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DMG-SZ-USA

FINAL FANTASY™ LEGEND II

SQUARE

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Thank You for purchasing the Nintendo GAME BOY Game Pak.

FINAL FANTASY LEGEND II

Before you start playing please read this instruction booklet carefully and follow the correct operating procedures.
Keep this instruction booklet handy for your future reference.

SQUARE

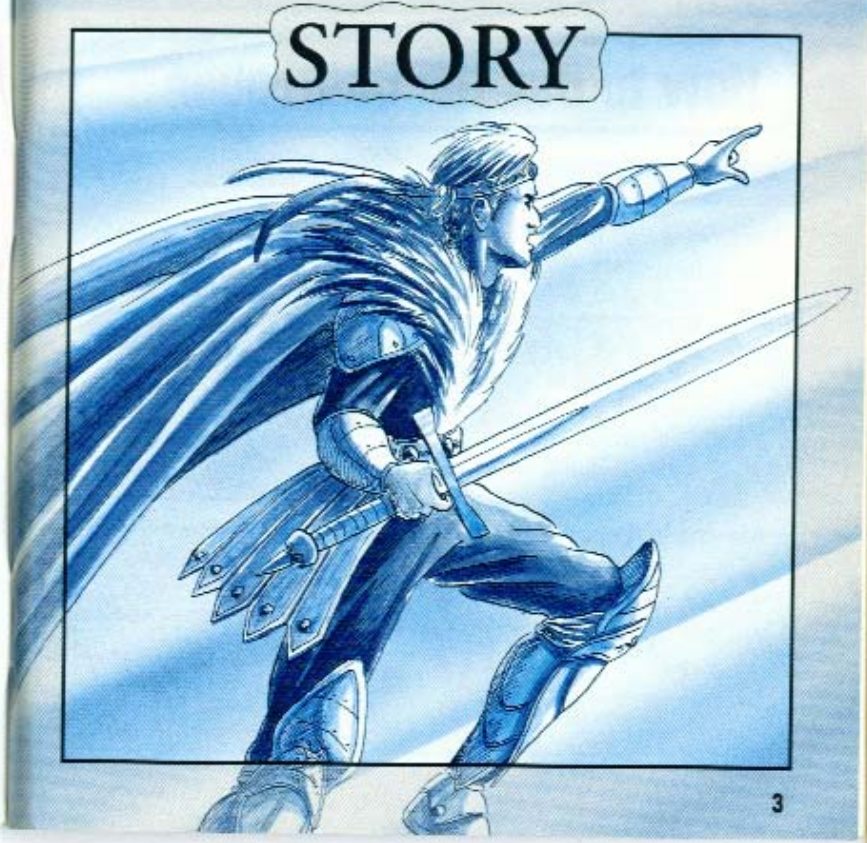
PRECAUTIONS

1) Do not touch the Game Pak's terminal connectors. Keep them free of dust and moisture.
2) Store your Game Pak at room temperature. Avoid extremely hot or cold temperatures.
3) Do not clean with paint thinner, benzene, alcohol, or other such solvents.
4) Avoid subjecting your Game Pak to shock. Never attempt to open or disassemble it.

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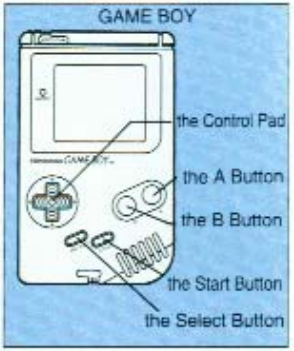
STORY



How to Use the Controller

The Control Pad

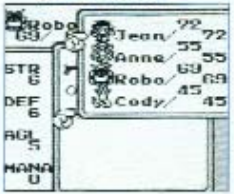
The Control Pad is used when you move characters on the Game Screen. It's also used to move (☞) to select a command on the Sub-Screen. When you press Up, it moves up, and when you press Down, it moves down. When you press Left, it moves to the left, and when you press Right, it moves to the right.



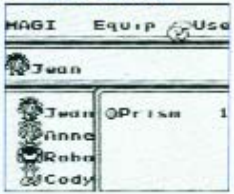
Moving in the Game Screen



Up and Down Sub-Screen



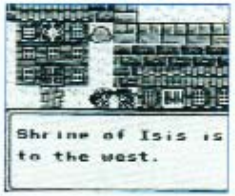
Left and Right Sub-Screen



The A Button

The A Button is used to examine things and talk to the people standing in front of the characters. It's also used to execute the command that has been selected on the Sub-Screen, to switch to the next screen and to speed up the conversation and words used during the battle.

Talking with Townspeople



Searching a Door



Executing a Selection



• Search for Treasure

The A Button is used to search inside things like a treasure box, for example. There may be other nice things that you will acquire unexpectedly by searching certain places and objects.



The B Button



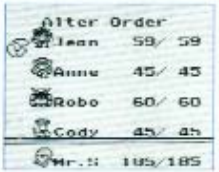
On the Sub-Screen or in the battle screen, the B Button is used mainly to cancel a command that has been selected, and to go back to the previous screen. When the B button is pressed in the Game Screen, you can have a conversation with the Non-Playing Characters and can temporarily pause or hold a message.

The Start Button



The Start Button is also used to name each of the characters. If you press the Start Button during the actual game, the Sub-Screen will appear. Pressing the B Button will allow you to go back to the Game Screen.

The Select Button



If you press the Select Button during the game, the Alter Order Screen will appear. You can rearrange the characters by using the Control Pad and the A Button. Pressing the B Button will allow you to go back to the Game Screen.

Starting the Game

1. Put the game cassette into the Game Boy® and turn on the switch.
2. When the title screen appears, select Start and press the A Button.
3. After the initial message, you will see a screen where you must decide who the main character will be.
4. Among the eight possible characters, select and name a character you like best. The game starts by pressing the Start Button.
5. The story of the game begins with the scene where your father sets out traveling.





Humans

Generally speaking, Humans become powerful by fighting in battles. Such qualities as Strength, Defense, Agility and Mana will upgrade their level depending on the Weapons, Armors and Magic Books that have been used in the battles. HP (Hit Point level), however, goes up regardless of the items and equipment used. While fighting the enemy increases the various characters' HP, their growth rate will not all be equal. The stronger the enemy is, the more powerful the characters become. Since the Humans do not possess any Special Skill, they need to depend on the items they carry. The Humans can use any items they wish and can possess eight such items.





Mutants

The basic system of growth for Mutants is equivalent to that for Humans, but the rate of growth is a little slower. However, they possess a higher level of Mana and can acquire various Special Skills by fighting battles. Mutants can possess up to eight items, of which a maximum of four can be Special Skills that can be acquired. Mutants can acquire these Skills if there is room in the Item List. If their capacity is full, newly acquired Special Skill is exchanged with the last one in the list. It's best to let them become powerful by using a lot of Special Skills and upgrade their Mana. It's also a good idea not to give them too many weapons since they acquire different Special Skills as they continue to become powerful.

Robots

Robots don't become powerful as a result of fighting in the battles. They can raise the HP and the values of Abilities by equipping the weapons and armors. In other words, the more weapons and armors acquire, they will become stronger. They can equip themselves with any available items with different degrees of power. You are reminded, however, that every time they put on or take off their items, the number of times you can potentially use these items will be decreased by half. When the Robots have used up their weapons, don't throw them away. If the Robots are staying in the Inn, such weapons will restore the capacity to fifty % of the maximum number that can be used. However, the operating level of the Skill Items will not decrease but they will not be restored at the Inn, either. It is recommended that the Robots be equipped with as many powerful weapons and armors as possible.



Monsters

Monsters don't become powerful by themselves. They can transform themselves into another Monster by eating the enemy Monster's meat, which may be occasionally available after the battle. Whether or not they become stronger depends on the meat they eat. Basically, they need to eat the meat of a strong Monster to become stronger. They should not miss the meat of the Boss Monster when it's available. They may become weaker, however, by eating the meat of a weak Monster. Once the Monsters become strong, they should not eat the Monster's meat unless you are sure that it's the meat of a very strong Monster.



Non-Playing Characters

During the adventures, you will meet people, some of whom will join the group as the fifth member. Such people are called "Non-Playing Characters (NPC)." These NPCs will join and leave the group regardless of your wishes. They will assist you in the battles with the enemies and, if you press the B Button, give you hints that will help you proceed with your adventures. They will also participate in the battles by selecting a command just like the other characters.

Mr. S

Mr. S is a school teacher of Home Town. He worries about his students who leave and decides to join the group himself.

Mask

Nobody knows who Mask is. He is imprisoned somewhere. He is excellent at using the weapons and will be a big asset to the group.

Ki

Ki is a cleric at the Shrine of Isis in the First World. She possesses magical power mainly for healing rather than for fighting.

Lynn

Lynn is a girl who lives with her sick mother because her father is gone. The level of her attack and defense is not high.

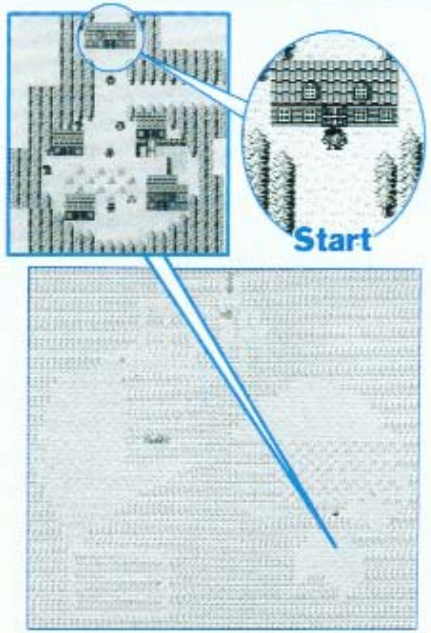


Naming the Characters

There are two occasions when you will need to name the characters. The first such occasion is in selecting the main character at the beginning of the game. The second occasion is in selecting the members for the group. After you have decided on the main character, select one from among the eight possible characters and press the A Button. The screen will then change and you can register the name. Move (✥) to point to the letter you want to use and press the A Button. The letter will be displayed on the screen next to the main character. If you have chosen the wrong letter, you can cancel it by pressing the B Button. You can use up to four letters. Press the Start Button to register the name. You can name the members in your group in the same way. Once the members have been registered, they cannot be replaced.



Beginning the Adventures



The story begins with a scene where your father is leaving the town. Your father gives you one of the MAGI and tells you not to give it to anybody. Time has passed and you have grown up. You have decided to go and look for your father. The adventure begins in Home Town in the First World. The town is located in the southeastern part of the First World. First of all, you must find the other members of your group and gather useful information about Home Town.

This is Final Fantasy Legend II World Map



The universe of this game consists of the nine great worlds. In each world there is a huge elevator called the Pillar of the Sky which connects the existing world with the Celestial World. When you move from one world to another, you must pass through the Pillar of the Sky and go to the Celestial World. Reaching the Celestial World does not mean that you can move to any other worlds that you wish. The door to the Pillar of the Sky, which leads you to the next world, will open up to you only when you've collected all the MAGI in one world.

1. Celestial World

Each Celestial World has two sets of the Pillar of the Sky. The Celestial World functions as a bridge between two worlds and, therefore, you must pass through it whenever you wish to move on to another world. The Celestial World is also a safe place, free from enemy attacks.

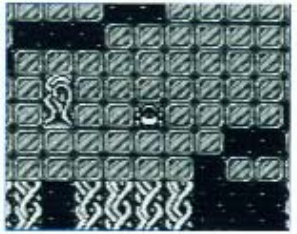


2. Pillar of the Sky

The Pillar of the Sky is an elevator that connects the ground of the existing world to the Celestial World. You can ride on it to go up and down by stepping on the only tile that is colored differently from the others.

3. Nine Worlds

Each of the nine worlds has distinctive features. These worlds are independent of and not directly related to each other. Different events will take place in these worlds but your common objective is to collect all the MAGI in each of the worlds.



Recommended Group Arrangements

1 Human, 1 Mutant, 1 Robot and 1 Monster



With this suggested selection, all the characters are represented in the group and there is a good balance of abilities. You can also enjoy these very distinctive characters.

2 Humans and 2 Mutants



This group consists of members who can become powerful by fighting battles. It might require time for all the members to become powerful but their balanced abilities are very stable.

2 Mutants and 2 Robots



This is an excellent team to fight the battles and may also be the quickest group to complete the game. This is the costliest group, however, as they all require the procurement of weapons and armors.

Group Arrangements Not Recommended

4 Monsters



These members have no chance to become powerful except by transforming themselves into other Monsters. There is no way of knowing when and how strong they will become. Another negative factor is their inability to possess any Items. In the earlier stage during the game they will advance easily. As you proceed with the game, however, the lack of strong monsters meat will become an increasing problem.

4 Robots



This team must depend totally on the Items because the members can't become powerful at all. Lack of money will be their main problem. As you proceed with the game, it will be more and more difficult to purchase new weapons. They also lack quick movement and, half way into the game, they tend to be defeated more easily by the enemy Monsters. This arrangement is not recommended.

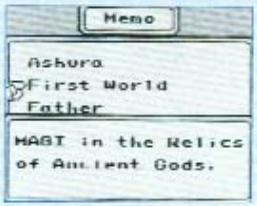
Gathering Informations

You will often be able to find the towns in the game. You can buy things you need and, more importantly, talk with the people in these places. They may tell you where to go and what to do from this point on. In order to talk with a person, stand in front of townspeople and press the A Button. You can later refer to the important information given by these people anywhere and at any time by using the Memo command. Also please remember to read the clues given by the NPCs by pressing the B Button when you are in trouble.



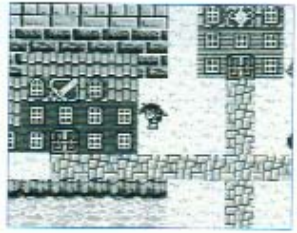
• Referring to the Memo

You can read the important information you have heard by pressing the Start Button and selecting the Memo command during the game. Refer to the Memo especially when you don't know where to go.



Shopping

There are shops in the towns. The Weapon Shop sells the weapons. The Item Shop sells the items to recover, as well as Armor and Magic Spells. There are also Inns to restore HP and the Special Abilities, and Cafes where many townspeople gather for refreshments.



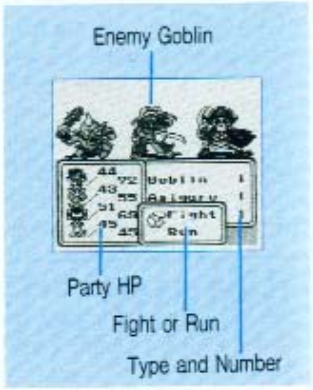
• Buying and Selling

When you want to buy, up to three items will be displayed at a time on the screen. The other items can be seen by moving (☞) up or down. Point (☞) to the item you want to buy and press the A Button. When you want to sell, point (☞) to the item that you want to sell and press the A Button.



Encountering the Enemies

You may encounter the enemy Monsters while exploring the fields and caves. The screen then changes to the battle screen which will indicate the number and type of enemy Monsters. You must select either Fight or Run. If you always Run, the group can't become powerful or gain money.



Fight or Run

As soon as you select Fight, the battle will begin. You should select Run if your team is not prepared to Fight. When your Run is successful, the screen will return to the Game Screen. If you fail to Run successfully, however, you will face a round of attacks by all the enemies without being able to defend yourself.



The Battle

When the battle begins, the items of the group member on the frontline will be displayed. Select the Item or Ability to be used and press the A Button. Some of the items can only be used by one member or on one enemy. Assign such items to a member or an enemy with (✠) and press the A Button. When the Items and Abilities have been selected for all the members, your team is ready to fight.



• Fainting

No member of your team will lose life in this game. Even if a member has been attacked and has lost all HP, you will recover one HP in the following Game Screen. If all the members have lost all of their HP, however, your group has perished.

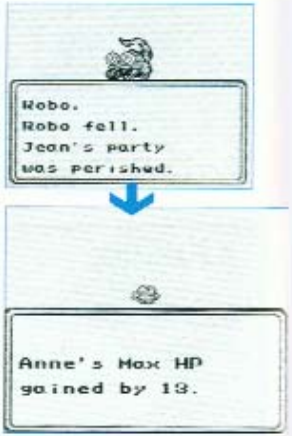
After the Battle

When you win the battle, you can acquire money according to the number of enemy Monsters you have defeated. The Humans and Mutants may become powerful and acquire Special Skills. The enemies may sometimes leave items and Monster meat behind.



Perished

If all the members lose all of their HP, your team will perish. The screen will then change and you will go to a place that you have never seen. You will be given a chance to fight again. If you select Yes, you will return to the beginning of battle screen where you were defeated. If you select No, the title screen will appear, and you will resume the game from where you last saved the data.

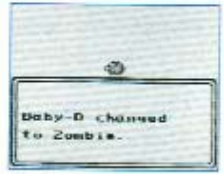


Monsters' Meat

Monsters' meat is occasionally available when you defeat the enemy Monsters. The Monsters in your team can transform themselves into different Monsters by eating such meat. Feed your Monsters with meat and make them stronger as they can't become powerful. It's not guaranteed that they will always become stronger.







• Restoration of HP

After the battle, the HP level of the members of your group will be low. Examine the condition of your team by pressing the Start Button. Restore the HP for such members by utilizing the Cure or go to the Inn in a nearby town to restore the HP.



The Map

There are various natural and artificial features in the map of the worlds in this game. Here you are introduced to some of the main features you will find in the First, Second and Third Worlds.



The Town



This symbol indicates a town. You can restore HP and buy or sell the items for your adventures. There are also many people in towns and they will tell you important information.

The Cave



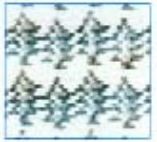
Anything can happen in the caves. There are many enemies hiding here as well. You may also find the items that you need for your adventures in the caves.

The Mountains



You can't walk on the mountains but you can find the passage through such an area if you look for it carefully.

The Forest



You can walk through the forest. There are often hidden paths, so check carefully. It's a good idea to be alert since the enemies will be frequently encountered.

The Shrine



There are shrines of various shapes. In some shrines the enemies will appear and in others they won't.

The Sandstorm



A sandstorm may occur in the desert. While you are in it, you can't see anything around you and you can't move as you like.

The Cactus



The cactus is the only kind of plant that exists in the desert. It can serve as a sign when you walk through the desert.

The Tower



Anything can happen in the towers. Although there are many enemies, something important for the goal of your adventure may be hidden.

Continue

If you save the data of the game you haven't completed, you can resume the game from the scene where you left off. You can save up to three different games. In the title screen, select Continue and press the A Button. The scene(s) where you left off will appear on the screen. Point (☞) to the screen you want to resume and press the A button. Now you can continue the game.



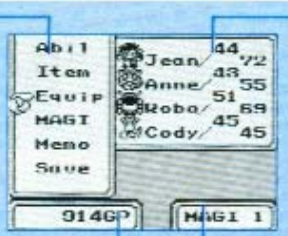
• Listening to Music

The Cafes in towns are equipped with a jukebox. You can listen to the tunes played during the game. Stand in front of the jukebox and press the A Button to use it.



Sub-Screen

If you press the Start Button while the team is in the Game Screen, the Sub-Screen will appear and display such information as the present condition of the members, the amount of money and the number of MAGI possessed by the team. Select the proper command and press the A Button.



1. Commands

You can check the condition, the items, MAGI and money, and save the data. Point to the command and press the A Button.

2. Money

The money currently owned by the team is displayed in Gold Pieces.

3. Condition of the Party

The names of the members in your group and the present and maximum values of HP for them are displayed.

4. Number of MAGI

The number of MAGI currently possessed by the team is displayed.

Abilities

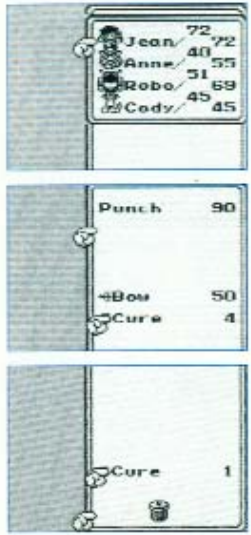
The level of the Abilities for each member can be reviewed. In addition to such basic data as name, category and HP, the levels of the four types of Abilities (Strength, Defense, Agility and Mana) are displayed. The degree of growth and the items possessed by the members can be displayed as well.



1. Strength This affects the power of certain weapons. The higher the Strength value, the bigger damage it inflicts on enemies.
2. Defense This is the Ability to protect oneself. You can increase the value by wearing Armor.
3. Agility One with a higher value of this ability can Run easily, and attack quickly. This affects the power of certain weapons.
4. Mana This affects the power of most Special Skills. When the value of this ability goes up, the power of the attack Magic Books and Special Skills increases.

Items

The items in the Item List can be utilized by any member in your team. They can be obtained at the Item Shop, from a treasure box, or after the battle. A maximum of sixteen items can be possessed. You will see only eight at a time but you can see the rest by moving (🎮) up and down. The figures to the right of the items indicate the possible number of times they can be used. (-) indicates that the items can be used without limit.



To Use

Point (🎮) to the item to be used and press the A Button once. Designate who will use this item and press the A Button again.

To Change

Point (🎮) to the item to be changed or to the blank space and then press the A Button.

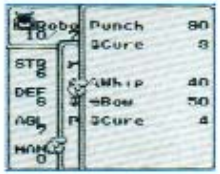
To Throw Away

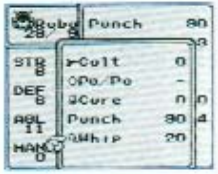
Point (🎮) to the item to be thrown away and press the A Button once. Point (🎮) to the Waste Basket at the bottom and press the A Button again.

Equip

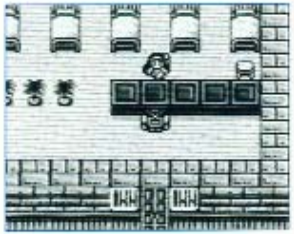
Such Items as weapons and armor must be equipped in order to use them. Select the member, point (☞) to the blank space and press the A Button. Select the item to be used from the Item List and press the A Button. The maximum number of items that can be equipped by a Human is eight.







Mutants can possess up to eight items and abilities. Monsters can't equip themselves. The Special Skills, being different from the Items, can restore their power when staying at the Inn. A Skill Item, such as Punch, does not lose its value when equipped by Robots and it will not be restored at the Inn, either.



MAGI

MAGI, being separated from the Items, do not appear in the Item List. The acquired MAGI can be displayed, equipped and used by this command. When a member is equipped with a MAGI, they give distinctive power to the member. There are two types of MAGI. The first type of MAGI becomes effective when they are used to equip the members. The second type of MAGI becomes effective when they are used by the members. Each of them has a specific name and exerts distinctive power when used.

Equipping with MAGI

Point (☞) to Use and press the A Button. Select the MAGI you want to use and press the A Button. When you have finished, press the B Button 3 times to return to where you were.



The Use of MAGI

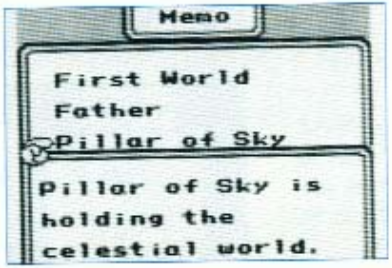
Point (☞) to Use and press the A Button. Select the MAGI you want to use and press the A Button. When you have finished, press the B Button three times to return to where you were.



Memo

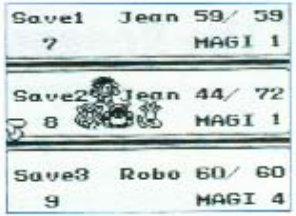
This is a useful function that automatically records important messages acquired during the game. Such messages are organized and stored according to the categories. As you proceed with the game, the number of messages will increase. On the screen three categories are displayed. The other categories can be displayed by moving (✥) up and down. Point (✥) to the category you want to check and press the A Button. You can read other messages in the category by moving (✥) horizontally. When you have finished reading, press the B Button to return to the previous screen.







Save



If you use this command during the game, you can save the data of the game up to this point. You can record and store up to three sets of such data. Point (✥) to the section you want to store the data in and press the A Button. (Pressing the B Button cancels the action.) The number in the lower left corner is called the Save Counter and displays the number of times you have saved such data. Please be reminded that recording this new data over the previous data will result in the removal of the previous data.

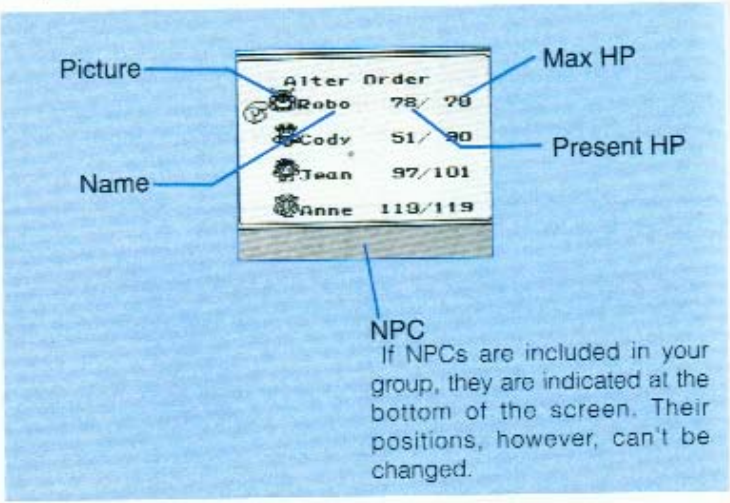
• Prism

This is a kind of MAGI you can use without equipping it. It tells you how many more MAGI remains in the world where you are. If there is no more MAGI left, you can proceed to the next world.



The Screen of Alter Order

During the game, except in the battle screen, if you press the Select Button, the screen below will be displayed. At this time you can change the positions of the members except for the Non-Playing Characters in your team.



If NPCs are included in your group, they are indicated at the bottom of the screen. Their positions, however, can't be changed.

Changing Positions

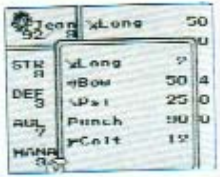
Two of your member's positions can be exchanged at a time. Press the Select Button and display the screen of Alter Order for changing positions. Point (☞) to a member and press the A Button. Select another member and press the A Button. The positions of the two members will be exchanged. The members in front will be attacked first, so keep the weak members behind where they will be protected. In the earlier stages of the game, you will probably want to position the ones with relatively high defense capability in front. If you press the B Button, you can return to the Game Screen.



The Items to be Used in Battles—

The Weapons

Weapons are items that can be used only for fighting. Some weapons increase your power after being used often. And the rest of them are not effective at all until your abilities reach a certain level. There is a wide range of weapons such as a hammer, a sword and firearms. There are also Skill Items, like Punch and Kick, that you can utilize without possessing a Weapon. The use of some items affect Strength, Agility and Mana.





The Armor

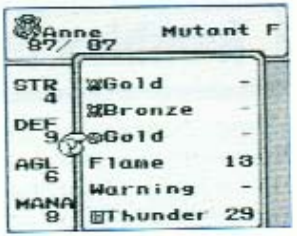
There is Armor such as armor, helmets, boots and shields. All of them, except the shield, can be worn to decrease possible damage. Two or more armor of the same kind can't be worn except by Robots. Shields, when used in battle, help protect your members.

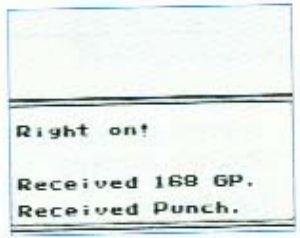
How to Get them

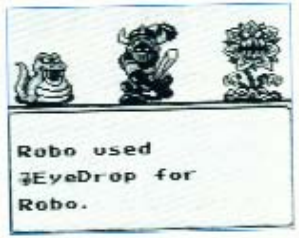
Weapons and Armor are sold at the Weapon Shops and the Item Shops in towns. You may find them left behind after the battles. Powerful items may be found in a treasure box located in places like a cave.

Other Items

The Recovering Items may be used during the battle. The other Items do not produce any effects when they are used during the battle.







Troubles During the Battle

Special attacks by the enemy may cause various troubles during the battle. There are eight of them and some troubles turn back to former status after the battle but the others don't.



Blindness
You lose your sight and have difficulty in attacking.

The Curse
You are unable to move due to the power of the Curse.

Sleep
You are asleep and can't do anything.

Paralyze
Your body is numb and you can't control your body.

Stone
You become a stone and can't move.

Poison
When you receive Poison, HP will decrease each turn.

Confused
You are confused and unable to distinguish friend from foe.

Stunned
If you lose all of your HP, you will be stunned.

Magic Spells

The Magic Spells are sold at the Weapon Shops in towns. There are three types of Magic Spells, and some of them are more powerful than the Special Skills acquired and used by the Mutants and Monsters.



Offensive Magic Spells

This type of Magic Spell damages the enemy. Some affect only one group of Monsters while the others affect all of the enemies.

Recovering Magic Spells

Recovering Magic Spells restore your HP. These Spells for Recovering Magic are more powerful than the Recovering Items.

Non-Combative Magic Spells

This type of Magic Spell stops the moves of enemies, without actually damaging them, by making them go to sleep and changing them into rocks. This type of magic is quite effective when it's used to supplement the main attack.

The Items:

Each Item has a distinctive effect as to restore HP and remove Poison. Items are indispensable during your travels, so make sure you have them at all times.

The Recovering Items:

These Items can be used whenever you want and all of them are sold at the Item Shops.





- Cure : Restores HP.
- X-Cure : Restores HP. More powerful than Cure.
- Curse : Removes the Curse that has been placed by the enemies.
- Soft : Brings stone members back to life.
- Elixir : Cures any anomalies completely.
- Eye Drops : When blind, it restores eyesight.



The Status Items:

These Items improve your Abilities. You can't buy them at the Item Shops.





- Power : Raises Strength value by three.
- Speed : Raises Agility value by three.
- Body : Raises the potential HP up to the maximum of forty.
- Magic : Raises Mana value by three.

The Other Items:

The Door : Allows you to select any of the worlds you have been to and transport you there instantly.

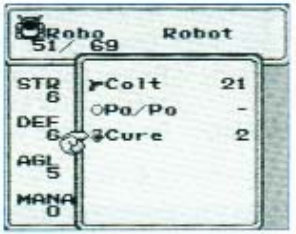
The Tent : A portable house that can be folded. Sleeping in it allows all the members to completely restore their HP and Abilities to their maximum level.





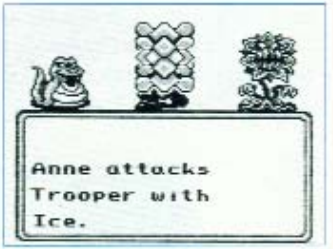
Special Skills

Mutants and Monsters possess Special Skills. Located next to some Skills you may find (o) and (x). They were not possessed abilities unto themselves but they indicate the strong and weak points of defense for the character.



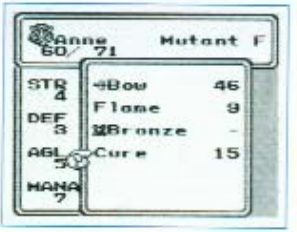
Offensive Skills

Monsters and Mutants utilize various Skills to attack enemies. Monster may use weapons and parts of the body like Nail and Horns. Some of their Skills, like attacking two times a turn, are unique and destructive. When Monsters transform themselves they begin to use different Skills.



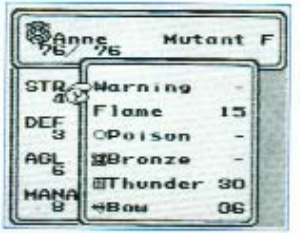
Recovering Skills

These skills restore HP and can be used during the battle like the Recovering Items.



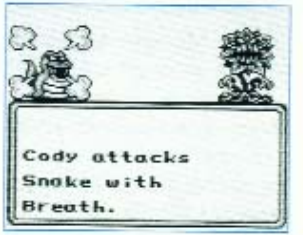
Defensive Skills

Some of these skills are used for protection and have the function of a Shield. Another effect would be to deflect the magic back to the enemy. The others reduce the power and speed of the enemies and help you attack them as well as to protect you.



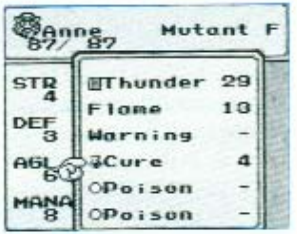
Non-Combative Skills

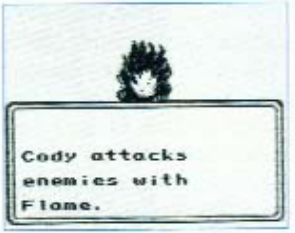
These type of skills stop the enemies' movement without actually damaging them and allows you to carry on the battle more effectively.



Use of Special Skills

The Special Skills acquired by Mutants may sometimes be replaced by another Skill. They can keep eight Items of which a maximum of four Special Skills that can be acquired. If they acquire a new Skill when their capacity is full, the last Skill on the list will be replaced. The least useful one, therefore, should be placed at the end of the list.





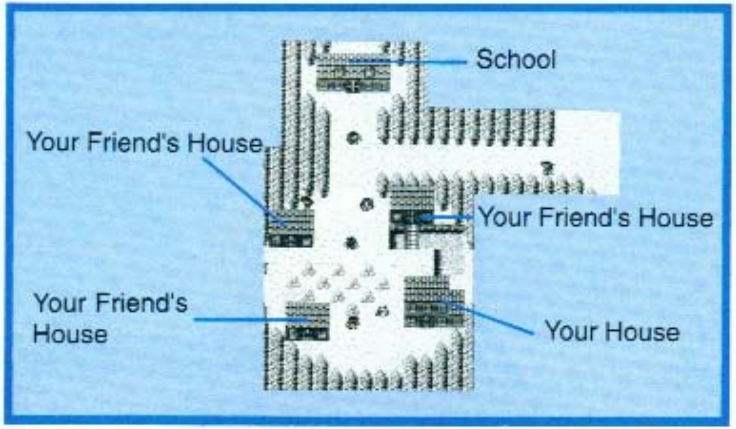
After Transformation

When Monsters transform themselves into other Monsters, they will restore all of their abilities. If you wish to restore their power and you have no item on hand, you can feed them with the meat of the enemy Monster.



FINAL FANTASY LEGEND II
ADVENTURE'S LOG

1 Home Town



The game starts with a view of a town where your house is located. You have decided to go to look for your father, who left the town to look for MAGI. After saying good-bye to your mother and Mr. S, you leave for an exciting adventure with three of your friends.

Making Companions

While you are saying good-bye to Mr. S at school, some of your friends come over and ask you to join. It's now up to you to choose the three members from the screen that will appear before you. Human, Mutant, Robot and Monster are specifically recommended. Together these distinctive characters make up a balanced team and their unique characteristics are very enjoyable in the game.





Speaking with the Townspeople

When you have formed a team, you are ready to leave school. If you bump into people on the street, press the A Button. This will allow you to talk with these people. You can also go into houses by going through the doors. Your friend's parents are there and they all say good-bye to you. Now it's time to have a chat with everybody in the town. When you go to other towns, it's a good idea to talk to these new people as well. They will provide important information to help you proceed with the game.





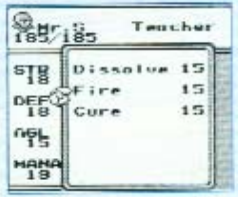
Mr. S. Joins the Team

You can leave the town by walking towards the right side of the town. Then Mr. S, who gets worried about you, shows up and joins the group, becoming the first NPC. His Fire will beat the enemies with one blow and his Cure will heal you and your friend's wounds. He is the first powerful member whom you come into contact within the adventure.



• NPC

NPCs are people who will assist you and your friends. During the battles with the enemies, you will have to decide on their specific actions. If you press the B Button in the field, they will advise you on where to go or what to do. NPCs will leave the group when their own objectives are achieved.



Once out of Town, It's a Battlefield

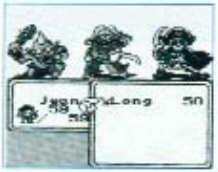
You must now leave the town and explore the world. First, let's walk toward a cave located in the north. You may, however, encounter enemies before you reach the cave. The screen will then change and the enemy that you have encountered will suddenly appear. You need to fight these enemies.



Fight or Run

When the screen reveals the battle screen, you must select either Fight or Run. Normally you should choose Fight. When you win, you will get some money or your HP may increase. But if the enemy appears too tough to fight or if there are too many of them at once, then select Run. Also, Run would be a better choice if your team's HP is too low. If you Run successfully, you can get out of the situation unharmed. If your Run is not successful, you will be defenseless against the unrelenting attacks of your enemies.







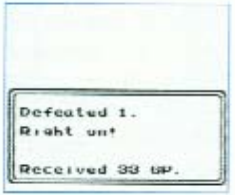




Battle

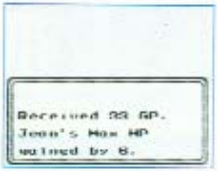
When you choose to fight, you had better assess the number of enemies on the screen. If there are many of them, you should take advantage of your different team members' characteristics and select various weapons. This will enable you to universally attack all of the enemies instead of just attacking a single enemy. The sooner you beat them, the less damage you will suffer. When many enemies show up, try to select Mutant's or Baby-D's Flame. This should significantly harm or damage all of your enemies. At this point you may want to use Mr. S's Fire since its power is so strong that it will defeat most of the enemies in one shot.





After the Battle

If you win, you will get some money and sometimes Humans and Mutants get stronger as their power is increased. Sometimes you may find the enemy's meat left behind. If your Monster eats the meat, it may transform him. When he eats a strong Monster's meat, he may change into a stronger Monster.





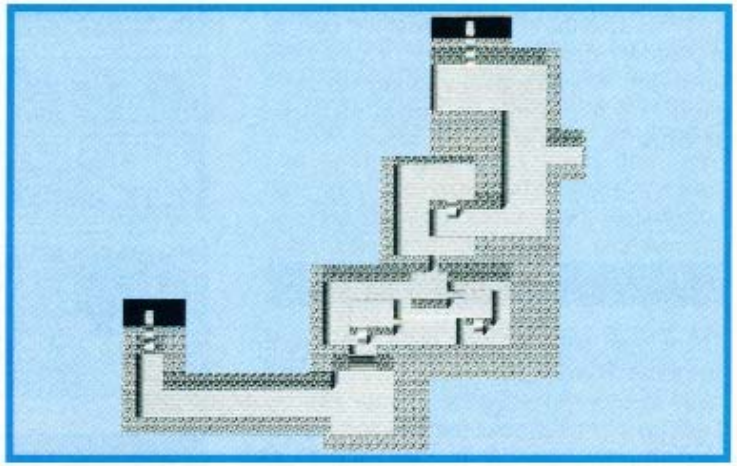
The Entrance into the Cave

There is an entrance to a cave to the north of Home Town. You must go through this cave in order to advance in your journey. Let's go in. At this point the screen changes and you are now inside the cave. Since there is only one road in the cave, you do not have to worry about getting lost. Continue on into the cave.





2 The Cave of North



This is the cave where you and your friends enjoy their first adventure. There are steps inside the cave as well. Take an enjoyable walk up these steps. The enemies which appear here can be easily defeated with Mr. S's Fire.

Opening a Treasure Box



A treasure box is located inside this cave. Stand in front of the box and push the A Button. This will allow you to get what's inside. If you find treasure boxes in the other caves, stand in front of them and press the A Button. You will get things from them as well. They will be necessary as you continue your journey.

The Monster at the Exit

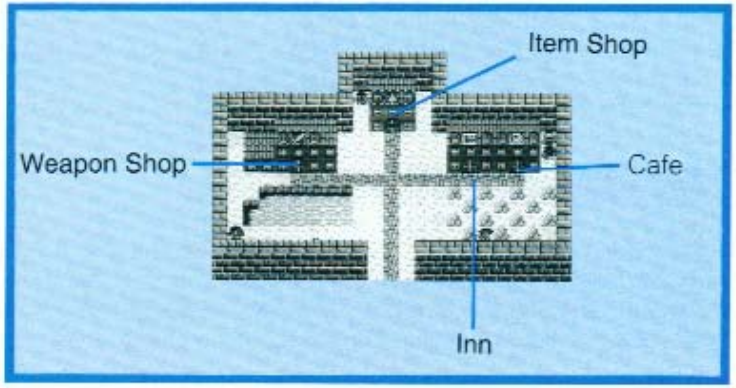
There is a Monster called BabyWyrm standing at the exit of the cave and blocking the way. If you speak to him, he will ask you to give him your MAGI. You will end up fighting with him. He can be defeated with one blow of Mr. S's Fire. After you win, the exit is open for passage. When you come out of the cave, you will part from Mr. S. He needs to stay there to keep the monsters away from the town.







3 First Town





The First Town is located at your right after you have gone through the Cave of North. There is a Weapon Shop, an Item Shop, an Inn and a Cafe in this town. You can buy powerful weapons and various instruments at these shops.

Collecting Information in Town

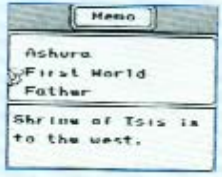
When entering the town, go to the people walking around and talk with them by pressing the A Button. Here they will tell you where to find the Shrine of Isis which will be your next destination. You will also hear about an enemy called Ashura, so try to listen to everyone in the town for important information.





• Memo Function

You can hear all sorts of information in the town. Particularly important information can be memorized in this game through the use of the Memo function. During the game, except when engaged in a battle, press the Start Button and select Memo. When you choose your category and press the A Button, you can recall all the important information that has been collected so far. So, check Memo if you are not sure.



Go to the Inn when your HP Decreases

When HP is low, go to the Inn, which is located in the right of this town. Speak to the person inside and pay the money required, and then you can stay there. Your HP will then be completely replenished.





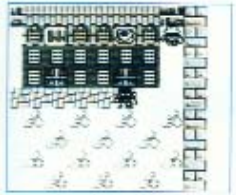


• What You Can Recover in the Inn

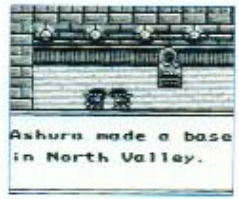
It's not just HP that you can recover by staying at the Inn. Mutant's Special Abilities as well as Monster's. Robot's weapon will recover to its original level. Try to stay at the Inn if the weapons and Special Ability levels are low, even if your HP is not low.

Go to the Cafe

All sorts of people gather in the Cafe and at times you may hear very important information. At the counter, they will offer you refreshments though you can't have refreshments at the Cafe in the First Town.







• Attention!

Although the Cafe in the First Town will not sell you refreshments, Cafes in other towns will. Some of the people in the Cafe will tell you very important information at that time. So it's best to have refreshments whenever you go to the Cafe.



Earning Money

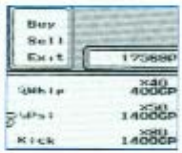
Before coming to this town, Mr. S left you and your friends. Up to this point the enemies could be defeated quite easily, thanks to Mr. S's great help, but not any more. Now walk around the town and keep fighting with your enemies. When a good deal of HP is lost through the battle, come back to the town and stay at the Inn. By repeating this for a while you can earn some money, and both Human and Mutant will increase their power and become more powerful.

Buying New Weapons and Items

When you earn money by defeating the enemies, go to the Weapon Shop and the Item Shop to buy things. The building on the left side of the town with the sign of a sword is the Weapon Shop. The more expensive the weapon, the more powerful it will be. Buy expensive ones. The Item Shop is located in the center of the town and it is identified by a sign with a picture of a pot. Here you can buy defensive instruments and HP restorers. The Cure is the best item to buy.







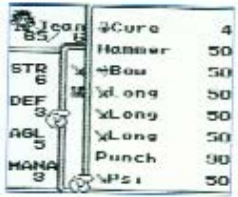
Equip



After you buy new weapons and instruments, press the Start Button, select Equip and choose the person you wish to equip. Then select the Item you want and place it where you want to be equipped. While doing this, unload the weapon which has been used a great deal. If the usage counter reaches zero during the fight, you will be unable to attack. Also, since you cannot use weapons/instruments unless equipped, you should equip yourself with them as soon as you buy them. Now that you are more powerful, equipped with strong weapons, instruments and tools, you are ready to go far out of town for another adventure.







Stun and Perish

When a character's HP comes down to zero during a fight, he is Stunned. Once Stunned, he cannot do anything during the battle. When the battle is over, however, the Stunned person regains consciousness, but the HP count is only one. HP can be recovered using the Recovering Items. If all the members' HP reaches zero during the battle, you are now in a state of Perish. You then visit Odin who will ask you if you wish to fight again. If you choose YES, you can start with the previous fight again. In this situation it is advisable to select Run and advance forward once you have recovered your HP. If you choose NO, you will go back to the title screen.





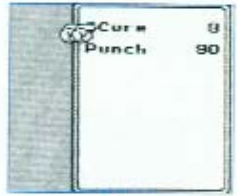


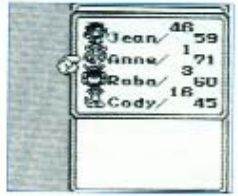


Recover with the Cure

While it is important to buy strong weapons in order not to perish the party, it is also important to recover HP using Cure while walking through the world. When HP goes down after the battle, go to a nearby town and stay at the Inn. If there is no town nearby, however, you should use Cure. Cure costs fifty GP each and is sold at the Item Shop. One Cure can be used four times. So if you plan to go far out of town, you should buy as many Cures as possible. There is a Magic Spell of Cure, too, and it is sold at the Item Shop in the Second Town ahead. Though it costs sixty-eight-hundred GP, which is quite expensive, it will be quite helpful if you have it with you.

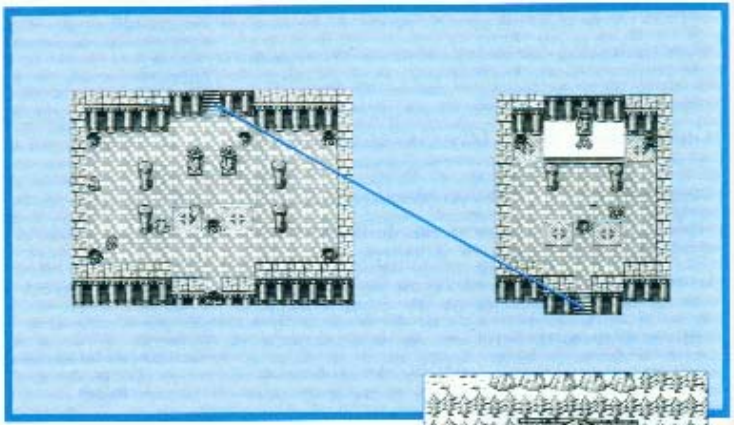








4 The Shrine of Isis



The large building located west of the First Town is the Shrine of Isis. Deep inside and upstairs is Ki, who has the power to heal wounds. She can rejuvenate your team's HP.

Talking with People in the Shrine

There are a lot of people who have come to see Ki. Talk to them, and they will tell you about Ashura and Ki's power to heal wounds. The stairs at the far end and in the center of the Shrine will lead you upstairs, where you can also hear about the next world you will visit.

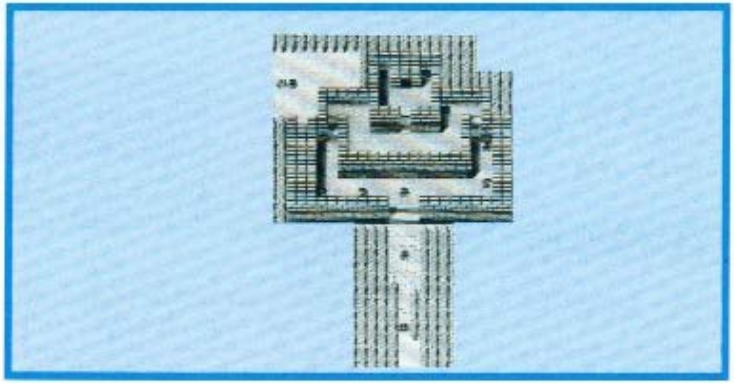


Meeting Ki

Talk to Ki upstairs. She will restore your HP and give you important information about the MAGI. Also, you can learn about your father from her. According to Ki, MAGI are in the Relics of the ancient gods.



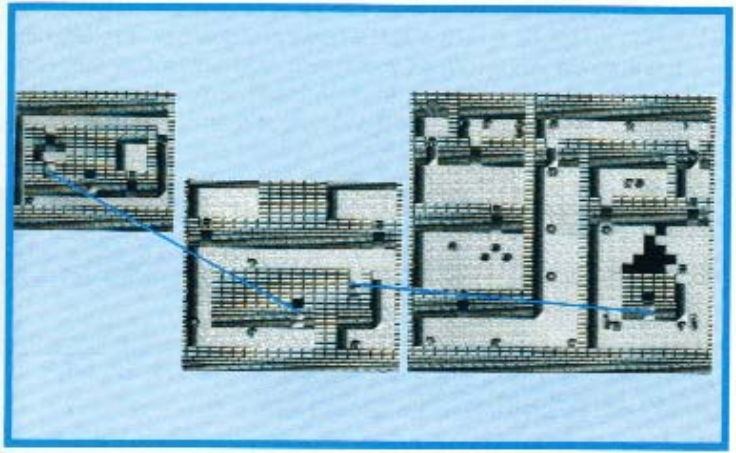
5 The Relics of the ancient gods





The Relics of the ancient gods are located in the forest in the south of the Shrine of Isis. If you have obtained information from Ki, confirm its location once again by using Memo. If you follow the instructions, you will get to the Relics.

Inside the Relics



The Relics consist of three basement floors. Go down into the rooms on each floor and look into the treasure boxes located in the rooms. Some of the boxes have useful Items inside, but some are empty.



The Guardians Take Away the MAGI

When you go inside the room at the far side of the third basement floor, the Guardians take the MAGI away and the boxes left behind are found to be empty. When you chase after and follow them into the next room, they will leave through the exit. After you go to the room on your right and check the inside of the treasure boxes, go back to the exit and leave.







Ashura's Men

When you get outside through the exit, you will find the Guardians lying there. Listen to what they have to say, and you will know that the MAGI they brought out has been taken away by Ashura's men. So, go back to the Shrine of Isis.





Ki Joins the Party

When you go back to the Shrine of Isis and talk with Ki, she will decide to fight together with the party to protect this world from Ashura. Then Ki joins the party. It's now time to go toward the second town situated to the north of the Shrine.



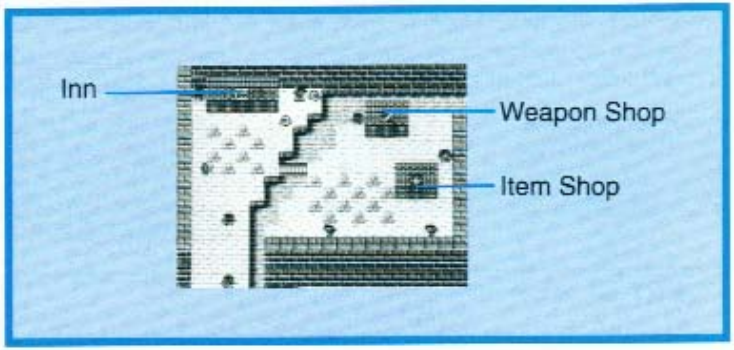


• Ki as NPC

Ki is fully equipped with Bronze armor. With her Magic Spells of Thunder and Cure, she will be of great help to the party. Her use of Thunder, when attacking, is so strong that most of the enemies will be defeated with just one blow. The adventure will become easier from now on, now that Ki has joined.



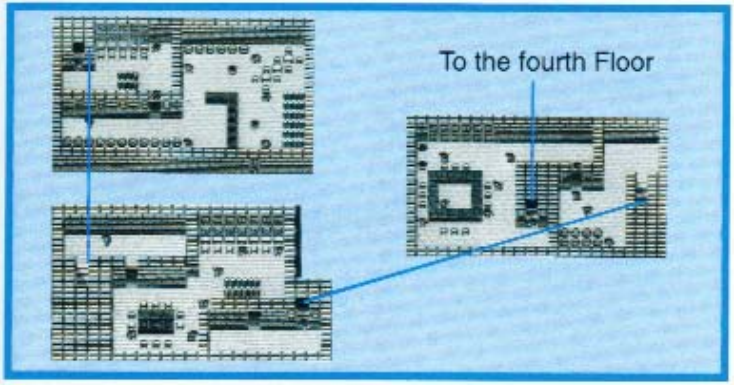
6 The Second Town





The Weapon Shop and the Item Shop in this town sell more powerful things than those in the First Town. They are much more expensive, however, you should plan to earn a good deal of money around the town. This way you will be prepared and able to buy them when the time comes.

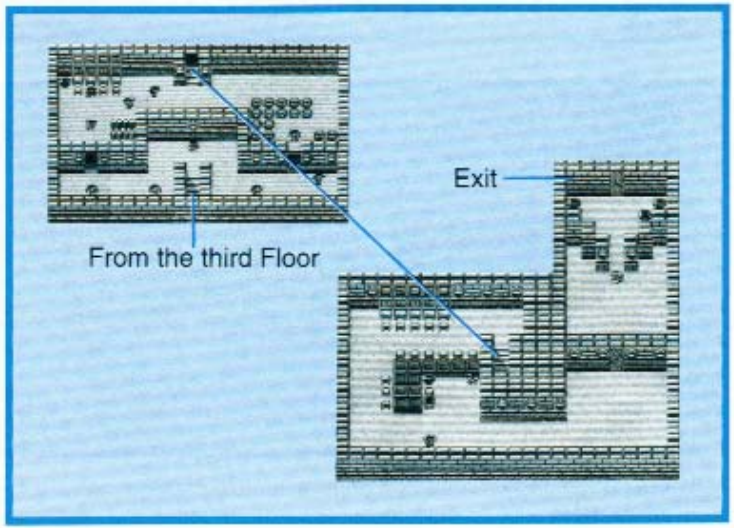
7 Ashura's Base





Walk along the narrow path surrounded by mountains in the north of the Second Town and you will find Ashura's Base. Because there are no treasure boxes on the first and second floor, go straight ahead. On the third floor, however, there is a box to the left of the large room. Don't miss it.

Inside of the Base



There is a treasure box in the corner of the room located on the left side of the fourth floor. There is another one in the middle of the large room on the fifth floor. In the rear room on the fifth floor is the Boss of this Base.

If You Touch Anybody, a Battle Starts



People walking inside of this Base are all enemies. If you touch anybody here, a battle will break out. So, you need to walk while avoiding people as much as possible. Even if you don't touch them, you may still encounter an enemy. So be cautious when you advance.



Rhino Protects the Base

In the rear room on the fifth floor resides Rhino, who is so powerful that he can make you faint with just one blow. In this situation, Ki should attack with her Thunder and the others with their Special Abilities or strongest weapons. When you defeat Rhino, this Base starts to collapse. Check the treasure box in the rear room and then get out as fast as you can.



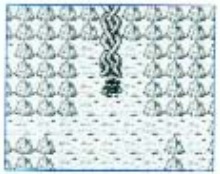




8 To the Next World

The Pillar of Sky

Now that Ashura's Base has collapsed, you can go into the Pillar of Sky. Here you have to leave Ki. You can jump into the Celestial World from the Pillar of Sky.





The Celestial World

The Celestial World is linked with all the worlds by ten Pillars of Sky. This time, let's go and see another Pillar of Sky situated in the east. If you enter the Pillar of Sky, you will be able to go to the next world.



From the Celestial World to the Next World

When you have finished what you are expected to do in one world, climb the Pillar of Sky to get to the Celestial World. You can then move to another world through another Pillar of Sky. Thus you can move to ten different worlds and enjoy many adventures.





• Caution!

While the Celestial World is linked with all the worlds, some pillars cannot be entered into without MAGI. So you must collect more MAGI in order to visit the many worlds ahead. Now there's no choice but to go to Ashura's World.

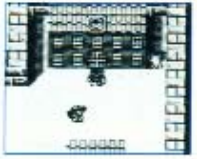


9 Ashura's World

The World of Desert



This is the world where Ashura lives. Most of this world is desert. Right after you get out of the Pillar of Sky, you'll see a desert town, where you should buy weapons and instruments. In the Cafe you can collect information about Ashura's Tower where Ashura lives. In the town of desert your enemies will appear inside the town, just like outside of it, and you'll end up fighting them.



Beyond the Desert



There are sandstorms in the desert and you may be blown off course by the storm and unable to walk as you wish. You should use cactus as landmarks when you walk. As you go farther into the desert, Ashura's Town and Ashura's Tower will come into view. Before you climb Ashura's Tower, stop by at Ashura's Town to buy weapons and items and to get information about Ashura's Tower. The sandstorm makes it difficult to see the surroundings of Ashura's Town.

Ashura's Tower

Ashura's Tower has ten floors altogether, larger than any building we have seen so far. Inside, however, it is not so complex.



To the Top Floor with the Mask Man

On the fifth floor the Mask Man has been captured. When you get him out of the prison, he will join your party. Though he is not armed at all, his belongings can be found on the sixth floor. Even though he does not possess any Magic Spells, his power is strong. Since all the weapons and items inside the treasure boxes here are very powerful, be sure to take them along with you. Ashura can be found on the tenth floor.







10 The Giants' World

Because Ashura's Men have entered Ki's body, Ki falls down. The only way to save Ki is to make you and your members small and then go inside Ki's body. To do this, you have to move on to the Third World, i.e. the Giant's World.



Giants' Town

There is Giants' Town in Giant's World, and there you can find Micron that will reduce the size of your body. In order to get into the Giants' Town you will have to collect information in the Town of Third World. Listen to what the town people have to say and collect information from them in the Cafe. In the Giants' Town get the Micron that reduces body size and you're now ready to venture inside of Ki's body.





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