations and ruins. He insists that the cause of the Elemental Disorder is related to the ruins. This led him to present a plan for the neutralization of the Disorder to the Nortis Army. Once considered a suspicious person, he was not trusted by others before he came forward with his plan. He usually mumbles to himself and seems to be in his own world with no concern for the people around him. He is a timid person who when pressured, becomes frightened; but he never changes his opinion.
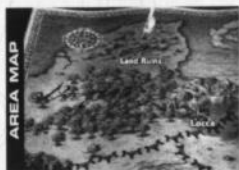
About the Game Fields

Explanation of Fields

There are three main types of fields that comprise the game's setting.

This **area map** shows the world. Use it when you want to go to a distant place. Select the area where you want to go with the feather cursor. The accessible areas change as events take place.

AREA MAP

Land Ruins

Locca

VILLAGE FIELD

Locca Villag

Geo Gate

DUNGEON FIELD

The **VILLAGE FIELD** is the place where people live. Town residents are here, and sometimes party members walk around here as well. Try talking to them.

The **DUNGEON FIELD** is the main area of the adventure and the place where monsters live. Fight various kinds of enemies while keeping your eyes peeled for traps. The radar information will be helpful.

Enter a building | Enter a building

Encounter an enemy | Encounter an enemy

INTERIOR FIELD

Locca - Item Shop

BATTLE SCENE

The **INTERIOR FIELD** is the inside of the buildings in the village field. There are shops and homes where people live. Camera rotation by the **L1/R1** buttons is limited in this field.
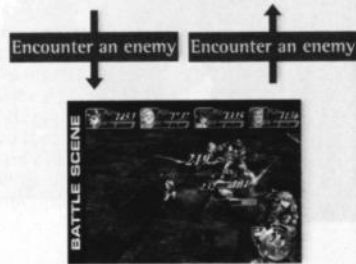
When you encounter an enemy in the dungeon field, the game switches to the **BATTLE SCENE**. If you defeat the enemy, you will return to the dungeon field. If all party members become unable to fight, the game will be over and reset to the opening demo screen.

ABOUT MOVING THROUGH GEO GATES

Besides the connected fields above, there is another way to move around, which is called a "Geo Gate." Only Evann can access these with his Ranger ability. See page 14 for more details.

Tsunami Trough - Ocean Bed
Tsunami Trough - Ocean Cave
Gate Ruins - Interior
Starry Corridor - 5th Level
Starry Corridor - 10th Level
Starry Corridor - 15th Level

L1 | R1

Village and Dungeon Fields

Looking at the Field Screen

Different information appears on the screen of the village field and dungeon field. Especially in the dungeon field, there are points and information you just can't miss.

VILLAGE FIELD

To Escarre - House 1

❶

❷

DUNGEON FIELD

❸

❷

❹

❺

❶ Character   ❸ Icon (see page 15)   ❺ Xtreme Gauge (see below)
❷ Evann   ❹ Radar (see page 15)

TREASURE CHESTS AND ITEMS FOUND IN THE DUNGEON FIELD

In the dungeon field, you can find all kinds of items such as Vellums and Mana Eggs. Obtain these items by pressing the ◉ button. When there is a treasure chest, first take out the contents by pressing the ◉ button. Then pick items up when they are on the ground by pressing the ◉ button again.

ABOUT THE XTREME GAUGE

The Xtreme Gauge appears in the lower right corner of the screen when you are in the dungeon field. This gauge shows Evann's reaction to things in his field of vision. It responds to the strength of monsters and items, so be careful when the meter goes up. When the gauge starts to shake, there is evidence of a strong enemy. Additionally, when the meter rises, but you cannot see a monster, look for any items that might be hidden.
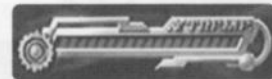
XTREME

RELATIVELY SAFE

XTREME

WATCH OUT!

METER

The meter will rise and change color when it responds to enemies and items.

GEAR

The gauge rises as the gear turns faster.

ABOUT GEO POINTS

Rangers like Evann can open Geo Gates by using the flow of Geo Streams. A Geo Point is an entrance to a Geo Gate. Geo Points are found near and inside the dungeon, and you can move instantly to Locca through Geo Points. There are some places where you cannot go without using Geo Points.

STEP 1

FINDING A GEO POINT

When moving in the dungeon, you'll find points that shimmer. Those are the Geo Points. Geo Points exist in subtle places, and there are not very many of them. Keep your eyes out for them.

STEP 2

STARTING A GEO POINT

Once you have found a Geo Point, step onto it. When you are standing on it, press the ● button to activate the Geo Point. Once you have activated a Geo Point, you can use it any number of times. There are also one-way Geo Gates which allow you to travel in only one direction.

STEP 3

MOVING THROUGH A GEO GATE

After activating the Geo Point, dive by pressing the ● button on the Geo Gate to return to Locca. You can then return to Locca through the Geo Gate. To travel from Locca to the dungeon, press the ● button on the Geo Gate, and a selection window will appear. Select the destination you want to go to and press the ● button to confirm.

MOVING BY TRAIN

As the story progresses, you will be able to move from Locca by train. You may also be able to use the train by selecting an option when you are near one, depending on the situation.

ABOUT THE RADAR

When the radar is displayed, a map is automatically created as you move around the dungeon. The arrow in the radar shows the direction Evann is facing. Switch between the enlarged map and the reduced map by pressing the ● button while the radar is displayed. The locations of monsters and items will be displayed on the enlarged map. Also, when you enter the dungeon after the first time, the map remains as recorded before.
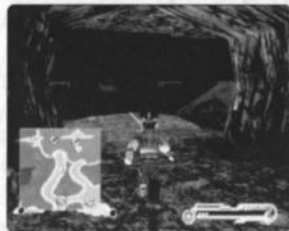
ANGLED VIEW

Angled view lets you view the map from an angle. You can see in the dungeon in three dimensions.

TOP DOWN VIEW

Top Down view lets you view the map from straight above. This makes viewing the entire map easier to understand.

ABOUT ICONS

Icons will appear at times while you are moving through the dungeon field. There are three types of icons, and they can be activated by pressing the ● button on the spot where they appear. There are also places where you will not be able to progress if you miss one, so keep your eyes peeled as you go.

ACTION ICON

This icon appears in places where you can take various actions such as operating devices or pushing things. There are also places where you can push things even without the action icon displayed.

JUMP ICON

This icon appears in places where you can jump down or jump across cliffs. When you press the ● button where the icon appears, you will jump to keep going.
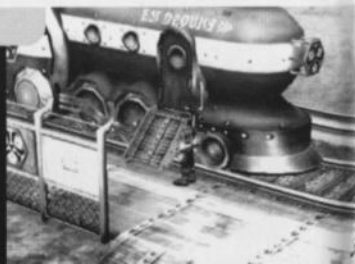
LADDER ICON

This icon appears in places where you can go up or down a ladder. There are two types of icons for going up and going down. Ladders have various shapes depending on the dungeons, so use this icon as a landmark.

Introducing Locca Village

The Base for Evann's Adventures

The village of Locca is the base for the execution of the strategies to neutralize the Elemental Disorder. All kinds of people from around the world have gathered here and are helping Evann and the others in order to implement military strategies. Here is how to use the facilities.

7TH FORCE'S BARRACKS - ARMORY

The 7th Force's Barracks Armory is what ties the village of Locca to the outside world. When you talk to the manager in the Armory, several options will appear based on the conditions at that time. This is a very important place, because it is only here that you can save the game and rearrange the party.

ENTER THE VILLAGE

This option will be displayed when you return from outside the village by using the area map or a Geo Gate. When you select this option, you can move around the village freely, and the party members will not leave except during events.

REST

This option will be displayed when you return from outside the village. By lodging for one night (the screen goes dark for this time), all HP and MP will be restored, and any Status Disorders will be cured (free of charge).

SAVE

You can save game data. First, use the up and down directional buttons to select the slot to save in and confirm the selection by pressing the ⊙ button. Then choose and confirm the place to save. If you press the ⊙ button on a space where game data already exists, you will overwrite the data. Press the ⊙ button to save and the ⊗ button to cancel. To save, you will need at least 64 KB of free space on the **memory card** (8MB) (for PlayStation®2).

❶ Slot number of the selected **memory card** (8MB) (for PlayStation®2) .
❷ Selected saved file
❸ Playing time at the time of previous save
❹ Party members and levels at the time of previous save
❺ Current playing time
❻ Current party members and levels

When saving or loading, please do not turn off the power or insert or remove **memory card** (8MB) (for PlayStation®2) or controllers.

GO OUTSIDE

This command will appear once you have entered the village. Just like the "Rest" command, by lodging for one night (the screen goes dark for this time), all HP and MP will be restored, and any Status Disorders will be cured (free of charge). After restoration, you can automatically go out the door.

ORGANIZE • EQUIP

Here you can rearrange your party and equip Mana Eggs, Skill Books, and Skills. Except for rearranging the party, these tasks can also be done at the Skillman's and Magician's shops.

STEP 1 — Choose party members to participate in the adventure

You can remove members (except Evann) by selecting the member with the directional buttons and pressing the ⊙ button. Next, if you select and confirm an open space, the cursor will move to the standby members on the right. Select and confirm here the member you want to add. Once you have confirmed the members, press the ⊗ button, move the cursor over "Yes," and press the ⊙ button to finish assembling your party.

STEP 2 — Equip a Slot with a Mana Egg or Skill Book

Each character is assigned six slots. There are some slots for equipping Mana Eggs and some for equipping Skill Books. The number of each slot depends on the character. Equip Mana Eggs, Skill Books, and Skills using the **L1/R1** buttons to switch among the three screens.
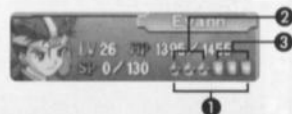
❶ Slots
❷ Currently equipped Mana Eggs
❸ Currently equipped Skill Books

EQUIP MANA EGG

When you equip a Mana Egg, you can use the magic inside. The magic's power changes with the character's magical ability. Equip Mana Eggs that are right for the character.
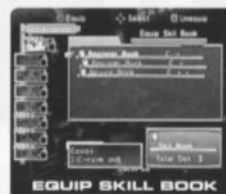
EQUIP SKILL BOOK

When you equip a Skill Book, you can then equip Skills. The ranks of Skills that can be equipped in a Skill Book are set. It's a good idea to equip a Skill Book that contains the Skill Rank you want to equip.

EQUIP SKILL

Skills add to the various abilities of the characters. You can equip Skills that match a Skill Book. You cannot equip a Skill without equipping a Skill Book, so be careful.

ITEM SHOP

This is the place to buy and sell weapons, armor, consumable items and accessories. There is a 30 item limit to what your party can carry, so make sure to prepare before departing for the dungeons. There is also storage for items here.

Buying and Selling Weapons, Gear, and Items

You can buy and sell weapons, gear and items by talking to Shopkeeper Ben. When you select and confirm the menu of your choice, the products you can buy or sell will display. For weapons, pressing the **L1/R1** buttons switches the weapons between the ones each character can use. For gear and items, pressing the **L1/R1** buttons switches the screen in the same way. When you are purchasing equipment, the rise or fall of an item's statistics once equipped will display with an arrow and a change in color when a product is selected. When selecting and confirming a product to purchase, the purchase command is displayed. Move the cursor over the "Yes" and confirm to purchase the item. When selling items, the contents of the equipment bag will appear. After selecting the items you want to sell, follow the same operations as with buying. Pressing the ⊕ button whenever you have selected an item will display the help menu.

> * The number of products in the Item Shop increases as the story progresses. Selling items that can be used as materials, such as metal and cloth, may add new items to stores. Try it out!
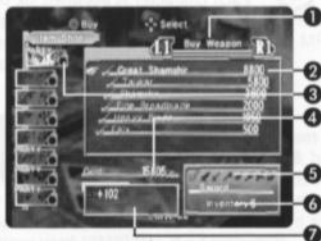
❶ Type of product
❷ Product and price
❸ Change in battle statistics. Displays the change in the statistics once the purchased item has been equipped. For numbers, blue is up, and red is down. For changes in movement, green is up, and yellow is down.
❹ Amount of money you possess
❺ Type of Item
❻ Number of selected products
❼ Item information: strength and effects of the selected item

Storage

The person standing next to Shopkeeper Ben runs the storage. You can only have him hold items from your equipment bag. With the **L1/R1** buttons, scroll through the pages of items currently in your inventory. Choose the item that you want to store with the ⊚ button.

SKILLMAN

The Skillman allows you to create and use Skills using Vellums found in the dungeon. Not only can you create Skills, but you can also sell Skills you know to get items and change slots.

Create a Skill

When creating a Skill, first select Vellum. The price varies depending on the Skill ranking. If you have enough to create a skill, move the cursor over "Yes" and confirm it. The Skill will be created, and the results will be displayed. You will not know what Skill will be created from the Vellum selected until you create it.

Exchange a Skill

Here you can exchange Skills and Skill Books for points you can put towards rare items. The higher the Experience Points and the rank of a Skill, or the higher the rank and the number of equipped Skills in a Skill Book, the higher the selling price becomes. You will get points (usable only with the Skillman) for the Skills and Skill Books you sell, and you can exchange those points for items you want. Here, you can exchange them for valuable items you cannot buy in the Item Shop, so sell unnecessary Skills and Skill Books to get better items.

Change Slots

See to page 17 for information on changing slots.
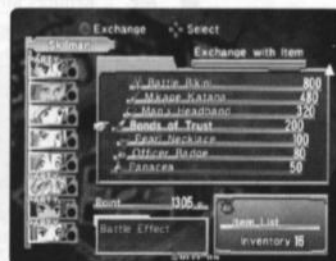
ABOUT THE TUTORIAL

You can get information from people throughout the game. Look around the Skillman's Shop, the Magician's Shop, and the barracks in Locca for battle strategies and helpful hints.

MAGICIAN

Here you can combine Mana Eggs found in the dungeon and inspect them with Junction Recipe cards which will tell you the results of synthesizing. By combining Mana Eggs, they become more powerful. Experiment to create the ultimate Mana Egg!

Magician
Oh, please come in!
What can I do for you today?

Combining Mana Eggs

First select and confirm the Mana Egg to use as a base. Next, select and confirm the Mana Egg to mix. When you check the results of the combination and click "OK," the combination will begin, and a new Mana Egg will be created. Sometimes, however, a Special Force (SF) will be awakened upon combination (This happens easily with Mana Eggs marked with a ★), and it will evolve to an even stronger Mana Egg.

❶ Name of Mana Eggs selected for combination (first + second)
❷ Mana Eggs carried and the characters who have them
❸ Amount of money you possess
❹ Gold necessary for the combination
❺ First Mana Egg selected for combination
❻ Second Mana Egg selected for combination
❼ Mana Egg after combination

Meanings of Special Forces (SF) mark

🔵	MP	Reduces MP consumption
🔵	P	Increases power or duration
🔵	H	Increases the number of Magic attack hits
🔵	W	Widens the scope of area magic
🔵	S	Shortens the time to activate Magic
🔵	IP	Increases the IP damage of Magic attack

Reading a Junction Recipe

You can check the Junction Recipes of Mana Eggs you have had. Junction Recipes are arranged top to bottom from Level 1 through 5 and left to right by Fire, Wind, Water, and Earth. A "?" on the card means you have not had this Mana Egg yet.

Changing Slots

See page 17 for information on changing slots.

COMMAND POST
JUSTON'S HOUSE
DINER

In addition to the facilities already introduced, events and gathering information will take place in buildings such as "Command Post," "Juston's House," and "Diner." Find the location of these facilities. You may visit them as the story progresses.

Brandol
Whatever! This cave place is too boring for me. I miss the water and sky ruins.

This is the last Elemental Disorder. Good luck to you on your mission. This will be the end of the Disorders.

Command Post

This building was set up for the 7th Force and is mainly used by Diene. You can visit it for an event or to get information from Diene.

Juston's House

This is the house of Juston, who once was a great adventurer known throughout the world. You can get a variety of information from him, so visit and talk to him often.

So, do you now understand what it is to be an adventurer?

Diner

This is where party members gather to eat and talk. You can only eat during a mission after you travel back to Locca.

What's the matter, Jaid? Are you not feeling well?

How to eat When switched to the Diner scene, move the cursor over the character you want to speak to, select and confirm it. As the conversation progresses, a door icon will appear over the character's head (the door icon will appear above different characters depending on the situation.) To finish the conversation, select and confirm the door icon. Then you will return to the interior field.
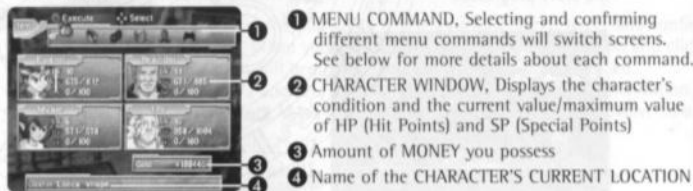
ABOUT THE PARK

From the bridge near the Locca Diner, you can go to the Park, where the trees grow thick, and a stream flows by. Events occur at the park, and as the game progresses, you can play mini-games here.

Harlan
Oh! This is an interesting sound! This is something we can work with!
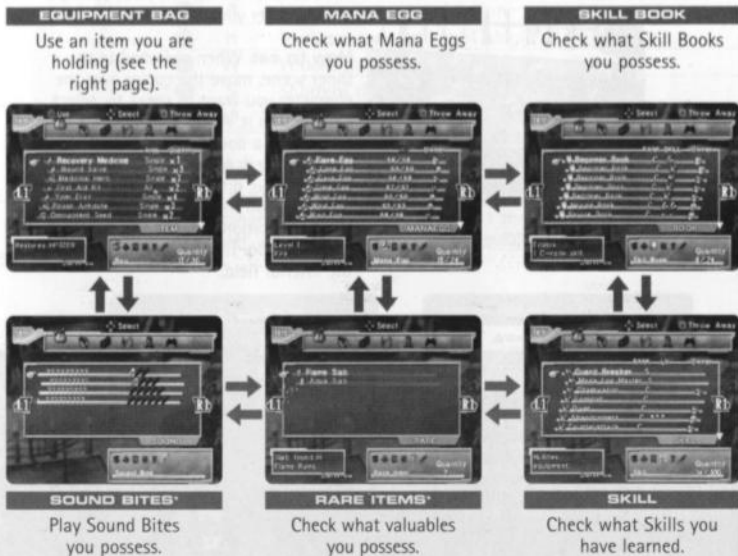
How to Use the Menu Screen

Six Menus to advance the adventure smoothly

Pressing the ⓐ button in the field screen will switch you to the menu screen. There are a variety of things on the menu screen to prepare for the adventure. Select the menu command you want to perform with the left and right directional buttons and confirm your selection with the ⊙ button.

❶ MENU COMMAND, Selecting and confirming different menu commands will switch screens. See below for more details about each command.

❷ CHARACTER WINDOW, Displays the character's condition and the current value/maximum value of HP (Hit Points) and SP (Special Points)

❸ Amount of MONEY you possess

❹ Name of the CHARACTER'S CURRENT LOCATION

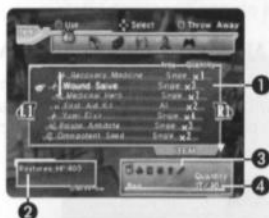| MAIN MENU PAGE 22 | MAGIC PAGE 23 | EQUIP PAGE 24 | INFORMATION PAGE 25 | PLAN/ TACTICS PAGE 27 | CONFIGURATIONS PAGE 27 |

MAIN MENU

You can use and check 6 different options when you select the Main Menu command. Switch the between screens of selected options with the **L1/R1** buttons (see below for how the screens are connected) and confirm with the ⊙ button. Except for the Sound Bites, you can display a Help window with the ⓐ button. Press the ⓔ button to throw away any items or Mana Eggs you do not need.

EQUIPMENT BAG
Use an item you are holding (see the right page).

MANA EGG
Check what Mana Eggs you possess.

SKILL BOOK
Check what Skill Books you possess.

SOUND BITES*
Play Sound Bites you possess.

RARE ITEMS*
Check what valuables you possess.

SKILL
Check what Skills you have learned.

* Sound Bites and Rare Items cannot be removed.
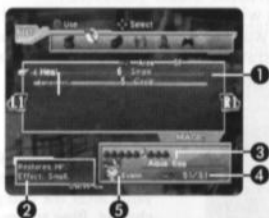
INFORMATION

USING AN ITEM

When you select the equipment bag, you can use recovering items and discard items you possess. When using an item with a single area of effect, select the target as well. Also, be careful when discarding selected items because even if you have multiple units of the selected item, all will be removed.

❶ Displays the item's name, area of effect, and number possessed. You can have up to 10 of any particular item.

❷ Displays the item's description. More detailed information is displayed by pressing the ⓐ button.

❸ Displays type of item by icon

❹ Number of types of items currently possessed (maximum = 30)

MAGIC

After selecting the magic command, use the **L1/R1** buttons to switch between the Mana Eggs in the equipment bag. When using magic, first select the type you want to use (white letters) and confirm the selection. Next, select and confirm the target character.

❶ Name of the magic, the MP consumption, area of effect, and the awakened SF mark (see page 20). Magic that cannot be used is shaded.

❷ Explanation of the magic. More detailed information (help) will appear by pressing the ⓐ button.

❸ Name of the Mana Egg which holds the current magic displayed.

❹ Current/Maximum MP value of the Mana Egg displayed.

❺ Character that has the selected Mana Egg equipped.

TYPES OF MANA EGGS

All Mana Eggs have elements and hold magic for which the element has created a special characteristic. Many more Mana Eggs exist than those below. You can get Mana Eggs by finding them in dungeons or combining them at the Magician.

Mana Egg Name	Elements
Flare Egg	Fire
Aqua Egg	Water
Wind Egg	Wind
Stone Egg	Earth

EQUIP

This menu changes the equipment of the weapons, armor, and accessories you possess. Use the **L1/R1** buttons to switch characters and follow this procedure to change equipment.

SELECT THE WEAPONS AND ARMOR YOU WANT TO CHANGE

Select the items you want to change with the up and down directional buttons and confirm the selection with the ⊙ button. Press the ⊙ button to un-equip an item (except for weapons) and the ▲ button to switch the Help window **ON** or **OFF**.
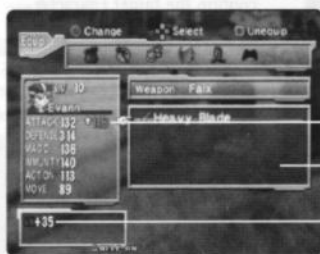
STEP 1

SELECT THE WEAPONS AND ARMOR YOU WANT TO EQUIP

Next, a list of items you may equip will be displayed. Finish by selecting and confirming the new items you want to equip. Any changes to your battle statistics will display in the status window at this time, so refer to this as a guide to the equipment change.

STEP 2

❶ STATUS WINDOW
The value to the right of the arrow shows the value after the equipment change. Blue means a higher value and red means a lower value.

❷ Displays equipment you can change.

❸ Displays the selected item's power and special effect.

EQUIPPING MANA EGGS

A character equipped with a Mana Egg can use the magic held inside the Mana Egg. However, you cannot equip a Mana Egg through the menu screen. Equip them with the Skillman or Magician (see page 19) in Locca before setting out for the dungeon. Like Mana Eggs, Skill Books and Skills cannot be equipped through the menu, but must be done at the Skillman.

INFORMATION

You can check various conditions of the characters on the information screen. First select and confirm the character whose information you want to view. The status screen will appear, and you can use the **L1/R1** buttons to switch screens as shown below.
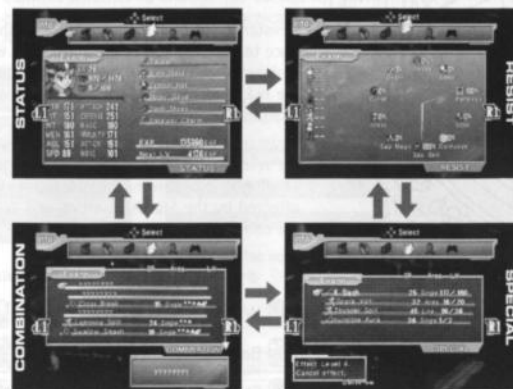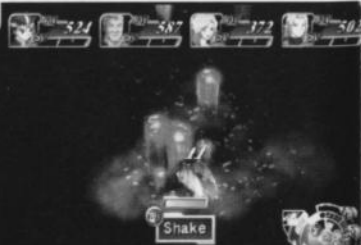

[STATUS] Basic Information

You can get basic information about each character. Current conditions such as a character's statistics and equipment details can be seen at a glance.

❶ Character Name
❷ Current Level
❸ Current/Maximum HP
❹ Current/Maximum SP
❺ Basic Statistics
 STRENGTH = Character's attack stats
 VITALITY = Character's defense stats
 INTELLIGENCE = Character's magic attack stats
 MENTAL ABILITY = Character's mental prowess
 AGILITY = Speed at which the IP gauge moves
 SPEED = Basic Moving speed, movement distance

❺ Battle Statistics
 ATTACK = Attack stats after adjusting for item and Skill equipment
 DEFENSE = Defense stats after adjusting for item and Skill equipment
 MAGIC ATTACK = Magic attack stats after adjusting for item and Skill equipment
 IMMUNITY = Magic defense stats after adjusting for item and defense stats Skill equipment
 ACTION = Speed after adjusting for item and Skill equipment
 MOVEMENT = Moving speed, movement distance after adjusting for item and Skill equipment

❻ Current Equipment
❼ EXPERIENCE POINTS = Current Experience Points / NEXT LEVEL = Experience Points needed for the next level.

[RESIST] Resistance Information

In resistance information, you can see the percentages of resistance to Status Disorders and Elements, which protect you through armor, accessories, and Skills you have equipped.

1 Resistance for each element. Displays the resistance to attacks of that attribute from enemies. It shows that the longer the red band, the higher the risk, and the longer the green band, the more resistance to that kind of attack.

2 Resistance to each Status Disorder. Displays the resistance to Status Disorder (see page 37). The higher the percentage, the harder it is to be affected by the Status Disorder, and at 100% you are completely protected.

(Icon definitions below).

|	Fire	Wind	Water	Land
ELEMENTAL RESISTS	Bomb	Bolt	Blizzard	Forest
STATUS DISORDER RESISTS	Poison	Sleep	Paralysis	Stop
	Confusion	Sap Skill	Sap Magic	Illness
	Curse	Death		

[SPECIAL] Moves Information

Displays the Moves currently learned. Refer to the Help window by pressing the ⚫ button.
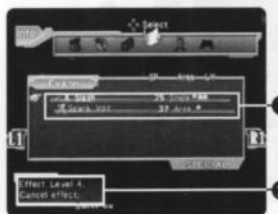
1 Displays from left to right: attribute (by type) icon, name of Move, SP consumption, area of effect, and level of Move. Level of Move is shown switching between a ★ and a value (current Experience Point/ Experience Points required for the next level). When the attack has reached its maximum point, "MAX" shows when the ★ would appear.

2 Details of the selected Move.

[COMBINATION] Combinations Information

Displays a guide to Combinations which flash on screen during battles. Names of Combinations you have not learned yet are shown as "???", so use this as a guide to complete Combinations.
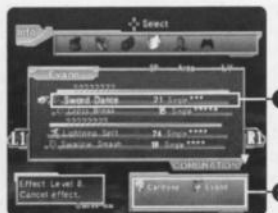
1 This information is the same as the Moves information. There is an attribute icon which shows number of people instead of type.

2 Party members who can perform the selected Combinations.

PLAN/TACTICS

There are a total of eight tactical commands to choose from, and you can set two tactical patterns, A and B (see below for each command). First, select and confirm whether to change the tactics for party members. Then select and confirm the tactics from the tactical AI chart. You can also change the tactical AI during battle (see page 32).

Tactical AI Currently Selected
Tactical AI Chart
Comment
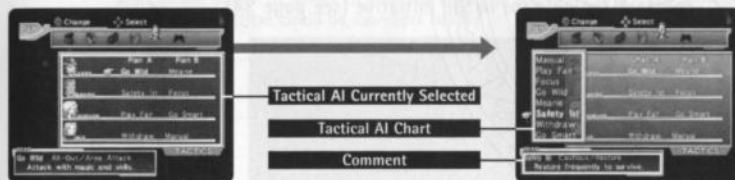
Tactical AI Command Chart

TACTICAL NAME	DETAILS	
Manual	—	*Player inputs commands*
Play Fair	Economical	*Fight with normal attacks only*
Focus	Crushing	*Reduce the number of enemies completely by focused attacks*
Go Wild	Full power	*Inflict huge damage on enemies with strong moves and magic*
Meanie	Support	*Advance the battle advantageously by effective backup attacks*
Safety 1st	Cautious	*Restore often so you do not die*
Withdraw	Passive	*Go around protecting allies but do not attack*
Go Smart	Intelligent	*Fight according to the strength of the enemy or the battle conditions.*

CONFIGURATIONS/SYSTEM

You can change game settings. See page 5 for details on the operation and contents.

TACTICAL AI

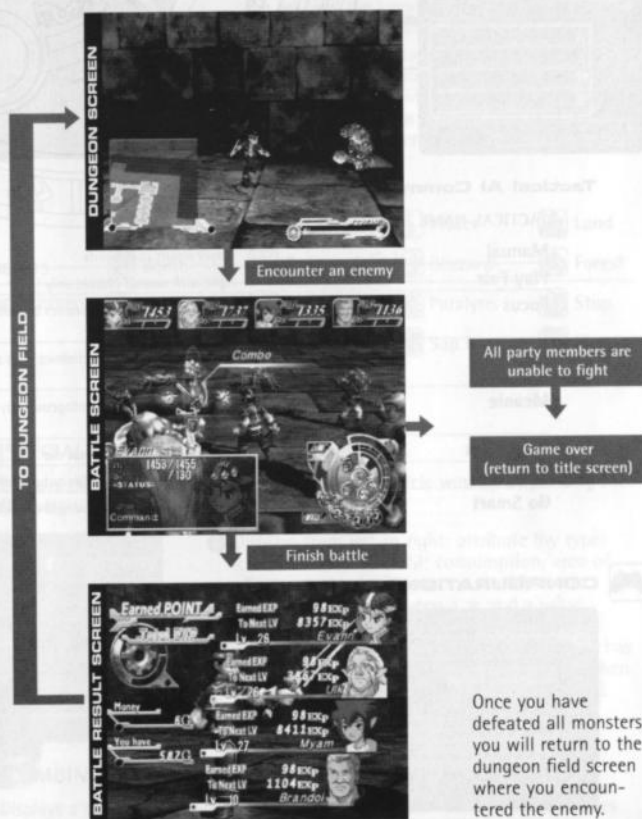**Think about each character when deciding the tactical AI**

Each party member acts distinctively during battles. Some characters are good with direct fighting and magic, while others have better Skills for support. Keep these abilities in mind when choosing the settings.

Basic Rules for Combat

Battle Order

When you encounter enemies in the dungeon field, a battle begins. Refer to the following for an overview of battles. The speed of your allies and enemies is the key in battles. Battles are done in half real time with a constant struggle for battle initiative (see page 34).

DUNGEON SCREEN

Encounter an enemy

BATTLE SCREEN

All party members are unable to fight

Game over (return to title screen)

Finish battle

BATTLE RESULT SCREEN

Once you have defeated all monsters, you will return to the dungeon field screen where you encountered the enemy.

TO DUNGEON FIELD

ABOUT ENCOUNTERS WITH ENEMIES

The opening conditions of the battle differ depending on how you encounter the enemy. Your position is what determines how you enter a battle. When you encounter an enemy in a ready position, you will have the advantage at the start of the battle. Be aware of your surroundings and move in a ready position when you feel there could be monsters nearby.

WALK/RUN

Stand ready with the ✕ button

STAND READY/MOVE IN A READY POSITION
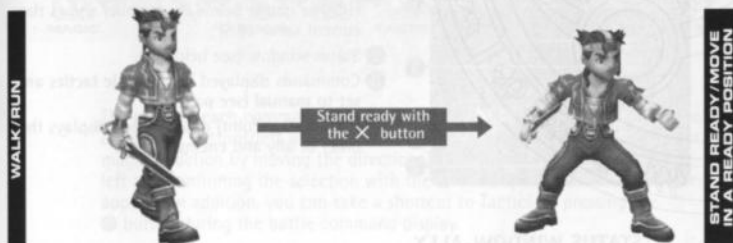
You can move faster by running, but you are more likely to be surprised by monsters. You will be surprised when a monster encounters you from behind.

If you move in a ready position using the ✕ button, you will move more slowly, but it is easier to get the first attack when you encounter enemies in this condition. When you encounter enemies from the front, you have an even greater chance for the first attack.

Encounter monster

SURPRISED

FORESTALL

Battle starts with your party surrounded by enemies. You are at a disadvantage because you must defend against the first attack.

Battle starts with your party surrounding the enemies. You have the advantage because you can perform the first attack.

PICK UP ITEMS AFTER BATTLE

You can pick up items in the dungeon your enemies drop only after defeating them in battle.

Strawberry

WATCH FOR UNEXPECTED ATTACKS

You will encounter various situations in the dungeon. You cannot be careless about traps or breakable items (such as mushrooms and seashells) or when opening doors and treasure chests. Always be aware of your surroundings and be ready for unexpected attacks.

HOW TO VIEW THE BATTLE SCREEN

Much information has been included in the battle screen, such as the IP gauge which you can use to understand the progress of the battle at one glance (see page 34) as well as monster and player conditions. Advance battles smoothly by remembering what each display means.

BATTLE SCREEN

❶ Character window. The number is the current HP. The gauge below the number shows the current value of SP.

❷ Status window (see below)

❸ Commands displayed when battle tactics are set to manual (see page 31)

❹ IP (Initiative Point) gauge which displays the order of ally and enemy actions.

STATUS WINDOW-ALLY

❶ Name and level

❷ Current/Maximum HP and SP

❸ Current status. If there are Status Disorders or changes, an icon will appear (see page 37).

❹ Number of Mana Eggs currently equipped

❺ Current active status and target

STATUS WINDOW-ENEMY
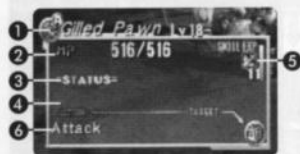
❶ Name and level

❷ Current/Maximum HP and SP

❸ Current status.

❹ The more icons there are, the better chance of dropping a valuable item.

❺ Type and number of Skill Experience Points you can get after the battle.

❻ Current active status and target

CHECKING MONSTER'S SKILLS

Some monsters have Skills. If that is the case, the word "SKILL" will be displayed in the upper right corner of the Status window, and you can check the monster's Skill with the R1 button. This is a way to get information about enemies' special abilities.

ABOUT BATTLE COMMANDS

There are a total of 8 commands which can be performed in a manual battle. Refer to the following for a detailed explanation of each command.

COMBO   ITEMS   ESCAPE

MAGIC   CRITICAL   TACTICS   DEFEND   MOVES
EVADE
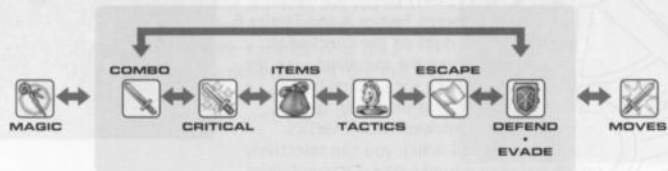
The order of each command starting from Combo can be switched using the directional buttons/left analog stick to move up and down. When you select magic or action by moving the directional buttons/left analog stick right or left and confirming the selection with the ⊙ button, each command's screen appears. In addition, you can take a shortcut to Tactics by pressing the ▲ button during the battle command display.

COMBO

NORMAL ATTACKS BY WEAPONS

A Combo is performing continuous attacks with an equipped weapon. With 2 or more attacks per turn, you can cause much more damage. If it becomes your turn while an enemy is initializing its attack, a counter will be created and you can apply even more damage. However, a cancel will not be created.

CRITICAL

AIM FOR CANCELLATION THROUGH ONE ATTACK AT FULL STRENGTH

Cause damage to the enemy with one hit at full strength. The total damage will be less compared to a Combo attack because it will only hit once, but this way you can cancel an enemy's attack. Because the initialization time is long, this makes it easier for the enemy to counter. Thus, timing is very important.

ITEMS

USE RECOVERY AND ATTACK ITEMS

You can use items you possess in your inventory. First select and confirm the item, and then select and confirm the target. You cannot use items which appear in gray. Some items must be equipped to be used. These items give the user certain advantages during battle. However, unequipped items in the equipment bag cannot be used, unless you are switching weapons.

TACTICS

CHANGING AND USING THE TACTICAL AI

You can set the AI battle options by selecting the "knight" chess piece icon in the menu screen. Switch between Tactics A and Tactics B by pressing left or right on the directional button and confirming the command with the ◉ button. By pressing the up directional button, you can change individual tactics. Each character is allowed two AI tactics (Plan A and Plan B) which you can selectively switch between during battle. Change tactics depending on the situation. See page 27 for information about Tactical AI Commands.

During battle, you can have all members fight an AI battle, or you can have part of the members use AI and the others use the manual command input. For example, if only Evann had manual selected, the other members would fight using AI, and only Evann would receive manual commands.

About One-Touch Operation

With one button, you can switch from manual battle to AI battle (▲ button) and switch battle perspectives (◉ button) during a battle.

When pressed during a manual battle, you can switch to an AI battle. You can also switch between Tactics A and B during an AI battle.

In a manual battle, you can see everything by pressing the ◉ button during command input. You can also change perspectives by pressing it during an AI battle.

Types of Battle Perspectives

During an AI battle (except when all members are receiving manual input), you can change the perspective by pressing the ◉ button (the four perspective types are shown below).

Normal perspective

Perspective which shows a specific character and his surroundings. Use the **L1/R1** buttons to change characters.

Perspective which displays the entire battle screen.

Perspective which shows a close-up of a specific character. Use the **L1/R1** buttons to change characters.

ESCAPE

BREAK AWAY FROM THE BATTLE

Escape from the battle scene. If you retreat successfully, the battle scene will end, but you will not get the Experience Points and gold you would have had if you defeated the enemies. Also, the enemies still remain in the dungeon field. Use this when the party members are in a bad spot. However, you may fail to retreat from some enemies.

DEFENSE/EVADE

REDUCE DAMAGE AND CHANGE LOCATIONS

Instead of attacking the enemies, you will move to a specific spot of choice and evade attacks or take a defensive position and reduce damage.

MAGIC

USE MANA EGGS IN THE EQUIPMENT BAG

Characters can use magic held within equipped Mana Eggs. When more than one Mana Egg is equipped, use the **L1/R1** buttons to switch between Mana Eggs. Select and confirm the magic you want to use; then select and confirm the target. The character will then prepare to cast, and the spell will be cast at the ACT point. The name and consumed MP will light up when magic has awakened SF.

MOVES

USE MOVES YOU HAVE LEARNED

Each character has their own unique Moves. To use a Move, you need SP for the action. If you do not have enough SP, the name of the action appears gray. Once you have selected and confirmed the action and the target, the character will prepare the action. When the marker on the IP gauge turns to ACT, the Move will be performed. To use a Combination, switch from the Moves list screen to the Combination list screen by pressing the **L1/R1** buttons. The procedure to perform it is the same as with a Move.

UNDERSTANDING THE IP GAUGE FOR BATTLES

The order for each character's action is set by the IP gauge. When the character marker reaches the COM point, the command is set. At the ACT point, the selected action is performed. This procedure is the same for monsters.

- COMMAND ACTION POINT
- PREPARING TO ACT
- COMMAND INPUT POINT
- DIRECTION OF MARKER ADVANCE
- WAITING
- CHARACTER MARKER
- MARKER

STEP 1 — INPUT COMMAND

When the player marker moves to the COM point, all characters stop and you can input commands. The markers will start moving again once you select and confirm commands to perform.

STEP 2 — PERFORM COMMAND

Characters are preparing their chosen actions while the markers are between the COM and ACT points. After this, once the marker reaches the ACT point, the selected command will be performed.

STEP 3 — WAITING

After the action is finished, the character will move a set distance and enter a waiting period. When the marker moves to the COM point again, the character can receive a command and perform an action at the ACT point. Battles continue by repeating this sequence.

MOVING A MONSTER MARKER WITH A CRITICAL ATTACK

If a critical attack hits an enemy while it is preparing an action ❶, its marker will move to waiting without performing its action ❷ and the action will be cancelled. It is possible to use this to defeat an enemy without it having a chance to act at all. The same effect for canceling can be achieved by some Moves.
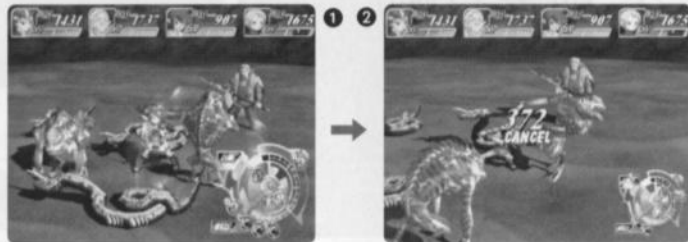
DIFFERENCE IN THE SPEED OF MOVEMENT FROM THE COM POINT TO THE ACT POINT

The speed at which markers move from the COM point to the ACT point is not fixed. It can vary greatly depending on the details of the action selected by each character at COM. For example, even if an enemy is about to perform its action ❶, if you input a combo or high level Moves, you will move to ACT in an instant ❷, and you can act before the enemy. On the other hand, when you select strong magic, enemy characters might attack you before you can act since it takes longer to initialize the magic attack.

ABOUT RESTORING SP

At the Armory in Locca, you cannot restore SP necessary for using Moves and Combinations. When you leave the dungeon, all accumulated SP are lost. SP are restored by hitting the enemies with Combo and Critical attacks, by taking damage, and by the passing of time.

ABOUT COMBINATIONS

Combinations can be performed when party members (2 or more) cooperate to perform an intense attack on the enemy. Make sure that the party members who perform this attack have the SP needed to execute the attack.

Droplets of Life

STEP 1
LEARN THE MOVES NECESSARY FOR THE COMBINATIONS

Learn the Moves which will become the basis of the Combinations (the level of the technique does not matter).

STEP 2
DISCOVER THE COMBINATIONS

Next, at the COM point on the IP Gauge, use a Move when you are near another party member who uses the same Combination. If the timing is right, you may discover a Combination. Try making new Combinations by using different characters' Moves.

STEP 3
PERFORM THE DISCOVERED COMBINATIONS

The discovered Combination will be performed at once. SP will not be consumed when it is discovered. After learning a Combination, you can use it like a Move. When using a Combination, the character choosing the Combination waits at the COM point until the other character(s) reach the COM point, and they advance together to the ACT point.

ABOUT STATUS DISORDERS

Party members and monsters may suffer various kinds of Status Disorders when hit by special attacks. When there is a Status Disorder, one of the following marks appears above the character's head, and the character's actions will be limited. Status Disorders can be cured by using Magic, Items, and Skills. Some Status Disorders may wear off after the battle.

Status Disorders Chart

POISON
A poisoned character suffers damage over time from poison. The effect continues after the battle ends.

PARALYSIS
Character's body become paralyzed and cannot perform actions. The character is restored after a certain period of time or after the battle ends.

CONFUSION
A confused character does not accept commands and sometimes attacks allies. The character is restored after a certain period of time or after the battle ends.

SAP MAGIC
The character is unable to use magic even if they have MP. The character is restored after a certain period of time or after the battle ends.

CURSE
Actions are occasionally cancelled. The effect continues after the battle ends.

SLEEP
The character falls asleep and cannot perform actions. The character wakes up after a certain period of time or from an enemy attack. The character is restored after the battle ends.

STOP
The character stops moving on the IP gauge and does not accept commands. The character is restored after a certain period of time or after the battle ends.

SAP SKILLS
The character cannot use Moves even if they have SP. The character is restored after a certain period of time or after the battle ends.

ILLNESS
Symptoms such as paralysis and confusion appear randomly. Effect continues after the battle ends.

DEATH
HP is reduced to 0, and the character can no longer participate in the battle. Effect continues after the battle ends.

About Each Type of Marker Display

A marker displays for each party member and monster during battle. Use the following explanations to understand characters' conditions.

Counter Shows that there has been counter damage.

SWAY Shows that the enemy's attack has been evaded.

4 Hits Shows the total number of hits from a continuous attack.

Shows that the attack was not successful because the character did not move close enough to the target.

CANCEL Shows that the action was cancelled.

Guard Shows that a status disorder was deflected by Equipment or Skill.

MISS Shows that the attack did not hit because the target moved.

Advancement System

LEVELING UP CHARACTERS, TECHNIQUES, MOVES AND SKILLS

There are four main kinds of advancement components in the game, and you can increase the power of Characters', moves, and Skills. Characters level up by getting Experience Points after battles. The stronger the character the easier it is to take advantage of battles.

WHAT YOU GET FROM DEFEATED ENEMIES

There are four kinds of items that the party can get after defeating an enemy: overall Experience Points, Skill Experience Points, gold, and items. Overall Experience Points and Skill Experience Points are essential to advancement. Depending on the Skills or items equipped, the results differ, such as receiving a larger amount of gold or making the enemy drop better items than usual.

OVERALL EXPERIENCE POINTS (EXP)

This is added to each character (unless dead) after winning a battle. When Experience Points reach certain amounts, characters' levels rise, and their abilities increase.

SKILL EXPERIENCE POINTS

This is added to each character after winning a battle. They are necessary for leveling up Skills.

GOLD (G)

Gold is accumulated after winning a battle. It is used for purchasing weapons, armor, and equipment as well as for creating Skills and combining Mana Eggs.

ITEMS

Sometimes you may get items from defeated enemies. Some are valuable items that you cannot buy in the Item Shop.

❶ Amount of money acquired
❷ Amount of money you possess
❸ Experience Points

❶ Leveled-up Skill
❷ Skill Experience Points acquired

ADVANCING A CHARACTER

After winning a battle, characters will level up once the overall Experience Points added to each character reach a certain value. When characters level up, the maximum HP increases and their basic statistics rise (see page 25).

ADVANCING A MANA EGG

Mana Eggs become more powerful when combined. SF may randomly awaken when combining Mana Eggs, and some effects may be added by the SF, such as a wider area of effect or reduced MP consumption. High-level Mana Eggs hold advanced magic. Try making different combinations.

ABOUT THE BONUS SYSTEM

There are several battle bonuses used in this game. Acquire bonuses not only by defeating an enemy but also by using good strategies.

COMBO HIT BONUS SYSTEM

Damage increases with the number of hits. Therefore, as more continuous combos or magic attacks hit, the damage done to the enemy will be greater than simply adding together single attacks.

EXCELLENT BONUS SYSTEM

When you win without taking any damage, you have an "Excellent" win and the Experience Points that each party member gets increases. The character who contributed the most during a battle will sometimes be called the "MVP" and will receive even more Experience Points.

MOVES/COMBINATIONS BONUS SYSTEM

When the last monster is defeated with a Move or Combination, a bonus is added to the Skill Experience Points of the character who used that technique. Do not try to save the points but try finishing the battle using Moves so that the character will level up.

SKILL ADVANCEMENT

Skills advance with the Skill Experience Points received after a battle. There are various types of Skill Experience Points that can be received. The kind of Skill Experience Points received varies depending on the kind of enemy you defeated. Also, you receive Experience Points only for Skills you have equipped, so think strategically about improving areas you are already good at or gaining more balance when equipping Skills.

❶ Skill type and Skill name

❷ Alternates displaying Skill level (and current Skill Experience Points/Experience Points necessary for the next level)

❸ Icon of character equipping the Skill

FOUR KINDS OF SKILL EXPERIENCE POINTS AND SKILL LEVELS

There are 4 kinds of Skill Experience Points you can get from battles. Skills are divided into four types, and Skill Experience Points will be added to the equipped Skill of the same type. Once the Skill Experience Points have reached a certain value, the Skill levels up, and the Skill's effectiveness increases.

Skill Type Chart

SKILL TYPE	TYPICAL SKILL
Heart	Zapfire Chant, Morale Boost, Block Counter, Observation
Technique	Abandonment, Hunter, Counterattack, Defensive
Physical	Strength, Intelligence, Iron Guard, Mighty Guard
Mystery	Speed, Miracle Balance, Coercion, Super Reflex

SKILL RANK

Skills have ranks, and the higher the rank is, the better abilities the character will have. If you get a high-ranking Skill and raise it to an even higher level, you will have more of an advantage in battle.
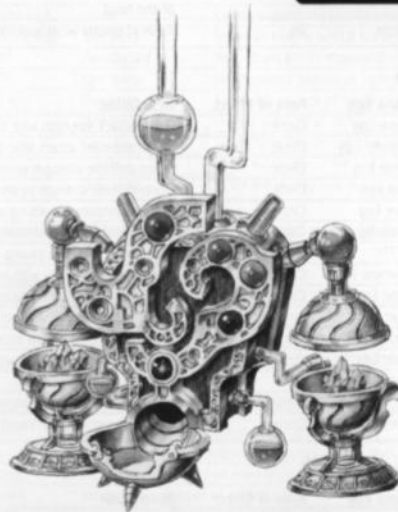
MOVES ADVANCEMENT

Moves advance as you use them in battle. As Experience Points for Moves add up, you will have more of an advantage in battle such as increasing strength or reducing the time it takes to perform an attack. A ★ indicates advancement. When "MAX" appears next to the ★, the final attack has reached its ultimate form. Some Moves will go instantly to the ACT point when performed in this state.

DISCOVERING NEW MOVES

By using Moves you have already learned, you can discover new ones. You can choose discovered techniques for the next Move, but they will consume SP. You may find new techniques by using multiple Moves, so keep using Moves you've already learned.

ABOUT COMBINATION ADVANCEMENT

Combinations come from matching the performing characters' Moves. As each character practices his techniques, the level of Combination will increase. Keep practicing Moves with each character to power up the Combinations.

Moves/Magic Spells/Skills/Items

Useful Information for Evann's adventure

Items, Moves, and Magic Spells introduced here will be necessary when moving through the dungeon field. Understand how to use each one, and use them to your advantage.

MOVES / MAGIC SPELLS

Moves and Magic Spells will cause a lot of damage to enemies or recover and heal the party during battle. Manage the MP and SP to live through a long fight.

Moves Moves vary with the character. Use them often to discover new ones.

SP ATK name	User	SP consumption	Description
X Slash	Evann	25	Cut an enemy in front in an X.
Great Divide	Brandol	24	Hit an enemy with an intense jumping cut.
Sonic Sable	Carmyne	30	Cut an enemy with a gale from the tip of the sword.
Blaster Bomb	Jaid	25	Collect power at the tip of the staff and cause a large explosion.
Aerial Slash	Titto	20	Hit an enemy with a whole-body blow from the sky.
Super Penetration	Ulk	26	Hit an enemy with a destructive blow from the top of the head.
Spinning Wheel	Myam	28	Rush at enemy while spinning and mow it down.

Support Spells

Spell name	Mana Egg	Area of Effect	Description
WOW!	Bomb Egg	Circle	Boost attack strength with the fires of rage.
Stram	Thunder Egg	Circle	Lower enemies' attack strength by shocking them.
Diggin'	Stone Egg	Circle	Boost defense strength with the power of the earth.
Def-Loss	Lava Egg	Circle	Lower defense strength by spreading the power of the earth.
Guard up	Flare Egg	Circle	Boost resistance by raising your spirits.
Res-Loss	Bomb Egg	Circle	Lower resistance by weakening with heat.
Speedy	??????	Circle	Boost activity with a young leaf's breath.
Cold	Rainbow Egg	Circle	Lower enemy activity with sudden cold.
Runner	Wind Egg	Circle	Boost movement by being enveloped in a gale.
Freeze!	Frost Egg	Circle	Lower movement by making a blizzard.
Snooze	Aqua Egg	Circle	Make the enemies sleep with bubbles of drowsiness.
Shhh!	Icicle Egg	Circle	Create a space to block magic.
Fiora	Icicle Egg	Circle	Block a Move by freezing.
Binder	Lightning Egg	Individual	Stop an enemy with restraining lightning.
Craze	Forest Egg	Circle	Confuse enemies with nerve gas.

Recovery Spells

Spell name	Mana Egg	Area of Effect	Description
Heal	Aqua Egg	Individual	Recover a few HP through drops of life.
Healer	Frost Egg	Individual	Recover many HP through drops of mercy.
Alheal	Mist Egg	Group	Recover a few HP with the fountain of life.
Alhealer	Forest Egg	Group	Recover many HP with the fountain of mercy.
Regenera	Leaf Egg	Individual	Recover HP for a period of time through the regenerative power of the forest.
Resurrect	Forest Egg	Individual	Recover someone unable to fight with the water of life.
Reviva	??????	Individual	Recover someone unable to fight with all HP through drops of the world's trees.
Cure	Leaf Egg	Individual	Cure poison and paralysis with the blessings of verdant lands.
Refresh	Dust Egg	Individual	Undo Skill and magic blocks with the blessings of holy ground.
Halvah	??????	Individual	Cure all conditions with the harmony of nature.

Magic Spells Magic is held in many Mana Eggs. Find Mana Eggs that are easy to use in battle.

Attack Spells

Spell name	Mana Egg	Area of Effect	Description
Burn!	Flare Egg	One body	Hit with a ball of fire.
Burnflame	Lava Egg	Circle	Strike with a pillar of fire at an enemy's feet.
Burnstrike	Bomb Egg	One body	Call up birds of fire.
Hellburner	Volcano Egg	One body	Burn in the fires of hell.
Howl	Wind Egg	Circle	Slice with blades of wind.
Howlslash	Heat Egg	Straight line	Send out shockwaves of sharp wind.
Howlnado	Cyclone Egg	Circle	Create a giant tornado.
Shake	Stone Egg	One body	Attack an enemy with the power of the earth.
Tremor	Sand Egg	Circle	Shake the ground with an earthquake.
Quake	Gravity Egg	Circle	Cause a great shift in the crust of the earth.
Erebos	Mist Egg	One body	Choke an enemy with a dark fog.
Evap	Dust Egg	One body	Halve HP by evaporating the body's liquids.
Tartarus Rain	Rainbow Egg	Circle	Shower of black rain brining death.
BOOM!	Bomb Egg	Straight line	Send out shockwaves causing an explosion.
Meteor Fall	Star Egg	One body	Drop a stream of meteorites down from the sky.
Meteor Strike	??????	One body	Drop giant meteorites from the far reaches of the heavens.
Zap!	Thunder Egg	Circle	Create a space that emits electricity.
Blade Zap	Lightning Egg	One body	Strike an enemy with a blade of lightning.
Zap All	??????	Fan shaped	Rain down a fifty-thousand volt halo.
Gad Zap	??????	One body	Send down a bundle of lightning from the clouds.
Crackle	Frost Egg	One body	Stab with a spear of ice from the earth.
Crackle Floe	??????	One body	Drop a giant pillar of ice.
Diamond Dust	Icicle Egg	Fan shaped	Send chills throughout the atmosphere.
Crackle Fang	??????	Circle	Call a mountain of ice and drop it on the enemies.
Poizn	Leaf Egg	One body	Wrap the enemy in a deadly poisonous gel.

Skills Skills can supplement a character's abilities. Always equip Skills in order to gain the advantage in battles.

Skill name	Type/Rank	Description
Zapfire Chant	Heart/C	Increase power of fire and thunder magic depending on the level.
Foreboding	Heart/C	Displays hints for Combinations depending on the level.
Observation	Heart/C	See the enemy's movements depending on the level.
Meditate	Heart/B	Selecting "Defense" recovers SP.
Magical Esoteric	Heart/A	Cancel a single spell.
Grappler	Action/C	Increase damage to human-form and solid enemies.
Abandonment	Action/C	Increase the evasion rate depending on the level.
Counterattack	Action/C	Counterattack after evasion depending on the level.
Pirate's Ring	Action/B	Increased chances of an enemy dropping items.
Triple Attack	Action/A	Increase the number of critical hits.
Strength	Body/C	Increase strength depending on the level.
Toughness	Body/C	Increase stamina depending on the level.
Intelligence	Body/C	Increase intelligence depending on the level.
Life Up	Body/B	Increase maximum HP depending on the level.
Decoy	Body/A	Makes it easier to become an enemy target.
Miracle Balance	Mystery/C	Increased chances of an enemy dropping a lot of money.
Coercion	Mystery/C	Stop monsters' fleeing depending on the level.
Speed	Mystery/C	Increase agility depending on the level.
Super Reflex	Mystery/B	Instantly defend attacks during a battle.
Fighting Spirit	Mystery/A	Reduce the amount of time to recover SP.

ITEMS

You can carry no more than 30 kinds of items, but equipped weapons and armor are excluded. Use the Item Shop and Storage to obtain various items.

Weapons Each character uses different weapons. You can change weapons but cannot completely remove them.

Item name	Selling price	Attack strength	Description
Falx	500	Attack + 21	One-bladed sword curved like a sickle.
Heavy Blade	1050	Attack + 35	Curved blade with a wide tip.
Bastard Sword	550	Attack + 24	Widely used sword which can be held with both hands.
Great Sword	1200	Attack + 38	Large sword with a giant, wide blade.
Saber	480	Attack + 22	Long and straight sword.
Estok	1150	Attack + 36	Strong sword with a long reach that can pierce armor.
Oak Staff	1250	Attack + 8	Hardwood staff made for striking.
Battle Rod	1800	Attack + 42	Staff that uses the spikes on its ends to attack.
Bronze Knife	750	Attack + 24	Common knife made of bronze.
Ninja Needle	1240	Attack + 32	Short, sharp eastern knife for assassination.
Ritual Stone Ax	1000	Attack + 36	Stone ax used in ancient rituals.
Hammer Ax	1150	Attack + 40	Battle ax which crushes enemies with its weight.
Long Bow	1050	Attack + 36	Common bow that has been used for ages.
Poisoned Arrow	1600	Attack + 42	Shoot lethal poison arrows.

Armor Armor protects your body, head, arms and legs. There are various armors for each character. Some armor is better for certain Elements or Status Disorders.

Item name	Selling price	Defense strength	Description
Leather Armor	400	Defense + 15	Light armor made from layers of tanned leather.
Chain Mail	720	Defense + 20	Battle armor of woven metal rings.
Cuir Bouilli	350	Defense + 12	Body armor made by oiling tanned leather.
Doublet	640	Defense + 18	Upper body battle armor which fits the body to the waist.
Leather Shield	120	Defense + 5	Light shield made from tanned leather.
Buckler	220	Defense + 9	Small, lightweight common shield.
Leather Glove	100	Defense + 4	Leather gloves which fit the hand.
Chain Sleeve	180	Defense + 7	Gloves made of rings woven into a net.
Leather Helm	180	Defense + 5	Light helmet made from tanned leather.
Bandana	150	Defense + 4	A cloth which wraps around the forehead.
Leather Leggings	100	Defense + 5	Leggings made from layers of animal skins.
Leather Shoes	80	Defense + 2	Shoes using thick leather which are more protective.

Equipment Equipment for recovery items and offensive items are consumable. You can carry up to 10 of each type.

Item name	Selling price	Type	Description
Wound Salve	60	Recovery	One person recovers 400 HP.
Medicinal Herb	20	Recovery	One person recovers 200 HP.
Dumpling	180	Recovery	All recover 400 HP.
Yomi Elixir	500	Recovery	Recover someone who cannot fight.
Poison Antidote	12	Healing	Cure poison.
Torte's Reedpipe	8	Healing	Wake up a sleeping character.
Paralysis Salve	12	Healing	Salve which neutralizes paralysis poison.
Hand Grenade	80	Attack	Hand grenade used in the army.
Fireball Scroll	50	Attack	Fire attack on one enemy.
Whirlwind Scroll	50	Attack	Wind attack which swirls around.
Pebble Scroll	50	Attack	Earth attack on one enemy.

Game Tips for Adventurers

The following tips will help you during your adventure. Make good use of them to get through tough times.

BATTLE SECTION

The combat system is one of the special characteristics of Grandia Xtreme. The better you understand it, the more you will enjoy the game. Here are some tips for battles.

COMMAND CANCEL IS AN IMPORTANT BATTLE TECHNIQUE

When you perform a SP ATK with a Critical or Cancel effect on an opponent who is preparing for an action (Between COM and ACT points), sometimes you can move the opponent back before the COM point. Try to get a Cancel for attacks you want to avoid.

USE THE DEFEND AND EVADE COMMANDS WHICH LET YOU MOVE FREELY

Defend and Evade commands are not just for avoiding an enemy's attack. When you select these commands, you can move anywhere you want while you are evading. Move aggressively, considering the areas of effect of Skills and Magic Spells.

FIGHT WITH AN ADVANTAGE USING ELEMENTAL DAMAGE

Magic Spells, Skills, and some weapons inflict elemental damage. Consider the opponent's element from its name and the Spells it uses so that you may inflict the damage from the opposite element. Be careful because attacking with the same element sometimes will not inflict any damage at all.

ELEMENTAL COMPATIBILITY

FIRE ⟷ WATER BOMB ⟷ BLIZZARD

WIND ⟷ LAND BOLT ⟷ FOREST
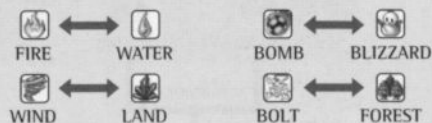
### REALIZE WHO THE ENEMY IS TARGETING, THEN STRIKE FIRST

Monsters decide who they will attack when they reach a point 180° from the ACT point (The target is shown in red on the IP gauge). Watch this, and if you perform a Combo, you will have many chances to counter their attacks.

MANA EGG COMBINATION SECTION

The enjoyment of creating Mana Eggs will be multiplied if you understand the theory behind combination. Understand the basics here, and then have fun making your ultimate Mana Egg.

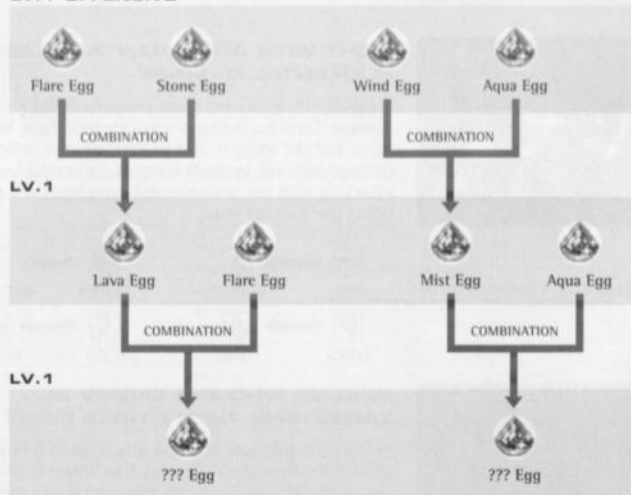### THINK OF THE COMPATIBILITY WHEN YOU COMBINE MANA EGGS
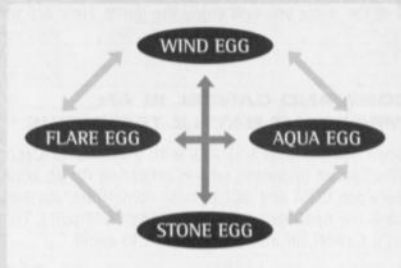
Mana Eggs have elements like Magic. Elements next to each other are very compatible, but combining opposite elements does not produce good results. When you combine two of the same Mana Eggs, the MP may increase. Increasing the MP of Mana Eggs you frequently use is another technique.

⟵⟶ =Compatible Elements ⟵▶ =Conflicting Elements

LEVEL UP MANA EGGS THROUGH COMBINATIONS

When the Mana Egg level rises, the number of spells held inside increases, and more powerful magic enters. Combining Mana Eggs of the same attribute will specialize them and raise the level. Read the combination cards and put together the Mana Egg you want.

LV.1 OFFENSIVE

Flare Egg   Stone Egg   Wind Egg   Aqua Egg

COMBINATION   COMBINATION

LV.1

Lava Egg   Flare Egg   Mist Egg   Aqua Egg

COMBINATION   COMBINATION

LV.1

??? Egg   ??? Egg

SKILL SECTION

Skills add special abilities and allow you to customize the characters as you like. Keep trying different combinations. Depending on the combination, you may display awesome power.

DON'T FORGET TO EQUIP SKILLS

Skills created from Vellum have no effect when first equipped. They first show their power after leveled up. You will get Skill Experience Points with each battle. There are 4 kinds of Experience Points, and they only go to equipped Skills. Any other points go to waste. Always equip new Skills you get so that you may add up the Skill Experience Points and use them.

OBSERVE ENEMIES AND EARN SKILL EXPERIENCE POINTS MORE EFFICIENTLY

Each monster has individual Skill Experience Points. Observe the enemies and look for ones that have the Skill Experience Points you want. Monsters' Experience Points decrease as the battle goes on. You will get more Skill Experience Points through a quick battle. Together with the bonuses from SP ATK and JT ATK, earn as many Skill Experience Points as possible.

EQUIP SKILLS THAT USE THE CHARACTERS' SPECIAL TRAITS

The characters have their own individual basic abilities. It is a good idea to utilize that individuality and equip them with Skills that play to their strengths. Choose Skills that match the character's traits, considering the number of Mana Eggs and Skill Books equipped.

Consider Attacks		Consider Magic	
Brandol	Ulk	Jaid	Myam
SUGGESTED SKILLS		SUGGESTED SKILLS	
Strength Toughness Speed		Intelligence Chanting Skills (like Zapfire Chant) Mentality Abandonment	
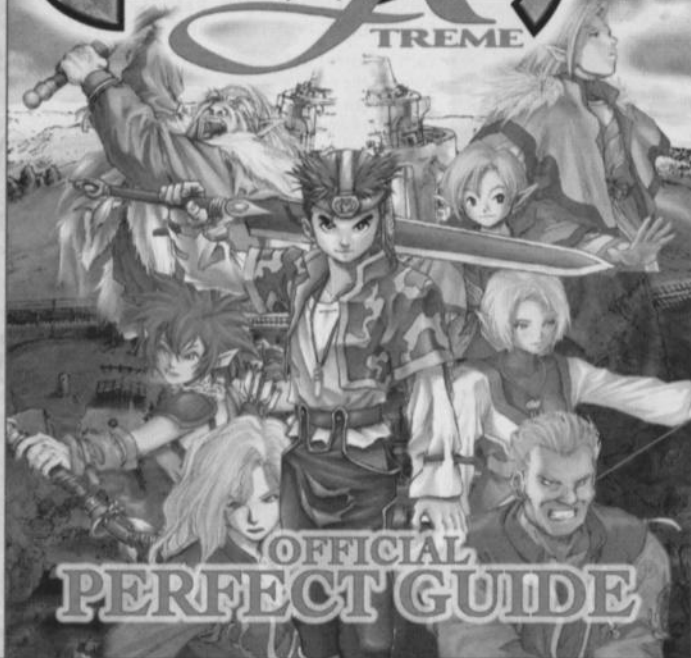
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