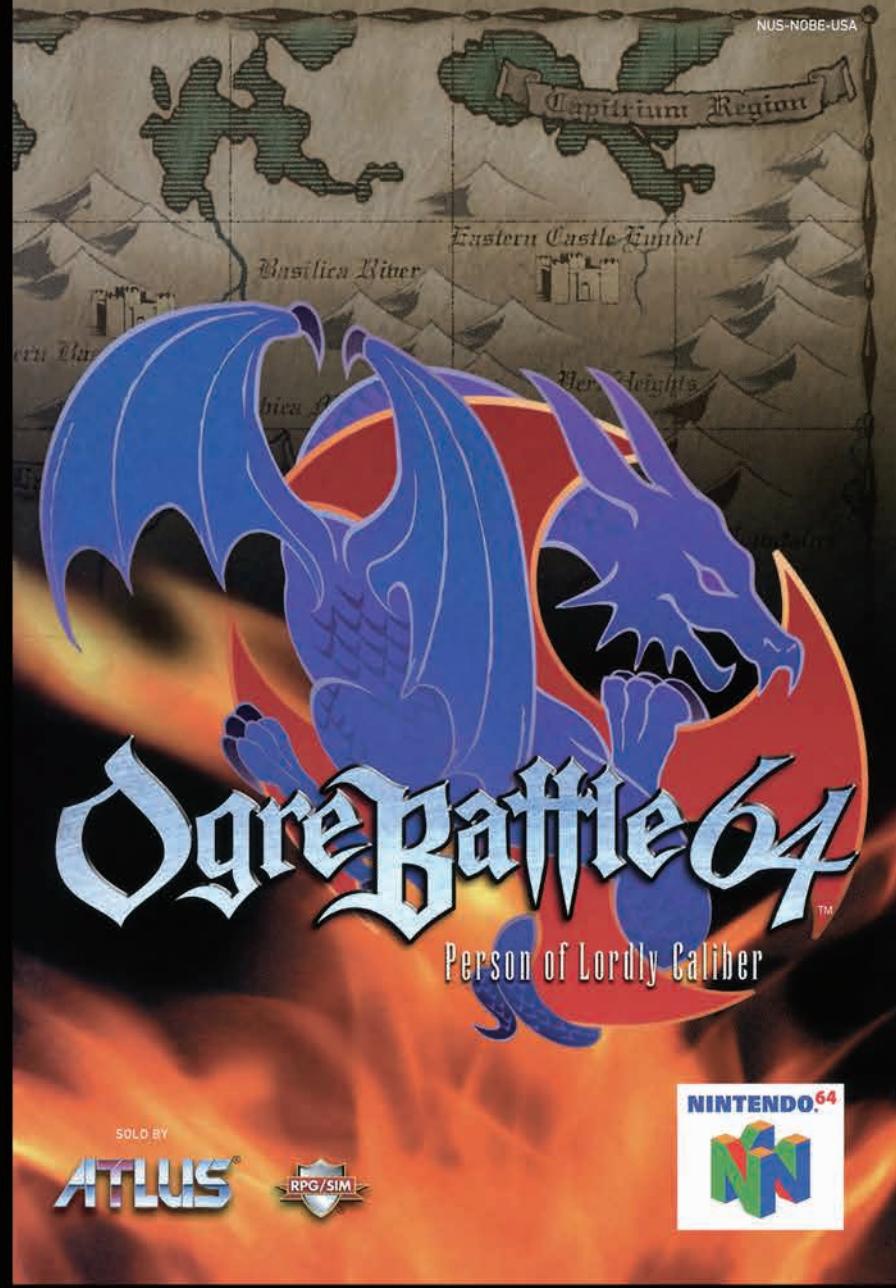


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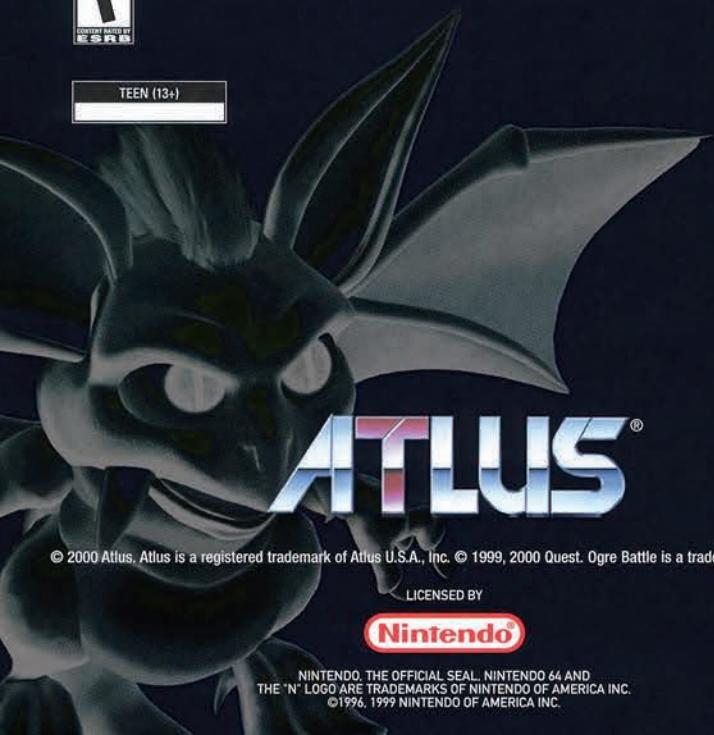


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TEEN (13+)



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CONTROL STICK FUNCTION

This Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

CONNECTING THE CONTROLLER

This game requires that the Controller be connected to Controller Socket 1 located in the front of the Nintendo 64 Control Deck. The game will not function if the Controller is connected to any other socket.



HOLDING THE CONTROLLER

We recommend that the Controller be held as portrayed in the picture to the right. The game can also be played with the + Control Pad.



OgreBaffle 64

Person of Lordly Caliber

CREDITS

EXECUTIVE PRODUCER
JOHN YAMAMOTO

PRODUCT SPECIALIST
GAIL SALAMANCA

PROJECT LEAD
YU NAMBA

INTERNATIONAL COORDINATOR
SONOKO SAITO

SR. LOCALIZATION EDITOR
COLIN TOTMAN

TRANSLATORS
ERIK FREY
NAOMI SAITO

NATIONAL SALES MANAGER
SUSAN ABESHIMA

VP OF SALES
DIMITRI CRIONA

QUALITY ASSURANCE
BRAIN UY
WALLY OLSON

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The main Commands screen will be displayed when the R Button is pressed. The + Control Pad and Control Stick both function the same. Since the L button shares the same function as the Z Button, it's convenient to use the + Control Pad and the L Button or the Control Stick with the Z Button. The C Buttons and the L Button add features for easier game play.

A BUTTON	Confirm a selection. This button is used to select characters, items, commands, etc.
B BUTTON	Cancel a selection. This button is used to cancel commands and close windows.
C BUTTONS	Change viewpoint and select characters and items in the Status Window.
R BUTTON	Open the main Commands screen.
L BUTTON	Search for certain units on the Field Map and change settings on the Battle Screen.
Z BUTTON	This button has the same function as the L Button and is convenient to use with the Control Stick.
CONTROL STICK	Move the cursor. It is also used to highlight commands, characters, etc.
+ CONTROL PAD	This pad has the same function as the Control Stick.
START	Display Help Window, which provides descriptions of items and commands in the game.

NOTE: HELP WINDOW AND SOFTWARE RESET

When START is pressed while a command is highlighted, a help message explaining the meaning of and how to use each command is displayed. To get the help message for each character or item press START while the Organize Window is displayed. A ? will appear. Move the ? over the item you wish to obtain information about and press the A Button. Software reset can be done by pressing the following 4 buttons simultaneously. A+B+L(or Z)+START

OVERVIEW

Ogre Battle 64 is a simulation-style RPG played on a 3D battlefield where the player's goal is to capture the enemy's headquarters. The passage of time is an important aspect of this game, as the player must make all decisions in real-time. Time is always displayed on-screen. The player controls numerous characters through the creation of units and the delegation of commands to each unit. This section will describe the unique game systems and provide an overview of the game world.

GAME SYSTEM P6



BACKGROUND STORY P9



STARTING A GAME P10



On the Field Map, time passes in real-time. Each unit proceeds with your commands in real-time without waiting for the enemy to make a move. In other words, this is not a turn-based game where you and the enemy take turns making moves. Here, you get to experience tactical combat through the eyes of a battlefield commander.



CAPTURE ENEMY HEADQUARTERS

Populated strongholds are scattered across the battlefield. One of these is your headquarters and another is your enemy's. You will fight to occupy the entire Field Map. Liberate places occupied by the enemy as you head for their headquarters. When you move to an area marked on the World Map by a sword or a red fortress, an event will begin and the Field Map will be displayed.



UNIT CONTROL

There are many characters in both you and your enemy's army. When you send them to battle, you will need to organize them into smaller groups, called units, lead by a Unit Leader. All combat is fought on a unit level. A unit's movement speed on the Field Map and order of attack depends heavily on its members and formation.



FIELD MAP
p 16

BATTLE SCREEN
p 26

ORGANIZE SCREEN
p 30

LEGION CONTROL

When unit leaders gain enough experience, they gain the ability to command a legion. A legion consists of up to five units that are grouped together and, in combat, benefit from supportive attacks. This system is useful when you want to siege an enemy's headquarters. There are eight formations available to a legion. According to the terrain and combat conditions, each formation bestows distinct tactical advantages to the legion.



FIELD MAP
p 16

ORGANIZE SCREEN
p 30

AUTO-COMBAT

When units make contact with an opponent, combat ensues. Combat is automatic, as orders cannot be assigned directly to each character. The unit's moves are executed automatically according to the pre-assigned Battle Strategy. General strategy is assigned to each unit, such as attack the unit leader, attack strongest, or attack weakest.



BATTLE SCREEN
p 26

ORGANIZE SCREEN
p 30

ATTACK VARIATIONS

Only the leaders of each unit are displayed on the Field Map. Redistributing units will change the type, number and order of attacks, so the formation of units and legions is very important.



ORGANIZE SCREEN
p 30

CHARACTER CHARACTERISTICS
p 42

ITEMS
p 52

CHARACTER ADVANCEMENT

There are various classes available to the characters in the game. Their level advances as they take part in combat and gain experience. When they meet certain conditions, they can change their classes. Humans, however can change their class by changing equipment.



ORGANIZE SCREEN
p 30

CHARACTER ADVANCEMENT
p 48

ITEMS
p 52

BRANCHING STORYLINE

Ogre Battle 64 contains three major scenarios that branch through more than 35 battles with distinct endings for each. You will interact with characters, and each following interaction is strongly influenced by previous exchanges. Your actions may not be very popular, and will affect the outcome of the game.



WORLD MAP
p 12

FIELD MAP
p 16

ALIGNMENT
CHANGE
p 43

HELPFUL TIPS

The game provides a Help Window which gives a detailed explanation of each command, items, etc.. Training grounds are available where inexperienced characters can train. A Tutorial Mode is also available for the first-time player. If it has been a while since playing the game, you may refer to the Hugo Report for the game chronicle to pick up where you left off.



TUTORIAL
p 10

HELP WINDOW
p 4

HUGO REPORT
p 15

BACKGROUND STORY



The Holy Lodis Empire, rumored to be planning the domination of the entire continent of Zeteginia... The main character of this game, Magnus Gallant, is an 18 year-old born to a noble family and assigned to the Southern Division of the Palatine Army. There he witnesses the plight of the lower class, oppressed by the Empire and treated as livestock.

The nobles have shed their pride and nationalism, now only concerned with the protection of their status by showing loyalty to the Lodis Empire. The upper class is in constant discord, fighting for a better lifestyle, while the lower class lives in despair, stripped of everything. The resentment caused by this disparity reigns over the southern region of Palatinus.

In the midst of social disorder, Magnus thwarts the abduction of the Prince by a band of lower class rebels. This is a turning point for Magnus, and for the entire kingdom of Palatinus. Magnus raises the flag of revolution against the kingdom of Palatinus, hoping to rid the land of the Holy Lodis Empire and regain freedom for all people.

Insert the Game Pak into the Nintendo 64 Control Deck and turn the Control Deck on. Do not touch the Control Stick. The Title Screen will be displayed. Press START to display the Main Menu. Highlight your selection with either the + Control Pad or the Control Stick and confirm your selection with the A Button. If left idle on the Main Menu, the class introduction and game background demos will play.

**NEW GAME**

Select this to start a new game. After inputting your name, birthdate and answering some questions, you will be granted your beginning resources. You will then be sent to the World Map to begin your quest.

LOAD GAME

This will be displayed on the Main Menu if save data is present. If you wish to resume your game in progress, select this. Once you load the Suspend Data, it will be erased.

TUTORIAL

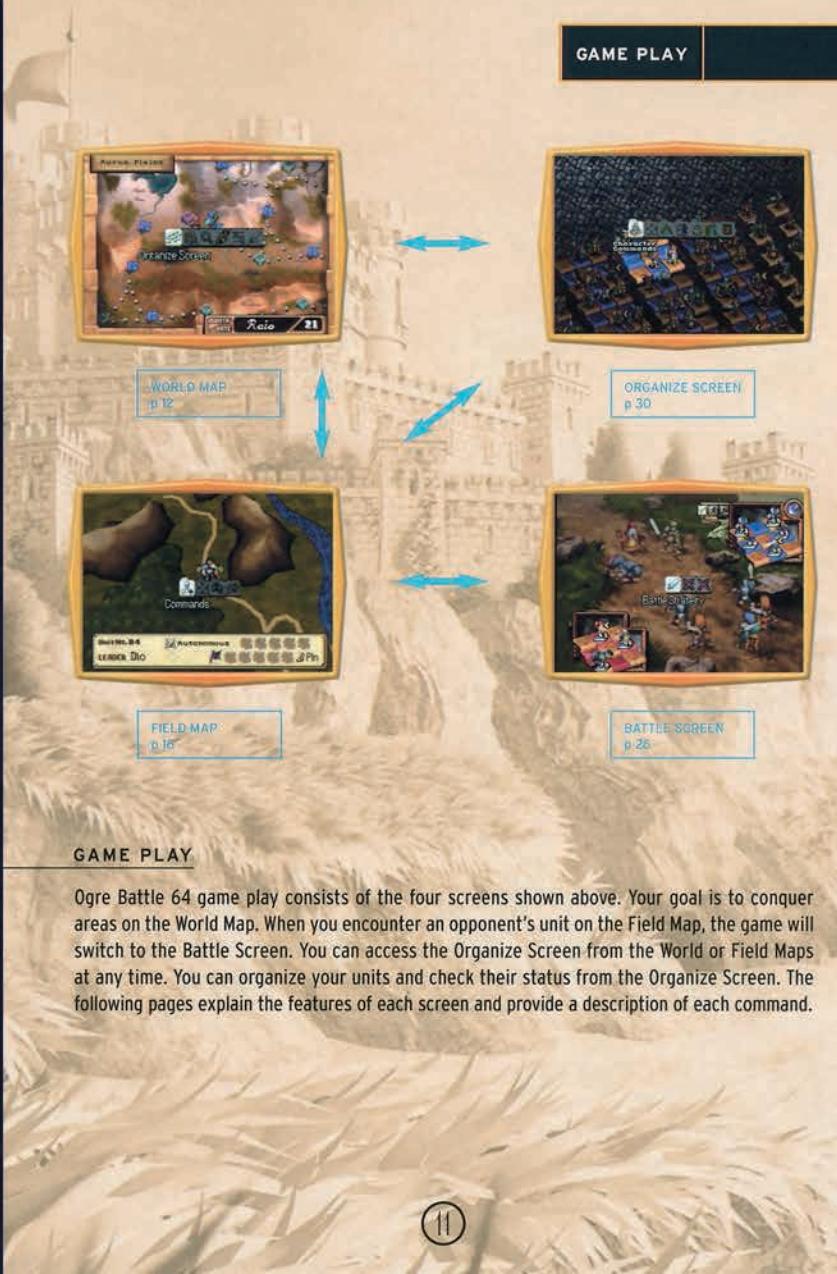
The Tutorial Mode will provide instructions on how to play the game. This is very helpful for first-time players.

STEREO / MONO

You can set music and sound effect outputs to either Stereo or Mono. You can also change this setting from the Settings command from the World and Field Maps.

NOTE: OPENING SEQUENCES

The game starts with a flashback from 6 years ago. Answer Odiron's questions at the graduation ceremony, and give a name and birthdate to the main character. Magnus is the default name, but you can change it to another name of up to 11 letters. By answering some questions, you will be given equipment and a special item. The first scenario begins on the Tenne Plains in the south.

**GAME PLAY**

Ogre Battle 64 game play consists of the four screens shown above. Your goal is to conquer areas on the World Map. When you encounter an opponent's unit on the Field Map, the game will switch to the Battle Screen. You can access the Organize Screen from the World or Field Maps at any time. You can organize your units and check their status from the Organize Screen. The following pages explain the features of each screen and provide a description of each command.

You can travel the kingdom of Palatinus on this map. From the World Map, you can perform tasks like preparing your army for battle and saving game data.



The main character and all areas in Palatinus where you can move are displayed on the World Map. Highlight a destination and select it by pressing the A Button. The status of each area is indicated by four different symbols, shown below. The path to each area is also indicated on the map. Areas under enemy control are indicated by a red Pin Symbol. Movement on the World Map can take time, so pay attention to the date displayed in the bottom-right corner.

**FLAG**

Conquered area.
No events occur in
these areas.

**FORTRESS (BLUE)**

Conquered area with
a castle. No events
occur in these areas.

**SWORD**

Unconquered area.
Events are likely to
occur in these areas.

**FORTRESS (RED)**

Unconquered area with
a castle. Events are likely
to occur in these areas.

NOTE: ZETEGINIAN CALENDAR

This game uses the Zeteginian Calendar as opposed to the common Solar Calendar. Each year is divided into 15 months, and equivalent time periods are shown below. This chart can be used as a reference for the dates on the World Map and in the Hugo Report. Always remember that time passes as you proceed with the game.

DEUS	1/1 ~ 1/24	FLAMA	5/2 ~ 5/25	OCEANO	8/31 ~ 9/24
TIERRA	1/25 ~ 2/18	VENTO	5/26 ~ 6/18	PRETA	9/25 ~ 10/18
AGUA	2/19 ~ 3/13	OURO	6/19 ~ 7/13	GEMEO	10/19 ~ 11/11
SOMBRA	3/14 ~ 4/6	TRUENO	7/14 ~ 8/6	FOGO	11/12 ~ 12/6
BRANCA	4/7 ~ 5/1	TREVAS	8/7 ~ 8/30	RAIO	12/7 ~ 12/31

COMMANDS / R BUTTON

When you press the R Button on the World Map, the following commands will be displayed. At certain times, the commands marked by an asterisk (*) are not available.

ORGANIZE SCREEN	Displays the Organize Screen. Refer to P.30 for details.
HUGO REPORT	View all events that have occurred in the game and access game tips.
PEOPLE* EVENTS	Description of the major characters. This is not displayed during the Prologue. Chronicle of all events that have occurred. Some scenes can be replayed by pressing the L Button.
MISCELLANY	Miscellaneous information, such as a history of Palatinus and information on the Lodis Empire, etc.
TIPS	Helpful information for completing the game. Refer to this when you need guidance.
AREA INVESTIGATION*	Return to a previously conquered area.
TRAINING*	Train units at the training grounds in each area.
SETTINGS	Adjust games settings like sound and icon settings. This command is also available from the Field Map.
MESSAGE SPEED	Set text display speed.
CURSOR SPEED	Set cursor speed.
HELP DISPLAY	Toggle Auto-Help On and Off.
ICON NAME DISPLAY	Toggle the name display under each icon On and Off.
GAME SPEED	Set the rate at which time passes on the Field Map. There are 3 selections to choose from.
LEGION INDICATOR	Toggle the Legion icon on the Field Map On and Off.
DESTINATION DISPLAY	Toggle the name display of a destination On and Off.
BATTLE ACTION NAME	Set the report type of the unit's actions on the Field Map.
ACTION TYPE NAME	Toggle the name display of magic and special attacks on the Battle Screen On and Off.
BATTLE ANIMATION	Toggle battle animations On and Off.
QUICK EXIT	Add Quick Exit function to the L Button in the Organize Screen.
CANCEL ALL	Add Cancel All function to the R Button in the Organize Screen.
SOUND SETTINGS	Set sound output to Stereo or Mono. This can be changed from the Title Screen as well.
RESTORE DEFAULTS	Reset all settings to default.
SAVE	Save game data. 2 games can be in progress simultaneously.

NOTE: MOVEMENT HINT

When you're unfamiliar with gameplay, the Help Display comes in handy. The game displays helpful information on how to get around in the game. The default is ON. Once you're familiar with gameplay, you can turn this function OFF from Settings.



GAME SAVING

You can save the game only from the World Map. It is recommended that you save before going into the Organize Screen or before moving, as an event can happen at any time, taking you into the Field Map. You can save up to 2 games. From the Field Map, there is an additional save available called Suspend Data that saves a game in mid-scene.



GAME BACKUPS

You can make backups of your saved games onto a Controller Pak inserted into the Controller in Controller Socket 1. To access the Controller Pak Menu, press START while turning the Control Deck on. The Controller Pak Menu will be displayed, providing you with the ability to Save, Load and Erase Game Notes. An Ogre Battle 64 save game requires 25 pages.



MAP EXPLORATION

The entire map is available for exploration. Your objective is to occupy unconquered areas indicated by a Pin Symbol. You will encounter new people and new information. The scenarios you experience will change depending on where and in what order you go. Only Alba and the Tenne Plains are displayed at the beginning of the game, as the game progresses new areas will become available.



NOTE: AREA INVESTIGATION



After finishing a scenario, the Area Investigation command becomes available. This command allows you to return to an already explored Field Map. It's a good idea to return to each area once, as you may find something new. As all the points in the Field Map are under your control, new information may now be available. During these subsequent visits, encounters with neutral creatures will be more frequent. Refer to page 25 for more details.

TRAINING

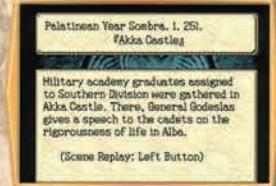
There are Training Grounds in each area. Use of the Training Grounds costs Goth (money), but units earn experience through training. Training is similar to regular combat, where the opponents are different for each area and their levels change according to the unit training. The training continues until one side is defeated, but since this is for training purposes, no one really dies.



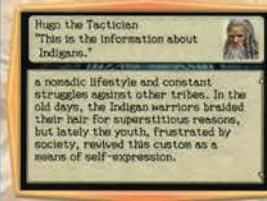
HUGO REPORT



A People category will be added after the Prologue. When selecting Events, it will display the events that have transpired, some can be replayed by pressing the L Button. The report will be updated as the game progresses, so check it out periodically. The Hugo Report also shows the total play time.



NOTE: TEXT SCROLLING



When game text continues on another page, a finger icon will be displayed. You can forward through the text by pressing the A Button. You can also page through previous text one line at a time by holding the R button and pressing Up or Down on either the + Control Pad or Control Stick. This function is especially helpful where the text is lengthy, such as in the Hugo Report.

The Field Map is an enlarged map of a certain part of the kingdom. You will be fighting against opponent's troops to capture strongholds. If you clear the map, all the points will be under your rule.



Time is always passing on the Field Map. The Day Dial in the upper-right corner displays the current time. There are strongholds of various sizes and their icon's color indicate its disposition. Blue indicates occupation by your own forces, red by your opponent, and green indicates neutral occupation. You are assigned one of your strongholds as headquarters and one of your enemy's as its headquarters. When you capture your opponent's headquarters, you win that scenario.



OPPONENT'S



YOURS



NEUTRAL

ENEMY INFORMATION

The characters on the map represent a unit. Red units are your enemy's and blue are yours. When you place the cursor over one of your units and press the A Button the Unit Command menu will be displayed. When you place the cursor over an enemy unit and press the A Button, the status of that unit will be displayed. When you press the A Button again, the formation of the members and the status of the characters will be displayed. The game does not provide information such as HP and attack strategy of a unit that you have not encountered before. However, once you have, their information will be displayed.

LOCATION INFORMATION

When you place the cursor over a stronghold and press the A Button, information on it will be displayed. This information includes its name, population, availability of shops and witch dens, and morale. The stronghold's crest indicates which army is currently occupying it. Red crests are your enemy's and blue crests are yours. When the game begins, the character's crest is that of Palatinus. When a unit is garrisoned at a stronghold, you can access Stronghold Information through the Unit Command screen.



VISIBLE RANGE & FATIGUE LEVEL

The player himself can view the entire Field Map but units and legions have limited visibility. When you move your unit from Field Commands, its line of sight is displayed as a circle called its visible range. Enemy units are not displayed unless they are within this range, so sending units out for reconnaissance is a good idea. For more information, refer to page 19 for Field Commands and page 20 for Unit Movement. Moving units will become fatigued and their ability to fight effectively will decrease.



NOTE: WINDOW CONTROLS

On the Field Map, the C Buttons are very useful as described below. As all action continues in real time, it is very important for you to have quick access and control of what is happening on the Field Map. Learning these commands will aid you greatly in your enjoyment of the game.

(TOP/BOTTOM) VIEW CHANGE

You can change the view of the Field Map using the Top/Bottom C Buttons. You can switch between high or low views.



(LEFT) MAP SCROLL

You can move the screen by pressing the +Control Pad or Control Stick while holding the Left C Button. Time stops while pressing this button, so this is more convenient than moving the cursor.



(RIGHT) MINI MAP

You can get a smaller map to display by pressing the Right C Button. This map shows strongholds and the placement of units, giving you an overview of the Field Map at a glance.



COMMANDS

Field Commands Menu - R Button: When you press the R Button on the Field Map, the following commands will be displayed. Time stops while accessing the Command Menu.

DISPATCH	Dispatch forces to Field Map.
ORGANIZE SCREEN	Reorganize units garrisoned at headquarters.
USE ITEM	Use items from inventory.
ELEM PEDRA	Display the status of Elem Pedra.
SETTINGS	Change game settings. This is also accessible from the Command Menu from the World Map.
MISSION OBJECTIVE	Display the victory conditions for the present scenario.
SUSPEND	Save your game in progress from the Field Map.

NOTE: SEARCH WINDOW

You can display the helpful Search Window by pressing the L Button from the Field Map. Pressing the L/R will allow you to switch between the following 3 screens. On these screens, the Boot icon indicates a unit is moving, and a Flag indicates that the unit is awaiting orders. Pressing START will display the fatigue level for each unit. The L Button also has another function. You can toggle the Hit Point indicators by pressing the L Button while the unit formation is displayed.

PLAYER'S UNITS	ENEMY'S UNITS	STRONGHOLD
When you open the Organize Screen, your active units are displayed with the names of their leaders and unit number. For legions, the Division Core is indicated by a yellow marker and the other units are listed below it. When a unit is selected, the map will display the unit's position and bring up the Unit Command window.	You can access enemy units on the Field Map the same way as your own units. When an enemy unit is selected, the map will display the location and detailed information for the unit. You can switch windows moving Left & Right with the + Control Pad or Control Stick. Information such as Hit Points and attack strategy are not displayed until after you have already encountered that specific unit.	Pressing the L button from the Search Window will display specific information for that location. There is an indicator of who's units occupy the stronghold. A yellow button indicates the presence of a shop and a blue hat indicates a witches den. If any units are garrisoned there, the name of its leader will be displayed.


COMMANDS

Field Commands - Select a unit and press the A Button: When you select a unit or legion and press the A Button, the following commands will be displayed. At certain times, the commands marked by an asterisk (*) are not available.

COMMANDS	Commands for units and legions.
MOVE	Move units and legions by setting waypoints.
DIRECTION	Assign a combat facing to Waiting unit. If assigned to a moving unit, it will stop.
ORDERS	Set a unit's action while moving and waiting. Refer to page 21 for more details.
DESTINATION*	Display a unit's destination. This command is only available while the unit is moving.
RETREAT*	Order units to retreat. Only usable on units in your headquarters.
UNIT COMMANDS	Commands for units.
BATTLE STRATEGY	Select battle strategy for a unit. Refer to page 37 for more information.
FORMATION	Assign a formation to a unit. Gray squares cannot be used.
USE ITEM	Use expendable items carried by the unit.
CHANGE LEADER*	Change the leader of a unit, when a second leader is available.
LEGION COMMANDS*	Commands for legions.
FORMATION	Assign a formation to a legion. Refer to page 21 for more details.
DIVISION PLACEMENT	Change the placement of legion divisions.
STRONGHOLD COMMANDS*	Commands for units and legions garrisoned in a Stronghold.
ENTER STRONGHOLD	Enter the Stronghold. You can gather information from the inhabitants.
STRONGHOLD INFO.	Display the Stronghold's population, morale, and other information.
SHOP*	Visit the Stronghold's Shop. Items purchased are kept in inventory.
WITCH DEN*	Visit the Stronghold's Witch Den. Dead characters can be raised and petrified characters can be cured here.
EXCHANGE CHARACTERS*	Exchange characters between units garrisoned at the same Stronghold.
EXCHANGE ITEMS*	Exchange items between units garrisoned at the same Stronghold.
EXCHANGE UNITS*	Exchange units and legion divisions garrisoned at the same Stronghold.
CAMP*	Orders units to make camp and rest. Only fatigued units can be ordered to camp.
STATUS	Display the Organize Screen for the unit.

NOTE: PAUSE

Pressing START when no Menus or Windows are displayed will stop the passage of time, allowing you to input commands. This function is helpful when numerous reports arrive simultaneously and issuing commands becomes difficult.



DISPATCH AND RETREAT

From the Field Map, you can mobilize units using the Dispatch command from the Command Menu. Units can be sent away from battle with the Retreat command, but only when they're at your headquarters. You can dispatch a maximum of 10 units, including those in a legion.

MOVE AND WAIT

When you select Move from Field Commands, the Visible Range and a flag icon will be displayed. Select a destination with the A Button, and press the A Button again to execute the Move command. Areas marked by a flag with an X are inaccessible. If you select another point without confirming, you can assign up to 2 waypoints. Each unit has a specific Movement Type, and will plot the best route automatically. However, you can assign your own route by setting up to 2 waypoints to the destination. Please refer to page 45 for more details on Movement Types. After arriving at its destination, the unit will notify you and wait for new orders.

NOTE: CURSOR PRIORITY

When selecting a destination for a unit, the text Stronghold will be displayed in the upper-left corner. This indicates cursor priority. Cursor priority sets how the cursor reacts when nearing an object. By pressing the R Button, you can change the cursor priority. You can select enemy units as well when Unit priority is selected.

STRONGHOLD When the cursor is moved near a stronghold, it will be drawn to it automatically.

UNIT When the cursor is moved near a unit, it will be drawn to it automatically.

LOCATION The cursor can be placed anywhere.



UNIT

You can issue orders to a unit that it will follow en route to a destination using the Orders command under Commands. A Waiting unit will automatically change its position to face an enemy unit approaching it. The direction the unit is facing affects combat and visibility, so this is very important.



ORDERS

MOVE	Set the movement pattern for a unit. The default setting is Direct.
DIRECT	The unit will not deviate from its destination, even if it encounters an enemy unit.
HIT & RUN	When the unit encounters an enemy unit, it will attack and then continue on to its destination.
EVASION	The unit will avoid encounters with enemy units and maintain its course.
WAIT	To set the action of the unit while waiting. The default setting is Guard.
GUARD	The unit will not initiate combat if it encounters an enemy unit, and will continue to wait where stationed.
INTERCEPT	When the unit encounters an enemy unit, it intercepts and attacks.
RETREAT	When the unit finds an enemy unit, it moves to maintain a safe distance from it.

LEGION

Legions can change formation freely on the Field Map by selecting Formation from Legion Commands. When a legion moves through a narrow area, it changes its formation to one that will allow it passage. If a legion is only a single unit, it will turn to face enemy units while Waiting.



FORMATION



MOBILE WALL



RIGHT AHEAD



LEFT AHEAD



GRAND ARROW



WEDGE SHIFT



DUAL WEDGE



FUNNEL SHIFT



WING SHIFT

LIBERATE AND CAPTURE

The standard mission objective is to capture your enemy's headquarters. First, you will have to liberate all strongholds under enemy control. When your unit or legion captures a stronghold under your enemy's control, its icon changes blue. Once a stronghold is captured, you can get information from the locals and patronize the shops. Also, the units that are at the same stronghold can exchange items and members. A unit's Hit Points and Fatigue Level will regenerate while garrisoned at a stronghold.



WITCH DEN

A mansion icon in the Stronghold Information Window, indicates the presence of a Witch Den. For a fee, the witch will raise the dead and cure petrified characters. You can enter the Witch Den with the Witch Den command from Stronghold Commands. The more experienced the character, the more expensive curative treatments are.



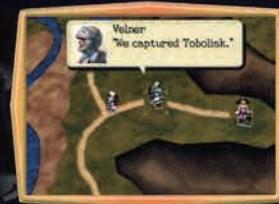
SHOP

A house icon indicates the presence of a Shop. You can purchase equipment and expendables. When beginning a game, you should purchase healing items. You can enter the shop by the Shop Command from Stronghold Commands.



NOTE: LIBERATE AND CAPTURE

Alignment indicates the popularity of a unit and Morale indicates contentment of the residents of a stronghold. If the alignment of a unit capturing a stronghold is not compatible with the inhabitants' Morale, it will be Captured, not Liberated. There are 3 levels in alignment: Lawful (L), Neutral (N) and Chaotic (C). Morale is defined with a scale of 1-100. A higher number indicates a Lawful alignment and a lower number indicates a Chaotic alignment.



FIELD ENCOUNTERS

Both you and your enemy are vying for each other's headquarters. Therefore, it is dangerous to set up camp. If your unit is attacked by an enemy unit while encamped, your unit will enter combat with all members asleep. If no stronghold is available, make sure that there are no enemy units nearby before making camp. The following commands are usable on an encamped unit. When your unit is fully recuperated it will automatically break camp. If an enemy unit approaches you should break camp in preparation for combat. There are neutral characters on the Field Map. They are not visible even when they are within the Visible Range, but when encountered, you will enter combat. Occasionally, you can persuade them to join you.



ENCAMPMENT COMMANDS

UNIT COMMANDS	Same as Field Commands.
BATTLE STRATEGY	Select battle strategy for a unit. Refer to page 37 for more information.
FORMATION	Assign a formation to a Unit, including incapacitated characters.
USE ITEM	Use expendable items carried by the unit.
BREAK CAMP	Break Camp. This command is not available when a unit's fatigue level is 100%.
STATUS	Display the status for the characters in that unit.

NOTE: TREASURE HUNTING

There are no indications of where items are buried on the Field Map. When a unit passes near a buried item, the items will be found automatically. You can use the Dowsing Rod to help you find treasure. Items found will be placed in inventory, so they are not available to the Unit that discovered them.



COMBAT

When you encounter an enemy unit on the Field Map, you will enter combat. Depending on the direction the unit is facing when the encounter happens, the positioning square shifts 90 degrees. This affects the number and type of attacks available. It is best for a unit to be facing an enemy unit. The loser of the combat will be repelled.



The Status icons indicate the status of each unit. Even when a Legion engages in combat, the actual combat is fought on a unit basis. The soldiers from the Legion Core will join to support the attack. Also, by using a creative formation, you can direct where the enemy unit is repelled.



STATUS ICONS

When a unit on the Field Map is in trouble, it will communicate this with the Status icons. Enemy units also rely on these same icons.

**SKULL**

A skull icon indicates the unit leader is unable to fight. The unit will not accept any orders.

**QUESTION MARK**

The unit is in trouble. It is attempting to follow its orders, but an enemy unit is interfering.

**SWEAT**

The unit is fleeing from an enemy unit. They are not always successful.

STRONGHOLD

The unit is heading for a stronghold to rest. This icon describes the status of enemy units only.

NOTE: LEADERLESS UNITS

Both units and legions have leaders who follow the player's orders. If these leaders die, they will not accept further orders from the player. Units without a leader will return to headquarters. On a legion level, only the unit whose leader died will return to headquarters and the remaining units will revert to separate units and await orders.



CAPTURE ENEMY HEADQUARTERS

The enemy commander is garrisoned at the enemy's headquarters. When you defeat the commander's unit, the scenario is completed. Money, new recruits and items will be the spoils of the battle. The amount of money and the number of soldiers depends on how many strongholds have been occupied.



These soldiers are inexperienced and will be placed in reserve in the Organize Screen. After completing the scenario, the World Map will be displayed, saving the game at this point is recommended.

NOTE: WINNING AND LOSING CONDITION

When you go into the Field Map first, the winning and losing conditions will be displayed. The winning condition is normally to gain control of your enemy's headquarters. If your main character dies or your headquarters is lost, the game is over. You will be able to restart from a previous save game. Occasionally, there will be different winning conditions. For example, one scenario adds a time limit.



AREA INVESTIGATION

You can return to a map you have cleared with the Area Investigation command from the World Map. This command allows you to return to an already explored Field Map. It is recommended that you return to each area at least once as you may find something new. As all the strongholds within the area are under your rule, you may be able to learn new information. During these subsequent visits, encounters with neutral characters will be more frequent.



This is where all combat takes place. Battles are fought automatically, so the player is not required to issue individual commands. Under certain conditions, commands may be given by the player.



POSITIONING SQUARE

Shows the formation and HP of the characters that belong to each unit. The red square is the enemy's, and the blue is yours. The leader is indicated by a yellow icon.

INTERRUPT GAUGE



This window displays the Interrupt Commands and the Interrupt gauge. Use the left-most one first. The middle one is available when the gauge has filled twice, and the rightmost is available the third time.

The enemy unit is shown in the upper-left and your unit is shown in the bottom-right of the Battle Screen. Battles are fought automatically, so the player is not required to issue individual orders once the battle has begun. The only available command is the Interrupt Command. The Interrupt Gauge fills as your unit is damaged and time elapses. You can use the Battle Strategy command at any time. The Retreat command can only be used once the gauge has been filled twice, Elem Pedra is available after the third time the gauge has been filled. Press the A Button to execute a command.



When you encounter neutral characters on the Field Map, you will enter combat. You can either fight them or talk them into joining you. The Interrupt Command will change to Talk instead of Battle Strategy. The neutral characters encountered are different for each area and a successful negotiation depends on the class of the unit leader.

INTERRUPT COMMANDS

Once the gauge is full, these commands are available. The Talk command is only available when encountering a neutral character.

BATTLE STRATEGY	Change battle strategy. Refer to page 37.
TALK*	Persuade a neutral character to join you.
RETREAT	Order unit to retreat. This command is only available after the Interrupt Gauge has filled twice.
ELEM PEDRA	Summon a spirit. This command is only available after the Interrupt Gauge has filled thrice.

BATTLE SCREEN

The winner of combat is decided by the amount of damage inflicted. Each character fights according to the battle strategy given. Formation and Battle Strategy are given in the Organize Window. The winner is decided by which unit has taken the least damage, or is still standing.



CHARACTER STATUS



PARALYZED

When a character is paralyzed, they are unable to act. They will recuperate after combat ends.



ASLEEP

A character that is asleep is unable to act. They will reawaken after combat ends.



POISONED

Poisoning reduces a character's attack power. It can be cured magically, or after combat ends.



PETRIFIED

A petrified character is unable to act. Petrification can be cured with a special item, or after a scene is completed.

NOTE: FIELD PAUSE & BATTLE ANIMATIONS

You can adjust battle animations by pressing the L Button on the Battle Screen. Set to Off when you want battle to end quickly, although the Interrupt Gauge will fill slower, making the Interrupt Command available less often. Also, you can pause the game by pressing START during combat and the game will be paused when you exit combat. This is convenient for inputting commands.



INTERRUPT COMMANDS

The Interrupt Commands are designed to help turn the tides of combat. They become available as combat progresses, noted by the gauge. The execution of these commands must wait for a pause in the action, so you may want to press the button early if you want to interrupt.

**ELEM PEDRA**

This command summons the spirits of different elements with the special item given to you at the beginning of the game to attack the enemy. The power of ELEM PEDRA increases as the level of the main character goes up. When you enter the Field Map the first time, the gauge is full so you can use this command right away but it will require time to recharge. You cannot summon during training or in combat with neutral characters. You can view the status of the pedras with the ELEM PEDRA command on the Field Map.

NOTE: AFTER BATTLE

Characters gain experience from participating in combat. Fighting higher level enemies earns more experience points. Some characters also Change Class when they advance in levels. A character's alignment will also change depending on the alignment of its opponents. When it goes up it approaches Lawful, and when it goes down it approaches Chaotic.

**TERRAIN**

A unit's ability to move and fight is dictated by its Movement Type. A unit on familiar terrain will move faster and gains a substantial advantage in combat. For more information, refer to page 45.

**STRONGHOLD**

Advantage goes to the unit defending the stronghold.

**HIGHWAY**

No special advantage for any Movement Type. It is great terrain to fight on, as it offers good visibility.

**SNOWY HIGHWAY**

No special advantage for any Movement Type. It is great terrain to fight on, as it offers good visibility.

**PLAIN**

Regular terrain that any unit can move and fight on without penalty.

**WILDERNESS**

Disadvantage for all except Mountain and Air units. This is difficult terrain for most units to fight on.

**FOREST**

Forest units gain an advantage on this type of terrain. This terrain requires familiarity to negotiate easily.

**HIGHLANDS**

Mountain units have an advantage on this type of terrain. Movement and combat here is difficult for all but the most robust characters.

**MARSH**

Disadvantage for all units except for Marsh and Air Type. The muddy ground makes fighting very difficult.

**RIVER BANK**

Disadvantage for all units except for Marsh and Air Type. These areas are often inaccessible. Combat on this terrain is very uncommon.

**SNOWY PLAIN**

Disadvantage for all units except for Snow and Air Type. Snowy Plain is common in the North.

**SNOWY WILDERNESS**

Disadvantage for all units except for Snow, Mountain and Air Type. The bitter cold and slippery ground make for very treacherous terrain.

**SNOWY FOREST**

Advantage for Snow and Forest units. Fighting any other unit on this terrain will give you a great advantage.

**SNOWY HIGHLANDS**

Disadvantage for all units other than Snow, Mountain, and Air Type. It is extremely difficult to move on this terrain.

This screen allows you to manage your troops and items. You can reorganize your units and legions and ready your characters for battle.



STATUS WINDOW

Total number of soldiers, characters units and legions.

MONEY

The army's monetary resources. You start the game with 1000 Goth.

ARMY NAME

During the game you will name your army. Its name is displayed here.

STATUS WINDOW

Pressing the A or B Button on the Status Window will display information for each character, unit and legion. You can move the cursor with either the + Control Pad or the Control Stick. Pressing the A Button will display detailed information.



1. CHARACTER NUMBER	13. MOVEMENT TYPE
2. LEGION ICON	14. UNIT NUMBER
3. UNIT ICON	15. LEGION ICON
4. LEVEL	16. BATTLE STRATEGY
5. EXPERIENCE POINTS	17. UNIT LEADER
6. MAX # OF EXPENDABLES	18. ITEMS CARRIED BY UNIT
7. HIT POINTS	19. MOVEMENT TYPE
8. RANK	20. LEGION NUMBER
9. ELEMENT	21. SPEED
10. ALIGNMENT	22. LEGION LEADER
11. CHARACTER NAME	23. FORMATION
12. CLASS	24. MOVEMENT TYPE

All characters, units and legions that belong to your army are displayed on this window. The first window displays general information on your army, such as money, its name and status. From this window, you can access information on each unit and legion by pressing the A or B Button. Please refer to page 42 for more details. You can return to the first window by pressing the B Button again. You may access the Organize Screen from both the World and Field Maps. However, there are some commands that will not be available from the Field Map.

COMMAND MENU - R BUTTON

Press the R button from the Organize Screen to display the following commands. You can manage your units and items here. However, dispatched units and items that they carry cannot be managed through the commands listed here. At certain times, the commands marked by an asterisk(*) are not available.

CHARACTER COMMANDS

Management of individual characters.

- Equip item
- Unequip item
- Change class
- Discharge
- Change name

UNIT COMMANDS

- Form unit
- Add character
- Remove character
- Formation
- Exchange characters
- Change leader
- Battle strategy
- Carry item

LEGION COMMANDS*

- Management of legions.
- Form legion
- Add unit
- Remove unit
- Formation
- Reorganize units

CLASS COMMANDS

- Management of characters.
- List class
- Buy equipment*
- Replace soldiers

ITEM COMMANDS

- Management of items.
- Use item
- Remove item
- List items
- Sort items
- Sell item
- SORT
- EXIT

CHARACTER MANAGEMENT

All characters, including characters in a unit and legion, will be managed by the Character and Class Commands. Their condition may change during the course of the game, check their status frequently.



RESURRECTING CHARACTERS

Before leaving the Field Map, revive dead characters to prepare for upcoming battles. Character Status and Hit Points will be restored automatically when you clear the Field Map, but death isn't cured so easily. Select Use Item from the Command Menu to use an item to revive your character. These items can be found on the Field Map.



EQUIPPING ITEMS

When you purchase or acquire new equipment, you can select Equip Item from Character Commands to find who can equip the item, and see how it will affect their statistics, press the A Button. On this screen, an X indicates that this character cannot equip this item. Please see page 55 for more details.



CHANGING CLASSES

A character may change classes by selecting the Change Class command from Character Commands once they meet certain requirements. Choose a character and press the A Button to change classes. A character who is not eligible to change classes will be indicated with an X. All known classes are displayed on screen, and classes shown in bright color are available to that character. Sufficient statistics, alignment, and equipment are all prerequisites for changing classes. When their statistics are shown in white, and their equipment list doesn't have an X, they are eligible to change into that class. When done from the World Map, required equipment can be purchased immediately.



REMOVING CHARACTERS

As the game progresses, you'll acquire many characters for your army. Eventually, the soldiers become characters as they gain experience. The table below lists the maximum number of people in your army. As you progress, you may want to remove characters that you don't use. However, you cannot get rid of your main character.

	MAX	MAX	MAX	MAX			
Soldier	200	Character	94	Unit	29	Legion	6

CHANGING NAMES

Select Change Name from Character Commands to change the name of a character. You can name your characters as you did when you named your main character when you started the game. Use the C Buttons to move the cursor. You cannot change the name of your main character, or certain event-related characters.



NOTE: USING L, R, AND C BUTTONS

From the Settings menu from the world and field maps, enabling Quick Exit and Cancel All will add additional button commands. The L Button will be assigned to Quick Exit, allowing you to exit the Status Screen quickly. The R Button will be assigned Cancel All, providing the ability to cancel all commands, and return to the command icons. When selecting an item or character, there may be a C Button prompt and a second cursor for it, along with the normal cursor. Press the C Buttons to move the C button cursor up/down/left/right to select a character. In the Item List, pressing the C Button up/down will move the cursor item by item, and pressing the C Button right/left to scroll through the list page by page.



CLASS MANAGEMENT

Character management can also be done through the Class Commands menu, which is categorized by class. This can be very useful to change class and manage equipment when the size of your army increases. This menu is the only place where the command Soldier Replacement can be executed.



SOLDIER REPLACEMENT

Three soldiers fill the space of one small (S) character. When a soldier is killed, they cannot be revived. In this instance, you can use the Replace Soldier command in Class Commands to replenish this soldier. If a group of soldiers is destroyed, choose Add Character to add a new group of soldiers.



BASIC EQUIPMENT AND CHANGING CLASS

When you select the List Class command from the Class Commands menu, all available classes will be displayed by category. You can change your class from this menu as well. The Change Class command in Character Commands allows you to select what class a character will become, by selecting a class and providing a list of characters that are eligible to become that class. Please see page 47 for more information on classes. When you select Purchase Equipment from the Class Commands menu, you can purchase the requisite equipment for the class you specify. This command can only be performed from the World Map. It's recommended that you have a few extra sets of equipment for the Fighter and Amazon classes. Please refer to page 55 for more information on equipment.

HUMAN
(MALE)HUMAN
(FEMALE)

UNDEAD



DEMI-HUMAN



MONSTER



DRAGON

ITEM MANAGEMENT

All items your army possesses are stored in Inventory. You may check your items using List Items from the Item Commands menu. There are three different types of items: Expendables, valuables, and equipment. Please see page 52 for more details on these item types. On the Organize Screen, you can use Expendable items by selecting Use Item from Item Commands. You can manage equipment by selecting Equip Item or Unequip Item in Character Commands.



Iron skullcap that leaves portions of the head unprotected.

Expendable items can be carried by a unit by selecting Carry Item in Unit Commands. You can return Expendable items carried by units to inventory by selecting Remove Item in Item Command. When you want to dispose of an item, select Sell Item in Item Commands to sell it for 1/4 its purchase price.



NOTE: ITEM SORTING

The Item List is divided into categories. You can swap two items by selecting them with the List Items command. The Sort Items command can be customized for ease of use. You can customize the sort as listed below. When you have selected the desired criteria, select the Execute Sort command.



Sorts in this order: Physical, Wet, Flame, Earth, Water, Wind, Book.



1. Type
2. Statistics
3. Element
4. Quantity
5. Cost
6. Alphabetical



1. Type
2. Statistics
3. Element
4. Quantity
5. Cost
6. Alphabetical



1. Element
2. Quantity
3. Cost
4. Alphabetical



1. Type
2. Statistics
3. Element
4. Quantity
5. Cost
6. Alphabetical



1. Type
2. Statistics
3. Element
4. Quantity
5. Cost
6. Alphabetical



1. Element
2. Quantity
3. Cost
4. Alphabetical



1. Element
2. Quantity
3. Cost
4. Alphabetical



1. Element
2. Quantity
3. Cost
4. Alphabetical

UNIT MANAGEMENT

Characters form small groups called Units that are sent to battle. Units are led by unit leaders, who receive and carry out your order. Some units are already formed when the game begins. You may form units and maintain existing units from the Unit Commands menu.



ORGANIZING UNITS

You can change characters with the Add and Remove Character commands from the Unit Command menu. The unit's statistics before and after the exchange will be displayed on the Unit Data window. You can remove a character with the Return icon and change the position of the characters with the Move icon. You can also move characters with the Formation command. You may swap Unit Leaders, if possible, with the Change Leader command. You can also exchange characters between units with the Exchange Characters command. A unit will be disbanded if its leader is removed.



FORMING UNITS

Select Form Unit from Unit Commands when you want to create a new unit. First, select the unit leader and members from the reserves and register as a new unit. Select the leader from the highlighted characters. Only characters with a medal are qualified to lead a unit. The type and number of attacks changes according to their position. Refer to the following page for more information. A unit can be formed with only a leader, but adding characters is recommended. The positioning square shifts according to the encounter facing. The unit's statistics for each encounter facing will be displayed on the Unit Data window.



BATTLE STRATEGY

The type and number of attacks depends on the formation of the unit. The target is appointed by the unit leader in accordance with the strategy the player selected. You can change strategy with the Battle Strategy from the Unit Commands menu. The default strategy is Autonomous, but it can be changed during battle or from the Field Map.

AUTONOMOUS	Each character acts independently. This is a standard strategy that provides a good balance.
ATTACK STRONGEST	Unit attacks target with the highest Hit Points. You won't kill the target, but you weaken it gradually.
ATTACK LEADER	Unit attacks enemy unit's leader. This allows you to disable the enemy units quickly.
ATTACK WEAKEST	Unit attacks target with the lowest Hit Points. This strategy allows you to decrease the number of enemy units quickly.

EXPENDABLE ITEMS



Units cannot use expendable items from Inventory. You must allocate these items to each unit with the Carry Item command from the Unit Commands menu. The number of items a unit can carry depends on the class and number of characters in it. The maximum number of items a unit can carry and the number of items they are currently carrying will be displayed on the unit's Status Window.

NOTE: UNIT MANAGEMENT GUIDELINES

There are some rules for organizing units. There are things you can and cannot do depending on the character's class; such as its size and whether or not it's decorated. Please refer to Character Statistics on page 42 for the characteristics of each character.

- **YOU CAN CREATE A UNIT OF UP TO 5 CHARACTERS.**
A formation covers 9 positioning squares. Each unit can consist of up to 5 characters, including the unit leader. The type of attacks available changes according to the positioning of the characters.
- **LARGE SIZE CHARACTERS TAKE UP TWICE THE SPACE OF A SMALL SIZE CHARACTER.**
You cannot place characters around a Large size character. Large size characters cannot be unit leaders.
- **EXPENDABLE ITEMS**
The number of expendable items each character can carry depends on its class. The number of items a unit can carry is the total number of items each character can carry.
- **PRIORITY IN MOVE TYPE**
There are move types for each character which means it does well on that terrain. The move type of a unit is dictated by the highest priority character in the group. Please refer to page 45 for more information on this.

LEGION MANAGEMENT

A legion is a larger force consisting of several units. It also allows for more advanced strategies using these large forces. The lead unit in a legion is the Legion Core and the other units are called Legion Divisions. When Legion Divisions engage in combat, the soldiers from the Legion Core will join them to support their attack.



ORGANIZING LEGIONS

The leader of the Legion Core dispatches its soldiers to deliver commands to each unit (Legion Division) and therefore, the number of soldiers in the Legion Core equals the number of Legion Divisions the leader can maintain. When a legion is formed, there is only one legion displayed on the Organize Screen. If you want to add units to this legion you must do it from the Organize Screen. Remember, the Legion Core must have sufficient soldiers to support the Legion Divisions. You can add or delete Legion Divisions with the Add and Remove Unit commands from the Legion Commands menu.

FORMING A NEW LEGION

The Legion Core unit leader is also the leader that commands the entire Legion. Only characters whose medals are blue are qualified to lead a Legion. You can check their qualifications on the character's Status Window. When forming a new legion, you must



first form a unit lead by a character qualified to lead a legion. If none are available, you may want to see if any characters are eligible for a class change. It is recommended that you put soldiers into the Legion Core. When a unit qualified to become a Legion Core is formed, you can form a new legion with the Form Legion command from the Legion Commands menu. Any unit is eligible to become a part of a legion.



CHANGING FORMATION

You can change the formation of units in a legion with the Reorganize units command from the Legion Commands menu. When a legion is formed, its default formation is the Mobile Wall which is a horizontal line formation. You can change the legion formation from the Field Map as well. Refer to page 21 for a description of the available formations.



LEGION FORMATIONS



You can change the position of the units in a legion with Reorganize units from Legion Commands. You may place them as you wish, as long as all characters are contiguous. If a legion and a unit are garrisoned in the same stronghold, you can swap or manage units with the Exchange Units command from the Stronghold Commands menu.

NOTE: LEGION MANAGEMENT GUIDELINES

There are some rules that apply when forming a new legion, primarily for the unit designated as the Legion Core. When the Legion Leader is killed, the legion is disbanded and the units revert to separate entities.

- CENTURION AS A LEGION LEADER

The Centurion class is the primary class of Legion Leaders. When Legions became available, so too will the Centurion class. The leader of your legion needs to be very experienced.

- NUMBER OF SOLDIERS IN A LEGION CORE EQUALS THE NUMBER OF LEGION PARTS

The number of legion parts a legion can command is equal to the number of soldiers in the Legion Core. For example, if there are four soldiers in the Legion Core, it can form a legion of up to four divisions.

- NUMBER OF SUPPORTIVE ATTACKS EQUALS THE NUMBER OF SOLDIERS IN A LEGION CORE

When Legion parts are in battle, they are supported by soldiers in the Legion Core. If these soldiers are lost in battle, the number of supporting attacks will decrease and therefore the attack power will go down.

- LEGION MOVEMENT TYPE IS PLAIN

The only movement type available to a legion is the Plain type. Its speed is dependent on its number of Legion Divisions. The speed for a Legion Core is 10. Every additional division to a legion decreases its speed by 1.

NOTE: CHARACTER MANAGEMENT

The Organize Screen is used to sort characters, units and legions. The Manual Sort command allows you to move them manually, while the Auto Sort command will sort them by criteria.



The Auto Sort command will sort according to default criteria, which can be changed with the Order command. The chart below shows the default sort priority.



CHARACTER

- 1. NO
- 4. ELE
- 2. Class
- 5. Alignment
- 3. Level
- 6. Movement Type



UNIT

- 1. NO
- 4. Defense
- 2. Level
- 5. Alignment
- 3. Attack
- 6. Movement Type



LEGION

- 1. NO
- 3. Attack
- 2. Level
- 4. Defense

NO	Sorts by the ascending or descending registration number. This is the default setting for characters, units and legions. You can change the registration number itself by using Manual Sort.
CLASS	Sorts by class, and the order is Human ♂, Human ♀, Undead, Demi-Human, Beast, Dragon and Golem or the reverse. This applies only to individual characters.
LEVEL	Sorts by level in either ascending or descending order. When a unit or legion is sorted with this criteria, the average level of its characters is used.
ELE	Sorts by element in order of Wind, Flame, Earth and Water or the reverse. This applies only to the individual characters.
ALI	Sorts by alignment in descending order. A unit's alignment is the average of its character's alignments.
MOVEMENT TYPE	Sorts by Movement Type in order of Sky, Plain, Forest, Mountain, Snowy Field, Swamp, and Immobile or the reverse. Refer to page 45 for more information.
ATTACK	Sorts by the attack power of a unit or legion. Formation changes of the units may have a small effect on attack power.
DEFENSE	Sorts by the defense power of a unit or a legion. Formation changes do not affect defense power.

CHARACTER STATISTICS - P42**ITEMS - P52****CHARACTER ADVANCEMENT - P48**

The characters in the game have various abilities that improve with experience and are augmented by the items they equip themselves with. The following section introduces the characters, their characteristics and advancement. Also, the different items and how they're used is explained here. This information is very helpful when organizing your army and items.

Every character has various statistics. A character's class has the single greatest impact on these statistics. It is important to understand what a character is capable of, in order to utilize them efficiently.



From the Organize Screen, press the A Button while the character status is displayed on-screen. This accesses the Character Details Screen. Use the Control Stick or + Control Pad to browse through the characters.

- | | |
|----------------------|--|
| 1. ID NUMBER | The character's ID number. This can be reassigned using the Sort command. |
| 2. LEGION SYMBOL | This symbol will be displayed if the character is part of a legion. |
| 3. UNIT SYMBOL | This symbol will be displayed if the character is part of a unit. |
| 4. LEVEL | The character's level will increase when they reach 100 experience points. |
| 5. EXPERIENCE POINTS | Characters acquire experience points through battle. |
| 6. # OF EXPENDABLES | This number indicates how many Expendable items the character can carry. This also affects how many Expendable items its unit can carry. |
| 7. HP | The character's current Hit Point/Max Hit Point. The character dies when its Hit Points fall to zero. |
| 8. RANK | The medal's color indicates the character can become a leader of a unit or legion. |
| 9. ELEMENT | Indicates the character's element. This characteristic is permanent. |
| 10. ALIGNMENT | The scale icon indicates the alignment of the character. Their actions influence alignment. |
| 11. CHARACTER NAME | The name of the character. Most character names can be changed. |
| 12. CLASS | The character's current class. A character's class can be changed when certain requirements are met. |
| 13. MOVEMENT TYPE | This indicates the terrain the character specializes in. This affects movement speed and battle strength on different terrain. See page 29 and 45 for details. |
| 14. STATISTICS | This displays the 6 basic characteristics: STR-Strength, VIT-Vitality, INT-Intelligence, MEN-Mentality, AGI-Agility, and DEX-Dexterity. |
| 15. ACTION | This indicates the type, effectiveness, and number of actions when placed in different rows. A staff icon indicates a spell, and a sword icon indicates a physical attack. |
| 16. PHYSICAL DEFENSE | This shows the character's defense from physical attacks. This number is determined by character and equipment statistics. |
| 17. MAGICAL DEFENSE | This shows the character's defense from magical attacks. This number is determined by character and equipment statistics. |
| 18. EQUIPMENT | This lists equipped items. The types of equipment a character can equip is determined by their class. |

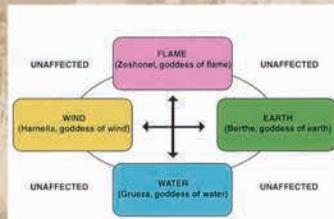
ELEMENTS AND ALIGNMENT

Every character has statistics called element and alignment. A character's element does not change, but its alignment will change with its actions. Alignment is indicated by an L, N, C and the scale icon.



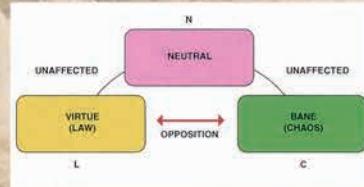
ELEMENT

There are 4 elements; Flame, Water, Earth, and Wind. Flame and Water repel each other, and Earth and Wind repel each other. All characters and some items will be affected by these elements. Only the main character can be assigned an element, when it's created at the beginning of the game.



ALIGNMENT

The alignment of a character ranges from Lawful (L), Neutral (N), to Chaotic (C). Lawful and Chaotic repel each other, so this parameter affects combat, and the liberation of towns. Some items have an alignment that affects its use.



NOTE: CHANGING ALIGNMENT

A character's alignment will be affected by others in the unit. When you place a Lawful character in a unit comprised mostly of Chaotic characters, the Lawful character's alignment will lean toward Chaotic. If your character kills a Lawful character, the character will lean toward Chaotic. When your character kills a character of a higher level, the alignment of the character will lean toward Lawful. Changes in alignment will have an effect when you change classes, as well as change the progression of the game.



CLASS CHARACTERISTICS

Every character belongs to a certain class. As described in detail on page 47, character classes can be divided into several categories. The different classes vary in size, Movement Type, and attack type.



GENDER

Although this characteristic is not indicated on the Character Status Screen, all humans are gendered. Male characters tend to have higher strength, while female characters tend to have higher agility. Gender's greatest affect on game play appears while changing classes. Please see page 50 for more details.



A character with a red medal is eligible to become a unit leader, and a character with a blue medal is eligible to become a legion leader. This information is available on the Character Status Screen. Leaders are always small (S) characters, and they tend to have higher statistics. Typically, only the Centurion class can lead a legion.



SIZE

There are two different character sizes. Normal characters, such as Fighters and Wizards, are small (S) characters, whereas Dragons and Cerberuses are large (L). The difference in size affects the number of characters and formations a unit can take. As large characters take up the same space as two small characters, you can have a maximum of two large characters and a single small character per unit. Large characters are ineligible to be unit leaders, so units must be formed with a small character, and the large characters added. Units with large characters are typically stronger, placing them up front is recommended.



RANK

EXPENDABLES AND EQUIPMENT

If their class allows, characters can carry up to four pieces of equipment. The number of pieces and the type of equipment a character can carry is determined by its class. A character can carry up to four Expendable items. However, characters with a lot of equipment cannot carry as many Expendable items. Thus, large (L) characters, which are not able to carry equipment are able to carry many Expendable items.

ACTION TYPE

When forming a unit, characters can be placed in the 1st, 2nd, or 3rd row. The row they're placed in determines the number and type of actions that can be taken during combat. Attacks with a weapon or fist are physical attacks, and are indicated by a sword icon. Dragon breath is considered a physical attack as well. Spell attacks are indicated by a staff icon.

MOVEMENT TYPE

A character's Movement Type indicates the terrain it can move on unencumbered. There are seven Movement Types available. The unit's Movement Type is determined by the Movement Types of the characters comprising the unit. Priority is set for all the Movement Types, and the unit member's Movement Type with the highest priority becomes the Movement Type of the entire unit. See below for a list of priorities. A legion is only capable of using the Plain Movement Type, and its speed will decrease as the number of units in it increases.



TYPE	CHARACTERISTIC	CLASS
1. IMMOBILE	This unit type is immobile.	This type is rare, but will be encountered during the game.
2. PLAIN	Fast on highways and plains, but speed decreases on other terrain.	Soldier, Knight, Cleric, etc.
3. FOREST	Speed on flatlands is the same as Plain type, and speed will not decrease in forests.	Amazon, Archer, Ninja, Pumpkinhead, etc.
4. MARSH	Speed does not decrease in marshes, but it does on flatlands.	Zombie, Blue Dragon, Hydra, etc.
5. SNOW	Speed on flatlands is the same as Plain type, and does not decrease in the snow either.	Valkyrie, Freya, Platinum Dragon, Bahamut, etc.
6. MOUNTAIN	Speed unaffected by highlands or wilderness, but decreases on flatlands.	Beast Tamer, Cerberus, Golem, Red Dragon, etc.
7. SKY	Fast mobility on any terrain. Fatigue will accumulate fast, however.	Hawkman, Angel Knight, Faerie, Griffin, etc.

CLASSES

Many classes are available to the player and can be categorized racially, as on the chart on the opposite page. Select the List Class command from Class Commands to view them. This lists all available classes, the number of classes listed will increase as the game progresses.



SPECIAL CLASS

The main character and most of the characters that join your army are of a special class. They also tend to have unique abilities. Their name and class cannot be changed by the player, but their class may change through events that occur as the game progresses.



COMMON CLASS

Most non-event and neutral characters that join your army belong to the common class. Some event characters may belong to the common class, but their abilities may vary from other common-class characters.



NOTE: SOLDIERS

Soldiers are not given a name or gender, and are stored in soldier reserves. They are weak, but they gain experience with combat. A soldier's level is not displayed like other classes, but they are important as they are the basis of human characters. A Soldier's statistics are affected by the statistics of their fellow unit members. When characters in a unit advance, its Soldier's statistics will increase as well. However, if you place a lower-level character in a unit, its soldier's statistics will decrease. A soldier's statistics are a good indicator of the strength of a unit.



RACES

Below is a list of character races. One of the races is not listed here. Try to figure out which one.

HUMAN (MALE)

Human male characters fight using weapons or magic. They are able to use many types of equipment, so their statistics will rely heavily upon it. The majority of the event characters belong to the human class.

CLASS: Fighter, Knight, Wizard, Paladin, Beast Master.

HUMAN (FEMALE)

Female Humans can fight using both weapons and magic. They are able to use many types of equipment, so their statistics will rely heavily upon it. A character's gender affects the classes available to it.

CLASS: Amazon, Archer, Witch, Cleric, Dragon Master.

UNDEAD

This category refers to characters that have died in combat that become either undead or divine beings. This change occurs automatically on the battlefield.

CLASS: Zombie, Skeleton, Ghost, Angel Knight.

DEMI-HUMAN

Most non-Human, non-Undead, small (S) characters belong to this race. Demi-humans tend to have special abilities, but aren't able to carry as much equipment as human characters.

CLASS: Hawkman, Vultan, Raven, Faerie, Pumpkinhead.

MONSTER

Large (L) monsters belong to this race. They cannot carry equipment, but are able to carry more Expendable items than other races. When a monster is part of a unit led by a Beast Tamer or Beast Master, the monster will have greater potential.

CLASS: Hellhound, Cerberus, Griffin, Wyrn, Wyvern.

DRAGON

Powerful dragons comprise this category. They are very robust and most are capable of attacking with their breath. The Young Dragon can attack only with its fangs.

CLASS: Young Dragon, Thunder Dragon, Red Dragon, Bahamut, Tiamat.

GOLEM

Golems are large, durable constructs. They have good resistance against physical attacks, but are weak against magical attacks. Being in a unit led by a Doll Master or Enchanter will augment the Golem's natural powers.

CLASS: Golem, Stone Golem, Bald Golem.



Characters become stronger as they gain experience in combat and from the use of special items. It is always a good idea to verify that your characters are prepared for battle.



ADVANCEMENT

When characters fight in combat they gain experience, even when they lose. A character will not earn experience points if they do not fight in combat, for example when they have been turned to stone. A character's experience points are indicated as a number from 1 to 100. When a character's experience point total reaches 100, its experience level and statistics increase accordingly. Characters will gain more experience points when fighting higher-level enemies than themselves. Experience points can also be earned in training, but combat must be won in order to do so.

STATISTIC ADVANCEMENT

Most small (S) size characters can equip items. By equipping better items, their statistics can easily be adjusted. This statistic adjustment is temporary, but Consumable items can permanently alter a statistic. Because they are unable to equip items, large (L) size characters greatly benefit from Consumables. Because of their great value, Consumables are difficult to find.



CHANGE CLASS

When certain prerequisites are met, some characters will be able to change classes. Most humans are eligible to change class from the Change Class command in the Character Status Screen. You may not be able to change back to the previous class, so be careful when you choose a new class. See pages 50-51 for more details on classes.



CHANGING CLASS FROM THE STATUS SCREEN

Class changes are accomplished with the Change Class command in Character Commands, or the Class List command in Class Commands. If alignment and statistic prerequisites are met, and equipment for that class is available, the character can change class. All prerequisites can be verified on this screen, but the Centurion class requires special experience that is not indicated on this screen. Most human and some demi-human characters can change classes from this screen.



CHANGING CLASS FROM THE FIELD MAP

Many large (L) characters change class spontaneously after combat. This is helpful since their statistics will increase, but they are unable to revert to their previous class. The Fighter and Amazon classes may transform into another class if the character is dead at the time the Field Map is cleared. Once a character becomes undead, they cannot change back to humans.



NOTE: SOLDIER AND CENTURION

The Soldier is a necessity for filling out the ranks of your army, and the Centurion is required to form a Legion. Both classes have unique ways of changing class. Soldiers will gain experience slowly, and will turn into a Fighter or an Amazon when they gain enough experience. However, an available set of equipment for the Fighter or Amazon class is required. It's recommended that you keep extra sets of equipment for the Fighter and Amazon classes available for just this purpose. The Unit Leader's gender determines if the soldier becomes a Fighter or an Amazon. Soldiers will become Fighters if the leader is male or an Amazon if the leader is female. The Centurion class is available only after Legions are introduced in the game. The prerequisite of the Centurion class is an experienced Unit Leader, without any alignment or statistic requirements.



CLASS LIST

Class types can be broken down into different categories. Classes to the bottom are higher-ranking. Human and Hawkman classes can change back into classes of lower rank, but other classes cannot.

GENDER	MALE	FEMALE
BASIC CLASS	Soldier	
INTERMEDIATE CLASS	Fighter Zombie (Undead)	
ADVANCED CLASS	Knight Berserker Fencer Phalanx Beast Tamer Doll Master Skeleton (Undead) Ninja Wizard	Archer Dragon Tamer Valkyrie Sorceress Cleric Witch Skeleton (Undead) Angel Knight
MASTER CLASS	Paladin Black Night Sword Master Cataphract Beast Master Enchanter Ghost (Undead) Archmage Lich (Undead) Goethic Dragoon Vampire (Undead)	Diana Dragon Master Freya Siren Priest Nina Master Ghost (Undead) Seraph (Undead) Lich (Undead)
SPECIAL CLASS	Centurion	Centurion

As you can see from the chart, the Human and Undead classes vary by gender. Both genders are eligible for the Zombie and Centurion classes and can be distinguished by their appearance or equipment. When they change into a skeleton or ghost, their genders cannot be distinguished.

HAWKMAN CLASS

Among demi-humans, only the Hawkman class can change their class from the status screen. When its alignment approaches Lawful, it becomes a Vultan, and when its alignment approaches Chaotic, it becomes a Raven. These two classes require different equipment.

**BEAST CLASS**

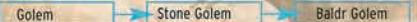
Beasts change class spontaneously when their statistics reach a certain level. Their move type does not change, so you will not experience the change when moving on the Field Map. However, the number and type of combat actions will change. Check out their statistics as soon as a class change occurs.

**DRAGON CLASS**

Like Beasts, Dragons change class spontaneously after combat when their statistics reach a certain level. Class changes for Dragons are greatly affected by their Element and Alignment. The element Wind will create a Thunder Dragon, Flame a Red Dragon, Earth an Earth Dragon and Water a Blue Dragon. Alignment affects the creation of a Platinum or Black Dragon. Dragons gain stronger breath attacks with each class change. All dragons are born from the Young Dragon class. You can either capture a Young Dragon and raise it to maturity, or capture a mature dragon.

**GOLEM CLASS**

There are three types of Golems; Golem, Stone Golem, and Baldr Golem. Unlike other classes, action type and number of attacks does not change when class changes. A Golem's class will change when it's attacked by specific elemental attacks. The Golem class is resistant to physical attacks, and has high Hit Points. However, they are vulnerable to magical attacks. So, an item such as the Mirror of Souls, which raises a character's Mentality, is effective on Golems. Placing Golems in a unit led by a Doll Master or Enchanter will improve the Golem's abilities. It's important to use classes that advance spontaneously often in combat, and to train them with higher-level characters.



There are three different types of items; Expendables, Valuables, and Equipment. Items are arranged into 8 categories and can be viewed from the status screen, but not all items will be usable at all times.

ITEM LIST

To display the items you possess, select the List Item command. You can perform tasks such as use, unequip, and sell items from Item Commands. You can sort items by selecting the Sort command. Please see page 35 for more information on this.



- #1 Item Type icon. Items carried by your army are sorted into eight categories: Head, Weapon, Book, Shield, Body, Accessories, Expendables, Valuables.
- #2 Lists items in selected category. This lists item name, number carried by units, and number in inventory. You can sort them automatically or organize them manually.
- #3 Displays description of selected item.
- #4 Displays an item's statistics or the target selected for an Expendable item.

STR	Strength - This affects physical attack damage.
VIT	Vitality - This affects resistance to physical damage.
INT	Intelligence - This affects magical abilities.
MEN	Mentality - This affects resistance to magical attacks.
AGI	Agility - This affects a character's hit and evade rate.
DEX	Dexterity - This affects hit rate and damage done by physical attacks.
RES STRIKE	Resistance to physical attacks.
RES WIND	Resistance to attacks from wind element.
RES FLAME	Resistance to attacks from flame element.
RES EARTH	Resistance to attacks from earth element.
RES WATER	Resistance to attacks from water element.
RES VIRT	Resistance to attacks from the element of virtue.
RES BANE	Resistance to attacks from the element of bane.

EXPENDABLES

As the name describes, these items will be consumed when used. Expendable items are divided into three categories as shown on the chart below. From the Organize Screen these items can be used directly from inventory. From the Field Map, the unit must be carrying the item in order to use it.

NAME	DESCRIPTION	COST
CURATIVE ITEMS		
Heal Leaf	Leaf of a curative herb that restores 100 Hit Points to a character.	10
Heal Seed	Seed of a curative herb that restores 300 Hit Points to a character.	50
Heal Pack	Curative herbs that restore 150 Hit Points to all members of a unit.	120
Power Fruit	Indigenous fruit that restores some stamina to all members in a unit.	80
Angel Fruit	Wondrous fruit brought to this world by an angel. Restores stamina to all members in a unit.	200
Revive Stone	Concoction made from cockatrice tail that cures petrification.	500
Altar of Resurrection	Ancient altar that resurrects the dead.	1500
SUPPLEMENTAL ITEMS		
Champion Statuette	Statuette, modeled after a famous hero, that raises the owner's experience level.	2550
Cup of Life	Cup that increases Hit Points of the one who drinks from it.	2550
Sword Emblem	Emblem that compels the wearer's spirit and raises their strength.	2550
Bracer of Protection	Bracers that raise vitality and enhance wearer's resistance to physical damage.	2550
Scroll of Discipline	Lawful scroll that raises the alignment of its reader.	2550
Goblet of Destiny	Goblet that alters the destiny of the one who drinks from it.	2550
OTHER ITEMS		
Quit Gate	Item that warps the fabric of space and transports an entire unit back to headquarters.	150
Silver Hourglass	Magical hourglass that slows the passage of time.	300
Dowsing Rod	Pair of L-shaped sticks that points to the location where items are hidden.	600
Love and Peace	Potent magical item that persuades an enemy to join your army.	2000

VALUABLES

Valuables are rare, as they're not available for purchase in shops. Valuables are shown in the Item window under the Chest icon. There are two types of valuables; portable and treasure.



PORTABLE

Valuables can be carried by units, and unlike Expendable items that must be used in order to take effect, these items only need to be carried. You begin the game with the Ansate Cross, which will reverse the gender of a character created from a Soldier.



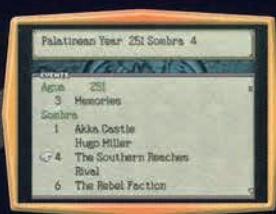
TREASURE

Treasure is very rare, and is only found in certain places. These items are not necessary to win the game, but they help greatly, so search for them. Treasure is kept in inventory, and cannot be carried by units. Treasure is used to complete certain tasks.



NOTE: PASSAGE OF TIME

In order to find valuable items, especially treasure, search the cleared Field Map and check the Hugo Report frequently. If you see any irregularities, go check it out. Time passes as you move on the World Map, and this date affects events that occur on the Field Map. Please see page 12 for a list of the months used in the game. This same list is available in the Miscellany section of the Hugo Report.



EQUIPMENT

Items that can be equipped by characters are called equipment. Equipment is organized into six categories. A character's class determines the type and number of items that can be equipped. This information is found on the Organize Screen.



NOTE: EQUIPMENT GUIDELINES

When equipping a character, only the usable items will be displayed in the Item window. Only a character's class has an affect on what can or can't be equipped.

DOUBLE EQUIPPING

Basic Equipment is required to maintain a class, and is different for each class. Basic Equipment is indicated in the Item window as default. Once equipped, it can only be unequipped when a character's class changes. When you equip an item over Basic Equipment, its benefits will be added to the basic equipment's.



EQUIPMENT LIMITATIONS

Some characters are limited in the types of equipment they can use. For example, an amazon can wield a bow, but not a sword. Before equipping an item, always look at its statistics, particularly its Element. This information is found in List Item under Item Commands.

EQUIPMENT

One of the benefits of the human race is the ability to use many types of equipment. Equipment is donned to improve attack or defensive capabilities, or augment other attributes. Before purchasing equipment, it is wise to verify that the item you are purchasing is usable by your intended character, as not all characters can use all types of equipment.



CATEGORY	NAME	DESCRIPTION	COST
Equipment (Head): Equipment used primarily by the fighter class. Helmets do not have a high defense value.			
HELMETS	Iron Helm	Iron skullcap that leaves portions of the head unprotected.	30
	Bone Helm	Helm modeled after a dragon's skull. Mostly ornamental, it does not offer much protection.	50
	Armet	Iron helm that covers the entire head; offering good protection, but decreasing visibility.	120
HATS	Leather Hat	Popular leather headpiece.	40
	Bandana	Large piece of cloth wrapped around the head to improve one's courage.	20
	Hachigane	Headband adorned with iron plates to protect its wearer.	40
Weapons: Equipment that humans can equip. Weapons such as the staff and mace are designed to enhance the abilities of a magic user, rather than increase their physical attack.			
ONE-HANDED SWORDS	Short Sword	Sword popular for its ease of use.	20
	Baldr Sword	Sword forged from Baldr, a metal that increases one's magical ability.	150
TWO-HANDED SWORDS	Blessed Sword	Baldr sword blessed by a priest.	400
	Bastard Sword	Common, large, double-edged sword designed to do damage by its sheer size.	180
	Sword of Tiamat	Dragon slayer made of Tiamat's fang.	1200
THRUSTING SWORDS	Claymore	Greatsword with an oversized guard.	360
	Bulmunk	Two-handed sword made from the claw of the evil dragon, Fafnir.	1750
	Rapier	Light, sharp-pointed sword designed to thrust at the joints in armor.	30
ONE-HANDED AXES/HAMMERS	Estoc	Light, sharp-pointed sword with a knuckle guard on its hilt. Thin blade of light created by the element of virtue.	250
	Needle of Light	Small hand-axe that can be wielded with relative ease.	350
	Francisca	Hammer used for smashing rocks.	130
	Halt Hammer	Cudgel made of Baldr, a metal that increases one's magical ability.	110
	Baldr Club	Axe made of Baldr, a metal that increases one's magical ability.	220
	Baldr Axe	Axe made of Baldr, a metal that increases one's magical ability.	300

EQUIPMENT

CATEGORY	NAME	DESCRIPTION	COST
TWO-HANDED AXES/HAMMERS	War Hammer	Pointed Hammer designed to puncture armor.	210
	Paua Hammer	Hammer that draws out the full potential of its wielder.	600
	Heavy Axe	Steel axe capable of severing a large tree in two with a single stroke.	2350
SPEARS	Mjolnir	Colossal hammer of Thor, the thunder god.	420
	Short Spear	Cheap, mass-produced spear.	—
	Spear	Steel, easy to use spear, capable of inflicting large amounts of damage.	150
	Baldr Spear	Spear made of Baldr, a metal that increases one's magical ability.	230
WHIPS	Thunder Spear	Magical spear with the power of thunder.	320
	Leather Whip	Whip made of a sturdy strip of leather.	60
	Rapture Rose	Whip of thorns made from a crimson rose.	120
CLAWS	Whip of Exorcism	Whip that imparts evil thoughts to those it strikes.	210
	Iron Claw	Commonly used by priests of the occult.	170
	Baldr Claw	Iron claw attached to the forearm, primarily used in hand-to-hand combat.	280
BOWS	Touelno	Claw made of Baldr, a metal that increases one's magical ability.	550
	Short Bow	Thunder dragon's claw that courses with electricity.	30
	Great Bow	Small, light wooden bow that's portable and easy to handle, but lacks strength.	90
MACES	Baldr Bow	Long bow reinforced with yak horn.	160
	Composite Bow	Bow made of Baldr, a metal that increases one's magical ability.	550
	Light Mace	Bow made from many materials, giving it more flexibility and durability.	30
STAVES	Baldr Mace	Light, compact mace that's easy to wield.	480
	Celestial Mace	Mace made of Baldr, a metal that increases one's magical ability.	600
	Scipplay Staff	Holy mace that emits white light from the jewel mounted in its head.	20
DOLLS	Arc Wand	Staff carved from the Scipplay Cypress tree.	150
	Hraesvelg	Wand favored by experienced spellcasters, enhances the user's magical abilities.	340
FANS		Staff with a feather of the eagle Hraesvelg on its tip, it grants the holder mastery over wind.	120
	Marionette	Wooden doll articulated with steel wires.	320
	Fool	Peculiar doll resembling a jester that conceals numerous weapons.	430
SPELLBOOKS	Heaven's Doll	Angel doll very popular among children.	750
	Battle Fan	Sturdy fan made of iron plates.	1250
	Caldia	Ceremonial heart-shaped fan.	50000
Books: These books determine the type of spells cast by magic-users. Other than the books of the six elements, there are also rare spellbooks written by the Ancient Drakonites.			
	Spellbook	Book of incantations that channels the power of one's guardian deity into magical spells.	100
	Book of Wind	Book of incantations that channels the power of the wind god, Harnella, into magical spells.	200
	Book of Flame	Book of incantations that channels the power of the flame god, Zoshonel, into magical spells.	200
	Tempest	Rare tome written by the ancient Drakonites. It summons a thunderstorm.	50000

EQUIPMENT

CATEGORY	NAME	DESCRIPTION	COST
 Shields: Equipment use mainly by the fighter class. Shields have good defensive value; however, few classes can use them.			
SMALL SHIELDS	Round Shield	Small wooden shield attached to the forearm with a strap.	20
	Buckler	Small metal shield used primarily to parry attacks.	40
	Thunder Shield	Small shield blessed with the blood of Nue, the thunder beast, that increases the power of wind.	150
SHEIELDS	Kite Shield	Metal shield with the bottom half narrowed for increased maneuverability in combat.	70
	Tower Shield	A cumbersome rectangular shield which, in return, provides good protection.	350
	Large Shield	Large, circular shield. It is heavy, but allows its wielder to block attacks with ease.	180
 Equipment (Body): All humans can wear equipment. Robes and clothes have low defensive value, but they tend to affect magical abilities.			
LIGHT ARMOR	Half Armor	Inexpensive armor worn by the soldier class.	20
	Cloth Armor	Armor fashioned from thick cloth. Its loose design is very comfortable.	60
	Leather Armor	Armor comprised of layers of leather.	150
	Hard Leather	Armor made of leather hardened in boiling oil.	
ARMOR	Breastplate	Iron plate that covers only the torso.	180
	Plate Mail	Iron-plated armor that covers the vital areas of the body.	210
	Baldr Mail	Plate mail made of Baldr, a metal that increases one's magical ability.	250
	Titania Mail	Legendary armor stolen from the temple of the faerie queen Titania. Its wearer's agility is increased.	750
FULL ARMOR	Plate Armor	Full-body armor consisting of shaped and fitted iron plates. It is heavy but the weight is well-distributed over the entire body.	230
	Baldr Armor	Plate armor made of Baldr, a metal that increases one's magical ability.	420
	Heavy Armor	Plate armor reinforced with additional metal plates. It is very heavy but provides excellent protection.	650
ROBES	Torn Cloth Robe	Old, torn cloth that offers virtually no physical protection.	10
		Long, flowing robes. They are thin and light, but not very durable.	30
	Cleric's Vestment	Garment commonly worn by clerics, providing peace and serenity to its wearer.	50
	Magician's Robe	Robe with thread made of Baldr, a metal that increases one's magical ability.	120
CLOTHES	Old Clothing	Tattered clothes which offer virtually no protection to its wearer.	10
	Plain Clothing	Simple garment made of cheap cloth.	30
	Witch's Dress	Dress made for witches, adorned with a magical gem.	80
	Fur Coat	Expensive coat made from the fur of a carnivorous beast.	
 Accessories: Equipment that modifies a character's statistics and resistance to elements, primarily for magic-users and special classes.			
ACCESSORIES:	Amulet	Necklace worn by sorcerers.	40
	Ring of Eloquence	Magic ring that increases the potency of its wearer's incantations.	250
	Rosary	Silver cross and beads carried by priests.	50

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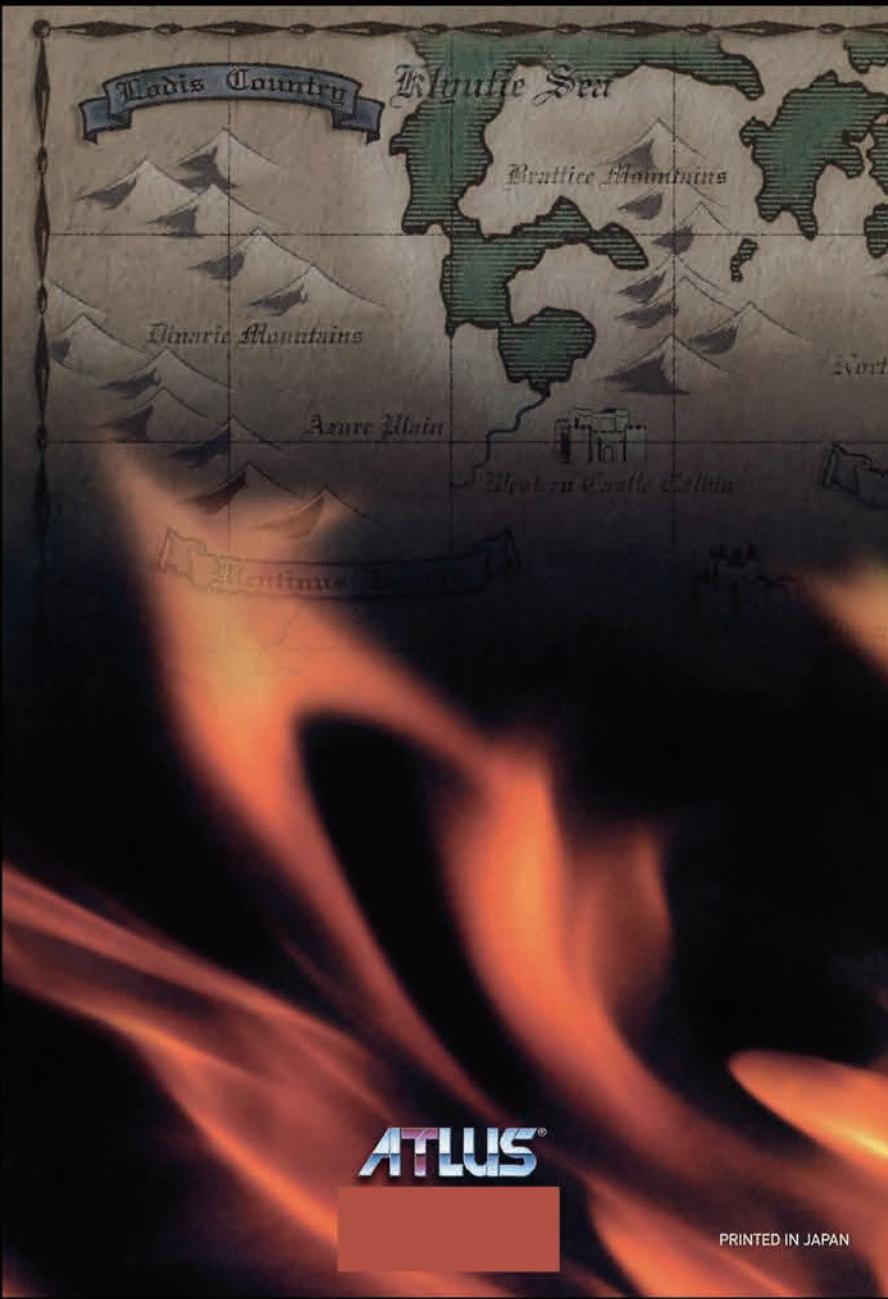
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