
PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY
ESRB
SLUS-00585
KLONOA
—Door To Phantomile—
namco®


It's strange...
Sometimes I can't remember my dreams,
Though I'm sure I saw them.
Where do these dreams go?
But I remember this one dream,
As clearly as if it were reflected in a mirror...

ENGLISH

Story

Phantomile is a world, someplace far, far away. There is an old legend in Phantomile. It says that the energy from people's dreams is gathered in the mythical Moon Kingdom and used to give shape to the world. The legend says that this is the reason why we can't remember dreams we know we've had.

Klonoa, who lived in the Wind Village Breezegale, was awakened one day by a horrible nightmare vision of a flying ship crashing on Bell Hill, and a dark, ominous shadow closing in overhead. Mysteriously, Klonoa could remember this dream clearly even as time passed.

And then one day it happened. A flying ship really crashed on Bell Hill.

"It's just like my dream," Klonoa thought, as a moment of fear was overcome by his overwhelming curiosity.

"Let's go, Klonoa!" cried Huepow, the Ring Spirit. Huepow has been Klonoa's trusty friend since childhood. Their hearts pounding with excitement, Klonoa and Huepow ran outside to see what awaited them.

A World of Adventure

Once upon a time, four spirits held sway over Phantomile - the Wind Spirit, the Tree Spirit, the Water Spirit, and the Moon Spirit. The Moon Spirit gathered the energy from people's dreams, and used this energy to give shape to the world. The other Spirits maintained peace in the world by sharing the special powers of the wind, trees, and water that were entrusted to each of them.

And then one day, a Dark Spirit started a rebellion. He was jealous of the omnipotent power of the Moon Spirit to create anything in the universe. The Spirits combined their strength and battled the Dark Spirit. Although the Dark Spirit's awesome might overwhelmed the other spirits at first, he was eventually overcome and hunted down by the forces of light. The war raged on for 100 days and the Dark Spirit was imprisoned at the end of the war.

After the war, the Moon Spirit decided to disappear so that a war like this would never happen again in the future. Now, the Moon Spirit will not appear unless the Wind Spirit, the Tree Spirit, and the Water Spirit all will the Spirit to come forth. Thus, the power of dreams is forever hidden, far away in the land of dreams.

Setting Up

Set up your PlayStation® according to the instructions in its Instruction Manual. Insert the KLONOA™ disc and close the Disc cover. Turn the 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.

How to Begin a Game

Mode Select

Press the START button at the Title Screen and the following options will be displayed: **NEW GAME** allows you to start at the beginning of the story (see below). **CONTINUE** lets you load a previously-saved game from a Memory card. Use the Directional buttons to highlight an option and the × button to confirm your selection.

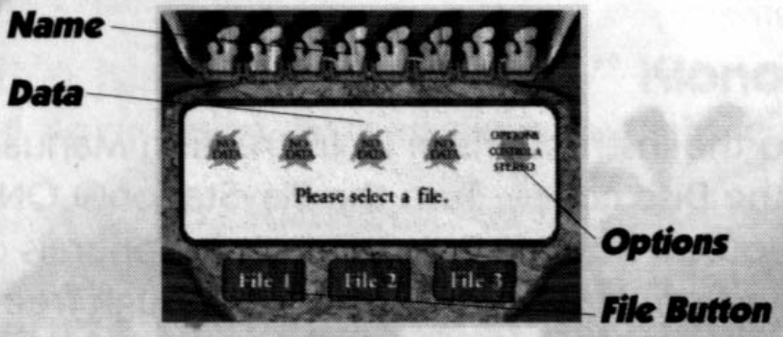
Using the Memory Card

This game uses one Memory card block. Each block contains 3 files, and each file can save up to four saved games. Make sure there is at least 1 free block on your Memory card before commencing play.

Starting a New Game

First, select a file to use on the **MEMORY CARD SCREEN.** If 3 files already exist, pick a file to overwrite. Next, enter your name on the **NAME ENTRY SCREEN.** Once you have entered your name, select ENTER, then confirm by selecting OK or rename your file by selecting CANCEL. The game will begin after you set your options on the **OPTIONS SCREEN.**

Memory Card Screen



Name Entry Screen



Menu Controls

Directional buttons	Highlight an option/ letter on Name Entry Screen
× button	Confirm selection/Enter letter on Name Entry Screen
△ button	Return to Previous Screen/Erase Previous Letter on Name Entry Screen
START button	Confirm (Jump to **END** on Name Entry screen)

Resuming a Previously Saved Game

First, select a **FILE** from the bottom of the screen. Information on saved game data will appear at the centre of the screen. Select the saved game you wish to load from here. Selecting the **OPTIONS** icon at the right edge of the screen will display the **OPTIONS SCREEN** (see below).

Options

After you've entered your name on the **NAME ENTRY SCREEN** or selected **OPTIONS** on the **MEMORY CARD SCREEN,** the **OPTIONS SCREEN** will appear. You can choose the settings you wish to change by using the Directional buttons to highlight the option menus at the bottom of the screen and pressing the × button to open each menu in turn.

Controls:

You can choose from 3 different Controller settings. Press the × button to access the 3 settings. View the settings by pressing the LEFT or RIGHT Directional buttons and choose your settings by pressing the × button.

Adjust Screen:

This option allows you to align the game screen display on your TV. Use the Directional buttons to bring the square frame into view on your TV. Press the × button to set your adjustments. Press the □ button to return to the default settings.

Sound:

Use this option to switch between **STEREO** or **MONO** playback of the game's music and sound effects. Make your selection according to the type of TV you are using. Use the LEFT and RIGHT Directional buttons to alternate between **STEREO** and **MONO** and press the × button to confirm your selection.

End:

When you are done making your changes, select **END.** You will leave the Options Screen after confirming your changes and saving your settings.

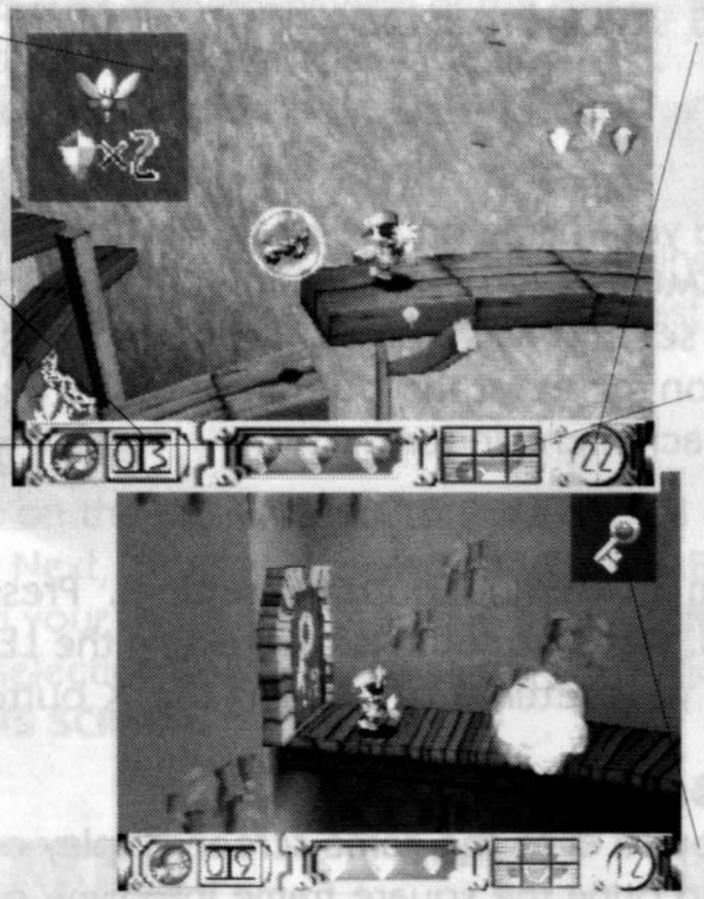
The Game Screen and Rules

Normal Screen

The Mirror Spirit
This is displayed temporarily when you release the Mirror Spirit.

Number of Klonoas Remaining

Klonoa's Health
There are 2 levels to each heart, making 6 levels in all.



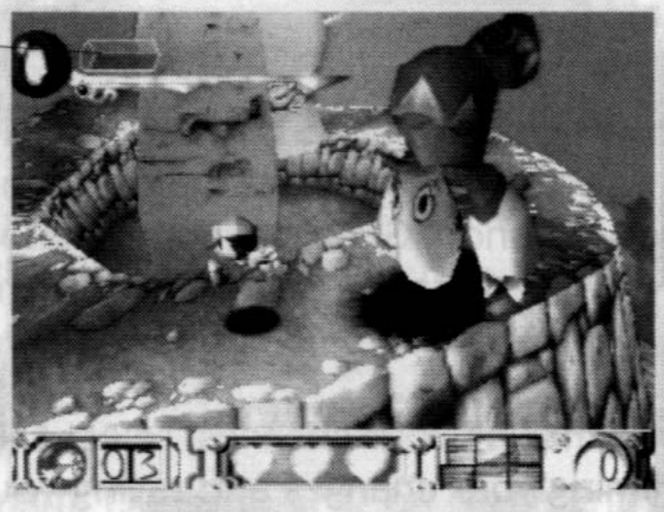
Dream Stone Counter
This shows the number of Dream Stones you have collected in the current stage. You can earn an extra Klonoa when you collect 100 Stones.

Number of Phantomilians Rescued
This item displays the number of Phantomilian inhabitants you have rescued from their nightmares in the current stage. There are six Phantomilians to rescue in each stage.

Item
Displays keys or any other special items you have.

Boss Stage Screen

Boss's Health
You can defeat a boss by making this meter empty. The amount of damage you can do per attack depends on which boss you face.



Rules

1. Klonoa's adventure is broken up into 6 Visions, with each Vision consisting of 2 parts. You'll face a boss at the end of part 2.
2. Klonoa's health will decrease by 1 level each time Klonoa touches an enemy or gets attacked. Klonoa passes out when his health level is empty.
3. You will always lose a Klonoa when he falls into a hole, no matter what his health level is.
4. When Klonoa passes out with 0 Klonoas remaining, it's **VISION OVER.**
5. Klonoa can restore his health by getting a **Heart** item. Klonoa regains all his health after completing each part.
6. If Klonoa collects 100 **Dream Stones** or picks up a 1 UP item, the number of Klonoas remaining increases by 1.

Pause Menu

Pressing the **START** button in the middle of the game will display the **PAUSE MENU.** You can make selections with the Directional buttons, and confirm it with the X button.

CANCEL: Cancels Pause and returns you to the game
RETRY: Stops the current game, and restarts the game from the beginning of the Vision
QUIT: Stops the current game and returns you to the Title Screen.

Story Window

This is the screen where characters in the game talk to each other. You can find out important and helpful information when they speak, so make sure not to skip them! The success of your adventure may depend on it!!!

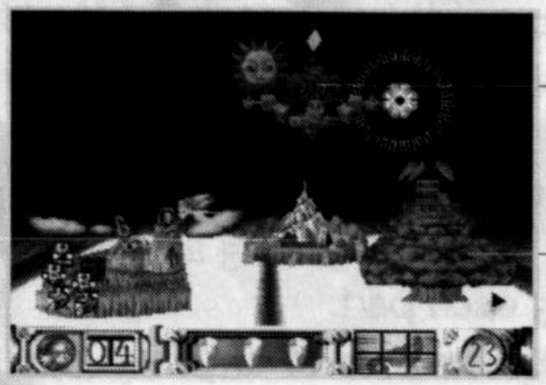


CONTROLS

X button	Next message.
O button	Fast forward through a message.
START button	Skip forward a little bit by pressing once. Completely skip through by pressing twice quickly.

World Map

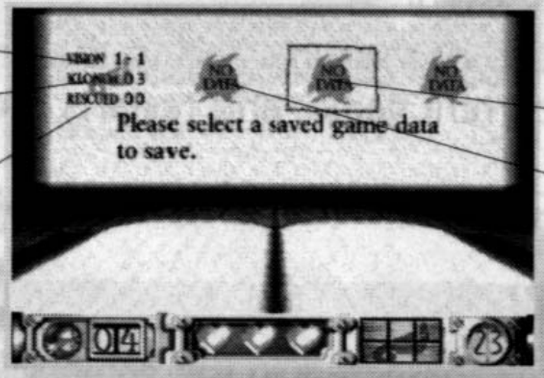
This screen is shown whenever you clear a stage. All the rescued Phantomilians play a tune for you in this screen. If you rescue a lot of Phantomilians in the villages and kingdoms, the music they play will be livelier.



Press the X or **START** button to go to the Save screen.

Save Screen

After the World Map Screen is shown, you can save the current game on the Memory card. Choose the save location for your saved game with the cursor.



Continue

You can continue your game by using the **CONTINUE** feature even after you've lost all your Klonoas. You can use **CONTINUE** as many times as you like.If you select **QUIT**, the game ends.

CONTROLS

Directional buttons	Highlight an option
START/X button	Confirm selection

Using the Controller

Directional Buttons: Move Klonoa



Left:
Walk to the left.



Right:
Walk to the right.



Up:
Face background. Enter doorway.



Down:
Face foreground.

Jumping

Pressing the X button or the △ button makes Klonoa jump.*

If you hold down the X button or the △ button while Klonoa is coming down from a jump, he flaps his ears and stays afloat in the air for a little bit. He can flap his ears like this once per jump. However, he can flap his ears one more time after being hurt or after separating from a Tepon (see the **ENEMIES** section further on in this manual). But be careful, he can't flap his ears while holding onto an enemy.

* These are the default controller settings. They can be changed in the **OPTIONS** Screen.

Klonoa can move left/right and face inward or outward while jumping. He can also attack in the middle of a jump.



Press the X button or the △ button to jump.



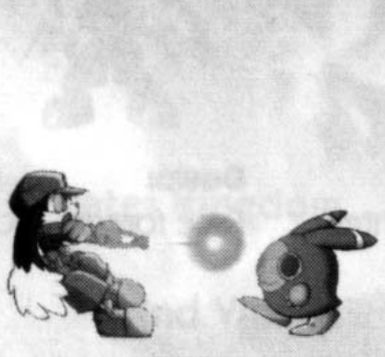
Holding down the X button or the △ button while falling...



...allows Klonoa to flap his ears and stay afloat in the air.

Attacking

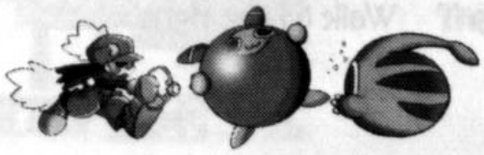
Pressing the □ button or the ○ button will fire a Wind Bullet from Klonoa's Ring. When this is done next to an enemy, Klonoa can grab and inflate it. You can also attack enemies in the background or foreground. You can inflate some giant enemies, but you won't be able to grab them. But be careful, you can't inflate or grab Bosses.



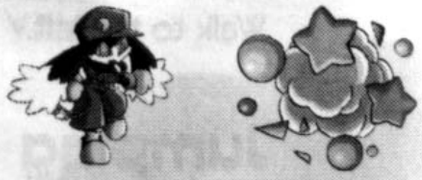
Press the □/○ button to fire the Wind Bullet.



If the Wind Bullet hits, you will grab the enemy.



Pressing the □/○ button again throws the enemy.



The thrown enemy will either hit something in its way or explode after flying some distance.

Double Jump

When you are holding onto an enemy, it is possible to jump twice as high by jumping off of the enemy. Just press the ✕ button or the △ button while jumping or falling down to do a double jump.

This double jump allows Klonoa to jump higher than a normal jump.

It is also possible to kick the enemy downwards to attack enemies below.

You can grab another enemy in the middle of a double jump to jump even higher!



Grab an enemy.



Press the ✕/△ button to jump. While in the air, press the ✕/△ button again...



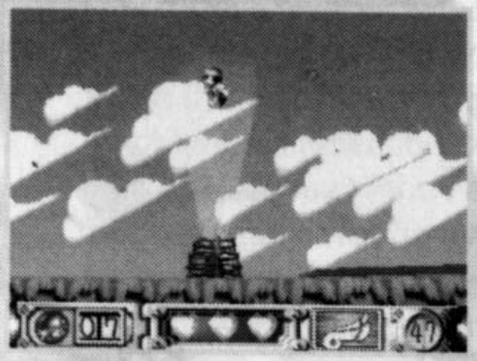
...to do a double jump. The enemy will be kicked downwards.



You can use this technique to attack enemies below.

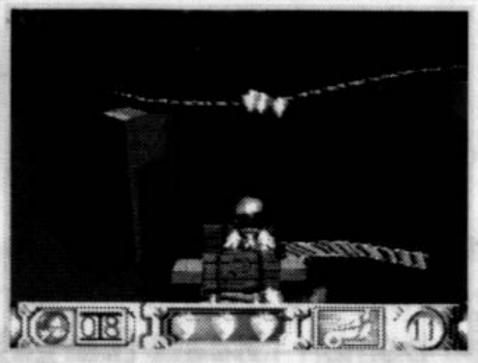
What You'll Find

You'll encounter many things in the course of your adventure. Here we will introduce just a few.



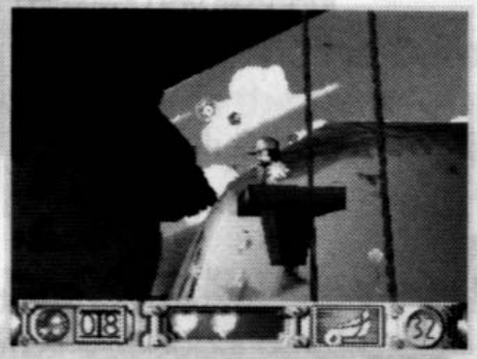
Fan Grass

This is a plant that blows a strong gust of wind upwards at regular intervals. You can ride this wind to jump higher and reach tall places you normally can't.



Rail Car

A rail car starts moving automatically when Klonoa gets on. You can move around on top of the rail car without worrying about falling off.



Gondolas

There are some that are always moving, some that move automatically once Klonoa gets on, and others that are operated by some power.

Locked Doors

Locked doors open when you bump into one while holding a key. One key is required for each door.

Leaves

Leaves are constantly buffeted by wind and are unstable. It's easy to fall off of them, so be careful!

Switches

When you hit a switch with a Wind Bullet or throw an enemy at it, its colour changes and something happens.

Jump Platform

You can jump really high if you press the jump button at just the right moment while stepping on one of these.

Rolling Logs

These turn slowly, so you can fall down if you stop. You can jump to adjust your position on the log.

Items

There are many items to help Klonoa on his adventure.

Items Picked Up by Touching

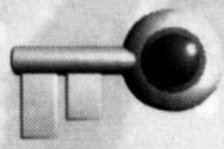
Klonoa can pick these items up by touching them:



Green Dream Stone (Small)
You can earn 1 Klonoa when you gather 100 Stones.



Blue Dream Stone (Large)
Worth 5 small Dream Stones.



Key
There are some doors you can't open without a key.



Heart (Small)
Klonoa's health is restored by 1 level.



Heart (Large)
Klonoa's health is restored by 3 levels.



1 UP
Increases the number of Klonoas you have by 1.

Items Picked Up by Attacking

Klonoa can pick these items up by hitting them with either a Wind Bullet or a captured enemy.

Phantomilian Prisoners
These spheres contain Phantomilians imprisoned in nightmares. A disruption in the balance of dreams in the world caused nightmares to begin dreaming their own dreams. This dreaming in turn trapped hapless Phantomilians. The number of people you rescue will affect how music is played back in the World Map that is shown when you clear a complete group of Visions.



Memory Clock
If Klonoa passes out, he can start at the last place where he picked up a clock. All items that Klonoa had at that point will be restored.





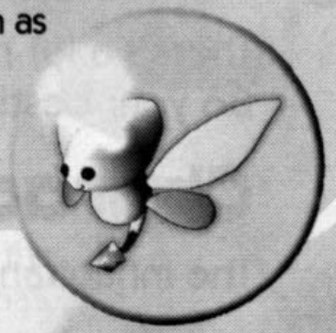
Ngapoko's Egg
When you hit this egg with a captured enemy, something pops out.

Legend of the Mirror Spirit

Once upon a time, there was a Mirror Spirit who loved to play tricks. The Spirit would take things and put them in front of the mirror. This confused people since it made those things look twice as large. Then, one day, the Mirror Spirit made a reflection of the Sun that was twice as large and drove away Night. People couldn't sleep or dream because there was no more Night. The spirit had gone too far this time with its tricks; the spirits were so angry that they imprisoned the Mirror Spirit.

Mirror Spirit

When you hit this sphere, the Mirror Spirit appears. While the Spirit is visible, Dream Stones will sparkle. Each Stone you pick up in this state is worth twice as much as a regular Stone.



Visions

What kind of adventures await Klonoa on his journey? We'll introduce just a few here.

VISION 1-1 The Beginnings of Gale - Breezegale, The Wind Village

Klonoa and Huepow begin their adventure by heading toward the fallen flying ship on Bell Hill. On the way, they meet a character named Balue the Mason, who tells them about the legend of Phantomile.

VISION 1-2 The Diva and the Dark Spirit - Gunston Mine

Go through the mine of shining stones and on to Bell Hill. Use the wind to jump over gaps in the path on the way. There are strange creatures up on the hill and they sure don't look friendly!

VISION 2-1 Deep in the Dying Forest - Forlock, the Tree Village

The two hurry to the Tree Village to warn Granny of the danger. But Joka reached her first! New types of monsters appear one after another, so be careful!

VISION 2-2 Beyond the Backwards Waterfall - The Kingdom of Jugpot

Klonoa and Huepow head toward the Water Kingdom because their path through the Dying Forest was blocked. After climbing up a huge waterfall, a voice calls from somewhere just as they reach Crustacean Castle.

VISION 3-1 Rebirth of the Forest - Forlock, the Tree Village
Klonoa and Huepow return to the Tree Village to see Granny. If you find a tied-up forest guard along the way, make sure to rescue him.

VISION 3-2 The Stopped Gear - The Tree Mansion of Machinery
Granny's house is full of machinery! You have to steer clear of all the obstacles before reaching the top of her mansion. The passageways are confusing, so don't get lost.

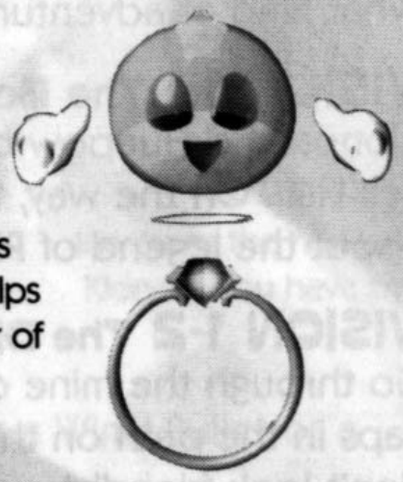
There's a lot more to Klonoa's adventure. A fantastic surprise awaits you at the end. Do your best!!

Characters

The inhabitants of Phantomile are simple, peace-loving people.



Klonoa
A happy creature living in Breezegale, the Wind Village. He's known for his long ears and blue hat. He's always running around the fields with his childhood friend, Huepow.



Huepow
A spirit who lives inside a ring that fell from the sky one day. Huepow normally stays inside the Ring and helps Klonoa use the power of the wind.



Lephise
The legendary diva who can sing the **Song of Rebirth** to give life back to the world again. She is being chased by Ghadius, the Dark Spirit, who wants to corrupt her powers.

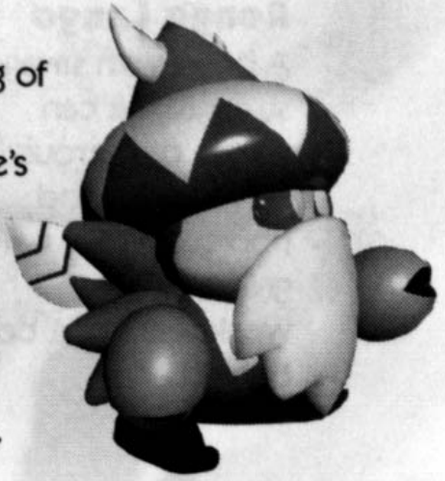
Balue

Balue used to be Head Mason at the Gunston Mine. He believes in the legend of the Diva Lephise. He says it's his ultimate dream to go to the Moon Kingdom, where she lives. He's a hopeless romantic.



King Seadoph

King Seadoph is king of Jugpot, the Water Kingdom; Phantomile's only remaining kingdom. He is guardian of the Eternal Spring and a keeper of some of Phantomile's secrets.



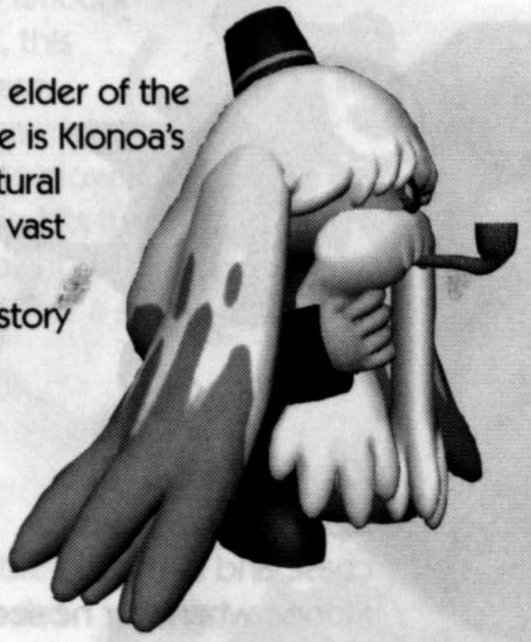
Granny

Granny is the elder of Forlock, the Tree Village. She lives in a mansion full of machinery nestled atop the branches of the sacred Great Tree that stands tall in the middle of her village. Like Grandpa, she is someone who knows some of the world's secrets.



Grandpa

Grandpa is the elder of the Wind Village. He is Klonoa's guardian. A natural scholar, he has vast knowledge of Phantomile's history and legend.



Enemies

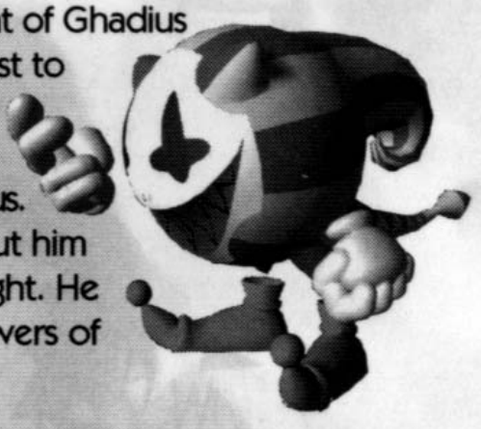
Ghadius, the Dark Spirit

Ghadius is a Dark Spirit who awoke from his long slumber. His imprisonment in sleep was a punishment that was decreed by the Spirits. Ghadius plots to turn Phantomile into a world of nightmares. He controls the World of Darkness and has the ability to warp space.

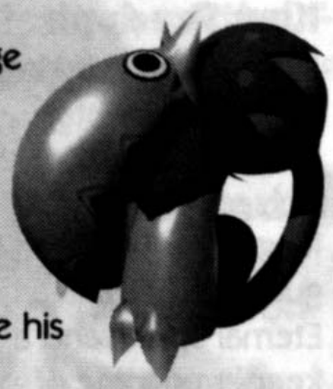


Joka

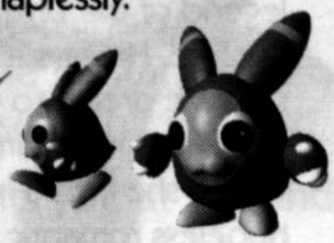
Joka is a loyal servant of Ghadius who just tries his best to please him. All he really wants is to be recognized by Ghadius. Still, something about him just doesn't seem right. He can harness the powers of darkness a little bit.



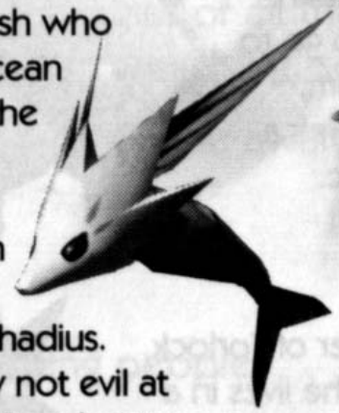
Rongo Lango
A beast with savage strength, he can create dangerous shockwaves and ripples on the ground. His weakness might be his behind.

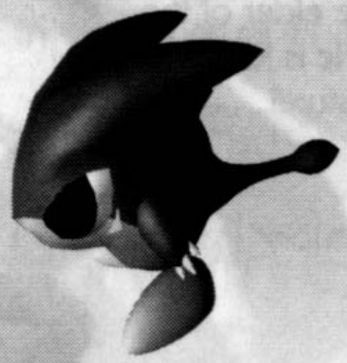


Moo
These cute critters just wander around the paths haplessly.



Pamela
Pamela is a giant fish who guards the Crustacean Castle of Jugpot, the Water Kingdom. Pamela and King Seadoph are both spellbound and manipulated by Ghadius. But, they are really not evil at all. Bump the King into her to wake both of them up out of their curse.

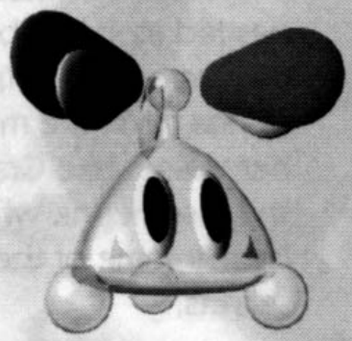




Zippoe
Zippoe always tries to chase and ram into Klonoa whenever he sees him.



Spiker
Spiker is not affected at all by Klonoa's attacks, so the only thing you can do is to avoid him.



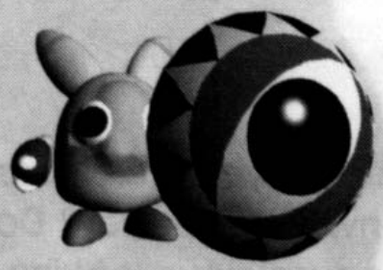
Tepon
He drifts about in the air and floats even higher when you inflate him.



Armored Moo
The Wind Bullet merely bounces off of this Moo. Throw other enemies at it to break its armor first.

Boin
Boin comes toward you by bouncing along, but be careful!

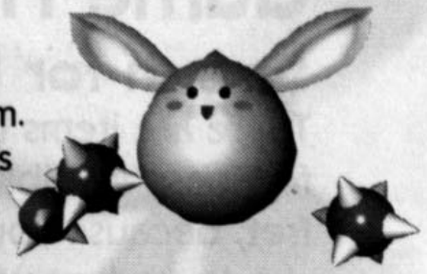




Shielded Moo

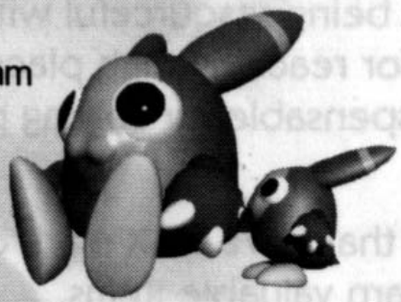
This Moo has a shield, so you can't attack from the front. Jump over it to get to its undefended backside.

Mewmew



Mewmew scatters balls with thorns sticking out of them. Jump over the balls to avoid them and then move in closer to attack quickly!

Giant Moo



This Moo has absorbed Dream Stones and transformed into a giant. If you ram an enemy into it, sometimes Dream Stones will pop out.

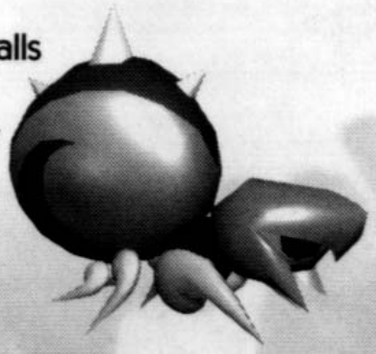
Boomie



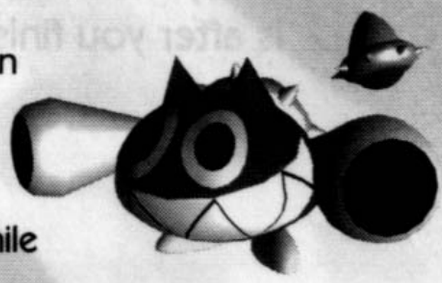
After a certain amount of time passes, this dangerous enemy explodes! Be careful when it starts to glow! When a Boomie hits a wall, it falls straight down and blows up after a set time.

Dabby

Shoots out thorny balls from its rear end. Jump over its thorny balls and attack!



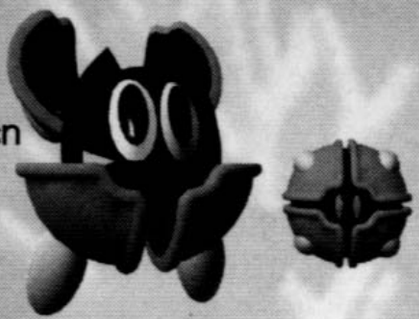
Glibz



Glibz is a double-gun toting enemy who just loves to shoot. Attack him in between rounds while he's grinning.

Shellie

Shellie is usually protected by its hard shell. Attack it when you can see its face.



Game Hints

Search for Items:

There are items that are invisible until Klonoa touches them. Make sure to search for these invisible goodies. Hard to see something that's invisible, you say? Don't fret, because you can see their shadows. Try jumping on a suspicious-looking shadow when you see one on the ground.

Use Your Enemies:

You cannot succeed in this game without being resourceful with your enemies. For instance, the floating Tepon is useful for reaching high places, and Boomie, who explodes after a certain time, is indispensable for solving puzzles that involve timing.

Also, try throwing enemies against places that have an X mark on them. This might open paths for you and help you earn valuable items.

Rescue Phantomilians:

Don't forget to rescue the poor Phantomilians that are trapped inside nightmares!!! There are 6 Phantomilians per each vision. If you are able to save everyone in each part, something will happen. You can find out what this secret is after you finish the game!!