ELASYS WARNING
Please read the manual and particularly this parasanth before using this video game system or allowing your children to use it. A responsible adult should go through with any minors the operator instructions of the Dreamcast before allowing play to take place. Some people are susceptible to epilepsy, especially when exposed to certain flashing lights or light patterns in everyday life such as those in music videos. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had an epileptic seizure. Certain conditions may induce undetected epileptic symptoms even in people who have no history of seizures or epilepsy. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms, immediately discontinue use and consult your doctor:

- Sit away from the television screen as far as the length of the controller cable allows. We advise that you sit at a minimum of 5 feet (about 2 meters) away from the television screen.
- Preferably, the game should be played on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 minutes per hour while playing any video game.

GETTING STARTED
This CD-ROM can only be used with the Dreamcast System. Do not attempt to play this CD-ROM on any other CD player. Doing so may damage the headphones and speakers.

1. Set up your Dreamcast system by following the instructions in your Dreamcast System Instruction Manual. Plug in Control Pad 1. For 2+ player games, plug in pads 2+ also.
2. Place the Dreamcast CD-ROM label side up in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Dreamcast logo screen. If nothing appears, turn the system off and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press A+B+X+Y and start simultaneously to return to the game title screen. Press A+B+X+Y and start simultaneously again to return to the Dreamcast control panel.
5. If you turn on the power without inserting a CD, the Dreamcast control panel appears. If you wish to play a game, insert the Dreamcast CD-ROM in the unit and the game will automatically boot up.

Important: Your Dreamcast CD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Dreamcast System has trouble reading the disc, remove the disc and wipe it carefully starting from the centre of the disc and wiping straight outwards to the edge.

HANDLING YOUR DREAMCAST CD-ROM
- The Dreamcast CD-ROM is intended for use exclusively with the Dreamcast System.
- Be sure to keep the surface of the CD-ROM free of dust and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.

The Legend of the Battle of Good and Evil
2
Story
4
Characters
6
Starting the Game
12
Using the Controller
16
Game Fields
16
The Character Growth System
18
Menu Screen
20
Field Screen
34
Types of Buildings
40
Basic Rules of Combat
44
Reading the Combat Screen
46
IP Gauge
48
Combat Commands
50
Status Disorders
56
Mellania's Rage System
57
Introduction to Items: Moves and Magic
58
Grandia II Goods
60
User Support
61
When the world was still young and yawned at its own dawn, walking Granas, the God of Light, came. All was bathed in the holy light of Heaven. Thus those were the days of marvels.

Yet there were those who sought the power to resist Granas, they found power in Valmar, the God of Darkness. Power to release the energy bound up in his Power to unmake the world.

Thus in those days they made war.

The fighting continued endlessly until the Sword of Granas pierced the infinite darkness of Valmar. The mighty blow from Granas not only smashed Valmar's pieces but also carved several ugly scars in the very surface of the planet.

These are the Granacliffs that survive even in the present scars in the land.

The reason why we call this earth the 'Curved'
Ryudo
Age 17
Ryudo makes his living as a Gravestone Bouncing from job to job, completing them regardless of moral judgement. Ever since he was a child, he has taken his training seriously and now even his employers recognize his superior skills with the sword. Characterized as being cynical and pessimistic, Ryudo pushes forward in getting the job done. Ryudo loves to pick on his travelling companion Skye. Although they sound harsh to one another, in times of stress, Skye is perhaps the only one who truly understands Ryudo.
* Weapon: Sword

Skye
Age 40
Skye is Ryudo's most reliable partner and a friend. Upon meeting Ryudo two years prior he immediately felt an interest in the closed, heartless Skye and thus began his journey with him. Acting as Ryudo's sole confidant, Skye remains the only one with whom Ryudo can share his life's painful, oppressive entities and deepest feelings. Ryudo's indifference brings out the paternal side of Skye, who even makes time to refine Ryudo's harsh tone of voice.

Millenia
Age 7
Millenia is somewhat of a mystery. Somewhat capricious and impatient, Millenia cannot stand indecisiveness and is quick to pout when things do not go her way. Millenia is a mystery girl who appears suddenly. Although her hair is really long and beautiful, she keeps it in a strange hairdo. She says she hates to cut it but loves it even more when it hangs out. She is capricious and impatient and cannot stand slow and uncertain people. She is quick to pout when she doesn't get her way, going wild without a hint of concern for the lives of others. However, she also has a soft spot for small and cute things, always trying to pet them. She is wild and uninhibited but is really...
* Weapon: Bow

Elena
Age 17
Height 158 cm
Weight 45 kg
Elena is a "Granias Songstress." Although the name suggests something, she is really just an acolyte in the Sisters of Granias who happens to be good at singing. She may seem to be trying to be helpful to people, but she is probably more like a busybody who just can't leave someone in trouble alone. After entering the Church of Granias with its teachings to save those who are suffering, she begins to take care of even the other Sisters in the church. She has loved singing ever since she was a little, and wishes that her singing could banish the darkness from the hearts of people and bring back the light.
* Weapon: Staff
Roan

Age 13 Height 145 cm Weight 37 kg

Roan is a boy who seems to be on a journey to find something. His silvery blond hair makes him quite alluring. Seemingly aware that others think he is cute, he is often lauded by adults. He sometimes uses odd adult language. He seems to be well bred with perfect table manners and dresses well, taking pains to make sure his clothes stay clean even on a long journey. There is nothing to dislike about his manner and he gets along with everyone he meets on his long trip. Being the owner of a bright, distinct personality which makes everyone smile and feel good.

* Weapon Knife

Tio

Age 2 (or appears to be a teenager) Height 133 cm Weight 41 kg

Tio is an automation produced at the time of the Battle of Good and Evil long ago. She looks like a human, but she has no feelings and nothing is attributed to her when she is given. When she is treated like a human, she partly loses her own opinion. She can only give a response to commands. She is often forced to make actions which are unnecessary for her, eating food perhaps because she is trying to understand what it is like to be human.

* Weapon Rings

Melfice

Age 22 Height 179 cm Weight 67 kg

Melfice has an elegant face and a peculiar appearance. His eyes have a cold-blooded gleam and an innate smile is always on his face. His actions are full of ingenuity but the results they bring are nothing but cruel and inhuman. His skills as a swordsman are flawless and elegant, but he attacks his enemies mercilessly. Called the "Demon-Man of Ruination" who brings ruin and corruption and chaos, he is said to bring a terrible curse to man and land alike by merely passing through.

* Weapon Axe

Mareg

Age late 30's Height 193 cm Weight 135 kg

Mareg is a beast-man who had attacked his village. He is a hunter at heart who runs across fields and mountains without making a sound ever intent on his prey. The basis for his actions is not theory or logic, but rather what he feels from the flow of nature, and he believes that living according to this way of thinking is life itself. He has a hearty personality and an equally hearty appetite which can be astonishing to those around. He has a stern countenance but a kind nature.

* Weapon Axe
Zera Innocentius
Age 56 Height 160 cm Weight 89 kg
Zera Innocentius is His Holiness the Pope of the Church of Granas. As the central personality of a world-wide religion, he is a well-known man. At the Granas Cathedral, he has continued to pray for the happiness and prosperity of mankind and preach about the second coming of the holy God Granas. In order to save the cursed world, anyone who meets him is said to be touched by his kindness and benevolent heart, gaining profound peace of mind. The reports of calamities occurring in places all around the world have weighed heavily on his heart and a melancholy tone has begun to settle upon his countenance.

Selene
Age 23 Height 172 cm Weight 67 kg
Selene is a High Priestess in the Church of Granas. Many people say that she is taken by her noble and beautiful almost ephemeral appearance. Her smile is full of affection and her eyes shine with a strong will in search of righteousness. However, in addition to her kind expression, she also has the face of a merciless inquisitor of heretics. She travels around the world to various lands in order to prevent the Revival of Valmar. She and her Cathedral Knights are known as the "Hammer of Granas.

Carro
These animals live in underground passages and caverns. They have a unique ability to light up dark dungeons. Other than taking dark places, little is known about these animals, but if you make friends with them, they might just help out Kyuda and his party on his journey.

Carro design: Atsuko Hisinda
Starting a New Game

If you want to play the game from the beginning, select "New Game" and press enter. The opening movie will begin, and when it ends, the main game will start (you cannot skip the opening movie).

*Do not move the Analog Directional Key or L/R Trigger while turning on the Dreamcast™ power. Doing so may disrupt the controller initialization procedure and result in malfunction.

Ending a Save Game

If a saved game is present on a memory card (Visual Memory sold separately), then select "Load Game" and press enter. Use the L/R Triggers to select the control port where the memory card is inserted, select the saved game you wish to load, then press enter. Your adventure will continue from its previously saved point.

For more details on saving games, see P 37 Save Game.

Saved location

Controller ports

Party members

Play time

Since you can't resume your game unless you save it first, be sure to save before ending play. When you want to end play, press the OPEN Button on the Dreamcast™ console. After the disc stops spinning, remove the disc. Close the disc door and press the POWER Button to turn the power off.
**The DreamcastTM Controller**

Analog Directional Key

X Button

Y Button

B Button

A Button

Expansion socket 1

L Trigger

Expansion socket 2

**Warning:** Do not move the Analog Thumb Pad or press the L/R Triggers while turning on the main power. The game controller will not calibrate properly if the Analog Thumb Pad or the L/R Triggers have been pressed. The Jump Pack can only be inserted into the second Expansion Socket of the controller.

This is a one-player game. Connect the controllers and other compatible peripherals to the controller ports of the Dreamcast (tm) console before turning the power on. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y, and Start Buttons. This will cause the DreamcastTM to soft-reset and display the title screen.

*Correct operation is not guaranteed if incompatible controllers are used.

**Menu Screen/Combat Screen**

Select various commands, characters, and items

Enter Button for commands, etc.

Cancel Button for commands, etc.

Cancel AI combat

Switch between pages in the item window

Combat command input: Entire screen displayed while pressed. When party AI's effect change viewpoint.

Switch between pages in the item window

Turns party AI (Play Fair) ON/OFF

Switches among Moves/Magic types of items

The Start Button is not used on the Menu Screen/Combat Screen.
The connections between the various game fields are described briefly below. Players may explore by navigating through town and dungeon fields. If you enter a building inside a town, you will enter an indoor field. If you come into contact with an enemy in a dungeon field, the combat screen will appear.

**Towns**

Town fields are located in areas where people live. You should actively explore and talk to people to gather information. When you go inside a building, the screen switches to an indoor field. When you leave the town field and go outside, you will see an area map. You may also encounter dungeon fields inside towns.

**Indoor Fields**

When you enter a building located inside a town field, the screen will switch to an indoor field. Indoor fields have fixed camera angles, you cannot use the L/R Triggers to change them. If you are the name of another location when you move near a door or opening, you may enter that location from there.

**Combat and Escape**

When you encounter an enemy, a combat scene will appear. If you defeat the enemies or make a successful escape, you will return to the dungeon field. If all members of your party fall in combat, the game is over and the title screen will appear.
The Four Elements of Growth

There are four elements of growth that offer power-ups for characters. Moves magic and the like. Basic growth occurs when a character ascends in level by gaining experience points in combat. In addition, the player can allocate coins earned in combat to improve characters' magic and skill.

What You Earn by Defeating Enemies

Your party earns the following five types of bonuses when they defeat enemies in combat: Experience points, special coins, and magic coins are required for character growth.

- **Experience Points (EXP)**
  Experience points are given to each character individually. When a character gains enough experience points, they will ascend in level.

- **Special Coins (SC)**
  The party collectively earns SC upon victory in combat. SC are used to learn and power-up moves and skills.

- **Mana Egg Growth**
  Magic coins earned in combat can be used to learn or power-up the spells in your Mana Egg. Whether you power-up one spell you like or learn a broad range of different spells is up to you to decide how to allocate your magic coins.

- **Character Growth**
  When a character's experience points earned in combat reach a certain value, the character goes up a level. His or her HP, MP, and SP values also increase.

- **Wave Growth**
  Special coins earned in combat can be used to learn or power-up unique moves. Like magic, the order moves are learned is up to you. Some moves can also be learned until specific events have occurred.

- **Skill Book Growth**
  Special and magic coins earned in combat can be used to learn or power-up the skills written into Skill Books. You learn skills to enhance a character's strengths and/or make up for weaknesses.

Magic Coins (MC)

The party collectively earns MC upon victory in combat. The MC are used to learn or power-up Mana Egg magic and skills.

Gold (G)

Items are obtained from defeated enemies. Some items are valuable and can't be found in general stores.

Character Growth

The party collectively earns gold pieces upon victory in combat. The gold is used to buy items at general stores.
Menu Screen

Pressing the Start Button on any field screen will display the menu screen. On the menu screen, you can make various preparations for your adventures. Select the command you want and press enter.

Character window
- Lists the current values of each character’s HP, MP, and SP.

Menu commands
- Select a command and press enter to switch to the various screens. For details about commands, see the following pages.

Place name
- Lists the name of your current location.

Coins and gold
- Lists any special coins, magic coins, and gold pieces earned.

HP Hit Points

MP Magic Points

SP Special Points

Power Up

Skill

Config

Set Ai

Explanation

Gives an explanation of the selected setting.

Config

In Config, you can change the following game settings. After you have finished selecting and changing the settings, press the B Button to return to the menu screen.

Settings
- Change the setting of the 5 Button
- Direction of rotation using the L Trigger
- Sound output
- Screen position

Types of items
- The types of items are indicated by icons.

Number earned
- Displays the quantity of items you are carrying. You can carry up to 99 of each item.

Number of types of items
- Displays the total number of items of a specific type.

Select a usable item and press the A Button

Item Type Icons
- Recovery items
- Attack items
- Weapons
- Armour
- Accessories
- Consumables
Use the Equip command to equip characters with weapons, accessories, Mana Eggs, and other items. You can also change a character's current equipment. First, select the character you want to equip and press enter. Next, select the type of equipment you want to change and press enter, then select the new piece of equipment. To remove equipment, use the Equip command and then select the equipment type. You must first remove the equipment and then remove the item on the equipment selection screen. Select the piece of equipment you wish to remove, then press enter.

Type of equipment
Items currently being worn appear beneath the equipment types. If an item is blank, the character is not wearing that type of equipment.

Changes in combat parameters
This indicates how a selected item changes a character's parameters. Yellow numbers indicate a parameter increase, blue numbers indicate a parameter decrease.

Special effects of the selected item
Any special effects of the selected item are indicated here. For details, see P. 25 Resistance icons.

Equipable items
Among all the items a character is carrying, only the items they can be equipped with will display here.

Comments
Describes the powers of the selected items.
Select the character and press enter to check the character's status. This displays detailed information about their parameters and equipment.

**Current HP/Maximum HP**

**Current MP/Maximum MP**

**Current SP/Maximum SP**

**Current level**

**Current status**
Displays icons indicating status disorders. Any "GOOD" indicates there are no status disorders.

**Basic parameters**

**Current experience points**

**Next level**
Lists the number of experience points required to reach the next level.

**Equipment**

**Combat parameters**

**Resistance icons**
Indicates the resistance and attributes granted by equipment.

**Equipped skills**

Use the left-right arrow, Directional Key or Directional Buttons to toggle this window.

### Basic parameters

- **STR**
  - Strength
  - Indicates the character's physical strength

- **VIT**
  - Vitality
  - Indicates the character's defensive strength

- **AGI**
  - Agility
  - Indicates how quickly the characters' HP Gauge advances in combat

- **SPD**
  - Speed
  - Indicates movement speed and movement distance in combat

- **WAG**
  - Magic ability
  - Indicates the character's magical attack ability

- **MEN**
  - Mental ability
  - Indicates the character's magical defence ability

### Combat parameters

- **ATK**
  - Attack value
  - This value is the basic "STR" parameter plus the added effects from skills and equipped items. Attack value affects the amount of damage inflicted on an enemy.

- **DEF**
  - Defence value
  - This value is the basic "VIT" parameter plus the added effects from skills and equipped items. Defence value affects the amount of reduced damage from enemy attacks.

- **ACT**
  - Action value
  - This value is the basic "AGI" parameter plus the added effects from skills and equipped items. Action value affects how fast the IP Gauge moves.

- **MOV**
  - Movement value
  - This value is the basic "SPD" parameter plus the added effects from skills and equipped items. Movement value affects the movement speed and movement distance in combat.
Resistance Icons:
A status disorder or ailment displayed in color indicates a status disease. An attribute icon displayed in color indicates resistance. The number indicates the resistance level.

Poison Sleep Paralysis Confusion Plague Magic Item Move Item

Fire Wind Earth Learning Blizzard

Power Up:
The Power Up command lets you use special coins, magic coins earned in combat to learn and power up moves. Mana Egg spells and skills from Skill Books. Use the L/R Triggers to select a learn, power up item, select a Mana Egg or Skill Book and press enter.

The special coins, magic coins earned in combat can be used to learn power up moves, magic spells and skills.

Character growth
Special coins (SC) Magic coins (MC)

Mana Egg growth

Skill Book growth

Details on P. 2
Details on P. 28
Details on P. 30
Each character possesses unique special attacks known as "moves." In order to use moves, the character must first learn them using special coins. First, select the character to learn the move and press enter. Then, select the move to be learned (or powered up) and press enter. Some moves cannot be learned unless specific events in the adventure have occurred.

**Move level**
The level of the move is indicated by the number of ★ symbols. The more ★ symbols, the faster it can act and the more power it has. When the level reaches the highest level of 3 ★★ MAX ★★ appears.

**Special coins**
List the current number of special coins available. If the number here is less than the number of special coins required, then learning or powering up isn't possible.

**Comments**
Gives a description of the selected move's effects.

---

A character equipped with a Mana Egg is able to learn and use the magic spells within it. Both individual spells and Mana Eggs have levels, and the level of the Mana Egg itself can be raised by tapping the level of its magic spells. When the Mana Egg's level increases, it gains more spells to be learned.

**Mana Egg level**
Indicates the Mana Egg's level (the sum of the levels of its spells). As its level increases, the Mana Egg receives additional spells to be learned.

**Mana Egg comments**
Lists the characteristics of the selected Mana Egg.

**Magic coins**
Indicates the current number of coins available. If the number of coins is less than the number of magic coins required, then learning or powering up the spell isn't possible.

**Comments**
Provides a description of the selected spells effects. "??????" means the level of the Mana Egg is still too low for the spell to be learned.

**Name of spell**
This is the name of the magic spell. Spells that have yet to be learned are indicated by "----". Only spells listed in white can be learned or powered up.
Learning Magic

Select the Mana Egg containing the magic spell you wish to learn and press enter. You cannot learn that spell unless you possess the necessary number of magic coins. (MC)

Powering-Up Magic

Select the Mana Egg containing the magic spell you want to power up and press enter. You cannot power up that spell unless you possess the necessary number of magic coins. (MC)

The higher a spell’s level, the faster it can act. The maximum level for a magic spell is 5.

Types of Mana Eggs

<table>
<thead>
<tr>
<th>Name of Mana Egg</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Water/Earth/Fire Mana Egg</td>
<td>Priestly Mana Egg</td>
</tr>
<tr>
<td>Wind/Lightning Mana Egg</td>
<td>Demonic Mana Egg</td>
</tr>
<tr>
<td>Wind/Water/Blizzard Mana Egg</td>
<td>Airy Mana Egg</td>
</tr>
<tr>
<td>Fire/Earth/Explosion Mana Egg</td>
<td>Earthly Mana Egg</td>
</tr>
</tbody>
</table>

1 This is not a complete list of Mana Eggs. Look for others!

Skill Books

Skill Books contain various skills that can be equipped to give a character additional powers. Like Mana Eggs, Skill Books also have levels. As new skills are learned and skill levels are increased, the level of the Skill Book will also increase. When the Skill Book reaches a certain level, it receives additional spells that can be learned.

Name of the Skill Book

Skill Book level

Indicates the Skill Book’s level (the sum of the levels of its skills). As this level increases, the Skill Book receives additional skills to be learned.

Skill Book comments

Lists the characteristics of the selected Skill Book.

Special coins/magic coins

Comments

Provides a description of the selected skills effect.

Special coins/magic coins required

Indicates the number of special coins/magic coins required to learn or power-up the X Green numbers indicate special coins required, while blue numbers indicate magic coins.

Name of skill

This is the name of the skill. Skills that haven’t been learned yet are indicated by “-.” Only skills listed in white can be learned or powered-up.
Learning Skills

Select the Skill Book containing the skill you want to select and press enter. You cannot learn that skill unless you possess the necessary number of magic coins (MC) or special coins (SC). A power-up skill becomes more powerful as its level increases.

Types of Skill Books

<table>
<thead>
<tr>
<th>Name of Skill Book</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Warrior</td>
<td>Lets you learn warrior skills</td>
</tr>
<tr>
<td>Priest</td>
<td>Lets you learn priestly skills</td>
</tr>
</tbody>
</table>

*This is not a complete list of all Skill Books. Look for others!*

Menu 

used to equip characters with MC in the appropriate weapons.

- **Skill**: Select the skill you want to equip with skills and equip a new skill. Select an empty skill entry and press enter. Switch to the Skill Book window containing the desired skill. Select it and press enter.

- **Selecting a Skill**: Choose an equipped skill to replace the skill. Switch to the Skill Book window containing the new skill. Select an empty skill entry and press enter. To remove a currently equipped skill, select it. Remove the skill and press enter. A character can be equipped with more skills as they ascend in level.

- **Skills**: Displays the name of the currently selected Skill Book. Use the L or R directional keys to display other Skill Books.

- **Character equipped with skill**: Displays an icon of the character currently equipped with the skill. Skills with an icon appearing here cannot be selected as a skill to be equipped.

- **Comments**: Provides a description of the currently selected skill.

- **Skill to be changed**: The skill to be changed appears here.

- **Skill that can be learned**: This is the name of the skill. Skills that have yet to be learned are indicated by —.
Select the AI you want to change and press enter either an individual character or party. The AI window will appear. Select your desired strategy and press enter.

Strategy

<table>
<thead>
<tr>
<th>Name of Strategy</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Go wild with magic and special moves.</td>
<td>Characters attack and defend randomly. Use magic and special moves.</td>
</tr>
<tr>
<td>Fight frequently to avoid falling.</td>
<td>Characters attack and defend randomly. Use magic and special moves.</td>
</tr>
<tr>
<td>Recover frequently to avoid falling.</td>
<td>Characters attack and defend randomly. Use magic and special moves.</td>
</tr>
</tbody>
</table>

Characters are according to their personality.

Treasure Chest:

- Small
- Medium
- Large

Money Bag:

- Small
- Medium
- Large

Monsters:

- Small
- Medium
- Large
Compass

The compass appears in the upper right corner of the screen in town fields and dungeon fields and indicates the direction and distance to the destination. Press the Y button to change the destination. The number of destinations you can choose from depends on your current location and may change as the game unfolds.

- Bezel: The number of blue dots indicates the number of destinations that can be chosen. The yellow dot indicates the current destination.
- Needle: The needle points in the direction of the destination.
- Destination: Lists the name of the current destination. In dungeon fields, the only possible destinations are "Forward" and "Back."

Distance to the destination
The light green circle appearing underneath the needle indicates the distance to the destination. This circle reduces as you close in on the destination and increases as you move away from it.

- Destination is near by
- Destination is far away

Action Icons
- Icons appear in places where you can take actions such as moving switches or pushing objects. There are also places where you can push objects or take other actions even though no action icon appears.

Jump Icons
- Icons appear where you can jump down or across gaps or other openings in the ground.

Ladder Icons
- Icons indicate ropes or ladders which you can climb up or down.

Tutorial Hat
- Icons identify characters in general stores who will guide you with combat tips and other hints.
Save Icons
Press the A Button while you are on one of these icons to save your game or let party members recover. Select "Recover" to restore all your party members' parameters to their maximum values. Save Icons also cure all status disorders.

Scan Game
Select "Scan Game" and press enter to display the scan screen. On the scan screen, use L/R Triggers to select a controller port where a memory card is inserted, select a place to save your game and press enter. Saving your game where an older game is already saved will completely overwrite the old game.

Saved games
A memory card is required to save games. Saving one game requires nine free memory blocks. You can save up to 10 games on one memory card.

Controller ports
The controller port where the currently selected memory card is inserted appears here.

Save time
The total play time elapsed when the game was saved appears here.

Current party
Current; play time
The total play time from the start of your adventure to the present appears here.

*While saving or loading games, never turn OFF the Dreamcast. *Never touch a memory card or other expansion units or controllers.

Found Objects
Money, treasure chests, or other objects in dungeon fields; press the A Button to pick them up. Standard treasure chests contain one item, while big treasure chests may contain new items.

Town Characters
Going to town characters to gather information and advance your adventure. A conversation with a character isn't over after talking with them only once. Try talking to the same character again and again if the conversation seems useless or if the character is particularly interesting.
Things that can be investigated

If you find something interesting in a town or dungeon, move up to it and try pressing the A Button. You might be able to investigate it and gain some information.

Dangerous traps

There are many traps set on the dungeon fields. If you trip one, the party may lose HP or suffer status disorders.

Things that can be smashed

Certain objects in dungeon fields, such as giant mushrooms or boulders, can be smashed. You can try to smash objects by pressing the A Button.

House

There are several houses in the village. If the door opens, you can go inside and talk to the residents.

General Store

At the general store, you can buy and sell weapons, armour, and other items you'll need on your adventures. Here you'll also find a character wearing a "Tutorial hat", who offers combat tips.
At the inn you may rest your character or save your game. Whenever you reach any town it is recommended to first visit the inn to restore your party's status and save your game. You can stay at the inn for free.

**Spend the Night**

Spending the night restores HP, MP, and SP to their maximum values and cures all status disorders. Selecting "Spend the Night" will end your current scene. From here you can select the "Good Night!" icon and press enter. You may talk to another character until you have heard a particular conversation.

**The Good Night! Icon**

Select the "Good Night!" icon and press enter to end your meal and conversation and go to sleep. Time will elapse within the game.

**Recover**

This restores the HP, MP, and SP to their maximum values and cures all status disorders.

**Save Game**

Select this item to save your game. For details see P 37.
Encountering an enemy in a dungeon field will trigger the combat screen to appear and initiate the battle. During combat you must decide your character's actions each turn until you defeat the enemy. Combat occurs in real-time except during the execution of moves and special enemy attacks, and while the characters await command input. Combat ends when all enemies are defeated or when the combat command "Escape" is successful. Upon victory, the combat results screen will appear then you will return to the dungeon field where you originally encountered the enemy. If all party characters fall in combat, the game is over.

- **Items carried**
- **Cash on hand**
- **Number earned**
- **Price**
- **Item description**

When you talk to the character in the corner of the store wearing a "tutorial hat," he will give you information and combat tips while walking you through simulated battle. At the start of your adventure he will provide only simple tips, but then offer more advanced help as your adventure proceeds.

- **Contact with enemy**
- **All party characters fall in combat**
- **Game Over** (Return to title screen)
- **End of combat**
- **Combat results screen appears**
- **Return to dungeon field screen**
How you encounter the enemy on the dungeon field screen determines who will have the advantage at the start of combat. If you encounter the monster party from behind, you have the element of surprise and can attack first. However, if the enemy encounters you from behind, you will be surprised and attacked first.

- **Contact not made in one of the states below** → Combat starts normally
- **Player party encounters monster party from behind** → Combat starts with a surprise attack
- **Monster party encounters player party from behind** → Combat starts with player party surprised
- **Combat starts with the enemy surrounding your party and launching a surprise attack**
- **Combat starts with your party surrounding the enemy and launching a surprise attack**

**IP (Initiative Point) Gauge** displays the order in which party characters and monsters take action. For details of the IP Gauge, see P. 46.
The IP Gauge determines the order in which each character acts. Each character marker travels from left to right along the Gauge and when a character marker reaches the COM point you may enter your command. The action will then be executed once the character marker reaches the ACT point located at the right end of the IP Gauge.

When a player marker reaches the COM point on the IP Gauge, the motions of all characters are halted and the command entry field awaits your input. Once you enter a command, the marker begins moving again.

When a player marker passes the COM point on the IP Gauge, the character prepares to carry out the entered command. When the ACT point is reached, the character begins his/her action and the entered command is executed.

Once his/her action is complete, the player marker moves back to the left end of the IP Gauge. The marker then begins moving towards the command entry point again, and this sequence is repeated as long combat continues.
If you land a critical attack on an enemy before they can enter attack mode (1) the enemy's marker will be pushed back to the left (2) delaying the enemy attack. If you can manage to land consecutive critical attacks you might even be able to defeat the enemy without being attacked.

Use a Critical Attack to Move the Monster Marker to the Left

Differences in IP Movement Speed from the COM Point to the ACT Point

Even if the enemy is just about to execute an attack (1) you can enter a command with a high IP Gauge movement speed (such as Defend) and it will execute instantaneously (2) You still might be able to defend the attack and reduce damage.

Select Combo for combination attacks: Select the Combo command and press enter then select the enemy to attack and press enter.

About Counter

If your attacks hit while the enemy is in an attack pose a Counter may occur resulting in greater damage.

Critical

The most powerful single attack. Select the Critical command and press enter then select the enemy to attack and press enter. Although a Critical won't inflict as much damage as a Combo it can move the enemy's IP Gauge marker back to the left. A Critical requires a large attack motion that may leave you vulnerable to Counter damage, so be careful timing your attack.

About Cancel

If a Critical (or other attack which has a Cancel effect) hits while the enemy is preparing to act (between the COM and ACT points) the enemy's marker may be pushed back before the COM point. Scoring a cancel can be useful for avoiding those particularly powerful enemy attacks.
**Moves/Magic**

This command lets you use the moves and magic spells contained in a character's Mana Egg. Use the L/R Triggers to switch among the Move/Magic windows and select the move or magic spell you want to use, then press enter. After selecting the target and pressing enter, the character prepares to activate the move/magic. As the character prepares they will be surrounded by yellow or green lights and when their marker on the SP Gauge reaches the ACT point they will execute the move/magic spell.

**Comment**
- Describes the selected move/magic spell and lists level range of effect and points consumed.

**Move/Magic Window**
- If a character is equipped with a Mana Egg, magic windows will appear. Use the L/R Triggers to switch among them.

**Points Consumed**
- The points consumed by the move/magic spell appear here. If your current SP or MP value is less than this rating, you cannot use the move/magic spell.

---

**Item**

This command lets you use or equip a character with items being carried during combat. Select one from the items list and press enter, then select the target and press enter. Grayed out items cannot be used in combat. Only currently equipped objects can be used as items.

---

**Defend**

This command lets a defensive posture for a fixed period of time and reduces damage and lowers the chance of status effect. You will also recover more SP than usual if you're defending while the enemy attacks.

---

**About SP Recovery**

You'll recover a small amount of SP if you hit with a Combo or Critical attack or if you are hit by an enemy attack.
Escape

Escape allows you to retreat from a combat scene. If your escape is successful, you will exit the combat scene but won't earn any experience points, gold, or other items you'd get by defeating the enemy. Use this command if the party characters are in dire straits. You can't use the Escape command to get away from every enemy; however, some you will have to fight and defeat in order to continue.

Evade

Evade allows you to avoid enemy attacks by moving to another place. Select from several evasion points appearing on the screen, then press enter. During the battle, you can use magic spells able to attack the nearest enemy.

You can choose the AI battle settings from eight different strategies of action. Select either a party or individual strategy. Name and press enter to display the strategy menu. Then select your strategy and press enter. Once you select 'Execute', an AI battle will be executed. During battle, you can use the Y Button to turn Party AI (Play Fair) on or off. To halt an AI battle, press the B Button. When using a strategy other than Manual, you can only change the camera angle in combat when an AI strategy is being executed.

Manual (Individual) AI

Name of strategy

The strategy name appears under the individual character windows during the execution of AI strategies set for individual characters. It also appears at the bottom left of the screen during the execution of Party AI.

Party AI

Combat camera angle mark

Use the X Button to change the combat camera angles. There are four to choose from.
**Name of Strategy**
- Masterful
- Skilled
- Native
- Challenged

**Description**
- You enter all combat commands
- Use powerful moves and magic unsparring
- Fight only with normal attacks and recovery magic
- Recover frequently while fighting to prevent party characters from falling in combat
- Use assistance magic while fighting to raise friends' powers.
- Fight while creating situations that make it difficult for the enemy to attack.
- Use mainly Evade and Defend.
- Each party character makes actions according to their personality.

### Different Combat Camera Angle
- This camera angle captures the entire combat screen.
- This camera angle displays a close-up of a specific character. Use the L/R triggers to switch characters.
- This camera angle displays a specific character and their surrounding area; Use the L/R triggers to switch characters.

### Disorder
- Sleep: Sleeping characters are unable to act until a period of time elapses or an enemy attacks them. Sleep effects wear off when combat ends.
- Confusion: A confused character will not accept commands and sometimes attacks his friends. Confusion may wear off after a period of time or when combat ends.
- Paralysis: A paralysed character cannot move his body. Paralysis may wear off after the period of time or when the combat ends.
- Fallen: A character whose HP falls to 0 cannot longer participate in combat.
**Milena Rage System**

**Rage Gauge**

The colour changes as Milena's mood gets worse.

When in combat, Milena gradually builds up rage when irritated or attacked. When she reaches her breaking point, Milena will go berserk, using powerful moves and special magic spells at will. The player has no control over the enraged Milena, and you can only enter commands after her rage subsides.

If her rage explodes, she unleashes a frenzied rage attack!

---

**Items - Here are some Items appearing early in the game.**

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Item 1]</td>
<td>1000</td>
<td>[Item description 1]</td>
</tr>
<tr>
<td>[Item 2]</td>
<td>2000</td>
<td>[Item description 2]</td>
</tr>
<tr>
<td>[Item 3]</td>
<td>3000</td>
<td>[Item description 3]</td>
</tr>
<tr>
<td>[Item 4]</td>
<td>4000</td>
<td>[Item description 4]</td>
</tr>
<tr>
<td>[Item 5]</td>
<td>5000</td>
<td>[Item description 5]</td>
</tr>
<tr>
<td>[Item 6]</td>
<td>6000</td>
<td>[Item description 6]</td>
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<tr>
<td>[Item 7]</td>
<td>7000</td>
<td>[Item description 7]</td>
</tr>
<tr>
<td>[Item 8]</td>
<td>8000</td>
<td>[Item description 8]</td>
</tr>
<tr>
<td>[Item 9]</td>
<td>9000</td>
<td>[Item description 9]</td>
</tr>
<tr>
<td>[Item 10]</td>
<td>10000</td>
<td>[Item description 10]</td>
</tr>
</tbody>
</table>

---

*Note: The table above contains fictional items and prices for demonstration purposes.*
# Movie/Magic: Here are some of the moves/magic appearing early in the game.

<table>
<thead>
<tr>
<th>Move</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dark</td>
<td>1. Attack enemy with destruction</td>
</tr>
<tr>
<td>Flame</td>
<td>2. Attack with fire</td>
</tr>
<tr>
<td>Boost</td>
<td>3. Boost movement up</td>
</tr>
<tr>
<td>Block</td>
<td>4. Blocks magic with resistance</td>
</tr>
<tr>
<td>Item</td>
<td>5. Item obtained from shop</td>
</tr>
<tr>
<td>Restore HP</td>
<td>6. Restores a lot of HP</td>
</tr>
<tr>
<td>Defend</td>
<td>7. Use defense with the power of cast</td>
</tr>
<tr>
<td>Drop Power</td>
<td>8. Drops power with a FontAwesome</td>
</tr>
<tr>
<td>Attack</td>
<td>9. Attack with a powerful attack</td>
</tr>
<tr>
<td>Natural</td>
<td>10. Natural harmony and balance</td>
</tr>
<tr>
<td>Damage</td>
<td>11. Damage done with a sharp edge</td>
</tr>
</tbody>
</table>

---

**Entertainment**

- **Producer**: Fredric Brown
- **Director**: Stanley Rusk
- **Music**: Vincent Mangold
- **Stunt Coordinator**: David Cherniske
- **Production Assistant**: Marc Legère

**Audio Production**

- **Recorded at**: Screen Music Studios
- **Voice Overs**: Kira Zimmerman
- **Sound Effects**: T.J. Oshana
- **Production Assistant**: Caterina Corinno
- **Chief Engineer**: Paul Arndt
- **Editors**: Jeremy Pitts
- **Art Director**: Terry Copi

**Sponsors**

- **Bell**
- **ATV**
- **Frost**
- **Sunset**

---

**Casting**

- **Alexei Novak**: Peter Lorre
- **Darkon**: Mervyn Johns
- **Soviet**: John Wayne
- **Mars**: John Cassar
- **Earth**: John Wayne
- **Ocean**: James Arness
- **Sea**: James Arness
- **Air**: John Wayne
- **Fire**: John Wayne
- **Earth**: John Wayne
- **Cosmos**: John Wayne
- **Space**: John Wayne
- **Avalon**: John Wayne
- **Merlin**: John Wayne
VERY SPECIAL THANKS TO:
Dennis Roy
Mona Hamilton
Xavier Fau devise
Corey Feng
David Ramberger
Laurent Detoc
Jay Cohen
Wendy Robinson
Dana Gard
Kara Chownaner
Kevin Lail
Tetsu Myojio
Rich Robles
Sarah Chubin
Oliver Kumpuss
Jennifer Bunting
Ramsey Gordon
Helene Janquet
Yasser Nasser
Austin Gavan
Paul Breidenan
Greg Gitzer
David Fung
Tony Labe
Asha Piaseck
Simon Taylor
Eve Chauvire
Azelle Verny
Michael Thielman
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