
PlayStation
NTSC U/C
PlayStation
KING'S FIELD II
TEEN
T
AGES 13+
CONTENT RATED BY
ESRB
SLUS-00255
8520
ASCII
ENTERTAINMENT

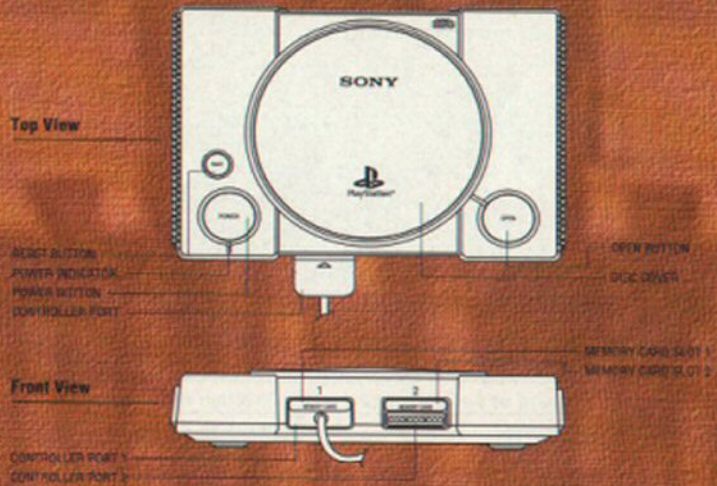
Contained Herein... That Which Is Necessary For Your Quest

KING'S FIELD II™

Getting Under Way 2
Controlling Your Destiny 3
How It All Began 4
And Now Your Quest Begins 8
Recording Your Progress 10
Understanding Your Quest 11
Using and Equipping Items 13
Gathering Information and Items 14
That Which Is Necessary For Your Quest 15
Buying and Selling 16
Fighting, Experience & Conditions 18
Status Menu 20
The Secrets to Magic, Wisdom & Power 26
Advice 29
Giving Credit Where It's Due 31

Getting Under Way

In preparation for your quest, young Prince, you must start by seeking out a PlayStation™ game console...



1. *Set up your PlayStation game console according to the instructions in its Instruction Manual.*

2. *Insert the KING'S FIELD II disc and close the CD door.*

   Note: *Make sure the PlayStation game console's power is off before inserting or removing a compact disc.*

3. *Insert a game controller and turn the PlayStation game console ON. The opening story will start, and then the Title/Game Start Menu will appear.*

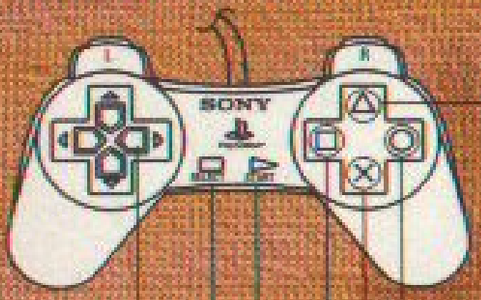
4. *Press the Start Button at any time during the opening cinematic video to skip to the Game Start Menu. Follow the on-screen instructions to start a new game or to continue a previously saved game from your memory card.*



Controlling Your Destiny

Before you depart to face your destiny and ultimately take the fate of the world into your hands, take a few moments to study the arts of motion and control handed down by your forefathers. Through proper training, a truly great knight and warrior will know, intuitively, what actions to take once the need arises...

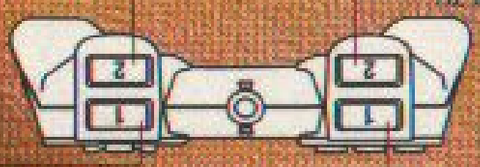
Top View



DIRECTIONAL BUTTONS
SELECT BUTTON
START BUTTON

WRITTEN FORM
△ BUTTON
○ BUTTON
× BUTTON
□ BUTTON

Front View



L2 BUTTON
R2 BUTTON
L1 BUTTON
R1 BUTTON

ACTION	BUTTON
Move character forward or back/move cursor	Direction button ↑ or ↓
Turn character left or right	Direction button ← or →
Run	Hold ⊗ button
Attack with weapon	■ button
Attack with magic	△ button
Close/open doors, talk with other characters, pick up items, and confirm commands	⊗ button
Open/close status window	○ button
Move character parallel left	L1 button
Move character parallel right	R1 button
Look up	L2 button
Look down	R2 button
Use selected item	SELECT button
Pause the game	START button

How It All Began

As you have now come of age, it is time that you know of the chivalrous history of Verdite and Valicia. It could be assumed that by this point in your life, young Prince, that Leon has already filled your head with the glorious days of yore. However, I've asked him to write it in this letter as well, before passing it into your hands. That which is written by Leon's hand will remain as the written history even should something... ...

Tis' of no consequence, suffice it to say that it is necessary that it be written...

You see, Lyle, at the dawn of the Holy Wars, a hero arose from the midst of the terror and destruction. With the power of the Moonlight Sword and a soul as pure as light itself, Your Father, John Alfred Forester, single-handedly turned the tide of the wars in the favor of the Kingdom of Verdite. Not since the disappearance of the Dragon Knights had the ancient evil been vanquished on the battlefield! — Yes, that is the type of man your father was, young Prince; please honor his spirit by remembering him this way.

Your Highness, Prince Austin Lyle Forester —

His highness, Prince Alexander Thornton Regginic of Granatyki bid of me to write our history below for the posterity of our kingdom. Our story is written hence...

—Your Teacher and Humble Servant, Leon

History

When, thousands of years ago, Vallad took the form of the two dragons, it was to unite the world of Valicia...but even as the two were formed — Seath from the light, and Guyra from the darkness — the epic battle for control over this world began. Vallad was powerless to change that which he had wrought. He could do nothing but await the day when the Destiny of Light would bear a hero to destroy the two dragons — for to create is divine providence...but to undo creation is forbidden even to the gods.

At first, the Dragon Knights were chosen by the Kings of Valicia for their skill as knights as well as for their control over the elements of magic. No one knew from whence they had come, but for a time, these mighty warriors on the backs of their great Golden Dragons were enough to fend off the attacks of the demons summoned by the opposing wills of the Dragon Demigods. It had seemed that the world could have peace thanks to these mysterious and godlike warriors. Until one day, as mysteriously as they had risen, the Dragon Knights took to the backs of their Golden Dragons and left the world of Valicia.

At the turn of the millennia, magic was at last born native to Valicia — a gift from Vallad. As the mages began to arise in the lands of Verdite, Granatyki, and the arctic regions of the north, a small line was born in the Kingdom of Verdite bearing the sign of the Chosen One. Vallad had at last witnessed the birth he had awaited for nearly three thousand years. To Houser Forester was born a son with the power of Light — John Alfred Forester.

How It All Began

John grew to be a skilled warrior under the tutelage of his father who was employed as the King's Sword Master and head of the garrison in Verdite. John was developing into an impressive knight before Honor's disappearance...

John Alfred's father had left Verdite for Melanat Island to slay the evil which had plagued the land, but he had not returned. One night after his father's disappearance, John had a dream. In it, he received a vision of a Royal Cemetery on Melanat — he then awoke to the sound of a distant voice beckoning him.

Following the voice, John crossed the channel separating Verdite from Melanat, where the voice led him deep into the woods of the island and brought him to stop at the ancient Royal Cemetery of King Harvana — unused for thousands of years. John Alfred ventured deep into the catacombs which had remained unused since the time of the Dragon Knights. Urged onward by the sweet beckoning voice, he made his way through the final resting place of Valicia's greatest knights...asleep here, undisturbed, for over two thousand years.

When finally he stopped, John Alfred had descended deeper into the heart of Melanat Island than even the evil of the Island could reach. The caverns here were lit by a strange, luminous glow which gave a sense of warmth and tranquility like none John had ever experienced. He continued downward through the catacombs until something ahead forced him to a standstill. In amazement, John Alfred looked upon a set of great doors, easily a hundred feet in height. Laden in gold and precious gems, the doors lay sealed, untouched for eons as what seemed to be the center of the world of Valicia.

From his own mouth, an alien voice beckoned the doors to open as John Alfred stood dumfounded. With the creak of heavy oak on hinges unused since the beginning of time, the great doors began to move, opening at the command of John Alfred Forester. Through the doors, a pure, powerful, blue light shone as the source of the beckoning voice which had called him here...Venturing into the most splendid hall he had ever seen, John Alfred fell to his knees in awe. Before him lay a room carved from the very dreams of the gods. Gold outlined patterns of historic battles in the crystal walls, where gigantic rubies held the evil gaze of the arch nemesis of creation, and diamonds the size of a mountain top took the leveled gaze of Sylvul — the father of the gods. Gems, gold, and silver lay at his feet as John staggered back up from his quivering knees. Looking directly into the light, his thoughts were met by a powerful voice...

'For now, John Forester, I have awaited the birth of the one who could set the Destiny of Light over that of Darkness, thus fulfilling one Prophecy by defeating another. You will carry my sword against that which has wrought evil on this land since the dawn of time. Brightly does the light shine within your heart — take with you a weapon which shines of light as brightly as do you, John Forester...I grant you my Moonlight Sword...'

As the blue light faded out of the room, another light as white as platinum and as bright as the very sun again felled John Alfred to his knees. Slowly the intensity of the light died down...and before him lay a mighty sword. The Holy Sword of Light, granted by Valiad himself — the Moonlight Sword!

How It All Began

Consumed by the fire of the Holy Sword of Light, John Alfred slew the evil that was infesting the land and rose triumphant over the flames and acrid stench of burnt flesh on the historic battlefield of the Holy War. In a single unanimous voice, the people of Verdite hailed John Forester as their next king — protector of all the lands!

All was at peace for a time in Verdite. Prosperity arose from the ashes of the Holy War, and Verdite soon became the greatest of the three kingdoms of Valicia. Paradise continued for ten years before the dark destiny of evil reared its head once again.

On the King's 35th birthday, the Moonlight Sword was stolen from its place over the throne of Alfred, the King of Light. At the request of his lifelong friend, Prince Alexander Thornton Heggins of Granatyki, Alfred did not leave his kingdom to retrieve the Holy Sword. He, instead, allowed Alex to venture to Melanat Island, himself, to take back the Sword for his friend and sister kingdom.

Alexander had been a friend of King John Alfred Forester I since before the time of his father, Hoover Forester's, disappearance. In their childhood, Alex had shown great promise as an apprentice mage as well as showing great skill with a sword. Now, as Prince to the throne of Verdite's sister kingdom, Granatyki, King Alfred

was obliged by tradition to accept the offer of his friend to take his place in the search for the Holy Sword. A prince, it is said, must become a King in his heart before it is his time to rule — such a quest could have proven Alex worthy of his father's kingdom. And so it did!

Returning victorious from Melanat Island with both the Holy Sword of Light, and the Sword born of the Dark Crystal, Alexander placed the two swords in the castle tower in Verdite and sealed it with a powerful spell of light. Verdite rejoiced the much celebrated return of Alexander and held festivals in his honor. Peace reigned for another five years in Verdite — then all of hell's wrath broke loose on the peaceful kingdom.

It had been five years to the day since Alex had come back from Melanat with the Moonlight Sword. The annual celebration festivals were taking place in Verdite, giving the entire kingdom an air of high spirits. The sense of security and peace present that day could only have been born of a kingdom sure of its own strength. Their arrogance was about to be challenged...

As a cry came down from the hills, a thick, menacing cloud descended on the mighty kingdom, casting darkness over all the lands of Verdite. The festivals yielded to mother nature — they would continue another day — or so the villagers thought.

As the storm raged on, lightening struck the castle tower, and King Alfred fell ill. Finally, on the fourth day of the raging storm, the rains subsided and the thunder stopped roaring overhead...but still the cloud remained as a blanket of darkness over all of Verdite.

As the King's health continued to deteriorate, he locked himself in his bedchambers. Sounds of struggle could be heard on the other side of the strong doors and when, eventually, the King ventured back out, he seemed somehow different. For over a month, the King had been ill, but when he emerged from his chambers, he seemed physically restored — the man behind the proud frame of the King, however, seemed alien.

Soon, the demons began to return to the land of Verdite — pillaging villages, seizing women and children, and besieging entire towns with a ruthless bloodlust that seemed insatiable. Not only did Alfred do nothing to stop the mad influx of barbaric slaughter, but it

seemed that he actually welcomed it — like a long lost brother. With each assault and attack, the King seemed more and more pleased. When Alexander heard of the new plight which had stricken his friend and Verdite, he returned, once again, to render his assistance. What he received upon his arrival was a stare as cold as ice and as penetrating as the purest darkness. This dark, menacing creature that stood before him was certainly no longer the Holy King of Light.

In vain, Alexander tried various forms of magics, exorcisms, and holy rites — all to no avail. In desperation, Alex finally ventured to the long staircase leading to the castle tower. His only hope was that with the power of the Moonlight Sword, he could restore Alfred to his right mind and bring back the Holy Icon and King that could unite the kingdom against the insidious minions of infectious evil.

Alex slowly ascended the stairs toward the tower, but with each step, he felt more uneasy. When he finally reached the top, he understood his feelings of impending doom. As he ventured into the remains of the castle tower, the vile stench of evil permeated the room. What he found next felled him to his knees. The Dark Slayer had vanished, and the Moonlight Sword, the Holy Sword of Light, lay shattered on the tower floor. Alex wept as he realized what he must do.

In preparation for his meeting with destiny, Alex bestowed upon the King's four regal aides the four principles of power that would be the key for the coming into power of the next 'Chosen One.' Granting the powers of Fire to Garnabus, the powers of Wind to Calmathar, the powers of Water to Zul Arifin, and the powers of Earth to the Archmage of Earth, Shudom, Alex purified his own powers of Light and took up the broken hilt of the Moonlight Sword.

Joining its last remaining powers with his own, Alexander directed his will at the proud walls of Verdite Castle. Slowly the walls began to shimmer with the brilliance of light. Alex lamented the loss of those who would be trapped inside, but, alas, he had no choice but to seal the entire castle before the fallen Holy King could seal the evil fate of his now bedamned kingdom. As the seal of light covering the entire castle grew brighter and more intense, Alex' own power grew steadily weaker. Throwing his entire will against the castle walls, the seal took form as a brilliant, powerful dome.

Alex fell to the ground, exhausted. With no energy left, he could not even rise from the earth. With his last thoughts, Alex sent you a message, Lyle. As the King's son, you were to be the 'Chosen One.' Do you remember his words, young Prince?

'Lyle...in the days ahead, you must grow stronger than you ever thought you could. You must receive the power from the four in order to break my seal. You will face your father and take your land back for the Kingdom of Verdite. I will be with you when the hour is at hand. You must take up the Holy Sword of your father and win back your kingdom, Lyle. The fate of the future lies in your hands...'

With these words sent to you, Alex gave up his soul.

For 10 years, Lyle, you have carried the heavy burden on your shoulders of being Prince to this damned kingdom. Now that you are old enough to understand the message that has been etched in your mind forever, it is time you finally faced your destiny...

And Now Your Quest Begins

Such is your legacy, Prince Austin Lyle Forester. It is now time for you to finally embark upon your quest – hence is written all that you will need to know about how to get started...

Starting Fresh



If you are just now starting your quest, you will need to know the next few things to help you get under way...

1. *Press "START" anytime during the opening cinematic to skip directly to the Game Start Screen.*
2. *To start a new game, select "NEW" from the menu and press ⊗.*

   Note: If no memory card is inserted, King's Field II will inform you that your game cannot be saved. Once you confirm by pressing ⊗, then your game shall begin.



3. *You will begin your quest with an introduction movie which ends after Leon presents you with the Excellector. You begin controlling the game in front of Leon's house.*

Continuing Onward



If you've already gotten started, I must commend you on your tenacity, young Prince. Once you have recorded your progress at any of the save crystals throughout Verdite, you may continue your quest from your last save spot at anytime you wish...

Loading from the Title Screen

1. *Press "START" anytime during the opening movie to skip directly to the Game Start Screen.*
2. *Select "Continue" from the Title Screen Menu.*

And Now Your Quest Begins

3. After checking the memory card, the Saved Game Menu will appear with the King's Field II games which you have saved on your memory card.
4. Move the cursor to the desired saved game and press the ✕ button to load it (○ to cancel).
5. Press ✕ on "YES" to confirm (✕ on "NO" or ○ to cancel).
6. Your game will start from the last "Save Point" you saved at.



Loading from the Status Window

1. Press the ○ button to open the Status Window.
2. Move the cursor to "DATA", then press ✕ to confirm (○ to cancel).
3. Move the cursor to "LOAD", then press ✕ to confirm (○ to cancel).
4. Select desired data and press ✕ on "YES" to confirm, (press ✕ on "NO" or ○ to cancel).







Recording Your Progress and Resting Up for Next Time

Lyle, as you progress through your quest, it is imperative that you record your progress as often as possible! Especially if you have grown weary from your quest and need to rest for a while before reentering the battlefields...

In order to retain items and experience, you must record your progress prior to either turning off your PlayStation, or — Sylvat forbid — dying.

Recording Your Progress

1. *Locate a Save Crystal and press ✕ in front of it.*
2. *King's Field II will check the memory card and display its contents. Select desired data or "NEW" if you do not have a previously saved game (○ to cancel).*
3. *Press ✕ on "YES" to confirm your save (✕ on "NO" or ○ to cancel).*



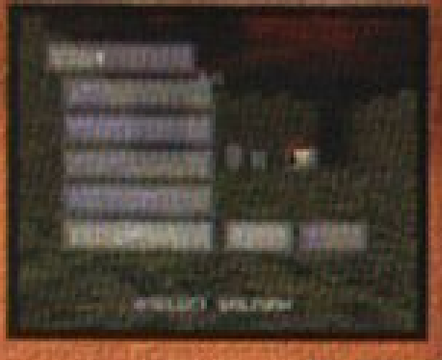


Resting Up For Next Time (Ending Your Game)

Of course, there will be times when you will need to break from your quest to rest up... To exit your quest for now and return to the Title Screen, you must end your current game. Be sure you have saved your game before you exit, or items and experience acquired since your last save will be lost.

1. *Press the ○ button to open the Status Window. Move the cursor to "DATA", then press ✕ (○ to cancel).*
2. *Select "Quit" from menu and press ✕ (○ to cancel).*
3. *Press ✕ on "YES" to confirm (✕ on "NO" or ○ to cancel).*
4. *Once you have returned to the title screen, it is safe to turn off your PlayStation and remove your disk.*





Please return soon, brave Prince, without your help, Verdite is surely doomed. But for now, I bid thee fond farewell — until that time when we are to meet again, be safe.

Understanding Your Quest

As can happen when your father turns out to be the devil's spawn, I realize that you must be going through a lot of turmoil right now, Lyle, but you must find the strength to move onward. Let me explain what lies before you...perhaps it will clarify the path you are to follow...

Modes: Your quest hath two modes: the Main Screen and the Status Menu. Press ◉ to switch between the two.



Main Screen

1. Main Screen

All fighting and action will take place on the main screen. This mode contains your status panel to help you monitor your strength, clarity of mind, and health, as well as the compass which I left with Leon for you. You should never have to be led astray so long as you keep an ever vigilant and watchful eye on the path ahead of you.

The Panel shows four things:

HP	This shows the number of hit points remaining. When your HP reaches ooo, you die.
MP	This shows the number of magic points remaining. Magic cannot be used when MP reaches ooo.
POWER GAUGE	This is the power you have to swing a weapon. When the line is at maximum, then you have a full swing.
MAGIC GAUGE	This is the concentration needed to cast a spell. Magic can only be used when the gauge is at maximum.

2. Status Window (I have explained this in greater detail in the "Status Menu" section). The Status Window is where you will look to find the items which you have collected. From here, you may choose which armor to wear, which items you wish to use, and which system options you wish to change.



Status Menu

The Status Menu contains these options:

USE ITEM	Use an item from inventory.
USE MAGIC	Use healing and defensive magics.
EQUIPMENT	To equip weapons, armor, and offensive magics.
STATUS/RECORDS	Look here to monitor your defensive and offensive power, as well as to recall conversations with villagers and other Verditians.
STORAGE	When at some point during your journey, you have collected more items than you are in need of, you may store unwanted items here until they are needed. (Stored items will not show up in the Equipment Menu or the Use Item Menu).
SYSTEM	Look here to load data, end your quest while you rest, and to make changes in your button configuration, display selections, brightness, and volume.
RETURN	To return to the main screen.

Using and Equipping Items

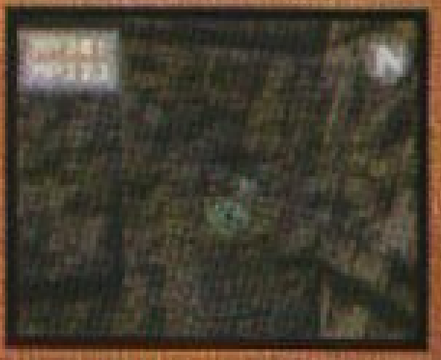
As you proceed in your quest, you will find many items which you will need to use. It is very important that you remember the next instructions I give you, Lyle, for without them, you won't be able to use any of the items you come across in Verdite.



Using Items

Once you find an item and put it in your inventory by picking it up, you will be in possession of the item. However, you must choose when and which items to use. When you decide to use an item, follow this sequence...



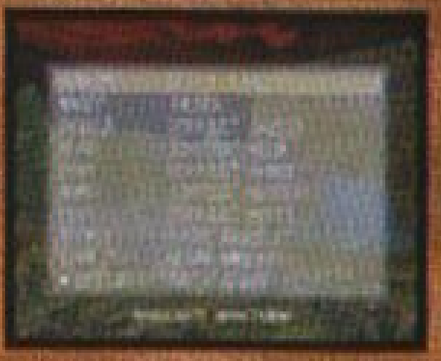


1. *Press the ◉ button to open the Status Window.*
2. *Select "Use Item" and press the ✕ button (◉ to cancel).*
3. *Select the item you wish to use from your list of items and press the ✕ button (◉ to cancel). Fairly simple, eh, Lyle? Just don't forget it.*

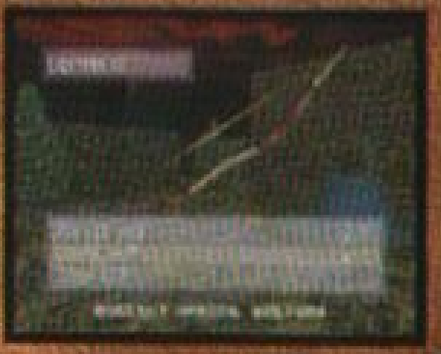


Equipment...

In addition to using items you find along the way, there will also be items which will serve as armor, magic, weapons, and even jewelry for you — provided you use them. To equip yourself with different items, weapons, armors, and magics, remember the following. (It's just as easy as remembering how to use items).



1. *Press the ◉ button to open the Status Window.*
2. *Select "Equipment" and press the ✕ button (◉ to cancel).*
3. *Select the category from which you wish to equip yourself and press the ✕ button (◉ to cancel).*
4. *Select the item you wish to equip and press the ✕ button (◉ to cancel).*



And that's all there is to it! Now, Lyle, if you have any questions, please refer back to these notes whenever it is necessary — after all, that's why I've written all of this down for you.

Gathering Information and Items

Opening Doors



When you reach a door, you must, of course, open it before you may go through it. When you reach a door which you wish to pass through, press the ⊗ button whilst standing in front of it...if the door is unlocked, it shall be opened unto you.

If, however, the door is locked, it will be necessary for you to possess the key for that door before it will be possible to proceed into the locked room. There will, undoubtedly, be several keys which you will need throughout your quest...some doors may even require two keys to be unlocked.

Conversation



As you pass through your kingdom on your quest, heed the advise and warnings of your people...make it a point to speak with as many of them as you come across, Lyle. They may be apprehensive or even hostile toward you because of the pain and suffering which your father has wrought on this kingdom, but if you prove yourself to them, they may deem you worthy of their help, gifts, and information. It is important that I stress that you speak with each one of them as often as possible — whenever you pass through their towns you should drop back in on them to see how their lives are progressing, as most of them, no doubt, have much to say.

If you find it difficult to strike up a conversation, try this:

1. Press the ⊗ button to start a conversation.
2. After reading the first screen of text, press ⊗ again to continue the conversation.

Contained Herein... That Which Is Necessary For Your Quest

Looking for Items



As you walk from town to town, keep a vigilant watch on the path ahead of you as well as on the surrounding area. Verdite's rich culture has left behind a veritable plethora of useful items and equipment. If you keep a watchful eye out, you may be able to spot items just lying on the ground — dropped or lost by villagers, merchants, or soldiers. Alas, you may even find items on the villagers, merchants, and soldiers themselves as they lay lifeless on the earth. Search everywhere, Lyle — barrels, treasure chests, secret treasure rooms — all may possess items imperative to your quest.

Picking Up Items

Once you happen upon something that you wish to investigate, do the following:

1. To search a dead body, barrel, or vase, or to pick an item up off of the ground, press the ✕ button.
2. When the item comes into view, press the ✕ button again to place it in your inventory (press the ◉ button or the directional pad to put it back down).

(If there is nothing to take from a dead body, barrel, or vase, a message will let you know.)

Chests and Secret Doors

Opening a chest or secret door is the same as opening a regular door.

1. Press the ✕ button to open the chest or to check for the secret door.
2. If the chest is unlocked, or if there is a door present, it will open.

(Chests only ↓)

3. If the chest is locked, you will get a message telling you such, and it will not open.
4. To open a locked chest, go to the "Use Item" menu by pressing ◉ from the Main Screen and selecting "Use Item" from the Status Window. Select the desired key and press the ✕ button (you must be directly in front of the chest). If you have selected the correct key, you will hear the sound of a lock opening and you will then be able to open the chest. A message will let you know if you have selected the incorrect key.

Buying & Selling

At the time I wrote this, there were roughly five merchants in Verdite...if they are all still alive, I would be surprised. From the brave lords and lasses that remain, items can be bought which you are unlikely to find just lying on the ground. These merchants will buy and sell whatever they can in order to make a living – and some of them are more generous than others... When you go into merchants' shops and talk to them, they will greet you briefly and then get down to business. The standard protocol for dealing with the shopkeepers is this:



Buying Items



1. Tell them whether you wish to purchase goods or sell goods by pressing ✕ on "Buy" or "Sell" from the merchant menu that appears after they greet you (◉ to cancel).
2. To purchase goods, use the directional pad to scroll through the available items. When you find something that you want (provided you have enough gold to buy it), press the ✕ button.
3. Before selecting the item with the ✕ button, you may wish to establish the quantity of the item. To do this, press right or left on your directional pad to increase or decrease the quantity of the item you wish to purchase – then press the ✕ button.
4. Press the ✕ button on "Buy" to confirm the sale. (Press ✕ on "Cancel," or press ◉ to cancel the sale).



Selling Items

(You cannot sell items that are equipped or that are in storage).

1. To sell items, select the "Sell" option in the merchant menu by pressing the ✕ button (◉ to cancel).
2. Use the directional pad to scroll through the items in your own inventory to decide what to sell. (The value of your item is listed next to it as you scroll through).
3. Once again, if you wish to establish a quantity greater than one, press right or left on your directional pad to increase or decrease the quantity of the item you wish to sell before pressing the ✕ button to select it.
4. Once you have selected the item you wish to sell, press the ✕ button on "Sell" to confirm the sale. (Press ✕ on "Cancel," or press ◉ to cancel the sale).



Buying & Selling





There are several different merchants in Verdite, Lyle. Shop around to find out who will pay you the best price for your items and who will give you the best bargain on items you wish to purchase.

In addition to Equipment Merchants, there are also Appraisers and Inn Keepers in your Kingdom.

Appraisers

In the beginning of your quest, Appraisers are just regular villagers. However, once you have gained enough experience, they will then be willing to tell you the use and description of any item in your possession. You will know when they go into their appraiser mode –

1. Once in appraiser mode, a list of your items will come up. Simply choose which item you wish to have appraised and press the ⊗ button.

2. The appraiser will do the rest. He will tell you a description of your item, where it came from, and what its' uses are.





Inn Keepers and Inns

At some point during your quest, it would be advisable for you to get some sleep. To do this, find an Inn and approach the Inn Keeper.

After talking briefly with the Inn Keeper, you will be asked whether or not you wish to have a room. Choose "STAY" or "DO NOT STAY" using the ⊗ button. If you select "STAY," you will pay the Inn Keeper the sum for a room for the night and will automatically go to your room and fall asleep.

If you have a dream while you are sleeping, pay attention. Dreams can either reflect the past or, possibly, even foretell the future!





Fighting, Experience & Conditions

Unfortunately, it comes to fall upon your own shoulders to learn to fight, Prince Austin Lyle Forester. Your father was the greatest knight in the Kingdom of Verdite, and I've no doubt that he would have shaped you into a mighty warrior once you were strong enough to learn...We both know that is never going to happen now though.

As you come upon the demons and monsters infesting this land, it will be your decision whether to fight or flee...But be of courageous heart, Lyle, the Forester blood runs in your veins and once you taste the thrill of battle, I'm certain that your skill will match that of your Father within no time! Master well your techniques of fighting, young Prince. When the hour of your destiny is at hand, you will need all of the skill, speed, and strength you possess.

Fighting

To fight, you must use either a weapon or magic. Since the only spell Leon knows is a light casting spell, I am going to assume that you will be starting out armed with a sword.



To use your sword or other weapon, you must first decide which to use and equip it from the equipment menu in the Status Window. (Press ◉ to get to the Status Window, select "Equipment," and press the ⊗ button. Select your weapon and confirm your selection with the ⊗ button).

To wield your weapon against an aggressor, you must first be close enough to the enemy to hit it — then press the ▣ Button to swing. For your most powerful swing, wait until your red power bar is full before swinging again. You'll find that if you've been running, the fatigue will leave your power at zero for a moment before building back up. While your red power bar is at zero, you will be unable to wield your weapon.

When, finally, you do learn the powers of magic, remember that your spells are cast straight ahead. Be certain that your enemy is directly ahead of you when you cast a spell at it. Similar to your physical attack, you must have total mental concentration before you can cast a spell. You will only be able to use magic when your blue concentration bar is full.

So you don't get yourself killed, here is the most basic fighting strategy: Stick and Move. Meaning — move in, hit with your sword, and move back again. Once you have magic, work that in as well...I'm certain you will master this technique.

Various weapons have different powers and characteristics. Some are longer than others and have better reach, some are heavier and take longer to swing. Learn each weapon that you employ, Lyle, know its' timing, its' reach, and its' strengths and weaknesses. The weapons should each become an extension of yourself as you learn to use them properly.

One more tip — never let the enemy surround you! Good luck, Lyle!

Fighting, Experience & Conditions

Experience and Power



Now, Lyle...let me tell you a little bit about how you will gain strength throughout your quest so that when it comes time to reclaim your kingdom from the demon possessing your father's form, you will be ready.

Every time you kill a monster, you will gain experience in the form of "experience points". When you receive enough experience, you will gain a "level" which means that you will become more powerful, plus you will gain hit points (HP) and magic points (MP).

When you fight with your sword, you physical "Strength Power" increases.

When using the special sword which Leon has told me he is crafting for you, your sword will also gain experience points. It is able to gain two levels, and Leon has told me that at Level 3, it will have the magical power of light!

When you fight with magic, your mental abilities in the form of "Magic Power" increase.

You can examine your experience points and strength levels by opening the Status Window.

Changing Conditions

I must warn you, Lyle, some of the monsters infesting your land may attack using magic or poison. If this happens to you, check your status using the Status Window (until you can recognize the problem without looking) and heal yourself as quickly as possible! There are six conditions, only one can be healed by the antidote plant -- the rest must be cured by magic, crystals, special plants, or by allowing them to run their course through your body.

NORMAL	Normal Condition.
POISONED	You are poisoned and your HP will decrease for a limited time.
PARALYZED	You cannot move because you have been paralyzed by a magic spell.
DARK	You cannot see around you very well.
CURSED	Your physical strength and magical power will be weaker for a limited time.
LETHARGY	Your movement becomes very slow.

Status Menu

In case you were somewhat confused by the uses for each item within the Status Window, I have written in detail below what each is for.



Status Menu

Use Item

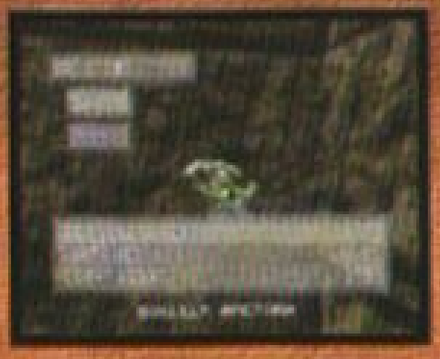
This selection allows you to make use of the items which you have acquired during your travels. To access these items:

1. *Press the ○ button from the Main Screen to get into the Status Window.*
2. *Select "Use Item" by pressing the x button.*
3. *Scroll through your items by pressing up or down on your directional pad.*
4. *When you find the item you wish to use, press the ✕ button.*
5. *Confirm the items use by pressing the ✕ button on "Use" (press ✕ on "Don't Use" or ○ to cancel).*

   • *You cannot "use" armor or equippable items here – they will be found under Equipment.*

   • *For an explanation of an item, press the △ button after selecting the item.*



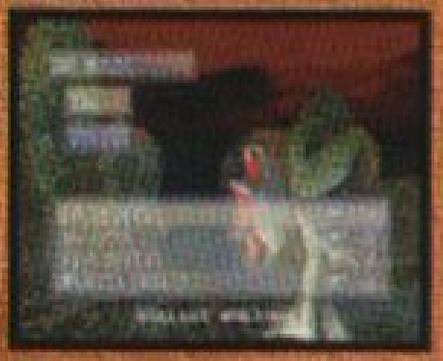




Status Menu

Use Magic

Only defensive spells can be used from this menu. Offensive spells must be equipped from the equipment menu. As you learn spells, the defensive or healing spells will be found here. Accessing the defensive spells that you know is much the same as using an item from the "Use Item" menu.



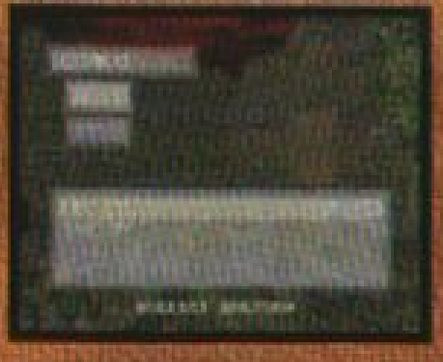
1. First, of course, you must have MP (magic points) in order to cast a spell...how many magic points are needed varies depending on the strength of the spell. Oh, I almost forgot, your "concentration gauge" (the blue bar) must be at maximum as well before you will be able to cast the desired spell.
2. Press the ◉ button from the Main Screen to get into the Status Window.
3. Select "Use Magic" by pressing the ✕ button.
4. Scroll through your spells by pressing up or down on your directional pad.
5. When you find the spell you wish to use, press the ✕ button to confirm.

Equipment

As you grow in power and experience, you will also find, purchase, or be given useful items, new magic spells, and armor. To equip these new items, magics, and armor, use the Equipment menu...



1. Press the ◉ button from the Main Screen to get into the Status Window.
2. Select "Equipment" by pressing the ✕ button.
3. Scroll through the ten categories of equipment by pressing up or down on your directional pad.
4. When you find the category from which you wish to equip something, press the ✕ button.
5. Scroll through your armor, items, or spells by pressing up or down on your directional pad.
6. When you find the armor, item, or spell you wish to equip, press the ✕ button.
7. Confirm the new equipment's use by pressing the ✕ button on "Use" (press ✕ on "Don't Use," or ◉ to cancel).



Status Menu

- When you equip a weapon, use the ■ button to wield it.
- When you equip a spell, use the △ button to cast it.
- When you equip a regular item to your SELECT button, you will use that item every time you press SELECT.
- Armor and Equippable Items are used automatically once equipped.

The 10 Categories of "Equipment" are:

WEAPON	Select from any of your hand held weapons for offensive attack. (Assigned to the ■ Button).
MAGIC	Select from your offensive spells. (Assigned to the △ Button).
SHIELD	Select one of your shields — protective gear for defense against attack.
HEAD	Select one of your helms to protect your head — protective gear for defense against attack.
BODY	Select one of your breast plates to protect your torso — protective gear for defense against attack.
ARMS	Select one of your pairs of gloves or protective arm covers — protective gear for defense against attack.
FEET	Select one of your pairs of boots or leg protectors — protective gear for defense against attack.
ITEM 1	Select one of your equippable items — such as a ring, bracelet, or necklace. (Special effect items for increasing power or increasing defense).
ITEM 2	You may use up to two equippable items at one time.
SELECT BUTTON	Select an item or magic from the "Use Item" menu for quick access. (Assigned to the SELECT Button).

Status Menu

Status/Records



As you build up levels and obtain new weapons and protective gear, there may come a time when you will want to find out how much better a new piece of equipment is. You will also be talking to many people throughout your journey and at some point you may want to remember what someone said to you.

This is what the Status/Records selection is for. Under this selection, there are two categories which you choose from:



1. Status: This is a viewing function only. It allows you the opportunity to check the difference in offensive and defensive power after you switch to a different weapon, armor, or equippable item. This is very helpful in deciding what is most effective in building yourself into the ultimate, balanced knight.
2. Records: This is also a viewing function. It is a complete record of all of the conversations which you have had with the villagers and other people of your Kingdom. If you forget something important, merely go to your records and recall the information by scrolling through your past conversations (press right or left on your directional pad to select a character and then press up or down to scroll through the conversations with that character).

Storage



With this selection, you can put into storage any of your items and equipment that you will not be needing. These items will no longer appear in your "Use Item" or "Equipment" menus once you have placed them in storage. You can, of course, take them back out of storage at any time to make them once again available. This is a useful function for when you have so many items in your menus that they are getting cluttered and difficult to manage.

To Place an Item in Storage

1. Press the ◎ button from the Main Screen to get into the Status Window.
2. Select "Storage" by pressing the ✕ button.
3. You will be asked to select between "Put Away" and "Take Out." Select "Put Away" and press the ✕ button.
4. Scroll through your items by pressing up or down on your directional pad.
5. When you have found the item you wish to place in storage, press the ✕ button.
6. Press the ✕ button on "Put Away" to confirm the action (press ✕ on "Cancel" or press ◎ to cancel the action).
   – You can select the quantity of the item to put away by pressing right or left on your control pad.

Status Menu

To Take an Item Out of Storage

(Follow steps 1 & 2 above)

3. You will be asked to select between "Put Away" and "Take Out." Select "Take Out" using the ⊗ button.
4. Scroll through your items by pressing up or down on your directional pad.
5. When you have found the item you wish to take back out of storage, press the ⊗ button.
6. Press the ⊗ button on "Take Out" to confirm the action (press ⊗ on "Cancel" or press ○ to cancel the action). — You can select a quantity of the item just like when talking with a merchant.

System

From this selection, you have control over five system operations:

1. Load: Allows you to load a previously saved game from your memory card.



1. Press the ○ button from the Main Screen to get into the Status Window.
2. Select "System" by pressing the ⊗ button.
3. Select "Load" by pressing the ⊗ button.
4. A menu of your previously saved games from your memory card will come up. Select the desired game, and press the ⊗ button.
5. Press ⊗ on "Load" to complete the action (press ⊗ on "Cancel" or press ○ to cancel the action).



2. Option 1: Gives you control over the volume of Sound Effects and Music, as well as control over the overall Brightness of the game.

1. Press the ○ button from the Main Screen to get into the Status Window.
2. Select "System" by pressing the ⊗ button.
3. Select "Option 1" by pressing the ⊗ button.
4. Select from Sound Effects, Music, or Brightness by pressing the ⊗ button.
5. Follow the directions on screen to adjust any of these three.
6. When finished, the ○ button returns you to the previous menu.

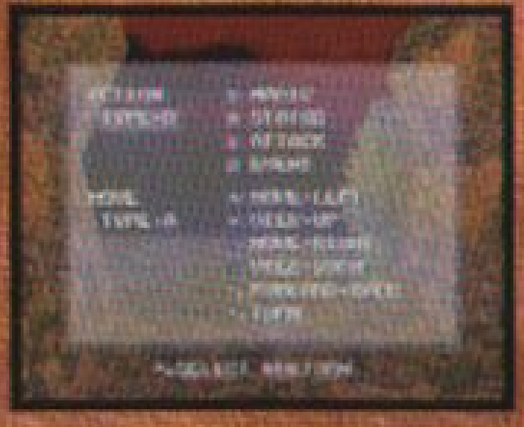


Status Menu

3. Option 2: Gives you control over the size and type of displays used.
   1. Press the ○ button from the Main Screen to get into the Status Window.
   2. Select "System" by pressing the ✕ button.
   3. Select "Option 2" by pressing the ✕ button.
   4. Select from Status Display, Compass, Walking Effect, or Panel Display by pressing the ✕ button.
   5. Follow the directions on screen to adjust any of these four.
   6. When finished, press the ○ button to return to the previous menu.



4. Button Configuration: Gives you control over the assignment of your controller buttons.
   1. Press the ○ button from the Main Screen to get into the Status Window.
   2. Select "System" by pressing the ✕ button.
   3. Select "Button Configuration" by pressing the ✕ button.
   4. Select either "Action" or "Move" by pressing the ✕ button. ("Action" for the buttons which don't command movement, and "Move" for the directional control).
   5. Follow the directions on screen to adjust any of the buttons on your controller.
   6. When finished, press the ○ button to return to the previous menu.



5. Quit: Used when you wish to end your game.
   1. Press the ○ button from the Main Screen to get into the Status Window.
   2. Select "System" by pressing the ✕ button.
   3. Select "Quit" by pressing the ✕ button.
   4. Confirm by pressing ✕ on "Quit" (press ✕ on "Cancel" or press ○ to cancel the action).
   5. The message "Please Wait" will come up once you've confirmed that you wish to quit the game. When the Title Screen comes back on, it is safe to turn off the power of your PlayStation and remove your disk.

Return

This command returns you from the Status Window to the Main Screen (so does just pressing the ○ button).

And that about covers it, Lyle! It should become second nature to you within no time once you start your quest, but if you have any questions, return to these notes as often as is necessary.

The Secrets to Magic, Wisdom & Power

My friend and young Prince, I have told you a little bit about how you will gain in strength along your quest, but there is more which you will need to know.

Magic

You will find, Lyle, that you have the ability to learn many forms of Magic. These abilities will be honed by my Archmages before you will be able to learn specific spells and will grow as you grow in wisdom and power. There are two forms of Magic, Defensive/Healing Magic and Attack magic. To gain the powers necessary to break my seal on the castle and face your father, you will need to receive the power from the four Archmages to whom I granted all but my powers of light. From Garnabus, you must receive the power of Fire, from Calmathar, you must receive the power of Wind, from Zul Arifin, you must receive the power of Water, and from Shudom, you must receive the power of Earth.

Once you have gained the ability to use a magic, you must find Verdite Crystals and Magic Crystals to increase your magical power and gain more spells. Each time you use a crystal of Verdite, all areas of your magical power will increase. Each time you use a crystal specific to a particular magic, that magical power will increase. As your "power" goes up, you will periodically learn new spells. You can learn many spells, Lyle, but in order to increase the strength of your spells, you must use the spells you have. I cannot emphesize enough, the importance of using your spells to increase the strength and effectiveness of your abilities!

Verdite

Verdite crystals are actually crystallized magic. The high level mages and archmages of the past found a way of extracting magic which is inherent in some objects. They took this magic and transferred it into a crystal which they called Verdite. Verdite will increase all areas of your magical power (when you use it).



Magic Crystals

Magic crystals come in five forms: Earth, Wind, Fire, Water, and Light. Within each of these crystals is held the magical power of its element. When you find and use these crystals, the corresponding magic power will increase. Once you have gained enough experience and power through using magic and magic crystals, you will gain spells. The higher your magic power, the more powerful your new spells will be.

Earth



Wind



Fire



Water



Light



The Secrets to Magic, Wisdom & Power

Wisdom

As you grow in strength and power, young Prince, you will also grow in intellect and reason. This wisdom will allow you to make better use of and better understand the weapons, spells, and magic which you are using throughout your quest. As you grow in wisdom, you can monitor your progress by periodically checking the Status Window. The number next to "Wisdom" will tell you what stage you are at in your growth. There are a total of five stages which can be increased by learning from my Archmages.

Wisdom Fruit

There is also a strange, powerful fruit in Verdite which is called Wisdom Fruit. It is very rare, but when consumed, it will increase your wisdom by one point. You start at wisdom level 1 and can reach as high as 5, so each point has a high value of intellect attached to it! Of course, even if you meet all four Archmages and consume the Wisdom fruit, you will still remain at level 5; this is the highest level of intellect.



Fruits of Knowledge

As you gain in wisdom, Lyle, remember that you will gain in understanding of your items, magic, and weapons. When you are selecting any of these, you can use the Ⓐ button to find out what the item is, what it is used for, and its strengths and weaknesses. As you grow in wisdom, you will be able to find out more about each item. There are some things, however, that you will never know everything about. In order to find out about these items, weapons, or magics, you will need to search out the Appraiser Monk, Mark Johnson. He, however, will only tell you what you want to know once your wisdom has reached stage 5.

Secrets of Power

As I mentioned before, the secret to power is using your sword in combat! However, there is also another way to gain strength...

Power Fruit

There is another rare fruit in Verdite which is known as Power Fruit. Each time you use this fruit, your Strength Power will go up as if you had been in combat and gained experience points. Power Fruit won't make you gain levels, but it does increase your physical strength considerably.



The Secrets to Magic, Wisdom & Power

The Excellector: Another Secret of Power



Leon has told me of a sword which he is crafting for you, Prince Austin Lyle Forester. He told me that it will be his greatest achievement yet! He said he has named it Excellector and that when you fight with the Excellector, it too will gain in Strength Power. When the Excellector has enough experience, it will gain a level just as you gain levels (though not nearly as often as you). He has told me that there are three levels for this sword and that when it has reached its third stage, it will also have the magical power of light! It will, supposedly, grow longer and more powerful with each level it gains and in its final stage, it will be the key to unlock the power of Ichrius. By my halidom, Leon is truly remarkable!

Items of Ichrius, the Father of the High-Elves

Of course, I must tell you of the legend of Ichrius' Items of High Elf power.

I'm sure Leon has told you of Ichrius, so I won't go into that legend. However, I feel that I must include information about the items which he left behind since your father was given these items by the messenger of Orladin. I don't know what has become of the items now, but your father did grant them to three protectors who were to keep them until the time of the Prophecy was at hand...which is now if my vision was accurate.



During your adventure, you must find these three protectors. They will decide when the time is right to grant you these powerful items — you are the Chosen One, Austin Lyle Forester, and they will know it just as I do. They have been keeping these items for you for many years. Once you receive them, the Eye of Ichrius, the Wing of Ichrius, and the Crown of Ichrius, you will hold the necessary items to craft the Key of Ichrius.

Each alone may be used as a means to "warp" to different points of power built by Ichrius himself. Together, they may be crafted into Ichrius' Key which can be used both as a physical key to the Ruin of the High-Elves, and as a metaphorical "key" to the fountains of Ichrius which he built all over Verdite. The individual items will lead only to the "Golden Fountains" of Ichrius, but the Key of Ichrius will take you to any of his fountains in Verdite.

Advice

I can't tell you how sorry I am that you have to go through this, Lyle. I'm sure no words could ever say enough to give peace back to your young heart. Perhaps in the days ahead, you will find peace through your own actions when you have saved your father's soul and restored the Kingdom of Verdite to glory. I would just like to leave you with a few final words of advice before you venture out into the darkness.



First and foremost, I would ask you to be certain to always have a Dragon Crystal in your possession. I cannot stress this enough! If anything were to happen to you, this kingdom would be doomed forever, I fear. The Dragon Crystal is a powerful item which, when consumed, will restore your condition to normal, return your HP to maximum, and restore your MP to maximum. However, if not consumed, it also has the power to save you from death! If you are defeated in battle, fall in the lava river, drown in the lake, or are to fall victim to a trap, this magical crystal will transport your body to the Dragon King Tree located outside of Leon's house. It will rescue you just before your own death and restore your health and magic in the process. This is a most imperative item to your quest!



Now, on to other points of interest...

There are several places in Valicia where you can have items appraised, but there is only one that I know of in Verdite. I mentioned earlier that Mark Johnson is called the Appraiser Monk. He is the only appraiser I know of here. When you have an item appraised, you will learn of the strengths and weaknesses of the weapons and items you possess. You will have a better understanding of what items work well together, and it should help you a great deal during your quest.

Traps

Inside the dungeons, there are bound to be countless traps. Some of these traps will have switches which you can activate to diffuse them, but a lot of them will be more subtle. Be

Advice

wary while in the underground of Verdite, Lyle. Those who created these passages didn't want any visitors dropping by for tea and crumpets.

Secret Doors

Also while searching for items along the way, be sure to search for secret doors. These areas are protected by their secret locations. These areas were crafted in order to hide great treasures. Be aware though, they also may be protected by traps or demon guards. You can generally find secret doors along the walls of the Dungeons, but occasionally, you may find them in the sides of cliffs as well. To look for them, simply press the ⊗ button while close enough to open a regular door. If there is a secret there, it will open!

I know, I should quit worrying about you, Lyle. By this time, you are most certainly a grown man. I'm certain that you will do extraordinarily well on your quest. Please remember, when I wrote this, you were only 7 years old...Certainly not one who should be sent on such a difficult and horrible quest.

Please remember that you are a child of the Light, Prince Austin Lyle Forester. You are destined to be the next King should you succeed in your quest. Remain true to the Light, and everything else will fall into place. Peace shall again reign in your kingdom, Lyle, I have foreseen it.

Forever Your Friend,

Alexander Thornton Reggimis

The People of Verdite

Finally, my young friend, I would like to tell you about some of the people from your kingdom whom I have come to know during my visits here to see your father.



Leon Shore

Of course you know Leon. He has been your caretaker and protector since you were rescued from the castle before I sealed it. He is a High Elf whom I met on Melanat Island. Leon returned here to take the ashes of his late mother to the Ruins of the High Elf Shrine. I tried to get him to come to my fathers' Castle in Corinth, but he had already committed himself to resuming his crystal crafting practice in the home town of his mother. He had started working on the sword which he called the Excellector...It was designed for you.



Lyn Reinhardt

Lyn is an elf who, as a child, visited the castle with her father who was a travelling merchant. Her father went to the land of Garan to look for Promeus, but he never came back. If he still hasn't returned, she hasn't seen him in about ten years. She and I used to go on many walks in the King's Garden while I was visiting here. In fact, I think you two knew each other as young children! Do you remember her? Maybe when you meet her... I don't know what she's doing now, but she had always dreamed of going on great adventures and collecting rare treasures to bring home and sell. She was a splendid child.



Mark Johnson

Mark is the appraiser monk I was telling you about. Unfortunately, kings of the past have persecuted priests for centuries. It is for this reason that they no longer leave written records today. They only transmit their vast knowledge orally. Mark Johnson is called Live Appraiser Monk because he has committed to memory the definitions and uses of every known item in the universe. Oh ya', he also rebinds old joke books in leather covers in his spare time. Don't be thrown off by his strange sense of humor, Lyle. If he feels you are wise enough to understand, he will tell you anything about the items you are carrying.



Jens Stensland

He's one of the greatest blacksmiths ever to live. He comes from a line of highly skilled dwarves, and also is one of the only remaining blacksmiths who has the knowledge to work with Promeus, the sacred metal handed down through the generations of dwarves. An unfortunate accident a few years back caused the death of his son, so I don't think he makes weapons anymore. If you see him, bring some Promeus along and see if he'll make you some protective gear — he is still the best around.



Robert Shreve

I didn't know Robert very well, but he may be helpful at some point anyway, so I'll tell you what I know of him. He writes poetry and songs about historical events and, in the past, has worked closely with your father. He and Alfred were actually quite good friends before the transformation. This is one man who, I would expect, would never go back on his word. Oh ya', he also served as the King's messenger for quite a while.



Ren Thomas

Finally, I would like to tell you about at least one of the Inn Keepers of Verdite. Ren is a simple and proud man who has been running an Inn here in Verdite for many years. He will give you a fair price and a comfortable bed for the night if you are in need of one. The King once stayed at Ren's Inn — You couldn't have known a prouder Inn Keeper... Ren told that story for years! I doubt he mentions it anymore though.

Well, that's about all the people I know in this kingdom, Lyle. I would suggest talking with as many people as you can; they're sure to be of help when they find out about your quest!

The Minions Of Evil



Mantrap

A gigantic, carnivorous plant with many different subspecies. Mantrap is mobile and preys on any living organism that produces heat. Need Eater, which can swallow a whole human being, is one variation of this plant.



Skeletons

The bones of the ancient soldiers in Verdite are now controlled by the minions of evil. They have no thought or will of their own. Some are actually made out of clay that probably contained the ancient bones of soldiers.



Shell Dragon

Resembling a big Turtle, Shell Dragon is impermeable once in a defensive position. Because of his defensive shell, it is also impossible to attack from the side. Not to worry, a front or rear attack won't hurt — much.



Stool

A poisonous mushroom, Stool's perimeter of attack is limited. Don't be fooled by its' innocent appearance, it's very poisonous! The best defense against its' poison is to use a weapon with a long reach, or to use magic.



Hell Worms

Hell Worms dwell in the land of Garan and have large, strong jaws with big, poisonous teeth. They consume the earth as their source of nourishment, and oftentimes, Verdite and other jewels can be found in their bodies.

Gems, Weapons, and Armor

As you will need to know something about the items which are available in Verdite before you embark on your journey, I will do my best to tell you of some of them. In no way should you accept these as the only items in all of Verdite! As being from Granatyki, I have no idea of what items there may be in your kingdom, Lyle.
I will list below, those items which are common to most kingdoms in Valicia, as well as any special items which I have heard of in my travels. (There are, of course, some items which fame and legend carry the news of to the distant reaches of our world).

Gems



Blood Stone

This red gem will cure paralysis, blindness, and curses.



Moon Stone

Containing the essence of the moon, this item will restore MP.



Truth Glass

When you look through it at anything, the truth of that which you view will be revealed.



The Map of Verdite

A map of your kingdom



Promeus

The sacred metal of the dwarves. It is rare and extremely strong.



Magicians Key

A Key once used by magicians to seal their hidden treasures.



Evil Ring

This ring has made its rounds throughout the world of Valicia. It will increase magic power at the expense of health.



Globe Amulet

This amulet was created by Shudom. It will heal wounds and increase defense against specialized attacks.



Fairy Fossil

A rock with a fairy trapped inside.

Weapons



Long Sword

The sword of the Verdite army.



Capricorn

The famous sword of Commander Silviera, crafted from Promeus by dwarves.



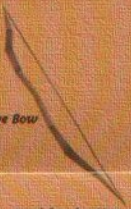
Mace

A club with a spiked ball attached to the end.



Crescent Axe

A battle-axe with an extended handle, great reach and power.



Large Bow

Used for shooting arrows great distances, this is a powerful weapon with good reach.

Armor



Great Helm

The helm used by commanding officers in the Verdite army. Good for protection against sword blows.



High Metal Armor

This is an extremely light breast plate which is also extremely strong.



Aquarian Boots

These boots will let you walk on Water Bridges crafted by Orladin, the Great Archmage.



Rai-Jin

This armor is made of wood. It is very light, and very strong.



Earth Shield

This shield will recover hit points while walking on the bare earth.