

LUNAR

ETERNAL BLUE

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ETERNAL BLUE

PlayStation

LUNAR 2®

ETERNAL BLUE

TABLE OF CONTENTS

Instruction Manual

PlayStation® Game Console — 4
PlayStation® Controller — 5
Youichi Miyaji, Executive Producer — 7
Story — 8
Cast of Characters — 10
Keisuke Shigematsu, Scenario Writer — 25
Starting the Game — 26
Normal Menu — 27
Isao Mizoguchi, Music — 43
Combat Menu — 44
Toshiyuki Kubooka, Art Director — 53
Shops — 54
Weapons, Armor, and Items — 58
Magic — 64
Shoji Murahama, Animation — 79
Eternal Blue Theme — 80
Lucia's Theme — 82
S. Sata, Map Design Editor — 85
Translation Notes — 86

TABLE OF CONTENTS

Strategy Guide

Introduction — 88
Weapons — 89
Protective Gear and Items — 90
Monster Data — 91
Salyan Desert — 95
Dragon Ruins — 96
East Desert Pass — 97
Gwyn's Place — 100
Blue Spire — 104
The Adventure Continues... — 119

-PLAYSTATION® GAME CONSOLE-

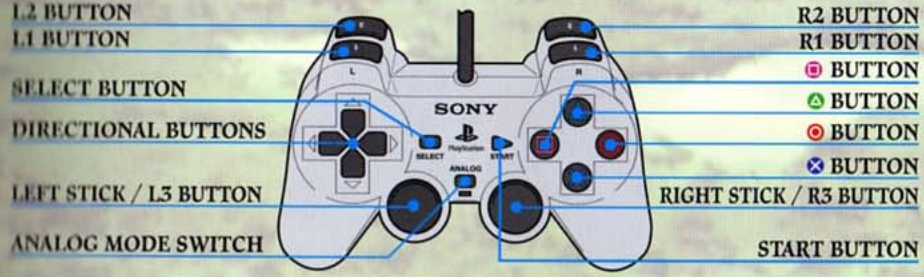
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **LUNAR® 2: ETERNAL BLUE COMPLETE** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

CONSOLE



-PLAYSTATION® CONTROLLER-

DUALSHOCK™ ANALOG CONTROLLER



DIRECTIONAL BUTTONS L3 STICK	★ Moves characters. ★ Controls the Dragonship *Destiny* or Gwyn's boat. ★ Moves cursor on menu items and boxes that require a response.
ANALOG MODE SWITCH	★ Enables the use of the Left and Right Stick, and the L3 and R3 buttons.
SELECT BUTTON	★ Opens the Normal menu.
START BUTTON	★ Shortcut to Save screen.
L3 BUTTON	★ Causes Hiro to run for a few seconds.
● BUTTON	★ Opens the Normal menu. ★ Allows Hiro to board the Dragonship Destiny.
▲ BUTTON	★ Returns to the previous screen during menu commands.

● BUTTON	★ Causes Hiro to run for a few seconds. ★ Cancels commands on the Combat menu.
✕ BUTTON	★ Confirm menu commands. ★ Allows Hiro to take the helm of the Dragonship *Destiny* or Gwyn's boat. ★ Exits the Dragonship *Destiny* or Gwyn's boat, and returns Hiro to the map.

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



To exit a game, press and hold the Select and Start buttons while pressing and holding down the L1, L2, R1, and R2 buttons. The Title screen will then be displayed.



—YOUICHI MIYAJI, EXECUTIVE PRODUCER—

INTERVIEW



Q. What were some of the challenges in creating LUNAR 2?

A. LUNAR 2 had a very difficult theme to be able to express in the game setting. It was more like a love story theme. Hiro and Lucia are the main characters. And the story we made was aimed at a little higher age group. This was, also due to the fact, because the player who started out with LUNAR 1 had grown a little older. We wanted to do a deeper human drama type of story. In that sense, this game was a little different from the type of RPG giving the player a lot of freedom. We say this is an RPG game, but in America, this might fall into the category of an adventure game. Within that restriction, I believe we were able to express the theme we had in mind. That was the point that we labored on hardest. But we challenged that and we feel like we succeeded.

Q. What are some of the differences between the story for LUNAR 1 and LUNAR 2?

A. LUNAR 1 deals more with the innocent type of love between a young girl and a young boy. We don't believe that the love story was set forth that strongly. It was more like there was a girl who the boy set out to rescue after she was kidnapped, and while he is trying to rescue her, he grows up. It was a rather simple story. I feel this scenario was more suitable for the teenage audience. LUNAR 2, however, deals with a little older age group and the love that develops between them is more mature. We aimed at a little more of an adult audience and tried to express a little more serious love story. The flow of the story is one where the heroine, Lucia, never associated with humans before. But by encountering Hiro, she experiences human emotions, one by one. So we deal with this rather difficult theme. This is different from the previous story of boy rescuing girl simply because he likes her. In LUNAR 2, we had to describe and express the development of the human mind within each event, one by one. Therefore, as to the story, even though younger children may not understand all the nuances, the adult audience might be moved by the story. I believe we were able to achieve that.

Q. Is there any work being done on LUNAR 3?

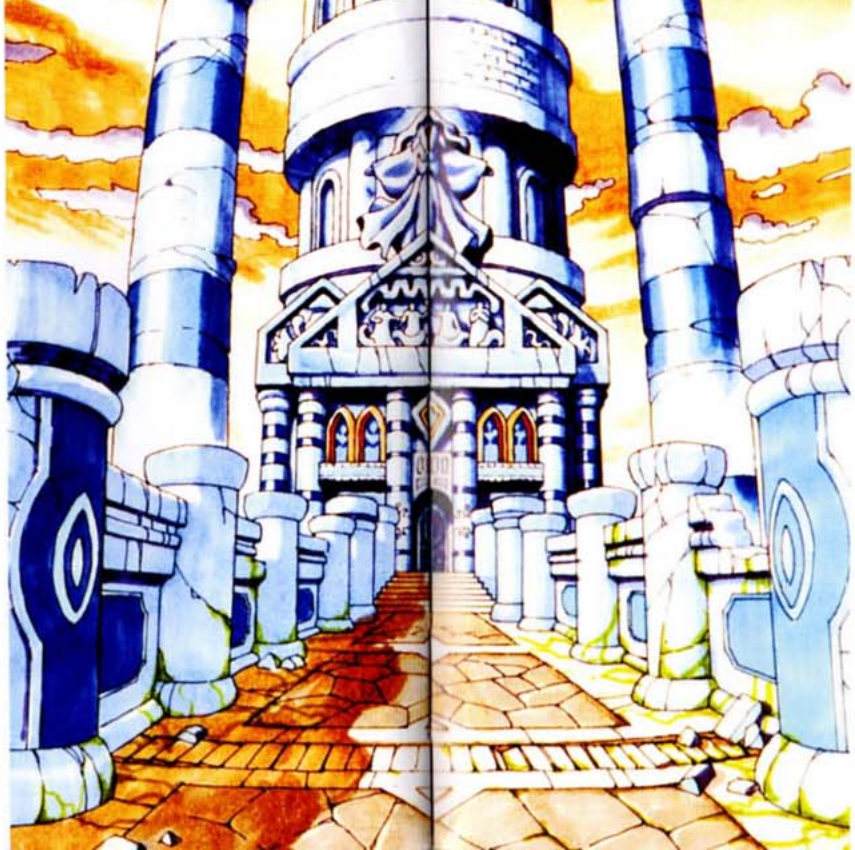
A. Right now, including the planning of this project, we are working on it in many different ways. We are in the middle of discussions with a core group of people involved in the early planning stages of the project. We each express our opinions about what we each want to accomplish. I guess by the end of this year, we will probably have a better idea as to the specifics of the project and perhaps we will be able to see some of the animation images; however, I am not exactly sure at this point.

STORY

Welcome back to the magical world of LUNAR! Over a thousand years have passed since Dragonmaster Alex and his companions crushed the evil ambitions of Ghaleon and rescued Luna. From that time forward, LUNAR was at peace.

With the passing of time, however, the details of that epic conflict were lost. But, ancient writings scattered in the ruins around LUNAR bear silent witness to LUNAR's mysterious past. A boy named, oddly enough, Hiro, is fascinated by these stories. He lives with his grandfather Gwyn, an archaeologist who has shown him the wonder of history. Now, Hiro and his longtime friend Ruby often steal away to explore the ruins nearby—even though Gwyn has told them not to go without him.







The story that fascinates Hiro most is the one that tells of the time when Althena lived in human form, a dragonmaster named Alex controlled the Four Dragons, and a magic city flew in the sky. To most, these stories seem like fairy tales, but to Hiro they seem just as real as the smell of Grandpa Gwyn's liniment in the morning.

Many believe that the inhabitants of LUNAR lived on the Blue Star before the Goddess brought them to this world. Hiro hopes to find a link between his world and the Blue Star by exploring the ancient ruins near his Grandpa's home. There are so many questions to be answered, and unfortunately for all, the answers are coming...

CAST OF CHARACTERS

Hiro



Hiro is an adventurous youth who is greatly influenced by his grandfather's love of archaeology. Legends of the Four Dragons, Dragonmasters, ancient battles, and the Goddess Althena fascinate him. He hopes that by unlocking the secrets of the past, he will be able to understand the future. Although he's not supposed to explore the ancient ruins near his home without his grandfather Gwyn, Hiro and Ruby frequently break this rule. Fortunately, he's pretty handy with a boomerang.



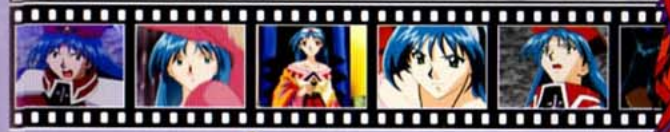


CAST OF CHARACTERS

Lucia

Lucia is quite a mysterious young lady. She is haunted by nightmares about the future of LUNAR. She also seems troubled by a terrible secret she cannot share.

Despite her strong magic skills, she seems to be a little naive when it comes to dealing with other people. She has trouble containing her emotions and looks to Hiro for guidance and protection. She is only concerned with Althena, and begs Hiro to help her find the Goddess. Will her mission cause the ruination of this world?





Ruby



Ruby has been Hiro's constant companion for as long as anyone can remember. She claims to be the offspring of a dragon, but Hiro doesn't quite believe her. Like another little dragon, she has a bad habit of speaking her mind at the wrong time. Sooner or later, this little wisecracker's bound to get Hiro into a lot of trouble...

CAST OF CHARACTERS

Gwyn



Gwyn is an aging scholar who dreams about making his mark in the world of archaeology before he dies. He's devoted his entire life to the study of the Blue Tower and similar ruins, and has become a notable expert. He's taught Hiro and Ruby how to explore the ancient ruins near his home, though he's warned them never to go there without him. But, will Gwyn's quest for fun and adventure turn out to be his last?

CAST OF CHARACTERS

Ronfar



Ronfar is rumored to have been a priest for the Goddess Althena. He possesses impressive healing powers. When he was unable to save his true love from an evil spell, he swore he would never use magic again. He now spends most of his time in bars winning people's money. He also tends to make decisions on a throw of the dice. His dice, like his charm, seem to be magic, because they never let him down. He's a womanizer who's always concerned about the fairer sex, and they're usually all too happy to return his affections!



CAST OF CHARACTERS

Jean



Jean is a fan dancer in the Carnival and is highly valued for her talents. She is a tomboy with a big-sister complex, who can be a bit overbearing at times. She tends not to develop strong relationships with people. However, Jean is an extremely talented fighter. Those in the Carnival say she was trained to fight as a child. Unfortunately, her past is going to catch up with her, and it may not be a pretty sight!



CAST OF CHARACTERS

Lemina

Lemina is the Junior Premier of the Magic Guild of Vane. Unlike her mother, Miria, she doesn't seem to understand the legacy of the great magicians that inhabited this ancient city, and doesn't seem to possess any of their noble qualities. Instead, she seems to be a very selfish and arrogant girl who's only concerned with money. Yet, at times, she does let people see a softer side. Despite her greedy demeanor, her magic skills are extremely powerful. Can Hiro afford to have her in his party?





CAST OF CHARACTERS

Leo



This part-human, part-beast is a staunch supporter of the Goddess Althena. In fact, White Knight Leo is the leader of Althena's Guard, a group of elite soldiers sworn to protect and uphold the orders of the Goddess. Althena has granted Lord Leo the use of the Dragonship Destiny. The Destiny allows him to roam freely around the world of LUNAR to keep its inhabitants safe. His skill as a swordsman is unmatched by any human. He is searching for a Destroyer that has come to LUNAR. Can Hiro help him find it?



CAST OF CHARACTERS

Lunn



Blue Master Lunn is the current governor of Meribia. He looks after many of the towns in the area, keeping them out of harm's way. He has also established the town of Horam to further instruct people in the martial arts. The people that know Lunn think he is the greatest of the Four Heroes, but he views himself as a humble servant to the Goddess, at least in public. Some have come to question Lunn's true motives. If only they knew his secret....



Borgan



Despite his rather ghastly appearance, Black Wizard Borgan claims to have a heart of gold. His magic is without equal among any person in the known world. Since he draws upon the power of the Black Dragon for his strength and magical abilities, he has an endless supply of power. His primary goal is to bring the Magical Guild of Vane back to its original glory, but in a glorious all-new city he has designed. He spends most of his time in service to the Goddess Althena, but he still finds time to help people develop their magic skills. Will Borgan have a task for Hiro at the Guild?



Mauri

Red Priestess Mauri, like her brother Leo, is whole-souled in her devotion to the Goddess Althena. By drawing upon the power of the Red Dragon, Mauri is able to carry out her priestly duties for the Goddess. The people find Mauri to be very quiet, yet friendly to be around. Before becoming one of the Four Heroes, Mauri was in love with Ronfar. They were to be married, until fate stepped in and decided otherwise. Mauri chose to give up her former way of life in order to serve the Goddess. Will fate step in again and decide a new future for her?





Althena



Ever since the death of the last dragonmaster, Alex, the Goddess Althena has not been seen in the land. She is rumored to have locked herself inside the walls of the holy city of Pentagulia. Despite the world being at peace, Althena is not the same person that many have come to love and respect. In fact, the people are in a state of unrest, and the winds of change are blowing. Many are saying that the bonds of Althena are too oppressive, while others are wondering how Althena became an oppressor in the first place. What's happened to her?



This mysterious stranger is the leader of the Dragon Kids (also known as the Lostest Boys) of Taben's Peak. Because of his impressive fighting skill and strong leadership, he's earned the respect of his loyal followers. Granted, they're just orphaned children who don't know any better, but they need someone to look up to, even if it is this guy. Due to his recent raids on travelers, he's become a wanted outlaw. Fortunately, he's got a master plan. Seek him out; he has many secrets that will no doubt aid Hiro in his quest.





CAST OF CHARACTERS



This ghost from the past will emerge from the shadows to forge a new alliance. In times past, he fought for the protection of the Goddess alongside the legendary heroes of that time. Since he last appeared on LUNAR, he has mastered a host of new magic, making him extremely powerful. He seems to be misunderstood by the people of LUNAR. Some believe that he is serving the Goddess, while others are convinced that he's turned to the service of evil. You'll have to decide where his allegiance lies yourself.



-KEISUKE SHIGEMATSU, SCENARIO WRITER-

INTERVIEW



Q. Who are your favorite characters in LUNAR 2?

A. The most impressionable characters in LUNAR 2 are the main characters Lucia and Hiro. Lucia still leaves quite an impression on me. It was a difficult character but also a successful character, since Lucia is not the character that players play. Thanks to that, although the scenario was difficult with our character adopting human emotional characteristics, we were still able to succeed. Lucia continues to leave a strong impression with me. Regarding our hero in LUNAR 2, Hiro, I wanted to make him a little bit more talkative as compared to LUNAR 1's hero, Alex. LUNAR 1's Alex, had a some rather transparent characteristics. I wanted Hiro to have a little bit stronger of a personality. In that regard, I believe we succeeded. The rest of the characters like Lemina, Jean, Ronfar, etc. I enjoyed creating these characters especially as for Lemina, in Japan, a book was independently published about her. I believe that Lemina became a very successful and well-known character. As for the characters on the enemy side, first they appear as readily apparent enemies. There are about four major enemy characters, but to tell you the truth, they all become reformed at the end of the story. First when I started writing about the enemy characters in the scenario, I never dreamed of them becoming reformed. During the process of writing, I surprised myself and posed the question to the character, "Are you really going to become reformed?" And, "You did that much evil, and do you really believe you will be forgiven?" But at the end, I did forgive them.

Q. What about the relationship of the characters in LUNAR 2 to those in LUNAR 1?

A. Lemia is the mother of Mia, in LUNAR 1, and Miria is the mother of Lemina in LUNAR 2. In the Magic Guild, the tradition is that women succeed the family. It is matriarchal society. The daughter will succeed as the controlling family member and in that society, the man doesn't really count. In that world, I think that the only thing that matters is that they are women.

Q. What is the most important thing that you do when developing the scenario?

A. As for RPG scenarios, the most important thing is to allow the player to have the same feelings as the main character projected in the game world. The thing that is different from movies, novels, animations is that the player actively interacts with the product. Especially in RPG, the player and the main character become united together and that is one of the secrets or keys to making it a most enjoyable experience. It is important thing to make sure that the player don't loss touch with the main characters. There are specific techniques to achieve that, but that is the most important thing.

STARTING THE GAME

The game will start at the Title Screen. If there is no save data present on the Memory card, **New Game** will be the only available option. When there is save data present on the Memory card, then there will be two available options: **New Game** and **Continue**. Each of these commands are described below.



NEW GAME



Start the game. If this is the first time that the game is played, or to start from the beginning, choose "**New Game**." Press the ⊗ button. After the opening animation is played, the game will start.

CONTINUE



Load a previously saved game. After choosing "**Continue**," select which Memory card to load the game from: **Slot 1** or **Slot 2**. Press the ⊗ button. A list of save files will be displayed. An empty Memory card is capable of storing 15 save blocks; each block contains two save files. To view other save files, press the L1 or R1 button to scroll through the different save blocks. To help differentiate between save files, each save file will list the following information: current location, Hiro's level, game time, and the Disc number.

After selecting which save file to load. Press the ⊗ button. To confirm the decision to load the save file select, "**Yes**." Press the ⊗ button. The game will then load. To cancel, select "**No**."

Please do not remove the Memory card during a save or a load.

NORMAL MENU

During the game, the Normal menu can be accessed by pressing the Select button or the ◉ button. The Normal menu allows magic and items to be used, weapons and armor to be equipped, a character's status to be checked, and system options to be changed. Move the Directional Buttons to the right or left to switch between menu options. The Normal menu screen is described below.



NORMAL MENU SCREEN



MENU ICONS

The menu commands are in the form of icons. The four icons represent the following: **Magic**, **Items**, **Equip**, and **System**. The name of the currently selected icon will be displayed above the icons.

(S) SILVER

Current amount of silver being carried by the group.

PARTY MEMBERS

Displays the characters who are currently in the group, and their current status. The status shows the character's name, current level, and the current/maximum value of HP and MP.

NORMAL MENU



MAGIC

Cast spells to benefit party members. Each of the characters in LUNAR has the ability to use magic or special skills. When a character has been selected, the magic or special skill that they have learned will be displayed in the form of icons. The key features of the Magic screen is described below.

MAGIC SCREEN



DISPLAY WINDOW

Shows the magic or skills that a character has learned in the form of icons.

MAGIC/SKILL NAME

Displays the name of the currently selected magic or skill.

RANGE AND COST

Describes the range of the magic/skill and the number of magic points required to use it.

MESSAGE WINDOW

Displays a brief description of the currently selected magic or skill.

PARTY MEMBERS

Displays the characters who are currently in the group, and their current status.

NORMAL MENU

Under the Normal menu, magic attacks cannot be used. Only magic that aids a character can be used. Before casting a spell, first make sure that the character has enough magic points available. If there are not enough magic points they will be unable to cast the spell. ***Note: Only highlighted icons can be used.***





To cast a spell, first move the cursor to select a character that will cast the spell. Press the ⊗ button. The magic screen will then be displayed. Next, move the cursor to select which spell to cast. Press the ⊗ button.

If the spell only affects one party member, a cursor will then appear around the characters at the bottom of the screen. Move this cursor to select which character will receive the spell. The cursor can also be moved to select the person casting the spell. Once a character has been chosen, press the ⊗ button to cast the spell.



If a spell affects the whole party, simply press the ⊗ button. The spell will then be executed.

NORMAL MENU



ITEMS

Item management. The characters share a common inventory in which all of the items that have been collected during their journey can be used. The maximum number of the same item allowed in the inventory is 20 (i.e., there can only be 20 herbs). The Items screen is described below.

ITEMS SCREEN



DISPLAY WINDOW

Shows the items that are in the inventory.

ITEM NAME

Displays the name of the currently selected item.

RANGE

Displays who will be affected by the item.

MESSAGE WINDOW

Displays a brief description of the currently selected item.

PARTY MEMBERS

Displays the characters who are currently in the group, and their current status.

NORMAL MENU



Under the Normal menu, certain items cannot be used. Only highlighted items that benefit a character can be used. Other items may only be used during combat or other situations.

To use an item, first move the cursor to select "**Items**" from the Normal menu. Press the ⊗ button. The Items screen will then be displayed. Next, move the cursor to select which item to use. Press the ⊗ button.





If the item only affects one party member, a cursor will then appear around the characters at the bottom of the screen. Move this cursor to select which character will use the item. Once a character has been chosen, press the ⊗ button to use the item.

If a spell affects the whole party, simply press the ⊗ button to use the item.

NORMAL MENU



EQUIP

Equip or unequip weapons, protective gear, or items, and view a character's current status. Each character can equip up to eight different items: one weapon, one armor, one helmet, one shield, two accessories, such as rings or charms, and two crests.

When the Equip screen is opened the character's current stats will be displayed in the upper left-hand corner of the screen (described below). On the right-hand portion of the screen, above the party members' status boxes, the character's current level (LV), current experience points (EXP), and the value that the experience points must reach in order for the character to reach the next level (NEXT) will be displayed.

CHARACTER STATUS DESCRIPTIONS

ATTACK
Character's attack power.

ATTACKS
Number of attacks. The number of times a character can attack consecutively during one round of combat.

DEFENSE
Character's defense power.

AGILITY
Character's reaction speed during combat. The character will react quicker when the value is higher.

SPEED
The frequency that the character will attack. Affects how many times the character will be allowed to attack during one round of combat.

WISDOM
Character's magic ability. The higher the value, the more effective a character's magic will be.

MGCDEF
Magic Defense. The ability to defend against magic attacks.

RANGE
Character's movement. The distance a character can move during combat.

LUCK
Character's ability to do a critical hit. The higher the number, the more likely the character will do a critical hit on the enemy.

NORMAL MENU

EQUIP SCREEN

STATUS
Displays the character's current status. It also displays what effect equipping or unequipping an item will have on the character's status.



GEAR WINDOW
Displays which items are currently equipped to the character.

EQUIPMENT WINDOW
Displays items that can be equipped.

EQUIPMENT NAME
Displays the name of the currently selected item.

PARTY MEMBERS
Displays the characters who are currently in the group, and their current status.



EQUIP (CONTINUED)

Before equipping an item, it is important to see what effect it will have on the character's stats. The character's stats show two sets of numbers: the number on the left displays the current value, while the number on the right displays what effect equipping the item will have on the character. Numbers written in **red** letters show a decrease in that stat; however, numbers that are written in **green** letters show an increase in that stat. Remember, it's usually best only to equip items that increase a character's status.





To equip an item, move the cursor to select which party member will equip an item. Press the ⊗ button. Next, move the cursor in the Item window to select an item. Press the ⊗ button. The item will then be placed in the character's Gear window.

To unequip an item, move the cursor to select which party member will unequip an item. Press the ⊗ button. Next, move the cursor in the Gear window to select an item. Press the ⊗ button. The cursor will be placed in the Item window. Move the cursor to a free area, and press the ⊗ button. The item will then be removed and placed in the Equipment window.

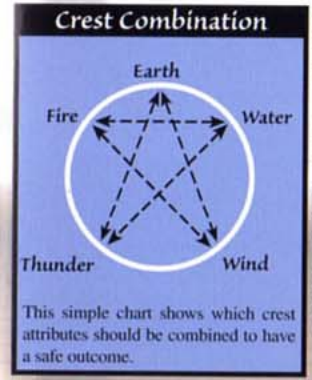


EQUIP (CONTINUED)



There are crests that characters can equip to give them different abilities. The crests have the following five attributes: Earth, Fire, Water, Thunder, and Wind. Depending on how the crests are equipped, they will either benefit the character, or do nothing. It's important to experiment with equipping different crests together; the results can be very beneficial to the party.

For instance, equipping the crests with compatible attributes (such as combining a crest with the Earth attribute with a crest that has either the Thunder or Wind attribute) will cause the character to increase their magic ability, or improve their skills. Some of the benefits of equipping crests correctly are: increasing a character stats (attack, defense, speed, agility, etc.); allowing them to lower the MP cost for magic; and finding special dragon spells (White Dragon Protect, Red Dragon Anger, Blue Dragon Vigor, and Black Dragon Grief). When equipping crests, if a message is written in **yellow**, it means that a new ability has been found.



It is important to remember the following when equipping crests. First, combining crests that have the same attributes will cause that single attribute to become more powerful. Second, combining crests that have different attributes will either have no effect, or they will not combine. Third, by combining specific crests together, a new ability will be found. Finally, there are some crests that have no power until they are combined with another crest; they will only be effective under certain circumstances.

NORMAL MENU

SYSTEM

There are four System commands: **Save** allows the current game to be saved; **Load** displayed previously saved games that can be loaded; **Tactics** allows battle tactics to be confirmed; and **Options** allows certain game settings to be configured. These options will be discussed below and on the following pages.





SAVE

Save the game. To quickly access the save menu, press the START button. In order to save the game, first choose which location the Memory card is in: **Slot 1** or **Slot 2**. Press the ⊗ button. The Save screen will then be displayed. The Save screen is divided into two areas: the top area displays two save locations, and the bottom area displays in which save block the saves are located. There are 15 save blocks, each block containing two save files, in which saves can be located. To switch between save blocks, press the L1 or R1 button.

Once a location has been decided on, press the ⊗ button. To confirm the decision to save the game, select "**Yes**." Press the ⊗ button. The game will then be saved. To cancel, select "**No**." The game will not be saved. ***Please do not remove the Memory card during a save or a load.***



NORMAL MENU

LOAD

Load a previously saved game. To load a game, first choose which location the Memory card is in: **Slot 1** or **Slot 2**. Press the ⊗ button. The Load screen will then be displayed. The Load screen is divided into two areas: the top area displays two save locations, and the bottom area displays in which save block the saves are located. There are 15 save blocks, each block containing two save files, in which saves can be located. To switch between save blocks, press the L1 or R1 button.





To help differentiate between the different saves, each save will list the following information: location, Hiro's current level, game time, and which Disc was in use. Once a save data file has been selected, press the ⊗ button. To confirm the decision to load the game, select "**Yes**." Press the ⊗ button. The game will then be loaded. To cancel, select "**No**." ***Please do not remove the Memory card during a save or a load.***



TACTICS



Set attack formation and set battle tactics. There are two parts to the Tactics option: **Order** which allows the formation of the characters to be changed (described below); and **Tactics** which allows battle tactics to be assigned to a character (described on the following page). The Tactics screen is divided into two sections: the middle of the screen shows the Order window, and the right of the screen displays the current setup for the three tactic options.



ORDER

Change attack formation. When choosing a formation for the characters it is best to keep the strongest characters toward the front, while keeping the weaker characters in the back. This way the enemy will generally attack the stronger characters in the front while leaving the others alone.

To change the order of the characters, choose **Order** from the Tactics menu. Press the ⊗ button. An arrow will be displayed over the character that is ready to be moved. Use the Directional buttons to move the character to a new location. Once the character has been moved, or if the character is to remain in that location, press the ⊗ button. The next character will then be selected. Continue moving all of the characters until they are in the desired location. After the last character has been moved, press the ⊗ button to finalize the settings.



TACTICS



Set battle tactics. The Tactics screen is used to program how a character reacts during one round of combat. The party can configure up to three different predefined combat strategies, labeled as **Acts** on the screen. The Tactics screen is divided into two areas: the top portion of the screen displays the different acts, or tactics, that the character is programmed to perform, and the left side of the screen will display the characters in the party.



To create an effective tactical system, carry out the following commands. First, move the cursor to select which tactic to set up: **Tactic 1**, **Tactic 2**, or **Tactic 3**. Press the ⊗ button. Once a tactic has been chosen, it is time to decide how a character will react during the battle. There are four combat icons to choose from: **Attack**, **Magic**, **Items**, **Defend**. These icons will be described below.

ATTACK

The character will attack, or move to attack the closest enemy.

ITEMS

A selected item will be used during the battle.

MAGIC

The character will use a selected magic during combat.

DEFEND

The character will try to defend himself/herself against the enemy's attack.



TACTICS (CONTINUED)

To decide how a character should react during battle, move the cursor to select an icon. After their action has been selected, press the ⊗ button. The character will then carry out that command. The next member in the party will then be selected. If it is necessary to change a character's tactic, press the △ button to select the previous character.





If **Magic** is selected, all of the spells a character has memorized will be displayed. Move the cursor to select the desired spell. Press the ⊗ button. The character will then cast the spell during combat. ***Note: Once the character's MP is depleted, their tactic during combat will default to Attack.***

If **Items** is selected, all of the items in the inventory will be displayed. Next, move the cursor to select the item. Press the ⊗ button. The character will then use that item for themselves during combat. Remember, only items that are highlighted can be selected. ***Note: Once all of the items are depleted, the character will then Attack.***



TACTICS (CONTINUED)

There are times when characters will not execute the tactical options that have been selected. This is usually due to the fact that the character doesn't have enough MP or items to carry out the specified action. Before combat begins, make sure each character has enough MP or items to carry out their programmed tactic.

OPTIONS

Change game settings. Allows the following game settings to be changed: **Vibration**, **Window Style**, **Window Color**, and **Spell Names**. These options are described below.



VIBRATION

Activate or deactivate vibration for the DUALSHOCK™ analog controller. There are three settings: **On**, the vibration will always be active; **Off**, there will be no vibration; and **Auto**, to be able to turn on or off the vibration by using the Analog Mode Switch on the controller.

WINDOW STYLE

Change the background for the text and menu boxes. There are two options: **Solid**, to have a solid color in the windows; and **Clear**, to have the box remain translucent.

WINDOW COLOR

Change the color for text and menu boxes. There are five colors to choose from: **1=blue**; **2=green**; **3=red**; **4=yellow**, and **5=white**.

SPELL NAMES

Displays the names of the magic spells on the Combat screen. Select "**On**" to display the names, or "**Off**" to turn off the display.

BATTLE VOICES

Determines if the character voices will be heard during Combat. Select "**On**" to hear the character voices, or "**Off**" to have no voices during combat.



—ISAO MIZOGUCHI, MUSIC—

INTERVIEW



Q. What role do you feel that music plays in the game?

A. Music gives grandeur to the game; without it, it is bleak. The music in the game express the feelings or emotions. I believe that the game is somewhat symbolic and less complex as compared to movies that can express more emotions because there is a more complete visual representation. I shouldn't be going on too long on this topic. I think that due to the fact that the game is more symbolic, we can let the audience relate better to the game with the use of music.

Q. How did you approach working on LUNAR 2 as compared with LUNAR 1?

A. Basically, we now felt that in LUNAR 2, that we could conceive the world of LUNAR with more clarity. In LUNAR 1, we were being introduced to the subject. The backside of the scenario in LUNAR 1, or the treatment of the characters in LUNAR 1 were not distinguished as unique. In LUNAR 2, it has improved and the characters have more depth. The scenario itself was talked about and the musical content influenced the game's development. This was only possible because of the introduction we had by doing LUNAR 1. So after LUNAR 1, we could reflect and think about what the LUNAR world had come to mean to us all. Because of that, in LUNAR 2, we were better in achieving our creative goals.

Q. Did you change the way you composed the music for LUNAR 2?

A. When we were working on LUNAR 1, I wrote music for it also. About four music writers were involved, but for LUNAR 2 only Mr. Iwadare wrote the music. For LUNAR 2, I wanted to be the sound producer. The main reason for this was that I wanted a certain consistency throughout the game. The way we were composing before LUNAR 2, was to do the work at the time we received the request from the game designers who were getting some of their ideas from Hollywood type movies. They often wanted similar sound as was heard in popular movies at that time. In LUNAR 2, however, everybody wanted a game that was original from the start. Our challenge therefore was to produce music with a high degree of originality. And so we decided to have only one composer work on the project. Also, we decided to reduce the number of instruments used in the music we wrote. Instead of using a variety of instruments, we thought using fewer instruments might work better. The string player do not stop the variation, but it's one way of composing, because when I do my music, I feel that way too. For example, Mr. Iwadare, can produce a wide variety of music but on this project, he focused on a narrower musical theme. Within that focus, we tried to achieve our purpose.

COMBAT MENU

When exploring certain areas in the game, the characters will come face-to-face with some of the most gruesome beasts ever seen. The only way to successfully defeat these creatures is to master the Combat menu. Take the time to become familiar with it; otherwise, it's just sad to walk home crying all alone. It really doesn't make one a hero, just a pathetic loser.



COMBAT MENU SCREEN

MENU ICONS

The Combat menu is done in the form of icons. The four icons represent the following: **Control**, **AI**, **Tactics**, and **Run**.

BATTLEFIELD

Shows the progression of the battle.



ENEMY WINDOW

Lists the name(s) of the monster(s) and the number that are attacking.

PARTY STATUS

Displays the characters who are currently in the group, and their current status. The status shows the character's name, current level, and the current value of HP and MP.

COMBAT MENU

CHECK THE CHARACTER'S STATUS



It is necessary to watch the character's status during combat to see how well they are doing. There are four colors, **green**, white, **orange**, and **red**, that represent the current status of a character's HP or MP. Consult the box to the right for the HP or MP percentage values for each color.

COLOR	% OF HP/MP
Green	100
White	99-50
Orange	49-25
Red	24-0

CHANGES IN THE CHARACTER'S STATUS

Since the majority of the enemies have the ability to cast magic spells, one of the party members is bound to get nailed. A character's status can be in one of the following conditions: **Good**, **Poison**, **Confuse**, **Sleep**, **Mute**, **Paralyze**, or **Faint**.



GOOD

The character status is normal.



POISON

If a character is poisoned, their HP will gradually decrease during combat.



CONFUSE

The character has been knocked senseless and will attack anyone within range.



SLEEP

The character will be unable to carry out commands. After being attacked, they will awaken.



MUTE

The character has been silenced and is unable to utter a magic spell.



PARALYZE

The character will not move, and it is difficult to heal them.



FAINT

Gone, comatose, dead, wasted. The character is useless until they're resurrected.

COMBAT MENU

CHANGES IN THE CHARACTER'S STATUS (CONTINUED)

When there are changes to a character's status during a battle, a number will appear next to them showing the effect on the character. The number will be color coded and have the following effect on the character.



WHITE

This displays damage to a character's HP.



RED

Displays a critical hit to the character's defensive abilities.



YELLOW

Displays the damage done when a character has a special item to ward off an attack.



GREEN

Recovery of HP and/or MP.



ORANGE

Increases the character's attack power.



BLUE

Increases the character's defense.

BATTLE SYMBOLS

The monsters have been color coded to show how effective the selected attack or magic will be on them. The colors are as follows: **red** (displays an "X" over the enemy), **yellow**, and **green** (displays an "O" over the enemy). The effects that these colors will have during an attack is described below.



RED

Bad. When using an attack or magic on an enemy that is **red**, the attack will only cause minimal damage. Try using a different attack or magic against the enemy.



YELLOW

Neutral. This attack will only produce an average hit.



GREEN

Good. This will cause severe damage to the enemy.

COMBAT MENU

BATTLE SYMBOLS (CONTINUED)

The battlefield itself is capable of having its own attribute. There are five attributes: Earth, Wind, Fire, Water, and Thunder. When these symbols are displayed during the battle, the battlefield will have an attribute. By using the opposite attribute (for instance, if the attribute is fire, use a water spell), the character's attack will be great. In contrast, the same attribute will cause only minimal damage.



EARTH

When fighting on a battlefield with the Earth attribute, use Thunder and Wind magics.



WIND

When fighting on a battlefield with the Wind attribute, use Earth and Fire magics.



FIRE

When fighting on a battlefield with the Fire attribute, use Water and Wind magics.



WATER

When fighting on a battlefield with the Water attribute, use Thunder and Fire magics.



THUNDER

When fighting on a battlefield with the Thunder attribute, use Earth or Water magics.



AI

Artificial Intelligence. The computer will decide how all of the characters will react during battle. Once AI has been activated, the characters will battle vigorously until the battle is either won or lost. The AI icon will appear in the lower right hand corner until the battle is finished or AI is cancelled. To cancel AI, simply press the △ button. After the current round of combat, the Combat menu will be displayed.

COMBAT MENU



CONTROL

Select combat commands. This option allows command options to be selected for each individual party member. Each character can choose from the following four commands: **Attack**, **Magic**, **Items**, or **Defend**. These options are described below.

ATTACK

During combat, the character will use their weapon to try to obliterate the enemy. After choosing Attack, move the cursor on the screen to select which enemy will receive the brunt of the assault. Press the ⊗ button. The character will attack the enemy.

MAGIC

Use spells or skills. After selecting the Magic icon from the Command menu, a list of spells/skills a character has learned will be displayed. Move the cursor to select a magic or skill. Press the ⊗ button. Next, choose who to cast the spell on, friend or foe. Press the ⊗ button. Once combat begins, the character will cast the spell.

ITEMS

Use items during combat. After selecting the Items icon from the Control menu, the items in the inventory will be displayed. Move the cursor to select an item. Press the ⊗ button. Once combat begins, the item will be used. Items that are not highlighted ***cannot*** be used.

DEFEND

Defend against enemy attack. After selecting the Defend icon, an apparition will appear. Move the apparition to a safe location on the screen. Press the ⊗ button. Once combat begins, the character will then move to that location.

COMBAT MENU



TACTICS

Battle Strategies. Use strategies that can be set up under the System menu. There are three tactical icons, as well as the Record icon. To use a tactic, select which tactic to use by moving the cursor to the desired tactic. Press the ⊗ button. The character will then perform their assigned tactics. After the tactics are carried out the Tactics menu will once again be displayed. The tactical option lasts only for ***ONE*** round of combat.

If the Record icon is selected, the character's last attacks that were issued by means of the Control menu will be displayed. To assign these to one of the Tactic icons, press the ⊗ button. The three tactics, will then be displayed. Move the cursor to select which Tactic: **Tactic 1**, **Tactic 2**, or **Tactic 3**, to assign the new commands. Press the ⊗ button. The new commands will be assigned to that tactic.





RUN



Flee from battle. After selecting this command the entire party will try to flee from the attack. However, escape is not always possible. If the party is unable to escape, they'll have to endure a round of pummeling before they can fight back. If they do run away successfully, no experience points or silver will be awarded.

Characters must receive experience points in order to increase their levels. If their levels don't increase, their physical strength, skills, or magical abilities will not increase. This will obviously lead to their getting a severe butt-whoopin' during the next battle. Of course, nothing can compare to the many frustrating hours that one would have to endure raising a character's level in order to beat a boss. ***Be wise, don't run away from battles unless it is absolutely necessary.***



DEATH

Game over. If all of the party members are killed during combat, the Title screen will appear. To avoid unwanted setbacks, save frequently! Nothing sucks more than having to replay a whole section of the game just to get back to where the characters died. ***Remember, save is your only friend.***



AVOIDING BATTLES



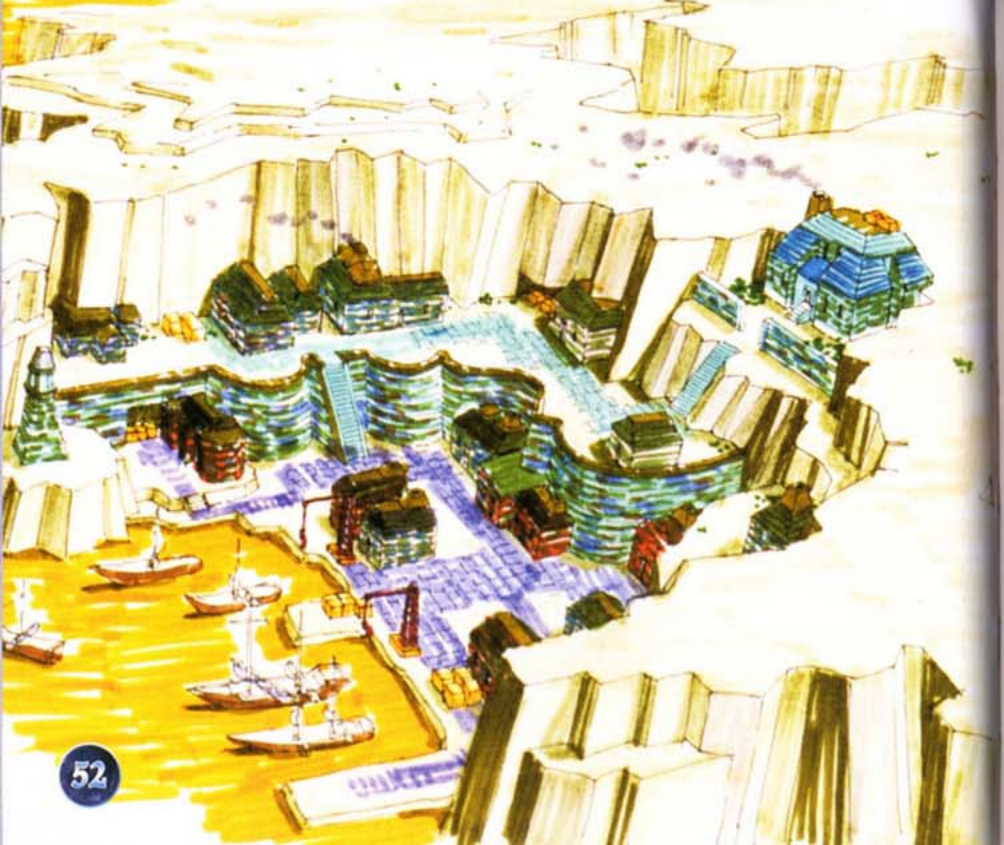
Sprint to safety. Sometimes it's important to run from the enemies to avoid entering a battle. To run from a monster, press the ◉ button. Hiro will only be allowed to run for a few seconds before he returns to normal walking speed. After his run, a few seconds will need to pass before he is allowed to run again.

RECOVER HP AND MP



Replenish a character's strength. Before leaving a town or journeying into a dungeon, make it a habit to visit a Goddess Statue. Usually a statue can be found in every town and temple. Make sure to take advantage of their mystical healing power. These statues are rumored to be in the form of Althena and can be used to recover the HP and MP of the party members. Be warned, some of the priests require that they be paid before they will let the party be healed. To recover HP and MP, simply press the ⊗ button while standing next to the statue. The HP and MP will be recovered for each character.





—TOSHIYUKI KUBOOKA, ART DIRECTOR—

INTERVIEW



Q. As an artist, how do you feel about CG graphics?

A. Let me see... if we do all of it with CG alone, due to today's limitations in technology, many of those have an obvious CG look. It looks sort of cold. The combination of hand painted drawing and the cell are things that people are familiar with. Therefore, this combination doesn't create any unnecessary negative impact. If we create a building with a combination of cell and CG, then it kind of looks out of place. So we are still trying to figure out a better method of utilizing CG, and another factor is that CG takes too long to create. It simply takes too long of time for modeling, etc., and that remains a real problem.

Q. How did you go about creating Lemina?

A. In my mind, I thought of Lemina as Mia's offspring. I thought that using the same character could contribute to the fan's interest, and I thought that by changing the color of the hair or even clothing, that I could create a different effect. However, as I continued to make drawings, I felt that the drawings of Mia didn't fit the character of Lemina. This character is more cheerful, so I attached a big ribbon around the hip. I wanted to make the color of the clothes as black, and when using black, I thought that maybe blond would go good with black.

Q. Where does your inspiration come from for creating the world of LUNAR?

A. This is a set up for Lucia to take a bath for the first time. As for image, this is based on a model of a Roman public bath even thought I haven't personally seen one, but I had an idea from my learning that they existed like this. If we didn't do this right, it could look like a commercial secular Japanese type of bath. I tried to avoid that and make it look like a more luxurious setting. If it were only a two -dimensional drawing alone it would bleak, so I tried to use a lighting effect to create a certain mode. This particular drawing did not appear on the screen, but I imagined it with the hot water coming out at this location. So you see, I rather use my imagination freely. Another drawing was of a Do-jo for the character known as Jean. I tried to create somewhat in the style of the Japanese Do-jo but compared to regular Japanese Do-jos, I wanted it too look somewhat exotic, like with the flavor of the Ainu. Usually when we say, "Do-jo", people think of the typical Japanese Do-jo and in order to create a difference, I made the windows in a triangular shape for example. These columns are naturally shaped in a form that is not entirely straight. Since the time of ancient Japan, like Asuka, we have traditionally used natural wood for the structures. I felt there might be some connection between these ancient structures and Kenpo (way of sword art), as I interpreted it.

SHOPS

As Hiro and his party journey to new and exciting lands, make sure to visit all of the many towns and villages along the way. Upon arriving in a new town, make it a habit to visit the local shops to upgrade weapons, protective gear, or items. If funds are becoming low, sell the characters' unwanted equipment for some cold hard silver. Then use that silver to invest in the latest and greatest weapons and protective gear. Doing so will make them more effective during combat. Don't forget to stock up on items. Items are essential in keeping the characters in good health during their journeys. There are four options in the Shop menu: **Buy**, **Sell**, **Equip**, and **Exit**.

SHOP MENU SCREEN

ITEM WINDOW

Displays weapons, protective gear, or items that are for sale. Also listed in this window will be the item's name, price, and a brief description of the item.



MENU ICONS

The four Shop menu icons represent the following: **Buy**, **Sell**, **Equip**, and **Exit**.

(S) SILVER

Amount of money the party has collected.

PARTY MEMBERS

Displays characters in the party. If the character's face is highlighted, they ***can*** use or equip the item. If there faces are dark, they ***cannot*** use or equip that item.

SHOPS

BUY

Purchase goods. After selecting "**Buy**" from the menu, move the cursor in the Item window to select something to purchase. Press the ⊗ button. When buying weapons or armor, highlight the characters to see how their statistics are affected.





Next, a decision must be made on how many items to purchase. The number of items that can be purchased is based on their cost, and on the amount of silver that the party has acquired. Use the up and down Directional buttons to select the quantity to purchase. Press the ⊗ button. The item(s) will be purchased and placed in inventory.



There are a couple of things to remember when purchasing weapons, armor, and items. First, if an item is not highlighted, the characters do not have enough silver to purchase it. Second, if a character is not highlighted, they are unable to equip that weapon or protective gear. Finally, it's usually a good idea to check to see what a character has equipped so that the same item isn't purchased for them. This will save both time and money.

SHOPS

SELL



Sell Goods. Before selling an item, remember that most items will be sold at half their purchase price. To sell an item, select "**Sell.**" Press the ⊗ button. Next, move the cursor to select an item to sell. Press the ⊗ button. If there is more than one of the current item in inventory, use the up or down Directional buttons to increase or decrease the number of items to sell. Once a decision has been made, press the ⊗ button. The item(s) will be sold and removed from the inventory. Make sure not to sell an item that may be needed later. ***Note: Some items cannot be sold.***



EQUIP

Equip or unequip weapons, protective gear, or items. Before equipping an item, it is important to see what effect it will have on the character's stats. The character's stats show two sets of numbers: the number on the left displays the current value; while the number on the right displays what effect equipping the item will have on the character. Numbers written in red letters show a decrease in that stat; however, numbers that are written in green letters show an increase in that stat. ***Remember, it's usually best only to equip items that increase a character's status.***

SHOPS



EQUIP (CONTINUED)

To equip an item, move the cursor to select which party member will equip an item. Press the ⊗ button. Next, move the cursor in the Item window to select an item. Press the ⊗ button. The item will then be placed in the character's Gear window.

To unequip an item, move the cursor to select which party member will unequip an item. Press the ⊗ button. Next, move the cursor in the Gear window to select an item. Press the ⊗ button. The cursor will be placed in the Item window. Move the cursor to a free area, and press the ⊗ button. The item will then be removed and placed in the Equipment window.

EXIT

Exits the Shop screen and returns the player to the game.





BOOMERANG

This aerodynamic projectile returns to its user after being thrown at (and hopefully striking) an enemy. The Boomerang is Hiro's weapon of choice.



RAZOR FAN

This fan is constructed entirely of sharp blades, which makes it as dangerous for its user as for its intended target. Only Jean has the skill and dexterity to use the Razor Fan without losing any of her fingers in the process.



MACE

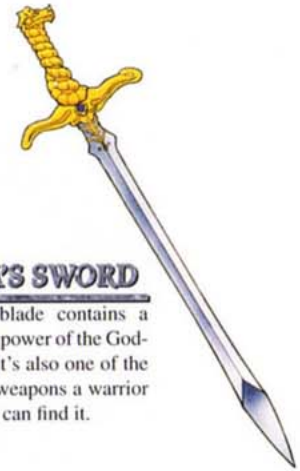
Designed with close combat in mind, this blunt weapon is extremely effective at pummeling your unfortunate opponents into dripping mush.

-WEAPONS, ARMOR, & ITEMS-

FLAIL

The spikes on this monstrous weapon are designed to inflict maximum damage on opponents by piercing vital organs.





ALTHENA'S SWORD

This magical blade contains a fragment of the power of the Goddess Althena. It's also one of the most effective weapons a warrior can use...if you can find it.



IRON FAN

The metal fingers on this deadly device hook into an enemy's flesh and grate through him like a brick of cheese. Jean is especially deadly with this weapon in her arsenal.



AURA BANDANNA

This cranium cloth will increase the Magic Endurance of the wearer, as well as make a stunning fashion statement.



PLATE ARMOR

This regal armor provides superior defensive protection from enemy attacks.



PLATINUM HELM

This beautiful helmet keeps its wearer from suffering blunt trauma to the head.

ANGEL RING

This tiny piece of jewelry is one of the most valuable items in the game. If equipped, it will revive its wearer from a faint, and restore their Hit Points.





SAGE ROBE

This magical garment was sewn together with the thread of holy silkworms.



PLATINUM SHIELD

Made from a special alloy enriched with magic.

SNAKE RING

This reptilian band increases one's ability to avoid enemy attacks.





LUCIA'S PENDANT

This pendant is worn by Lucia, the mysterious visitor from the Blue Star.



HERB

This herb is an inexpensive way to heal small amounts of lost Hit Points.



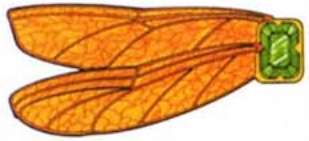
HEALING NUT

This delicious, nutritious nut invigorates anyone who ingests it.



HOLY WATER

This tonic contains special properties that can cure afflicted souls of almost any condition.



DRAGONFLY WINGS

This magical item performs the same function as the White Dragon Wings, but disappears after being used.

-WEAPONS, ARMOR, & ITEMS-



VITALITY VIAL

Drinking the liquid within this holy vessel dispels all disabilities and generally just makes you feel good all over.



WHITE DRAGON WINGS

These wings have lost some of their power over the years, but they can still transport characters out of dungeons.



ANGEL'S TEAR

These precious items can revive unconscious party members during combat.



SILVER LIGHT

Silver Lights can restore huge amounts of lost Magic Points. However, they are very hard to find, and all but impossible to purchase.

MAGIC

LUNAR is a world filled with magic. With all of the many different branches of magic, Hiro and his companions are each adapted to a certain field of magic. For instance, Jean's magic is mainly offensive, while Ronfar's magic is used for healing. Magic abilities will increase and some magic will change into more advanced magic as levels are gained. The following pages will preview some of the magic available for each character.



Each character's magic has an effective range. A magic might affect just one character/enemy, or several characters/enemies. The chart to the right is a key to the range notations (labeled as "R") found in the following charts.

	Magic Effect: Only affects the selected ally.	
	Name: One Ally.	Abbreviation: 1A
	Magic Effect: Affects all of the allies in the party.	
	Name: All Allies.	Abbreviation: AA
	Magic Effect: Affects only the allies that are in a selected area.	
	Name: Ally Zone.	Abbreviation: AZ
	Magic Effect: Only benefits the person casting the spell.	
	Name: One's Self.	Abbreviation: OS
	Magic Effect: Affects only the selected foe.	
	Name: One Enemy.	Abbreviation: 1E
	Magic Effect: Affects every single enemy on the battlefield.	
	Name: All Enemies.	Abbreviation: AE
	Magic Effect: Enemies located in a selected area will be affected.	
	Name: Enemy Zone.	Abbreviation: EZ
	Magic Effect: Affects only the enemies that are in the line of fire.	
	Name: Single Line.	Abbreviation: SL

Hiro



BOOMERANG

Delivers a whack and comes back. Hiro starts the game with this spell.

MP: 3 R: 1E



CROSS-BOOMERANG

A double-dose of flying wood, and a more powerful version of the Boomerang attack.

MP: 6 R: 1E





SQUALL

Today's forecast: one big ol' cyclone.

MP: 7 R: EZ



TEMPEST

Ain't no calm before this storm. A more powerful version of the Squall spell.

MP: 14 R: EZ

VORTEX

What happens when Althena sneezes? Every monster on the battlefield suffers a wind-whipping.

MP: 10 R: AE



SUPER CYCLONE

A flurry of furious funnels, and a more powerful version of the Vortex.

MP: 20 R: AE





SPEED STORM

Hiro increases his own Agility, so he can attack the icky-poo monsters before they attack him.

MP: 8 R: OS

Hiro



POE SWORD



Hiro hops high and hits hard. Hiro will use this attack many, many times during the course of the game.

MP: 6 R: 1E

SYBILLIUM SWORD



Hiro lets rip with a wind bomb. (Insert your favorite flatulence joke here.)

MP: 10 R: EZ

BATALLION SWORD



Hiro does the ol' dash-and-slash. Ideal for when your foolish foes are in a parade formation.

MP: 14 R: SL

CONCUSSION SWORD



Hiro unleashes the bang and blasts a group of enemies.

MP: 20 R: AE

TRIPLE SWORD



Three strikes and the enemy's out. Supremely useful against bosses.

MP: 30 R: 1E



Gwyn



HEAL LITANY



One party member receives a Swedish deep-tissue massage. No, actually, it just restores HP.

MP: 4 R: 1A

CALM LITANY



All party members are blissful after Gwyn's blessing, which restores HP.

MP: 12 R: AA

FRACTURED ARMOR



Decreases the targeted enemy's Defense rating. Very handy against a certain very nasty boss.

MP: 6 R: 1E

SHATTERED SWORD



Decreases the targeted enemy's attack rating. Also very handy against a certain very nasty boss.

MP: 6 R: 1E



Ronfar



ESCAPE LITANY



Teleport to the entrance of the dungeon you're currently exploring. Use it when your situation is dire.

MP: 2 R: AA

HEAL LITANY



Restores some HP to one ally.

MP: 4 R: 1A



PURITY LITANY

Restores all HP of one ally.

MP: 12 R: 1A



CALM LITANY

Restores some HP to all allies.

MP: 12 R: AA

TRANQUIL LITANY



Restores most HP to all allies. Devours MP, but a very useful spell nonetheless.

MP: 24 R: AA

DESTINY DICE



Choose odds or evens. Guess right and all enemies take damage; guess wrong and Ronfar loses a few HP.

MP: 5 R: AE/OS



ANGER DICE

The higher Ronfar's roll, the more flaming damage is inflicted on the targeted enemy.

MP: 2 R: 1E



RECOVERY COIN

May or may not revive all fainted party members.

MP: 20 R: AA

Ronfar



REVIVE LITANY

Awakens a fainted ally, but without many HP (similar to Angel Tears).

MP: 12 R: 1A



MIRACLE LITANY

Awakens a fainted ally and restores all their HP in the process. Mega-cool!

MP: 30 R: 1A





SAINT LITANY

The targeted ally receives a small amount of HP after each turn, similar to the effect of the Healing Ring.

MP: 5 R: 1A



DIVINE LITANY

All allies receive a small amount of HP after each turn. Cast this one at the beginning of a boss battle.

MP: 20 R: AA

CLEAN LITANY

One ally is cured of all conditions.

MP: 3 R: 1A



CLEANSING LITANY

All allies are cured of all conditions, thanks to the power of Blue Cross health insurance.

MP: 18 R: AA





LIGHT LITANY

Steals some HP from an enemy and gives them to one of your buds.

MP: 8 R: 1A



SHINING LITANY

Grabs a bunch of HP from the bad guys and hands 'em to the good guys.

MP: 30 R: AA

Jean



MOTH DANCE

Potent poison attack upon a single enemy.

MP: 6 R: 1E



BUTTERFLY DANCE

So pretty, yet so poisonous for a group of unfortunate enemies.

MP: 9 R: EZ





SLEEP STEP

Sends the targeted enemy to dreamland for an extended vacation.

MP: 5 R: 1E



DREAM DANCE

Causes a group of enemies to take power naps.

MP: 9 R: EZ

BEE DANCE

An enemy-paralyzing supersting.

MP: 7 R: 1E



SWARM DANCE

Paralyzes a group of enemies.

MP: 12 R: EZ





ENCHANTED KISS

The target becomes drunk with lust (and confused, occasionally attacking his fellow monsters).

MP: 7 R: 1E

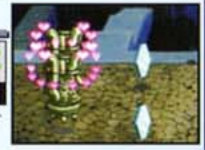
Jean



SOUL KISS

Gob-smacks a group of enemies. ("Gob-smacked" is a British slang term for "slapped silly".)

MP: 14 R: EZ



DOPPLE DANCE

Jean gets a ghostly sidekick that will attack the enemy at the end of each round.

MP: 16 R: OS





SLAM DANCE

Jean's sidekick is capable of using the Blue Dragon Palm attack.

MP: 32 R: OS



BLUE DRAGON PALM

Jean's foe feels the bite. An excellent spell against bosses.

MP: 10 R: 1E

BLUE DRAGON KICK

Jean streaks across the battlefield, introducing her foes to her feet.

MP: 14 R: SL



BLUE DRAGON WAVE

Jean releases her fighting spirit, damaging all enemies adjacent to Jean...so use it only when she's surrounded.

MP: 14 R: EZ





BLUE DRAGON FIST

Jean magically multiplies and give an uppercut to every enemy on the battlefield simultaneously.

MP: 32 R: AE

Lemina



FLAME

Goodness, gracious, great ball of fire! Lemina already has this spell when she joins the party.

MP: 4 R: 1E



FLAME SHOT

A powered-up version of Flame, which Lemina earns only two levels after she joins Hiro's party (at Level 20).

MP: 8 R: 1E





FLAME BOMB

The clock is ticking. Lemina already has this spell when she joins the party.

MP: 7 R: EZ



PYRO PILLER

Hot, hot, hotter than Hell. A powered-up version of Flame Bomb.

MP: 14 R: EZ

BURNING RAIN

This spell showers the battlefield with fire. Bring a flame-retardant umbrella.

MP: 10 R: AE



CREMATORIUM

Ashes to ashes, dust to dust. A powered-up version of Burning Rain with twice the MP cost.

MP: 30 R: AE





POWER FLAME

One ally receives a toasty increase of Attack power.

MP: 9 R: 1A

Lemina



POWER DRIVE

One very lucky ally gets a massive boost of Attack power. A necessity against many of the tougher bosses.

MP: 18 R: 1A



ICE SHELL

One ally receives a chillin' increase of Defense power.

MP: 8 R: 1A





CRYO-SHIELD

One ally receives a massive boost of Defense power.

MP: 16 R: 1A



DISPEL MAGIC

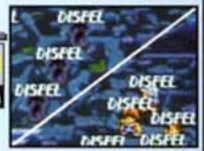
Removes the effects of stat-changing spells.

MP: 3 R: 1E/1A

ERASE MAGIC

Wipes out the effects of stat-changing spells.

MP: 18 R: AE/AA



MAGIC SWIPER

Lemina pilfers an enemy's MP–as long as the enemy has magical abilities, of course.

MP: 1 R: OS





CATASTROPHE

An omni-elemental attack spell that calls upon the forces of Mommy Nature to nuke your foes.

MP: 55 R: AE



MAGIC SHIELD

Boosts the Magic Defense of every good guy standing within range of Lemina.

MP: 18 R: OS

MAGIC

Lemina



MAGIC SEAL

Prevents the targeted enemy from using magic.

MP: 3 R: 1E



MEGA SEAL

Prevents the targeted group of enemies from using magic.

MP: 9 R: EZ





ICE PICK

An arrow of frozen water that stabs one enemy right in their danger zone.

MP: 4 R: 1E



ICE ARROWS

Three piercing projectiles poke the bum of this spell's most unfortunate target.

MP: 16 R: 1E

ICE LANCE

Ice-cold delivery of heavy damage for the targeted group of beastie-boys.

MP: 7 R: EZ



ICE WALL

Huge hunks of hail bombard a group of bad guys. Very useful in the Red Dragon Cave.

MP: 21 R: EZ





FREEZE CLAW

Storm of the century.

MP: 10 R: AE



FREEZE SMASH

Falling ice is definitely not nice. A powered-up version of the Freeze Claw.

MP: 20 R: AE

Leo



ROCK VIPER

Beware of magically-levitated rocks. Leo starts with this spell.

MP: 4 R: 1E



ROCK COBRA

No relation to Solid Snake. A powered-up version of Rock Viper.

MP: 8 R: 1E





ROCK CRUSH

A big boulder faw down, go boom on the heads of the targeted enemies. Leo starts with this spell.

MP: 7 R: EZ



ROCK RIOT

Rocks with proximity fuses? A powered-up version of Rock Crush.

MP: 14 R: EZ

CRACK POINT

Shakes, rattles, and rolls the ground. Leo starts with this spell.

MP: 10 R: AE



CRACK ZONE

Stone pillars erupt from the earth. A powered-up version of Crack Point.

MP: 20 R: AE





EARTH PRAYER

Leo says a little prayer to the Goddess and boosts his own Attack and Defense.

MP: 15 R: OS

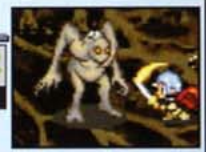
Leo



FLASH BLADE

A stunning series of sword-strikes against a single foe.

MP: 8 R: 1E



BUZZ BLADE

Holy light bombards a group of enemies.

MP: 18 R: EZ





GRIZZLE BLADE

This spell shines forth on the bad guys.

MP: 20 R: AE

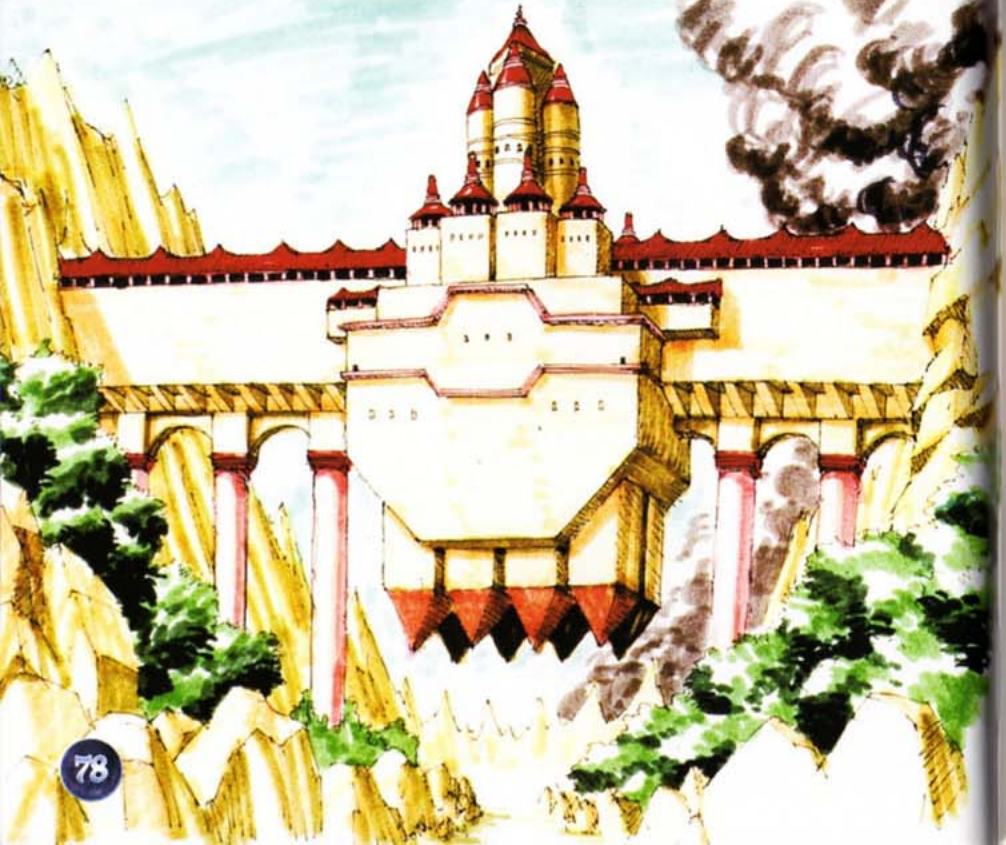


SOUL BLADE

Leo plunders an enemy's HP.

MP: 26 R: OS





—SHOJI MURAHAMA, ANAMATION—
INTERVIEW

Q. Describe the process of creating the animations.

A. Based on the art created by Mr. Kubooka, we meet to plan strategy with the animators. The animators then create a lay out. The producer, the animation director and the director check the lay out, and then it is returned to the animator. The animator then finishes the original drawing and then they recheck the original drawing. After that, the animations are put together to create the final product. Finishing work is done on the computer to add coloring details. The graphic data created on the computer is then rendered. At that time the background is filled in with a water color drawing. This is combined with the product produced on the computer using a scanner. We also adapt 3D-CGI for use in these works. This 3D-CGI consisting of Lightwave images; using this we make a composite that results in two dimensional images. We can also take a hand written picture and render it in a Lightwave image.

Q. How do you go about editing the animations?

A. The order in which the animations are edited is determined by the art. However, it depends on the animator because they each have their own personal characteristics. Using the work done by many different animators, and then making them into one story, the producer and director edit and match the timing. The process of producing in this fashion, shortened the timing of each scenario script to adjust to allow the characters to express their emotions such as surprise. Also, setting up the time necessary for the user of the game to think. This is one of the greatest challenges for this type of editing.

Q. What was the hardest scene to create?

A. The most difficult thing was to get along well with the game creator. The most difficult scene was at the end, we used the CGI there also, a scene of a spectacle was very hard. If it were a regular movie, the scenario and artare created at the beginning ,but since this is a game, the scenario keeps changing throughout the creative process. We, therefore have to rewrite the scenario and art to match the game; the spectacle scene towards the end was added on to the existing art as if there is a summit with fog around it, and when we reached that point, we discovered another summit to yet be reached.

Q. How do you view the animations in the game?

A. The animation in the game is made in order to improve the experience of the game. Even when there are a lot of animations included in the game, the most important thing is the game itself. The animations are made to enhance the players experience of the game playing scenario, but us professional animators add these images to the game to improve it.

ETERNAL BLUE THEME

Original Japanese Lyrics

Legend, vanishing memories, endless pageant.
Deep sleep of solitude,
someday time will come to be awaken.
Now, the forgotten old book.
Only the past is recorded.

Circle of lights and shadows, the moon
is melting into the clouds.
Sound of wind, tune of journey,
in the unknown foreign town.
Someone is waiting for me for sure,
as if whispering in my ears, tells me secretly.

Blue moon, dance the sky with a fairy.
Future in my mind in such a way.
Even if the dark shadow brings the storm,
We'll turn the light on.

When the comet pulls the golden bow,
I will start sailing in the sea of the Milky Way.

Blue moon, a fairy plays songs.
A premonition wanders around the maze
in such a way.
In the midst of the endless rondo of lights
and shadows.
Inviting Me.

Blue moon, dance the sky with a fairy.
Future in my mind in such a way.
Even if the dark shadow brings the storm,
We'll turn the light on.

ETERNAL BLUE THEME

English Lyrics

A legend of old.
A story forgotten.
The memories, of true love
stolen from time.

A darkened romance.
Try hard to remember.
A doorway to the heart
beckons your mind!

And now, a corner of night,
can lift the weight from you.
It's in your hands.
If just you understand.

A destiny lost.
A bond that's been broken.
The memories, of a time
that slipped away.

Just open your mind
the way lies before you.
A doorway to the heart
you seek to find.

Love can change the key you hold
into a gilded chance.
So tear a memory from your mind
and make it real.

<chorus 1>
Blue Star above me,
Your mystic shimmer tells of love,
I should know.
Whisper your secret.
To soothe my doubt and calm my fear.

Blue Star above me,
When shadows lengthen and the dark
looms ever closer,
Turn on your shine and hold me near.

<bridge>

When the comet pulls the bow,
The stars begin their dance.

The time when destiny and hope,
Will give birth again.

<chorus 2>

Then if it's to be,
I'll find a glimmer of the life,
I should know.
Only that moment
can show me what I hold so dear.

Until that moment,
I'll find some comfort in the love
within my slumber.
Turn on your charm and hold me near.

<repeat chorus 1>

LUCIA'S THEME

Original Japanese Lyrics

When I was alone I did not notice
the piercing blue sky.

When I was alone I did hear,
Heart trembling, sound of wind.

The person who taught me this is not just anybody.
Always being close by me.
Encourage me.

Your heart beat, feeling, imagined.
Exchange smiles, extended hand, being embarrassed.
Holding us together too.

Full of sunshine,
Time to be wrapped in.
As much as possible with both hands,
Stretch and hold tight.

You and I , far away, even being apart.
Me and you, someday for sure, we can meet.
Pulling strongly to each other, the two of us.

<repeat>

When I was alone I did not notice
The piercing blue sky.
When I was alone.

LUCIA'S THEME

English Lyrics

When I was alone as one,
my eyes were as blind, I know.
Sky brilliant with blue elegance,
I couldn't behold.

My heart was as ice, so cold.
Wind whispering sweet melodies,
I could not behold.

Sight to my eyes,
and warmth to my heart,
Your love has been such to me.

Pull closer now,
And strengthen my leaning,
Toward love to heal all my wounds.

<chorus>
When our hearts both beat in time,
There's magic in your smile,
It seems there's nothing we can't do.

And within your warm embrace,
My heart will find a place,
Even from afar,
Our love forever shall be destiny.

<bridge>

When I was alone as one,
my eyes were as blind, I know.
Sky brilliant with blue elegance,
I couldn't behold.

When I was alone as one,
My heart was as ice, so cold.
Wind whispering sweet melodies,
I could not behold.

Sight to my eyes,
and warmth to my heart,
Your love has been such to me.

Pull closer now,
And strengthen my leaning,
Toward love to heal all my wounds.

<chorus>
When our hearts both beat in time,
There's magic in your smile,
It seems there's nothing we can't do.

And within your warm embrace,
My heart will find a place,
Even from afar,
Our love forever shall be destiny.

<bridge>

When our hearts both beat in time,
There's magic in your smile,
I know there's nothing we can't do.

And within your warm embrace,
My heart will find a place,
Even from afar,
Our love eternal shall be destiny.



—S. SATA, MAP DESIGN EDITOR—

INTERVIEW

Q. What kind of programming did you do for LUNAR 2?

A. Since I do the map programming and demonstration programming, I personally think that the character demonstration is very interesting among them because it has movement attached to it. Basically, different designers make the map and the character separately. We construct or combine them together on the screen and if they match well, then we proceed. As a programmer, my job is to produce a product that is visible to the player without any problem. If the graphic designer does a good job then our job is easy.

Q. How did you go about making the character demonstrations?

A. We can make both map and characters by using the graphic software called Gaudi. After we have made them separately, we match them together on the screen. When we match them separately on the screen, the color combination has to be right and the characters should look like they are standing on the map in an appropriate fashion. Our most important function is to make sure that the characters are standing on the map and are able to be viewed as moving within the given map and we make appropriate adjustments when necessary. Once that is done, the rest of our job is to just create new data. It's not that hard.

Q. Do you do anything special when programming the game?

A. I don't want the players to win quickly. I want them to enjoy the story and I believe it is much more enjoyable to take your time in playing the game. If there are some people who really want to finish the game quickly, if they are involved in battles with many enemies frequently, they might win in a quicker fashion.

Q. What is the most difficult part of the game?

A. I don't feel that there is really any exceptionally difficult part of the game but if you don't listen to the story carefully, you might not know what to do next. As long as you talk with a lot of people and listen to there responses, then you should be able to do fine.

Q. Do you play games?

A. I love gaming; ever since I was a little boy, I have been playing games a lot. I really wanted to work on this kind of project so I searched hard for a place who would be interested in having someone like me. When I found this job, I jumped for it. Before getting this job, I really hadn't really devoted myself to the job like I did here. After I entered the company, I really worked hard.

Q. You have an interesting pen name don't you?

A. My pen name is Satan. In Japan, people don't think that this name is so scary. When I use this name as a handle name, some people who surprised. There used to be some people who were surprised at first but once they learned my real name, then they say, "Ah yeah" that makes sense because of the similar sound.

TRANSLATION NOTES

When doing **LUNAR 2: ETERNAL BLUE COMPLETE**, we had a lot to live up to in the minds of you, the fans. **LUNAR: SILVER STAR STORY COMPLETE** raised the bar both in presentation and in interesting character interaction for RPGs. There's nothing worse than going into a game or movie with high expectations and not having them met, so we tried hard to make **ETERNAL BLUE COMPLETE** meet the high expectations we knew you'd have.

First off, in the packaging and presentation department, it goes almost without saying that no U.S. console RPG has ever had the kind of packaging and presentation present with **LUNAR 2**: three game CDs, "Making of" movie CD, FULL soundtrack CD (not some lame "sampler"), a full set of character standees, paper map (no annoying fumes this time!), full-scale Lucia's Pendant, hardbound manual, and for those lucky enough to preorder at a participating retailer–a Ghaleon Punching Puppet! We've literally worked on putting this package together for about two years. We hope you like it, and begin to expect more from other publishers as well.

As for game changes, well there were quite a few. The save game system was overhauled, netting thirty saves per Memory card, instead of the original three. Yes, thirty saves is a bit of overkill, but it's REALLY nice if you want to save before animations or events you like. And, with the dual-Memory card support, it's possible to have sixty saves online at a time! Analog support was added for our DUALSHOCK™-using fans. It's a small feature, but it really does make things easier on the thumbs. The system menu was changed so that spell names can be turned off in battle. And, due to popular demand from players of **LUNAR: SILVER STAR STORY COMPLETE**, battle voices can now be turned off.

Since **ETERNAL BLUE** has more voice clips in-battle than its predecessor, repetition is not as big an issue. But, the feature was added so you, the player, can decide if the battles have voice or not. The dialogue boxes were also changed so they had a nice, ornate border. Monsters were color-coded to show spell-effectiveness, instead of just the simple X's and O's present in the Japanese version. Shopping is a bit easier than the Japanese version now as well, since you can check the stat changes of a weapon or item you want to buy BEFORE buying it. Previously, you had to buy a weapon to see what it would do for you. And finally, the largest

TRANSLATION NOTES

change since the demo we released with *Vanguard Bandits* was probably that the music slowdown was eliminated.

In the recording department, quite a bit of the spoken dialogue in the game was reused from the SEGA CD version because the animations or events hadn't changed. However, there were two fairly major changes. Hiro was completely re-recorded to better match the voice with the face. Ruby was also re-recorded in many areas to soften her attitude. In the original release, which was very faithful to the Japanese version, Ruby was pretty shrill and a bit annoying. With the re-release, we made an effort to soften her a little and perhaps make her a bit more likable. Finally, we added back some audio events (like Ronfar's haunting Mauri flashback) that were removed from the Japanese release for reasons unknown.

Finally, with regard to the animation scenes, we did our best to make the U.S. version look better than the Japanese version. The Japanese version was 256x224 resolution, with a video window up to 64 pixels smaller than maximum. On the U.S. version, we upped the display resolution to 320x224, with the video window at full screen. To reduce artifacts, most scenes were run through a low-pass filter. In the movie playback system, audio was also changed to 38Khz mono as opposed to18Khz stereo. We felt that better audio fidelity was more important than the odd stereo effect every now and then.

We've done our work, and the game lies with you now. We hope it rekindles fond memories for those of you that played the original, and creates new fond memories for those of you playing it for the first time. **LUNAR** really is a special game that transcends gaming in the traditional sense because it FEELS real. When you're done, it seems as if the characters are people you really knew, and that's a rare quality indeed. We've had a great time in the **LUNAR** universe and hope to see you before you're too old to hold a controller with **LUNAR 3**.

Keep the cards, letters, and E-mail coming. We read them all, because it reminds us that we really are nothing without you! Thanks for your support, and we'll see you soon with *Arc the Lad Collection*!

Greetings and salutations, you beautiful reader, and welcome to the mini-walkthrough, in which we've yanked a bunch of keen information straight out of the **LUNAR 2: ETERNAL BLUE COMPLETE OFFICIAL STRATEGY GUIDE** and reproduced it here for your reading pleasure. This section will lead you through the first few hours of the game, from the Dragon Ruins to the Blue Spire, while giving you a delicious taste of what the Official Strategy Guide has to offer.

There are several unauthorized **LUNAR 2** strategy guides available in stores and on the Internet, but none of them feature detailed artwork, exclusive interviews, or any of the other cool stuff that can only be found inside the Official Strategy Guide. (Some of them aren't even printed in color! I mean, c'mon, how lame is that?)

Also keep in mind that the unofficial guides are based upon the Japanese version of **LUNAR 2**, not the American version. Since **LUNAR 2** was considerably altered (and improved) during the localization process, the information in unofficial guides is often inaccurate or entirely wrong. (Just ask our customer-service department, which receives phone calls and emails every day from frustrated folks who've been led astray by unofficial guides.)

Okay, okay. End of sales pitch, start of walkthrough. A few reminders before you forge ahead, however:

1) Not all of the weapons, armor, items, and monsters are listed in this section–only those that are found at the beginning of the game. The Official Strategy Guide has complete lists of every weapon, item, and monster, along with a cross-referencing index so you know exactly where to find the goodies you want.

2) This is an abbreviated excerpt from the Official Strategy Guide–abbreviated because there was a lot of information to pack into the following pages. The Official Strategy Guide has larger maps and larger screenshots, along with plenty of insignificant-but-interesting information ("Retrochecks" which document the differences between the old and new versions of **LUNAR 2**, interviews with **LUNAR 2**'s creators, et cetera) which we couldn't squeeze into this section.

Okay, okay. End of disclaimers, start of walkthrough. Read on and have fun!

The next two pages contain descriptive charts and adorable pictures of the weapons, armor, and items that can be found in this section of the walkthrough. Below is a sample chart with explanations of all those mysterious categories:

This is the formal name of the item. Nicknames and alternate names (i.e., "Lil' Poker Thingie") are not included.

This is a pithy description of the item. Some folks thought the descriptions were silly, but we told them to pith off.

This is the purchase price of the item. When selling the item, you only receive half the cost. If no price is shown, the item can't be bought or sold.

SWORDS — Bladed weapons which are used to slay monsters and poke your pals in the buttocks

NAME	ICON	DESC./EFFECT	COST	HIRO	RONFAR	JEAN	LEMINA	LEO
SHORT SWORD		Or a *really* long dagger. Attack +22	340s					

This is a screen-grabbed and Photoshop-processed picture of the item, as seen in Ruby's inventory display.

This describes the effect or effects of the item. Negative effects (i.e., Dexterity -5) are shown in red, the color of danger and pizza sauce.

This shows which of the game's five major characters–excluding Gwyn, whose role in the quest is minimal, and Lucia, whose actions you can't control–can use the item.

DAGGERS — Daggers aren't as powerful as swords, but they allow for two attacks instead of one, making them (generally) more useful against weaker enemies.

NAME	ICON	DESC./EFFECT	COST	HIRO	RONFAR	JEAN	LEMINA	LEO
DAGGER		Half-step above a butter knife. Attack +2, # of Attacks +1	80s					
ANCIENT DAGGER		Old-school critter-cutter. Attack +6, # of Attacks +1	200s					

SHIRTS

The only type of "armor" that everyone can wear. Iron and ironing board not included.

NAME	ICON	DESC./EFFECT	COST	HIRO	RONFAR	JEAN	LEMINA	LEO
PEASANT CLOTHES		Moth-eaten and SO out of style. Defense +3	30s					
ADVENTURER'S CLOTHES		Several layers of coarse cloth. Defense +6	120s					

SPECIAL ITEMS

These unusual objects serve special purposes, and some are used to solve puzzles.

NAME	ICON	DESC./EFFECT	COST
RIGHT SAPPHIRE JEWEL		Hiro's haul from the Dragon Ruins. One of two jewels needed to enter the Blue Spire.	---
LEFT OPAL JEWEL		From Gwyn's collection. One of two jewels needed to enter the Blue Spire.	---

HEALING ITEMS

These unusual objects serve special purposes, and some are used to solve puzzles.

NAME	ICON	DESC./EFFECT	COST
HERB		Recovers a bit of HP.	40s
HEALING NUT		Recovers plenty of HP.	200s
STAR LIGHT		Recovers a bit of MP.	2000s
ANGEL'S TEAR		Revives fainted characters.	600s

The following pages have all the information you desire about the hundreds of nasty creatures inhabiting the land of **LUNAR 2**. Take the time to become familiar with your foes! Please note that the game's "bosses" are presented in the big, bad Walkthrough, which gives us more room to describe the different attacks they use, and to tell you how not to get killed by those attacks. Below is a sample of monster data that explains the various statistics:

This is an unretouched photo of the critter. (For an example of retouching, see the author's photo on the dust jacket of the strategy guide. His teeth are that white in his *dreams*, dude.)

This is what the monster's friends call it, but you're just an acquaintance, so you should be more formal. For example, you'd refer to this monster as "MISTER Dung Beetle."

DUNG BEETLE



ATTACK	17
ATTACKS	1
DEFENSE	20
AGILITY	12
SPEED	18
WISDOM	6
MAGIC END	6
RANGE	12
LUCK	1
HIT POINTS	5
EXP POINTS	1
SILVER	1

ITEM (DROP %):
HERB (1%)
WEAKNESSES:
FIRE, WATER
RESISTANCES:
NONE

The biting attack of this orange insect is, as its name ironically implies, quite crappy. Any character's normal attack is enough to squash the Beetle; even Ruby's scratch and fire-breath attacks are lethal.

EAST DESERT PASS

This tells ya where the monster appears in the game, and on which page you'll find that location (or those locations).

ATTACK
The higher this rating, the more damage its physical attacks (jabs, punches, kicks, et cetera) cause.

ATTACKS
This number indicates how many attacks the monster can (and will) use during its turn.

DEFENSE
The higher a monster's defense rating, the less damage it receives from your physical attacks.

AGILITY
The higher a monster's agility rating, the sooner it can take an action in battle. (If a monster strikes you before you can strike it, the monster has high agility.) Higher agility also increases the chance of an extra-damaging "critical hit."

SPEED
The higher a monster's speed rating, the more often it dodges your physical attacks.

WISDOM
The higher a monster's wisdom rating, the more damage its magical attacks cause.

MAGIC END(URANCE)
The higher a monster's magical endurance, the less damage it receives from your magical attacks.

RANGE
The higher a monster's movement range, the more terrain it can traverse during its turn.

LUCK
The higher a monster's luck rating, the higher the chance that its attack will be a critical hit and do extra damage.

HIT POINTS
The more hit points a monster has, the more damage it can absorb before it croaks. Simple, really.

EXP(ERIENCE) POINTS
This number indicates how many experience points are given to your characters when you slay the critter.

SILVER
This number indicates how much silver is deposited into your Swiss bank account when you kill the creature.

ITEM (DROP %)
This indicates which item the monster might leave behind at the end of a battle, and how often. For example, Herb (5%) means there's a 5% chance the monster will leave behind an Herb when it croaks.

WEAKNESSES
This is a list of magic to which the monster is especially vulnerable (thus, you should use those types of spells).

RESISTANCES
This is a list of magic to which the monster is especially resistant (thus, you *shouldn't* use those types of spells).

DUNG BEETLE



ATTACK	17
ATTACKS	1
DEFENSE	20
AGILITY	12
SPEED	18
WISDOM	6
MAGIC END	6
RANGE	12
LUCK	1
HIT POINTS	5
EXP POINTS	1
SILVER	1

ITEM (DROP %):
HERB (1%)
WEAKNESSES:
FIRE, WATER
RESISTANCES:
NONE

The biting attack of this orange insect is, as its name ironically implies, quite crappy. Any character's normal attack is enough to squash the Beetle; even Ruby's scratch and fire-breath attacks are lethal.

EAST DESERT PASS

SAND CYCLOPS



ATTACK	21
ATTACKS	1
DEFENSE	34
AGILITY	10
SPEED	8
WISDOM	22
MAGIC END	8
RANGE	25
LUCK	1
HIT POINTS	30
EXP POINTS	3
SILVER	4

ITEM (DROP %):
HERB (4%)
WEAKNESSES:
NONE
RESISTANCES:
NONE

When the Cyclops looks like he does above, he's gonna use a biting attack; when he's sinking in and out of the ground, he's gonna use a surprisingly strong fist-smash. Fortunately, he's much more likely to bite than punch.

EAST DESERT PASS

SAND SHARK



ATTACK	17
ATTACKS	1
DEFENSE	30
AGILITY	12
SPEED	24
WISDOM	13
MAGIC END	14
RANGE	30
LUCK	1
HIT POINTS	28
EXP POINTS	2
SILVER	2

ITEM (DROP %):
HERB (1%)
WEAKNESSES:
FIRE, WATER, WIND
RESISTANCES:
NONE

Yes, it looks more like a dolphin than a shark, but we digress. When its fin is sticking out of the sand, it's going to use a mild leaping attack; when its face is showing, it's going to blast you with a powerful sonic beam.

EAST DESERT PASS

BANDAGE BOY



ATTACK	18
ATTACKS	1
DEFENSE	36
AGILITY	15
SPEED	21
WISDOM	10
MAGIC END	16
RANGE	25
LUCK	1
HIT POINTS	18
EXP POINTS	0
SILVER	1

ITEM (DROP %):
NONE
WEAKNESSES:
NONE
RESISTANCES:
SLEEP

The only action this pathetic member of the undead can take is to lumber toward a character and punch him or her for very little damage (usually 1 HP). Bandage Boys always fight with a Mummy as their leader; kill the Mummy and all of the BBs instantly disappear.

BLUE LABYRINTH

BRAINPICKER



ATTACK	24
ATTACKS	1
DEFENSE	25
AGILITY	25
SPEED	29
WISDOM	28
MAGIC END	35
RANGE	30
LUCK	1
HIT POINTS	55
EXP POINTS	4
SILVER	9

ITEM (DROP %):
HERB (20%)
WEAKNESSES:
FIRE, WATER
RESISTANCES:
NONE

When this chewing critter is placidly floating, it's going to use a weak rolling tail-whip; when it's gnashing its jaws, it's going to spit a fire-bomb (which does roughly twice the damage of the tail-whip) into the air.

BLUE LABYRINTH

MUMMY



ATTACK	20
ATTACKS	2
DEFENSE	36
AGILITY	20
SPEED	18
WISDOM	20
MAGIC END	20
RANGE	25
LUCK	1
HIT POINTS	46
EXP POINTS	6
SILVER	5

ITEM (DROP %):
HERB (4%)
WEAKNESSES:
NONE
RESISTANCES:
NONE

If this bandaged baddie is standing still, it'll punch a character twice; if it's hopping up and down, it'll unleash a spinning attack which does decent damage to any nearby character (so move away from it!). A Mummy always fights with Bandage Boys; kill the Mummy to kill all the BBs at once.

BLUE LABYRINTH

SLIME



ATTACK	20
ATTACKS	1
DEFENSE	35
AGILITY	11
SPEED	11
WISDOM	11
MAGIC END	16
RANGE	20
LUCK	1
HIT POINTS	21
EXP POINTS	1
SILVER	1

ITEM (DROP %):
NONE
WEAKNESSES:
ALL
RESISTANCES:
NONE

This green gob of goo–the second cousin of flubber–bounces toward a character and bites him for a very mild amount of damage. (When lime Jell-O goes bad!)

BLUE SPIRE

BOMB ANGEL



ATTACK	30
ATTACKS	1
DEFENSE	30
AGILITY	22
SPEED	20
WISDOM	8
MAGIC END	36
RANGE	25
LUCK	1
HIT POINTS	45
EXP POINTS	3
SILVER	8

ITEM (DROP %):
HERB (20%)
RESISTANCES:
CHARM, PARALYZE, POISON, SLEEP

When the Angel's gun is flashing, it's gonna fire a big bullet that damages all characters within the blast zone; when the gun *isn't* flashing, the Angel will use its weapon to poke a character for mild damage.

BLUE SPIRE

CRYSTAL KNIGHT



ATTACK	31
ATTACKS	1
DEFENSE	40
AGILITY	25
SPEED	31/F
WISDOM	20
MAGIC END	20
RANGE	30
LUCK	1
HIT POINTS	55
EXP POINTS	6
SILVER	15

ITEM (DROP %):
HERB (100%)
WEAKNESSES:
NONE
RESISTANCES:
CHARM

When the Knight's arms are crossed, he's going to teleport and stab a character for mild damage; when the Knight's arms are raised, he's going to unleash a magical sphere that does roughly twice the damage of the stab.

BLUE SPIRE





MAGIC MASQUE



ATTACK	20
ATTACKS	2
DEFENSE	40
AGILITY	15
SPEED	25/F
WISDOM	23
MAGIC END	13
RANGE	20
LUCK	1
HIT POINTS	25
EXP POINTS	1
SILVER	3

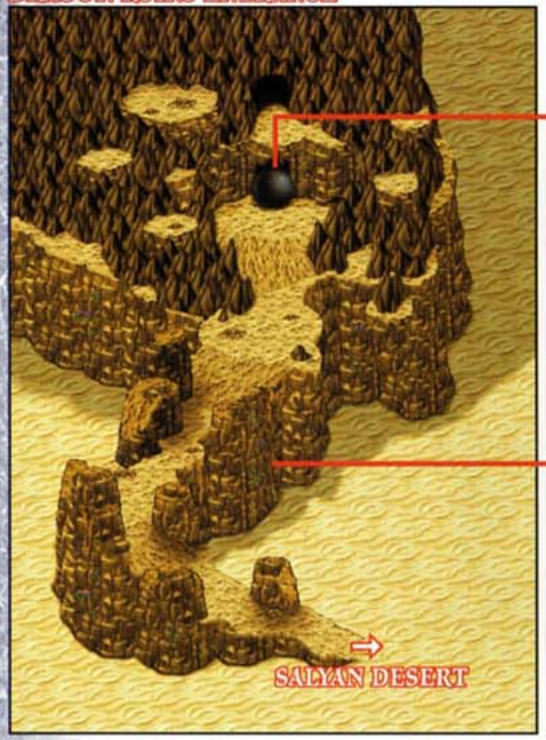
ITEM (DROP %):
NONE
WEAKNESSES:
NONE
RESISTANCES:
NONE

When the Masque's mouth is opening and closing, it's preparing to cast a spell that lowers the targeted character's Defense (usually poor Grandpa Gwyn); when the Masque is spinning around, it's going to "clap" a character twice for mild damage.

BLUE SPRIRE



DRAGON RUINS ENTRANCE



BOULDER BLOCKAGE

Walk up to the boulder and press the ⊗ button to trigger a comment from Ruby about how you were nearly squashed. She also observes that you're not getting back into the Dragon Ruins unless you find another entrance.

MOVE ALONG, PEOPLE!

There's literally nothing to do here other than stare at the big round rock, so enter the **Salyan Desert**, and continue south until you enter the **East Desert Pass**.

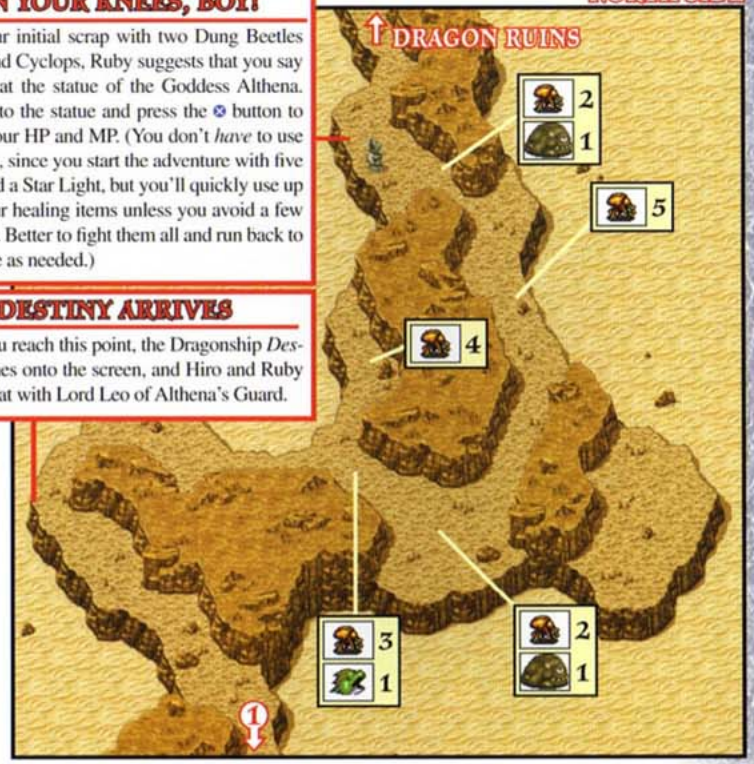
ON YOUR KNEES, BOY!

After your initial scrap with two Dung Beetles and a Sand Cyclops, Ruby suggests that you say a prayer at the statue of the Goddess Althena. Walk up to the statue and press the ⊗ button to restore your HP and MP. (You don't *have* to use the statue, since you start the adventure with five Herbs and a Star Light, but you'll quickly use up all of your healing items unless you avoid a few monsters. Better to fight them all and run back to the Statue as needed.)

DESTINY ARRIVES

When you reach this point, the Dragonship *Destiny* crashes onto the screen, and Hiro and Ruby have a chat with Lord Leo of Althena's Guard.

NORTH SIDE



STORYCHECK

SAND, MAN!



White Knight Leo sure knows how to make fast friends. Why doesn't he just call Hiro ugly, too?

Take some time in the East Desert Pass to experiment with Hiro's dash maneuver, and slay most (or all) of the sandy critters. Return to the statue of Althena whenever you're low on strength, which will be often. If you fight *every* monster along the way, Hiro will earn just enough XP to reach Level 7 (and thus gain the Poe Sword attack).

During your jaunt through the Pass, you have a close encounter of the third kind with **Lord Leo**, captain of the Dragonship *Destiny*. Leo explains that Althena's Guard is here to locate and eliminate an evil being called the Destroyer. After telling Hiro to go home before he gets hurt, Leo sets the *Destiny* on a course for Gwyn's place. Gwyn...as in Hiro's grandpa? Hiro and Ruby decide to head for home, not just to avoid a spanking for being out so late, but to find out what's up.



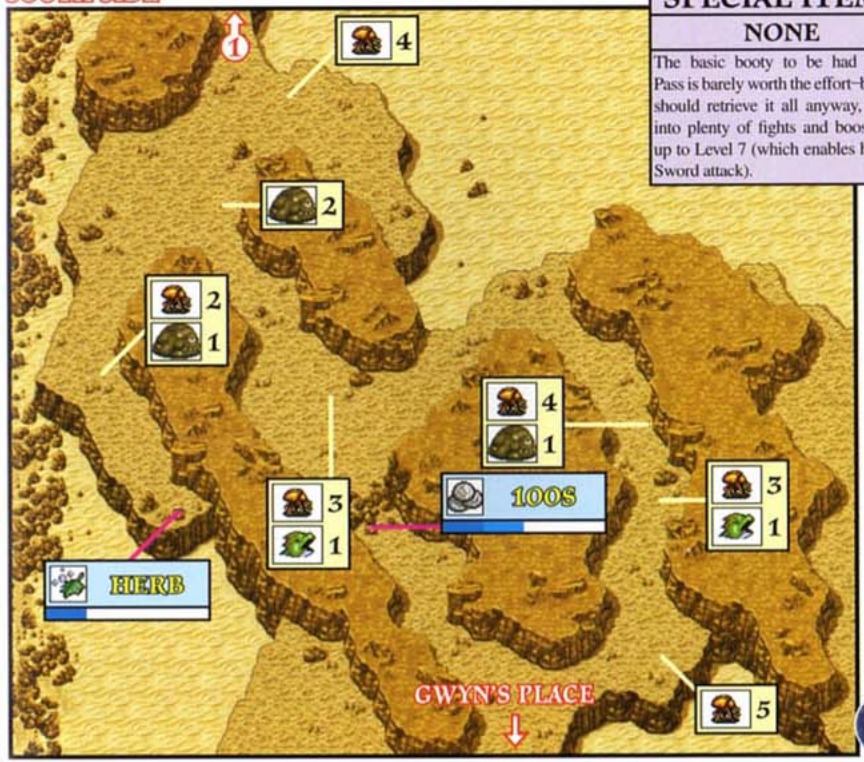
MONSTERS



DUNG BEETLE | SAND CYCLOPS | SAND SHARK

You can take out the Dung Beetles with a single sword-swipe–heck, even Ruby can dust them with a tap of her paw–so ignore them at first and concentrate on killing the sand-beasts with your Boomerang. When only Beetles are left, use your regular attack to kill two in one turn.

SOUTH SIDE



SPECIAL ITEMS

NONE

The basic booty to be had in the Pass is barely worth the effort–but you should retrieve it all anyway, to get into plenty of fights and boost Hiro up to Level 7 (which enables his Poe Sword attack).

CHORES GALORE

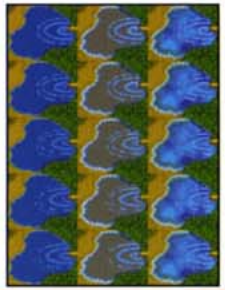
Just because Hiro is an adventurer doesn't mean he can shirk his responsibilities around the house, as a peek at the "Weekly Dishwashing Duty" list reveals. (Take another peek at this list much later in the game and you'll learn that Gwyn doesn't like doing dishes).

SECRET CHAT!

If you get through the East Desert Pass without using the statue of Althena, which you can do by running away from monsters and using your Herbs to heal, Hiro and Ruby have a brief conversation when you walk into Gwyn's Place.

GWYN'S PLACE





◀ Here's a series of graphic frames used to animate the rippling puddle of water outside Hiro's House. Good old-fashioned 2D artwork: ya gotta love it.

OBSERVATION DECK



READING MATERIAL

Look at the map and the bookshelf near the desk in the northwest corner. The map describes the town and cities of LUNAR, while the bookshelf has Gwyn's "Ruins Research List," detailing his current investigations. Keep checking the map and bookshelf as you progress through the game, as Gwyn frequently adds to them. You should also take the time to read all of the books in the basement, as they're packed with useful info.

MAIN FLOOR





ANCIENT DAGGER

GWYN'S BASEMENT

STORYCHECK UNINVITED GUESTS

Hiro's and Ruby's suspicions are confirmed as they discover the *Destiny* double-parked outside of Hiro's House, which means Lord Leo is probably already inside, picking away at poor Grandpa Gwyn's wrinkled brain. You can board the *Destiny* by walking onto it (on the world map) and pressing the ⊗ button, although the guards on duty won't allow you to venture below decks. (One member of Althena's Guard amusingly rambles about the first time he beheld Goddess Althena.) After your brief tour of the *Destiny*, enter the House to find Leo and Gwyn in the midst of a heated conversation, with Leo trying to determine what Gwyn knows about the Blue Spire.



An obsessive member of Althena's Guard tells Hiro about the first time he saw Bitmey Smears.

STORYCHECK GWYN KNOWS NOTHIN'

Talk to the soldiers, then to Leo (twice), then to old man Gwyn. Gramps introduces you to Leo, who impatiently demands that Gwyn tell him how to enter the Blue Spire. Gwyn starts to postulate a theory, but Leo rudely cuts him off. If the Spire's entrance can't be cracked, growls Leo, the *Destiny*'s Dragon Cannon will simply blast through it. Talk to Gwyn (who scolds Hiro for exploring the Dragon Ruins) twice more, then chit-chat with Leo, who invites Hiro to join Althena's Guard. Ruby rejects the offer–while making another cutting remark about Leo–and Leo heads for the Spire to set up a surprise party for the Destroyer.



"And then I shall destroy anyone who doesn't agree with me that No-Town is a genuinely talented band!"

STORYCHECK SPARKLING SPIRE



After Leo and his underlings leave the building, Gwyn comments on the wackiness of the conversation that just took place. According to Leo, the Goddess Althena is alive and well and doling out orders to Althena's Guard. Grandpa climbs up to the observation deck to take a peek at the Spire—but a moment later, the codependent old coot is calling for you. Go up to Grandpa and watch the fireworks, as a twinkling light descends from the Blue Star and disappears at the top of the Blue Spire. Gwyn has a very bad feeling about what just happened, but Hiro is pumped up. Choose either of Hiro's comments (**"Let's go to the Blue Spire!"** or **"Let's check out that light!"**) to convince Grandpa that a field trip is in order. He sends Hiro into the basement to retrieve the **Ancient Dagger** from the chest. Scurry downstairs and take it, then talk to Gwyn, who hands you the **Left Opal Jewel**. (If you haven't yet equipped the Knife, he scolds you, and if you have, he praises you.) Leave the House and march north to the Blue Spire's forboding entrance.



Grandpa Gwyn displays his shock and disgust at spotting a group of hirsute nudists on the beach below the Spire.



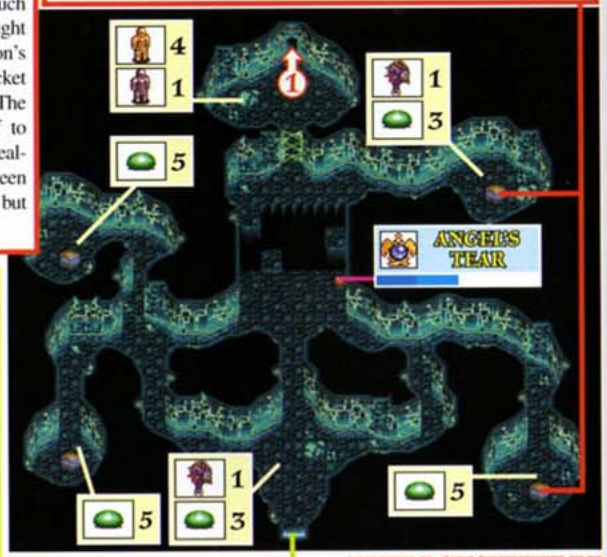
Examine all the bookshelves and get hooked on phonics before you crack open the chest for the Ancient Dagger.

THE JEWEL, FOOL!

Grandpa Gwyn inserts the Left Dragon Jewel into the dragon's head, but nothing happens, much to his chagrin. Wedge the Right Dragon Jewel into the dragon's open socket (walk up to the socket and press the ⊗ button). The dragon's head slides in half to reveal a staircase, and Gwyn realizes not only that Hiro has been exploring the Dragon Ruins, but that Hiro is all grown up.

BIG BLUE BUTTONS

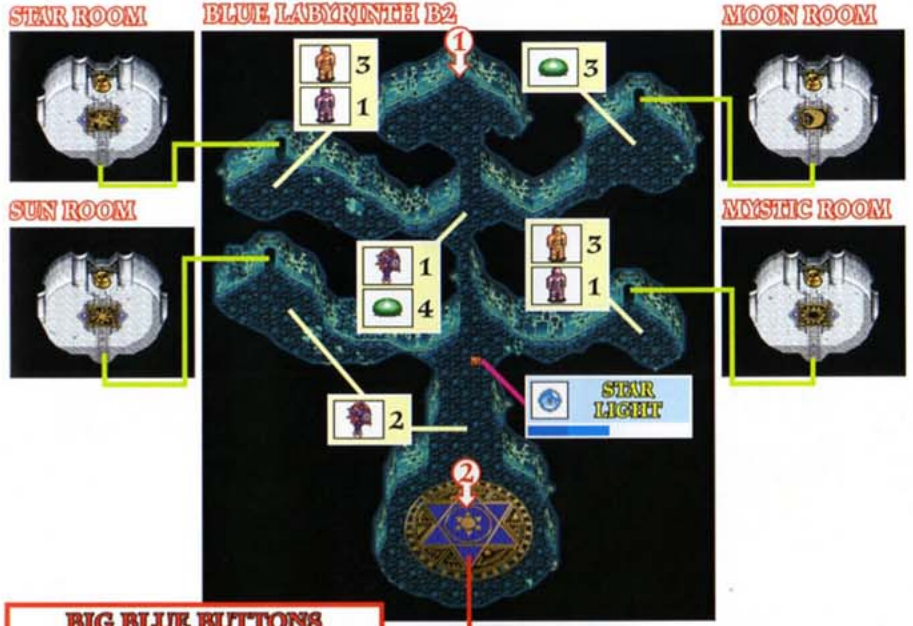
Press the buttons in the northwest, northeast, southwest, and southeast corner to arrange the little ledges into a path to walk across the central chasm. Press the button in the northeast corner to turn off the magical barrier in front of the stairs to the next floor of the Blue Labyrinth.





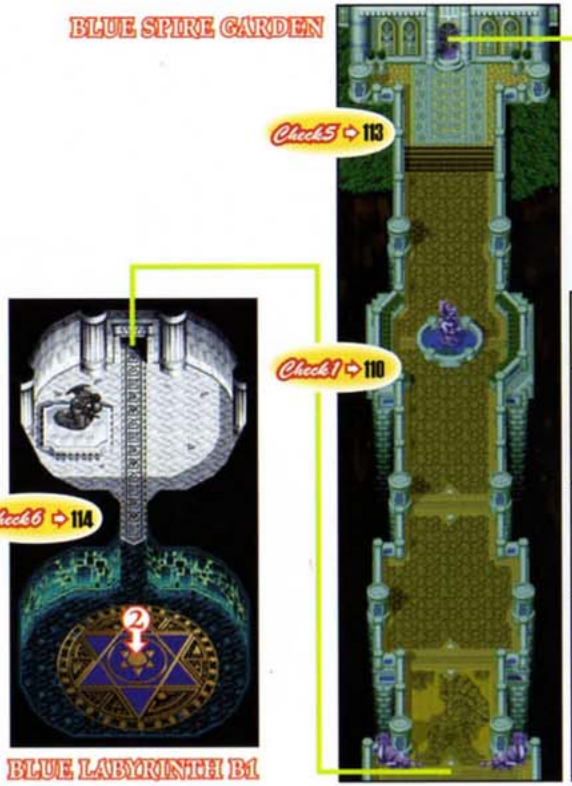
GWYN'S PLACE

BLUE LABYRINTH B3



BIG BLUE BUTTONS

Enter each of the four rooms, walk up to the floating orb, and press the ⊗ button to place the orb onto the pedestal. The teleport to the next floor is activated when all four orbs have been plopped into place.



MONSTERS (LABYRINTH)

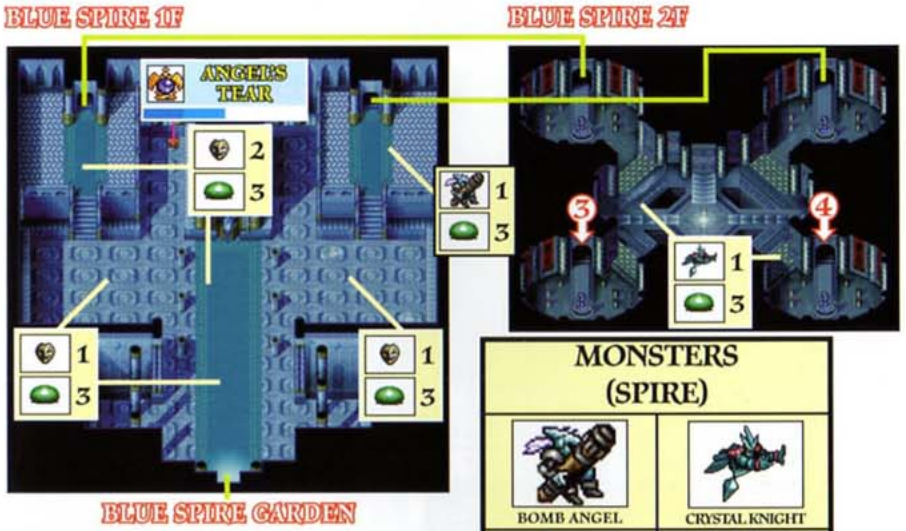

BANDAGE BOY


BRAINPICKER


MUMMY


SLIME

None of these buggers are easy to kill, although the Brainpickers are the toughest, and should be the first critters you pick off. When you're fighting a Mummy/BB group, attack the Mummy with the Poe Sword; when you slay the Mummy, all the Bandage Boys immediately disappear.



MONSTERS (SPIRE)

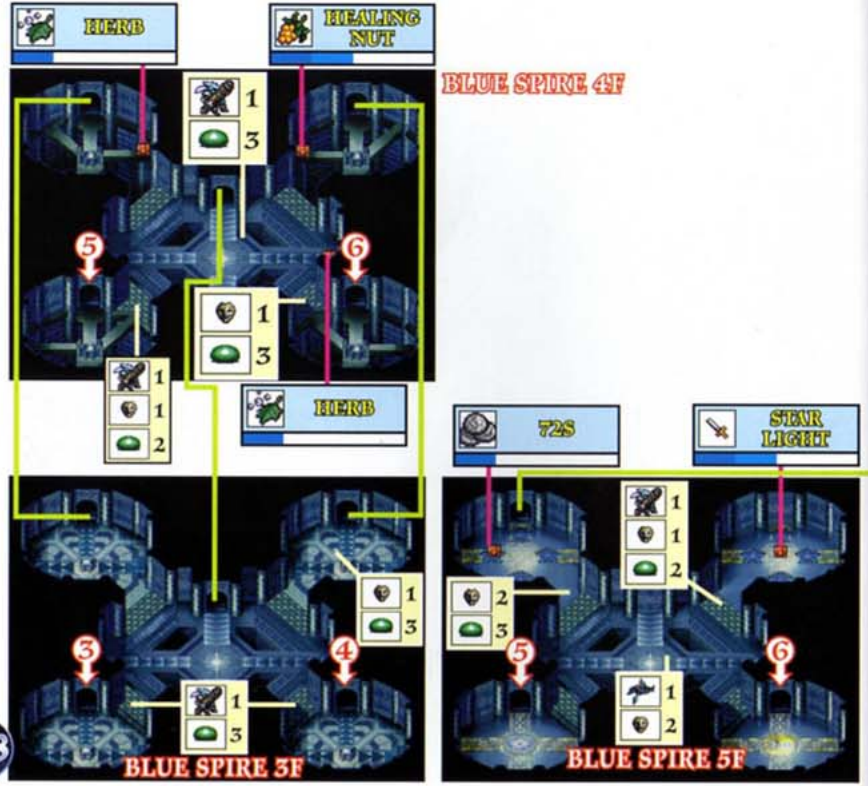
BOMB ANGEL

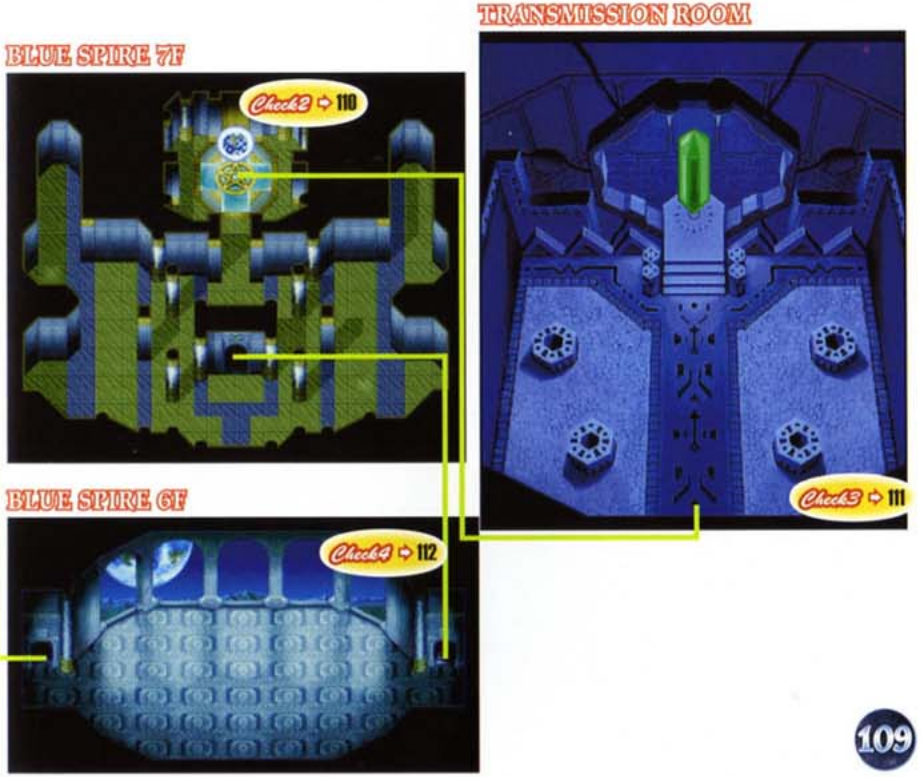
CRYSTAL KNIGHT


MAGIC MASQUE


SLIME

Three of the four monsters in the Spire have strong attacks; only the Slime is wimpy (which means you should go after the other monsters first). The Magic Masque often tries to mute Gwyn and go for the quick kill, so take care of the old man. You'll be old someday, too, y'know.


HERB
HEALING NUT
BLUE SPIRE 4F
HERB
72S
STAR LIGHT
BLUE SPIRE 3F
BLUE SPIRE 5F


TRANSMISSION ROOM
BLUE SPIRE 7F
Check2 ⇨ 110
Check3 ⇨ 111
BLUE SPIRE 6F
Check4 ⇨ 112

Check1 SCOPING THE SPIRE

When Hiro, Ruby, and Gwyn walk up to the statue of Althena in the Blue Spire Garden, they pause to soak in the lovely view. Gwyn expresses his amazement at being so close to the Spire after so many years of researching it, but Ruby points out that Gwyn needs to *enter* the Spire before the real celebrating can begin.



"That has to be the most beautiful pond of water I've ever seen! Oh, and the Spire is nice, too!"



Gwyn, like, totally trips out at the thought of exploring the structure which he's spent a lifetime ogling from afar.

Check2 GROPING THE GLOBE

As you enter the seventh floor of the Spire, Gwyn mentions a hidden passage, and asks Hiro and Ruby to look around for it while he stares at the strangely fascinating walls. Talk to Gwyn, then walk to the glowing globe on the north side and press the ⊗ button. One blinding flash of light later, Hiro and Ruby are in the Transmission Room.



"...but I'll just go stare at the wall and tug my beard while you children do the work of locating it. Toodles!"



Ruby is not at all fond of the teleportation process.

Check3 LOOKY-LOOKY! LUCIA!

The Transmission Room is brightly illuminated by a green crystal on the north side of the chamber. Walk up to the crystal and Hiro and Ruby stare in awe. Then the crystal stops spinning and explodes with light, sending Hiro and Ruby flying. One super-cool animation sequence later, Lucia has arrived on Lunar. After Hiro and Ruby introduce themselves, Lucia asks for their help in finding the Goddess. Ruby says no, but Hiro says yes, and Lucia transports everyone back to the seventh floor of the Spire. When Gwyn finds out that Lucia has come from the Blue Star, he freaks out and insists that they leave the Spire before Leo shows up. Uh-oh....



Hiro can't help falling instantly and hopelessly in love with Lucia.



"I lost a brief struggle with incontinence while examining the wall, and now I desperately need new pair of depends!"



MONSTERS AND MAGIC

As you stroll across the sixth floor of the Spire, which has a truly lovely view of the Blue Star, you're attacked by a group of five Crystal Knights. Hiro proudly volunteers to slay the Knights, but it's Lucia who lays them to waste with a mighty magic spell (Plasma Rain). Hiro asks Lucia how she wields such power, but the impatient Lucia walks off, leaving Hiro dazed and confused–and wondering if she's the Destroyer.



▲ Hiro offers to protect Lucia, but with spells like Plasma Rain at her disposal, she can definitely take care of herself.



▲ Lucia does, however, always have room for Jell-O.

Just because Lucia won't explain her powers doesn't mean you can't take advantage of them, of course. Wander around the Spire and get into combat with every monster you find, having Hiro and Gwyn defend themselves and allowing Lucia to do all the monster-slaying with her trio of super-spells. Keep romping through the Spire with your invincible new friend until Gwyn reaches Level 12 and acquires the Shattered Sword spell. You're definitely gonna need it. (If you run out of monsters, descend to the first floor of the Spire and return to the second floor. The Spire is magically repopulated with beastie-boys every time you go from the first floor to the second.)

ZOINKS! ZOPHAR!

As you leave the Spire and walk into the Garden, Lucia says that she can't feel Althena's power in this world, which will obviously make the Goddess a little harder to find. Talk to Lucia after the animation and she asks if something has happened to Althena. (You can also ignore Lucia and try to leave the Garden, although a scolding Ruby won't let you.)



Unfortunately, Lucia's actions don't speak as loudly as her declarative words.



So what are you trying to say, Gwyn? Don't hide the truth from us. Just give it to us straight. No, really.

Lucia receives an answer to her question–not from Hiro, but from a very deep disembodied voice which she calls Zophar. As darkness descends upon the Garden, Lucia attempts to destroy Zophar by calling upon Dragon Power. Alas, nothing happens, and Zophar giggles like a demon-possessed schoolgirl. He tells Lucia that he's sealed away the power of the Four Dragons, then strikes her down with a massive magical attack. Lucia collapses in a heap as Zophar gloats about his imminent takeover of the universe.

As Hiro helps a punch-drunk Lucia to her feet, Gwyn says that her soul has been cursed–and that's just the bad news. The *worse* news is that Lucia will kick the bucket unless Gwyn can find a way to break the spell in one of his many books. There's another big drawback to the curse: Lucia now has a single hit point, and has been completely stripped of her magical abilities. As you walk south to leave the Garden, Ruby laments the serious situation in which she and Hiro find themselves. (Yeah, it's always fun to goof around until someone has a curse placed on their soul, isn't it?) Make sure to use Althena's statue before you leave the Garden, because the game's inaugural big boss battle is imminent....

Check 6

BEAT THE GUARDIAN!

Ruby thinks it's insane to take on the Guardian, but you don't have a choice. Walk south to provoke the Guardian into attacking—only *after* using the Order command to move Gwyn to the far right and Hiro to the far left, so that the Guardian only attacks Hiro during the battle. (You should also walk out to the Garden and back into the Guardian's chamber to prompt a comment from Ruby about your impending doom.)

GUARDIAN	
HIT POINTS	550
ATTACK	52
ATTACKS	1
DEFENSE	45
AGILITY	40
SPEED	19
WISDOM	20
MAGIC END	20
RANGE	30
LUCK	1
EXP	121
SILVER	100

There aren't many strategic decisions to make in this battle, since you only have two characters to control. **Hiro** should attack with the Poe Sword on every turn. If the Guardian casts its power-up spell, have **Gwyn** cast the Shattered Sword and Fractured Armor spells, in that order. If the Guardian weakens either Hiro or Gwyn to the point where they're in danger of croaking, have Gwyn use a healing spell or healing item. Otherwise, simply have Gwyn defend. It should take roughly a dozen turns before the Guardian goes down. Run back to the Garden and use Althena's statue after your victory to heal yourself up, as you still need to fight through the rest of the Labyrinth.

Attack 1 When the Guardian is flashing and stretching the chain (of ball-and-chain fame) between its hands, it's going to cast a spell on itself to simultaneously boost its Attack and Defense ratings. Good for him, bad for you.



When the Guardian turns into a flasher...



...it's preparing to boost both its Attack *and* Defense.

Attack 2 When the Guardian is merely standing in place, breathing slowly and clutching his chain in his fists, he's going to swing his mace and smash one character, causing decent damage (or considerable damage if you haven't yet cast the Shattered Sword spell on the Guardian).



When the Guardian is breathing slowly and deeply...



...it's gonna use the time-honored skull-smashing swing.

Attack 3 When the Guardian is twirling the ball and chain above its head, it's preparing to smash one character so hard that the shock waves from the impact cause damage to nearby characters as well. Ouch, babe. Big ouch. That's why you wanna keep Hiro up front and Gwyn far away.



The twirling ball-and-chain means that...



...you're gonna eat the Guardian's most damaging attack.



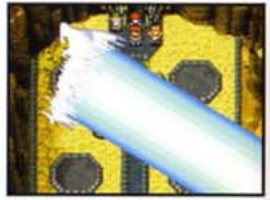
Check7

GUARDIAN GANG

After battling (or dashing) your way through the Labyrinth to the Blue Spire Entrance, you might think you're in the clear. And oh how wrong you are. All four of the Guardian statues have come to life, and they're in a very crabby mood. As Ruby notes, one Guardian was tough enough to beat, so how can you survive against four? Well, frankly, you can't–but that's not a problem.



Defeating one Guardian was a struggle; defeating four of them is impossible (and don't use a Game Shark, dummy).



The Dragon Cannon unleashes a most impressive beam of energy to nuke the barbershop quartet of Guardians.

After Hiro (or Lucia and Gwyn) are knocked out, Ruby places her head between her legs in preparation to kiss her butt goodbye. That's when a bolt of magical energy streaks across the screen and vaporizes the Guardians. Ruby wonders if Lucia has regained her powers, but that theory is incorrect; the screen scrolls downward to reveal the Dragonship *Destiny*, with Lord Leo standing proudly on the bow. 'Twas the Dragon Cannon that nuked the Guardians. Leo scolds Gwyn for coming to the Spire despite his warnings, and orders him to head home. Which leads us to...

Check8

LYING TO LEO

As you attempt to walk past the *Destiny*, Leo leaps off the bow and inquires as to the identity of the woman in the red robe. Instead of answering, Hiro cleverly dodges the question, and tells Leo that Lucia was attacked by a monster at the top of the Spire. An ecstatic (and distracted) Leo draws his sword and sprints into the Spire with a group of Guardsmen trailing behind him. Ruby congratulates Hiro on his fantastic fib, but Gwyn reminds everyone that Lucia is growing weaker by the moment. Leave the Spire and return to Gwyn's Place.



"Uh...she's feeling faint because she just saw one of the Frontstreet Boys?"

STORYCHECK

LUCIA GOOD, CURSE BAD



As you enter the House, Gwyn and Hiro drag Lucia over to the couch, and Gwyn runs downstairs to try and find a way to break the curse. Run downstairs and talk to Gwyn twice, then come back upstairs and chat with a tossin' and turnin' Lucia. She tries to stand up, but just as quickly stumbles into Hiro's arms. As Hiro lays Lucia back down, she explains what happened with Zophar at the Spire, and why she's looking for Althena. Turns out that Lucia has come to *save* LUNAR, not to destroy it. Speak with Lucia a second time and Gwyn returns from the basement with bad news and good news. First, bad: he can't break the curse. Now, good: there's a priest named Ronfar in the nearby village of Larpa who might be able to cure her. The village is too far on foot, so Grandpa pushes his boat outside in preparation for some high-speed sailing. Before heading outside, Ruby tells Lucia that Hiro is "ALL mine," but Lucia ends up confused, and Ruby ends up unamused.



Lucia delivers a spot of exceptionally bad news while puking all over Gwyn's floor.



"And I'd be even prouder if you returned to the Spire and found a really hot babe for your grandpa, too...."

STORYCHECK

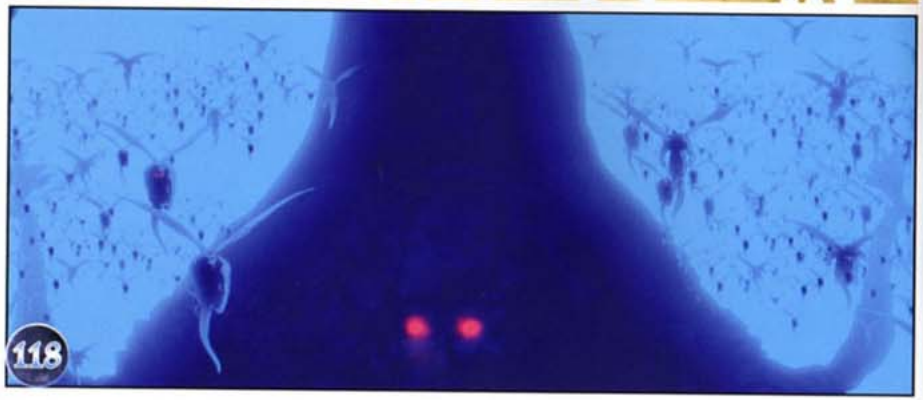
COME SAIL AWAY

Gwyn runs up to Hiro as he walks outside and instructs him to head for Larpa ASAP. "Ain't you comin', Gramps?" says Ruby, to which Gwyn replies "Nuh-uh, kitty-cat." He's going to stay behind at the house, due to his advanced age and vast backlog of books to read.

When you appear on the world map, walk east onto the boat and press the ⊗ button to hop inside. Sail directly to the west and press the ⊙ button when the boat is just above the dock. You automatically tie down your dinghy and return to dry land. Now walk southwest and enter the town of Larpa, which is located at the southern end of a big ol' mountain range.



"The Love Boat soon will be making another run/The Love Boat promises something for everyone...."



You've rescued Lucia from a most heinous fate at the hands of White Knight Leo, and you're about to set sail for the desert town of Larpa. You're also on your own...unless you buy the **LUNAR 2: ETERNAL BLUE COMPLETE OFFICIAL STRATEGY GUIDE**! Not only does our humble hardcover (yes, hardcover) tome contain a complete full-color walkthrough, it's also loaded with:

Animechecks! Transcriptions of every delightful word of spoken dialogue in **LUNAR 2**'s spiffy animation sequences.

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