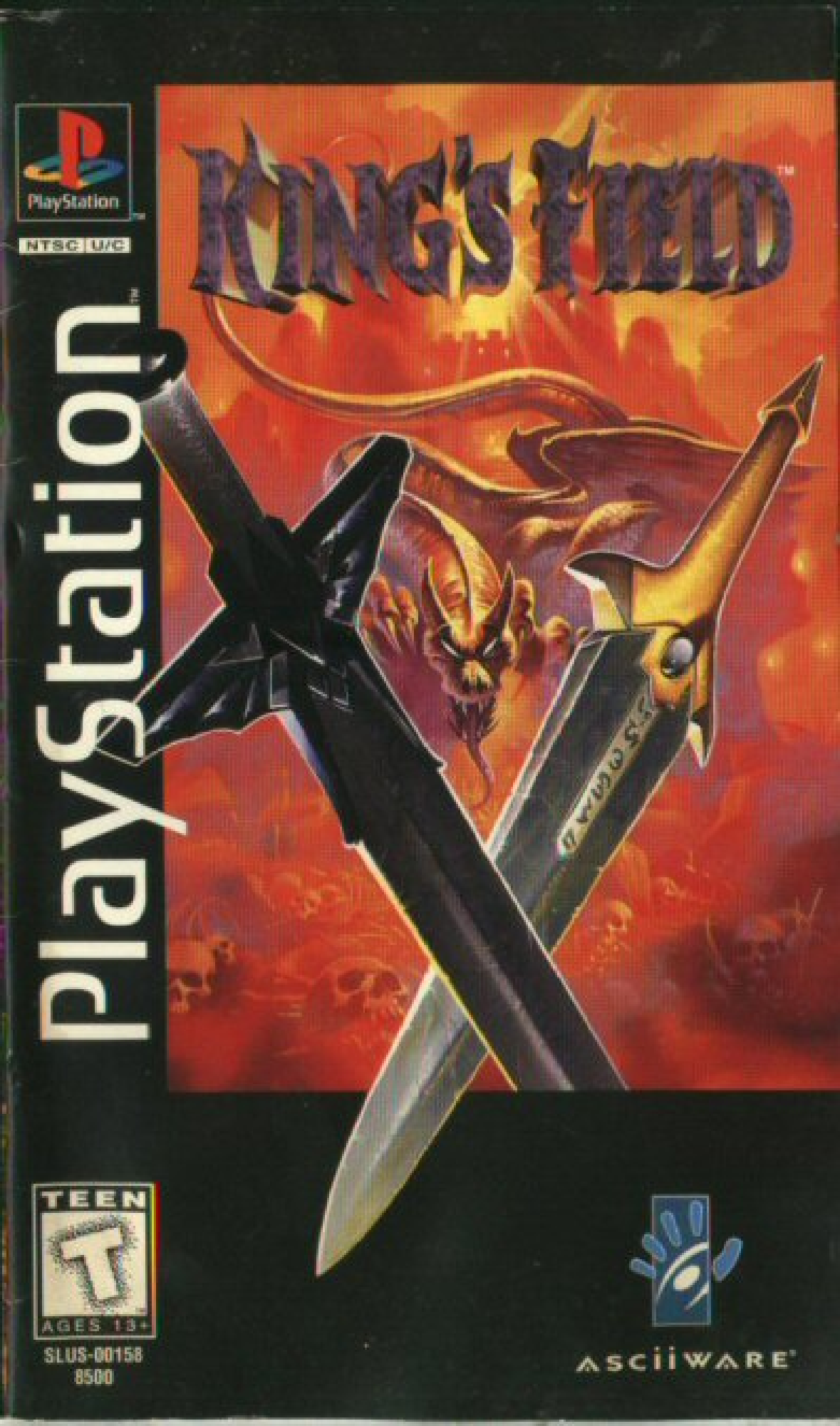
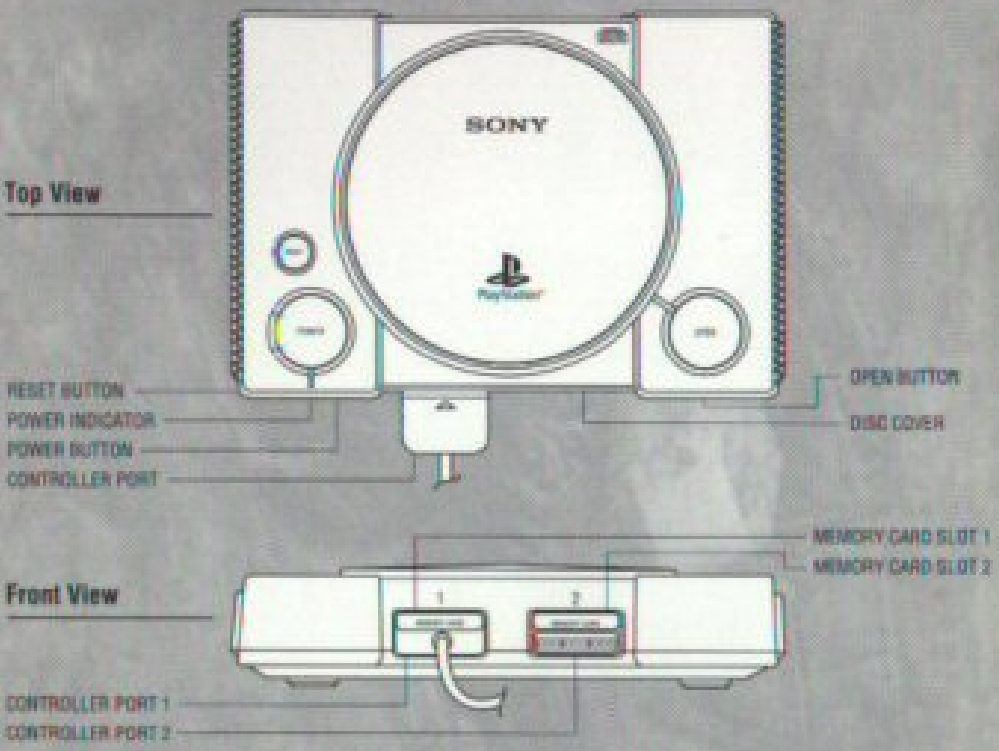

PlayStation
NTSC U/C
KING'S FIELD
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AGES 13+
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ASCIIWARE

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Getting Started



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

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

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

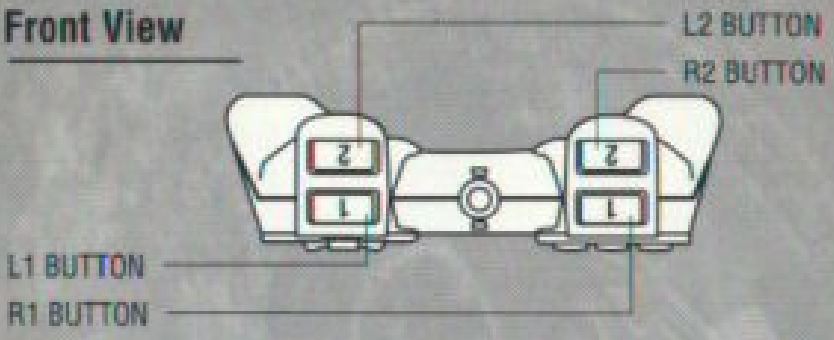
3. Insert a game controller and turn the PlayStation game console ON. The opening story will start, and then the Title/Game Start Menu will appear.

4. Press the Start Button to begin play. Follow the on-screen instructions to start a game.

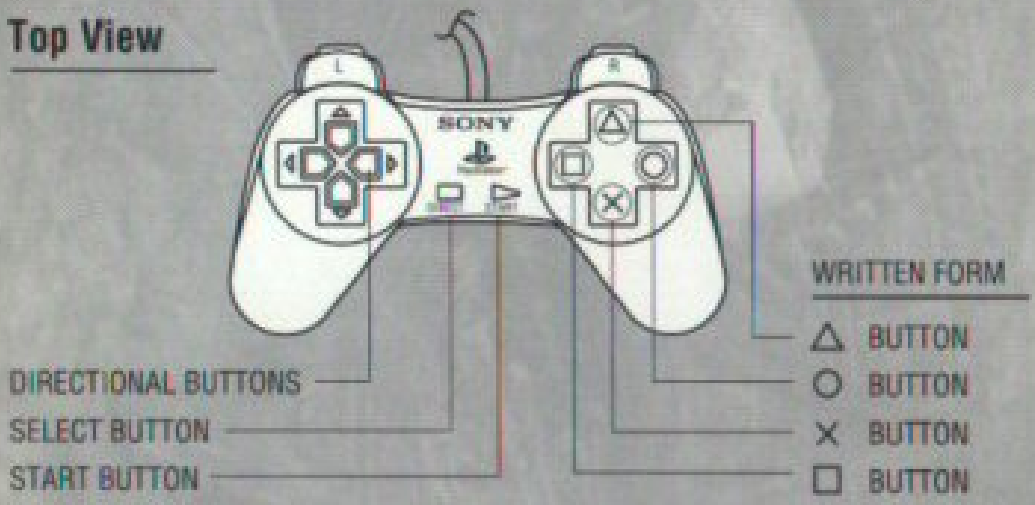


King's Field Controls

Front View



Top View



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 status window	Start or ○ Button
Move character parallel left	L1 Button
Move character parallel right	R1 Button
Use selected item	Select Button

the Story

Ancient Writings

Deep within the forests of Verdite lay a hidden cavern. Concealed among the stalactites of this mystical and holy place was a monument erected for the Highest Elf. The monument was inscribed with ancient writings upon its base, and only the direct descendant of the Highest Elf was able to decipher the writings, which said:

"It is written. A great ship has fallen from the heavens. It struck the Island of Melanat, and was buried deep within the Island. Those who come from far-away lands to seek its buried treasures shall never return alive.

Never approach the island...for the sleeping beast in the darkness awaits the great awakening."

KING'S FIELD

The Island of Melanat

There are three countries on the northern continent: Granatyki, Egret and Verdite. In the midst of these countries lies the mystical Island of Melanat, controlled by forces of good and evil.

In ancient times, the high-elves discovered the island and built a holy shrine. After the shrine was erected, monsters hidden in the islands' underground arose and killed most of the high-elves. Those who survived later died from mysterious poisons.

Thousands of yean later, the three northern countries were unified and under the control of the powerful King Harvine. Harvine attempted to build his castle on the Island of Melanat, but the monsters again arose and attacked the King's men. Harvine was forced to retreat to save the few men that he had left. Because of his retreat, he lost power on the northern continent, and he could not overcome the Great War on the continent. The land was then divided into three countries, Granatyki, Egret and Verdite.

Legions of monsters then emerged from within the island and crossed the rough channels to the northern continent. Egret and Granatyki were completely destroyed and lay in ruins. The people of Verdite now fear for their lives and their country, knowing that soon the Kingdom of Verdite would be invaded.

The Legends of the Lands

Many villagers believe that there is either a good god named Sieth (the White Dragon) or an evil demon known as Guyra (the Black Dragon) living on the Island of Melanat. There is a legend that has been passed down for centuries telling of the valuable crystals that can be found on the Island. Because of this legend, many poor people have crossed the channels to the Island in search of its hidden treasures. Those who survive the crossings are subjected to the evil poison that is on the Island, and they become the slaves of this mysterious poison. It is said that once a person has been infected by the poison, they cannot leave the Island.

However, the legend also speaks of two kinds of water on the Island. One water is purifying and can free those inflicted by the poison. No one knows where the purifying water can be found. The powers of the other kind of water is unknown.

The History of Verdite

A young warrior named Alfred returned to Verdite from the Island of Melanat, where he had been searching for his father, who had left many years ago to slay the evil monsters on Melanat. Although Alfred did not find his father, he did survive the tribulations of the island. The soldiers spied upon the weary Alfred, as he approached the Castle of Verdite, and opened the gates to let him in. The eldest of the kingdom shouted, "It is truly a miracle! Alfred has returned from the mystical Island of Melanat alive!"

Alfred then began to tell the villagers the stories of his adventures. The monster that Alfred had gone to slay was actually the former King of Verdite, who had turned evil and was now known as the Black Dragon. Alfred told the townsfolk about his search for his father, and about fighting with the Black Dragon. Alfred then showed the villagers his greatest treasure – the Great Moonlight Sword – which he had found on Melanat.
The Villagers were captivated by his heroic courage and shouted "Alfred is to be the new King of Verdite!" Alfred was then crowned King Alfred.

The Fall of Verdite

Over the next few years, there was peace and joy in the Kingdom of Verdite. Then something very terrible happened. The monsters appeared in the caverns near Verdite. King Alfred went to destroy the monsters, but found that his powerful Moonlight Sword had been stolen. Without his powerful sword, King Alfred was unable to defeat the monsters.

King Alfred then dispatched an extensive search party to hunt for his treasured weapon. The soldiers thoroughly searched every villager, but the sword was not to be found. While the soldiers searched for the sword, they found a letter deep within the forests of Verdite. It was written in the ancient writings that could only be deciphered by the descendants of the high-elves, and it read: "Necron seeks the powers of the Moonlight Sword. He lives on a mystical island, in the midst of the northern continent. Necron controls the Island of Melanat."

King Alfred then immediately sent his soldiers to the Island, in hopes of discovering the truth about the Island and finding his magical sword.

But his soldiers were never heard from again.

The Great Journey

Several months later, the King's best friend, Alexander, arrived at the Castle of Verdite to visit King Alfred. King Alfred told Alexander about the missing sword and about the monsters near Verdite. Alexander proclaimed that, with the King's permission, he would go the Island of Melanat and destroy the monster, and bring back the King's sword. The King granted his permission, and Alexander began his journey.

While crossing the channels to the Island, Alexander's ship was attacked by the Creatures of the Sea, and was completely destroyed. All the King's men were lost at sea, except for Alexander who became entangled in seaweed, and drifted to a small reef. When Alexander regained consciousness, he lifted his eyes and observed an island in the distance. He slowly swam to the shoreline, losing his weaponry and armor in the murky waters. Alexander crawled out of the sea, and stumbled courageously towards the caverns within the Island.

Your Journey Begins

Starting a New Game:



To begin your journey into King's Field, follow these instructions to start a new game.

1. Select "START" from the Title Screen/Game Start Menu.
2. After checking the memory card, the New/Load menu will appear.

Note: If no memory card is inserted, King's Field will inform you that your game cannot be saved, and you will start your journey on the shores of Melanat Island.



3. To start a new game, select "NEW" from the menu and press an action button to confirm.
4. You will begin your journey shipwrecked on the shores of Melanat Island.

Loading a Saved Game:

In King's Field, there are two ways to load a saved game:

1. Loading from the Title Screen



You can load a saved game from the Title/Game Start Menu.

1. Select "START" from the Title Screen/Game Start Menu.
2. After checking the memory card, the New/Load menu will appear.
3. To continue a saved game, move the cursor to "LOAD" and press an action button (O to cancel).

4. A list of all King's Field games, previously saved on that memory card, will be displayed. Move cursor to desired data and press an action button to confirm (○ to cancel).

5. King's Field will now load the selected, previously saved game.



2. Loading from the Status Window

You can load a saved game anytime throughout the game by using the Status Window.



1. Press the start or ○ 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 ✕ (○ to cancel).

5. Selected data will now load.



Saving and Exiting

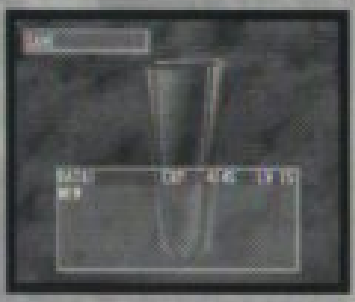
Saving Your Game:



You must save your game before exiting and after you find important items. Your game can only be saved at the crystal saving poles.

1. Locate a crystal saving pole and press ✕ in front of it.

2. King's Field 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).



Ending Your Game:



To exit King's Field 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 Start or 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).



Playing King's Field

Modes:

King's Field has two modes: the Main Screen and the Status Window. Press Start or the O button to switch between the two.



Main Screen



Status Window

1. Main Screen

All fighting and action takes place on the main screen. The Main Screen contains the status panel and compass.



Playing Screen

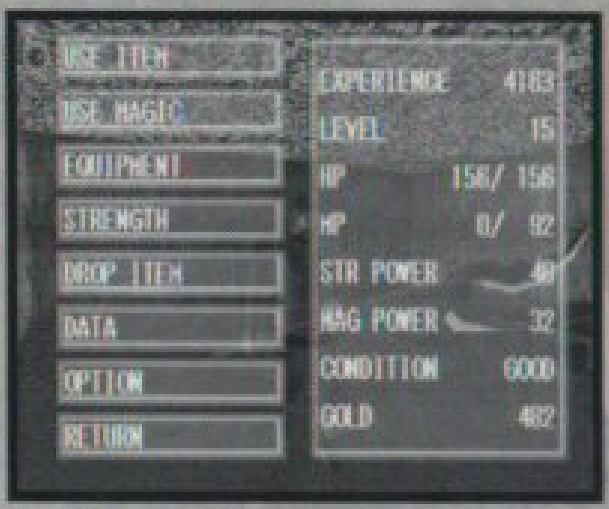
The Status Panel shows four things:

HP	This shows the number of hit points remaining. When your HP reaches 000, you die.
MP	This shows the number of magic points remaining. Magic cannot be used when MP reaches 000.
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.

The Compass shows the direction you are heading. It also shows your point of view: up or down.

2. Status Window

The Status Window is were you equip your character, use items, and use system options.



The Status Window contains these options:

Use Item	Use an item from inventory.
Use Magic	Use recovering and defensive magics.
Equipment	To equip weapons, armor, and offensive magics.
Strength	To check your defensive and offensive power.
Drop Item	Throw away items.
Data	Loading data and ending the game.
Option	Game options like Sound On/Off, etc.
Return	To return to the main screen.

Use/Equip Items

Using Items:



Once you find an item, it goes into your inventory. You must then decide when to use it.

1. Press Start or the ○ button to open the Status Window.



2. Move the cursor to "USE ITEM", then press ✕ to confirm (○ to cancel).

3. Select the item you wish to use, then press the ✕ button (○ to cancel).



Equipping Your Character:

There are many different items, weapons, armors, and magics in King's Field. Most of these must be equipped in order to use them. You equip in one these categories: weapon, shield, head, body, arms, legs, item 1 or item 2. You can also assign either a magic or item to the Select button.



1. Press Start or the ○ button to open the Status Window.



2. Move the cursor to "EQUIPMENT", then press the ✕ button (○ to cancel).

3. Select the category for equipping. Press the ✕ button to confirm (○ to cancel).

Note: Items 1 and 2 are items other than weapons and armor, such as bracelets and pendants.



4. Select the item you want to equip and press the ✕ button (○ to cancel).

Gathering Information and Items

Opening doors:



You must open doors to go through them. Press the ✕ button while in front of the door to open it.

Doors are often locked, so you need to use the correct key to unlock it. Some doors require two keys, one for each direction you wish to open.

Conversation:



You will meet many people in this adventure. You must listen carefully to them so that you don't miss any important information. People have a lot to say, so don't forget to talk to them more than once.

1. Press the ✕ button to start a conversation.

2. After the first text comes up, press ✕ again to continue the conversation.

Looking for Items:



There are three ways to find items. You can find items in containers, on the ground, and on the creatures you destroy (they may drop them). You must make sure to check everywhere, or you may miss an important or useful item.

Open treasure chests by pressing the ✕ button while in front of it. Some chests are locked, and keys are needed to open them.



Creatures you kill may drop gold and important items, so make sure you stick around to find out what they leave behind.

Gathering Information and Items cont'd

Picking Up Items:



You need to pick up the items that you find. Pay attention to the ground as items are scattered all around Melanat Island.

1. When you find an item you wish to pick up, move your character close to it.
2. Press the ✕ button. The item will then rotate in front of you.
3. To add this item into your inventory, press the ✕ button while looking at it (○ to cancel).





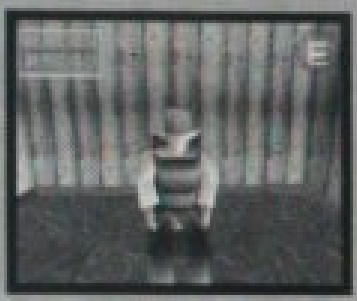
Some items will be in containers or on dead inhabitants. Picking up these items is no different from picking up items from the ground.



Buying and Selling

Buying and Selling Items:

When you find a merchant, you can talk to him and buy and sell items (you cannot sell equipped items).





1. Press ✕ in front of the merchant to start a conversation.



2. Move the cursor to "BUY" or "SELL", then press ✕ to confirm (○ to cancel).



3. Select an item with the direction pad. You can add or subtract how many of that item you wish to buy or sell by using the L1 or R1 buttons. Press the ✕ button to confirm order (○ to cancel).

Other Shops and Characters:



There are other useful shops in King's Field.

Key Shop - You can buy or duplicate keys here.

Crystal Shop - You can exchange your crystals for other useful items.

Fortune Teller - She can explain items to you.

Fighting, Experience and Conditions

Fighting:

You will find many different creatures in King's Field. You must learn their movements and weaknesses to master your fighting technique.

To fight, you must use a weapon or magic.



- To use a sword, you must be close enough to attack the creature. Each weapon has its own characteristics, so you must learn their advantages and disadvantages.
- Magic is shot to the center of the screen, so you must cast it when the creature is directly in front of you.
- Basic movement to fight is Hit - Away - Hit - Away. Try to find a good combination of both sword and magic.

Experience, Power and Conditions:

You can examine your experience points and strength levels by opening the status window.

- Every time you kill a creature, you gain experience points. When you receive enough experience, you gain a level. Then when you gain a level, your HP and MP increase.
- When you fight with your sword, your Strength Power increases.
- When you fight with magic, your Magic Power increases.

Note: Your Strength and Magic power relate to Offense and Defense.

Changing Conditions:

Some of the monsters in King's Field attack with unusual weapons, such as poison gas. When you get attacked by those weapons, your body condition changes, and you need to check and heal as soon as possible. Conditions can be checked from the Status Window.

Conditions:

Normal	Normal Condition.
Poisoned	Your HP will diminish.
Paralyzed	You cannot move for a while.
Dark	You cannot see around you very well.
Cursed	Your HP and MP will diminish.
Slow	Your movement becomes very slow.

Items, Weapons and Armor

Items:

Here are some examples of items you can find in King's Field:



Earth Herb - These herbs will replace 40 points of HP.



Dispoison Herb - These herbs cure the condition of being poisoned and 15 points of HP.



Moon Stone - These stones were made by magic and recover 40 points of MP.



Fire Crystal - These crystals consist of fire energy. When you find and use one of these crystals, you learn one of the five fire magics.



Flute - If this flute is played at a pillar of winds, an ice bridge will appear.

Items, Weapons and Armor cont'd

Weapons:

These are examples of items you can find in King's Field:

Dagger - This is the weapon you start the game with. It is not strong, and you must be very close to use it. Try to find a different weapon as soon as possible.





Arbalest - A kind of bow that has a long range and great power. You need high strength to equip this weapon.

Crescent Axe - A long and powerful axe. It is very heavy.



Armor:

These are examples of armors you can find in King's Field:



Great Helm - These helmets were once worn by Knights. It's a good head protector.

Breast Plate - This is an ordinary breast plate. It's not very strong, but allows for good mobility.





Iron Boots - These ordinary boots are crafted of leather and coated with iron.

Magic

Casting Magic:



There are offensive and defensive magics. Magics are also classified into five attributes: Fire, water, earth, wind, and light. Each attribute has a few different magics. When you find and use an attributive crystal, you learn the spell that's trapped inside it.



Here are some examples of magic:

Offensive Magics:

Fire Ball (Fire)	Throws a fire ball.
Wind Cutter (Wind)	Casts a small cutter that slices.
Fire Wall (Fire)	Creates pillars of fire around its victims.
Lightning Volt (light)	Calls a lightning volt from the sky.

Defensive Magics:

Earth Heal (Earth)	Recovers lost HP points.
Dispoison (Water)	Cures poison.
Bless (Light)	Protects from evil magics.



Advice

Helpful Hints:

Here are some basic hints and strategies to help you find the Moonlight Sword.

1. Fighting - This is one technique for fighting:
   Put some distance between you and the enemy. Wait until your Power Gauge is full. Start dashing and rush the enemy (takes a little timing practice). After your attack, retreat. Repeat procedure until DEATH.
   (Use L1/R1 to rotate behind the enemy so you can attack safely.)





2. Once you find a "Gate" and "Gate Key" of the same type, find a guidepost. Use your key in front of the guidepost. Now, if you ever get lost or stuck, use the "Gate" and you will be transported to the guidepost you left the key in. There are three pairs of "Keys" and "Gates".



3. Do not attack enemies from the front. Rotate around them and slash them in the back.

4. Learn the length of the sword your using. Each sword is different. Your approach needs to be close enough to attack the enemy.

5. Learn to find good combinations of magic and sword. A weak magic can at least stop the enemy from attacking.



6. Don't fight enemies with higher levels. You will encounter creatures that you can never beat at your level. Go around them until you go up some levels.

7. You can run by pressing the ✕ button. When you run you can't attack and your defense is low.

8. You will see many traps. Check out around the traps there is usually a switch to turn it off.



9. There are many hidden doors in the walls. Press the ✕ button in front of the walls, you may find a hidden door.

10. While you are looking for hidden doors, you may find something else, traps. You may be killed by the trap, be careful.

11. King's Field is a vast world. You can travel almost everywhere. But you can also lose your way easily. Be careful until you get a "Gate" and "Key".





12. Each area is separated by a big door. On the other side of the door, monsters may be stronger. Make sure your levels are high enough to go to the next area.





13. If you have the Image of Sieth, and have a certain pendant equipped, the Image of Sieth dies in place of you. It only works if you are killed by traps or monsters.


KING'S FIELD