GROWLANSER™
GENERATIONS

EmuMovies

WORKING DESIGNS®

TEEN
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CONTENT RATED BY
ESRB

WORKING DESIGNS

Table of Contents

System Information

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 display will open. Place the Growlanser Generations 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.

Dualshock® 2 Analog Controller Configurations

Map Screen

Directional buttons	• Moves the cursor on the Map screen.
Left analog stick	• Moves cursor on menu items and boxes that require a response.
Right analog stick	Displays Map when outside of towns, dungeons, or events.
SELECT button	In Growlanser II at certain points in the game, the SELECT button can be used to display the entire World map. Rolandia kingdom is in green, the Ranzack kingdom is in red, and the Burnstein kingdom is in blue.
	In Growlanser III the SELECT button can be used outside a city/dungeon to view the Overworld Screen (see pg. 20)
L1/R1 button	• Advances the point to adjacent areas.
L2 button	• Turns on or off Cursor Lock.
△ button	• Returns to the previous screen during menu commands. • Cancels the movement of the character(s) on the map.
○ button	• Calls the System menu.
✕ button	• Confirms menu commands. • Access key information at each map location (see page 20).

Battle Screen

Directional buttons	• Moves the cursor on the battlefield.
Left analog stick	• Moves cursor on menu items and boxes that require a response.
Right analog stick	
L1/R1 button	• Advances the cursor to different characters/enemies. • Increases/decreases the range for certain magic.
L2/R2 button	• Increases/decreases the power of certain magic.
△ button	• Returns to the previous screen during menu commands.
○ button	• Calls the Battle menu.
○ button	• Confirms distribution of magic during battle (see page 44). • Turns on or off the Radar and the Status Indicator (see page 41).
✕ button	• Confirms menu commands. • Confirms distribution of master points. • Confirms enemy selection on the battlefield.

Starting the Game

To reach the Title screen and bypass the opening animation, press the ⊗ button. To begin the game, select the START button at the Title screen.
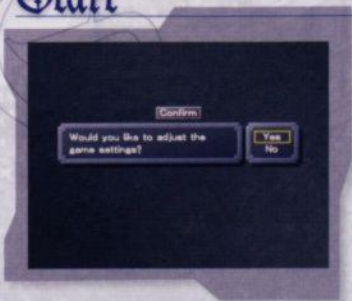
Two options are initially available on this screen, Start and Load. Start is described below. Load is described on Page 9. Additional options may be unlocked by achieving specific goals in each game.

Start

To start a new game, select *Start*. Press the ⊗ button. Before the actual game begins, it is possible to visit the Options screen to change many of the game's default settings. To open the Options screen, select *Yes*. Press the ⊗ button. The Options screen will be loaded. To cancel and proceed with the game, select *No*. Press the ⊗ button. The game will begin.

Options

The Options screen is divided into two sections: System and Battle. To switch between the **System** and **Battle** options, use the L1 or R1 buttons.

To change any of the game settings, first use the up or down directional buttons to highlight a selection. Next, use the left or right directional buttons. Press the ⊙ button to exit this screen and proceed to the game.
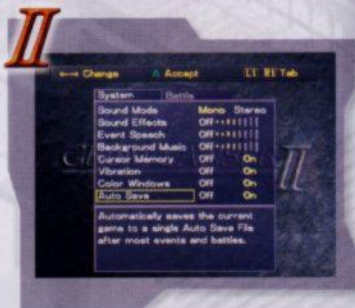
System Options

Sound Mode

Sets the music to either stereo or monaural sound.

Event Speech

Controls spoken event dialogue during certain events. The volume can be adjusted by using the left or right directional buttons.

Cursor Memory

Remembers the cursor's position in the various menus. This has no affect on the Save or Load menus where cursor memory remains on.

Color Windows

Color-codes certain windows according to content.

Sound Effects

Controls sound effect playback. The volume can be adjusted by using the left or right directional buttons.

Background Music

Plays background music throughout the game. The volume can be adjusted by using the left or right directional buttons.

Vibration

Allows the controller to vibrate in certain situations. Requires a controller that supports the vibration function.

❗ Auto Save

Automagically saves the current game to a single Auto Save File (listed on the Load screen) after most events and battles. Only available in Growlanser II.

Battle Options

Battle Speech

Controls speech for friends and foes during battle. The volume can be adjusted by using the left or right directional buttons.

Confirm Range

Confirms selection of magics with limited range by displaying the range for selected magic.

Display Magic

Controls spell animation display when magic is cast. The animation can also be skipped manually by pressing the ⊗ button.

Confirm All-Auto

Confirms the decision to have everyone in the party auto-attack.

Focus on Action

Automatically centers the display on the action in battle.

Select Magic Lv

Allows the selection of a magic level when selecting a spell to cast. If turned off, the highest available level will automatically be selected.

Auto Magic

Allows characters to use magic when they are set to auto-attack.

Final Exam

After setting the game options, the game will begin with an interview and a practice battle that will be used to establish Wein's basic abilities. Logan will start the final exam by asking Wein a number of questions. The answers that are given help determine Wein's mental abilities as a leader.

Once the oral exam is over, the battle portion of the exam will take place (this basically acts as a battle tutorial).

Wein will be paired with Maximillian to take part in the battle. Basic battle strategy and the menu commands will be discussed. Wein's performance during the battle will help determine his physical abilities.

Upon completing both exams, Wein's basic abilities will be determined. If the outcome of Wein's exam isn't what was expected, restart the game and redo the Final Exam.

A Mysterious Start

After setting the game options, the game will begin with Slayn in bed recuperating from his injuries. Once you wake up you will have a short conversation with Annette Burns where you must reveal your name, sign, and blood type, each of which will affect the type of character you will be in the game.

Once Slayn is left alone, examine the room contents if you wish, and walk outside. Slayn almost immediately becomes involved in a battle and will have a series of mysterious flashbacks.

After a brief narrative intermission, the story will begin in earnest...

Blood Type Explained

Since the Growlanser series originated in Japan, it is useful to note that Blood Type, while a strange thing to ask about in Western Lands, is very relevant to the Japanese. Many Japanese believe a person's blood type reveals their manner and personality type. In the Growlanser series, almost every choice shapes the main character and their relationship. Blood type in Growlanser III is no different, and is possibly one of the most important choices to be made in the game. Bearing that in mind, the brief synopsis below for each type should help you pick a blood type that suits the type of Slayn you wish to play:

TYPE A:

Positive:

Law-abiding, honest, neat, diligent, orderly, methodical, fashionable, steady, loyal.

Negative:

Selfish, secretive, picky, soft spoken, pessimistic, inflexible, gossip, boorish drunk.

TYPE B:

Positive:

Outgoing, original, adventurous, optimistic, independent, flexible, candid, persuasive, and passionate.

Negative:

Fickle, unpredictable, indiscreet, overbearing, impatient, and lazy.

TYPE O:

Positive:

Healthy, durable, resolute, emotional, enthusiastic, athletic, sexy, goal-oriented, and clear-sighted .

Negative:

Status-seeking, insecure, workaholic, shy, idealistic, unreliable, greedy, jealous, obsessive lover, incessant talker.

TYPE AB:

Positive:

Diplomatic, rational, sociable, sensitive, honest, organized, and strong.

Negative:

Proud, discriminating, easily offended, calculating, a playboy/girl, a nitpicker, very conservative, and hard to know.

Load

To continue a previously saved game, select **Load**. Press the ✕ button. The Load screen will be displayed (described below). Move the cursor up or down, or use the L2 or R2 buttons to scroll through the saved files. Once the desired file is chosen, press the ✕ button. The game will begin. To cancel and return to the Title screen, press the △ button.

Understanding the Load Screen

Differences between Growlanser II and III are indicated below. Note the legend.
🔴 **Growlanser II**
🟦 **Growlanser III**

1 SAVE FILES

Displays the saves on the selected memory card. To switch between memory cards, use the L1 and R1 buttons.

2 SAVE LOCATION

Displays the location of the current save. The word "Battle" before the save name, indicates that the game was saved during a battle.

2 SAVE LOCATION

Displays the gameplay time and the world location of the current save. Growlanser III does not allow in-battle saves.

3 SAVE DATA

Displays information about the current save such as: character name, level, current/maximum HP, current/maximum MP, and game time (save date and time).

4 PARTY MEMBERS

Displays which characters are in the party.

Memory Cards

An empty memory card can store up to 99 individual save files, plus an auto save for Growlanser II (only). Dual memory card support allows the game to recognize two different memory cards (one in MEMORY CARD Slot 1 and one in MEMORY CARD Slot 2). Use the L1 or R1 buttons to switch between installed memory cards when loading or saving a game.

Also, due to the fact that **Growlanser II and III** use numbered save file names, we do not recommend that you copy individual saves with the PlayStation Memory Manager, but rather load the save you want to copy, change the card, and save the game.

Wein Cruz

Since he was a young boy adventuring with his father, Wein admired the skill and stature of the Imperial Knights. Knowing that just one Knight had the ability of one hundred soldiers and the admiration of an entire kingdom made them an irresistible fascination.

One day, Wein imagined he, too, would become an Imperial Knight, serving the King and providing inspiration for others. Turning that dream into a reality will prove more treacherous than he ever imagined.

Maximillian Schneider

Still mourning for the father that was lost to him in the last great war, Maximillian enrolls in the Academy to fulfill his father's last wish. His understandable distaste for war in all its forms is in strong contrast to the Academy teachings, and so he intends to graduate to a life of politics rather than a military career.

Unfortunately, life is about to throw him another curve ball...

Hans Bearnt

There is a nagging sense of urgency to everything Hans does. Perhaps it is his nature, or perhaps it is related to being an orphan, alone in a world torn by war. Though his childlike "enthusiasm" can become wearisome at times, no one can deny that he puts his all into whatever assignment he is given.

When he joins Wein after crossing paths in a chance encounter, his life will be changed forever. The burden of deciding whether that path will lead to good or evil is left to you.

Charlone Claudius

Born to a life of wealth and privilege, but longing for more adventure than her assigned place in society allows, Charlone Claudius enrolls in the Academy with the intention of one day becoming an Imperial Knight.

Unfortunately, before her intended journey even begins, it is derailed into a plot of deception, murder, and intrigue that will force her to quickly become the knight she desperately wants to be...or just another overreaching casualty of misguided ambition.

Sereb

Arieta and Sereb are seemingly inseparable. He is of the Silver Fox Tribe and a descendant of the old world tribe.

He is extremely protective of his friend, and will not allow any harm to come to her while he is at her side. Because of his lineage, he has learned to communicate in human tongue if he so chooses.

Carmaine Fallsmyer

This is the one person who can fully understand what Wein will experience as he grapples with his destiny, because Carmaine was also thrust into a position of power and responsibility unexpectedly and at a rather young age was forced into maturity.

His help can prove to be invaluable to Wein...if the correct path is chosen.

Wolfgang

His face scarred during a conflict shrouded in mystery, Wolfgang has become one of the best-known mercenaries in the three kingdoms. His skill and ambition have pushed him to the top of the heap in cheap, mobile killers-for-hire.

Outside of the odd rumor or nervous whisper, no one knows his past, but everyone is about to get a taste of his future.

Arieta Lyuis

Her sweet appearance and soft voice are seemingly at odds with her tough determination and battle-hardened skills. The mystery of her past only deepens when Wein finds her again after ten years have passed, yet her appearance is unchanged.

At times, it seems as if there are two Arietas - one kind and compassionate, and the other harsh and demanding.

Finding her true self and a happy ending will not be easy.

Xenos Langley

Strong and decisive, Xenos has a history as both a Mercenary and servant of the King. Despite his dark past, or perhaps because of it, he has become Champion of the Arena near Grandshill, raising his profile in both Rolandia and Burnstein Kingdoms.

At the height of his popularity, he decided to retire from the Arena a Champion, rather than continue to defend his title. This puzzling choice only hints at the painful secrets this complicated warrior shelters.

Riviera Marius

A shroud of mystery clouds the past of this woman. Xenos knows more than he is telling, but that is the only thing that is certain when it comes to Riviera.

Her skills are impressive...far beyond what a woman protecting a remote village should be able to master. Only time will tell what her true mission is...

Ernest Lyell

This mysterious outsider has a story that many in the kingdom could never guess.

His support of an impostor vying for succession to the King of Burnstein should have resulted in his immediate execution, but mercy was shown and he was sent into exile instead.

He can help Wein...if he can be found.
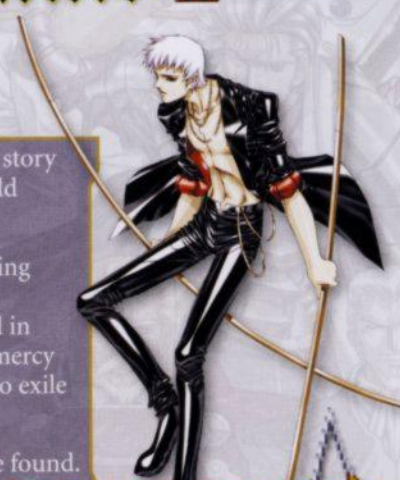
Brett Varner

Brett's role in this story is quite minor, he is extra help in a tough situation. However, his connections to the overall story arc become apparent when the Side Game "Sandra's Quest" is unlocked and played. This game provides backstory and connects some of the events of Growlanser I to Growlanser II.

Slayn Wilder

Found in a heap at the base of a cliff and later found to be suffering amnesia, Slayn becomes the central mystery to Growlanser III. Who is he? Why does he have a Ring Weapon? What happened to cause him to lose his memory? Why does he seem to change personalities? At the start of the journey, there are only questions.

Raimy

Fairies are heard and not seen by anyone except those with exceptional powers. Raimy is a Dark Fairy that is resigned to this until she crosses paths with Slayn to help a lost soul. The rest, as they say, is history. Raimy decides to stay with Slayn and her invisibility to most creatures becomes an invaluable asset in battle.

Annette Burns

Daughter of the President of the Xironia Federation, Annette has grown into a beautiful woman. The loss of her mother under questionable circumstances and her father's demanding work forced her to become strong and resourceful as well. Her abilities will be put to the ultimate test as everything she knows and loves is thrown into chaos when war breaks out all around her...
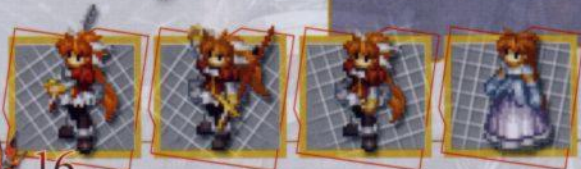
Hugh Foster

Loud and flamboyant with a sense of style all his own, Hugh Foster makes a quick impression on all he encounters. Unfortunately, it may not be the impression he is seeking to make. He appears to be a wanderer, but there is more to his story than is immediately obvious...

Monika Allenford

Daughter of a Human and Featherian who dared to fall in love, Monika's life was troubled from the start. She appears human, yet has wings. However, the wings are not that of a Featherian, but small wings that serve no useful purpose. She has felt out of place as long as she can remember, and speaks softly and deliberately, as if her words have no value.

Viktor Hugo

An engineer and inventor with a strange accent and gruff manner, Viktor is one of the more unusual characters in the world of Growlanser. Once you get past his gruff exterior, there is a heart of gold, and his skill and resourcefulness crafting useful items is not to be underestimated.

Yayoi Tachibana

This strange woman from eastern lands is in pursuit of another. Do not let her deliberate speech and pleasing voice lead you to think that she is weak, for the very opposite is true. With distance attacks and powerful magics, she is a force unto herself, and her mysterious relationship with Hugh is probably an anomaly.

Understanding the Game Screens

Map Screen

The Map screen will display event points. Wein must travel to these locations in order for the game to progress. When traveling Wein may experience either an event or a battle. These screens are described later.

To navigate on the Map screen, move the cursor to select a destination, and press the ✕ button. The character will then travel to the new location. To cancel a move press the △ button. To quickly move between the event points, use the L1 or R1 buttons.

Note: To toggle the cursor lock mode, press the ⦿ button. When this option is off, the cursor can move freely around the map. When the option is on, the cursor will only move from point to point.

❗ The Map Screen is only found in Growlanser II. See below for the Overworld Screen in Growlanser III.

Overworld Screen

In Growlanser III the Map Screen has been replaced by the Overworld Screen. You can find the Overworld Screen when you are outside of a city/dungeon by pressing the **SELECT** or **R3** buttons. You can toggle around the map by moving the cursor or using the L1 or R1 buttons. The Overworld Screen doesn't allow for exploration of the various points displayed via the screen itself. Growlanser III is more interactive in nature and you are able to navigate to those points by moving the characters through the surrounding countryside.

Event

Various events will occur when traveling between the various event points on the map. Depending on the place, you will be able to gather information, shop, or find special events.

Depending on the choices made during these events the entire outcome of the story may change.

Battle Screen

There are two kinds of battles: Event and Random. Event battles begin immediately after a main event and are used to progress the story. Random battles will take place when traveling between the various event points on the Map screen. The Battle screen is discussed later.

Map Screen

System Menu

By pressing the ● button the System menu will be displayed. The following options will be displayed: *Equip*, *Status*, *Items*, *Save*, *Load*, and *Options*.

❗ In Growlanser III the options displayed will be: *Magic, Technique, Items, Equip, Load, Arrange, Status,* and *Options*. The *Save* function can be accessed by pressing the START button while on the Overworld Map, and by pressing the X button while on *Save Pads* in towns and dungeons. It is unavailable elsewhere.

Equip

Allows armor and gems to be equipped. When the Equip Screen is displayed, use the left or right directional buttons to select a character. Next, use the up or down directional buttons to select which item to equip to the character. Press the ✕ button. Either the Equip Armor or the Equip Gem Screen will be displayed.

When the Equip Armor or the Equip Gem Screen is displayed, move the cursor up or down to select an item to equip. Before equipping anything remember to pay attention to the character's stats. To confirm the decision to equip the item, press the ✕ button. The item will be equipped. To cancel and return to the previous screen, press the ● button.
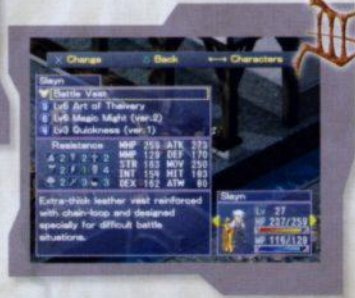
Status Screen

The Status screen (described below) displays not only the character's current status, but their skills, magic, and techniques (labeled as Tech). Use the left or right directional buttons to switch to another character. The L1 and R1 buttons can be used to tab, or switch, between the character's status, skill, magic, and tech screens.

II Differences between Growlanser II and III are indicated below. Note the legend.

🔴 **Growlanser II**
🔵 **Growlanser III**

1 CHARACTER WINDOW

Displays the following information about the character: name, level, HP, and MP.

A Character Name

Displays the name of the currently selected character.

B Lv (Level)

Displays the character's current level.

C HP (Hit Points)

Displays the current/maximum number of hit points. When the current value reaches zero, the character will be removed from the battlefield.

D MP (Magic Points)

Displays the current/maximum number of magic points. When the current value reaches zero, the character will not be able to use magic.

2 CHARACTER'S NAME & RANK

Displays the full name and the current rank (if any) of the character. As some of the character's progress during the game, their rank will change.

3 CONDITION

Displays which conditions are currently affecting the character, if any.

4 NEXT EXP (EXPERIENCE)

The number of experience points needed to raise to the next level.

5 WEALTH

The amount of elm that has been acquired.

6 RESISTANCE

The resistance that the character has developed to each of the following magic attributes: fire, wind, holy, water, thunder, darkness, earth, physical, and mental. There are eight values, zero (critical) through six (no effect) and absorption. The standard value for magic resistance is two.

7 FRIENDSHIP METER

Displays how the character views their relationship with Wein. Based on the decisions that are made during the course of the game, their meter will increase or decrease.

! FRIENDSHIP METER

Not in Growlanser III

8 STATS

The character's current stats.

MHP (Maximum Hit Points)

The maximum number of hit points the character has acquired.

MMP (Maximum Magic Points)

The maximum number of magic points the character has acquired.

STR (Strength)

The character's physical strength. As this number increases, so will the strength of their attacks. STR (Strength) directly affects the character's ATK (Attack), DEF (Defense), and HP (Hit Points). Each piece of armor has a minimum STR (Strength) value. Equipping with insufficient strength will cause movement or evasion penalties.

INT (Intelligence)

Character's mental ability. As this number increases, the character will be able to cast more effective magic. INT (Intelligence) directly affects MP (Magic Points).

DEX (Dexterity)

This is a character's reaction speed. This value relates to how quickly a character can perform an action. This also influences MOV (Movement), Aria length (Time It Takes To Cast Magic), DEF (Defense), and HIT probability.

ATK (Attack)

Character's current attack power. This value is the main factor in how much damage the character will inflict on another. It's affected by the character's STR (Strength) and Lv (Level).

DEF (Defense)

Character's ability to defend against attacks. As this value increases, the character will receive less damage from enemy attacks.

MOV (Movement)

Character's ability to move on the battlefield. As this number increases, the character will move quicker on the battlefield. If this value is low, then it will take longer to reach enemies before engaging them. This value is affected by the character's DEX (Dexterity).

HIT

This represents the character's hit ratio. This is the numeric representation of how well a character will strike enemies. This is influenced by the character's DEX (Dexterity) value.

ATW (Attack Wait)

This value affects the delay after an attack before another command may be executed. A lower number means less delay, and an increase in the number of attacks. This stat can be lowered by various means, including equipping certain items.

9 ARMOR

Displays the armor that is currently equipped to the character.

10 RING

Displays the ring that the character is wearing.

11 GEMS

Displays what gems have been equipped to the ring that the character is wearing.

SKILL, MAGIC, & TECH SCREEN

These three screens show the Skills, Magic, or Tech (techniques) a character can master. Moving the cursor up or down will highlight each of their abilities. Pressing the L1 or R1 button will switch between these tabs. If a character has not distributed his Master Points, a box will appear over the character's name displaying the total number of undistributed Master Points. To access the Distribution Mode (discussed below), press the ✕ button.

DISTRIBUTION MODE

When a character gains levels, they will also get Master Points which can be applied to different Skills, Magic, or Tech. When the required amount of Master Points are applied to a specific Skill, Magic, or Tech, the character will then be able to use it in combat.

To distribute the Master Points, move the cursor to select a specific Skill, Magic, or Tech. Press the ✕ button. Use the right directional button to distribute the Master Points, or the left directional button to remove the Master Points. After distributing the Master Points, press the ✕ button. To accept the current point distributions, select **Yes**. Press the ✕ button. The Master Points will be applied. To cancel, select **No**. Press the ✕ button. The screen will return to Distribution Mode.
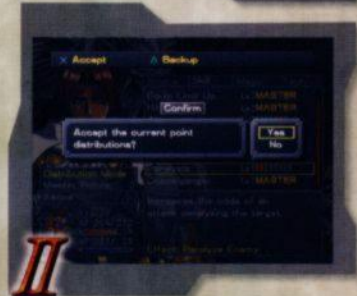
Items
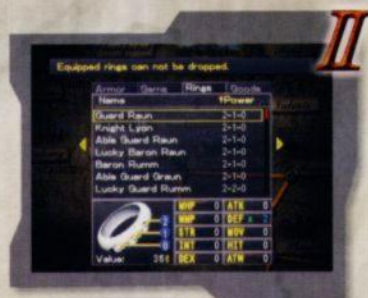
Displays a list of items that are in inventory. These items cannot be equipped or used on this screen. The list of items are divided into four categories: **Armor, Gems, Rings, and Goods.**

ⓘ Note: In Growlanser III the list is divided into five categories: **Armor, Gems, Rings, Items, and Misc.** Items is essentially the same as Goods save for the name change. Misc are event based items which allow the user to advance in the game.

Use the L1 and R1 buttons to switch between the different tabs. The ⊙ button can be use to choose how to sort the items. Rings can be sorted by their Name or Power. Armor, Gems, and Goods can be sorted according to their Name or Quantity.

Also, on the Armor, Gems, Rings, and Goods screen, located next to the quantity is the equipped number. This shows how many of the items are equipped to characters that are in the party. For example, if the message is, "Ex2"; this shows that two of these items are equipped to party members.
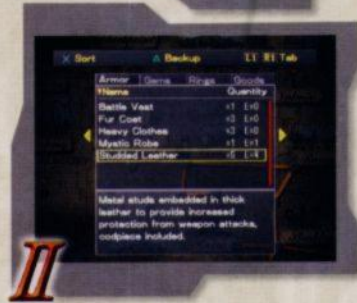
Save Screen

❗ To save a game in progress, select **Save**. Press the ✕ button. The Save screen will be displayed. Move the cursor up or down, or use the L2 or R2 buttons to choose a slot in which to save the game. Once the desired file is chosen, press the ✕ button. If the save slot is empty, the game will be automatically saved. If the game is being saved over an existing save file, a confirmation window will be displayed. To confirm the decision to save the file, select **Yes**. Press the ✕ button. The game will be saved. To cancel and return to the previous screen, select **No**. Press the ✕ button. Remember don't always save over the same save slot. Make it a habit to save in different save slots during the game.

❗ In Growlanser III you can only save a game from one of two places: On the Overworld map pressing the **Start button** summons the save screen. Or, if you are in a town or dungeon you have to find a **Save Pad** and press the ✕ button. The rest of the steps are the same.

Load Screen

To continue a previously saved game, select **Load**. Press the ✕ button. The Load screen will be displayed. Move the cursor up or down, or use the L2 or R2 buttons to scroll through the saved files. Once the desired file is chosen, press the ✕ button. To confirm the decision to load the file, select **Yes**. Press the ✕ button. The game will then load. To cancel and return to the previous screen, select **No**. Press the ✕ button.

Options Screen

The Options screen allows any of the game's System and Battle options to be changed. For a complete list of options and instructions on how to change them, see page 4.
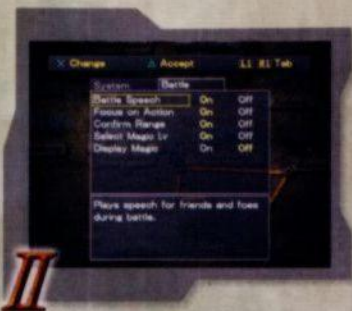
Magic Screen

❗ The Magic Screen is a new addition to the System Menu in Growlanser III that allows you to cast specific Magics while outside of battle. Select Magic and press the ✕ button. Scroll to the character you want and press the ✕ button. Select the magic and press the ✕ button.

Technique Screen

❗ The Technique Screen is a new addition to the System Menu in Growlanser III that allows you to cast specific Techniques while outside of battle. Select Tech and press the ✕ button. Scroll to the character you want and press the ✕ button. Select the technique and press the ✕ button.

Arrange Screen

❗ The Arrange Screen is a new addition in Growlanser III, allowing you to switch the order of the characters as they navigate through a town or dungeon.

Map Screen

When the ⊗ button is pressed at the current location, a menu will be displayed. The options listed in the menu will vary from place to place. Some of the menu options include, but are not limited to: gathering information (essential for getting special events); staying at the inn; and purchasing armor, rings, or gems.

In Growlanser III, the Overworld Map is now free-roaming, and towns can be entered. Merchants, Innkeepers, and other people can be approached interactively and spoken to at will using the ⊗ button. Some buildings within towns can be entered, and others will have townspeople that will open the door to speak with you, but not allow you to enter.

Gather Information

Allows information to be gathered that will allow the game to advance. Make it a habit to stop at all of the event points on the map. Talking to the many different characters will unlock hidden events that normally will not take place. To talk to a character, simply highlight *Gather Information* and press the ⊗ button.

Next, a menu will appear that will list the characters that can be interviewed. Move the cursor to select a character, press the ⊗ button. The conversation will then take place. If the character has nothing new to say, their name will be written in gray letters. To return to the previous menu, press the Ⓞ button.

On entering a town you will see many different people. Make it a habit to stop and talk to as many of them as you can by navigating to them and pressing the ⊗ button. A dialogue window will then appear which either lists a message or invites you to take an action (such as selling or buying).

Go to the Inn

Inns are a great place to restore a character's HP (which is generally restored after each battle), MP, and Techniques. The Inns charge a small fee in order for the characters to spend the night. Make it a habit to rest at each of the Inns, doing so may unlock secret events.

To rest at an Inn, select *Go to the Inn*. Press the ⊗ button. The management will then display the cost to stay. If the price is acceptable, select *Yes*. Press the ⊗ button. The character(s) will then stay at the Inn. To cancel and return to the menu, select *No* (or simply press the Ⓞ button). Press the ⊗ button and the menu will be displayed.

To rest at an Inn navigate to one in a town. Inn's usually have a small sign out in front with a bed on it. Once inside go to the front desk. Press the ⊗ button. The management will then ask what you would like to do: Get a room, see the map or nothing. Make your selection and press the ⊗ button. When selecting, get a room, the management will display the cost to stay. If the price is acceptable, select *Yes*. Press the ⊗ button. The character(s) will then stay at the Inn. To cancel and return to the menu, select *No* (or simply press the Ⓞ button).

# Map Screen

Ring Artisan

Only a Ring Artisan has the special knowledge to equip a ring to a character.

❗ To equip a ring, first select **Ring Artisan** from the menu.

Press the ❌ button. Next the character selection screen will be displayed. Use the directional buttons to choose a character. Press the ❌ button. The Equip Ring screen will be displayed (described below). Use the cursor to select a ring. Press the ❌ button. A confirmation window will be displayed. To confirm the decision, select **Yes**. Press the ❌ button and the ring will be equipped. To cancel and return to the previous screen, select **No**. Press the ❌ button.

❗ In Growlanser III you must navigate to a Ring Artisan and Press the ❌ button. The actions you can select from are: **Buy Gems, Judge Rings, Equip Rings, and Sell.** Select which action you wish to take, in this case Equip Ring. The rest of the steps are the same.

❗ In Growlanser III Unknown Rings must be judged before you will be able to use them. Unknown Rings cost only 5 Elm to judge. Considering that they will only sell for 10 Elm if Unknown, it's an excellent investment to judge all rings before selling.
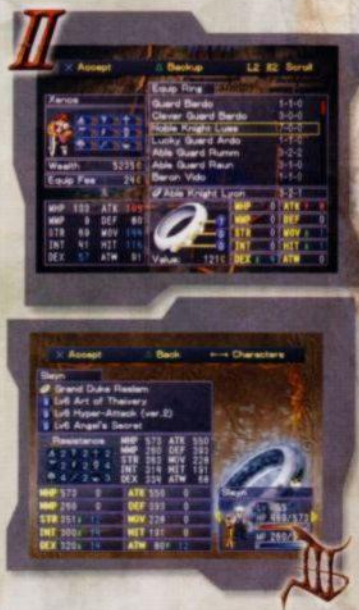
Equip Ring Screen
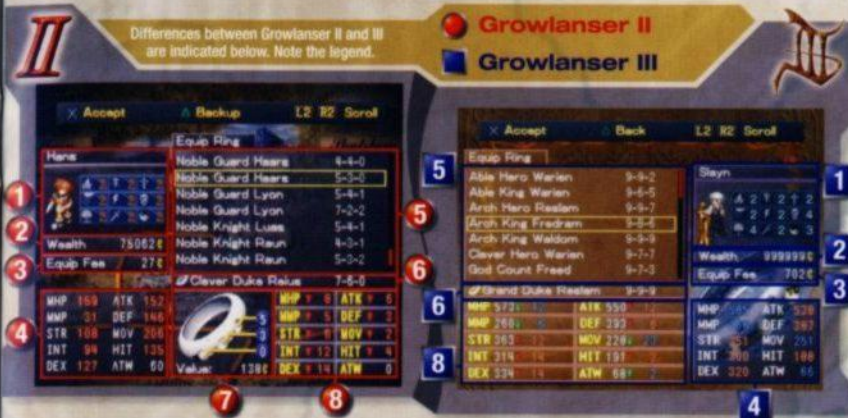
🔴 **Growlanser II**
🔵 **Growlanser III**

Differences between Growlanser II and III are indicated below. Note the legend.

① CHARACTER WINDOW

Displays the selected character's name along with a diagram showing their current resistance levels. Equipping certain rings will either increase (shown by a green arrow) or decrease (shown by a red arrow) their resistance to certain magic attributes: fire, wind, holy, water, thunder, darkness, earth, physical, and mental.

② WEALTH

The amount of elm that has been acquired.

③ EQUIP FEE

The fee that the Ring Artisan will charge for equipping the selected ring. The price will vary based on the power of the ring.

④ CURRENT STATS

Displays the current stats of the character. The value of their stats is color-coded: red (decrease in value), white (no change), and green (increase in value). Generally speaking, it's best only to equip rings that improve a character's stats.

⑤ RINGS

Displays a list of rings that can be equipped to a character.

⑥ CURRENT RING

Displays the name and parameters for the currently equipped ring.

⑦ RING WEAPON

A ring weapon generally has two effects: Raising Abilities and Controlling Gem Power. You can judge the effects of a particular ring by its name once you get used to the system. The parameters next to the ring will provide guidance for the less-skilled, however. For example the ring pictured has attributes for its gem sockets of 5-3-0. This means it can accept level 5 gems in socket one, level 3 in socket two, and no gem in socket three. Note that some rings affect multiple parameters beyond simple Gem levels.

⑧ RING EFFECT

Displays how the ring will affect the character's stats.

Map Screen

Armor Shop

Armor shops are a great place to upgrade a character's gear.

To purchase armor, first select **Armor Shop** from the menu. Press the button. The Buy Armor screen will be displayed (described below). Use the directional buttons to select a piece of armor. Press the button.

Two choices will then be displayed: Equip Now or Just Buy. To purchase the armor and equip it to a character, select **Equip Now**. Press the button. The Equip Armor screen will be displayed. Next, move the cursor to select a character. Before pressing the button to equip the piece of armor, make sure to check out their stats. Once the button is pressed, the armor will be purchased and equipped to the character. To purchase the armor and equip it to the character at another time, select **Just Buy**. Press the button. The armor will be purchased and placed in the inventory.

In Growlanser III to purchase armor locate a merchant and press the button. You may **Buy Armor, Buy Items or Sell**. Select Buy Armor and press the button. The rest of the steps are the same as outlined above.
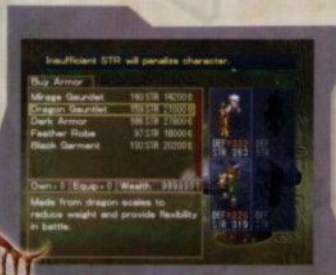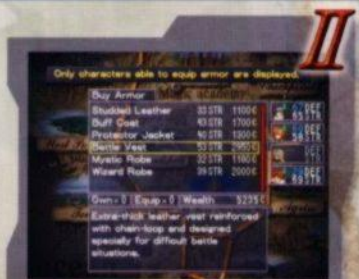
Armor Shop Screen

Differences between Growlanser II and III are indicated below. Note the legend.

- ● **Growlanser II**
- ■ **Growlanser III**

1 ARMOR

Displays the armor that is available for purchase. Next to the armor's name will be the STR value and then the purchase price. This is the minimum value of STR that a character should have before equipping the armor. Remember, equipping with insufficient strength will cause movement or evasion penalties.

2 OWN

Displays how many are in the character's inventory.

3 EQUIP

Displays how many are already equipped to members of the party.

4 WEALTH

Displays the amount of Elm that the party has collected.

5 ARMOR DESCRIPTION

Displays a brief description of the armor that is currently selected.

6 CHARACTERS

Displays the character's that are currently in the party. The change to the characters will be displayed (red=bad, green=good). Only highlighted characters can equip the selected armor.
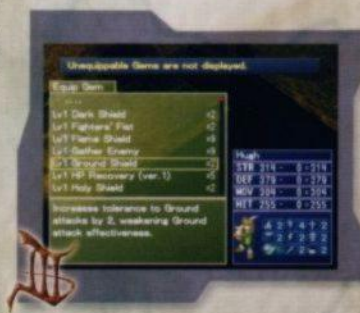
Map Screen

Gem Shop

Gem shops are a great place to find gems that can be equipped to a character's ring weapon.

⚠ To purchase a gem, first select *Gem Shop* from the menu. Press the ✖ button.

The Buy Gem screen will be displayed (described below). Use the directional buttons to select a gem. Press the ✖ button.

Two choices will then be displayed: Equip Now or Just Buy. To purchase the gem and equip it to a character, select *Equip Now*. Press the ✖ button. The Equip Gem screen will be displayed. Next, move the cursor to select a character. Press the ✖ button. Now, choose which position to place the gem. Remember, gems can only occupy a position that is the same level or less. Before pressing the ✖ button to equip the gem, make sure to check out their stats. Once the ✖ button is pressed, the gem will be purchased and equipped to the ring. To simply purchase the gem, select *Just Buy*. Press the ✖ button. The gem will be purchased and placed in the inventory.

❗ In Growlanser III you must navigate to a Ring Artisan and press the ✖ button. The actions you can select from are: *Buy Gems, Judge Rings, Equip Rings, and Sell.* Select which action you wish to take, in this case Buy Gem. The rest of the steps are the same.

Gem Shop Screen

🔴 **Growlanser II**

🔵 **Growlanser III**

1️⃣ GEMS

Displays a list of gems for sale and their asking price.

2️⃣ OWN

Displays how many are in the character's inventory.

3️⃣ EQUIP

Displays how many are already equipped to members of the party.

4️⃣ WEALTH

Displays the amount of Elm that the party has collected.

5️⃣ GEM DESCRIPTION

Displays a brief description for the selected gem.

6️⃣ CHARACTERS

Displays the character's in the party, along with the parameters for their ring weapon. If the value of the parameter turns red, then the selected gem cannot be equipped into that position.

Map Screen

Pawn Shop

🔴 Pawn Shops are only found in Growlanser II.

Pawn Shops are a great place to get rid of unwanted Armor, Gems, and Rings. To sell any of these items, select this option from the menu. Press the ❌ button. The Sell screen will be displayed. This screen is divided into three sections: the top section will list the name of the item, quantity on hand, and the sell price; the middle box will display the character's current wealth; and the bottom screen will display a description of the selected item.

To sell an item, first use the right or left direction buttons to select from the following: Sell Armor, Sell Gem, or Sell Ring. Press the ❌ button. Next move the cursor up or down to select an item. Press the ❌ button. To confirm the decision to sell the item, select *Yes*. Press the ❌ button and the item will be sold. To cancel, select *No*. Press the ❌ button to return to the Sell screen.

🔵 In Growlanser III almost any Merchant, Shop or Ring Artisan you encounter will allow you to sell Armor, Gems, Rings or Items. Simply locate a merchant and press the ❌ button. You may *Buy Armor, Buy Items or Sell* at many merchants, although services offered differ from place to place. Select Sell and press the ❌ button. To sell an item, first use the right or left direction buttons to select from the following: Armor, Gems, Rings or Items. Press the ❌ button. Next move the cursor up or down to select an item. Press the ❌ button. To confirm the decision to sell the item, select *Yes*. Press the ❌ button and the item will be sold. To cancel, select *No*. Press the ❌ button to return to the Selection screen.
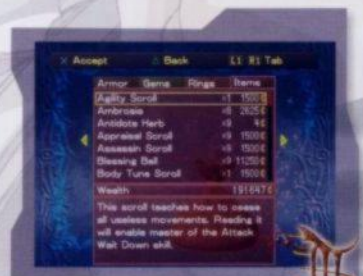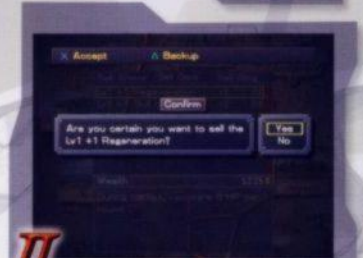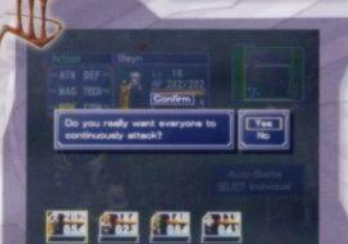
Battle Screen

Growlanser Generations features an auto-battle system that is accessible any time the Battle Menu is present.

When a battle begins, the player has the option of pressing START to have all party members attack automatically. The all auto-battle confirmation can be disabled by setting Confirm All Auto on the Battle Options menu OFF (pg 5).

When at the Battle Menu, pressing SELECT causes the currently selected character (only) to battle automatically.

Auto-battle can be cancelled for a character by calling up the Battle Menu with the 🔴 button and selecting an action from the Battle Menu manually.

If the Auto Magic selection on the Battle Options section of the System Menu (pg 5) is set to OFF, characters will be prevented from using magic in auto-battle mode.

Battle Screen

When a battle is encountered, the Battle screen (described below) will be displayed. Your success during combat is related to how well you understand the Battle screen. Therefore, take the time to become familiar with all of its many features.

Differences between Growlanser II and III are indicated below. Note the legend.

● **Growlanser II**
■ **Growlanser III**

① COMMAND MENU

The Command menu (described on the next page) has the following options: ATK (Attack), MAG (Magic), MOV (Move), DEF (Defense), TECH (Technique), and EQP (Equip). Each of these options are hot-keyed to speed up combat.

! In Growlanser III the EQP option is replaced by the ITEM option.

② CHARACTER WINDOW

Displays the following information about the character: Name, Level, HP, and MP.

Ⓐ Character Name
Displays the name of the currently selected character.

Ⓑ Lv (Level)
Displays the character's current level.

Ⓒ HP (Hit Points)
Displays the current/maximum number of hit points. When the current value reaches zero, the character will be removed from the battlefield.

Ⓓ MP (Magic Points)
Displays the current/maximum number of magic points. When the current value reaches zero, the character will not be able to use magic.

③ RADAR

Displays all of the characters (shown as ▼), neutral characters (shown as ▼ or ▼), and enemies (shown as ▼) that are on the battlefield.

④ RING COUNTER

If the enemy is defeated before the counter reaches zero, than the character can obtain a ring. Make sure to talk to everyone, someone will give you the Ring Counter.

⑤ STATUS INDICATOR

This small window gives a brief status update for each of the characters. Use the ⊙ button to turn on or off this display.

Ⓐ Magic Level
If the character is using magic, their current level of magic will be displayed.

Ⓑ Status Change
Displays changes to the character's stats. Green exclamation points denote a positive affect, while red exclamation points denote a negative affect.

Ⓒ Menu Command
Displays what menu command the character is currently performing.

Ⓓ HP (Hit Points)
Displays the current/maximum number of hit points. When the current value reaches zero, the character will be removed from the battlefield.

Ⓔ MP (Magic Points)
Displays the current/maximum number of magic points. When the current value reaches zero, the character will not be able to use magic.

Ⓕ ATW (Attack Wait)/ CT (Charge Time)
Displays the length of time before a character will carry out the menu command. ATW (for attacks and special abilities) is the blue gradient bar, and CT (for magic) is the red-orange gradient bar.

Battle Screen

Command Menu

The Command menu has the following options: ATK (Attack), MAG (Magic), MOV (Move), DEF (Defense), TECH (Technique), and EQP (Equip). Each of these options are hot-keyed to a specific button on the controller. Simply press that button to carry out that command.

! In Growlanser III the EQP menu is replaced by the ITEM menu.

ATK (attack)

Allows the character to engage the enemy in combat. After selecting ATK from the menu, press the ⊗ button. Next move the cursor to select an enemy to attack. Pay attention to the glow that surrounds the sword, there are three types: Green (the character will have the advantage), Yellow (neither the character or the enemy will have the advantage); or Red (the enemy will have an advantage). After selecting an enemy, press the ⊗ button. If the enemy is not close enough for the character to attack, the character will move to engage the enemy.

Understanding the Magic Screen

🔴 **Growlanser II**
🔵 **Growlanser III**

Differences between Growlanser II and III are indicated below. Note the legend.

① Condition

Displays which conditions are currently affecting the character.

② Character Window

Displays the following information about the character: name, level, HP, and MP (described on the preceding page).

③ Magic

Displays all of the magic that the character has mastered.

④ Lv, MP, CT

Displays the selected magic level, MP cost, and Aria count.

⑤ Magic Description

Displays a description of the currently selected magic.

MAG (magic)

Magic is cast using an Aria that takes time to complete. The magic will start with an Aria of zero (0). When the number next to the M is more than one (1), magic can be cast. As the number increases to two (2) or more, the range or power of the magic can be adjusted. Keep in mind that if a character is hit while an Aria is in progress, they will receive large and potentially critical damage. Be careful!

There are two types of magic that can be cast: Target Magic (the magic is cast on a specific character or enemy) and Range Magic (magic that is cast at a specific area or zone on the battlefield).

Target Magic

If the Aria is interrupted before it is completed the following menu options will be available: Cast (allows the magic to be cast), More (allows the character to continue to increase the magic's level), or Stop (cancels the current magic and returns the character to the Command menu).

When the Aria is completed the following menu options will be available: Cast (allows the magic to be cast), Wait (the character will standby for the menu command), or Stop (cancels the current magic and returns the character to the Command menu).

! In Growlanser III you may also have the Co-Op menu option if you have talked to the right people and learned the technique. Co-Op allows you to combine magic attacks with other team members.

After selecting MAG from the menu, press the ✖ button. Next move the cursor to select which magic to use. Press the ✖ button. If Magic Lv is turned on, then move the cursor to select the magic level. If Magic Lv is off, the highest magic level will automatically be selected. Press the ✖ button to start the Aria.

After selecting Cast from the menu, press the ✖ button. Now the target (friend or foe) can be selected by using the directional buttons or the L1 and R1 buttons to select a target. Once a target has been selected, it's possible to choose how many magic levels (◆) to use on them. Press the ✖ button to add ◆. Use the ▲ button to remove ◆. ◆ can be added to as many targets as possible. The more ◆ that are added to a target the stronger the magic will be. Once all of the ◆ have been distributed, press the ✖ button. The character will then cast magic.

Also, if the level of magic is higher than needed, or to execute the magic right away, press ● button to confirm the targets, and then press the ✖ button to execute the magic.

Ranged Magic

Range magic affects a specific area or zone on the battlefield. Only enemies within this area or zone will be affected. The Range can be increased or decreased by using the L1 or R1 button. Also, the power can be changed by using the L2 or R2 button. Whenever the Range is increased, the Power will be decreased. Conversely when the Power is increased, the Range will decrease.

After selecting MAG from the menu, press the ✖ button. Next move the cursor to select which magic to use. Press the ✖ button. If Magic Lv is turned on, select the magic level. If Magic Lv is off, the highest magic level will automatically be selected. Press the ✖ button.

If Confirm Range is on, move the cursor to select the area on the battlefield. If the option is off, the character will begin the Aria.

After selecting Cast from the menu, press the ✖ button. Move the cursor to confirm the magic zone. Press the ✖ button. Finally, to execute the magic, press the ✖ button.

! Growlanser III ranged magics are all Co-Op and therefore require two characters to cast.

Battle Screen

MOV (Move)

Allows the character to move to a specific location on the battlefield. It may be necessary to move the character(s) to specific locations on the battlefield in order to increase their offensive or defensive position. To move a character, select MOV from the menu. Press the ✕ button. There can be four route points along the character's travel path. Press the ✕ button to confirm each point. At the last route point, press the ✕ button twice to confirm the path. To change any of the route points, before the final confirmation, press the △ button. NOTE: If an enemy is blocking any point on the movement path, the character will automatically attack them.

TECH (Technique)

Once certain techniques are mastered, the character will be allowed to use them during combat; however, the number of times any technique can be used is limited. To use a technique, select TECH from the Command menu. Press the ✕ button. Next, a list of techniques will be displayed. Move the cursor to select which technique to use. Press the ✕ button. If the technique is to be used on the character, it will be used on their next turn. If the technique is to be used on an enemy, move the cursor to select the enemy. Press the ✕ button. The character will then carry out that technique.

DEF (Defend)

The character will take a defensive stance in order to avoid enemy attack. When a character is defending, enemy attacks may cause less damage. The character will continue to defend until they are given a new command from the Command menu.

EQP (Equip)/ITEM

Allows the character to change their armor or the gems that are equipped to their ring. The character will only be allowed to change one item at a time. Once the item has been changed, they will have to wait until their ATW bar is empty before they'll be allowed to change other items. For detailed information on changing a character's armor or gems, see pages 34-37.

In Growlanser III you can also use Items that heal or restore MP, etc.
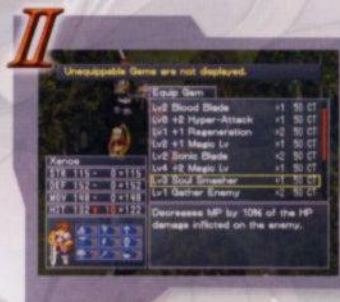
Battle Screen

Battle Menu

During a battle, press the ● button to open the Battle Menu. From this menu, the character's current status can be displayed. Also, the following menu options will be available: Status, Check Map, Objective, Save, Load, and Options. To exit this screen and return to the battle, press the ○ button.

! In Growlanser III the Save and Load options are not available in Battle.

Differences between Growlanser II and III are indicated below. Note the legend.

● **Growlanser II**
■ **Growlanser III**

1 PARTY MEMBERS

Displays all of the characters that make up the battle party. Next to each character's name will be their current action, and ATW meter (Aria count will also be shown when using magic). Pressing the ✕ button while selecting a character will return them to the Command menu. From here new actions can be selected for the character. However, if the character is executing a magic, the Magic menu will appear offering the following choices: Cast (if the value is one or more), More or Wait, or Stop. These options are discussed on page 44.

2 CHARACTER STATUS

Displays the following information for each character: Action, Lv, HP, MP, Condition, and Resistance.

A Character Action

Displays the action that the character has been assigned to carry out. If magic has been selected, then the magic's current level, as well as the target magic level and magic name will be displayed.

B Lv (Level)

Displays the character's current level.

C HP (Hit Points)

Displays the current/maximum number of hit points. When the current value reaches zero, the character will be removed from the battlefield.

D MP (Magic Points)

Displays the current/maximum number of magic points. When the current value reaches zero, the character will not be able to use magic.

E Condition

Displays which conditions are currently affecting the character.

F Resistance

The resistance that the character has developed to each of the following magic attributes: fire, wind, holy, water, thunder, darkness, earth, physical, and mental.

3 STATUS

Displays the Status screen. This is described on pages 24-26.

4 CHECK MAP

Access information about all of the characters/enemies that are on the battlefield. After this option is selected, the free cursor will appear. Use the directional buttons to move the cursor around. When the cursor is placed on a character/enemy, key information will be displayed (if it is available). This can be used to check on their current Lv, HP and MP gauges, Rank, Name, and Condition.

5 OBJECTIVE

Displays the objective of each event battle. There are two conditions that are listed: Completion Conditions and Game Over Conditions. Completion Conditions list the criteria that must be completed in order to win the current battle. If any of the conditions are met under the heading Game Over Conditions, the battle will end and the Game Over screen will appear. Simply press the ✕ button on the Game Over screen to return to the Title screen.

6 SAVE

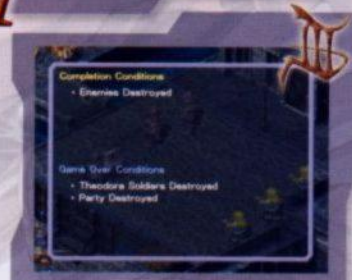Displays the Save screen as described on page 9.

7 LOAD

Displays the Load screen as described on page 9.

8 OPTIONS

Displays the Options screen as described on pages 4-5.

Battle Conditions

Since the majority of the enemies have the ability to use magic or techniques, one of the party members may be stricken with one of the following ailments. Any change in their status will appear in the Condition window. Next to the description any known cure; magic or natural, will be listed.

Icon	Description	Magic Counter	Natural Resolution
Atrophy	The character's ability to defend against enemy attacks will be decreased. There are three levels to this condition.	Shield	This condition will be cured after a few rounds of combat.
Bind	Slows character movement for a period of time	Dash	This condition will be cured after a few rounds of combat.
Faint	The character will be unable to move or carry out commands.	Refine	This condition will be cured after a few rounds of combat.
Fear	The character's ability to defend against magic attacks will be decreased. There are three levels to this condition.	Resistance	This condition will be cured after a few rounds of combat.
Paralysis	The character will be unable to move or carry out commands.	Refine	This condition will be cured after a few rounds of combat. This can also be cured by using Mind Tonic/Panacea

Icon	Description	Magic Counter	Natural Resolution
Poison	The character's HP will slowly be reduced (5 HP per fixed unit time) until their HP reaches zero and they are pronounced dead.	Refine	— This can also be cured by using Antidote Herb/ Panacea
Death	When the character's HP reaches zero (0), they will be removed from the battlefield.	Raise	—
Silence	The character will be unable to use magic.	Refine	This condition will be cured after a few rounds of combat.
Rust	The character's attack power will be reduced. There are three levels to this condition.	Attack Up	This condition will be cured after a few rounds of combat.
Event Poison	During a key battle event one of the character's will be poisoned. Provided that you manage to get on that branch of the game.	—	This condition will be cured during the course of the game.
Strong Poison	The character's HP will be reduced (25 HP per fixed unit time) until their HP reaches zero and they are pronounced dead.	Refine	—
Sleep	The character will fall asleep rendering themselves useless. The character will be unable to carry out commands.	Refine	This condition will be cured after a few rounds of combat, or after being attacked.

Battle Conditions

Icon	Description	Magic Counter	Natural Resolution
Stone II III	The character will be turned to stone. In this state, the character will be unable to carry out any commands and may become hungry later.	Refine	⊘ — ⓘ G3 Henlouda
Movement II III	The STR value of the armor that is equipped to the character is too high. The character will be unable to move.	—	Unequip the armor
Dash II III	Doubles the speed of movement in battle.	Bind	This condition will be cured after a few rounds of combat.
Counter II III	Counter all attacks, excluding indirect distance attacks. ATW when countering is half.		This condition will be cured after a few rounds of combat.
Attack Up II III	Temporarily increases an ally's power, or reverses Rust if present. Cumulative for 3 levels.	Rust	This condition will be cured after a few rounds of combat.
Cycle Up II III	Sharpens the senses and speeds up the WAIT cycle, making it twice the normal speed.	Cycle Down	This condition will be cured after a few rounds of combat.
Cycle Down II III	Damages an enemy's nerves, slowing response time and dulling judgement. Cuts WAIT time in half.	Cycle Up	This condition will be cured after a few rounds of combat.

Icon	Description	Magic Counter	Natural Resolution
Silence II III	Character will be made mute and therefore be unable to utter the Arias necessary to cast spells.		
Defense (Ground·Physical·Fire·Wind·Thunder·Spirit) II III	The STR value of the armor that is equipped to the character is too high. The character will be unable to move.		Remove armor that is too high a level for character.
Stone (Petrify) II III	Allows the targets of an attack to be petrified	Refine	
Berserk II III	Unleashes a frenzied rage upon an enemy. The recklessness of the attack will injure one's self.		This condition will be cured after a few rounds of combat.
Resistance II III	Increases an ally's resistance to magic attacks, or counteracts Fear if present. Cumulative for 3 levels.	Fear	This condition will be cured after a few rounds of combat.
Shield II III	Creates a protective magic wall around an ally, reducing weapon attack damage. Cumulative for 3 levels.	Atrophy	This condition will be cured after a few rounds of combat.

Battle Conditions

Icon	Description	Magic Counter	Natural Resolution
Psychic	Anticipate an enemy's attack so it can be avoided	II III	
Deadly Curse	Curses the target, killing them after a certain amount of time passes.	III	
Magic Shell	Protection from magic attacks	III	This condition will be cured after a few rounds of combat.
Night Vision	Allows characters to see in the darkness.	III	This condition will be cured after a few rounds of combat.
Silent Steps	Silences footsteps, allowing characters to slip by monsters undetected.	III	This condition will be cured after a few rounds of combat.

Translation Notes

Growlanser Generations was the most difficult project we've ever undertaken. Period. Our original plan was to release Growlanser II, followed by Growlanser III. Since each game featured volumes of spoken dialogue, that plan alone was ambitious. However, when the two projects were united into Growlanser Generations, the difficulty of localization increased dramatically.

Recording the audio for two games meant that we would end up with almost 10 solid HOURS of dialogue between the games. The cast of speaking characters was so large that we actually ran out of suitable actors in our area, and had to contract out about 10 percent of the voice to a dialogue recording house in Los Angeles. There simply weren't enough qualified actors left in Redding to fill the last 20 or so bit parts. A first for us.

Close to two hundred major and minor changes were made to both games to make the experience better for the US audience. Graphics were added, hotkey shortcuts were added to battle menus. A complete auto battle system was added to make random battle go down easier and offer players a choice where there was none in the original Japanese release. Menu flow was improved, and options were added to independently control audio levels for BGM, Effects, and Voice. We also added a feature where spoken battle speech for specific characters could be turned off at will. Pressing SELECT on the status screen puts a mute balloon next to the character pic and turns off that character's battle speech completely, but leaves all the other non-muted characters on. Pretty nice option if there's one character you can't stand, but you want to hear the rest.

Another first for us is the presentation of the game packaging. In the past, when we did a deluxe package, it's the only version we offered. If you didn't want the extra stuff, there was no choice. With this title, we are testing the idea of offering a regular version of the game with only the game and manual, and a deluxe version that has that, plus many extra items that fans should really appreciate. Doing it this way raises the price of the deluxe version a little since less are made, but it does give gamers a choice. Like it or hate it, let us know what you think!

There's a wealth of secrets and hidden branches to find in Growlanser Generations, and gamers looking for backstory will be happy to know that besides the novels in Growlanser II, there's an entirely separate unlockable quest called Sandra's Story that focuses on Carmaine's mother, the Court Magician.

We all are proud of the game that finally made it to these shores, and would love to hear your thoughts. Drop us snail mail or email some time. We say it a lot, but we really mean it. We're nothing without you...

Limited Warranty

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