GAME BOY ADVANCE

AGB-AYCE-USA

PHANTASY STAR COLLECTION™



INSTRUCTION BOOKLET

THQ®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

CONTENT RATED BY ESRB

EVERYONE

Violence

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Official Nintendo Seal of Quality

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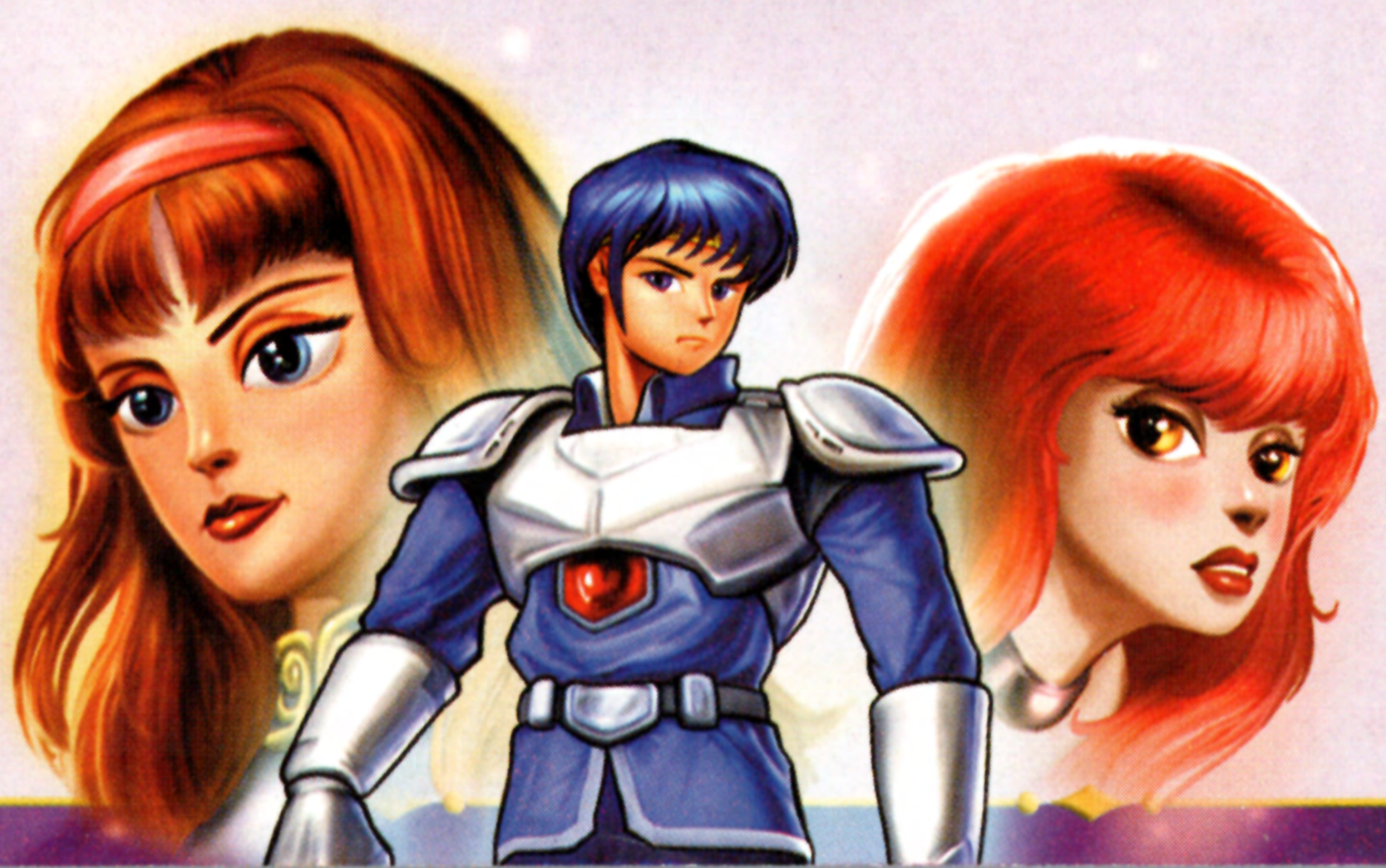
THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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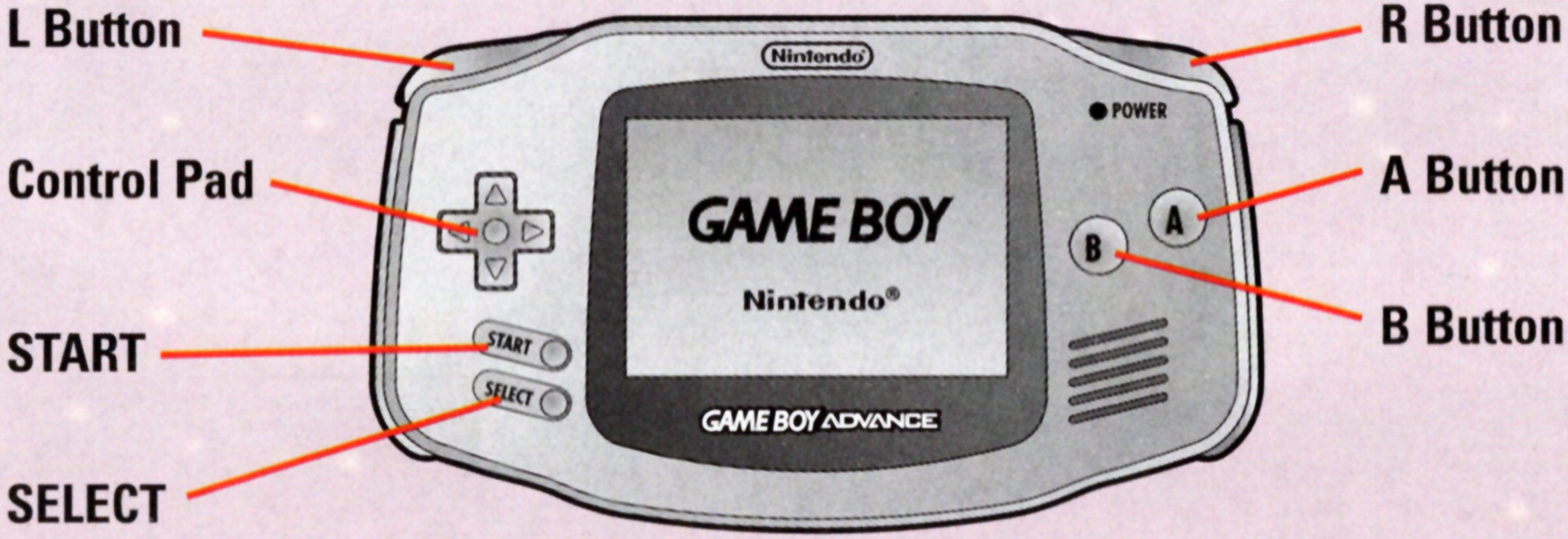
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GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of ***Phantasy Star Collection™*** into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The logo screens will appear (if you don't see them, begin again at step 1).
4. When the Title Screen appears, press START to proceed to the Main Menu.



CONTROLS



Phantasy Star I

Control Pad	• Move Alis and friends • Change menu selections
A Button	• Confirm selection • Advance to the next screen of text
B Button	• Open the Command Menu • Cancel the selection • Advance to the next screen of text
START	• Pause the game

Phantasy Star II

Control Pad
- Move your character around
- Change choice in Selection Box

A Button
- Begin a conversation
- Open a Selection Box
- Make selection
- Advance to the next screen of text
- Inspect a building or object

B Button
- Open Update Box
- Advance to the next screen of text
- Cancel a selection in a Selection Box
- Close the most recently opened Selection Box

START
- Pause the game

Phantasy Star III

Control Pad
- Move your character around
- Scroll through Battle Command Icons
- Cycle through selections

A Button	• Begin a conversation • Open chests • Search areas • Confirm selection • Advance to the next screen of text
B Button	• Cancel selection • Advance to the next screen of text • Open the command screen

MAIN MENU

Press the Control Pad Up or Down to select which Phantasy Star game you want to play. Once you have selected the correct game, press the A Button to move to the Main Menu of the game you have selected.



PHANTASY STAR I

The Story



The time: Space Century 342. The place: Camineet on Palma, one of the three planets in the Algol Solar System located deep in the Andromeda galaxy. Under the democratic rule of King Lassic, life was good as he provided everything his people could want. Space Travel had been discovered 200 years before and deep space shuttles had allowed colonization of Motavia and Dezoris, the other worlds of the Algol Solar System.

But slowly, over time, things began to change. Dark priests of a new religion, never seen by any mortal, promised immortality to all who joined. You would live forever! King Lassic was getting old. The idea of living forever appealed to him so he became the first to join. Then, he... changed. The people began to suffer and horrible creatures and monsters began to stalk all three worlds. Lassic had become an evil tyrant.

But where there is evil there is always good. Lassic's Robotcops were ruthless, ferreting out the do-gooders that meant to unseat him. One of those do-gooders was Nero. Long ago, his father had disappeared trying to learn Lassic's evil secrets. And finally the Robotcops caught up with Nero as well. Before he died, he passed on his short sword and his quest to his sister, Alis. He also told her to find a brave fighter named Odin. Alis raised the sword to the sky and vowed that Nero's death would not be in vain!

Command Menus

Phantasy Star is a menu driven game. The actions of your characters and movement of items from character to character are controlled by lists of commands called menus. There are two basic types of menus: NON-COMBAT and COMBAT. To effectively play Phantasy Star, you must learn how to move between them to select the items desired.

Non-Combat Menus

This menu can be called up at any time except when Alis and her friends are in combat. When called up, the following choices will appear:

STAS: STATUS

The status option shows the strength and health of each character in Alis' party.

The STAS for each character appears in two menus.

Menu A:
This is a separate menu, you must select your character then progress to the sub directories.

Sub-Menu A:
WEAPONS / ARMOR: This menu lists the weapons and armor the character is using and wearing.

Sub-Menu B:

LV: Level

This shows the progress of the character. The higher the LV, the stronger the character's other aspects.

EP: Experience Points

You gain experience points every time you defeat an enemy in battle. As your experience points accumulate, your characters will reach higher levels. This is the main way to measure the progress of your game.

ATTACK: The higher the points in this category, the more damage will be inflicted on the enemy each time you strike. Attack strengths are based on the type of weapon being used. The more powerful the weapon used, the more damage inflicted.

DEFENSE: The higher the points in this category, the less effect the enemy's hits will have on the character in battle. Defense points are based on the type of protection (i.e., shields, armor, etc.) being used.

MAX HP: Maximum Hit Points

The more hit points your characters have, the more injury they will be able to take from enemy attacks without dying.

MAX MP: Maximum Magic Points

The higher the number, the more magic the character is able to use.

MST: Mesetas
The monetary unit of the Algol Solar System. The more Mesetas you have, the more items you can buy!

MAGC: MAGIC

This menu lists the spells the character has learned. (see SPELLS on page 14).

ITEM

ITEM: These are the special tools and equipment that have been purchased or accumulated during the quest. Up to 24 different items can be carried at one time. However, since there isn't enough space on the screen to show all of the items at one time, choose the NEXT prompt to move to the second or third listing screen.

To use an item, another menu appears showing:

USE: After selecting an item with the selection cursor, pick the USE selection to activate the item.

EQP: Equip
Select this when you want to outfit your character with new weapons or armor, or replace the current weapons and armor with new equipment from your items list.

DRP: Drop
When you have more than 24 items, you cannot carry any more. Use this command to get rid of an ITEM, or to drop something won in combat.

SRCH: SEARCH

SRCH: Search

Selecting this command lets you search the area directly in front of Alis and her party. Searching can sometimes reveal important items.

SAVE

SAVE: When you want to leave the game and come back later to the same position, you must use the SAVE command. This command will store everything you have done in the game up to that point. This feature allows you to return to the exact same point you left the game at with all your characters and possessions intact.

Combat Menus

When you leave the safety of the villages and start exploring the countryside, you will quickly see why the people of the Algol Solar System are so worried about their lands. Monsters... in every strength, shape and size! When you meet a monster, the countryside scene will automatically change to a combat screen, and the Combat Menu will appear. In the combat screen, you will see:

The Monster! You will see its name and one or several HP ratings in the upper right corner of the screen. Note the number of monsters and strength of each of them.

On the bottom of the screen you will see the names of all the characters in Alis' party. The battle must be fought by all of them.

Next, you must select the battle commands for each member of the party. Use the selection cursor to pick the command wanted for each member of the party. Push the A Button to confirm the command, or push the B Button to cancel the command. If you cancel a command, you must choose a new one. When all commands have been selected, push the A Button to begin the first round of combat.

NOTE: Each member of the party must fight. If you select RUN for one member, all party members will run unless an enemy blocks your retreat.

Before you enter into battle with a monster, you can select from several options:

ATTK - Attack
If this option is selected, you will attack the monster with the weapons the character is using.

MAGC - Magic
Alis, Myau, and Noah can use magic when they learn spells. When you choose this command, a new menu will appear showing which spells the character may use. Choose a spell and confirm by pressing the A Button. When using magic for healing and curing, make sure to choose the person who needs it.

ITEM - If you choose this command, another window containing a different list will appear. The list is the same as the one you can call up in the Non-Combat Menu
The use is the same, except the ITEMS used in battle are more limited.

TALK - Not all monsters are bad. Some will talk to Alis and her friends. Try using this command before entering battle.

RUN - If you do not wish to fight, try to RUN. Sometimes, when there is more than one monster, a second monster will block your path and you will have to stay and fight.

The battle is over when the HP for either side reaches zero, or when you run away.

Special Items

Items will be invaluable during your quest. Keys, burgers, lights, and vehicles will all help you along the way. Important items to obtain include:

TRANSER - Go to the last church you visited.

MAGIC HAT - By using this item you will be able to understand the language of certain monsters.

ESCAPER - Become temporarily invisible and escape combat.

COLA - Use this item to restore your HP by 10.

ALSULIN - Found hanging around Myau's neck - What is its use?

POLYMTRL - This powerful, smelly liquid will melt all materials except Laconia. Best used on junk.

DUNGEON KEY - Opens locked dungeon doors. Can be used over and over again.

SPHERE - Stronger than the Magic Hat and is very effective on certain monsters.

HAPSBY - A robot made out of pure Laconian. He will operate the Luveno... if you find him.

BURGER - Like the Cola, this item will replenish your HP, by 40.

MIRACLE KEY - More powerful than the Dungeon Key. This item can even open locked Magical doors.

AMBR EYE - A precious stone located in the forehead of the Casba Dragon.

CRYSTAL - Superpowerful magic against Lassic's evil.

ROADPASS - An item used to let you board the moving road. To get it you'll have to make a secret deal.

PASSPORT - Another form of identification necessary for interplanetary travel.

COMPASS - Use the compass to find your way through the forest.

LACONIAN POT - Important to Myau - but how?

MAGIC LAMP - With this special light, all dark dungeons will become as bright as day.

GAS SLD - This special shield lets you cross poison gas fields.

FLUTE - You are sure to get lost in the amazing dungeons. They are very tricky, but if you have this item you can escape.

FLASH - Exactly like the Magic Lamp, but only has a one-time use.

PRISM - A magical item that is said to reveal a hidden location.

TORCH - A light as bright as the midday sun. Find it on Dezoris.

LANDROVER - A vehicle you use to move rapidly across the surface of the planets.

HOVERCRAFT - A special boat to get you across the water and lava fields.

ICE DIGGER - A must on Dezoris. When needed, it will bore through certain ice mountains with ease.

Spells

There are two types of magic. One is used during battle and the other is used during the general course of the game. The spells available are:

HEAL - Used by Alis. Restores some HP to a single character.

CURE - Used by Myau and Noah. Stronger than Heal, Cure can be used to restore large amounts of HP.

WALL - Used by Myau. During combat this magic will erect an invisible wall around Myau and all his friends which will protect them from physical attacks.

PROT - Used by Noah. Also used during battle, this will erect a wall around him and his friends which will protect them from magical attacks.

FIRE - Used by Alis and Noah. This spell will attack an enemy with balls of fire.

WIND - Used by Noah. Creates strong tornado-like winds to fight the monsters.

THUNDER - Used by Noah. Sends jagged bolts of lightning to strike the monsters.

ROPE - Used by Alis. This spell ties up monsters, making them unable to attack.

BYE - Used by Alis. This spell will allow you to escape from a battle you do not wish to fight.

HELP - Used by Myau. This gives a special burst of strength to a member of the party to help defeat strong monsters.

TERR - Used by Myau. Makes weaker enemies afraid of you.

TRAP - Used by Myau. Allows you to disarm traps on treasure chests and in dungeons.

EXIT - Used by Myau. Allows you to warp to the surface when in dungeons, caves, or towers.

FLY - Used by Alis. Returns you to the last church you visited.

OPEN - Used by Noah. Opens doors sealed with magic.

RISE - Used by Noah. Resurrects a member of your party without having to visit a church.

CHAT - Used by Alis. Allows you to understand and speak with some monsters.

TELE - Used by Noah. Like Chat, allows you to understand and speak with some monsters.

The Algol Solar System

In order to ultimately defeat Lassic you will have to explore the entire Algol Solar System.

Palma

Palma is just like our own world. It has dense forests, deep lakes and rivers, and wide open areas. The planet is old and fully developed. Its civilization, called the Palmans, use space travel to get to the other two planets - Motavia and Dezoris.

Motavia

A planet just starting to be colonized by the Palmans. It has a Spaceport for ships that shuttle people and minerals back to Palma. Motavia travels around the sun in an irregular path. Much of the time it is very close to the sun and its topography is like Earth's deserts - dry, barren and sandy. There are scattered oasis' on the planet along with mountains and deadly poison gas fields.

Dezoris

This planet is the one farthest away from the sun. It is always cold there and its surface is covered with ice and snow. Because of the bitter cold and permafrost, the development of the planet has been very slow. Once every generation, the entire planet of Motavia has an eclipse and is completely dark for 10 days. During this time, the native Dezorians light special torches. These are considered very holy and their light is used for magic ceremonies of growth year-round.

Towns and Villages

Each planet has towns and villages where the people... and aliens live. Like in any normal community, there are houses and many other different types of buildings.

Houses - The people are everywhere. Stop and talk to them. Some will be in their homes and you will have to enter and listen to what they have to say. Others will be on the streets. Find out what information you can about the countryside, other villages or the locations of important items.

Hospital - One way to replenish your hit points is to visit a hospital. Just like in real life, you will have to pay for the service (there is no health insurance in the Algol Solar System). The hospital fee will be based on the amount of hit points which were restored.

Church - The town and village churches serve a dual purpose. First, if one of your friends happens to die in battle, he/she can be resurrected there. Second, if you want to know how many experience points you still need to advance to the next level, you can find out when you are in a church.

Shops - In the towns and villages you will find three different kinds of shops where you can buy various equipment and items. After entering each, a list of available items and their respective prices will appear.

Weapons and Armor Shop - Here, for the right price, you can upgrade your armor and weapons. Since you start with only leather armor and a short sword, which offer little protection, saving your money for the right outfit would be wise.

Secondhand Shop - Many times you will need various types of tools. A secondhand shop is where you can buy them. In addition to purchasing items, you can sell items you no longer need, for money.

Fast Food Shop - Here you can buy Burgers, Cola and Potions (i.e. Polymtal). These items can be saved and used at a later point in time when your hit points are low and a hospital is not nearby.

PHANTASY STAR II

The Story



Somewhere drifting in space is the beautiful Algo Star System. Around the parent star, Algo, whirl its three children – Palm, Mota, and Dezo.

Among the planets, Mota's history is the most troubled. From far in her past comes the legend of Alis, the courageous young woman who fiercely fought – and succeeded – in ridding Mota of the evil oppressor Lassic.

But now another tragedy oppresses Mota. This is one far worse than Lassic, being not a person, but an unknown evil! Everything is affected by it – the climate, the machinery, even nature! Strange vicious creatures infest the countrysides. They terrify and

destroy! No longer does anyone venture outside a city – unless they don't want to return.

What happened to Mother Brain, the controlling entity on Mota? Why have things gone so wrong? Who is smart enough to solve the riddle? And who is brave enough to save the planet?

Places and Buildings

Home
You live here. Sooner or later, the word gets out about who you are and what you're doing, and visitors show up. Come home every once in a while to see who dropped by. You may want to recruit that person into your group. Home is your safe house – a good place to take account of your strength and resources, or just rest.

Central Tower
Paseo, as the capital city of Mota, proudly boasts a Central Tower. This is where your meeting with the Commander took place, when he gave you your assignment. The Central Tower hosts many of the city's services like the Library.

Look Around
Investigate all the buildings, each will have something that will help you on your quest.

Library

Drop into the library to learn more about your planet. Talk to the librarian. She'll give you information on some very important topics. If you want to travel light, leave some of your baggage in the Room. You can always come back for it later.

Shops and Stores

Shopping is fun! Check out the shops for your combat needs. They're always open and there's never a supply shortage. Depending on the shop, you'll be able to pick out tools, weapons, armor, and other protective gear.

Armorer's Store and Protective Gear Store

You can buy items as long as you have enough meseta. The clerks who fill your orders may give you their personal opinions about your selections – free of charge of course!

Tool Shop

You can buy items here that are crucial to staying alive like Monomate, Antidote, etc. You can even sell some of your other stuff to the clerk if you don't have enough meseta for what you need. Think, before you leave this shop empty-handed.

Hospital

Ask the doctor to heal your injuries after the battle, or to cure you when you've been poisoned. You can rely on him to fix you up.

Clone Labs
Characters who have fallen in battle can be resurrected in the Clone Labs. The Clone Lab's Clerk can produce an exact copy of a dead character, with all memory, experience, and possessions intact. You and your party can all be cloned after battle, as long as one of you is still alive.

Teleport Station
Rapid-transit at its best, this Station uses the "Object Transfer" invention, which reads the memory of the traveler. The clerk can teleport you to the city of your choice as long as you have a memory of being there before. Due to this single glitch in an otherwise marvelous machine, you must already have gone to a city on foot before you can teleport there later.

Data Memory
Here's the vault where all important information is kept up to date. The clerk will give you an update on EXP (experience points) points needed for level increases as well as save your progress in the game.

Saving a Game
Go to Data Memory to save your game and all its data. Answer YES when the clerk asks if you want to save the game. Then choose a label for your game from the Choose Name Screen that appears. Also tell the clerk what position (1 or 2 in the Saved Games box) you would like to save the game to.

The game is saved at the current point in the game. You can save the same game again under a different name. Later, you can resume the game at the point it was saved by selecting Continue from the Start Game Screen. Or you can delete it by selecting Erase Game.

NOTE: You won't be able to save a game if both positions in the Saved Games box are full. In that case, the clerk gives you a chance to overwrite another game in order to save.

TIP!
Draw maps as you wander. They'll save you many steps later on.

Combat

Out in the wilds, Biomonsters lurk! Alone or in gangs they wait to ambush you! Suddenly you're enveloped in light, then find yourself facing a horde of fierce, blood-thirsty beasts!

Use your Control Pad to move the red marker. Press the A Button to activate a choice or open the next box. Press the B Button to close a box and return to a previous box.

Comrade Status Boxes

Hit Points (HP)

- The number shows how many points of damage a character can take before dying.
- A skull means the character's been poisoned.

- PZ means the character is paralyzed and cannot move.
- ZZZ means the character's been knocked out temporarily by a sleeping potion.
- A tombstone means the character has been killed.

Technique Points (TP)

- The number tells how much power the character has available for using a technique.

Symbol

- The symbol shows whether a character is fighting with a weapon, using a technique, defending or using an item.

Decision Box

In the Decision box you can choose to either fight (FGHT) or plan your strategy (STGY).

Fight (FGHT)

With this marked, press the A Button to start fighting! The screen flashes as the Biomonsters attack. The result of each clash shows in the Biomonster's I.D. box. If the enemy has the power to recover, the Hit Points he earns will also show in this box. The fight continues until one side or the other is victorious.

Strategy (STGY)

Plan your strategy before starting a fight! With this selected, press the A Button. In the next box, select Order (ORDR) and press the A Button. A red triangle appears next to the name of the first character on the left. Press Left or Right on the Control Pad to

move the marker to the character you want. Then press the A Button. The Strategy Selection boxes appear. Move the marker to one of the four symbols in the Strategy Selection box and press the A Button.

Strategies

Battle
This lets you know if the character is ready to fight. If you're facing more than one Biomonster, you can choose which enemy the character will tackle.

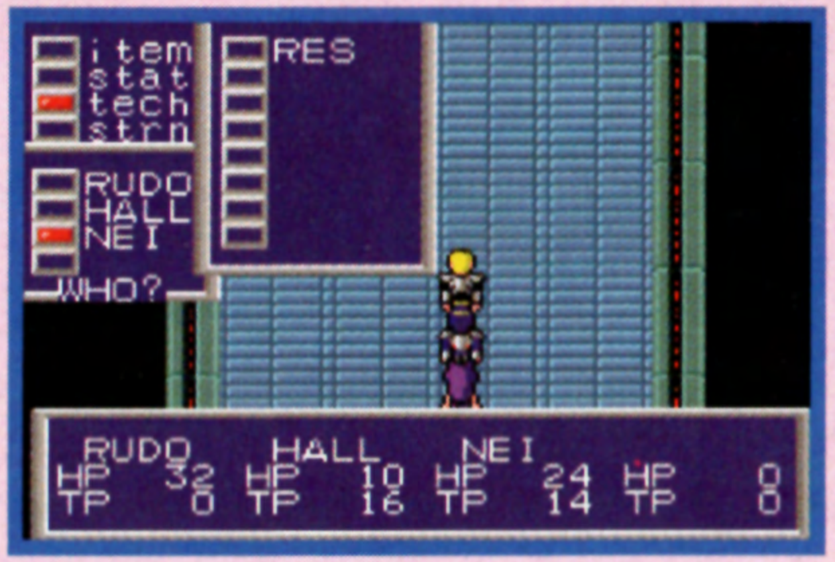
Technique
Select this symbol, and then choose a technique to use during a battle.

Item
Choose this symbol to arm yourself with one of the weapons you carry or to use an item in battle.

Defense
Choose this when you would rather have that character protect themselves then fight.

Run
If you're not ready to fight, run! Sometimes you'll get away. At other times the Biomonsters will have you cornered and you'll have to fight.

Techniques



Anti - Cleanses poison from the body of anyone who's been poisoned by Biomonsters.

Deban - Creates a dense air barrier that keeps the enemy from attacking.

Doran - Impairs an enemy's aim so his attacks miss their mark.

Fanbi - Use this to drain HP from your enemy and into yourself.

Foi Magic - Available in three strengths: Foi, Gifoi, and Nafoi. All three compress oxygen in the air until it ignites, enflaming the enemy it's directed at.

Gra Magic - Its three forms, Gra, Gigra, and Nagra, create sudden gravitational waves that compress whatever is in the area.

Hinas - Use this to escape from a dungeon.

Machine Magic - The following spells will only work on machines:

Brose has a chance of instantly destroying one machine. **Conte** keeps a machine from using a technique. **Eijia** corrodes a group of machines cauing them to take damage. **Forsa** confuses one machine. **Gaj, Gigaj, Nagaj, Sag, Gisag** and **Nasag** magic all do damage to either one or more machines in varying amounts.

Ner Magic - Ner raises the agility of one character. Saner raises the agility of all characters.

Paralyzing Magic - Both Rimit and Rimet paralyze an enemy for a short period of time. Rimit works on machines only and Rimet works on Biomonsters only.

Res Magic - In all three forms it heals wounds. Res is regular strength, Gires works faster than Res, and Nares is the most effective of all.

Rever Magic - Resurrects a fallen character.

Ryuka Magic - Transports you to the city where you last saved the game.

Sak Magic - Very powerful magic. Sak magic will allow you to sacrifice your life to completely heal one character. Nasak magic will allow you to sacrifice your life and completely heal all of your characters.

Shiza Magic - Attacks a Biomonster's central nervous system which disables them from using a technique.

Shu Magic - Shu increases the defensive power of one of your comrades. Sashu increases the defensive power of all comrades.

Tsu Magic - All three forms, Tsu, Githu, and Nathu, concentrate the light of the Algo Star System into a fatal laser beam. As the magic increases in strength, so does the devastating power of the laser. Tsu is normal strength,Githu is a bit stronger and Nathu is the most powerful.

Zan Magic - Used in three forms: Zan, Gizan, and Nazan. This magic works by creating a vacuum in the atmosphere which draws all the air out of your enemy. Zan is normal strength, Gizan is a bit stronger and Nazan is the most powerful.

PHANTASY STAR III - GENERATIONS OF DOOM

The Story

Today's your big day. You're marrying Maia, the mysterious woman you found on the shores of your father's kingdom. But as you and Maia walk up the aisle, a winged dragon grabs your bride and disappears...



This is the tragic start of what seems to be a never-ending journey into a world of loathsome creatures and wicked souls. Live through three generations in this epic adventure and find out what lies behind the realm of terror. Only you determine which of the four endings you'll experience.

In the beginning you are Rhys. Gather information by talking to the people in Landen, where your father rules as king.

Note: When you press START at the Title Screen, you will be asked to select the scroll speed for the messages that appear. Use the Control Pad to select one of the nine speed settings.

Saving your progress
In Phantasy Star III: Generations of Doom, you can only have two saved game files.

Command Screen

When you press the B Button during the game, the Command Screen appears.



Character Window - This window shows you members of your party and their present status. You can see things like the number of hit points, technique points, and your character's current level.

Command Window - From the Command Window, you can work with items, techniques, stats, equipment and change the order of your characters.

Battle Screen



Information Window - This shows you the numbers and types of your enemies, as well as their hit points and technique points. The letter P will appear to the Left of the hit points if the character has been poisoned.

Command Icon Window - Select your Battle Icon, mark the enemy you want to attack, tell your character to run away, or select the weapons or items you want to use. The spinning icon allows you to continuously use whatever Battle Icon you chose. If you choose the "1" option, the party and its enemies will attack for one turn.

Techniques

Only Laya's descendants and cyborgs can use Techniques. Not everybody can use the same Techniques. The power of these Techniques becomes more effective as the levels of the character increase. The power distribution for each Technique can be altered at the Technique Shop.

Heal Techniques (5TP)

Res - Restores HP. Can be used on only one character at a time.

Gires - Restores HP. Can be used on the entire party.

Rever - Brings a party member back from the dead.

Anti - Treats poisoned characters. Can be used on only one character at a time.

Melee Techniques (2TP)

Foi - Creates enormous flames that inflict damage to one enemy.

Zan - This wind attack cuts up all enemies in a row.

Gra - This gravity attack crushes all enemies on screen.

Tsu - Strong current of water that pierces enemies. Can be used to attack Groups A and C or Groups B and D.

Time Techniques (1TP)

Ner - Speeds up attacks. Can be used on only one character at a time.

Rimit - Gives you a better chance of succeeding when you select the Escape Icon on the Command Icon Window. Can be used on entire party.

Shiza - Prevents an enemy from using any techniques.

Deban - Prevents an enemy from attacking.

Order Techniques (1TP)

Fanbi - Increases the attacking power of one character.

Forsa - Your concentrated energy blows away an enemy.

Nasak - Your HP drops to zero but it restores the other characters' HP.

Shu - Momentarily increases a character's defensive power.

Towns and Villages

There are various buildings in every town and every village you visit.

Some of these buildings have signs on them that tell you what services they offer. When you enter a building, go up to the clerk behind the counter and press the A Button to talk. Press the B Button to cancel.

Shops

There are three different types of shops where you can buy or sell items: Armor Shop, Equipment Shop and Weapon Shop.

Buying an Item - Walk up to the clerk, press the A Button, then select Buy from the menu.

Selling an Item - Walk up to the clerk, press the A Button, then select Sell from the menu.

Healer

The healer is the one to visit if one of the characters' HP becomes zero. A doctor who can cure poisoned characters can be found on the second floor of most healing establishments.

Note: You must first get treatment for poisoning before you can recover any lost HP.

Inn

You can save your game data and recover HP and TP.

Note: If you're poisoned or your HP is zero, your HP and TP cannot be recovered.

Technique Shop

Here you can have your technique distribution altered.

Fortuneteller
Have your fortune told for a certain fee.

Other Important Landmarks

Caverns - Enter caverns to find yourself in a labyrinth. You won't be able to enter some caverns unless you have a certain item. Some caverns lead you to other worlds.

Docks - Before the Layan-Orakian war, these now-deserted docks were bustling.

Laya's Palaces - No one knows why Laya built these palaces centuries ago.

Airstrips - During the Layan-Orakian war, numerous flying machines took off from these runways.

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