PRINTED IN JAPAN

GAME BOY ADVANCE

FINAL FANTASY TACTICS ADVANCE

SQUARE ENIX

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE SEPARATE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| Convulsions | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements | Disorientation |

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.
To avoid battery leakage:
- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

CONTENTS

THE STORY

Our story begins soon after a young boy named
Marche moves to the country town of St. Ivalice.

Marche's family has had a difficult past, and it is all he
can do to adjust to country life with the help of his new
friends: Mewt, a mature but timid boy who is often picked on,
and Ritz, a stellar student whose strong-willed nature
has made her unpopular at school.

They are friends, though they barely know
more than each other's names.

But one day, the three of them come across
an ancient magical book, and
St. Ivalice changes forever...

THE CAST

Marche Radiuju

The hero of our story.

The game begins soon after Marche moves to St. Ivalice, the country town where his mother was born. The reason for the move was twofold: Marche's parents' divorce became final after many years of separation, and they had to leave the home where Marche grew up. In addition, Marche's little brother Doned found that his illness was getting worse, and the family figured a move to the countryside might be good for him.

But when all of Ivalice changes, Marche's adventure begins. Will he be able to restore the world to the way it was before?

Montblanc

A young moogle boy

Montblanc runs into a very confused Marche wandering the streets of Ivalice. The moogle quickly befriends him and helps him navigate the strange new world he has wandered into.

Though he may be small, Montblanc is more trustworthy than most and serves as a steadfast companion to Marche.

Mewt Randell

Our other hero...

Marche's classmate Mewt is an odd boy who always carries a teddy bear. Shy and a little precocious, Mewt is often picked on by the other kids at school.

Ever since Mewt's mother became ill and passed away, his father has had trouble at work, and Mewt's shyness has only gotten worse. The teddy bear he always carries with him was a gift from his mother.

When Mewt finds an old book at a used bookstore, everything he knows changes...but is it for better or for worse?

Ritz Malbeur

Marche and Mewt's classmate.

Unlike her quiet friends, Ritz is outspoken and strong-minded. While she excels in both classes and in sports, her independent spirit and firm sense of right and wrong result in most other kids giving her a wide berth.

She's the last person you'd expect to have a secret—one that troubles her more than anything else.

When Ivalice changes, Ritz is nowhere to be found...

L Button
R Button
+Control Pad
A Button
B Button
Start
Select
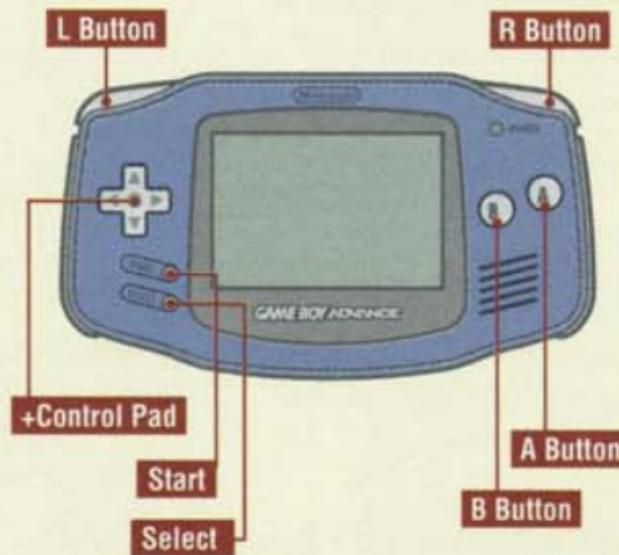
WORLD MAP

L Button	Display list of laws
R Button	Display info on selected region
+Control Pad	Move the cursor (Hold down the B Button to move faster)
A Button	Select command
B Button	Cancel command Cancel clan symbol move
Start	Open system menu
Select	Display command help

ENTERING BATTLE

L Button	Field View Mode • Show the battlefield and check enemy unit status
R Button	Display player unit status details • Change equipment and abilities
+Control Pad	Switch between character units
A Button	Select command
B Button	Cancel command
Start	Begin battle
Select	Display all laws in effect

BATTLE

L Button	Use shortcuts defined under options
R Button	Not used
+Control Pad	Move cursor
A Button	Select command Display unit commands and status Move cursor to active unit
B Button	Cancel command Show unit's move range
Start	Open system menu
Select	Simple status switch Display command help

Let the Journey Begin!

When you turn on the power, a demo will automatically play. After the demo finishes, the title screen will appear, along with three choices:

New Game
Start from the very beginning of the story.

Saved Game
Resume play from saved data. If you saved a game in the middle of a battle, Resume Battle will get you back into the action.

Color Mode
Choose the color mode best suited to your system.

FINAL FANTASY TACTICS ADVANCE

NEW GAME
SAVED GAME
COLOR MODE

©2003 SQUARE ENIX All rights reserved.
Licensed to Nintendo

ENDING AND RESUMING THE GAME

Press START while on the world map to open the system menu. The system menu allows you to save games and load saved data. Pressing START during a battle will open the system menu and give you the option to Save Now, which saves the current battle. Use Resume Battle to pick up where you left off.

A strange book has changed the world of Ivalice. Our story begins in this new world, in the town of Cyril. As the player, you will join an organization called a clan. Working with your fellow clan members, you will take on various missions.

You can sign up for missions at any of the pubs, found in most locations on the world map. Complete the missions to unravel the many mysteries of Ivalice.

While many of the missions may appear to be separate from the main story, all of your adventures will bring you one step closer to understanding what is going on in the game world.

Kupo! Henceforth, we shall be called "Clan Nutsy"!

Save Now!
Saving while on the world map will erase any previous Save Now data. Please note that you can use Resume Battle to resume a given saved battle only once.

Beginning Your Adventure

When you begin the game, the world map will show various points, the routes connecting them, and a few predetermined areas.

The areas you can visit are marked by icons, which indicate whether they are a town or wilderness region. Points are areas that do not have an icon yet.

Moving along one section of a route that connects these areas and points takes one day in the world of Ivalice.

In each town and city area, you will find various establishments that are vital to your adventuring. You will visit many areas in the course of completing your missions.

ENCOUNTERS

Occasionally, the symbol of an opposing clan will appear on the world map. Should you run into one of these symbols in an area, a battle, or "engagement," will ensue. While it may be possible to negotiate your way out of an engagement, the best way to stay out of trouble is to watch which way you go on the world map. Every time you move one section, the opposing clan moves as well, so be careful!

INFORMATION ON THE WORLD MAP

Clan Funds
This is the number of gil available to your clan. Use these to buy equipment and pay info fees when you accept a mission.

Date
This displays the current date on the Ivalice calendar. Traveling from one area or point to another takes one day.

LAWS

Press the L Button to display a list of the rules of battle, or "laws."

INFO

Press the R Button when the cursor is over an area to display information about that area.

THE WORLD MAP MENU

Press START on the world map to open
the world map menu.

Party
Allows you to equip your units for battle.

Clan
Shows various information about your clan.
*This command becomes available as you
progress through the game.

Link
Use the Game Boy Advance Game Link
cable to link to other Game Boy Advance
systems.
*This command becomes available as you
progress through the game.

Area List
Shows a list of all the areas currently placed
on the world map.

System
Save and load data, change options,
or return to the title screen.

Options
Set various game options.

CREATING THE WORLD

Completing some missions will give you a
"symbol." By placing this on a point on the
world map, you can add a new area. You
can add a new area to any open point.
Adding a new area on the world map will
add new missions at the pub.

TREASURE

By placing symbols on the world map in a
certain pattern, you can reveal hidden
treasure. By going to the area where the
treasure appears and using the Treasure
Hunt command, you can claim it as your
own!

ESTABLISHMENTS

THE STREETS OF IVALICE

Various establishments can be found in
the towns and cities of Ivalice.

PUBS

Go to pubs to accept requests, or "missions,"
from the citizens of Ivalice. You can also
cancel previously accepted missions in pubs.
Pubs are a good place to hear the current
rumors in Ivalice. The rumor mill is always
churning, so come back often. You'll find that
the pubs are vital to successful adventuring.

SHOPS

Shops sell most of the equipment and items
you need for adventuring. Every shop is
different, so be sure to shop around.

Sit down, take
a load off.

MENU
Rumors
Missions
Quit Mission
Leave

CLAN FUNDS
5000

PRISON

If you break one of the laws of Ivalice governing the rules of battle, you
might end up in prison. A unit is sent to prison if it breaks a law and is
expelled from the current engagement.

You can either pay gil to secure the release of imprisoned units or
get them a pardon.

THE MONSTER BANK

Monsters taken with the Capture command
are kept at the Monster Bank. Visit here to
check on your monsters and help raise them.

THE CARD KEEPER

Visit the Card Keeper to trade "law cards,"
items that are used to nullify laws. You can
also talk to the proprietor.

Welcome to prison,
where "law is master
& justice is served."

MENU
Release
Pardon
Leave

CLAN FUNDS
5000

The story of Final Fantasy Tactics Advance is told entirely through missions. Complete missions to unravel the mysteries of Ivalice!

Missions can be accepted at pubs found in every city area in Ivalice. Speak to the pubmaster and select Missions to see a list of available missions. After selecting a mission from the list and reviewing the conditions, you can accept the mission by paying the information fee.

Leaving some missions for a certain amount of time without completing them counts as a failure, so be careful!

Kupo?
You find any good missions, kupo?

There are four types of missions, each with their own conditions for successful completion.

By completing a mission, you can earn experience points, special items, and gil.

TYPES OF MISSIONS

Regular Missions

Missions marked with a sword symbol ("battle icon") are "regular missions." In order to clear these missions, you must go to the designated area and win an engagement. Most of the missions dealing with the main story and the mysteries of Ivalice are classified as regular missions.

Non-battle Missions

Missions marked with a book symbol ("non-battle icon") are "non-battle missions." When you select these missions, you must select and deploy one of your units. After the mission's conditions have been met, the deployed unit will return and report. Depending on the unit that was sent and the conditions, a mission might end in failure. Units deployed on a mission cannot participate in other missions or engagements.

Encounter Missions

Missions marked with an opposing clan symbol ("encounter icon") are "encounter missions." When you select these missions, an opposing clan's symbol will appear on the world map. Cross paths with this symbol to begin the mission. Most of these missions result in a battle, but sometimes you will be able to negotiate your way out of a fight.

Free-Area Missions

Missions marked with a flag symbol ("turf icon") are "free-area missions." Some of these missions require you to go to a specified area, while others require you to deploy a unit.

When you accept a mission, you have the option of bringing along special mission items. The items you bring can affect the outcome of the mission, so it's important to understand the nature of your items and the mission before going. Some missions are not available unless you have the mission item required for that mission.

Mission items are mainly obtained as rewards for completing a mission. You can sell mission items or trade them with friends using a Game Link cable. Some items cannot be replaced once you give them away, so be careful!

Use the Clan command on the world map menu to check your mission items.

Choose what to bring on [Village Hunt].

EQUIP
* White Flowers
* Gedegg Soup
OK
Remove

ADVENTURE WITH YOUR FRIENDS!

Soon after Ivalice changes, you will meet the helpful moogle Montblanc and join a "clan" organization, where your adventures will begin.
The clans make their living by accepting missions—requests from the citizens of Ivalice.

A clan advances by accepting and completing missions. "Clan level" and "clan skills" are marks of a clan's advancement. Clans can also be awarded titles depending on their actions.

1 in 10 Nutsy   Lv. 6

STATUS
Clan Points :   0
Freed Areas :   1
Missions   : 13

MENU
Mission List
Report
Clan Turf
Mission Item
Support Clan

2   1
3   2
2   2
1   2

THE CLAN MENU

Select Clan on the world map menu to display the clan menu.

The name, title, and level are shown for the player's clan.

Quest List
Display a list of currently accepted missions.
You can also view conditions for each mission.

Report
View details of cleared missions.

Clan Turf
Shows the spread of a clan's area of power, or
"turf." This is useful for seeing which areas have
been liberated in "free-area missions." Symbol
colors indicate an area's status:

Regular Symbol
This area is part of your clan's turf.

Gray Symbol
This area does not belong to any clan.

Red Symbol
This freed area is under attack by another clan.

Mission Items
Check mission items received by
completing missions, and get rid
of unnecessary items.

Law Cards
Check which law cards you
currently hold.

Support Clan
Use Link (see page 48) to check
other players' clan names, the
number of times you have linked
with them, and other information.

Clan Points
Check clan experience points.
Your clan advances one clan level
for every 100 points.

Freed Areas
Check the number of areas your
clan has freed.

Missions
Check the number of missions
you have completed.

Skill Level
Check your clan's level for each skill.

24

25

CLAN SKILLS

Clan skills are one indicator of a clan's advancement. There are eight types of skills, which improve when you complete missions.

Some missions can only be accepted when your clan has a certain level in a particular skill.

Your clan skills levels can also affect the results of a non-battle mission.

Skill Levels
The following icons are used for clan skills:

	Combat		Magic
	Smithing		Craft
	Appraise		Gather
	Negotiate		Track

26

CUSTOMIZE YOUR UNITS!

You can prepare your units for missions and engagements by checking their status, equipping weapons and armor, changing jobs, setting abilities, and other options available in the party menu.

CUSTOMIZING UNITS

Units have different races, jobs, and abilities.
These characteristics can be customized in the party menu.

Before customizing your units, it's helpful to know your options:

Races
Five races live in the world of Ivalice, each with their own strengths and weaknesses, basic stats, and preferred jobs and abilities.

Jobs
Units of every race can improve their power by advancing in a job. Every race has a preferred job, so two units of differing races with the same job will perform differently.

27

Abilities

Each job has unique battle techniques called "abilities." Abilities can be learned by equipping armor and weapons. Master abilities by participating in battles while having the proper weapons and armor equipped.

Changing Jobs

There are a variety of jobs available to each race. The more advanced a unit, the more jobs you can choose from. You can change jobs to diversify your party's abilities.

By combining races, jobs, and abilities, the characters of Ivalice truly become your own!

Using Abilities

To learn new abilities, you must equip the proper items, accessories, weapons, and armor.
Unless you have already mastered an ability, you will be unable to use it without the appropriate piece of equipment. If you remove the equipment, you will lose the ability!

Discovering New Jobs

By mastering the abilities included with each job, the number of available jobs will increase. It's a good idea to try out new jobs—some of the high-level jobs are very powerful!

Mastering Abilities

To master an ability, you must build up AP (ability points). You gain ability points by completing missions and winning battles with the proper items equipped. To check how many ability points you've gained, open the unit status screen under the party menu, select Pick Abilities, and press the R Button.

After you have mastered an ability, you can continue to use that ability after unequipping the corresponding item. In addition, you can use mastered abilities after changing jobs, as long as you set each ability category.

There are four types of abilities:

Action Abilities
General abilities for use
in battle.

Reaction Abilities
Set a reaction ability and
your unit will automatically
respond in battle.

Support Abilities
When set, these abilities
give a constant bonus
during battle.

Combo Abilities
Enables combo attacks
in battle using the
Combo command.

Open the party menu to check on your
units from the world map.

Here, you can confirm unit parameters
and your item list.

Press the L Button to toggle the simple
status shown below each unit between
"unit order," "level," "HP," "MP," and "JP."

Press the R Button to arrange the order
of the on-screen units from largest
to smallest based on the
simple-status display.

Use the +Control Pad to select a unit
and display its status.

Press START to see the list of currently
held items. Press START a second time to
sort the list by category.

Selecting a unit with the +Control Pad and pressing the A Button shows the detailed status for that unit. Use the +Control Pad to switch between units.

● Portrait
● Name
● Current Job
● Level/EXP

● Yellow Cards Received
● Red Cards Received

● HP: Hit Points
The unit's vitality.

● MP: Magic Points
The unit's magical power.

The maximum amount of HP and MP is displayed to the right of the slash.

● JP: Judge Points
These points are used for special attacks.
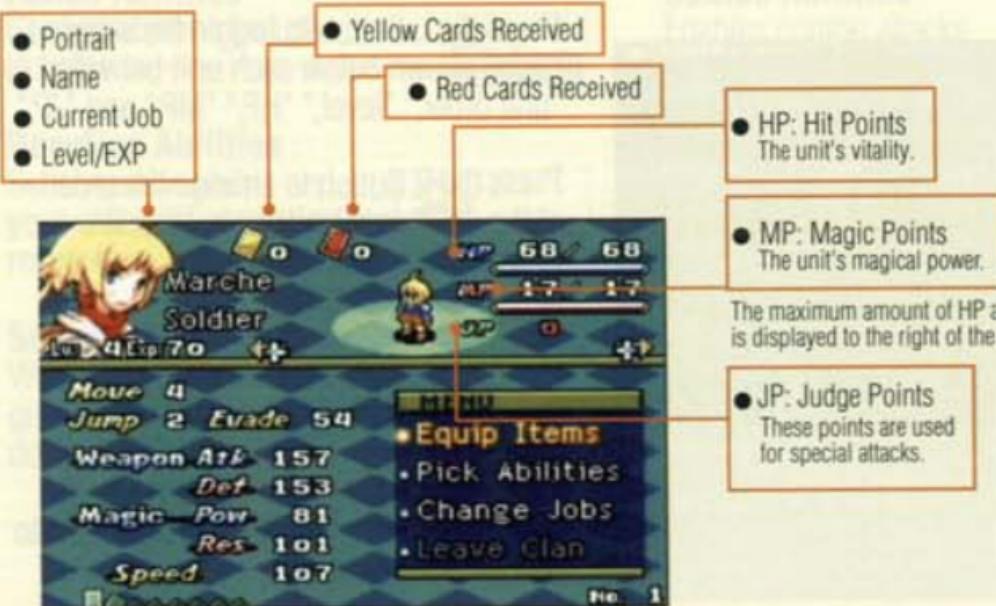
Move
Shows movement range in battle.

Jump
Shows the maximum height the unit can jump on the battlefield.

Evasion
Shows the percentage chance of evading an attack.

Weapon Attack
Shows physical attack strength.

Defense
Shows physical defense strength.

Magic Power
Shows magical attack strength.

Resistance
Shows magical resistance strength.

Speed
Shows unit's speed.

EQUIP ITEMS

Items such as weapons, armor, and accessories may be equipped using the party menu.

Press the L Button to remove a piece of equipment.

Use the +Control Pad to position the cursor, then press the A Button to display the item list.

Press the +Control Pad left to switch between item categories.

Press the +Control Pad up and down to select individual items.

Pressing the R Button when an item is selected shows what abilities can be learned with that item, as well as the races and jobs that may use them. Pressing the L Button shows how a unit's parameters will change when the item is equipped. Blue indicates an improvement, while red indicates a decrease.

Abilities are gained when you equip items, so always equip with an eye toward balanced development.

CHANGING ABILITIES

There are a variety of abilities you can choose from depending on a unit's job. For action abilities, you can also choose one action ability from outside a unit's current job. As long as you have mastered one ability in a category, you may freely choose that category. By choosing a category, you are able to use abilities within that category. In some cases, you can choose "item" in place of an ability. For abilities other than action abilities, you may freely choose any ability that you have mastered.

CHANGING JOBS

When you change jobs, all equipped items are removed, so remember to re-equip for your new job.

LEAVING THE CLAN

You can remove a member from your clan.

Adding Units

You can gain new units for your clan through missions or battles. Your clan can hold a maximum of 23 members.

In order to unravel the mysteries of Ivalice, you must take on missions and cut a path across many battlefields. However, the battles of Ivalice are not actually part of a war. Referred to as engagements, battles are more akin to a sport, with rules and penalties all governed by laws. Understanding the laws is the best way to succeed in battle.

THE BASICS OF ENGAGEMENT

Preparing for Battle
The first step is to choose the units that will participate in the engagement.

Switch between units using the +Control Pad. Once you have selected a unit you wish to use, press the A Button to place it on the field. You may place a unit in any of the blue panels. Move your unit to the desired location, determine its facing, and you're done!

The maximum number of units you can field differs with each engagement.

Press the L Button to view detailed stats for units already on the field.

Press the R Button to view detailed stats for a unit before placing it. You may also re-equip, change abilities, and change jobs at this time.

To Battle!
Once you have chosen the units you wish to field, battle begins.

Before the first unit takes its turn, the battle's victory conditions are displayed.

The order in which the battle progresses depends on each unit's "speed" status. The first active turn is given to the unit with the highest speed, the second turn goes to the second fastest, and so on.

TO WIN: DEFEAT ALL ENEMIES!
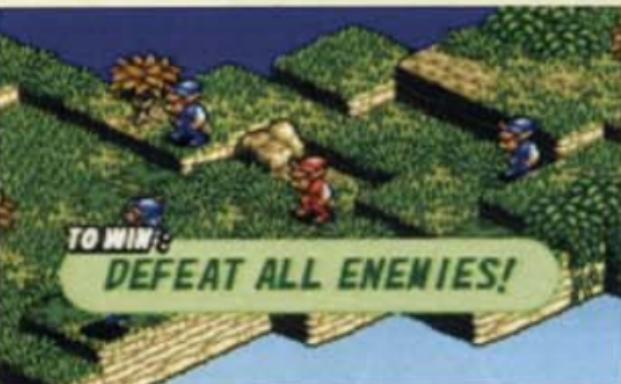
"Mission Cleared" and "Game Over"
When the victory conditions are met, the battle is over and the mission is cleared.
Should all your units be KO'ed or the victory conditions not be met, the battle is lost. In all but a few quests, losing a battle does not mean losing the game.

These are the commands that appear when each unit's turn begins.

Action
Opens the battle action menu. Choosing Fight will cause all panels within your attack range to glow green. Select a target within range and attack with your equipped weapon.

Choosing an ability category will display all abilities set within that category. Choose the ability you wish to use and select a target.

Move
The move range for a unit is shown by the glowing blue panels. Select a panel and press the A Button to move there.

The effective range differs with each ability. Some abilities affect the area around the target, while others target all enemy units or the entire battlefield. When you select a target, all units within the effective range will be shown in white.

When an enemy unit is targeted, a simple-status display will be shown for that unit. This shows the main status for the targeted unit, as well as the attack's damage and hit probability.
Press SELECT to switch between unit-status displays.

Wait
The unit waits out the turn. You choose where the unit waits and which way it is facing.

Status
Check status for each unit.

Height of the panel under the cursor

Some attacks can cause your units to suffer status ailments. While some ailments go away after a few turns, others must be cured with items or abilities.

	Blind	Reduces unit's chance of hitting. Curable with "eye drops" or magic.
	Doom	Unit is KO'ed when counter reaches 0. Curable with the spell "dispel."
	Sleep	Unit is unable to take actions. Curable with "cureall" or magic. Attacking a unit also wakes it up.
	Silence	Unit is unable to use magic. Curable with "echo grass" or magic.
	Charm	Unit is charmed to act against allies. Attacking the unit breaks the spell.
	Immobilize	Unit is unable to perform a "move" action. Curable with "bandage" or magic.
	Disable	Unit is unable to perform actions other than "move" and "wait." Curable with "bandage" or magic.

	Addle	Unit is unable to perform actions other than "fight." Curable with the spell "dispel."
	Confuse	Unit takes damage from healing magic and items. Curable with "cureall" or magic.
	Frog	Unit is unable to perform actions other than "fight." Curable with "maiden kiss."
	Poison	Unit takes damage every turn. Curable with "antidote."
	Petrify	Unit is unable to take action. If all of your units are petrified, you will lose the battle. Curable with "soft."
	Berserk	Unit "fights" automatically. No other commands may be entered. Curable with magic.
	Zombie	Unit takes damage from healing spells such as "cure." Curable with "holy water."

Press START during battle to display system commands.

Turn Order
Shows the order in which all participating units act. Enemy units are shown in orange.

Mission
Shows the victory conditions for the current mission and mission details.

Laws / Law Cards
Shows applicable laws for the current engagement / Shows all law cards held.
*This command becomes available as you progress through the game.

Options
Set various game options.

Flee
Flee from the current engagement. The mission is considered a failure. Beware—you cannot flee from every battle!

Save Now
Suspends battle and saves the current game. Use Resume Battle to pick up where you left off.

> **Save Now!**
> Saving while on the world map will erase any previous Save Now data. Likewise, you can only use Resume Battle to resume a given saved battle once.

THE JUDGMENT SYSTEM

There are two systems of order that govern the world of Ivalice: the laws that determine the rules of engagement and the judges who enforce those laws.

Laws function during combat by forbidding units to take certain actions while rewarding them for others.

Whenever laws have been set for an engagement, a judge will be there to observe and enforce. Though it is possible to take forbidden actions, woe betide any unit who should break the law, for they will be punished!

THE LAWS OF IVALICE

Press the L Button on the world map to display a list of current laws. Forbidden actions are shown on the left, while recommended actions are on the right. Check daily, as the laws change often in Ivalice.

Laws marked with a yellow arrow apply to your clan's current area. By selecting another area with the cursor, you can see (in blue) what laws will apply should you travel to that area by the shortest route possible.

When you start a game, only one law will be in effect at first, but laws are added as you progress, often many at a time.

LAW CARDS

Law cards exist as a countermeasure to the laws of Ivalice. "Antilaw" law cards nullify a current law, while normal law cards create new laws. Press START during battle to open the system commands, where you can check current laws and use law cards in open law-card slots.

To nullify a current law, use an antilaw card of the same name. In order to set a new law, there must be an open law card slot.

It is a judge's duty to preside over every engagement and enforce the laws of Ivalice. Should a unit break a law in battle, the judge must issue a penalty.

Warning
Judges will issue yellow cards as warnings. If a unit is issued two yellow cards over the course of a battle, it will be removed from the engagement.

Removal
Judges will issue red cards to remove a unit from battle. Removal is immediate after a red card has been issued.

Whether an offending unit receives a red card or a yellow card depends on the effect their infraction had on the current engagement. Once removed, a unit cannot rejoin the engagement.

If a unit is removed from battle either by warnings or a removal, it will be sent to prison.

Judge Points
A unit KO'ing another unit in battle will receive one "judge point" (JP). Only the unit dealing the final blow is awarded. In addition, units performing actions recommended by law will also receive one JP. JPs are used for performing special attacks.

After battle, judgment is passed on units who have broken the law. Punishment is determined by the effect of the infraction on the engagement and the number of yellow cards and red cards issued to the unit. Punishments may take the form of status penalties, item confiscation, fines, etc. Penalty cards stay on a unit's record until it receives a pardon from the prison.

Totema and Combos

JP (Judge Points) are used to summon Totema and perform combo attacks. Summoning requires 10 JP, which is the maximum number of JP a unit can hold. Combos are a type of ability that can be performed by any unit with a combo ability set. When one unit launches a combo attack, all allies within range who have also set that combo ability join in the attack. The initiating unit uses up all the JP it currently holds in the attack. (Other participating units use no JP.) Combo damage varies depending on JP used and the number of participating allies.

Units can also lose JP through penalties.

Units that break laws and are removed from battle are sent to prison.
Units sent to prison must stay there until a set number of engagements
have passed. Imprisoned units may not participate in missions or battles.

Release
You can pay gil in order to secure a unit's release
from prison.

Pardon
By willingly sending a unit to prison, it is possible
to secure a pardon for another unit, freeing them
from prison and removing any yellow or red cards
from their record. Securing a pardon costs gil,
and a unit sent to prison may not participate in
missions or battles. A unit sent to prison to secure
a pardon will not be released from prison until
the term of the pardon has been served. Once the
conditions for a pardon are met, the pardoned
unit is released and its record cleared.

The amount of gil required for a pardon
and the amount of time that must be
served vary depending on the number and
type of penalty cards received by
the unit. Unless a unit is pardoned,
any penalty cards received will stay
on its record.

Units that finish serving time for a pardon
will not return to the clan automatically.
You must visit the prison to claim them.

Engagements and Dying

In engagements protected by the
order of law and a judge, even if a
unit is KO'ed, that unit will not be
permanently lost. Units that end
an engagement KO'ed are revived
after battle. However, there are
rumors that in some lawless areas
of Ivalice, things are not nearly
as safe...

Help

If you ever need help with a command or
menu item in the game, try selecting it with
the cursor and pressing the R Button or
SELECT. This will display in-game help
for commands and items.

A Useful Feature: Soft Reset

Press SELECT, START, and the A and
B Buttons at the same time to perform
a soft reset. Resetting the game returns
you to the main title screen.
(Be careful! The game you are playing
will not be saved.)

The Link command becomes available at a certain stage in the game. Once you have reached this stage, the Link command will be added to the world map menu.

You can use Link to join two Game Boy Advance systems only if your friend has access to the Link command as well.

*Hint: Be sure to check the rumors after finding the event that talks about linking!

STARTING A LINK

To start a link, you must use a Game Boy Advance Game Link cable to connect two Game Boy Advance systems. Each player must then select the Link command from their menu.

When Link is selected, three commands will be displayed. In order to activate one of the commands, both players must select the same command at the same time. Nothing will happen if the players select different commands or if they do not select them at the same time. When a link is successful, the selected link-mode game will start.

Team Up

Two players may cooperate on team-up missions. Each player will be able to place their own units on the same battlefield. There are a variety of missions available, such as a cooperative mode where you must take turns damaging the enemy, or a competitive mode where each player competes to see who can defeat the most enemies in a battle.

P1 is given the choice of the mission to play. (P1 is the player with the smaller Game Link cable plug.) Laws applying to the engagement are also set by P1.

Trade Items

Linked players can trade items. After trading, each Game Boy Advance will automatically save. The identity of traded items will not be known until the trade is finished.

Trade Units

Linked players can trade units. (When units are traded, all equipment is automatically removed.) After trading, each Game Boy Advance will automatically save. The details of the traded units will not be known until the trade is finished.

Support Clan

Support Clan under the clan menu lists the clan names and team-up mission results of every player you have linked with.

Keep an Ear Out for Rumors!

Valuable information about the world can be heard in the rumors floating around the pubs of every city area in Ivalice. They might just be rumors, but don't take them lightly! When you come across something new in the game, it's a good idea to check at the local pub and see if there are any rumors that can help you.

Going Shopping

Shops selling various items can be found in most cities in Ivalice. Both goods and prices are different in every city. The shopkeepers are all of different races, so it's best to shop around.

Know the Lay of the Land!

Some battlefields contain bodies of water. When a unit moves into a water panel, they may only take the "wait" action, so watch out! (They will be able to move next turn.) Reaction abilities are also negated while a unit is in the water.

Losing

A special attack from the enemy—or other events during an engagement—might take Marche out of action. Whenever this happens, no matter what the conditions are for the battle, the game is over! Make sure that Marche never breaks a law that will get him sent to prison!

Prison Exemptions?

The rule of the judges is final, but there are a few special enemy units protected by law that can never be removed from battle! You can tell protected units by the ribbon they wear.

Customize your gaming environment!

You can set options to customize the game. Color Mode allows you to set the screen color to correspond with the hardware you're using. We recommend setting the following options for the best experience:

LCD A

Optimized for play with the Game Boy Advance.

LCD B

Optimized for play with the Game Boy Advance SP.

TV

Optimized for play with a Game Boy Player. (You must own a Nintendo GameCube™ to use this option.)

RACES & JOBS

Many different races live in Ivalice. Often, members of different races adventure together in the same clan.

Humans

Humans are the most common race in Ivalice. While they have no outstanding natural talents, they are generally good at everything. Compared to other races, they have a wide variety of jobs to choose from, making them fun to develop.

> **Human Starting Jobs**
> Soldier, Thief, White Mage, Black Mage, Archer

Viera

These female hunters are as beautiful as they are proud. Their supple limbs are highly agile, and their hearing is so advanced that it is said they can talk to the spirit world. Their jobs highlight their agility as well as their spiritual adeptness. Only Viera may handle summoned monsters.

> **Viera Starting Jobs**
> Archer, Fencer, White Mage

Moogles

Moogles are clever folk who are able to handle any tool with ease. Their curiosity is only matched by their mischievousness. Moogles delight in surprising humans, and their jobs highlight their special talents. Their dexterity makes them the perfect candidates for jobs requiring delicate work.

> **Moogle Starting Jobs**
> Black Mage, Animist, Thief

Nu Mou

The Nu Mou are respected by all the races of Ivalice as the most adept wielders of magic. They can sense the flow of power and read its signs. As Nu Mou do not relish combat, most of their jobs focus on the magical arts.

> **Nu Mou Starting Jobs**
> White Mage, Black Mage, Beastmaster

Bangaa

At a glance, the Bangaa appear to be large, bipedal lizards. Bangaa are known for their rough dispositions and their love of battle. They are the strongest of the races, and their jobs take advantage of this. If you need someone to deal combat damage, look no further.

> **Bangaa Starting Jobs**
> White Monk, Warrior

An Ancient Book...

Long before Noah built his ark, the tales tell of an ancient land called Kiltia...a world where swords and sorcery reigned.

Its learning and power were swept away in the great flood, but one clue to its secrets remained: an ancient book known as the Gran Grimoire, hidden in darkness by the powers that once were.

It is not certain how many copies of the book still exist, but it is said that whoever should hold one holds the power to change the world.

Many lived out their days searching the world for surviving copies, but none were ever found.

It was an illusion, they said. A myth—but one worth dying for.

Using the Game Boy Advance Game Link® Cable

Here's all of the information you need to link multiple Game Boy Advance systems.

■ Necessary Equipment

- *Game Boy Advance systems:* One per player
- *Final Fantasy Tactics Advance:* One per player
- *Game Boy Advance Game Link cables:* One
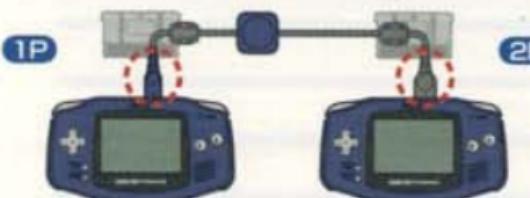
■ Linking Instructions

1. Make sure that the power on all of the game systems is turned off, then insert the Final Fantasy Tactics Advance Game Paks into the individual Game Pak slots.
2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn both game systems on.
4. See page 48 for further instructions.

■ Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When more than two Game Boy Advance systems are linked.
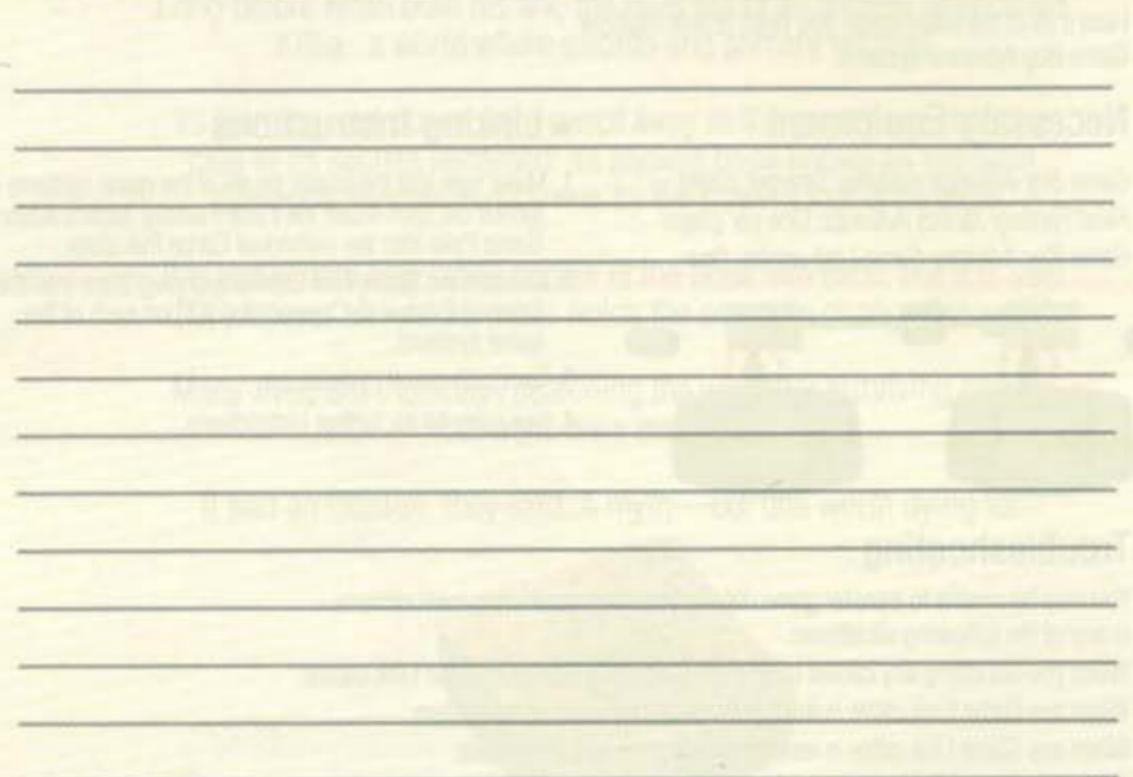
IMPORTANT

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:
Nintendo Consumer Service
www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

WARRANTY AND SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER™. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase.If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state or province to province.
Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA. 98073-0957, U.S.A.

This warranty is only valid in the United States and Canada.