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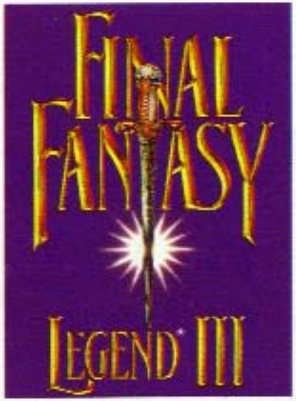
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SQUARESOFT

INSTRUCTION BOOKLET

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Final Fantasy Legend III®

Beware the Pureland Water Entity, for you know not what powers command it...

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THE PURELAND SAGA

Millennia ago a fearsome battle raged between beings who sought to become the ruler of a place known as Pureland. Unfortunately for the rest of the universe, the Purelanders were immortal. But rather than causing them to give up the fight, this little fact actually seemed to spur them on to create new and more powerful weapons and magic attacks. The warring grew so violent that shock waves began disturbing neighboring dimensions, eroding the very beaches of time itself. The battle was spreading beyond the Pureland space-time continuum!

Pounded by these shock waves and fearing the loss of his own Universe, Sol, the Ruler of the World, built the Talon, a space-time battle cruiser with a drive system so powerful it could outrace light, and navigate the pathways separating dimensions. Commanding this weapon, Sol finally managed to seal the Pureland warriors in their own burned-out dimension—but at a terrible cost.

Exhausted after his ordeal, Sol returned to his universe with one

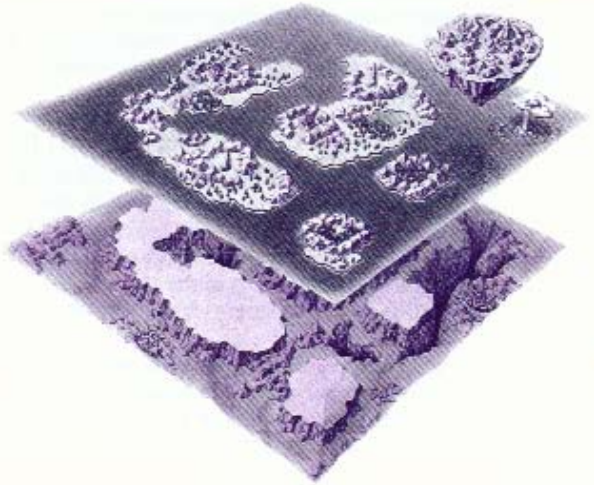
last task to perform. He divided the internal mechanisms of the Talon into 13 Units. Using his last ounce of energy, Sol simply willed the Units to various historical times and places on the World and Pureland. Having finished his work, Sol sank into a deep, deep slumber.

Many centuries have passed, and the warriors of Pureland have done the impossible—they have actually joined forces! Their purpose? To thank Sol for butting in on their business...

A crackling thunderclap resounded through time, announcing the arrival of the Pureland Water Entity. The Entity shimmered with protective magical fields. So potent was the Purelanders' magic, that the colossal Water Entity was instantly visible to every generation that had inhabited—or would inhabit—the World.

As the trans-dimensional Entity began to flood the World's past, present and future with putrid water, it poured forth savage monsters without number. The level of the sea rose at a frightening pace. People fled inland. Monsters systematically sacked the towns of the World, as though searching for something...

Only the Elder of Dharm, a city tightly sealed from the water,



knew what the monsters were after: the legendary battle cruiser, Talon. The Units of the Talon—wherever they were—would have to be found, and installed, before Monsters could find them, and before the World was swallowed by the sea.

THE WORLDS OF FINAL FANTASY LEGEND III

In this adventure, you'll be exploring worlds that exist in different times and dimensions. From the present you'll have to find your way to the past and future of The World. You will also need to acquire the magic spell "Dive" in order to explore the ocean depths of your World to find clues. Up in the sky you will occasionally see Floatland sail by. Be patient! You'll get there too, soon enough.

Finding your way to other dimensions will not be easy, but eventually you must make your way to Pureland, where the Masters originated. Time does not pass in Pureland, so there is neither past nor future. You will discover, however, a Pureland Underworld.

The Talon is hidden away in a palace on your World. You will have to search the past, present and future of your World, then travel to Floatland and finally Pureland to find all the Units that will make the Talon battle-ready. The hero starts in the present and must find and install the Warp Units of the Talon in order to travel to other times and other lands.

Remember to speak to all persons you meet in the towns, for they can offer vital clues.

MAIN CHARACTERS

1. Arthur, a Human of the Fire element. The hero of the story, Arthur was mysteriously sent back in time from the Future World. The Elder of Dharm has reared and nurtured him for the last 10 years. Arthur is skilled in combat, and courageous.



2. Curtis, a Mutant of the Air element. Sent back in time with his best friend Arthur, Curtis has excellent attack Magic potential.



3. Gloria, a Mutant of the Water element. Gloria was sent back from the future with Arthur and Curtis. Her powerful healing Magic allows the party to explore dangerous, unexplored areas with confidence.

4. Sharon, a Human of the Earth element. The Elder's sole grandchild, Sharon, was raised with Arthur, Curtis and Gloria. She is strong-willed and has well-honed fighting skills.

SUPPORTING CHARACTERS



5. Myron, a Human of the Fire element. A powerful warrior, Myron grew up with Arthur, Curtis, Gloria and Sharon. He's like the big brother Arthur never had. Few Monsters are able to do any serious damage to him.



6. Lara, a Mutant of the Earth element. Lara was raised in the town of Elan in the Past World by the reclusive "Granny." Tragically, Lara has been brainwashed by a powerful Monster.



7. Faye, a Human of the Water element. Faye is a young woman who was raised by the Elder of Dharm in the Present World. In the Future World, she will grow to become a respected warrior.



8. Borgin, a Mutant of the Fire element. Borgin is the last person to join the party, but perhaps the most important. It is he who sent Arthur, Curtis and Gloria back in time from Viper, the embattled city of the Future World.

9. Dion, a Human of the Wind element. Raised as a youth by the Elder of Dharm, Dion grows to become a famous rebel leader in the Future World.



CREW OF THE TALON



1. Masa, the Weapon Artist

Masa is the most skilled weapon-maker in Pureland. He can turn the cursed "Muramas" sword into the mighty "Masmune" sword. He can also mix "Light Stone" and "Dark Stone" to create Weapons. When he boards the Talon, Weapons can be bought from him.

2. Juba, the Armor Artist

Juba is the best armorsmith in Pureland. Like Masa, Juba can mix "Light Stone" and "Dark Stone" to create Armor. When he boards the Talon, Armor can be bought from him.

3. Shar, the Wizard

Shar is the only wizard in Pureland. Like Masa and Juba, he can work wonders with the four Magic Stones and create "New Magic." He will sell Magic when he boards the Talon.

4. Buzi, the Sage
This learned individual can remove the haunting and dangerous "images" cast by Monsters. When he boards the Talon, he will sell tools.

THE SUPPORTING CAST

The Elder of Dharm
The Elder is the supreme ruler of the city of Dharm, where the hero was raised. He sealed the city when Borgin brought the hero to him and told him of the coming danger.

Cronos
When you meet Cronos in the Past, Present and Future Worlds in the city of Elan, he will give you valuable information. He is Granny's grandson.

Dr. Belski
A true medical genius, but somewhat eccentric, Dr. Belski's research into biotechnology in the future city of Viper will save many, including Dion.

Dr. Pulcer
The World's foremost expert on the Talon, Dr. Pulcer dwells in an underwater shelter and guides the party when it goes to Pureland. He once had a partner named Dr. Quacer, but has not been in contact with him since Quacer's departure for Pureland.

Dr. Quacer
Part of the advance party which includes Borgin and Jupiah, Dr. Quacer goes to Pureland in the Talon 2. He lives in Talonburg and, with luck and enough time, could repair the Talon, should the need arise.

Granny
You'll meet up with Granny in every era of your time travels. She

lives in Elan and can offer vital information. Granny is over 200 years old, but she'll never admit it.

Eitar
The star student of Buzi, Eitar lives in a town in Pureland. He and his fellow townsmen are tormented by Mummycats that lurk in the maze.

King Clamin
King Clamin reigns over Floatland, a continent which soars high over the surface of The World. He will only help you if he thinks you have a chance, so make sure you have the Xcalibr Sword in your possession if you want his help.

The Dwelgs
These barbaric giants dwell in a city in the Pureland Underworld. They will attack when encountered, but if your party has transformed itself into Monsters using the magic "Morph," interesting things may be learned.

THE CONTROLS

USING THE CONTROL PAD

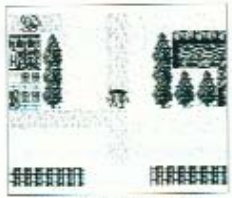


1. Control Pad
The Control Pad is used when you move characters left, right, up and down on the Game Screen. It's also used to move the cursor to select a command on the Menu Screen.

2. Select Button
The Select Button is used to change the person who is displayed when on foot. (For use with "Flushex," see the chapter "Character Change and Growth.")



Start Button



Press Select Button



New Leader

3. Start Button

Used to display the Menu Screen when the character shown is on foot and to make selections from the Battle Command Menu during combat.

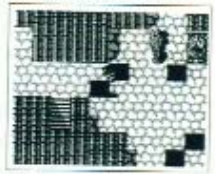
4. The A Button





Used to examine things, search treasure chests and talk to people. It is used to board the Talon, to make selections from the Menu Screen and, for example, to dive when using the magic "Dive." When pressed and held, the A Button will speed up the flow of messages across the Game Screen.

5. The B Button



Used to jump over obstacles such as people and trapholes (inside a city, tower, cave, etc.), to climb out of the water onto the land when using the Magic "Dive,"to disengage from "Float" Magic, and to pause messages on the Game Screen. The B Button will cancel a command when pressed while the Menu Screen is showing.

STARTING THE GAME





Place the Final Fantasy Legend III game pak properly in your Game Boy and turn the power on. The title screen will appear. Press the Control Pad up or down to place the cursor on "New Game" and press the A Button. Once the opening scene fades, you will be presented with a Name Screen. If you wish to play the game with the preset names, just press the Start Button for each prompt without entering any letters from the Name Screen.

CUSTOMIZING THE NAMES

To change the preset names, enter the hero's name first by moving the cursor up, down, left or right with the Control Pad. When the





cursor points to the desired letter, press the A Button. Press the B Button to cancel an entry. Continue until you have entered the desired name, then press the Start Button to register it. Repeat the process for the other characters or simply press the Start Button to use preset names.

CONTINUING A GAME

To continue a game in progress, place the cursor on "Continue" and press the A Button. Press the Control Pad up or down to place the cursor on the data of your choice and press the A Button.



SAVING THE GAME



Games can be continued only if they have been saved. When you select and use the SAVE command from the Menu Screen, the progress and condition of each of your characters are saved. You will be able to continue the game from where you have last saved it. You can save up to three games. Save data often to hasten your progress through the adventure.

READING THE MENU SCREEN



The Menu Screen

1. Character's Icon
2. Name of the Character
3. Current/Maximum Hit Points (HP)
4. Current Number of Gold Pieces
5. "A-G" Menu Commands (described below)

A. Item

When selected, your current Item list is displayed. After each Item

name, there is a number indicating how many of those Items you have. Up to nine of the same type of Weapon, Armor or Item can be carried. Weapons can be used as many times as you wish, but Items such as "Fire" can only be used once.



• Using Items From The Menu

Move the cursor to the Item you want to use and press the A Button twice. The condition of the entire party will be displayed, so it is easy to designate who will use this Item (if applicable). Make your selection with the Control Pad, then press the A Button.



• Changing Order And Discarding Items

Frequently used Items should be kept near the top of the list for easy access. Place the cursor on the Item you wish to move or throw away and press the A Button. Point the second cursor at the desired location (the Garbage Can icon at the right of the list if you wish to throw the Item away) and press the A Button again.





• Learning Magic

Any Magic that you buy or receive will appear on your Item list. To add it to a character's Magic list, place the cursor on the desired Magic and press the A Button twice. Next, select the







character you want to learn the Magic and press the A Button once again.

Note: *No character can learn Magic if any one character's Magic list is full.*



B. Magic

To use Magic, select "Magic" from the Menu Screen and choose the character who will use Magic. The Magic list for that character will appear.

• Using Magic

Point the cursor toward the Magic you wish to use and press the A

Button twice. Select the character who will benefit from the Magic (for Magic that can work on the entire party, press the Control Pad to the left) and press the A Button again.



• Returning Magic To The Item List



You can return Magic that has been added to a character's list of Magic to the Item List by selecting the Magic with the cursor and pressing the A Button ONCE. Then, move the cursor to the Bag icon at the right and press the A Button again.

C. Talent



Each character's special abilities and endurance against special attacks is shown with the following indicators:

Strong against ——►O

Weak against ——►X

You can scroll through the special ability list by pressing up or down on the Control Pad. Curative Talents can be used while in the Game Screen (much like Magic) by selecting a recipient and pressing the A Button.

D. Status



1. Name
2. Condition
3. Level
4. Present Class
5. Experience Required to Reach Next Level
6. Present Form
7. Current Experience
8. HP = Hit Points: Current/Maximum
9. MP = Magic Points: Current/Maximum

• Ability Scores

A) Attack – Affects the degree of damage inflicted upon enemies

B) Defense – Decreases the degree of damage inflicted by enemies

C) Agility – The higher your agility, the easier it is for you to run away in battle. Agility also affects a character's initiative, ability to do damage by swords, and accuracy of attack.

D) Magic – Affects the degree of damage and accuracy of Magic attacks

E) Hit – Affects the precision of Weapons, Talent and Magic

F) Evade – The degree to which one can dodge Weapon and Talent attacks

G) M. Def. – The higher the number, the greater your ability to defend yourself against damage by Magic

H) M. Evade – The higher the number, the easier it is for you to dodge Magic

E. Equip



1. Character's Name
2. Current/Max HP
3. Current/Max MP
4. Attack Power
5. Defense Power
6. Agility
7. Magic Power

Current Equiptment Status:

A) Weapon
B) Shield
C) Helm = Helmet
D) Armor
E) Gloves
F) Shoes
G&H) Other Equipment (To protect against Magic)







• To Equip A Character
First, select Equip from the Main Menu and indicate which character you wish to equip. When the Equip Menu appears, select the location where you want to install or change an Item and press the A Button. Choose the piece of equipment you desire from the list, and press the A Button again. (You may only select from the Items on the displayed list.)

F. Auto
Use this command to preset characters (except for the hero) to fight automatically.

• Set/Reset Auto
You can activate (press once to set or reset, again to reverse) the Auto command on the Main Menu by selecting one character at a time and pressing the A Button.





G. Save
Save your game often as you play! Be careful, though, for if you save to a file you have already used, the previous data will be erased.







• To Save A Game

Select Save from the Menu Screen. The Data file screen will then be displayed. Using the Control Pad cursor, select the file to save to and press the A Button. Any earlier data will be shown, so just press the A Button again to confirm the present command.

GUIDE TO THE BATTLE SYSTEM



When you encounter enemies, you will be presented with a command screen like the one at left. Select "Fight," "Run," or "Auto" with the cursor.

• Run

When selected, the party will run from the enemy if possible. You cannot run away from powerful Boss Monsters.



• Auto
The characters (if any) selected to run on Auto will fight automatically. Again, the hero cannot be selected to run on Auto.





• Fight
Each character not in the Auto mode will be presented with a Battle Command Window. You can engage the "Parry" and "Guard" commands by pressing the Start Button. Press Start again to switch back to the battle commands.





• Weapon
A character will attack with a weapon he or she is equipped with. Only one Monster can be attacked at a time. Select the target with the cursor. If the Monster you have selected is defeated before the character has had a chance to strike, the attack will automatically be directed toward another Monster. You can also change Weapons (see "Item" p.40).

• Talent
Talent is similar to "Weapon," but only applicable to Monsters, Beasts, Cyborgs and Robots. Select the Talent desired from the Talent Screen.





Then, select the enemy or the character you want to use it on and press the A Button.



• Magic
Magic is similar to "Talent" but is only used for Magic spells. If the Magic spell can be applied to more than one Monster, move the cursor above the uppermost Monster of a group to apply it to just that group. Or, move the cursor all the way to the left to apply the Magic to the entire enemy. If the Magic can be applied to a party member, select the desired character by moving the cursor below the screen in which the Monsters are displayed.



• Item
To change Weapons, select "Item" and press the A Button. Then, press up on the Control Pad and the name of the Weapon(s) carried by the character will be displayed. Point the cursor at the Weapon to be changed and press the A Button once. A second cursor will appear. Push down on the Control Pad to display the Item List. Choose the Item you want with the cursor and press the A Button again. Then, press the B Button to exit the Item List. Finally, select "Weapon" to use the new Item.

• Parry
Use this to guard the character against an attack. Press the Start button and select "Parry."

• Guard
Use this to guard other characters against attacks. Press the Start button and select "Guard." Choose the character you want to guard with the Control Pad.

Status Change During Battle
During a battle, a character's status may become limited. You should try to reverse this situation as soon as possible.

Status	Fight	Condition
Mute	Yes	Can't use Magic
Blind	Yes	Rate of hit is lowered
Poison	Yes	Constant damage per turn/move
Curse	Yes	Defense is lowered
Confuse	Yes	Can't be given commands. Acts randomly.
Sleep	No	Cannot move. Will wake fairly quickly.
Para	No	Paralyzed. Will recover in a few turns.
Fell	No	Can't move.
Stone	No	Can't move.

All of the above will clear automatically after battle, except for "Stone."

GUIDE TO INFORMATION GATHERING AND SHOPPING

In order to get information from someone, you will need to know how to "Talk," "Move," and "Search."



• Talk
To talk, stand next to and face a character, and press the A Button. Their words will then appear in a message screen. Press the A Button to fast forward, and the B Button to pause the message screen.

• Move
In order to move, press the Control Pad in the direction you want to move. You can jump over



traps and people by pressing the B Button while standing next to and facing these obstacles.



• Search
You can search inside treasure chests by facing the chest and pressing the A Button. Inside these chests are Items that are vital to continuing the game, so don't skip any.

SHOP GUIDE
There are many kinds of shops, including Inns in cities.
Shops sell different Items from city to city, so don't forget to stop.



• Weapon Shop
You can buy all sorts of Weapons here. Weapons sold at these shops get increasingly powerful as you make your way through the game.



• Item Shop
You can obtain healing Items here.
Prepare yourself for the long journey ahead!



• Inn
You can regain the party's maximum HP and MP values here. Your condition, however, will not be recovered.



• Armor Shop
You can buy all sorts of Armor here. The further along in the game you get, the stronger the Armor becomes.



• Magic Shop
You can buy White and Black Magic here. The strength of these spells grows as you get further into the game.



• Coffee Shop
You can't spare time to drink coffee here, but you can gather important information needed for your adventure.

SHOPPING



• Buying
First talk to the clerk across the counter. Then, move the cursor to "Buy" and press the A Button. Next, select the Item you want to buy with the Control Pad and pess the A Button. The clerk will ask you if you want the Item. If you do, press the A Button. If you don't want the Item, press the B Button or select "No."

• Selling
Move the cursor to "Sell" and press the A Button. Select the Item you want to sell and press the A Button again. The clerk will tell you how much he or she will give you for the Item, so if you want to sell it, press the A Button. If you don't like the price, press the B Button or select "No." All shops buy Items at half the cost they were purchased for.



OPERATING THE TALON

The Talon is a legendary space-time battle cruiser which is said to have been used in the war among the Masters. It has many capabilities, but you must collect the appropriate Units to bring the Talon to battle-ready conditions.

• Piloting The Talon
First sit on the chair in the front of the cockpit. The command screen will then appear and you will be able to make use of the Units that are presently installed. In the latter half of the game, you will meet the crew members of the Talon. You will be able to purchase a variety of Items from them when they board.





• To Depart
Move the Talon with the Control Pad.



• Engine Power Setting
Choose an engine speed:
Rover: Ground only (same as walking)
Hover: Ground and ocean travel possible. Mountains are impassable.
Soar: Can fly over all terrain

• Warp
In The World you can use Warp to go from one era to another.
Past: Go between the present and the past
Future: Travel between the present and the future

(To go from the Past World to the Present World, use the "Past" Warp. Similarly, to go from the future to the present use the "Future" Warp. To travel from The World to Pureland, use the "X-Plane" Warp. Be careful, though, because once you do this, you can't go back to The World!)

• Weapon
When you encounter Monsters while traveling in the Talon, the battle cruiser will fire at the enemy only if the Weapon feature has been preselected. If you preselect "Shield," you will not encounter any Monsters while piloting the Talon.

• Option
Here, you will find Units other than Engine, Warp or Weapon Units.

• How To Get On And Off The Talon
To board the Talon, stand in its shadow and press the A Button. To get off, go to the disembarkation chute (just below the chair). To return to the cockpit when in transit, press the B Button.

•Using The Remote
When you use the Remote outside the battle cruiser, the Talon will warp to that location immediately.

CHARACTER CHANGE AND GROWTH



Change

When you topple an enemy, there are times when you are presented with Meat or Parts that have been dropped. By "eating" or "installing" them, a character can change his or her Class and undergo a Character Change. When a character eats Meat or Parts, he or she may change elements, attain new HP and MP levels, or adopt new Talents, strengths and abilities.

• Using The Flushex



The Flushex enables characters to revert to their original Class. Select a character to use the Flushex by pushing the Select Button and moving that character toward the device in the Talon. The machine is located in the hidden room in the upper right of the cabin of the battle cruiser. Your characters must revert one at a time.

Growth

In this adventure there are 6 different types of characters: Humans, Mutants, Beasts, Monsters, Cyborgs and Robots. Characters in each category grow and develop in different ways, and have special nutritional needs! They also lose or gain ability and/or strength as they transform from one class to the next. Make sure that you keep the following information in mind as you make your way through the adventure.

• Human/Mutant (all characters start out in one of these two categories). Humans and Mutants advance by gaining levels through the accumulation of Experience Points. When your character attains the next level, HP, MP, Attack, Defense, Agility, and Magic ratings all increase. But, Humans and Mutants are different and develop more rapidly in some categories than others. Defense and other ratings can also be increased by acquiring Armor. Weapons are more effectively used by Humans than other types of characters.

• Beasts

Beasts advance in levels by eating the Meat of stronger Beasts. When a Beast increases levels, it will automatically transform into a stronger Beast! When you equip a Beast with Armor, its Defense ability will increase. Beasts can use Magic and Weapons and are the most skilled at martial arts attacks.

• Monsters

Monsters advance by eating the Meat of stronger Monsters. As long as a character remains the same type of Monster, it cannot grow, even though it might gain a level. Monsters can't use equipment, but can use Magic and have special Talents available only to Monsters. They also have more HP per level than other classes. If a character is transformed into a Monster, he or she gains 100% of the Hit Point and Magic Point data of the Monster he or she turned into.

• Cyborgs
Cyborgs advance by installing parts of stronger Cyborgs and by adding equipment. Weapons and Shields increase Attack and Hit Points, Helmets and Armor increase Defense ability and Hit Points, and Gauntlets and Boots increase Magic Points and Hit Points. But, you'll retain only about 30% of your HP and MP ratings, 70% of your Attack, Agility and Magic strength, and 20% of your Defense rating. Ouch!

• Robots
Robots advance by installing parts from stronger robots and by buying capsule Parts. HP, Attack, Defense and Speed capsules are sold at Item Shops and will increase the indicated ability. Armor can help increase Defense and other ratings. When a character is transformed into a Robot she or he will have a reduced HP rating and lower thresholds of Attack, Agility and Defense. Robots can't use Magic (other than Float and Dive), but can be made to have the highest data ratings through the purchase of capsule Parts.

CHARACTER TYPE AND TALENT LIST
Every character in the adventure – whether friend or foe – is governed by one of the four Controlling World Elements: Earth, Fire, Water or Air. A character's Controlling Element changes depending on the Meat that is eaten or the Parts that are installed. The method by which a character's Element changes is shown in the chart on the next page. Determine the character's existing Controlling Element and then use the chart to see how that character will change by eating Meat or installing Parts.

A. Element Transformation Table

If a Character's element is:	*And, it eats the Meat or installs the Parts of a character of the Element:* **Earth**	**Water**	**Fire**	**Air**
	Then, its new controlling World Element will become:			
Earth	Earth	Fire	Air	Water
Water	Air	Water	Earth	Fire
Fire	Water	Air	Fire	Earth
Air	Fire	Earth	Water	Air

Starting Element of Party Members:
Arthur: Fire
Curtis: Air
Gloria: Water
Sharon: Earth

CREATURE DATA CHARTS/TRANSFORMATION

B.

MONSTER ◄► BEAST ◄► HUMAN/MUTANT ◄► CYBORG ◄► ROBOT

Meat will make your character transform toward the left, Parts toward the right. For example, in order for a Robot to turn into a Monster, it must eat meat 4 times. A Monster can turn into a Human or Mutant by installing Parts twice.

To find out what a character will turn into, look up the Element of the creature whose Parts or Meat you have found (see Creature Data, p. 59), then go to the Element Transformation Table (A.) on p. 57. Find your present Element, and that of your opponent, and you can find the Element that will be the result of eating Meat, or installing Parts. Next, look at the chart above (B.) to see how your class will change by using the Meat or Parts. Finally, use the Creature Data Charts (C.) to look up the creature with the appropriate Element, at your present level. You will change into this creature.

C. Creature Data

MONSTERS				
LEVEL	EARTH	WATER	FIRE	AIR
1–2	Worm	Turtle	F Drake	Raven
3–4	Wolf	Ray	Wisper	Big Eye
5–6	Fungus	Starfish	Baby	Gargoyle
7–8	LandWorm	Adamant	F Liz	Amprex
9–10	Scorpion	Angler	Fireball	Evil Eye
11–12	Mushroom	Pentagon	DualMask	Ghost
13–14	GigaWorm	Igasaur	Salamand	Griffon
15–16	GreyWolf	DrainRay	Tire	BabyWyrm
17–18	Snake	Octopus	Young	Remora
19–20	BlackCat	Squid	D.Bone	Typhoon
21–22	Hunter	BulbFish	Wheel	Wyrm Kid
23–24	Serpent	Ammonite	EvilMask	Specter
25–26	MummyCat	Amoeba	D.Fossil	Tempest
27–28	Romulus	BoltRay	FireFan	Wyrm
29–30	Hydra	Kraken	Kraken	Hydra
31–99	Sei Ryu	Sei Ryu	Garuda	Garuda

BEASTS				
LEVEL	EARTH	WATER	FIRE	AIR
1–2	Silver	Orc Orc	Diviner	Sprite
3–4	Fighter	SeaMonk	Broomer	Nymph
5–6	Kelpie	Mad Boar	Thoth	Familiar
7–8	Mustang	Pirate	Witch	Fairy
9–10	Warrior	SaltMonk	Magician	Pixie
11–12	Centaur	Werepig	Horns	Fiend
13–14	Nitemare	Viking	Wizard	Sylph
15–16	Liz Man	Brooder	Watcher	Thanos
17–18	Medusa	Fish Man	Osiris	Loki
19–20	Lamia	Merman	Hermit	Soarx
21–22	Liz Duke	Big Head	Mage	Siren
23–24	Naga	Nix	Set	Mephisto
25–26	Scylla	Selkie	Sorcerer	Succubus
27–28	Liz King	Dagon	Warlock	Sphinx
29–30	Echidna	Gillman	Gillman	Echidna
31–99	Anubis	Anubis	Anubis	Aeshma

CYBORGS				
LEVEL	EARTH	WATER	FIRE	AIR
1–2	Hooligan	Hooligan	Quacky	Quacky
3–4	Thief	Thief	Talker	Talker
5–6	Headless	Headless	Stranger	Stranger
7–8	Burgler	Burgler	Imposter	Imposter
9–10	Brigand	Brigand	Busybody	Busybody
11–12	Duke	Duke	LoonyGuy	LoonyGuy
13–14	Outlaw	Outlaw	Cracker	Cracker
15–16	Soldier	Soldier	Rumorer	Rumorer
17–18	Dullahan	Dullahan	Ronin	Ronin
19–20	Terrorist	Terrorist	Samurai	Samurai
21–22	Commando	Commando	Tattler	Tattler
23–24	Brain	Brain	Hatamoto	Hatamoto
25–26	HiredGun	HiredGun	Daimyo	Daimyo
27–28	SS	SS	Virago	Virago
29–30	Shogun	Shogun	Shogun	Shogun
31–99	Removed	Removed	Removed	Removed

ROBOTS				
LEVEL	EARTH	WATER	FIRE	AIR
1–2	Orb Rat	Orb Rat	Flower	Flower
3–4	Tomtom	Tomtom	Trixter	Trixter
5–6	AirMaid	AirMaid	Cosmos	Cosmos
7–8	Jerrit	Jerrit	Iron Rose	Iron Rose
9–10	Maitie	Maitie	Con Man	Con Man
11–12	Iron Lady	Iron Lady	Reaper	Reaper
13–14	Spectrat	Spectrat	Cactus	Cactus
15–16	Guard	Guard	Beguiler	Beguiler
17–18	Valkyrie	Valkyrie	Bazooka	Bazooka
19–20	Keeper	Keeper	75mm	75mm
21–22	Monitor	Monitor	Swindler	Swindler
23–24	Iken	Iken	105mm	105mm
25–26	Searcher	Searcher	150mm	150mm
27–28	Alert	Alert	Hustler	Hustler
29–30	210mm	210mm	210mm	210mm
31–99	Venus	Venus	Venus	Venus

How The Transformation Works

Let's look at an actual example of this process at work. Understanding how the process occurs will help you know whether to eat Meat or install Parts that have been left behind after battle.



1. Capturing Meat Or Parts From An Enemy. Let's say you win a battle against a party which includes a Hooligan and receive some fallen Cyborg Hooligan's Parts. You ask, "Shall I install them?" If the answer is yes, select "Yes," and press the A Button once.

2. Selecting A Character To Undergo The Transformation. Using the Control Pad, point the cursor at the character you wish to have install the Parts. Here we'll have Curtis install the fallen Parts.



3. What's Going To Happen?



If Curtis, a Level 5 Mutant, installs Parts from a Cyborg, he will become a Cyborg under the Controlling Element Earth/Water. That is, Curtis will become a Cyborg Headless.

ADVENTURER'S LOG

1. In The Beginning



• At The Start

You are gazing upon the unimaginably powerful Pureland Water Entity. At all times, keep in mind the danger that hastens you through this adventure. One wrong turn and The World is lost.



• Name Your Characters

After the introduction, you will have a chance to rename the characters. If you do not wish to change any names, select the preprogrammed names by pressing the Start button after each.



• Into The Battle Simulator

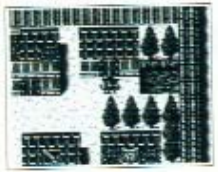
Who and why are you fighting? You will soon have your answer. In the meantime, just master your weapons– these awful-looking creatures are not as tough as they seem!

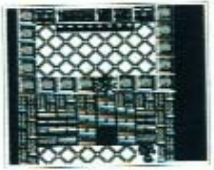


• The Story Begins

After you have sent the enemy running, you will be presented with the prologue to your adventure. Listen carefully as the Elder explains the situation to you. When you reach the palace that stands to the west of the city of Dharm, your friends will be waiting to join you. Together you will learn about the magic "Float" and the space-time battle cruiser, Talon.

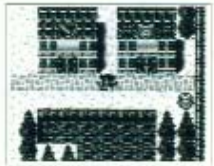
2. Back To Dharm







The first thing you will want to do is return to Dharm. Talk to everyone you meet as you make your way to the structure in the upper right corner of town. This building houses the Battle Simulator. You do not yet have enough skill and strength to begin the adventure and need some battle practice to get you used to the Battle System. Once inside the building, walk right through the fireplace! Then, use the Simulator to build your characters up to the point where they will be able to beat the Monsters which lurk outside the city walls. Your characters should obtain at least the fifth level before venturing forth (you will see the number 5 indicated on the Status Screen).



• Equip The Party
Now you are strong enough to fight your way through the North Tower. As an added bonus, you have also won some Gold. Put it to good use at the shops in the city. Buy Armor and Long Swords for each character in your party that doesn't have the proper equipment.

• Keep Magic On Hand
Finally, use your remaining Gold to buy Cure Magic and Ice Magic for your Mutants. These spells can be obtained in the Magic Shop in town.

• Say Goodbye To Your Haven, Dharm
Once you leave Dharm, you're on your own. Monsters lurk everywhere, so be prepared to do battle.



• The Battle

When the Game Screen turns into a Battle Screen, you must select either "Fight" or "Run." You should choose "Fight" often so that you build up experience and gain levels. Before you choose to fight, assess your enemies on the screen. If there are many of them, take advantage of your different team members' characteristics and select various Weapons. When you win, you may receive money, gain levels and abilities, or win some Meat or Parts. If your Hit Point levels are low, you might wish to run from the enemy. But remember, if you are not successful in running away, you will be a defenseless target for relentless attacks.



After a battle, it is imperative that you restore the party members' HPs. You can do this by staying at an Inn in a town or by using

Cure Potions or Magic. Use Cure Items like other Items, indicating with the cursor who is to be cured. Curative Magic can be harnessed by selecting Magic from the Main Menu, choosing a character with the ability (and MP) to cure others, and finally indicating the party members to be cured.

3. Venturing Forth

Head north and slightly east until you reach the top right corner of the island. Then turn west, following the coastline of the island, until you see the North Tower. Enter the tower cautiously and go straight up to the second floor.



Once there, find the first treasure chest by heading toward the bottom left corner of the floor, jumping over "trapholes" by pressing the B Button. (Oops, you fell through one! It just means you're a floor or so lower.) When you open the chest you'll find the "Shell" spell.

Now work your way up to the upper right corner and take the stairs to the third floor. On this floor, go left until you reach the chest that contains the Leather Gloves. (Remember, you have to properly equip characters with these Items in order for the Items to take effect.) Now, jump over the chest and go down until you reach the stairs leading to the fourth floor. On the fourth floor, simply open up the single chest you see there and receive the Magic spell "Float."



Remember to save the game in one of the Save files by selecting "Save" from the Menu Screen, choosing the desired data file, and pressing the A Button. Get back into the game by pressing the B Button until the Game Screen returns.



4. The Return

Exit the North Tower and give your new gift of Magic a try. Select the Item Menu from your Main Menu, point the cursor at "Float", and press the A Button twice. A screen showing the entire party will then be displayed. With the cursor, select the character (the hero is a good choice) to learn "Float" and press the A Button again. A message box will appear telling you that the character has learned "Float." To use "Float" you must be outside of enclosed spaces like towers, caves, and cities. Select Magic from the Main Menu and point to the character who has the Magic you wish to use. Press the A Button again, use the cursor to select "Float" and just watch what happens!

Guide the "floating character cloud" back to the city of Dharm using the Control Pad. But be certain you have enough Hit Points before entering combat. Monsters can still attack you as you soar above The World.

Use the Inn in Dharm to recover your HPs and MPs before making your way to the city of Elan.

5. Elan Awaits

Using the Magic "Float," fly over the ocean to the land mass west of Dharm. Explore that continent until you see the opening of what looks like a cave. Place the shadow of your "floating character cloud" near, but not on, the opening of the cave and press the A Button. You will revert to your original "walking self," so simply walk into the cave.



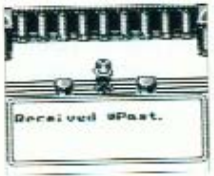
Elan is an expansive city, so be sure and explore it carefully and talk to everyone. If you have gained enough Gold through battle you can buy new and improved Weapons and Armor here. The one building you must visit lies in the

southernmost area of the city. Enter the largest building there and talk to Cronos. He will give you the Past Warp Unit for the Talon drive mechanism. After you have done all of your shopping and receive the Past Warp Unit, exit Elan and use your "Float" Magic to head back to the temple where Talon is housed across the ocean to the east of Elan.

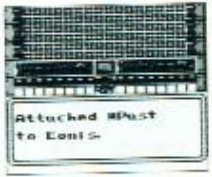
6. An Unpleasant Surprise

On returning to this continent, you will discover that a hideous Monster, the Water Hag, is blocking your way to the palace. Aren't you glad you bought the new Weapons and strong Armor! Make sure you save the game before tackling this creature. That way, should you lose, you can restart the game and give it another try.

When you finally make it past the Water Hag, go into the palace and board the Talon. The Past Warp Unit will be installed automatically when you enter, but you still have to operate the battle cruiser. Sit in the control seat and the Talon's Command Screen will be displayed.







Select the Warp command from the Menu, point to the "Past" Warp, press the A Button and hold onto your hat!

Last Scraps of Advice From the Mystical Elders of SQUARE:
Always remember to talk to everyone you meet. If you miss information from even one person, it might spell your doom. Finally, save your game often. This will speed your progress and The World will find relief that much sooner.

If you have questions for Square Game Counselors, please call 206/861-0303 from 8 a.m. to 5 p.m. PST weekdays. Good luck.

Note: This is a toll call, so make sure you have permission from whoever pays the phone bill.

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