

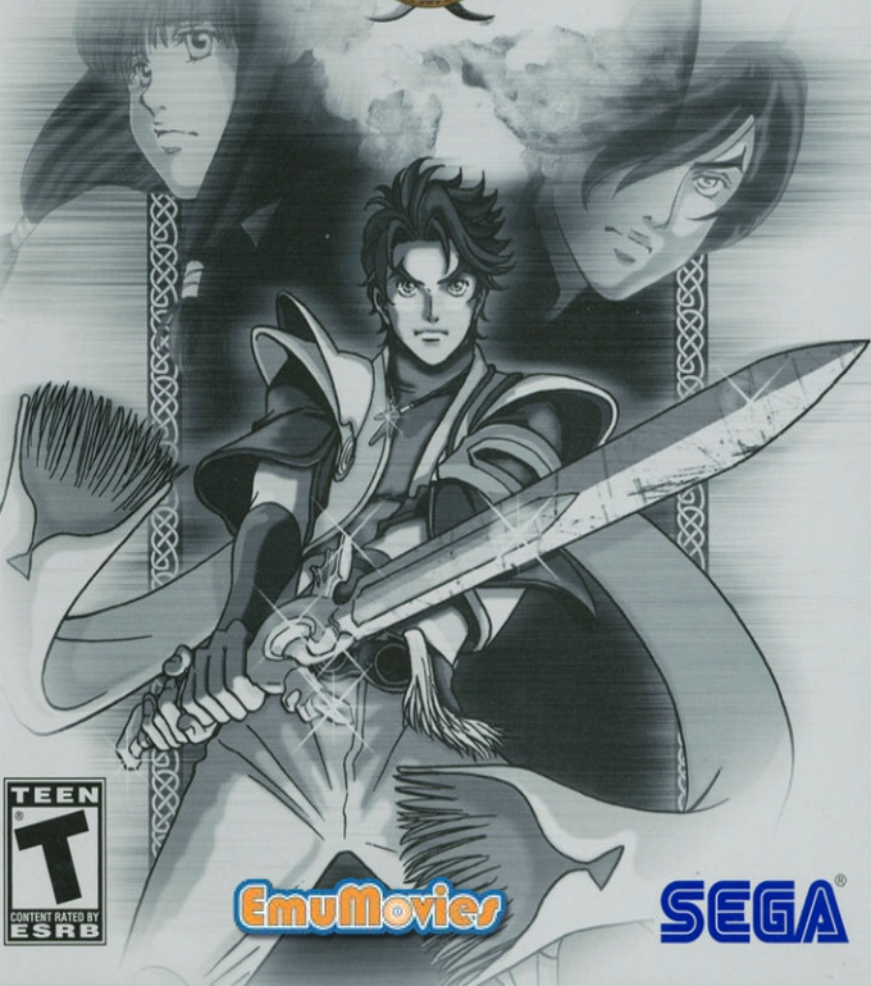
PlayStation 2



NTSC U/C

Shining Force

NEO



EmuMovies

SEGA

**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.

Thank you for purchasing Shining Force™ Neo. Please note that this software is designed for use with the PlayStation®2 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.

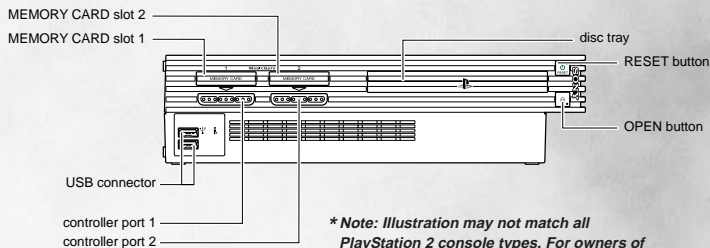


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GETTING STARTED



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Shining Force™ Neo disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

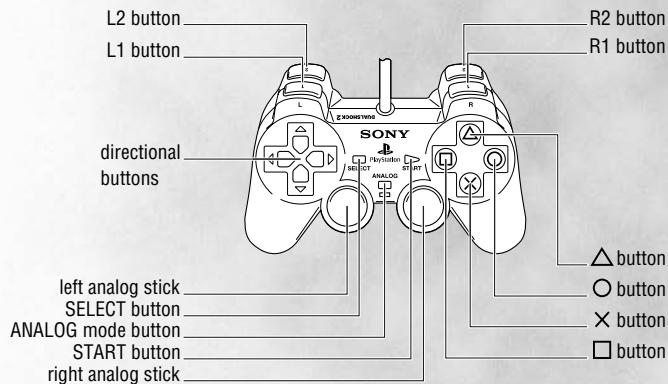
To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

See p.8 - 9 for full details on loading and saving games.



CONTROLLER

Shining Force™ Neo is a one-player game compatible with the DUALSHOCK®2 analog controller. Connect the analog controller to controller port 1. Controller port 2 is not supported by this game.



- Controls are all set in ANALOG mode and cannot be switched to digital mode using the ANALOG mode button. The mode indicator will remain ON (lit red) at all times.
- This game supports the vibration function of the analog controller. This can be deactivated from OPTION detailed on p.8.
- All explanations in this manual assume Type 1 configuration.

BASIC CONTROLS

left analog stick	Change highlighted selection
directional buttons	Change highlighted selection
X button	Select
○ button	Cancel
START button	Display Title Screen



PROLOGUE

Thirteen years ago...

The immense power of the Light Crystal had allowed the world to prosper in peace for generations.

But strong light produces strong shadows. Drawn and empowered by darkness, the Clan of the Moon emerged and destroyed the Light Crystal.

The dark clan summoned a formidable organic weapon known as the "Legion" from another dimension by way of the Eye of the Moon.

The Force Knights, fortified by the powers of light, battled to save the world; and in that great war, seven nations perished.

With the Clan of the Moon defeated, the shattered remains of the Light Crystal, now known as the Force Crystals, were enshrined by the three remaining countries.

The Force Knights were charged with the protection of their sanctuaries.

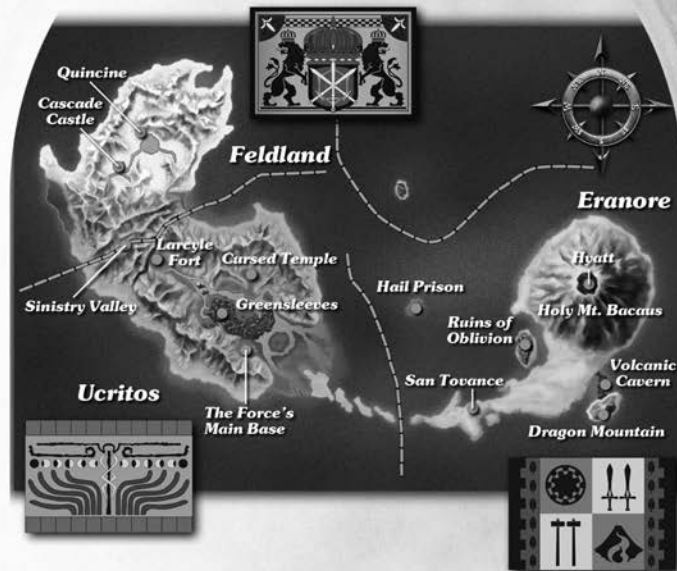
And as the power of light returned to the world, so too did the power of darkness grow in strength.

Thirteen years later, the world is again threatened by darkness; its fate resting on the shoulders of a young soldier named Max, strong in the powers of light like his father.



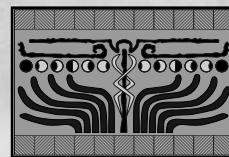
PROLOGUE

The World of Shining Force Neo



UCRITOS (THUNDER COUNTRY)

A kingdom of warm climate and natural countryside. Buildings are made from wood and cloth, and towns lie in the heart of the forests and mountains. The people of Ucritos are young, vibrant, and good natured.



Known as Thunder Country, the Sanctuary of Thunder lies in the middle of the Wandering Forest, far from poisonous parasitic plants and monsters.

The treetop capital Greensleaves is governed by Chairperson Rebecca, a former Force Knight. In the northeast is the Larcyle Fort which protects the country from monster invasions, and where Graham commands the Knighthood of the Border. This story begins in the forest realm of Greensleaves.



FELDLAND (ICE COUNTRY)

Very cold country in the far north characterized by glaciers and snowy mountains. Inhabited jointly by humans and beastlings who protect themselves from the harsh environment with buildings of ice and stone. The people are old fashioned and simple, and at times a little stubborn. Their love for their country is matched by their sense of obligation and pride in their good manners.



The capital city of Quincine is an enormous fortress built in a cavity under an ice lake. To the southwest are the independant villages of Cascade and Cantore.

ERANORE (FIRE COUNTRY)

The current inhabitants of Eranore were originally immigrants escaping the cold of Feldland. Founded by Lord Chaos, it remains a fledgling nation, but its power already matches that of Feldland. In a flurry of progression, ancient technology discovered at the Holy Mt. Bacaus was adopted for use despite repairs being incomplete. Most people are happy to rely on such technology, but nobody really understands how it works.



The original inhabitants of the region, the Birdlings, are now in danger of extinction. Many offers have been made to help, but progress is hindered by the Birdlings' hatred of humankind.

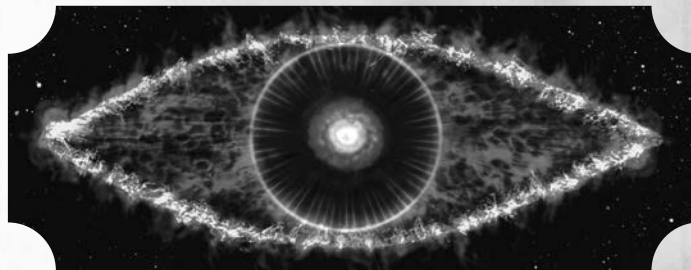
In the southwest is the fishing port San Tovance, and further west on the ocean is Hail Prison, a high security facility for dangerous offenders.



THE CLAN OF THE MOON

Beings born of the dark side with human emotions.

So named because of the great Eye of the Moon that opened as they increased in power. Though first noticed 13 years ago, it is believed that the Clan of the Moon has existed since ancient times. These beings summoned the organic weapons "Legion" from another dimension by way of the Eye of the Moon, and plan to engulf the world in a dark abyss of confusion.



FORCE

The basic energy of the natural world, and the shortened name of the Force Knights. It is said that the fortification of weaponry with Force Energy can produce tangible strength and power, and even magical abilities.



Force Knights

The army comprised of those gifted with the ability to manipulate the Force. The title is only given to those that pass the Ordeal of the Force. Each wears a Force Frame as a badge of status and a vehicle to hone their Force powers. These proud knights are sworn to become a shield for the weak and a sword for the meek.



Force Frame

A shard removed from the Force Crystal, required for channeling the life, strength, and magic powers of the Force. Only those that can reach the sanctuary and remove the shard themselves as part of the Ordeal of the Force are permitted to wear a Force Frame. The form of the Force Frame varies according to the abilities and properties of the wearer.



STARTING THE GAME

START MENU

After the opening movie, the Title Screen will be displayed. Press the START button to bring up the Title Menu and choose from the following.

- The opening movie can also be skipped by pressing the START button at any time.



NEW GAME

Start a new game from the beginning.

LOAD

Continue playing from where you left off. Use **↑↓** to choose a game data from those displayed, and the **⊗** button to select.



Current party members

OPTION

Make changes to various game settings. Select an item to change and press the **⊗** button to make changes, or the **⏪** button to return to default settings. Press START or select **OK** to save settings, or select **Back** to exit without saving.



■ Music

Change the volume of background music.

■ Sound

Change the volume of sound effects and character speech.

■ Event Speech

Toggle voices during events ON/OFF.

■ Sound

Set sound output to STEREO/MONO.

■ Vibration

Set the controller's vibration function ON/OFF.

■ Display Spell List

Select ON to display all Spells and Weapon Skills, or OFF to display only those selected.

■ Display Items List

Select ON to display all available Consumable Items at the bottom of the screen, or OFF to display only the one selected.



STARTING THE GAME

■ Key Configuration

Select from Controller Type 1, 2 or 3.

■ Brightness

Displays a test card for reference when adjusting your television's brightness.

- Adjustments must be made to the television directly.

■ Screen Adjust.

Move the screen position up/down/left/right. Press the **⊗** button to enter, or the **⏪** button to cancel.

JOURNAL

After loading a saved game, a chronology of events will be displayed. Press the **L1** / **R1** buttons to page up and down, and press the **⊗** button to continue on to the game.

FINISHING THE GAME

This game does not save automatically. When you wish to finish playing, make sure you find a save point (p.24) in the game field and save your data before exiting.

At the save point, press the **⊗** button to bring up a list of data slots. Choose the slot where you would like to save your game. If game data already exists in the chosen slot, it will be overwritten.



GAME DATA

To save a game data, the following space is required on a memory card (8MB) (for PlayStation®2).

Option data (for saving game settings): 16 KB

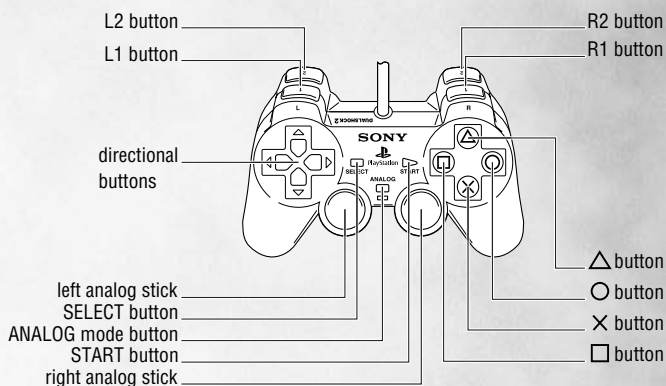
Game data (for saving game progress): 112 KB

Never turn OFF the power or remove the memory card (8MB) (for PlayStation®2) while game data is being saved.



GAME CONTROLS

GAMEFIELD CONTROLS



left analog stick	Run. Move the stick a little to walk.
○ button	Attack with equipped Weapon.
× button	Speak to character. Open doors. Pick up Items.
△ button	Use selected Weapon Skill/Spell.
□ button	Use selected Consumable Item.
directional buttons	↑↓ Select Weapon Skill/Magic. ←→ Select Consumable Item.
L1 button	Enlarge Radar Map display. Zoom in (map display).
R1 button	Hold to fix player to current position. Zoom out (map display).
L2 button	Display map of the gamefield.
R2 button	Hold to fix party members to their current positions.
START button	Pause/Camp Menu. Skip story event.



DISPLAY SCREEN CONTROLS

left analog stick	Move cursor/highlight. Switch window view.
directional buttons	Move cursor/highlight. Switch window view.
L1 / R1 buttons	Switch window view.
× button	Command select.
○ button	Cancel.

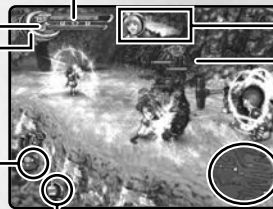
VIEWING THE GAME SCREEN

MP: Magic Points
Consumed as magic is used. Automatically recovers over time.

HP: Health Points
Game ends if this reaches zero. Automatically recovers over time.

PARTY STATUS
Shows the status of accompanying characters. The left gauge shows HP, and will turn red if it reaches zero.

EXPERIENCE
Level increases when this gauge is full.



ENEMY HP
Displayed when enemy is attacked.

WEAPON SKILL/ SPELL
Shows the currently selected Weapon Skill or Spell.

ITEM
Shows currently selected Consumable Item.

RADAR MAP
Areas are mapped automatically as you explore. Press the L1 button to expand the map.
▲ (red): Max
▲ (yellow): Ally
● (green): Item

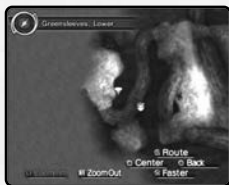


During battle, numbers will appear onscreen in the following colors to illustrate levels of damage and recovery.

- Red Enemy damage
- White Party member damage
- Yellow Damage from Critical hit
- Green Recovery



MAP DISPLAY



During gameplay, you can display a full size map of the gamefield by pressing the **L2** button. Use the left analog stick to navigate the map and get a feel for your surroundings. Position the cursor over icons to see an explanation.



Only the areas you've passed through will be displayed on the map. Press the **△** button to highlight the passage and confirm which areas can be walked through.

ADVANCING THE GAME

TOWN (Greensleeves)

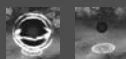
- Gather information
- Buy/sell Items, Identify and Upgrade Weapons and Armor
- Strengthen Force Frame

HEADQUARTERS

- Build a party
- Speak to allies

BATTLE

- Defeat enemies
- Destroy Monster Gates



STORY EVENT

Throughout the game, you will be controlling Max. After reaching a certain point in the story, the Headquarters will be introduced, and the game will then flow for the most part according to this pattern.

All other characters are NPC (non player character) and can be freely selected according to their abilities. Build a party that takes advantage of each character's relative strengths and weaknesses.

Progress through the gamefield by destroying the Monster Gates that spawn enemies. Monster Gates have powerful recovery defenses, so you will need to destroy most of the monsters before attacking.

Don't forget to explore other areas and speak to people you encounter in order to progress further in the adventure.



SPEAK TO CHARACTER/OPEN DOOR/PICK UP ITEM

In order to speak to people (marked with a cursor), open doors, and pick up items, press the **⊗** button. You can also open unlocked cases and read sign posts.



Press the **⊗** button to advance conversations. Gather as much information as you can.



Press the **⊗** button to open a closed door.



Items are marked with cursors when you're near them. Press the **⊗** button to pick them up.

USING ITEMS

If you find Consumable Items such as Healing Water or Keys, they will appear automatically at the bottom left of the screen. Use the directional buttons **←→** to select an Item, and the **□** button to use the Item.

- Consumable Items cannot be used at the Camp Menu (p.16).



SHOPPING MALL

Here you'll find a number of shops to assist you in your adventure. Prepare yourself by buying or selling Weapons, Armor and other Items.

At any time, press the **□** button to see a description of the currently selected item. Press the **L2** button during a sale to rearrange your possessions, making it easier to find Items you wish to sell.



WEAPONS/ITEMS SHOPS



Buy

Anything can be purchased at the shops providing you have enough Coins. Choose the Item you wish to buy, and select **Yes** to confirm the purchase.



Sell

You can sell any Items in your possession that are not currently equipped. Choose the Item you wish to sell and select **Yes** to confirm.

DEALS

Items you sell will often be resold as Deals. Some can be repurchased at the original sale price, while others may increase in value. Items quickly disappear if you don't repurchase them soon.



IDENTIFY



Appraise the attributes of Items marked **?** that cannot be used in their current state for a nominal fee. Choose the Item you would like identified and select **Yes** to confirm.



UPGRADE



Rework your Weapons and Armor to increase your strength and power. Choose the Item you'd like to rework and select **Yes** to proceed. The Item's attributes will change accordingly.

STOREHOUSE



Store up to 200 Items. Choose an Item from your inventory listed in the left panel and it will be placed in storage. To return a stored Item to your possession, select from the Storehouse list in the right panel.

STRENGTHENING THE FORCE FRAME



At a certain point in the story, the Force Arts Shop at Greensleaves will be introduced. Here you can strengthen your Force Frame and embed Secret Arts in Weapons and Armor. Force Energy found in the gamefield is required for strengthening, and can also be produced here in small quantities by breaking down other Items.

FORCE ART AND SECRET ART

Strengthening the Force Frame requires a Force Art Item, and embedding Secrets requires a Secret Art Item. These can sometimes be found when you defeat enemies or open treasure chests. Take these Items to the Force Arts shop to increase available parameters and skills.



SHINING FORCE NEO GUIDE



Enhance

By obtaining Force Art Items you can increase your own abilities. Select the parameter you wish to enhance using the directional buttons or left analog stick $\uparrow\downarrow$. Set the amount to increase with $\leftarrow\rightarrow$, and press the \otimes button to assign Force Energy. Once set, the levels cannot be decreased.



Extract

Break down Special Powers and Secrets embedded in Weapons into Force Energy (Σ). Items that have not been appraised will yield 100 Σ .



Secret Arts

You can increase your powers by embedding Secret Arts in your Weapons and Armor. Select the Item you wish to enhance, and the Secret Art you wish to embed. Only one Secret Art can be embedded per Item, but these can be changed freely.

CAMP MENU

Press the START button in the gamefield to bring up the Camp Menu. Here you can check the characters' statuses, change Weapon and Armor settings, and organize your possessions.



Level
Experience to next level

Coins (G)
Force Energy (Σ)



SHINING FORCE NEO GUIDE

EQUIPMENT



Change settings of equipped Weapons and Armor. Choose the category of the Item you'd like to change and press the \otimes button. Then choose the Item you'd like to equip under the selected category.

Items with a purple \bullet next to their names have Special Powers.

ITEMS



Organize, examine and discard your possessions. Choose an Item from your inventory, and press the **L1 / R1** button to highlight it with a color to make it easier to find. Adding a highlight does not prevent the item from being discarded.

VIEWING THE EQUIPMENT/ITEMS SCREEN

EQUIPMENT
Shows currently equipped Items. The contents of the right panel will change according to the category of Item highlighted.



STATUS
Parameters based on equipped Items.
PARAMETERS
Highlighted in blue when ability increases, and red when decreases.

ITEMS
Items currently held in possession.

DESCRIPTION
A brief description of the currently selected Item.



READING THE STATUS PANELS

At the Equipment/Items screen, the right panel displays the changes to Status according to the selected equipment. Use the directional buttons or left analog stick $\leftarrow \rightarrow$ to switch views as follows.

ATTACK

Shows the attack strength of the selected Weapon.

■ Attack Power

Player's attack strength.

■ Combo

Number of combo hits possible.

■ Atk. Speed

S is fastest, E is slowest. A different ranking system is used for bows.

■ Stun Blow

Chances of knocking out an opponent with one hit. S is most likely, E is least likely.

SPECIAL EFFECT

Shows any Special Effects contained in certain Weapons and Armor. Typical Special Effects are as follows:

■ HP Absorb

Draws Health from enemies being attacked.

■ MP Absorb

Draws Magic from enemies being attacked.

■ Petrify

Turns enemies to stone.

■ Element Attack

Gives greater damage to enemies of the opposing Element.

Elements	Atk.	Res.
None	39	0%
Flame	39	46%
Lit.	34	7%
Frost	24	7%
Light	24	7%
Dark	24	7%

Zweihander	
Attack Power	130
Combo	4
Atk. Speed	D
Stun Blow	D
Critical	17% / x1.2
Knockback	37%
Atk. Range	2.6m

■ Critical

Chances of hitting a vital point, and the extra damage it would give.

■ Knockback

Chances of sending enemies flying.

■ Atk. Range

The maximum strike distance.

Blizzard Wand	
Special Effect	
Frost Attack	
Knockback Attack	

KNOWLEDGE OF SPELLS

Shows the attack and resistance power of each Magic Element. Damage received from magic attacks is reduced by the percentage displayed under Res. for each magical Element.



WEAPON SKILLS/SPELLS

Shows the Weapon Skills and any Spells contained in certain Weapons. Weapon Skills and Spells are detailed on p.23.

Blizzard Wand	
Weapon Skills	
Meditate	
Spell	
Frost Lv.1	
Ice Pike Lv.1	
Hell Blast Lv.1	

DEFENSE

Shows your defense condition.

■ HP

Player's maximum health points.

■ MP

Player's maximum magic points.

■ Defense Power

Reduces the amount of damage you sustain when attacked. Damage from Magic attacks is not effected.

■ Res./Rec. Stun

Resistance to stun attacks and recovery time.

■ Res. Knockback

Resistance to knockback attacks.

Thieves' Bow	
HP	450
MP	150
Defense Power	200
Res./Rec. Stun	3% / E
Res. Knockback	25%
Res. Knockdown	16%
Res. Critical	1%
Ptly. Recovery	0
Speed	A

■ Res. Critical

Resistance to vital point attacks.

■ Ptly. Recovery

Recovery time when turned to stone.

■ Speed

The speed the player can move. S is fastest, E is slowest.

Shamshir	
Hammer Fall	
Gives you an extra wide-range forward strike	
Consecutive Damage	
Raises combo strike damage by 5%	
Bows are not affected	

SPECIAL POWER/SECRET ARTS

Shows any Special Powers or Secret Arts held in a given Weapon. When such a Weapon is equipped, the Status is adjusted accordingly. Secret Arts can be embedded at the Force Arts shop (p.15).



STATUS

Check the player status. Use the left analog stick or directional buttons $\leftarrow \rightarrow$ to switch between Attack/Special Attack/Defense/Magic screens. Press the \square button to see the status of party members.

STR: Strength
Power to attack and launch enemies.

DEX: Dexterity
Attack speed and ability to use special attacks.

INT: Intelligence
Ability to use Magic.

HP: Health Points
MP: Magic Points
Current level/
Maximum level

Level
To Next Level



HP Recovery
Amount HP recovers per second.

MP Charge
Amount MP recovers per second.

Minimum Def.
Force power to defend against all attacks.

**Attack/
Special Atk/
Defense/
Spell**
Use $\leftarrow \rightarrow$ to switch between pages.

Speed
Speed of mobility.
S is fastest, E is slowest.

Steps
Noise you make when you walk. Louder noises attract enemies.

Atks
Noise made when attacking. Loud noises are easily heard by enemies.



Party Status

You can also check the status and profile of other party members. Press the \square button to change the display, and then use $\leftarrow \rightarrow$ to switch between characters.



PARTY LEVEL UPS

Current party members will also Level Up after their Experience has increased to a certain level. Parameters will increase, and sometimes new skills and Magic will be learned.



HEADQUARTERS

Allies not in the current party can be found in the underground Headquarters at Greensleeves. Choose a party appropriate to the circumstances and head for the battleground.

- Up to three characters including Max can make up a party.



Speaking to Allies/Selecting a Party

When you approach allies at the Headquarters, the following options are displayed.

- **Talk to** -----
Depending on the circumstances the content of the discussion will change.
- **Bring along** -----
The character will join the party. If there are already 2 in the party, you will be asked which character you wish to replace.
- **Check** -----'s status
Check the status of the character. The Status screen is the same as for the Camp Menu.
- **Do nothing**
Cancel the current dialog.

Move via the Warp Gates

Move directly to locations where the Warp Gates have been released. Stand over the glowing red Warp Gate and the destination will be displayed. Press the \otimes button to transport there immediately.



BATTLE



Battles occur in real time. Select Weapons appropriate to conditions and proceed with the battle. With the exception of specific event battles, there is no actual beginning or end.

Attack by moving towards the enemies and pressing the **○** button. The Weapons the player can carry come in four kinds as detailed below, each with their own strengths and weaknesses.



One-Handed Sword
A shield can be equipped, and continuous attacks are possible.



Two-Handed Sword
Has greater destructive power and can take down several enemies at once.



Wand
A shield can be equipped, and various Spells are possible.



Bow
Attacks can be made from greater distances.

USING SPELLS

Many Weapons have embedded Magic properties allowing the bearer to cast Spells. With the exception of the Return Spell, Items containing Spells must be equipped before they can be used. Spells vary greatly depending on the Item.



Use the directional buttons **↑↓** to select a Spell, and press the **△** button to cast. Magic use consumes MP. If you cast a Spell when there is insufficient MP, the gauge will glow yellow showing an overheat. MP recovery will slow to a crawl, and Magic will become unavailable for a time.



WEAPON SKILLS

Each Weapon has an inherent special ability known as a Weapon Skill. During battle, you can use these in the same way as Spells, but without consuming MP. Once used, you will have to wait for the gauge to recharge before using again. The Skill and recovery time will vary depending on the Weapon.



■ Taunt (One-Handed Sword)

Provoke your enemies, and invite them to attack you. Most effective when under attack.

■ Meditation (Wand)

Speed up the rate of MP recovery. During Meditation, you will be unable to move.

■ Sacrifice (One-Handed Sword)

Take damage suffered by another party member onto yourself.

■ Slow (Bow)

Reduce the movement of surrounding enemies. Note that attack speed is unaffected.

■ Knockdown (Two-Handed Sword)

Unleash a shockwave to knock down surrounding enemies. Enemies will not sustain damage. Some cannot be knocked down.

■ Sneak Shot (Bow)

Conceal yourself from enemies, guaranteeing critical hits with increased damage.

■ Haste (Two-Handed Sword)

Increase the speed of your own attacks.

MONSTER INFORMATION

Press the SELECT button to see details of monsters that you have attacked on the gamefield. Use the directional buttons or left analog stick **←→** to switch views. Information will clear when you leave the gamefield or use the Return Spell.





EXPLORING

Here are some of the most common Items and objects you'll find on your quest.

**Coins (G)**

Can be gathered from fallen enemies. Use Coins to purchase, upgrade and identify Weapons and other Items.

**Save Point**

The Blue Memory Stone on the magic circle is a Save Point. Here you can save your progress. See p.9 for details on Saving game data.

**Goddess Spring**

Approach the blessed waters of the Goddess Spring and press the \otimes button to restore the MP and HP of your entire party, and refill any used vessels of Healing Water and Goddess' Tears. Fallen party members will also be restored to health.

**Return Gate**

The gate that appears in the center of Greensleves. This is connected to the point on the field that you used the Return spell, and will send you back by pressing the \otimes button.

**Sign Posts**

At various places on the field, sign posts will tell you where you are, where you're going, where not to go, and other useful information.

**Treasure Chests**

Some Treasure Chests require a Key to open and others don't. If the Key mark appears, then select a Key from the Consumable Items and press the \ominus button to unlock. From there, press the \otimes button to open the chest. Wooden chests, boxes and jugs can easily be smashed open.

**Magically Sealed Doorways**

Some doorways have been magically sealed and cannot be opened with a regular Key. A Special Item is required to pass through, which will be revealed at an advanced stage in the story.

**Force Energy (Σ)**

Force Energy is dropped by fallen enemies in the form of crystals, or found naturally occurring as gemstone formations. Gemstones cannot be picked up as is, but can be smashed down into crystals.

**Warp Gate**

Warp Gates allow instant transportation between the Greensleves Headquarters and other towns and dungeons. Once a gate has been activated, simply approach and press the \otimes button to transport. Gates cannot be activated until a certain point in the story has been reached.

**Switch**

A Switch that opens doors and makes paths. While exploring, if you find a lever or an area of ground that seems slightly out of place, press the \otimes button to examine as it may be a Switch. If you're stuck and can't progress, then look around as there may be a Switch nearby.

RETREAT WITH THE RETURN SPELL

When overwhelmed in battle, or you wish to sell some Items, use the Return Spell to teleport direct to Greensleves. It may not be possible to use this Spell under some circumstances. Take care not to leave Greensleves as the Return Gate will vanish, and you will have to find your own way back by foot or via a Warp Gate.





WEAPONS AND ITEMS

WEAPONS

One-Handed



Shortsword
A fast, but low damaging basic weapon.



Broadsword
A wider sword with a greater range and slightly more damage.

Two-Handed



Zweihander
Single heavy strikes give a lot of damage, ideal for beginners.



Metal Slicer
Particularly effective against armored and golem enemies.

Wand



Blaze Branch
Can launch balls of flame using the Blaze Spell.



Etincelle Rod
A small Wand empowered with Blaze and Spark Spells.

Bow



Middle Bow
Standard wooden bow.



Battle Bow
A more advanced bow giving greater damage.

Helmet



Light Helm
Increases defenses slightly.



Spark Tiara
Allows lightning attacks, and raises Lightning Attribute.

Armor



Recover Vest
Increases recovery speed after an attack.



Force Shirt
A thin shirt strong in Force, to guard against physical attacks.

Shield



Small Shield
A small wooden shield, increases tolerance to stun blows.



Taron Shield
Made from the feet of Birdlings. Protects against knockbacks.



WEAPONS AND ITEMS

ITEMS

Ring/Bracelets



Ring
Special Powers vary depending on the Ring.



Bracelet
Special Powers vary depending on the Bracelet.

Consumable Items



Healing Water
Restores HP of party. Can be refilled at the Goddess Fountain.



Key
Unlocks chests and doors.



Secret Art
Can increase the Special Powers of Weapons and Armor.



Force Art
A plate containing a Force Art.

SPELLS



Return
Temporarily return to Greensleeves. Use the Transport Gate to exit.



Holy
A ring of divine power damages enemies and wards off projectiles.



Spark
Hurl a ball of flame at the enemy.



Dark Arrow
Sends a wave of darkness rippling across the ground.



Inferno
Erect a wall of fire. Will block the path and deal continuous damage.



Chaos Gate
Throws up a field of blackness, damaging all enemies within.



Spark
Fire a bolt of lightning in a straight line, penetrating multiple foes.



Hellblast
Make flames whirl around you, knocking back approaching foes.



Spark Bomb
A magical electrical mine that will explode when stepped upon.



Gaia Nova
Max's father's special technique, a beam of pure Force energy.



Freeze
Pillars of ice will dance about, wounding those who come near.



Heaven Nova
A specially designed spell, a burst of condensed light.



Ice Spike
Icicles break forth from the ground and impale the enemy.



Puppet
Animate a slain corpse and have it fight for you.



Shine
An orb of light that can be reflected off walls.



Phantom
Bewilder and confuse enemies with illusions.



HINTS AND TIPS

Keep the following hints and tips in mind during the adventure.

Choose your party based on player Weapon and ally rank



Max's rank, depending on equipped Weapon, can be Swordsman (one-handed), Warrior (two-handed), Archer (Bow), or Magic User (Wand). Consider the enemies that you will be facing when choosing a player rank and complementary allies to give yourself the best possible advantage in battle.

Swordsman

One-handed Weapons offer the most balanced fighting style. The character can equip a shield and strike relatively quickly. Not the most powerful Weapon type, but the added defense helps compensate.

Warrior

Two-handed Weapons are much more powerful but require both hands, so it is not possible to ready a shield resulting in lower defenses. Attacks are also slower due to the added weight, so developing your character is the key.

Magic-User


A Wand is required to command the powers of Magic. While not designed for use as a handheld Weapon, the effects of Spells can be devastating. Greater skill is required, but Magic offers a worthwhile tactical advantage.

Archer

While weaker than melee Weapons, bows offer the advantage of being able to strike from a distance, against enemies that are very fast. The number of arrows at the player's disposal is unlimited.

Best method of attack when surrounded by enemies



When overwhelmed by enemies and your allies are elsewhere, try hitting the  button continuously without moving the left analog stick. Max will automatically home in on the nearest enemies to help turn the situation around. A wide range two-handed Weapon is extremely effective here.



HINTS AND TIPS

Use Return to head to town and prepare your strategy



Max's journey is a continuous battle during which he will come across stronger and stronger enemies. To prepare for ensuing battles it's essential to use the Return Spell and gather strength. In town, you can manage Weapons, strengthen your Force Frame, change your party members, and replenish your health.

If an enemy seems invincible, strengthen your Force Frame

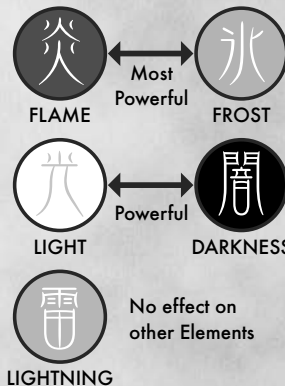


At times there will be enemies that seem impossible to overcome. Finding Force Art brings out new strengths that can be developed to fit your needs. Also by embedding Secrets into Weapons, Max can develop new powers that may surprise you on the battlefield.

Magical Elements



Different Weapons have different magical Elements. Find out the weak Element of your enemy and wield a Weapon containing that magic. Your damage will be much greater than normal.





CHARACTERS



max

**Gender: Male Race: Human Age: 17
Height: 180cm Weight: 70kg**

The hero of this story. His bright and confident nature makes him a popular figure around Greensleeves, and he is passionate about defending his beloved town.

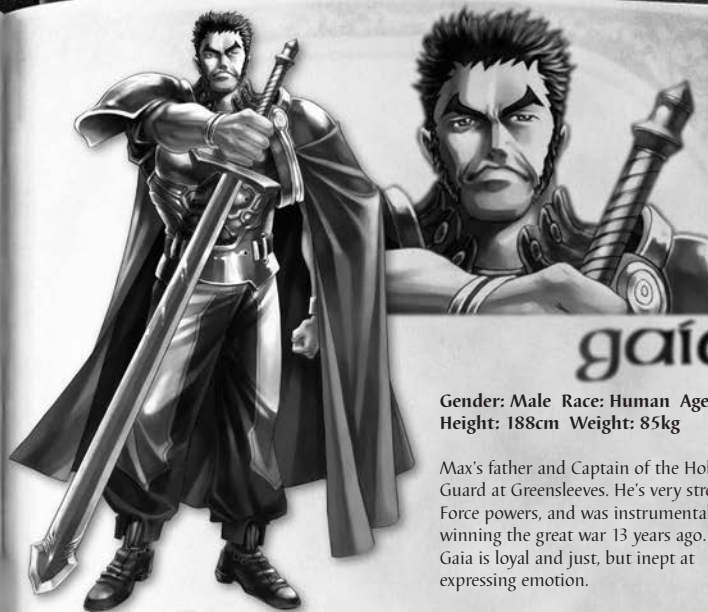
Max trained under Graham for two years at the Larcyle Fort in hopes of becoming a Force, and finding his brother who has been missing for three years.



meryl

**Gender: Female Race: Human Age: 15
Height: 160cm Weight: 45kg**

Devoted friend of Max, who she grew up with after her parents died. Meryl is a light-hearted and friendly girl with natural power, and her strength in the Force is also quick to develop.



gaia

**Gender: Male Race: Human Age: 43
Height: 188cm Weight: 85kg**

Max's father and Captain of the Holy Guard at Greensleeves. He's very strong in Force powers, and was instrumental in winning the great war 13 years ago. Gaia is loyal and just, but inept at expressing emotion.



graham

**Gender: Male Race: Centaur
Age: 52 Height: 220cm
Weight: 220kg**

Force Knight and Captain of the Border Knights at Larcyle Fortress. He is fair, and has a strong sense of duty and obligation, but remains popular due to his down to earth nature. Graham is a highly-skilled knight and uses his weighty build to employ effective charge assaults.





chiquitita

A lady of Cantore. She is a loyal defender of the weak, and will fearlessly step in to right injustice with little regard for her own safety. Her skills in recovery Spells are unrivaled, and is a figure of strength in battle.

Rebecca

Previously of the Force, Rebecca is one of the three great sages. Despite her rank of chairperson of the Thunder Country Ucritos, to Max and Meryl she is more like a favorite grandma.



man Behind the mask

The mysterious man that suddenly appears before Max and Meryl. Who is hiding behind the mask?



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