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SQUARESOFT

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SUPER FAMICOM



INSTRUCTION BOOKLET

SEIKEN DENSETSU 3

せいげんでんせつ
Seiken Densetsu 3

SQUARESOFT

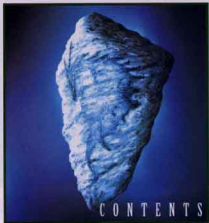


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せいけんてんそ
Seiken Densetsu 3



CONTENTS

Thank you for selecting Square's Seiken Densetsu 3 for the Super Family Computer. Please read this instruction booklet thoroughly to ensure various actions and amazing story of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

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When the word was yet trapped in darkness, the goddess of Mana felled 8 incarnations of disaster that guided the world to destruction, the God-Beasts, with the Sword of Mana, and sealed them in 8 stones. And as the darkness left, the world was created.

The Goddess of Mana turned herself into a tree and fell asleep. Many years passed....

Keeping their feelings to themselves, now 6 young ones are starting on a journey...

Due to the actions of some who plot to unleash the God-Beasts from the stones, obtain power surpassing even that of the gods, and make the world their own, conflict breaks out heralding the end of peace....

Mana is rapidly disappearing from the earth. Even the Mana Tree has begun to wither....



The World of Seiken Densetsu 3



In the world of "Seiken Densetsu 3", there exist forms of war between a neutral nation and a powerful nation, like Forcena and Altana, Rolante, and Navarre, Wendel and the Beast kingdom. Those three combinations of neutral nation and power nation conform the world by making triangles. Therefore, depending on which character you choose to start the adventure, because of his origin, the story will develop in a different way.



BASIC OPERATION SYSTEM

Names of Controller Parts and Their Functions

Here we will introduce the names of the parts of the controller and their functions. Details of the functions are on the following pages.

We will explain how to use the controller and master the basic operations.



L/R Button

To use the other characters temporarily

You can use the other characters by holding the L and R buttons. Use the L and R buttons in a party of three and use the R button in a party of two.

X Button

Used to bring up the Ring command
Used to show the ring command

Y Button

Used to bring up the Main Menu
Used to show the main menu

A Button

Attack/ Conversation/ Decide
Used to decide each command, to attack with a weapon, to talk with people and to open a treasure chest.



B Button

Fatal action/ Dash/ Cancel
Used to give a fatal action in full count, used to dash by also pressing the + Button, and used to cancel a command.



+ Control Pad

Used to move character and icon

Used to move character, to change menu, to select a command, etc.

Select Button

Use to pick the leader

Use to change the character you use.

Start Button

Used to bring up Storage screen and turn On/Off 2nd controller

Used to bring up the Storage screen, except in fighting mode. Press the start button of the 2nd controller for 2nd player to join in.

* In the case that the character of the 2nd controller disappears from the screen, function becomes temporarily off. Then after it comes back to the character of the 1st controller automatically, function will be available again.

* The function of each Button is the primary set up.



HOW TO START THE ADVENTURE AND GAME OVER

■ Start of the Unknown Adventure

By pressing any button in the opening screen, the screen below will appear. Choose "New Game" to start a new game and "Continue" to continue a game by selecting with the + Button and deciding with the A Button.

You can also set up the sound (See Page 9).



There are two ways to start the game, "New Game" and "Continue".

[New Game]

To start a game from the beginning, choose three characters to form a party. Use the + Button to select a character and decide with the A Button and input the name as told below. Select the other characters as well and you can start a game. The first character you choose will be the hero of the adventure.



How to input name

Select letters with the + Button and decide with the A Button. Cancel a letter with the B Button. When done bring the icon on ◀ right below or press the Start Button. If you want to play the game with the primary set up name, press Start Button without inputting any letters.

[Continue]

You can continue the game with the saved data. Select "Continue" and then select the saved file with the + Button and decide with the A Button. Cancel with the B Button.



How to save data

① Saving at the inn
You can save your data at the inn whether or not you stay. When asked whether to save or not, select "Yes" and pick a file.



② Saving at the Goddess of Mana statue
You can save your data at the golden or silver statue of the Goddess by pressing the A Button. The golden statue of the Goddess can restore the HP and MP of all of your party.



[Sound Set Up]

Here you can set up the sound of the game. Select and decide on "Stereo" or "Mono". When you choose "Stereo", select and decide on "Wide" or "Normal".

■ Game Over

When the HP of all of your party becomes 0, the game is over. Press the A or B Button to bring back the Title screen. If at least one character survives the fight, the other characters will recover with HP 1.



HOW TO SEE THE GAME SCREEN

Field Screen

The party moves around and fights in the Field screen. In this screen various character data is indicated. Details are as follows.



- ① Three characters
- ② Current Hp / Maximum HP
- ③ Number of Controller of which you are using (see below)
- ④ Count meter
- ⑤ Current Level
- ⑥ Indication of character
- ⑦ Current MP

How to see the screen in forming a party

When you are forming a party with two or three, the character you are using is indicated as "1" on the controller number (above ③) when using 1 controller the other characters you are not using at the moment are indicated as "R" or "L". These indications correspond to the Buttons that indicate Ring command (see page 17) to the other characters that you are not using, or using temporarily "R" or "L". In the case of playing in two, the number of the 2nd controller will not be indicated.

Main Menu with 9 Screens

When playing the game, press the Y Button to view the Main Menu in which you can check your status, arm yourself and so on. The Main Menu is divided into 9 screens and you can cycle through them with the + Button, positions of which are indicated in the small screen right below. Details of each menu are in the followings. Press the B Button to exit the Main Menu.



1 Menu Primary Screen

This is the first screen you see after bringing up the Main Menu. You can check the level of your party, current class, current and maximum HP, MP, how much money you have, date and time. Also the Stat Screen will appear automatically by pressing the A Button.



Use the Select Button to change the character

The six screens [Menu primary screen], [INV], [EQUIP], [BTL], [MGC], [STAT] of the 9 menu screens are related with the characters. On these screens information for the character you are using will be indicated, and by pressing the Select Button you can indicate the other characters that you are not using at the moment.

2 WIN [Changing the Window]

You can change the design and the color of the message window. Use the + Button to select from 8 designs and decide on one with the A Button. Then use the + Button to adjust the color and brightness and pick one with the A Button.

**3 INV. [Exchanging Items]**

You can equip, exchange or leave the arms and defenses. Select with the direction button [Weapon], [Armor], [Helmet], [Ring] or [Shield] and decide with the A Button. Then select from [Equip], [Exchange] or [Storage] and decide. Details of each selection are in the followings.

**EQUIP Switching to Equip screen**

When you select "Equip" the Equip screen automatically appears. First check the arms and defenses you have, and change your equipment. How to equip with each arm and defense is on the next page.

**EXCHANGE Exchanging items**

You can exchange the arms, defenses and items in the party. Select and pick [exchange] and move the finger icon to the one you want to change and decide with the A Button. Then move the finger icon to the one you want to exchange it for and decide with the A Button.

**STORAGE Leaving items**

You can leave the items that you can not carry. Select and pick [storage] and move the finger icon to the item you want to leave and decide with the A Button. You can bring out the item you left by pressing the Start Button to bring up [storage] except in fighting mode.

**Bringing Out Items From Storage**

Bring up [Storage] with the start button and use the + Button to select the item and decide with the A Button. Then with the finger icon select and pick the item you have (also "nothing") and the item in the storage to exchange or bring out the items.

4 EQUIP [Equipment of Arms and Defenses]

You can change the equipment. Bring the icon between the arms and defenses that you are equipped with by pressing the A Button. Then move the icon to the arm or defense that you want to change and decide with the A Button. Then select and decide the arm or defense that you want to equip with.



5 BTL [Order of Attack]



You can set up the fighting action on each character. Bring out the icon and use the + Button to select the monster, etc. for target and decide with the A Button. Then select and decide whether to do a fatal action automatically when you are not using the character (select the name of the action) or to do a fatal action by pressing the B Button together with the L or R Button (select "nothing").

6 MGC [Checking the Mastered Magic and Their Effect]

You can see the effect of mastered magic and special attacks. Bring up the icon with the A Button and use the + Button to move the icon to the magic or special attack and decide with the A Button. Also you can see the brief profile of the characters.



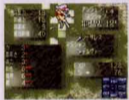
7 FILE [Checking the Saved File]



You can check the status of the saved file. You cannot save the file here. See page 9 on how to save the file.

8 STAT [Checking Status]

You can check the status of ability, detailed value of parameter, available occupation in the next class change, the current value of experiences, the necessary amount of experiences to level up, etc. of each character. See below about the value of each ability and see page 23 about the details of parameter.



Attack Ability
How much damage you can give to the enemy.
Defense Ability
How much damage you receive from an enemy attack.
Percentage of Avoidance
How much you can avoid the attack of the enemy.
Magic Defense
How much damage you receive from the magic attack of the enemy.

9 CON [Changing the Set Up of the Control Buttons]

You can swap the functions of the control buttons. Bring up the icon with the A Button and move it with the + Button and select the control button that you want to change. Then input directly the optional button. Select and decide [END].



RING COMMAND



3 Kinds of Ring Command

You can view the original Ring command of Seiken Densetsu 3 with the X Button.

Item Ring

This is the Ring that indicates the items that the party owns. The Item Ring is owned jointly by all the party.



We will introduce the kinds of the original Ring command and how to use them.

Magic / Special Attack Ring

This is the Ring that can be shown if you have mastered the magic or special attack. Each character has their own Magic / Special Attack Ring (See next page).



Spirit Ring

Different from the above two rings, this is a special Ring that you usually can not open. On the adventure, it will be indicated only when you need fairy or a spirit. In that case you have to decide which spirit you will use.



How to Use Ring Command

We will explain here how to cycle the ring, how to go to the other ring and how to go to the rings of the others in the party. If you do not have any item or magic that can be indicated in the ring, you can not bring up the ring.



Mechanism of Ring Command Group

How to select in the Ring

To use the magic or the item on the same ring, use the + Button (right and left) to cycle the ring to select the command and decide with the A Button.



How to go to the other Ring

Use the + Button (up and down) to go to the Magic / Special Attack Ring from the Item Ring and vice versa.



How to view the Ring of the other character

When you open the Ring, you can view the Ring of the character you are using. To look for a certain magic or special attack, use the L or R Button (see page 10) to change the character to see their rings.





BATTLE SYSTEM

■ Attack the enemy with the new motion battle

The new motion battle enables you to feel more like your in the battle by automatically changing into motion battle, without switching the screen when you meet an enemy. We explain here the characteristic of each way of attack and how to use them in battle.



We will introduce the knack of fighting which becomes more thrilling with the new motion battle.

Normal Attack Attack with the equipped arms



When you attack with the equipped arms, control the character with the + Button and press the A Button when approaching the enemy. When the attack hits the enemy and gives him certain damage, you can beat him. When you give damage to the enemy by attacking with arms, the count will be accumulated (see next page) and when it reaches a certain number, you can do a fatal action.

Fatal Action Various attacks with count up

Each character has their own fatal action that can give big damage to the enemy. You can use this fatal action by accumulating counts. Its process is below.



Attack Process

① Accumulate the count

The count will light up every time an arms attack hits. First, accumulate until the count becomes green.



② Press the B Button when the count is accumulated

The count turns to green when it reaches a certain amount. Press the B Button.



③ Explode the crushing fatal action

The fatal action will be exploded by the above process. If the fatal action misses, the count does not decrease.



Learn a more powerful fatal action after a class change

You can learn a more powerful fatal action after a class change. In this case, the count will be longer and you have to accumulate more counts. The fatal action that you learned in the past class can be used with the same amount of counts as before.



Magic & Special Attack How to use the mastered magic and special attacks

The magic and the special attacks which have various effects are indispensable to the fight. Both of these attacks are indicated in the same Ring and you can use them in the same way.

Attack Process

① Open Ring command

Bring up Ring command with the X Button. Use the + Button to bring Magic/ Special Attack Ring and use the L or R Button to bring the ring of the other characters. The count will light up every time an attack by arms hits. First, accumulate until the count becomes green.



② Select magic or special attack

Use the + Button (left and right) to select the magic or special attack and decide with the A Button. When you do not have to decide the object to attack, you can start using them here.



③ Decide the object to attack

Depending on the kind of magic and special attacks, you have to decide the object to attack. Use the + Button to decide the object to attack and decide with the A Button after the above process.



Treasure Box with Roulette

When you beat a monster and see [WIN!] on the screen, a treasure box may appear. Opening the treasure box, you can usually obtain various items, but sometimes you find a roulette trap. To stop the roulette, Press the A Button.



Spike

Spears jump out from the ground and you receive damage.



Ogre Box

Treasure box shaped monster attacks you with mouth open.

Automatic System and Semi Automatic System

There are two ways to control the fighting, manual system (see page 18) in which you move the character to attack the enemy and automatic control in which the character automatically attacks the enemy. Semi automatic system is to switch between these two ways of fighting. You can fight better if you use this system.

Automatic System



Controlling the character with the + Button and attacking with the A Button will be automatically done only by holding the A Button in fighting mode. [AT] will be indicated on the left of the window of the character. You can not use fatal action, item, magic or special attack in this system.

Semi Automatic System

You can switch between manual system and automatic system. In the automatic system, leaving the A Button you can switch to manual system, in the manual system, holding the A Button you can switch to automatic system. It is suggested to fight in the automatic system first and switch to manual system when you want to use fatal action, item, magic or special attack.



Arrow

Rain of arrows give you damage.



Smoke

Smoke coming out from the treasure box gives you damage.



Bomb

Great explosion breaks out and all the party receives damage.



God of Death

God of Death with a big scythe attacks you



Kaiser Mimic

Treasure box shaped monster attacks you with jumping



Stone

Stones fall down from above and you receive damage.

■ Status Trouble Received in Fighting

As the party can use magic or special attacks, monsters also attack with them. As a result, you may receive status trouble. This is the list of the kinds of conditions.

Name	Condition
Silence	You can not use magic.
Curse	Your attack to the enemy returns on you.
Snowman	You become snowman and cannot move.
Burnt	You become burnt and lose 1/4 of your HP.
Shrink	You are shrunk and the power of attacks decrease.
Deadly Poison	You are poisoned and your HP decreases gradually.
Moogles	You are transformed into a moogles and cannot attack.
Stoned	You receive damage of half your HP and become a stone. You cannot act.
Sleep	You fall asleep for a while and cannot act.
Impossible to Fight	You faint and cannot act.

■ Consider the Strategy Depending on Day, Night and Dates

In this world there is day, night and dates. Monsters are stronger at night and the effect of each spirit is higher on its date. Consider these points when fighting.



One Day		Relation of Spirit and Time / Date							
Day									
Time of Wisp		Hof	Day	Lay	Dis	Uan	Ddy	Daj	G
Night									
Time of Shade		Jan	Iam	Oa	Ais	Ono	Dof	Dof	Jom



GROWTH SYSTEM

■ Characters that grow up in various ways

There are three factors in the growth of the character. Details are in the following.

Level Up Select freely the value of ability

When the value of your experience reaches a certain amount, the character can level up and the Level Up Ring appears. Use the + Button (left and right) to select the icon of parameter (see below) to increase the number and decide with the A Button.



Characters grow up by fighting against enemies. We will introduce the process.

Strength

 The power of arms attack and the power of fatal action

Agility

 The percentage of hits of arms attacks and the percentage of avoidance

Vitality

 The power of defense against arms attacks and maximum amount of HP

Intelligence

 The effect of attack by magic and the percentage of avoidance

Spirit

 The effect of restored magic and the defense of indirect magic

Luck

 The percentage of occurrence of critical hits, etc.

Class Change | Select more powerful type

Each character can up grade to a more powerful class by filling a certain condition. We will introduce here the flow of the class change.

Flow of Class Change



① Find a Mana stone
When you find a Mana stone, stand before it and press the A Button. Then Faerie appears and will decide if you can up grade your class or not.



② Select "light" or "dark"
When the ability of the character has reached a certain value so to up grade your class, you will be asked which type to be, "light" or "dark". Use the + Button to select and decide with the A Button.



③ Completion of class change
You will be enveloped with dazzling light and the class change is completed. To up grade to Class 3, you will need a certain item other than experience.

Branching of Occupation Selection

1st Step = Basic Class

2nd Step = Class 2

3rd Step = Class 3

Ex. Duran

Fighter

Light

Knight

Paladin

Lord

Gladiator

Sword Master

Dark

Duelist

Mastery Of Magic and Special Attacks

We will introduce here the mastering process of spiritual magic and special attacks. You can master the special attacks by going through two steps, ① and ②.

Conditions of Mastering Spiritual Magic and Special Attacks

① Meet with the spirit

To learn the magic of each field, you need the power of the spirit who is governing the field. The absolute condition to master the spiritual magic is to meet the spirit and make him join the party. For example, to learn the magic of fire you need to meet Salamando for his help, and to learn the magic of wind, you need Jinn.



② Obtain the necessary value of ability

To master magic and special attacks, the value of ability has to reach a certain amount. The value of ability refers to the six items (see page 23) that you can increase when you level up. When the specific value of ability (for example, the value of intelligence is important for attacking magic and the value of spirit for restored magic) reaches a certain amount, you can learn the magic in leveling up.



③ Level Up

When you level up filling the above conditions ① and ② and increase the number of any kind of ability on the Level Up Ring, the name of the magic, special attacks and the character will be indicated on the screen (if there is no possible magic or special attacks to master, nothing will be indicated). This is the sign that you mastered magic and special attacks. Then you can use the mastered magic, etc. by bringing up the Magic/Special Attack Ring and selecting and deciding the magic and the object (see page 20).



MEANS OF LOCAL TRANSPORTATION

The Four Means of Transportation Indispensable for the Adventure

It is impossible to do the adventure all on foot. The following is the four means of transportation.



Cannon

Move by being launched to the specific destination

The cannon sends you to a specific destination. It was developed by Bon Voyage and his relatives all over the world own them. When you fly for the first time, you need "gunpowder".



We will introduce the four means of transportation which are indispensable to travel the extensive world.



Liner

Move by ship from town to town

You can move from town to town through the ocean. It anchors in the harbor of specific towns. You have to pay for the number of members.



Flammie

Move freely by riding on it in the sky


You can call Flammie with the "wind drum" and move freely in the sky. Move with the Direction Button, go up with the A Button, go down with the B Button (keep pressing to land), change the point of view with the L or R Button. You cannot call it inside a dungeon nor can you land in the forest. You can remove and view the map by pressing the Select Button.



Top View



Side View

Booskaboo

Move leisurely on the ocean

You can call Booskaboo with the "Pihyara flute" and he will help you cross the ocean. Use only the + Button to move. You can move at double speed in the dark (deep) part of the ocean. You can get on and off only at a beach.





COLLECTING INFORMATION AND STORE GUIDE

■ Collect Information from People in Towns and Villages

It is important to collect information. Talk to as many people as possible by standing before them and pressing the A Button. You may get some unexpected hints.



There are inns and stores in the towns and villages, which are indispensable in the adventure and where you can get important hints.

■ Prepare for the Adventure at Inns and Stores

There are many inns and stores of arms, defenses, etc., where you can buy and sell products. When you arrive at a town, never forget to drop by and prepare for the next adventure (details are in the followings).

Inns Restore HP / MP and save the data



You can restore the HP and MP by curing the injured and exhausted body and save the data (see page 9). If you stay, you may be asked when you want to wake up [day] or [night]. Select with the + Button (up and down) and decide with the A Button. It is free to stay on the holiday of Mana.

Stores of arms, defenses and items

You can buy and sell arms, defenses and items. There are some places where they sell both arms and defenses. If the character who talked to the storekeeper buys any arm or defense which he cannot equip with, it will be handed to the character who can equip it.

Buy the arms and defenses indispensable for the adventure and useful items



How to use stores

First, stand before the counter and press the A Button. You will be asked whether to stay or not if it is an inn, whether to buy or not if it is a store of arms, defenses and items. Select with the + Button (up and down) and decide with the A Button. See right about the following steps for the store of arms, defenses and items.

[Buy]

You can buy products. Select and decide [buy], then the products will be indicated on the Ring command. Select with the + Button (left and right) and decide with the A Button. You can carry up to 9 of the same item and if you buy more than that you will be asked to send it to the storage.

[Sell]

You can sell the arms, defenses and items that you do not need anymore. Select and decide the same way as [buy].

[Cancel]

You can cancel when buying or selling. Select and decide [cancel].

*When you [sell], you can switch the belongings of the characters with the LR Buttons.



Strange store Black Market

There exists a store called the Black Market somewhere in this world. You can buy some products here that you cannot find anywhere else.

INTRODUCTION OF CHARACTERS



■ Six Heroes Starting the Adventure

We will introduce here the profiles of the six starting the adventure and the flow of their class change.

How to see the flow of the class change

Occupation of Light	Occupation of Dark
Knight [3 Step Cut]	Gladiator [Whirlwind Sword]

one example of a fatal action

You start the adventure by choosing three from the six heroes introduced here.



DURAN

Age: 17 Sex: male

Mercenary of "Grass Kingdom Forcena"

He is proud serving the Grass Kingdom Forcena as a mercenary. His appearance is rough and vulgar. He is so violent tempered and unyielding that fellow mercenaries consider him dangerous. But he respects the king who was the best friend of his late father and loves his country the most.



KEVIN

Age: 15 Sex: male

Only Son of Beastman King

He is half blood of the Beastman King who governs the Beast Kingdom and human being. He looks grown-up but his heart is pure as a boy. He is likely to be misunderstood for he does not like people and is poor at talking.



HAWK

Age: 17 Sex: male

Gangster in Gang of Thieves in Navarre

He is a thief in a gang of thieves in the Navarre desert. His personality is humorous and romanticist. Usually it is hard to say if he is serious or joking, but he is very friendly.





ANGELA

Age: 19 Sex: female
Princess of "Magic
Kingdom Aitena"

She is the daughter of the Queen of Reason of the Magic Kingdom Aitena. She is passionate, sexy, showy, selfish and jealous. But in the bottom of her heart she is hungry for her mother's love since she grew up away from her.



Magician
[Double Attack]

Sorceress
[Pink Typhoon]

Delvar
[Star Attack]

Arch Mage
[Dancing Rod]

Rune Master
[10 t]

Magus
[Hot Shot]

Grand Divina
[Spiral Rod]



LISE

Age: 16 Sex: female
Princess of "Wind
Kingdom Rolante"

She is the princess of the Wind Kingdom Rolante and also is the leader of the Amazon forces. She looks like a girl but is strong-willed and responsible. She is hard to please and stubborn, she speaks realistic words.



Amazoness
[Whirlwind Lance]

Valkyrie
[Vacuum Surge Spear]

Rune Maiden
[Flying Heaven Spear]

Vanadis
[Light Shot Spear]

Star Lancer
[Falling Star]

Dragon Master
[Dragon Tooth Spear]

Fenrir Knight
[Hundred Flower Dance]

CARLIE

Age: 15 Sex: female
Granddaughter of
the Bishop of Light

She is the granddaughter of the Bishop of Light of the Sacred Capitol Wendel. She has the blood of elf and grows slow. She is cheerful, talkative, curious and superstitious.



Cleric
[Bonkle]

Priestess
[Jump]

Enchantress
[Dash]

Bishop
[Chop Chop]

Sage
[Boom Boom]

Necromancer
[Craaaazy]

Evil Shaman
[Huge Huge]

FAERIE

Small faerie serving the Goddess of Mana

She is a faerie serving the Goddess of Mana who became the tree of Mana and fell asleep. She left for the Sacred Capitol Wendel to inform of the crisis that the tree of Mana started withering because of the loss of Mana from the earth. When she was almost running out of power just before Wendel, she meets the hero and they start traveling together.






INTRODUCTION OF SPIRIT, MAGIC AND SPECIAL ATTACKS

The eight spirits, magic, and special attacks are indispensable in the hard and long adventure.


8 Different Spirits and Their Attributive Magic

We will introduce the eight spirits which are concerned in mastering the magic and the effects of all 48 kinds of magic which reflect the characteristic of each spirit.





		[Light] Will of Wisp
[Earth] Gnome		Spirit which controls the power of sacred light and can put away evil with dazzling light.
[Fire] Salamando		[Water] Undine Spirit which controls the power of water, resources of life, and can bring rains and ice by collecting chill.
[Wood] Dryad		[Wind] Jinn Spirit which controls the power of wind in the air handling wind, clouds and thunder.
		[Moon] Luna Spirit which controls the power of the mysterious moon and can confuse the spirit with enchanting light.
		[Dark] Shade Spirit which controls the power of the great darkness and can throw the enemy into the horrible darkness.





Earth Magic that makes the best use of the power of the earth. It can make earthquakes and change the enemy into stone.

-  **DIAMOND MISSILE [MP2]**
Setting off the sharpened diamond towards the enemy, it gives damage.
[A]
-  **EARTHQUAKE [MP4]**
Calling the giant rock and dropping it on the enemy, it gives damage.
[A]
-  **STONE CLOUD [MP7]**
Enveloping the enemy in dark blue clouds, it gives damage and changes them into stone.
[A]
-  **PROTECT UP [MP2]**
Sticking particles of sand all over the body, it increases the power of defense.
[L]





-  **SPEED DOWN [MP2]**
Changing the ground around the enemy, it reduces the quickness to half.
[L]
-  **DIAMOND SABER [MP4]**
Spraying diamond crystals upon the arms, it gives the attribute of the earth.
[D/C]

Water Magic of water and ice. It can make ice fall and freeze the enemy.

-  **ICE SMASH [MP2]**
Throwing the giant ice like raw stone of jewels, it gives damage.
[A]
-  **MEGA SPLASH [MP4]**
Freezing the underground water in a flash, it forms a sharp ice pole mage to penetrate the enemy.
[A]
-  **COLD BLAZE [MP7]**
Enveloping the enemy in the giant ice, it gives damage and changes them into a snowman.
[A]
-  **MIND UP [MP2]**
Pouring the pure elements of water into the body, it increases the power of magic attacks.
[L]



-  **POWER DOWN [MP2]**
Extracting some elements of the enemy, it reduces the power of attack.
[L]
-  **ICE SABER [MP4]**
Sprinkling the arms with sacred water, it gives the attribute of the water.
[D/C]

*The abbreviations below the icons indicate the characters who can master the magic D=Duran, K=Kevin, H=Haax, A=Angela, C=Carle, L=Lise 35

Fire

Magic that handles burning fire.
It can burn up the enemy.


FIRE BALL [MP2]

[A] Throwing the fire ball to the enemy and enveloping them in a fire pole, it gives damage.


EXPLODE [MP4]

[A] Making a strong explosion all around, it gives damage.


BLAZE WALL [MP7]

[A] Bringing the lava like fire pole from the earth, it gives damage.


POWER UP [MP2]

[L] Pouring the energy coming from the burning fire into the body, it increases the power.


MIND DOWN [MP2]

[L] Extracting the burning fighting spirit from the enemy, it reduces the power of magic attacks.


FLAME SABER [MP4]

[D/C] Spraying the sparks upon the arms, it gives the attribute of fire.

Wind

Magic that makes use of air and wind which normally exist around you. It can call thunder, etc.


AIR BLAST [MP2]

[A] Kamaitachi and cutting the enemy, it gives damage.


THUNDER STORM [MP4]

[A] Forming the thundercloud upon the enemy and striking it with lightning, it gives damage.


STUN WIND [MP7]

[A] Forming a vacuum around the enemy, it gives damage and makes the enemy silent.


SPEED UP [MP2]

[L] Making use of the breeze in the air, it speeds up.


PROTECT DOWN [MP2]

[L] Forming the belt of blue colored air around the enemy, it reduces the power of defense.


THUNDER SABER [MP4]

[D/C] Striking the arms with lightning, it gives the attribute of thunder.

Wood

Magic that calls the power of trees having their roots in the earth. There are many kinds of magic that assist the attacks.


SLEEP FLOWER [MP3]

[H] Scattering about pink petals which bring sleepiness, it gives damage after


POISON BUBBLE [MP5]

[H] Sprinkling the bubble made of sap of poisonous plant with the enemy, it gives damage with poison


TRANSSHAPE [MP2]

[H] Sprinkling the powder of nuts on yourself to be transparent, you can move without the enemy noticing


AURA WAVE [MP3]

[K/H] Making the sword absorb the vitality of the tree, it fills up the count to MAX


COUNTER MAGIC [MP6]

[H] Surrounding yourself with the green ball, it reflects the magic of the enemy.


LEAF SABER [MP4]

[D/C] Giving the power of the tree's roots to the arms, it gives the effect to absorb the MP from the enemy in attacking.

Moon

Magic that makes use of the moon which gives bright light in the night sky. Like the magic of "Wood", used mostly to assist the attack.


LUNATIC [MP5]

[H] Showering the enchanting light of the moon, it decreases all kinds of the ability of the enemy


HALF VANISH [MP3]

[H] Enveloping the enemy with a dazzling light ball, it decreases the HP at random


BODY CHANGE [MP3]

[H] Enveloping the enemy with the mysterious smoke to transform it to a shell hunter, it gives damage


LIFE BOOSTER [MP4]

[H] Bringing the power of the moon in the body, it increases the maximum HP in fighting


ENERGY BALL [MP6]

[K/H] Taking the energy in the body, it increases the percentage of occurrence of critical hits.


MOON SABER [MP4]

[D/C] Giving the power of the moon to the arms, it gives the effect to absorb HP from the enemy in attacking.

Light

Magic whose resource is the power of the sacred light. It is the only magic that has the attribute of restoring HP.



[A/C]

HOLY BALL [MP2]
Bringing the small light balls spirally around the enemy, it gives damage.



[A/C]

SAINT BEAM [MP5]
Throwing the beam of light like blue laser on the enemy, it gives damage.



[D/K/C]

HEAL LIGHT [MP3]
Showering yourself with the sacred light, you can restore your HP.



[C]

MAGIC SHIELD [MP4]
Putting the thin blue membrane, it reduces to half the damage you receive from the attributive magic of the enemy.



[D/C]

TINKLE RAIN [MP2]
Raining light from the sky, it restores status troubles.



[D/C]

SAINT SABER [MP4]
Bringing the sacred power to the arms, it gives the attribute of light.

Dark

Magic that calls the power of freezing darkness. You can use the attack magic so powerful that you can terrify the enemy.



[A]

EVIL GATE [MP2]
Calling the dark wave motion to envelop the enemy, it gives damage.



[A]

DARK FORCE [MP5]
Thrusting the enemy with the power of darkness like a sharp knife, it gives damage.



[A]

DEATH SPELL [MP7]
Forming a dark space around the enemy, it kills the enemy depending on the level.



[C]

ANTI MAGIC [MP4]
Using the power of darkness, it invalidates indirect, assist magic and gage count.



[C]

BLACK CURSE [MP6]
Putting a curse on the enemy, it returns the damage you received by an arms attack.



[D/C]

DARK SABER [MP4]
Bringing the power of darkness to the arms, it gives the attribute of the darkness.

Special Attack Making Use of Each Type

Each character can learn various special attacks (see page 25). Here we introduce the effect of each attack.

How to see the Special Attack List MP consumption

Kevin Pressure Point Monk MP: 1
Hitting the tsubo, you can increase the power.
name of the special attack occupation that can learn the special attack

Kevin	Pressure Point Monk	MP: 1
	Arrow Ranger	MP: 1
	Spike Floor Ranger	MP: 2
	Shuriken Ninja	MP: 1
	Water Jutsu Ninja	MP: 3
	Fire Jutsu Ninja	MP: 3
	Earth Jutsu Ninja	MP: 3
	Thunder Jutsu Ninja	MP: 3
	Rock Fall Rogue	MP: 3
	Land Mine Rogue	MP: 4
	Poison Mist Knight Blade	MP: 3
	Flame Breath Knight Blade	MP: 3
	Blow Needles Knight Blade	MP: 3
	Deadly Weapon Knight Blade	MP: 4

Hawk

INTRODUCTION OF ARMS AND DEFENSE

We will introduce here part of the six types of arms and four kinds of defenses.

■ Exclusive Arms and Defenses for Characters

All the arms and defenses are set up exclusive for each character.

ARMS The arms introduced here are indispensable for the adventure. They are divided for the 6 characters.

SWORD for Duran

BROAD SWORD

Broad and double-edged sword. Favorite sword for mercenaries of Forcena.

GLADIUS

Small sword made for piercing not for killing the enemy. It is light and easy to manage.

IRON SWORD

Iron sword whose blade is forged for many days. It is heavy and you can cut off the enemy at once.

GLOVE for Kevin

NEEDLE GLOVE

Leather glove with iron needles on the punching point. You can cut the enemy in shreds by punching.

LEATHER GLOVE IRON KNUCKLE

Leather glove made by tanning beast leather. It does not have too much power as arms, but is better than nothing

Most Popular arms used by street fighters which you put on four fingers and give the enemy showers of punches.

Hawk	 Black Rain Knight Blade MP:9 It gives damage with black rain on the enemy.
Angela	 Double Spell Grand Divina MP:5 Charming to your party so to use the magic continuously.
	 Rainbow Dust Arch Mage MP:10 The incomparable powerful magic united with spirit gives damage.
	 Ancient Magus MP:12 It gives damage with the powerful magic sealed in ancient times.
Carlie	 Unicorn Head Enchantress MP:1 Calling the Unicorn Head, it gives damage.
	 Machine Golem Enchantress MP:2 Calling the Machine Golem, it gives damage.
	 Turn Undead Bishop MP:1 It kills the Undead type monster depending on the level.
	 Ghoul Necromancer MP:3 Calling the Ghoul, it gives damage.
	 Ghost Necromancer MP:5 Calling the Ghost, it gives damage.
	 Gremlin Evil Shaman MP:3 Calling the Gremlin, it gives damage.
	 Great Demon Evil Shaman MP:5 Calling the Great Demon, it gives damage.
	 Demon Breath Evil Shaman MP:6 Breathing upon the evil breath, it decreases HP.
	 Freya Vanadis MP:6 Calling the Goddess of War, it gives damage.
Lise	 Marduke Star Lancer MP:6 Calling the God with 4 wings, 4 ears and 4 eyes, it gives damage.
	 Jormungand Dragon Master MP:7 Calling the snake shaped dragon, it gives damage.
	 Lamian Naga Fenrir Knight MP:7 Calling the half human half snake magic beast, it gives damage.

Duran can be equipped with a shield after class change.

Between the six characters, only Duran cannot learn special attacks. Instead, after the class change to light type, he will be the only one who is equipped with a shield.

W
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DAGGER
for Hawk

BASELARD

Wedge shaped double-edged knife. You can use for both piercing and attacking the enemy.

DAGGER

Most famous between the knife arms used in fighting. The edge is thin and short and it cuts very well.

FLINT KNIFE

Favorite knife for the gang of thieves in Navarre. Mostly used for self-defense.

ROD
for Angela

WOODEN CANE

Wood cane used for ceremony more than fighting. It does not have much attack power.

WITCH STAFF

Staff used by young magicians. The power of attack is not high, but better than the Wooden Cane.

STAFF

It can work in a beating attack. The tip is reinforced with iron.

FLAIL
for Carlie

HOLLOW ROD

Wooden arms. It does not have much attack power.

WOOD FLAIL

It is made of strong oak. Great for beginners.

BALL AND CHAIN

Flail with iron ball. It can work well in fighting.



SPEAR
for Lise

BRONZE LANCE

Lance for one hand made of wooden stick with bronze edge. Used generally by the soldiers of the Amazon forces.

LONG SPEAR

Long spear that penetrates the enemy and gives damage. It has a bigger edge than the Bronze Lance.

FLAMEA

Spear with long shaft and thin edge. You can thrust or cut off the enemy.

DEFENSE

Defenses are classified into four kinds, armor, shield, helmet and ring and will protect each part of the body from the enemy.

ARMOR

CHIBIKKO ROBE

Robe for child used in ceremony. Exclusive defense of Carlie.



COTTON UNIFORM

Favorite uniform made of cloth for fighters. One of the exclusive defenses of Kevin.

COTTON KILT

It is like clothes more than armor. It is not useful in fighting. Exclusive defense of Hawk.

QUILTED LEATHER

Leather armor to protect half the body. It is light and easy to move, but not so protective. Exclusive defense of Duran.

COTTON ROBE

Robe made of thick cotton. It is not protective against strong enemies. Exclusive defense of Angela.

PADDLED LEATHER

Leather armor partially reinforced, like shoulder and chest. It is light and for a woman. Exclusive defense of Lise.



SHIELD

RED-HEAT SHIELD

Shield modeled after burning fire. It reduces the damage of fire type attacks.

WATER DRAGON SHIELD

Shield with blue dragon engraved in the center. It reduces damage by water type attacks.



INTRODUCTION OF ITEMS



■ Items with various effects

The various items introduced here are as important as arms and defense in the adventure. Try to find the items that you cannot buy at stores. The effect of each item is in the following.

There are five kinds of items that you can obtain from stores and treasure boxes, heal, special, attack, magic and seed.



HELMET

WINGED RIBBON

Cute ribbon with feather. Exclusive defense of Lise.

BANDANA

Towel like defense with which you wrap your head. Exclusive defense of Kevin.

LEATHER VISOR

Helmet made especially to protect front head. Exclusive defense of Duran.

CIRCLET

Circlet with beautiful work. It is an accessory more than defense. Exclusive defense of Angela.

CAT-EAR HOOD

Hood with cat ears for a child. Exclusive defense of Carlie.

LEATHER HAT

Hat made of patched leather. Exclusive defense of Hawk.



RING

LEATHER GAUNTLET

Gauntlet made of patched beast leather. Exclusive defense of Duran.

LEATHER NECKBAND

A little bit strange item to protect neck. It does not protect too much since it is made of leather. Exclusive defense of Kevin.

UTSUSEMI EARRINGS

Special pierced earrings used as key by thieves. Exclusive defense of Hawk.

JEWEL RING

Fashionable jewel ring. It is an accessory more than a defense. Exclusive defense of Angela.

MARBLE RING

Toy ring with shining glass marble. Exclusive defense of Carlie.

VAMBRACE

Defense to protect arm by wrapping cloth. Exclusive defense of Lise.



HEAL

HEAL ITEM

The following 7 heal items save your party who are injured or sick

Round Drop	It heals HP maximum to 100.
Pakkun Chocolate	It heals HP maximum to 250.
Honey Drink	It heals HP to maximum.
Magic Walnut	It heals MP to maximum.
Puipui Grass	It heals status trouble like Deadly Poison, Shrink, etc.
Stardust Herb	It heals status trouble other than impossible to fight.
Angel's Grail	It heals fully the party who was beaten in the fight.

SPECIAL

SPECIAL ITEM

Mysterious items having a special effect. You can buy the Magical Rope and Dreamsee Herb at stores.

Magical Rope	You can get away from the dungeon.
Dreamsee Herb	You can change day to night and vice versa.
Gunpowder	You can ride on the cannon if you obtain it.
Chibiko Hammer	You can transform to a kid.
Pihyara Flute	You can call Booskaboo.
Wind Drum	You can call Flammie.

ATTACK

ATTACK ITEM

You can give damage by using these items when fighting.

Darts	Darts with a sharp point which can kill the enemy.
Hand Axe	Small axe to throw.
Shuriken	Arms to throw coming from a foreign country.
Pumpkin Bomb	Pumpkin bomb with enormous destructive power.



M A G I C

MAGIC ITEM

EARTH TYPE

Earth Coin	It has effect of Diamond Missile.
Gnome Statue	It has effect of Earthquake.
Basilik's Fang	It has effect of Stone Cloud.
Bulette's Scale	It has effect of Protect Up.
Needlon's Eye	It has effect of Speed Down.
Molebear's Claw	It has effect of Diamond Saber.

WATER TYPE

Ice Coin	It has effect of Ice Smash.
Undine Statue	It has effect of Mega Splash.
White Dragon Fang	It has effect of Cold Blaze.
Sahagin's Scale	It has effect of Mind Up.
Slime's Eye	It has effect of Power Down.
Poseidon's Claw	It has effect of Ice Saber.

FIRE TYPE

Flame Coin	It has effect of Fire Ball.
Salamando Statue	It has effect of Explode.
Fire Lizard Fang	It has effect of Blaze Wall.
Drake's Scale	It has effect of Power Up.
Battum's Eye	It has effect of Mind Down.
Kerberos' Claw	It has effect of Flame Saber.

WIND TYPE

Storm Coin	It has effect of Air Blast.
Jinn Statue	It has effect of Thunder Storm.
Harpy's Fang	It has effect of Stun Wind.
Bird's Scale	It has effect of Speed Up.
Bee's Eye	It has effect of Protect Down.
Siren's Claw	It has effect of Thunder Saber.

SEED SEED



This is the item that you can not buy at any store. You can obtain each item by planting it in the flowerpot at the store in each town and village and growing it. But you can not know what kind of item will grow at the time you plant the seed. You may obtain an unexpected powerful item.

Item Seed

Mysterious Seed
Magic Seed
Weapon/Armor Seed
Flying Item Seed
??? Seed

The following magic items have the same effect as the spirit magic. There are 48 kinds, same as spirit magic. But any item can only work on a single one of your party or one of the enemy.

Myconid's Eye	It has effect of Sleep Flower.
Assassin Bug Eye	It has effect of Poison Bubble.
Dryad Statue	It has effect of TransShape.
Grell Oil	It has effect of Aura Wave.
Matango Oil	It has effect of Counter Magic.
Crawler's Claw	It has effect of Leaf Saber.

Moon Coin	It has effect of Lunatic.
Luna Statue	It has effect of Half Vanish.
ChibiDevil's Eye	It has effect of Body Change.
Porobin Oil	It has effect of Life Booster.
Wolf Devil Oil	It has effect of Energy Ball.
Garmilla's Claw	It has effect of Moon Saber.

Light Coin	It has effect of Holy Ball.
Wisp Statue	It has effect of Saint Beam.
Poto Oil	It has effect of Heal Light.
Pakkun Oil	It has effect of Magic Shield.
Mama Poto Oil	It has effect of Tinkle Rain.
Papa Poto's Claw	It has effect of Saint Saber.

Darkness Coin	It has effect of Evil Gate.
Shade Statue	It has effect of Dark Force.
Ghost's Eye	It has effect of Death Spell.
Specter's Eye	It has effect of Anti Magic.
Shadowzero's Eye	It has effect of Black Curse.
Demon's Claw	It has effect of Dark Saber.

WOOD TYPE

MOON TYPE

LIGHT TYPE

DARK TYPE