PlayStation®

NTSC U/C

PlayStation®

BREATH OF FIRE™ III

THE CLASSIC ROLE PLAYING GAME

TEEN

CONTENT RATED BY ESRB

SLUS-00422

CAPCOM®

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting BREATH OF FIRE™ III: the epic saga unfolds for the first time on the PlayStation® game console. Upholding the standards of the highly-successful role-playing series while advancing into the 3-D realm, BREATH OF FIRE III again introduces us to the mysterious Dragon Clan. We at CAPCOM ENTERTAINMENT are proud to bring you this thrilling new addition to your video game library.

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® Game Console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GENERAL CONTROLS (DEFAULT)

Each button has a different function at certain parts of gameplay. Next to the category under "**START BUTTON**" is a number. Refer to this to determine what the button does at each part of gameplay.

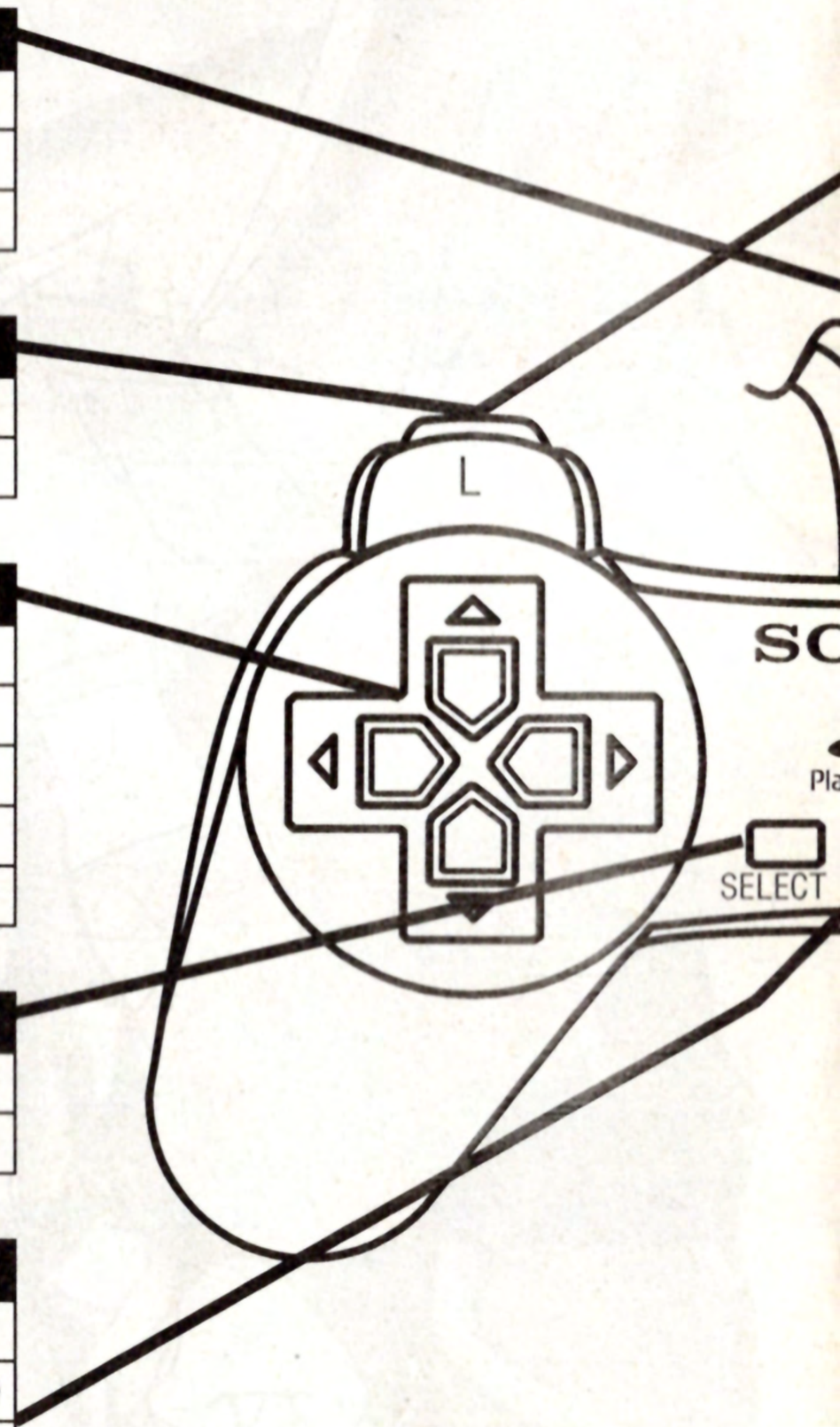
R1 BUTTON	
World Map	Changes Perspective (See Page 38)
Area Map	Changes Perspective (See Page 38)
Fighting Screen	Escape / Run Away

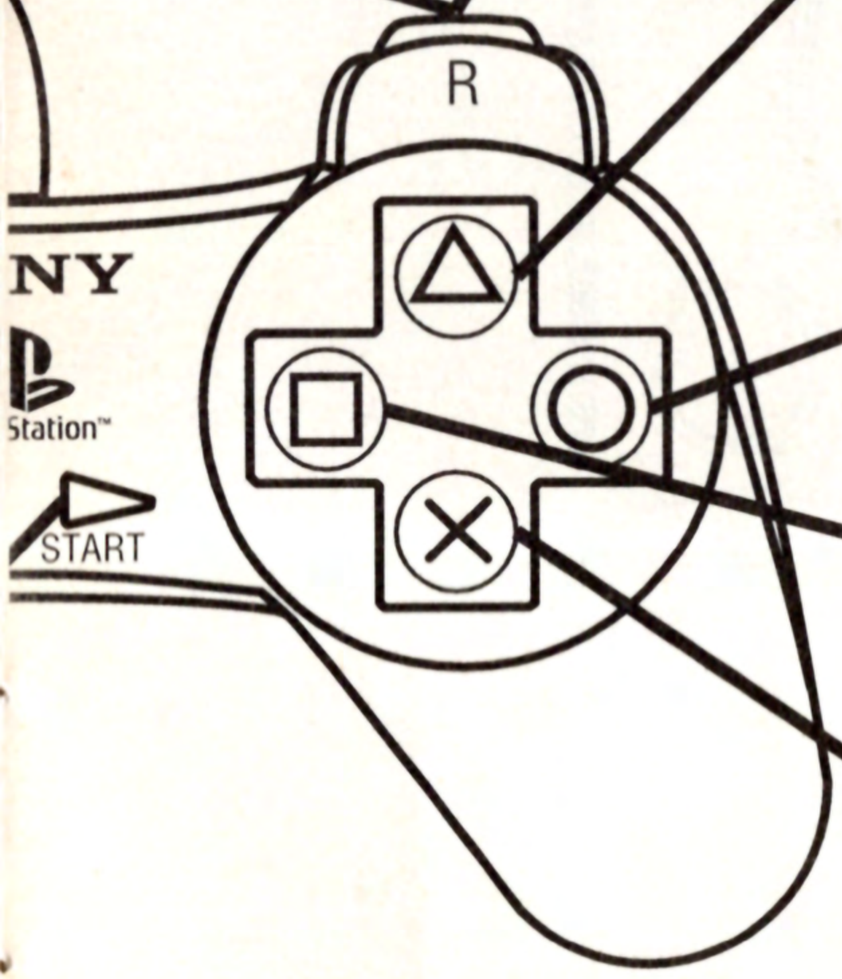
L1 BUTTON	
Area Map	Change party Leader
Fighting Screen	Charge-Auto Attack

DIRECTIONAL BUTTON	
Title Screen	Highlight Menu item
World Map	Move Character Around World Map
Area Map	Move Characters in 8 Directions
Sub-Screen	Move Cursor to Menu Item
Fighting Screen	Move Cursor to Menu Item

SELECT BUTTON	
World Map	Turns Help Message On or Off
Fighting Screen	Help – Shows All Action Options

START BUTTON	
Title Screen	Starts Game
World Map	Opens Camping Screen (When Possible)
Area Map	Position Camera for View Change (See Page 7)





L2/R2 BUTTONS	
Title Screen	Make Selection (New Game/Load Game Only)
World Map	Hold Both Buttons for 2 Seconds – Brings Up Save/Quit Menu
Area Map	Hold Both Buttons for 2 Seconds – Brings Up Save/Quit Menu
Sub-Screen	Make Selection
Fighting Screen	Make Selection

△ BUTTON	
Title Screen	Step Back From Memory Card Entry (Load Game Only)
Area Map	Use Weapon; Cancel Some Selections
Sub-Screen	Cancel Selection
Fighting Screen	Cancel Selection

○ BUTTON	
World Map	Run
Area Map	Run

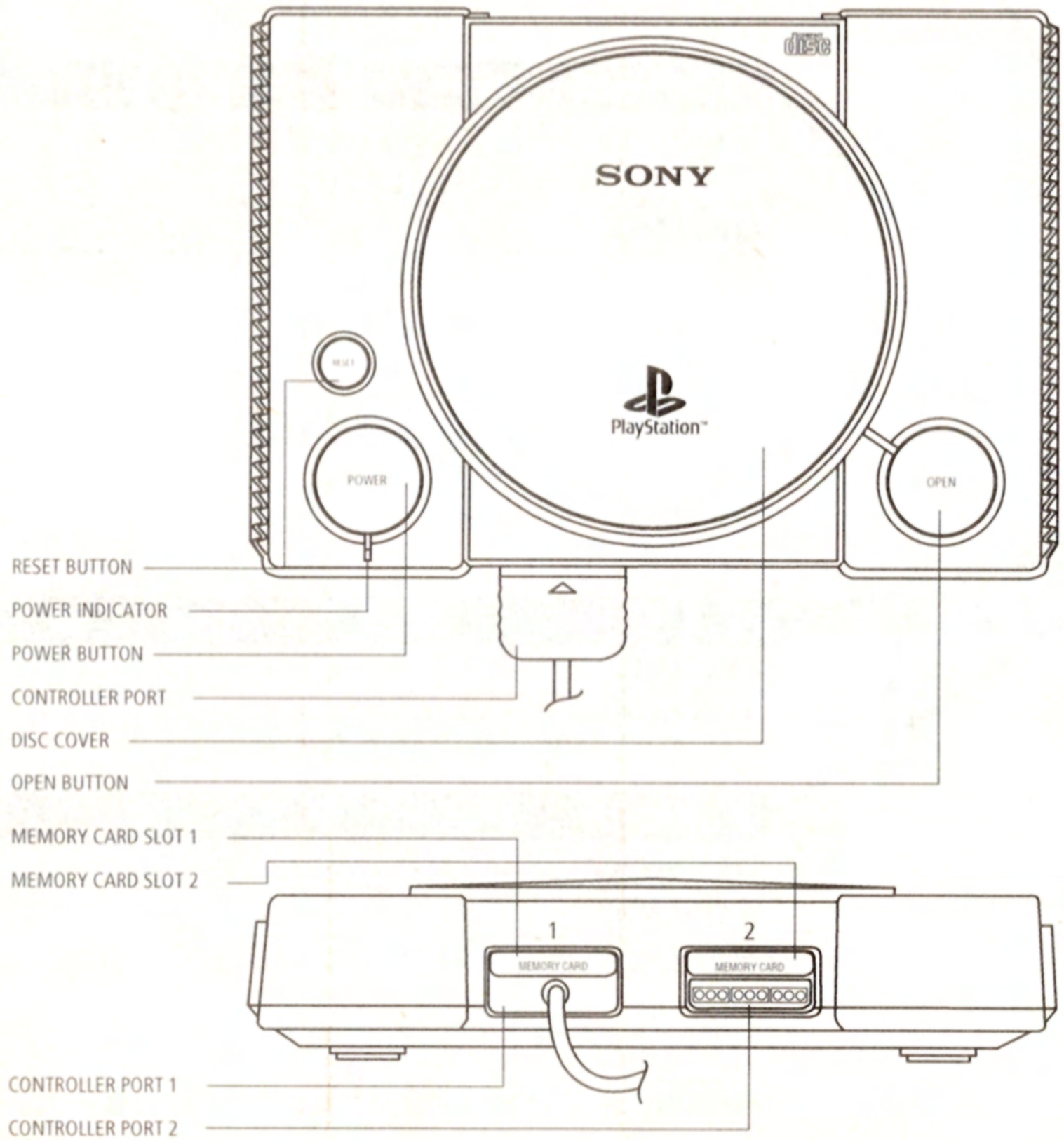
□ BUTTON	
World Map	Opens Sub-Screen
Area Map	Opens Sub-Screen

X BUTTON	
Title Screen	Select New Game / Load Game
World Map	Make Selection
Area Map	Make Selection, Speak, Investigate (See Page 7)
Sub-Screen	Make Selection
Fighting Screen	Make Selection

GETTING STARTED

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 BREATH OF FIRE III disc and close the Disc Cover. Insert Controllers and turn on the PlayStation® console. Follow the on-screen instructions to start a game.

Note: To reset your game at any time press the **Select button** and the **Start button** together for 3 seconds.



A NEW TREASURE IS DISCOVERED

An ancient legend speaks of a powerful Dragon Clan, but no explanation exists of why the clan vanished. The Legend follows the clan's history only up to the point where their inner power had reached a point where they had the power to destroy the world.

The clan's presence can still be felt in everyday life, however. The remains of the Dragon People appear in the form of chrysm ore, a tremendously beneficial form of energy. Imagine the surprise of the miners when one day a dragon youth is discovered in the chrysm ore mine. This new treasure…where did he come from and how did he survive inside the mine?

The little dragon boy Ryu grows up as an outsider, and gets into a lot of mischief. He befriends two renegades, Rei and Teepo, and all three live a life of thievery, living for the thrill. Rarely are they caught, until one day a mysterious villager leads them right into the hands of the authorities. The boys are punished and separated. It is at about this time that Ryu begins to examine his life and feels a burning desire in his heart to learn the history of his ancestors.

He soon realizes that he cannot continue living a life of childish pranks, and embarks on an epic quest to satisfy his need for ancestral knowledge. Early on in his quest he discovers a strange inner power that seems to protect him. Could this be the Dragon Power of which the ancient legend speaks?

Playing as the hero Ryu, your journey will lead you down many paths to discover your ancestral heritage and to find the answer to the burning questions: What is the power of the vanished Dragon Clan trying to teach you? Where will it guide you and what will it force you to discover?

SETTING OUT ON A GREAT JOURNEY

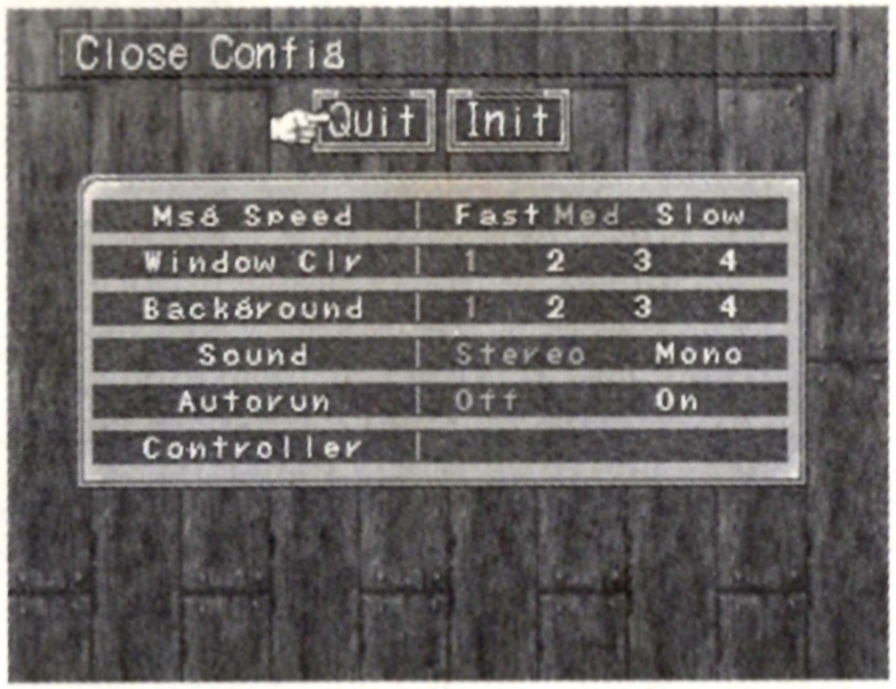
After loading the BREATH OF FIRE III game, press the **Start button** during the intro sequence or wait until it is completed. You will be presented with the title screen. Press the **Start button** to begin the game.

At this point, you have a choice between starting a NEW GAME or re-starting a game with LOAD GAME. To load a saved game, you must have a memory card with the saved files loaded in either Memory Card Slot. Then highlight LOAD GAME and press the **Start button** or the **X button**. For more on saving and loading, please see SAVING/LOADING on page 7.

To begin a new game, highlight NEW GAME and press the **Start** or the **X button**. Next you will enter the name of your character. Use the Directional button to highlight a letter, then press the **X button** to select the letter. Spell out the name of your character. As you see on-screen, press the **X button** for Select (OK); the △ **button** to Delete a selection; the ○ **button**, the **R1 button** or the **R2 button** to highlight the Next entry space; the □ **button**, the **L1 button** or the **L2 button** to move the cursor Back an entry space; and, to begin when finished, highlight START and press the **X button** or the Start button, or simply press the **Start button**. To choose the default name, Ryu, press the **Start button** without entering a name.

Highlight QUIT and press the **Start** or the **X button** to return to the title screen.

CONFIG SCREEN



After entering a name, you will see the Config Screen. This allows you to configure the setup of your game before beginning play. Adjust the MSG SPEED (message/dialog speed), WINDOW CLR (window color), BACKGROUND (background pattern), SOUND (stereo/mono, depending on your system), DASH (manual or automatic run function) and CONTROLLER (configure your button functions). Press the Directional button ▲ or ▼ to highlight a function, then press ◀ or ▶ to make a change. For CONTROLLER, highlight the function, then press the button you want to perform that function.

Note: To reset the Config Screen to the default settings, highlight INIT and press the **Start button** or the **X button**. To quit the Config Screen and begin play, highlight QUIT and press the **Start button** or the **X button**.

To enter the Config Screen during gameplay, press the **Start button** from the World Map to CAMP. Highlight CONFIG and press the **Start button** or the **X button**.

SAVING/LOADING

SAVING

You must have a Memory Card inserted into either Memory Card slot in order to save. BREATH OF FIRE III allows you to save 3 different files. Whether you use this to save different points in the same

game or 3 different games is up to you. There are 4 different ways to save your progress:

1) Speak with the innkeeper at an inn, which appear in many towns.
2) At the CAMP screen, view the journal.
3) Pray at a religious statue of the dragon.
4) Find a journal inside a dungeon.

Once in the save process, select which Memory Card slot your Memory Card is in and press the **Start button** or the **X button**. You will be presented with 3 files. Highlight the file you want to save to and press the **Start button** or the **X button**. Your game will be saved.

WARNING: Make sure you have at least 1 block available on your memory card before beginning play. This ensures that your progress can be saved. BREATH OF FIRE III consumes 1 block on a Memory Card. Without a free block, will not be able to save. Avoid frustration by preparing your Memory Card as outlined in the manual packaged with your PlayStation™ game console.

While saving, do not remove the Memory Card, reset your game or turn off your PlayStation™ game console. This may destroy your saved data.

LOADING

Load BREATH OF FIRE III as outlined on page 6. The game will automatically check your Memory Card, and if it detects a file that was saved previously, the LOAD GAME option will appear below NEW GAME. Highlight LOAD GAME and press the **X button** or the **Start button**. If you have a Memory Card plugged into Memory Card Slot 2, you will be asked to select which slot you want to load from. Select which slot, then

you will see the files you have saved on that Memory Card.

Highlight the file you want to load, then press the **X button** or the **Start button** to load the file. Select YES to load the file, NO to return to the file list. Then choose another file or press the **Directional button** to step back.

While loading, do not remove the Memory Card, reset your game or turn off your PlayStation® game console.
This may destroy your saved data.

WORLD MAP/ AREA MAP

There are 2 areas of gameplay in BREATH OF FIRE III. The Area Map is place where you do most of your travel, character interaction, battle and education. The World Map is where you can travel long distances between individual Area Maps. See the following descriptions for more information.

WORLD MAP

World Map is the beautifully-painted 3-D world that you enter when you exit an Area Map. While in the World Map, you will not run into enemies and fight like you do in an Area Map. Also, as you

travel through the World Map (if the Command Help windows are active), the name of an Area Map will appear above your character's head to let you know where you can enter, and what may be in store for you there. When a question mark appears above your character's head, it is an undefined area. Press the **X button** to find out more about that area.

To enter an Area Map from the World Map, when the name of the Area Map appears, press the **X button**. You will enter the Area Map.

You may enter an area from the World Map specifically for fighting. When the exclamation point appears above your character's head, press the **X button** to enter this area. To exit this area, just walk to the edge of the area and you will be returned to the World Map.

Press and hold the **R1 button**, then press the **Directional button** in any direction to change the 3-D perspective of the World Map.

Use the **Select button** to activate or deactivate the Command Help windows on the World Map. This includes the compass, a short list of commands and the Area Map names as mentioned above.

AREA MAP

The Area Maps include villages, cities, jungles and mountains. This is where you converse with people, events occur and fighting takes place. Actions and conversations differ depending on your party leader. Experiment in different places with different party leaders. Use the **L1 button** to change your party leader. When you have more than 3 members in your party, you can change your party by using the Sub-screen (see page 11) or by camping (see page 15).

When you enter an Area Map, one of the first things you can do is investigate different areas. To do this, move your character or party and press the **X button** to talk to people, look at an item, etc. To change the view perspective, press the **Start button** when not talking or investigating. You will see a hand appear above your character. Move the hand cursor to an area you would like to investigate further, then press and hold the **R1 button**. This sets the viewpoint camera. While holding the R1 button, use the Directional button to move the camera angle around, which changes 3-D perspective. Try placing the hand cursor in different spots to reveal more areas.

(Note: you can change the 3-D perspective in both the World Map and the Area Map without using the hand cursor by just holding the **R1 button** and pressing the Directional button in any direction.)

VILLAGES AND CITIES

In villages and cities, there are many people you can use to gather information or shop for items. There is no fighting in villages or cities.

Inns: If you spend the night at an inn, current hit points (HP), attack power (AP) and overall HP will be recharged.

General Store: Medicine, antidotes and other convenient items may be purchased here.

Weapon Shop: Swords, shields, armor and other protective materials may be purchased here.

Doping Shop: This is the place to go when you are under a spell or poisoned. Here you can temporarily raise your status.

SUB-SCREEN & COMMANDS

An important reference screen is the Sub-screen, which can be accessed in the World Map and the Area Map, except during an event or a fight. Press the □ **button** to bring up the Sub-screen, and press the **D button** to return.

This allows you to check the status of your party, use items, adjust equipment and weapons, etc. Highlight a category, then press the **Action button** - the **X button**, the **L2 button** or the **R2 button** - to select the category.

Then use the **Directional button** to highlight one of the functions within each category. Refer to each category for more information.

ITEMS

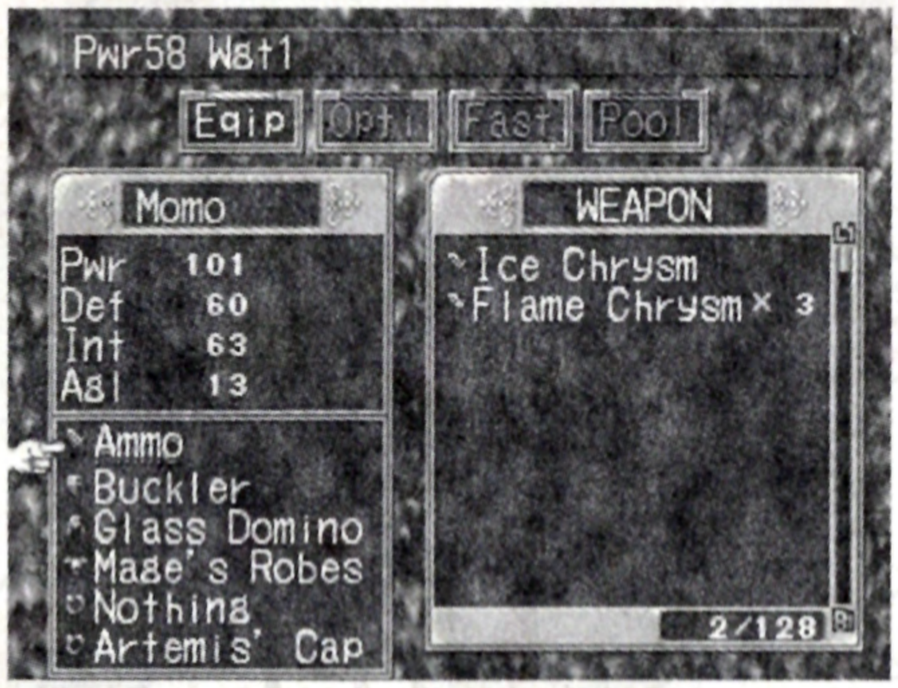
You can USE, SORT, DROP or view VTAL (vital) items you have acquired. If you want to USE, SORT or DROP an item, highlight the appropriate category and press the **X button** (see above). Then you will see the list of characters. Highlight the character you want to use, then press the **X button** to select the character. Next will be the lists ITEM, WEAPON, ARMOR or OPTION (optional item). Press the **Directional button** ◀ or ▶ to highlight one of these, depending on the item you want to use. Then press the **X button** to select the list. Then press the **Directional button** ▲ or ▼ to highlight the item you want to use. Finally, press the **Action button** to use the item.

VTAL refers to vital items you have acquired. You are only able to view these items.

ABILITY

This allows you to view your special abilities and use the ability - ABIL, SORT your list, view the NOTE (skill) list or view the Dragon GENE list. Highlight ABIL or SORT, then press the **X button**. The characters in your party will appear. Press the **Directional button** ◀ or ▶ to highlight the character, then press the **Directional button** ▲ or ▼ to allow you to choose the ability you want to use from HEAL, ASSIST, ATTACK or SKILL lists. When you have settled on 1 of the 4 lists, press the **X button** to activate the list. Highlight the ability, and press the **X button** to activate the ability. The NOTE section will also allow you to record the skill notes you have aquired into your journal.

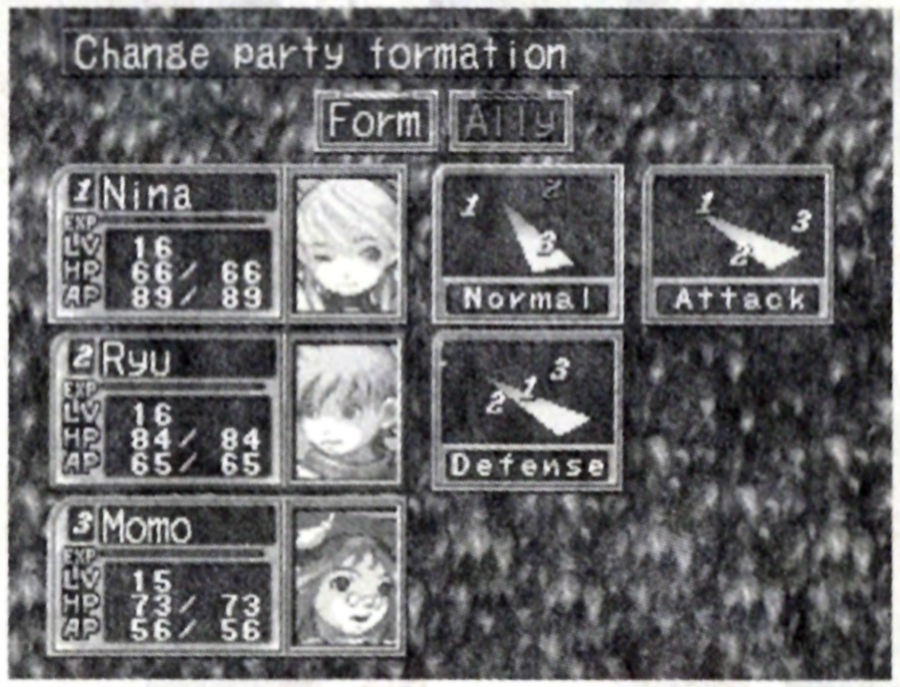
EQUIP



In order to use weapons and armor, you must equip them. Highlight EQUIP and press the **X button**. You will be presented with a list: EQIP (equip weapons and armor), OPTI (optimize your equipment for battle), FAST (optimize your equipment for attack speed) and POOL (remove equipment). Use the **Directional button** to highlight EQIP then press the **X button**. Highlight the character you want to equip (you can see the current list of equipped items), then press the **X button** to select that character. The cursor will move to the list of slots available for equipping items. Highlight the slot you want to equip an item to, then press the **X button**. Depending on the slot, you will automatically be presented with the list of weapons, armor, etc. If you have an item already equipped there, and you use the **Directional button** to highlight another item in your list, the current item's traits will be compared to the other item in PWR (attack power), DEF (defensive power), INT (your intelligence with item) and AGL (influences critical battle hits inflicted). Choose items wisely to maximize effectiveness.

If you want to automatically configure your weapons, armor, etc. select either OPTI or FAST. OPTI optimizes your equipped weapons and armor on straight power abilities. FAST optimizes your weapons on speed of attack. POOL is used to remove a piece of equipment.

TACTICS

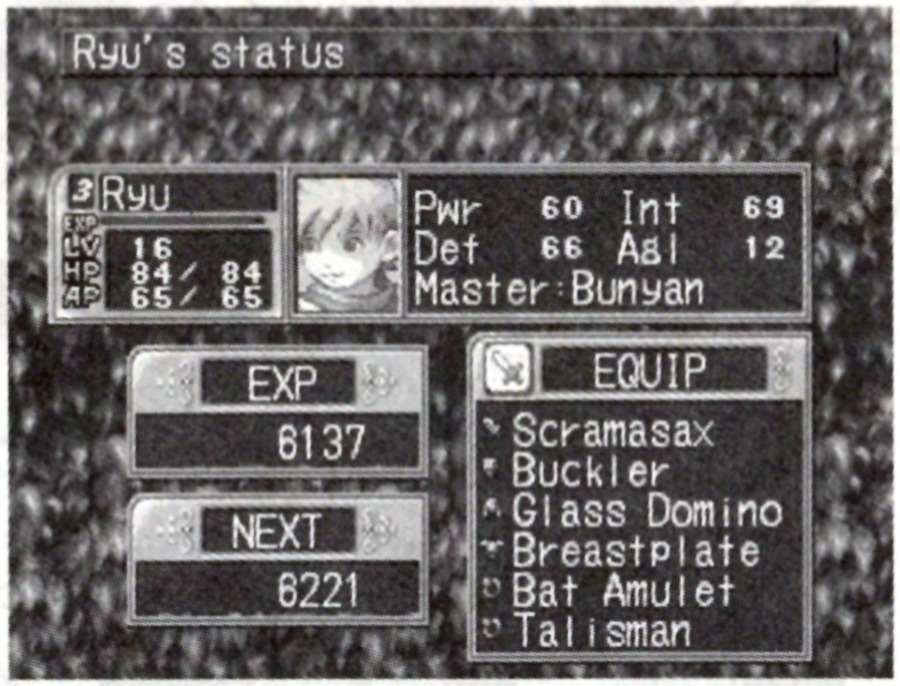


Tactics can help you strategically in battle. Use this in conjunction with your party leader configuration to optimize

your attack strength. Highlight FORM (formation) then use the Directional button to highlight a formation you want. Press the **X button** to select the formation.

If there is a character you have formed an alliance with, but they are not currently in your travelling party, select ALLY in order to bring them into your party.

STATUS



Status allows you to view the current standing of the characters in your party. You can also see what you have equipped. Use the **Directional button** to highlight the character and press the Action button to view the status of that character. Refer to this key for more information:

LV **Level**—This is your current level; your level and abilities increase as you become more experienced in battle

HP **Hit Points**—Your current HP (vitality) and overall HP are shown here

AP **Ability Points**—This is your ability points, which are needed to use special skills (see pg 16)

EXP **Experience Points**—These are used to determine your level. You gain experience by overthrowing enemies

PWR **Power**—Logical attack power you receive from various weapons

DEF **Defense**—Physical power you have to fend off attack

INT **Intelligence**—Affects damage you may receive and also affects magic ability

AGL **Agility**—Influences the number of critical hits you inflict in your attack

Master Lists the current Master you are studying under.

CONFIG

Select this to return to the Config screen that appeared when you began play. Refer to page 7 for more on this.

CAMP

You can Camp from the Sub-screen as well as the World Map. Highlight CAMP and press the **X button** to Camp your party. This gives you a chance to catch your breath and perform some actions you are not able to anywhere else. Inside the Camping Tent, you will see a journal. Approach the journal and press the **X button**. You are able to:

REST	AP or HP will be replenished
SAVE	Save your progress to a Memory Card. See page 7 for how to save to a Memory Card.
CHANGE	You can change the companions in your travelling party.
SKILL NOTE	You can read or change your skill notes that you have learned or acquired.
MASTER LIST	Review the data on the master for whom you've been an apprentice.
NOTHING	Closes journal

ATTACKING

As you travel through each different Area Map, you will encounter unfriendly creatures. You will face them then the battle menu icons will appear. Use the **Directional button** to highlight one of the options and then press the **X button** to activate the option. If you enter an option menu, and you want to go back without selecting an option, press the **Directional button**. Once you highlight and select an option with the **X button**, unfortunately the game will proceed with the action. Plot your strategy wisely.

The battle will occur in alternating rounds. Once you select an action for each member of your party, your opponent will automatically attack you. The order in which you attack your opponent and when your opponent attacks you is

based on EX turns. An EX turns occur when your agility is much larger that your enemy. Your built-up abilities, status and speed compared to your opponent's inherent abilities comes into play as well. There may be situations where you cannot attack, either because you have fainted (when your character's HP reaches 0), are under a spell or poisoned. The game is over when all of your parties character's HP has reached 0.

Once a round has been completed, and enemies are not completely defeated, you will be presented with the battle menu icons once again.

While in battle, choose one of the following battle menu icons:

ATK (Attack)
After selecting this option, if there is more than 1 enemy, highlight which enemy you will attack.

DEF (Defend)
Select this to attempt to block your opponent's attack.

EXA (Examine)
There is an opportunity to acquire an enemy's special ability. Use this option to try to acquire a skill.

ABL (Ability/Skill)
If you have learned or acquired any special abilities or skills, choose this.

There are 4 possible lists of abilities to use here: ATTACK (special attack abilities), SKILL (other skill types), HEAL (heal ailing party members) and ASSIST (helps party members).

USE (Use item)
Items you have purchased or acquired are available here. Choose from these lists: ITEM, WEAPON, ARMOR, OPTION.

For the ABL and USE options, highlight either battle menu icon and press the Action button. Press the **Directional button** ◀ or ▶ to bring up the above mentioned lists. Once a list has been opened, press the **Directional button** ▲ or ▼ or press the **L1 button** or the **R1 button** to highlight an item in the list. Items you can use will be white; items not available will be grey. Press the **X button** to use the item. If it is an attack item, highlight the enemy to use it on and press the **X button**. If it is an item to heal or assist your party, highlight the party member you will use it on and press the **X button**.

ESC (Escape)
Press the **R1 button** at the battle menu icons to bring up ESC. Press the **X button** to try to escape the enemy.

CHG (Auto Attack)
Press the **L1 button** at the battle menu icons to bring up CHG. This means charge forward, or automatic attack. Your party will carry out the maximum attack your party can.

Once the fight ends and you are successful, you acquire experience points, items and maybe some zenny (money). In cases where you have fainted from lack of HP, your HP will be up raised to 1 but your overall will decrease. You can replenish this at an inn, by camping, usings items, or using your abilities.

PROBLEM STATUS

Sometimes in the middle of battle, topography or your opponent's abilities can cause some problems. Here is a list of problem statuses:

STATUS	EFFECT	REMEDY
POISON	HP, ATTACK ABILITY DECREASE; NO RUNNING	PHARMACOLOGICAL MAGIC, ANTIDOTE, CURE-ALL OR MOON DROPS
SLEEP	CANNOT MOVE UNTIL IT WEARS OFF	PHARMACOLOGICAL MAGIC, DROPS, CURE-ALL OR EYE DROPS
CONFUSION	CAN'T CHOOSE TO FIGHT BACK	SAME AS "SLEEP"
BLINDNESS	HIT RATE REDUCES	PHARMACOLOGICAL MAGIC, DROPS, CURE-ALL OR EYE DROPS
PARALYSIS	CANNOT MOVE AT ALL	PHARMACOLOGICAL MAGIC, DROPS, CURE-ALL
FIGHT INCOMPETENCE	CANNOT USE WEAPONS EFFECTIVELY	TAKE CARE MEDICINE, NOTICE MEDICINE
EGG	UNABLE TO MOVE FOR 5 TURNS	PHARMACOLOGICAL MAGIC, MYSTICAL, CURE-ALL

After 5 turns, or when the fight ends, the problem status ends, plus AP and HP are restored.

SKILL NOTES

To be able to use new skills you have learned or acquired, you must view the Skill Notes. These are accessible when you camp or when you are reading your journal. When you are viewing your Skill Notes, in order to change your current skills to the new ones, you must use Skill Ink. You can get Skill Ink at a jewelry box, a strong box or at Manilo's Shop.

When you select a new skill in the Skill Notes, choose Record and the Skill Ink will be used up. This updates your skill list. If your skill notes are full you will not be able to acquire any new skills from enemies or from your master.

MASTER/ TEACHER SYSTEM

In the BREATH OF FIRE world you may meet people who are known as Masters. By becoming an apprentice to a Master and responding to your teacher's skills, your own status increases and advances. Maturity and growth are important changes for your character.

To be taken on by a Master, a ritual or test is required. A Master might say "gather food and come." After performing the task requested, you are cleared to become an apprentice. However, you cannot have an apprenticeship with more than 1 Master.

APPRENTICE

A character can change the growth of his/her inherent abilities by virtue of what his teacher knows. Some Masters also teach skills. Other Masters will teach you things that will have an extreme effect on your future behavior and abilities. Their attributes will be strongly placed upon their apprentice. The best part of being an apprentice is increasing special traits and improving things which are weak within you.

When you have fulfilled the terms of the apprenticeship, your name will be added to the Master List.

DRAGON GENE SYSTEM

As the game progresses, you can change Ryu (or your character) into several dragon forms by using a trait inherent to the descendants of the Dragon Clan. Your abilities and skills will change, as will your appearance. A spectacular display will occur as you morph into the form of a powerful dragon.

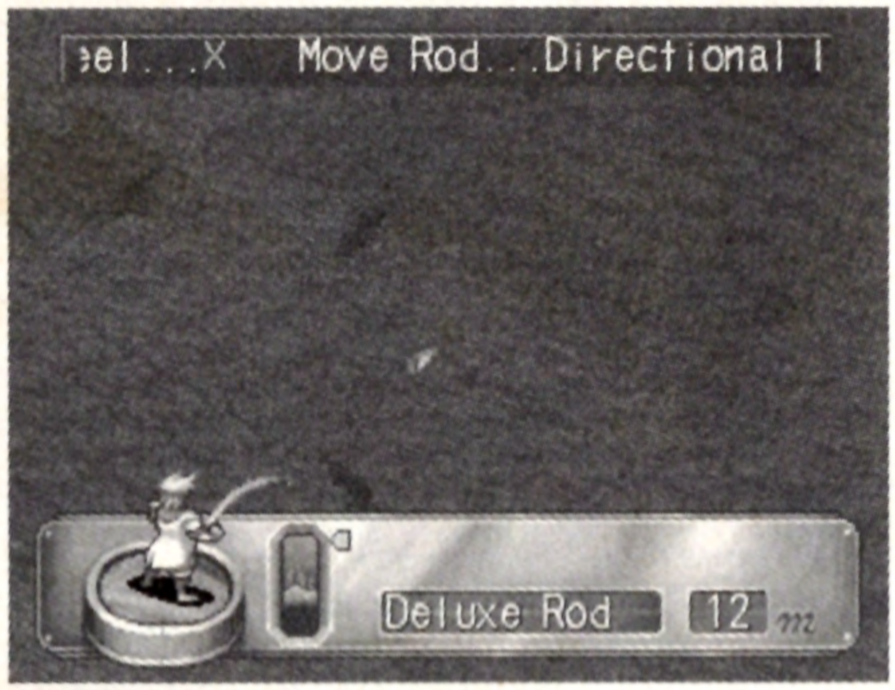
TRANSFORMATION

In the middle of a battle, you can choose to change into a dragon by selecting the Dragon Gene System. If you have enough AP built up, you will be able to transform into a Dragon. To do this, highlight and select PICK and choose the Dragon Gene/s you would like to use. Try splicing genes together to create even stronger Dragon forms. The most genes you can splice together at one time is 3. By choosing DATA you will be able to pick from previous Gene splices. You may also save your favorite Gene splices to the BEST section by highlighting your selected Gene splice in the DATA section and pressing the □ **button**. You then can pick your favoites splices by highlighting and selecting BEST.

DRAGON FORM

Once transformed, you can use very powerful skills. You have only 3 Battle Menu icons here: ATK, ABL, DEF. To maintain your Dragon form, you must expend some AP, depending on how many genes you spliced together. When you run out of AP to maintain the form or your HP is gone, you will quickly return to your character's basic form. To return to your original shape by other means, highlight and select "Restore Form."

FISHING

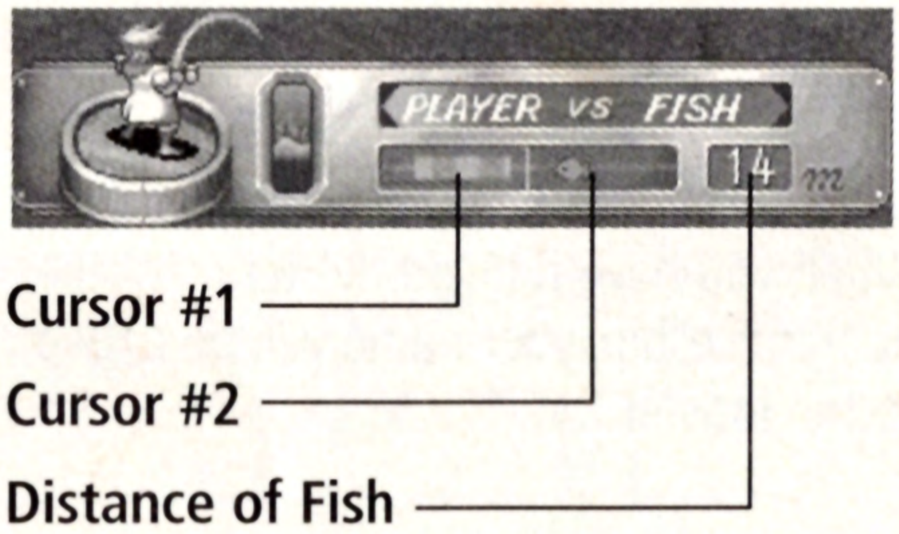


A fun task in BREATH OF FIRE III is fishing. Take a break from the life of the Dragon Clan and relax a bit. If you have a fishing pole and lure, you are able to fish. Fish is treated as a tradable item. There are precious things that can only be purchased by exchanging fish you have caught.

You can fish from the spot in the World Map where you see a fish pop out of the water. Stand next to this spot and press the **X button** to enter the Fishing Area.

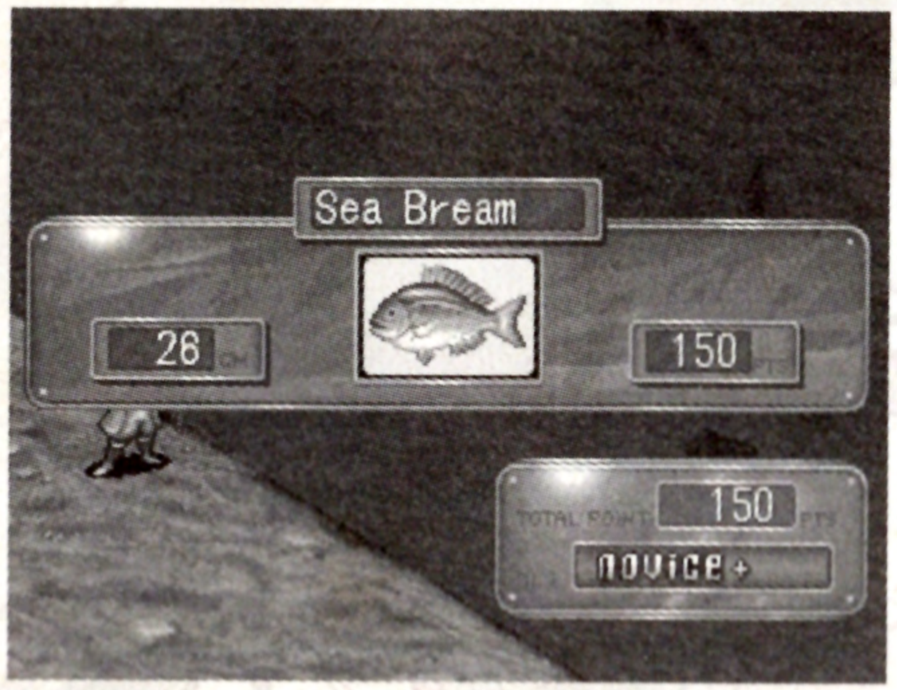
To arm the lure and the pole, press the □ **button** or the **X button**. You must make certain to use the correct lure and attach the right bait to catch the fish. Each fish is very picky.

Cast the line by pressing the **X button**. The higher the value of casting power, the farther your cast will sail. Use the **X button** in combination with the **Directional button** to create a rhythm that attracts the fish after your lure hits the water. After the fish grabs the lure, the words READY FIGHT appear. This lets you know you have a chance to reel the fish in.



By putting cursors #1 and #2 together and pressing the X button you can reel in the fish. When the cursors are too far apart, be careful not to let the line break and lose your lure. As the fish pulls on the line, reeling in the fish exhausts its strength. When the distance becomes 0 meters without harm, you caught the fish!

FISH



The type of fish you caught is entered into the system, and you can view it by highlighting DATA and pressing the **X button**. It lists Fish Shape, Length, an Explanation of characteristics, effect of using it as an item and average size appears here. The points you are given is determined by the length of the fish, and your Class of fisherman is determined by total value of the fish.

When finished, highlight EXIT and press the **X button** to return to the World Map.

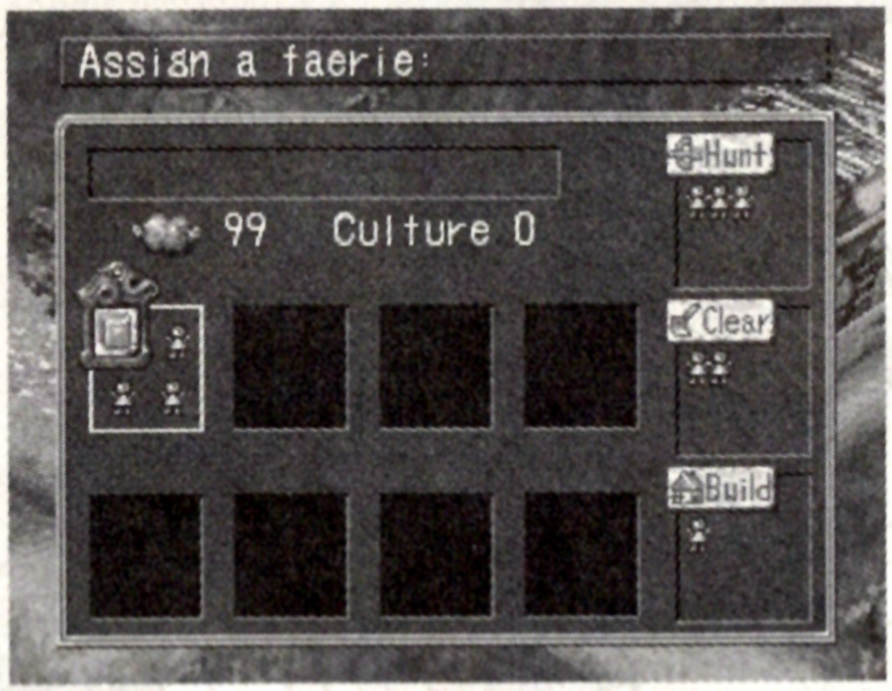
MANILO'S TRADE SHOP

At the trade shop you can barter the fish for rare items (Manilo uses a coin to fish rather than a lure!)

CULTURAL LANDS

During your adventure you will come across a communal society village. This is a group of fairies living a primitive lifestyle. When this society grows to a large size, there are a number of advantages you can benefit from. You can purchase rare items not available anywhere, enjoy a mini-game or you can listen to sounds in a music shop.

DEVELOP THE COMMUNE



By directing people of the village, you can build the size of the village to enjoy the previously-mentioned benefits. Talk to the fairy leader to get instructions. The first 5 instructions are: Hunt, Recultivate/Pioneer/Reclaim Land, Build/Construct, Scholar or Wait/Standby for orders.

ALLIES

RYU, THE HERO

The character you command. He has the super-human strength granted him by his ancestors of the Dragon Clan. As he matures, more and more powers are discovered from within.

NINA, QUEEN OF WINDIA

Nina has a wealth of knowledge about attack magic. She is very curious, and will quickly jump into new quests.

TEEPO

This orphaned punk knows nothing about his race, but has powerful attack magic.

REI

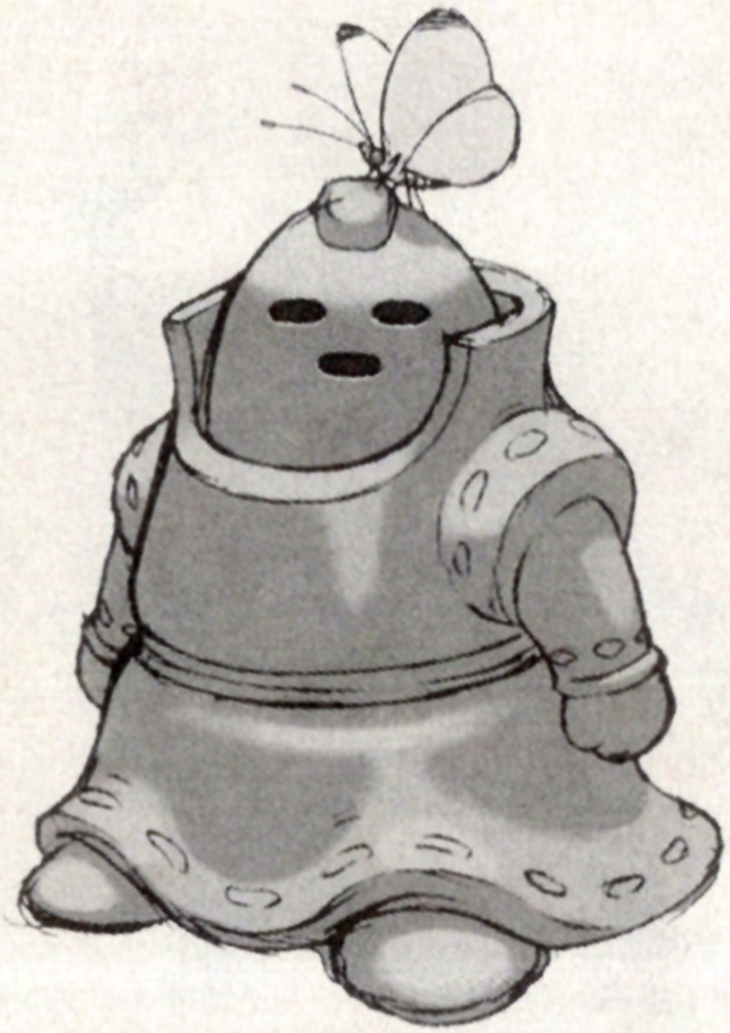
Just like Teepo, he is an orphan that looks after Ryu. He has a light-hearted disposition and is very irresponsible.

PECOROS (PECO)

Pecoros is an abnormal creation born in a lab. A combination of plant and mammal, he has lots of HP that replenishes naturally. His language is a riddle.

MOMO

Momo is a female scholar who is researching Ghost chrysm ore and machines around the world. She is very happy-go-lucky and is helpful with her strong bazooka attack. She is also good with assistance and recovery magic.



HONEY

Momo's research partner, this mechanical soldier is powered by chrysm energy.

GARR

The winner of the Grand Weapons Tournament, Garr has a strong sense of duty. He takes pride in his skill with special weapons and flame magic. He joins up with Ryu's party while travelling.

MAGIC LIST

RECOVERY

NAME	AP	TYPE	PERSON	AFFECT
Heal	4	Saint	Single	Will raise player's HP by 20
Rejuvenate	7	Saint	Single	Will raise player's HP by 40
Restore	12	Saint	Single	Will raise player's HP by 100
Vitalize	20	Saint	All	Will raise party's HP by 40
Vigor	50	Saint	All	Will raise parties HP by 100

ASSIST

NAME	AP	TYPE	PERSON	AFFECT
Protect	2		Single	Will raise one target's DEF 20%
Shield	4		All	Will raise all target's DEF 20%
Speed	2		Single	Will raise one target's AGL 50%
Might	4		Single	Will raise one target's Pwr 25%
Barrier	4		Single	Will raise one target's Magic DEF 50%

ATTACK MAGIC

NAME	AP	TYPE	PERSON	AFFECT
Flare	2	Fire	Single	Flame attack on one target
Fireblast	5	Fire	All	Flame attack on all targets
Inferno	10	Fire	All	Flame attack on all targets
Frost	2	Ice	Single	Frost attack on one target
Iceblast	5	Ice	Single	Frost attack on one target
Blizzard	10	Ice	All	Frost attack on all targets
Jolt	3	Thunder	All	Electric attack on all targets
Ligthing	7	Thunder	All	Electric attack on all targets
Myollnir	10	Thunder	Single	Electric attack on one target

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