
PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00597
THE GRANSTREAM SAGA
THQ INC.


The Granstream Saga™
English

Their ancient culture is now extinct and forgotten.

The straggling remnants of the race are plunged into a Dark Age of ignorance, clinging to landmasses that have escaped the drowning of their world.
Yet amidst the blackness of ruin, a single bright hope reappears in the form of the glowing Sceptre.

Devastated by the conflict between the Army of the Empire of Sorcery, and the Army of the Federation of Spirits, caught between the indigo sky and the deep blue sea, a civilisation sinks slowly toward despair.

SETTING UP

Set up your PlayStation® according to the instructions in its Instruction Manual. Insert the GRANSTREAM SAGA™ disc and close the disc cover.
Turn your PlayStation® ON at the POWER button. It is advised that you do not insert or remove peripherals or Memory Cards once the power is turned on. Make sure there are enough free blocks on your Memory Card before commencing play.

PLEASE NOTE: All screenshots for this manual have been taken from the English version of this game. Some screenshots might display pre-completion screens that differ slightly from those in the finished game.

HISTORY:
A DYING WORLD OF FOUR CONTINENTS

A Clash of Cultures

The time: a hundred years before the events of this Saga...

The world was on the verge of destruction, ravaged by a war resulting from intolerance. Two foolish nations, unable to accept the differences between their cultures, had chosen to engage in violent conflict. Each side named itself after the magic on which its culture was founded, one being the Imperial Wizardry, and the other, the Allied Spirit Army.

The fighting escalated, and the two exhausted powers became locked in a stalemate. Neither was able to win or to back down, and it seemed that all would be lost. However, the Imperial Wizardry unlocked the seal on a prohibited magical super-weapon, destroying the central driving force, the source of the Allied Spirit Army's magic power. No one knows whether this happened by mistake, or whether the human race deliberately tried to destroy itself. However, the magic weapon completely pulverised the subterranean water channels in the land of the Allied Spirit Army. This caused a terrible upheaval in the earth's crust and knocked the planet off its axis, resulting in the polar ice-caps melting into the seas.

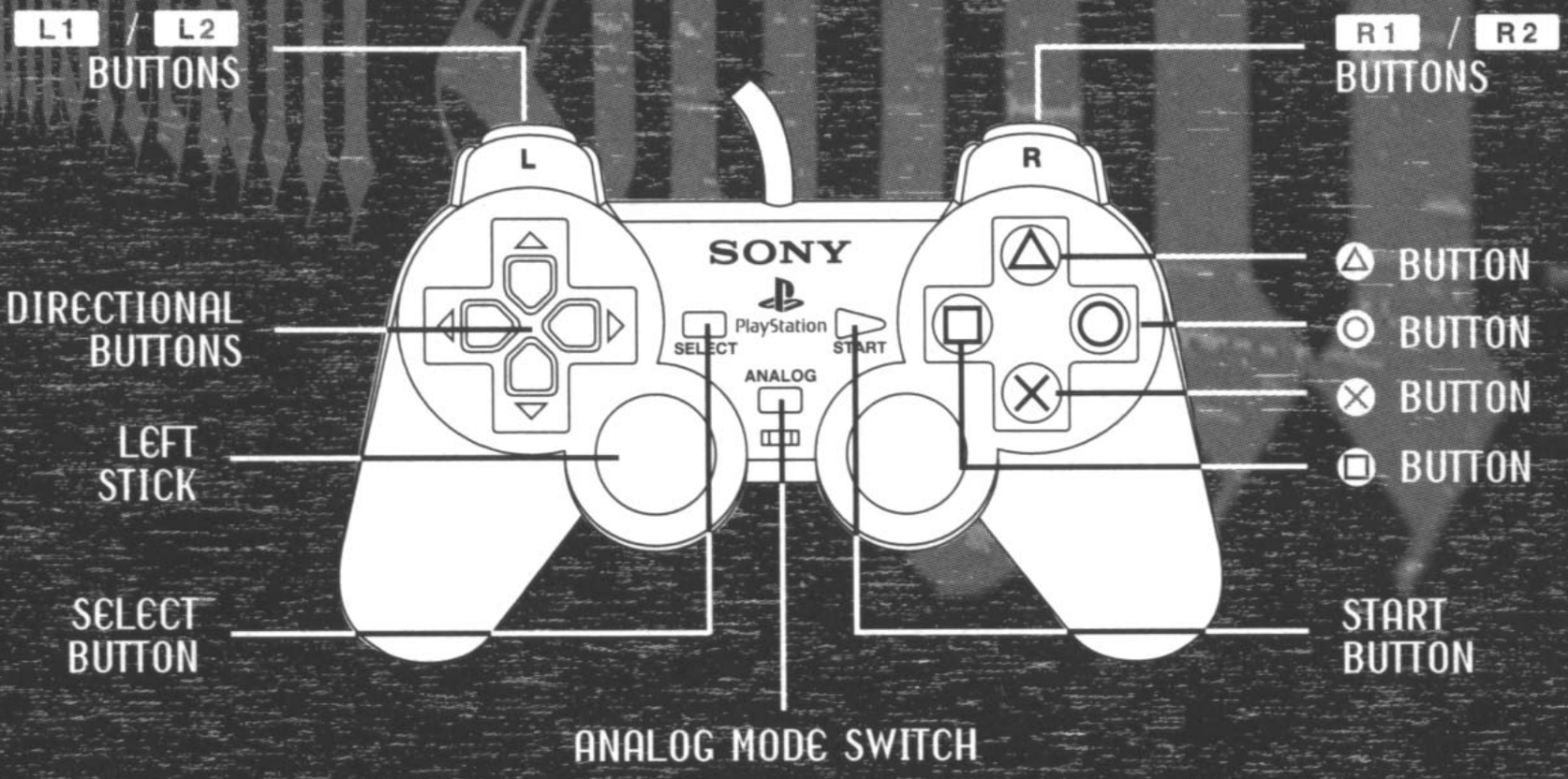
The Wisemen

This crisis had not been entirely unforeseen. The Four Wisemen, aligned neither with the Imperial Wizardry nor with the Allied Spirit Army, had found a way to aid humanities survival. Using the power of a magical control tower, named Airlim, the Wisemen chose four continents, each being the locus of a sacred power, and caused these continents to rise and float into the sky. The people thus saved from destruction vowed to reform their society in this New World. To maintain the power granted by Airlim, and ensure that the continents were held aloft indefinitely, they had to hold a ceremony each year. This annual ceremony had to be performed by one of the Wisemen' descendants, versed in the ancient knowledge embodied in the four Magic Orbs and the Spirit Chant.

But many years have passed since then, and it is now rumoured that the Army of the Empire of Sorcery is on the move again. The Wisemen have disappeared. Losing the power to stay afloat, the four continents have begun slowly sinking. Between the indigo sky above and the sea below, the world seems bound for destruction...

HOW TO USE THE CONTROLLER

In this section, we shall start by naming the buttons used while playing the game, and giving a brief overview of what they do. The button actions can be reconfigured at the Start/Main Menu, but the actions detailed in this manual are the default actions as found at the start of the game. More detailed information is given on the pages that follow. The button functions are basically the same on the field maps and in battle. However, there are certain functions that can only be used when fighting the enemy, and these are indicated by the phrase 'In Battle'.



NOTE: THE GRANSTREAM SAGA™ can be played using the directional buttons or, if you are using an Analog Controller (DUAL SHOCK™), the left stick. When using the left stick, ensure the analog mode switch is on (the LED will light up Red). The vibration function of the Analog Controller (DUAL SHOCK) can be toggled on or off in the in-game OPTION menu (see 'Option' in the 'Game Menu' for more information).

⊗ *button: Check information / set selections*

This button allows you to look up information about the objects that Eon encounters. You can also use it to talk to characters. Its other function is to confirm or set your selection whenever you select an Item, a magic spell, or a response to a message. In battle: This button is used to attack the Enemy by wielding a weapon. It can also be used to input Command Strokes. See the section 'Fighting the Enemy' for more information.

◎ *button: Cancel*

After pressing the ⊗ button to select an Item, a magic spell, or a response to a message, you can use the ◎ button to cancel your selection. In battle: This button is used to deflect the enemy's attack, using a shield. See the section 'Fighting the Enemy' for more information.

□ *button: Magic*

This button is used to employ magic. See the section on 'Magic' for more information.

△ button:

In field maps: This button is used to call up the Menu screen.

L1 / R1 buttons: Change viewpoint

Each time you press the L1 button, your viewpoint rotates 45 degrees clockwise. Press the R1 button to rotate 45 degrees anticlockwise. Press the L1 button and the R1 button simultaneously to return to your original viewpoint.

Directional buttons / left stick: Move / select

The directional buttons / left stick are used to make Eon move, and to select message responses, menu options and Items. They can also be used in Airlim to select a destination on another continent. In battle: The directional buttons / left stick can be used to dash, and to input Command strokes.

SELECT button:

Not used.

START button:

Same function as △ button.

GETTING STARTED

When you reach the Title Screen, press the START button on your Controller to access the Start/Main Menu, where you'll find the following options:

DATA LOAD:	Select this to load a saved game and recommence at your most recent save point. See the section 'Memory Cards - Saving and Loading' further on in this manual.
START:	Begin a new game.
BUTTON CONFIG:	Change the layout of your Controller's functions. See the section 'Button Config' below.

BUTTON CONFIG

This option allows you to change the button settings as desired. On the BUTTON CONFIG screen, you will see an image of a Controller with the default settings listed and their actions as follows:

TALK / ATTACK ›	⊗
CANCEL / DEFENCE ›	○
MAGIC ›	□
COMMAND ›	△
R-ROTATE ›	R1
L-ROTATE ›	L1

On the bottom of the screen you will see three options. Press ⬆ / ⬇ to highlight an option and press the ⊗ button to select:

CHANGE BUTTON CONFIGURATIONS:	See below.
DO NOT CHANGE BUTTON CONFIGURATIONS:	Select to return to the Start/Main Menu
GO BACK:	Highlight YES and press the ⊗ button, then press the ⊗ button again to return to the Start/Main Menu

CHANGE BUTTON CONFIGURATIONS

Press the ⊗ button to select this option. At the prompt, select YES to change your button configuration and press the ⊗ button. Now press the button you wish to assign to each action (e.g. press the ◎ button if you wish to assign TALK / ATTACK actions to the ◎ button). Once you have completed assigning actions, select YES to advance, or GO BACK to reassign actions. Finally, press the ⊗ button again to return to the Start/Main Menu

MEMORY CARDS - SAVING AND LOADING

PLEASE NOTE: Do not insert or remove Memory Cards once the power is turned on. Make sure there are enough free blocks on your Memory Card before commencing play by using your Console's Internal Memory Card manager (consult the Instruction manual supplied with your console for more information). Insert your Memory Card into Memory Card slot 1 only.

SAVING YOUR GAME

Please note that when you want to break off a game, you can only save the data in certain locations such as the church, or facing a crystal. When prompted, highlight YES and press the ⊗ button to save your game. See the sections 'Saving Data' and 'Crystals' for more information.

LOADING A SAVED GAME

Select the DATA LOAD option from the Start/Main Menu, and then press the START button. Three filenames will be displayed. Press ⬆ / ⬇ to highlight the save you wish to load, then press the ⊗ button.

ACTIONS
Controlling Eon

Eon is easy to control, and has a number of actions. The basics are covered here.

MOVE: Regardless of your viewpoint angle, Eon will move towards the top of the screen when you press ⬆, towards the left of the screen when you press ⬅, and so forth.

CHECK: By pressing the ⊗ button, you can check the information on whatever object happens to be in front of Eon. For example, if the object is a chest, you can check up on what is inside it. If a person is in front of Eon, you can use this function to talk to him or her.

VIEWPOINT: You can change your viewpoint, using the L1 button to rotate the screen view clockwise, and the R1 button to rotate it anti-clockwise. This function allows you to view locations not normally visible, such as the back of a building.

MENU: When you press the △ button, several menu options will appear on the screen. You can call up this Menu screen when using items or magic spells, or when preparing equipment. See the section 'How to Read the Screens' later on for more information.

MAGIC: By pressing the □ button, you can use whatever magic spell you have previously set using the Menu screen. For greater convenience, you can store your most frequently-used magic spells on this button. See the section on 'Magic' later on for more information.

CANCEL: When you select an Item, a magic spell, or a message response from the Menu screen, you can cancel your selection by pressing the ○ button.

FIELDS

Field Maps

Towns, interiors of houses and other locations where battles do not occur are called field maps. In this section, we introduce the main facilities available in the field maps.

SAVE: Saving data

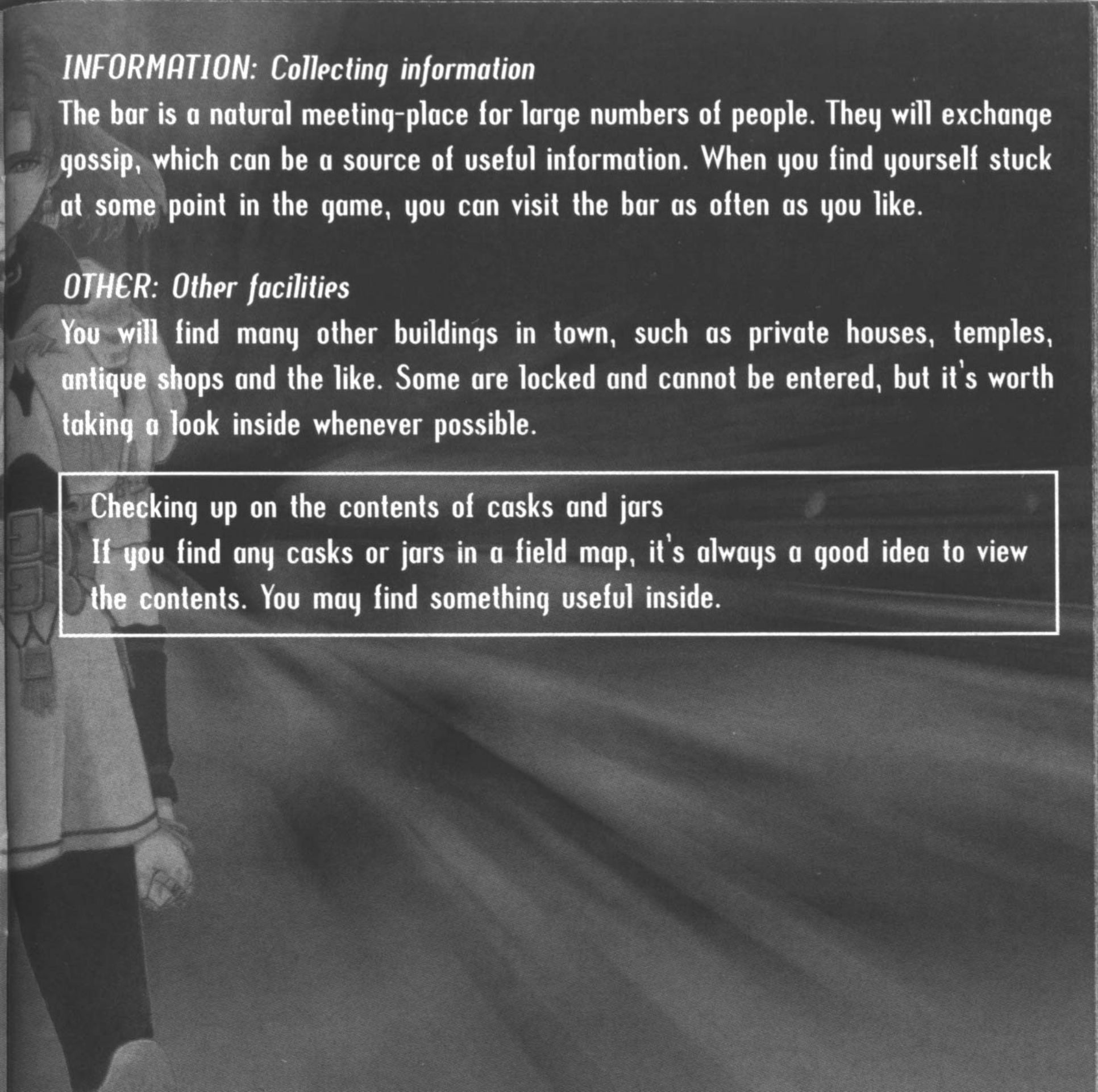
When you are in a field map and you decide you want to break off the game, you will need go to the church in the town in order to save the data. The Save Data menu screen will appear when you talk to the priest in the church. When prompted, highlight YES and press the ⊗ button to save your game.

SHOPPING: Buying Items

When you want to buy herbs or some other restorative Item, call in at the Apothecary. To make a purchase, use the directional buttons to select the desired item, then press the ⊗ button to confirm your selection.

SELL: Selling Items you no longer need

Items you no longer need can be exchanged for gems at the Pawn shop. Note that this is the only place where you can sell Items. It's a good idea to keep converting your unwanted Items into cash.



INFORMATION: Collecting information

The bar is a natural meeting-place for large numbers of people. They will exchange gossip, which can be a source of useful information. When you find yourself stuck at some point in the game, you can visit the bar as often as you like.

OTHER: Other facilities

You will find many other buildings in town, such as private houses, temples, antique shops and the like. Some are locked and cannot be entered, but it's worth taking a look inside whenever possible.

Checking up on the contents of casks and jars

If you find any casks or jars in a field map, it's always a good idea to view the contents. You may find something useful inside.

THE DUNGEONS

Searching the Dungeons

Inside the dungeons are mazes and enemies determined to hinder Eon's progress. This section offers some advice on the dangers that lurk there.

MAZES: Watch out for the mazes

Many of the dungeons are highly convoluted mazes. You will need to keep track of your Life Points (LP) and Magic Points (MP), and your stock of herbs. Sketching a map will help prevent you getting lost.

TRAPS: Traps for the unwary

Special traps have been placed in the dungeons to keep invaders out. If you keep your wits about you, and stay on the lookout for anything unusual, you should be able to avoid them.

SAVE: Crystals

By pressing the ⊗ button when Eon is facing the green crystal, you can save your data. When prompted, highlight YES and press the ⊗ button to save your game. By pressing the ⊗ button when Eon is facing the red crystal, you can warp Eon out of the dungeon.

TREASURE: Chests

By pressing the ⊗ button when Eon is facing a chest, you can make him take out whatever is inside. However, you should bear in mind that there is a monster - called Mimic - which looks exactly like a chest.

BATTLES: Fighting opponents

When you meet up with one of the various monsters that lurk in the dungeons, the screen will switch to a close-up view, ready for a one-to-one battle. All-out combat will continue until one party succumbs. See the section 'Fighting the Enemy' for more information.

BATTLES

Fighting the Enemy

In this section, we shall start by covering the basic actions for Eon. You would be well advised to master the three actions ATTACK, MOVE and GUARD.

ATTACK: By pressing the ⊗ button, you can make Eon attack his opponent with a weapon. The attacking methods vary according to the weapon Eon is holding, and the commands you input. See the sections 'Equipment' and 'Commands' for more information.

MOVE: Eon's movements during battle have no reference to the viewpoint angle or the top/bottom of the screen. When you press ⬆, he will move forward, and when you press ⬇, he will move backward. Please bear this in mind.

GUARD: When you press the ◉ button, Eon defends himself so that he is not damaged by his opponent's attack. However, Eon cannot move while performing a GUARD action. Note that the opponent can also attack from the side, and that GUARD does not work against all kinds of attack.

DASH: By pressing in a direction twice in quick succession, you can make Eon perform a DASH action. If you make him dash forward and hold the button down, you can make him collide with his opponent.

MAGIC: By pressing the ▣ button, you can make Eon use a magic spell that you have previously set. Keep an eye on the number of Magic Points (MP) you have left, and use magic wisely during battle. See the section on 'Magic' for more information.

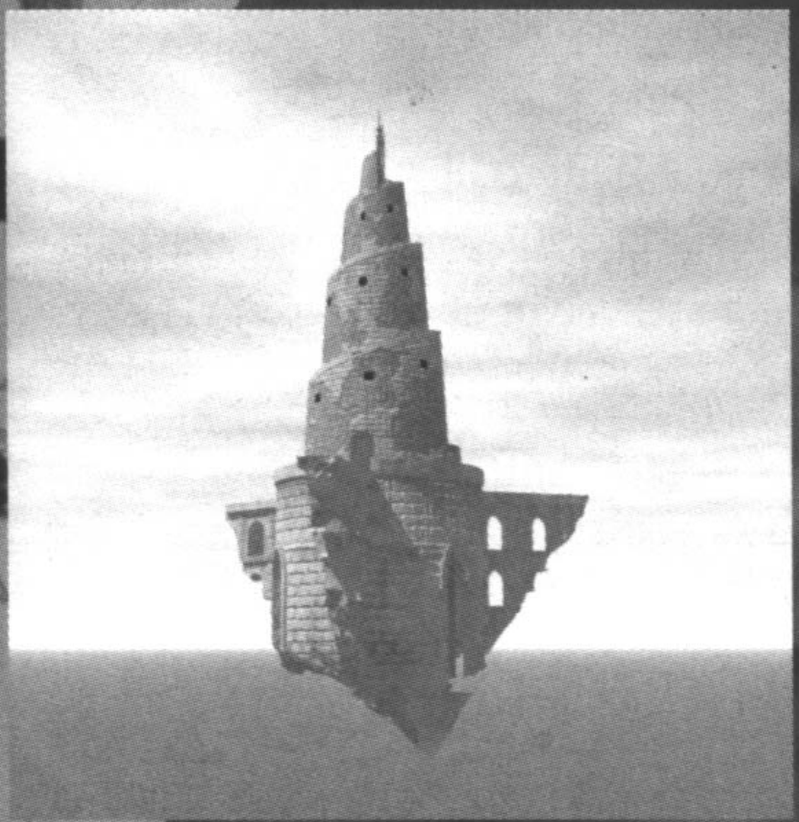
AIRLIM

Using Airlim to Move Between Locations

Airlim, staying afloat by magic, and capable of high-speed movement, will surely be of help to Eon in his quest.

MAP: Moving between continents

Once you are inside Airlim, the name of your current location and an image of the continent is displayed on the screen. To move to a different location, use the directional buttons / left stick to select your desired destination, and then press the ⊗ button to confirm your selection. Inside Airlim, you can also look up game hints, and save data. Use the ○ button to move backwards through the menus. Select ADVICE if you want HELP or to SAVE.



The magic tower Airlim is 50 metres tall and 15 metres in diameter.

This magic control tower was built during the war, its purpose being to store and control the magic power of the Army of the Federation of Spirits. Possessing a quasi-human persona, it operates on the basis of rules laid down by the Wisemen. When the four Magic Orbs are aligned, Airlim is activated and can be moved to any specified continent. Then, when the Spirit Chant is recited by a descendant of the Wisemen, Airlim gives the continent energy to keep it afloat. When all four Jewels are gathered together in the hand of one person, that person is recognised as the master of Airlim, and has control over it.

ADVANCED INSTRUCTIONS

THE SCEPTRE

What Exactly is the Sceptre?

The Sceptre is a legendary object, a kind of magic wand, the remnant of an ancient civilisation lost in the mists of time. Mounted in a bracelet on Eon's left arm, it has a will of its own. Who knows where this mysterious force will lead him?

Eon's left arm

Brought up by Valos, Eon has a green crystal which he has treasured ever since he was a small child, purely as a keepsake of his parents. Though unaware of its latent power, he has had it mounted in a bracelet which he never takes off.

The awakening

Having followed Valos to the tombs of the Wisemen, Eon attempts to touch a relic of the ancient civilisation. As he does so, the crystal on his left arm emits a bright light. He has no idea what this means.

The activation

In the depths of a maze, Eon finds the statue of a knight in armour. Without warning, it starts to move, and advances toward him. Just at that moment, the crystal starts glowing again. Enveloped in its green light, Eon instantly finds himself holding a weapon, and adorned in armour!

Restorative powers

The Sceptre possesses strange powers enabling it to restore destroyed objects from their remains, and to copy and memorise all sorts of things. These powers will be useful to Eon in the course of his quest.

Weapons

The Sceptre has the power to restore mighty weapons and suits of armour created by the ancient civilisation, making them instantly available. Using the Sceptre's powers, Eon can take on all sorts of formidable opponents.

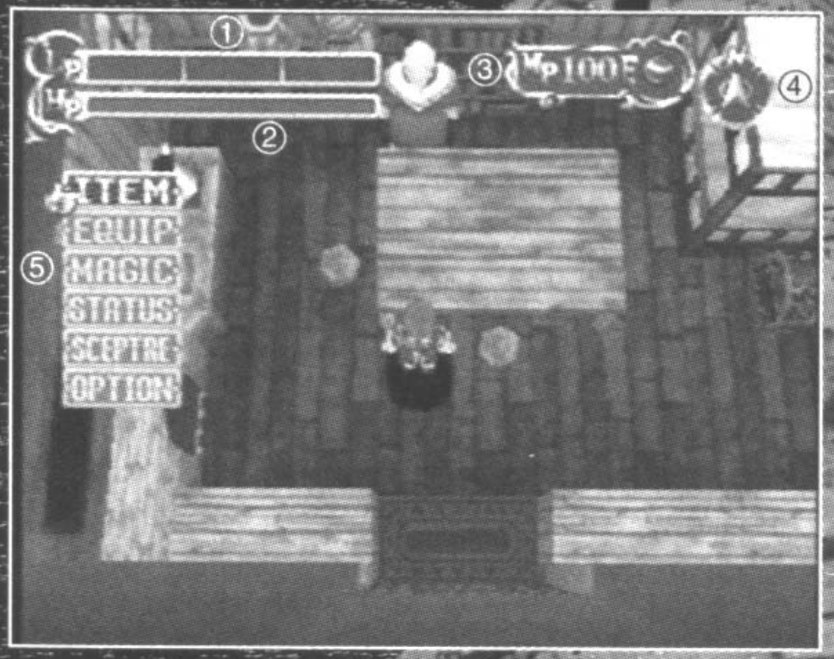
Equipment and attributes

Items of Equipment always have 'attributes', or special properties. Different items of Equipment inflict different degrees of damage on the opponent, so take care to choose the right Equipment to fight each enemy. See the section on 'Equipment' for more information.

INFORMATION

How to Read the Screens

MAIN GAME VIEW



1. LP (Life Points): The top bar shows how much life force Eon has left. When the meter reaches zero, the game will terminate.

2. HP (Hit Points): The bottom bar shows how much physical force Eon has left. When the meter reaches zero owing to physical damage inflicted by an opponent, the LP total goes down by one, and Eon falls down.

3. MP (Magic Points): This shows how much magic power Eon has left. Each time you use magic, points are used up, and when the meter reaches zero, Eon can no longer use magic. Note that there will be some magic spells that require a minimum amount of MP and will not be available if your MP is too low.

4. Orientation: This is a compass to help Eon keep his bearings and find his way around.

5. Menus: These are the Menu screens that will appear when you press the △ button. Use the directional buttons to select the desired menu.

MENU (press the △ button)

ITEM The ITEM screen shows icons representing the items, and the number of items Eon currently holds. The directional buttons are used to make selections. When the cursor is moved on to a particular icon, the name of the item is displayed, along with a short explanation.

EQUIP As with items, icons are used to represent weapons, armour and shields. On the EQUIP screen, AT stands for 'attacking power', and DF stands for 'defensive power'. In each case, the number on the left shows the current value, while the number on the right shows the value after damage incurred while using Equipment. The main section of the screen shows all the items of equipment that have been stored using the Sceptre.

MAGIC The top half shows magic spells that can be used in field maps, while the bottom half shows magic spells that can be used in battle. An icon represents each magic spell that can be used. For each magic spell, there is a name and a brief explanation of how it works, including how much MP will be consumed if the magic is used.

STATUS On the Status Screen, LV indicates Eon's current Level. LP stands for Life Points, and HP stands for Hit Points. In each case, the number on the left indicates the current value, while the number on the right indicates the maximum value. GP in the bottom right block shows the

monetary value ('Gem Points') of the gems currently held by Eon. The top right block shows the weapons, armour and shield which Eon is currently equipped with, and their attacking power (AT) and defensive power (DF). In the bottom right block, MP shows the current number of Magic Points, plus the current field and battle magic spells selected.

SCEPTRE This screen shows the icons and names of the jewels stored by the Sceptre. You can also use it to find information about where the jewels were acquired.

OPTIONS This screen is divided into three sections. The top section can be used to change the speed of the messages. Press ← or → to highlight the icon, then press the ⊗ button to set the speed:

II	›	››
Set message speed to slow	Set speed to normal	Set speed to fast

The middle section allows you to quit the game. Highlight RESET and press the ⊗ button, then highlight YES and press the ⊗ button again to quit the current game.

The bottom section controls the Vibration Function of your Analog Controller (DUAL SHOCK). Use the ⊗ button to turn the Vibration Function ON or OFF.

BATTLE MENU

Of the six Menu screens, the SCEPTRE and OPTION screens cannot be used in battle, so they are not displayed while a battle is in progress. The remaining options remain the same as for the Field Menu.

MAGIC

The power of magic is still alive in the four continents. By making use of this powerful force, Eon is able to employ a wide range of magic spells for attacking enemies, restoring broken objects, and other purposes.

How to use magic

1 Call up the Menu

The menu is called up by pressing the △ button. When you do this, the on-screen action pauses, so you can take your time. Select MAGIC from the menu, then press the ✕ button.

2 Select a magic spell

Use the directional buttons or left stick to highlight the icon for the desired magic spell, then press the ✕ button to set your selection. To exit the menu, press the ○ button.

3 Activate the magic spell

The □ button activates the magic spell you have just set. You can now activate it whenever you want. There is no need to call up the menu screen again, until you want to set another magic spell.

IN BATTLE: Spells that can be used

The spells used in the field maps and in battle are essentially the same. The difference is that fewer magic spells can be used in the field maps.

Using up MP (Magic Points)

Whenever you use magic, you use up a certain number of MP (Magic Points). You should keep track of the number of MP you have left. You can also replenish your MP by using a potion: see the Magic List for more information.

Learning new magic spells

In addition to the spells available from the start, Eon can learn new spells by getting hold of an item known as the 'Secret Stone of Antiquity'. Look out for other stones on your way.

LIST OF MAGIC SPELLS

Eon learns many powerful magic spells as the saga unfolds. This section highlights just a few of them.

SPELLS USED IN BATTLE

The magic spells that can only be used in battle are listed below. There are two main categories: spells used to inflict damage on an opponent, and spells used to assist Eon.

BATTLE	AMOUNT of MP USED	EFFECT
FLAME SHOT	15	Releases a powerful ball of flamee which damages the opponent by burning and exploding.
HEAT STORM	30	Raises a firestorm, inflicting serious damage on the enemy.
FROST ARROW	25	Fires ice arrows in three directions.
BLIZZARD	60	Throws a block of ice at your opponent.
LIGHTNING	40	Discharges a bolt of lightning forwards.
POWER PLUS	30	Increases Eon's attacking power for a certain period of time.
GUARD PLUS	30	Increases Eon's defensive power for a certain period of time.

FIELD SPELLS

Spells used in the field maps. These spells are mainly used when moving around in the dungeons. Make use of them when you are lost, or when you want to avoid a fight.

FIELD	AMOUNT of MP USED	EFFECT
AIRLIM RETURN	90	Warps Eon instantly from inside the dungeons to the entrance.
EVIL STOP	120	Forces a prowling enemy to come to a standstill.

GENERAL SPELLS

Spells that can be used both in battle and in the field maps. These spells can be used not only in town, but also in the dungeons, and when fighting the Enemy. This range of spells is useful for restoring physical strength.

	AMOUNT of MP USED	EFFECT
HEALING	40	Restores a small number of LP.
STRONG HEAL	70	Restores a medium number of LP.
MAX HEAL	100	Restores LP to maximum.

These are not the only spells. There are many other magic spells besides the ones introduced here. Keep your eyes open, and have a look in the shops.

ITEMS

USING ITEMS

1 Call up the Menu screen

When you want to use an item in battle, or in the field maps, start by pressing the △ button. This will call up the Menu screen. Select the Item option, and then press the ⊗ button to confirm your selection.

2 Select an Item

The Item Selection screen will show icons representing the items currently held. When you move the cursor on to the icon for the desired item, an explanation will appear in the Message window.

3 Using the Item

When you press the ⊗ button to set the selected item (choose either USE or DROP), a confirmation message will be displayed. Press the ⊗ button again. The Menu screen will close, and Eon will now be able to use the Item you have selected.

Dried herbs *Price: 60 gems*

These medicinal herbs can restore Eon's LP (Life Points), recovering approximately one third of maximum physical strength. Being cheap and on sale everywhere, this is an easy Item to get hold of. It's a good idea to keep some in reserve at all times.

Low potion *Price: 100 gems*

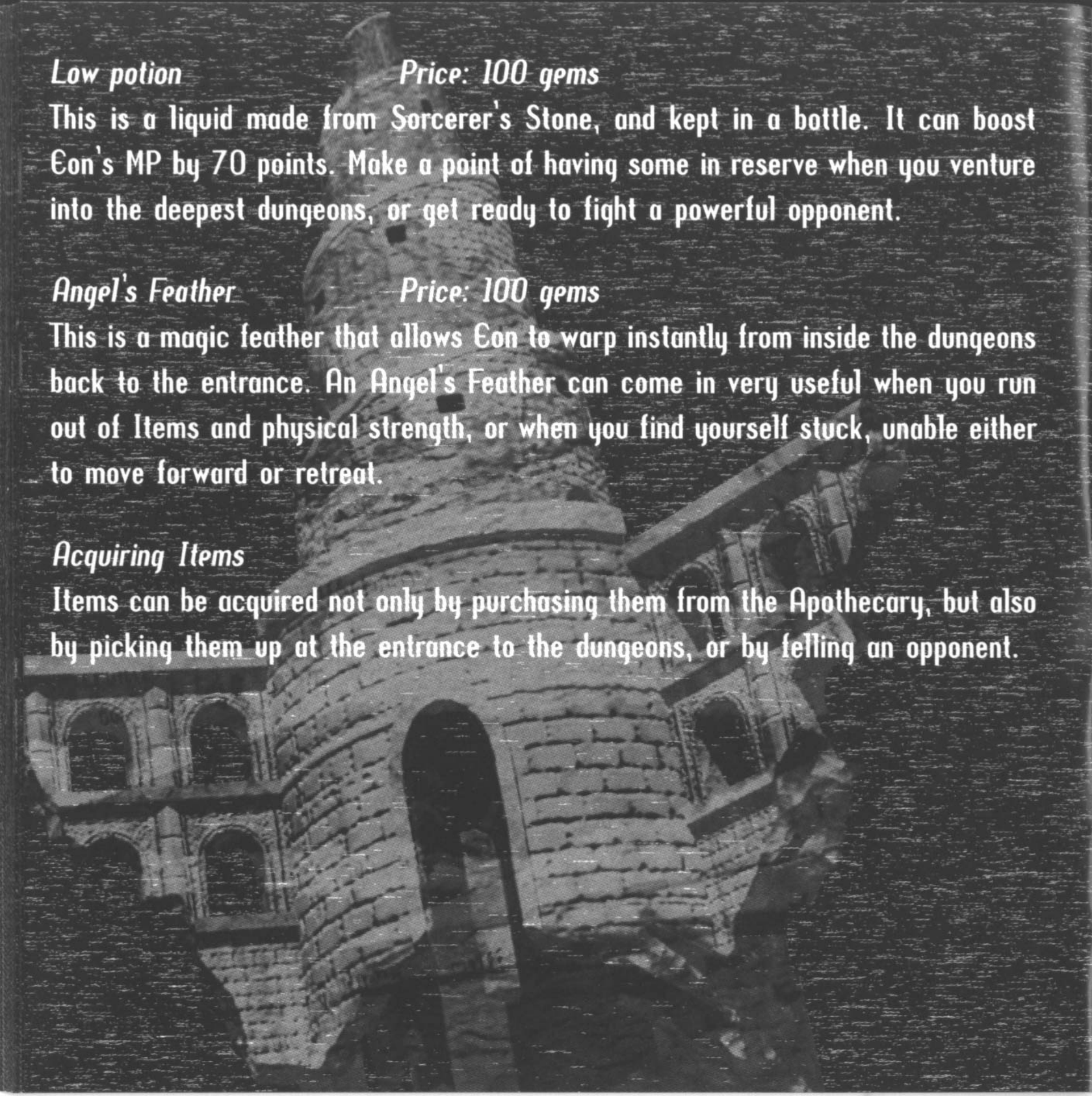
This is a liquid made from Sorcerer's Stone, and kept in a battle. It can boost Eon's MP by 70 points. Make a point of having some in reserve when you venture into the deepest dungeons, or get ready to fight a powerful opponent.

Angel's Feather *Price: 100 gems*

This is a magic feather that allows Eon to warp instantly from inside the dungeons back to the entrance. An Angel's Feather can come in very useful when you run out of Items and physical strength, or when you find yourself stuck, unable either to move forward or retreat.

Acquiring Items

Items can be acquired not only by purchasing them from the Apothecary, but also by picking them up at the entrance to the dungeons, or by felling an opponent.



EQUIPMENT

Weapons, Armour and Shields

You can prepare Eon for battle by equipping him with powerful weapons, armour and shields (restored using the power of the Sceptre).

Don't forget the Equipment!!

1 Call up the Menu screen

To call up the Menu screen, press the △ button. Highlight the EQUIP option, then press the ⊗ button. The icons for the weapon, armour and shield currently held by Eon will then appear.

2 Select the Equipment

Press ↑ / ↓ to select a WEAPON, or ARMOUR, or a SHIELD. Highlight the icons for the items you want Eon to hold in his right and left hands, then press the ⊗ button to set your selection.

Item combinations

The weapons, armour and shields each have their own particular strengths and attributes. Different combinations of items will produce different effects. Several particularly effective combinations are covered in this section.

ORIGINAL: The Original Equipment is the weapon and shield that Eon starts out with. Although this Equipment has no special powers, it has no particular weaknesses either, and it is basic and easy to use.

MAGIC: The Magic Equipment is effective against magic attacks. The weapon known as Avenger has the power to absorb the opponent's Magic Points.

HEAT: The Heat Equipment is designed to cope with heat and cold infliction. By switching between the weapons 'Valhalla' and 'Flare Sabre', Eon can handle both heat and cold.

HEAVY: The Heavy Equipment combines defensive power with attacking power. Because this Equipment is extremely solid, it defends Eon from the opponent's attack.

COMMAND STROKES

What exactly are the command strokes?

The command strokes are death-blows that inflict heavy damage on the enemy with one single stroke. You can't afford not to master them!

Besides the ordinary method of attacking with a sword by pressing the ⊗ button, there are special methods of attacking by using the directional buttons in combination with the ⊗ button. These special methods are known as command strokes, and they have a high attacking power.

The attacking method may vary depending on the weapon Eon is holding, even though your input remains the same.

Basic Command Strokes

LONG SWORD STROKES

The Long Sword, which is the basic weapon, is easy to handle, and also has plenty of attacking power. When fighting, take advantage of this sword's extended reach.
Long Sword weapons: Broadsword, Bastard Sword, Flare Sabre and others.

NAME OF STROKE	COMMAND
Right diagonal slash	⊗
Right horizontal slash	⇨ ⊗
Left horizontal slash	← ⊗
Forward overhead slash	↑ ⊗
Continuous attack*	⊗ ⊗

* *Continuous attack*

By holding down the ⊗ button, you can carry out a non-stop attack. This is best used when learning your opponent's attack patterns.

SHORT SWORD STROKES

Weapons of the Short Sword type are light and suitable for fast, nimble attacks. Although their attacking power is low, they enable Eon to confuse his opponent.
Short Sword weapons: Dirk, Executor and Holy Knife among others

NAME OF STROKE	COMMAND
Left-right W-slash	⊗
Frontal Thrust	↑ ⊗
Triple Slash	⊗ ⊗ ⊗

BLUNT SWORD STROKES

Blunt Swords have restricted movement because of their weight, this makes them extremely difficult weapons to handle. However, when they hit their target they exert a terrific destructive force.

Blunt Sword weapons: Battle Axe and others

NAME OF STROKE	COMMAND
Vertical Slash	⊗
Horizontal Step Slash	↑ ⊗

Advanced Command Strokes

Each time Eon acquires a new weapon, it enables him to use more powerful command strokes. These commands are difficult, but highly effective.

LONG SWORD STROKES

NAME OF STROKE	COMMAND
Windbuster	← ↓ → ⊗
Spinning Blow	→ ↓ ← ⊗

SHORT SWORD STROKES

NAME OF STROKE	COMMAND
Z-shaped Triple Slash	← ↓ → ⊗
Screw Slash	→ ↓ ← ⊗
Quadruple Thrust	↑ ⊗ ⊗ ⊗ ⊗ (keep the timing even)

BLUNT SWORD STROKES

NAME OF STROKE	COMMAND
Cyclone Slash	← ↓ → ⊗
Cross Slash	→ ↓ ← ⊗
Rolling Slash	↑ → ↓ ← ↑ ⊗ or ↑ ← ↓ → ↑ ⊗

EXTRA INFORMATION ABOUT BATTLES

Progressing to higher levels

As the saga unfolds, Eon develops as he becomes more experienced. His development is not represented in terms of points: instead, he progresses to higher levels by fulfilling certain conditions, such as successfully getting through specific events. Each time Eon rises to a new level, his capabilities increase.

Gems

Whenever Eon clears a hurdle, opens a chest, or vanquishes an enemy, he frequently acquires gems, which are used as money in the world of the Saga. These gems can be used to buy Items.

Sceptre Force

By overcoming an opponent without the use of magic, Eon can gain Sceptre Force. If he gains Sceptre Force in more than one successive victory, changes will occur in his Sceptre and his Items. To discover what these changes are, you will have to experience them for yourself, which means doing your best to acquire Sceptre Force. Note that using any Items or magic in a battle will disqualify Eon from gaining Sceptre Force. You are also disqualified from gaining Sceptre Force by sustaining injury in a battle.

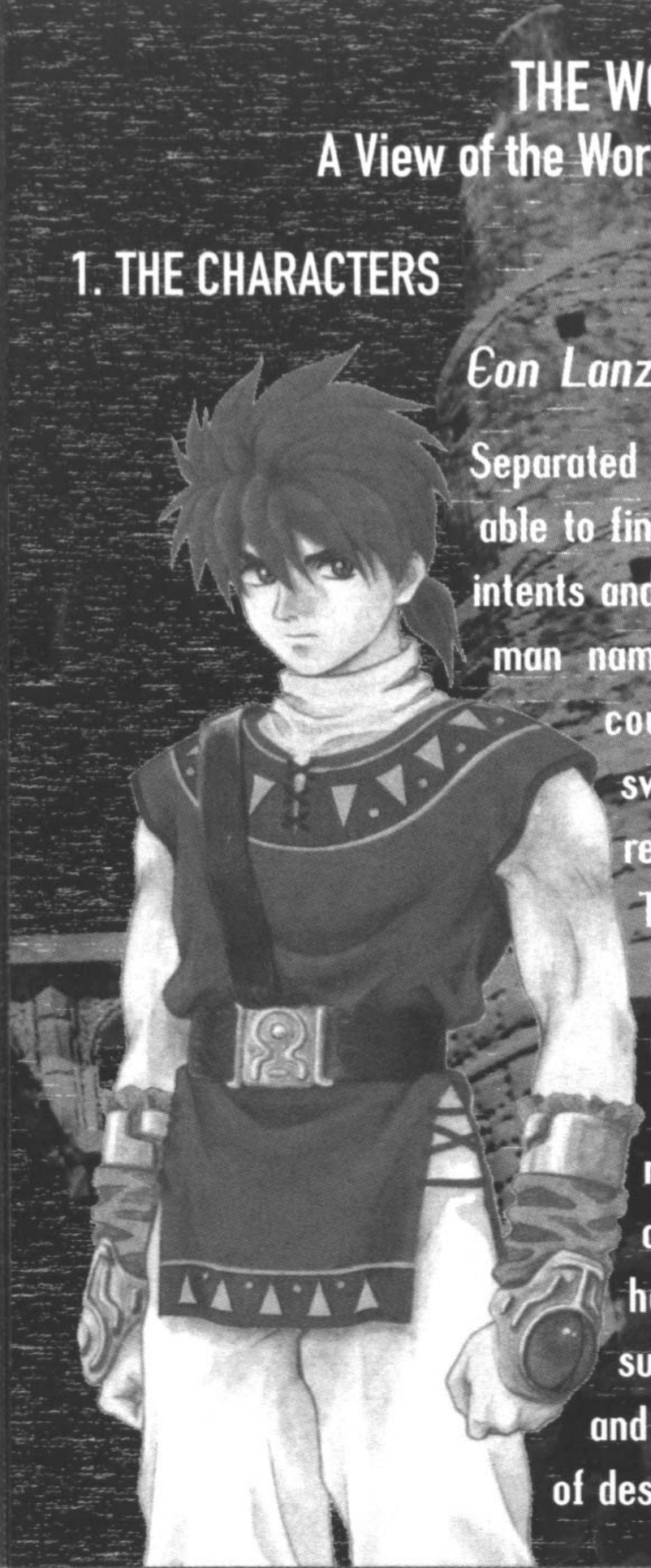
GAME OVER

When Eon's Life Points (LP) drop to zero during battle, the game will terminate, and you will have to go back to the point at which you last saved the game data. You should therefore take care to save your game on a regular basis.

THE WORLD OF THE SAGA

A View of the World and the Conditions Prevailing

1. THE CHARACTERS



Eon Lanzard

Separated from his parents in infancy, Eon has never been able to find out anything about his own origins. Being to all intents and purposes an orphan, Eon was adopted by an old man named Valos Lanzard, who brought him up to be courageous, and encouraged him to learn swordsmanship and magic. The old man and the boy resided in a remote area of the continent of Shilf. Throughout Eon's childhood, there was one thing that struck Valos as strange: the faintly glowing green crystal in the bracelet on Eon's left arm. Eon himself has no clear idea of the exact nature of his crystal, although he thinks of it as a keepsake of his parents, whose whereabouts he has never known. Valos, however, privately suspects that the crystal is the legendary Sceptre, and that Eon, raised in obscurity, is in fact the child of destiny, guided by this ancient token of magic power.

Arcia Eldeen

Having lost his way and blundered into the back room of a church, Eon sees a vision of a young girl. Her name is Arcia, and she is a descendant of the Wiseman Zora. Having fled from the Empire of Sorcery, she had previously sought sanctuary in the church, and had been hidden there by the priest. However, she has since been captured and taken back to the Empire. So bitter is her distress, that her cry for help reaches Eon in the form of this apparition.

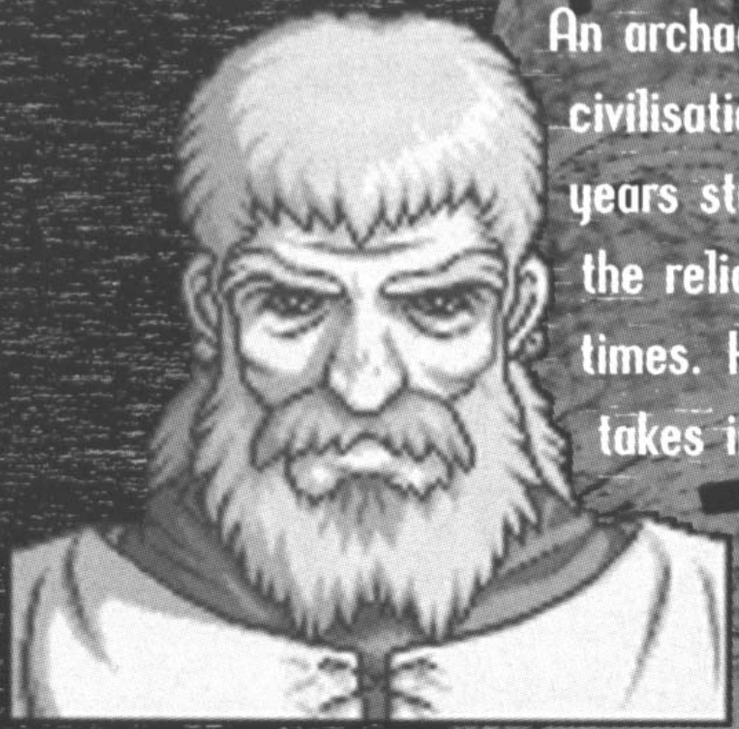


Laramee Restalia

On his way to find Arcia, Eon stows away in a chamber in the airship Gude belonging to the air-pirates known as the Desbat. It is here that Eon meets a girl called Laramee Restalia. Although Laramee is one of the pirates herself – the sister of their leader Slayzer – she is intrigued by Eon's situation, and decides to help him.



Valos Lanzard



An archaeologist specialising in the archaic magic civilisation. The elderly Valos Lanzard has spent many years studying the legends surrounding the continents, the relics of the Spirits and the magical arts of ancient times. Having lost his own family in an accident, he takes in the young orphan Eon, and brings him up.

Korky

Summoned from the Spirit World at the time of the Great War, and then sealed in ice, Korky is the only Spirit beast in the world. He was discovered by the Desbat air-pirates, and has lived in the Gude ever since. Although he normally takes the form of a small bird, his true form is that of a giant sacred bird. Like Laramee, Korky senses something unusual about Eon, and takes an interest in his actions.

Slayzer



Slayzer, the brother of Laramee, is a young man who has won fame as the leader of the Desbat air-pirates. Proud of his own capabilities, he is contemptuous of the Empire of Sorcery because it relies on the power of an ancient civilisation. He looks down on Eon for the same reason.

Gude, the high-speed airship

Length including tail: 28 metres; wing span: 42 metres
Built to a design drawn up by Ziruas (former sorcerologist of the Imperial Army) the airship Gude is capable of travelling at ultra-fast speeds. Originally used by Ziruas to escape from the Empire, Gude is now used by the Desbat air-pirates, led by Slayzer (the nephew of Ziruas).

2. THE FOUR CONTINENTS

The Four Continents have enabled humans to survive the Great War. However, a dark cloud hangs over their future.

Shilf



Shilf is the Continent of Wind, where Eon comes from. Its floating power has declined noticeably, so Valos has cut off a portion of the continent to reduce its weight. Shilf is now barely managing to stay afloat.

Aquas

When it was first raised aloft, the continent of Aquas enclosed a sacred lake. Because of its diminishing floating power, Aquas has drifted down from its original position and has been partially consumed by the planet's polar region. This has caused the lake to freeze.



Volcos



The continent of Volcos has a volcano as its central feature. The volcano has a town on either side - an arrangement which maintains the balance of the continent. If this equilibrium is destroyed, the geothermal source inside the volcano could spew molten lava over either of the towns.

Zephere

The uninhabited continent of Zephere consists of sand and oxidised iron. Its existence is shrouded in mystery. The Empire of Sorcery has set up a base here.



3. THE ENEMY

The Guardian

The Guardian resembles a knight in armour. Try to dodge its sword thrusts, and counter-attack. When Eon is out of striking distance of its sword, it will attack using a powerful laser.



Slasher

Slasher is a long-armed, grotesque monster. Its quick and nimble movements make it difficult to hit, and when cornered, it jumps out of the way. The best way to attack Slasher is with a Right Horizontal Slash using a Long Sword.

Sorcerer



Sorcerer's speciality is attacking at a distance, using magic. It is probably impossible to get the better of this enemy unless you dodge its magic spells and leap right on top of it.

Vangel, the magic warplane

Height, length and width: 120 metres



Vangel is the last surviving example of the maximum-strength warplanes mass-produced by the Army of the Empire of Sorcery, and deployed in the Great War, a century before the events of this Saga. Manufactured using the highly-advanced sorcerous technology of its time, it cannot be rebuilt, as the technology has been lost, and the materials are no longer available. Magic torpedoes are its principal weapons, although it is also equipped with fire-bombs. Complete with a dimensional-pressure barrier, Vangel is essentially a sky fortress, with plenty of attacking power, it is able to withstand just about anything, including dragons. However, due to a shortage of crew, power and Sorcerer's Stones, it is currently operating at only 40% of its original capacity.

THE START OF THE SAGA

On these pages, we offer a few hints to help you pass the first few areas of the game.

- After listening to Valos' words, Eon opens the door and enters the house. Valos wants a cup of tea, so the first thing Eon has to do is find the teacups. Don't forget to boil the water.

- When Valos sets off to look for the missing boy, he goes down a ladder towards the centre of the ruins. Eon must follow him down the stairs.

- Deep in the ruins, Eon will find a relic of the ancient culture. Eon touches the beautiful glowing crystal. At this point, you should save the data for the game so far.

- Led by curiosity, Eon walks deep into the maze. He finds a statue of a knight in armour, which suddenly comes to life as he approaches it! Here's your first battle...