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GAME BOY ADVANCE

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The cover art for the 'Sword of Mana' instruction booklet features a large, stylized, reddish-brown face of a character with long, flowing hair on the left. On the right, a young blonde boy with a sword and a girl with curly blonde hair and a blue dress are shown in a dynamic, action-oriented pose. The background is a dark, starry space. The title 'SWORD of MANA' is written in a stylized, blue and white font across the bottom of the artwork.

SWORD of MANA

INSTRUCTION BOOKLET

SQUARE ENIX

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND 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 blackouts triggered by light flashes or patterns, 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
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
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 and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes 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 or eyes 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.

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The Mana Tree

Long, long ago,
there was a goddess.

She cherished all life and
transformed herself into a Mana
Tree to watch over the world.

Thus the legend began.

As time passed,
memory of the goddess
faded from people's hearts...

One day, a man crept into
the sanctuary where the
Mana Tree slumbered.

With the power of Mana,
he built a great civilization.

But this marked
the dawn of a terrible
age of darkness...

The man forced the world
to kneel to his will.

His name was Vandole.

When souls were trapped
in the darkness of despair,
a glimmer of hope shone in the
hearts of a few brave youths.

The fighting was fierce,
but they would not give up.

One wielded a holy blade
that gleamed as brightly as
the hope in their hearts.

Powerless before this light,
the darkness was vanquished.

The power of Mana was
reclaimed from human hands and
restored to its rightful place.

But now...

The people have forgotten
the goddess once again...

Characters

Hero

Our story's leading man is the son of the Granz Realm consul. Ten years ago, our hero's parents were killed by Dark Lord. Thrown into the dungeons of Granz Castle, our hero was forced to become a fighter-slave for the Realm, battling monsters daily just to stay alive. His sole aim is to avenge his parents' deaths by defeating Dark Lord.



Julius

A mysterious man who serves under Dark Lord, Julius is both a skilled swordsman and a master magician. Rumor has it that he is a descendant of Emperor Vandole, though no one knows his true origin. Julius is anything but shy when expressing his opinions to his superior, Dark Lord and even admonishes him on occasion. For Julius's greatest obsession lies in the power of Mana...



Heroine

Our story's female protagonist is a member of the Mana Clan, a people said to be descendants of the Mana Goddess herself. Our heroine lived happily with her mother in Mana Village until Dark Lord persecuted the clan as heretics and razed the town. After her mother and most of the villagers perished, our heroine fled, seemingly doomed to a life in the shadows. But run as she might, the Realm's Heretic Hunters are never far behind...



Dark Lord

The masked man known as Dark Lord is the young leader of Granz Realm, the duchy established by his estranged father, Lord Granz. Determined to rule the Realm by his own wits and without the help of Mana power, he is intent on eliminating the "heretical" Mana Clan at all costs.

Controls

L Button + A Button

Sit (Restores MP)

L Button

Jump
Previous page

R Button

Use magic
Next page

A Button

Attack
Interact with NPCs
Examine
Confirm command

+ Control Pad

Character movement
Cursor movement

B Button

Run
Cancel command

Display ring commands
(in battle)

START

SELECT

Show help messages
Hide help messages
Switch characters

Ready for Adventure?

Insert the Sword of Mana Game Pak into your Game Boy® Advance and turn the power ON. When the title screen appears, press START to display the main menu.

NEW GAME

Start a game from the very beginning of the story.

CONTINUE

Continue playing your last saved game.

COMMUNICATION

Exchange data with other Game Boy Advance game systems via Game Link® cable. (See page 40 for details.)



The first time you play the game, only the NEW GAME option will appear.

Ending a Game

If you want to save your current game, you may do so at gold or silver Mana statues. To end the game without saving your current data, simply turn the power OFF. To end your current game and reload a previous game, turn the power OFF and turn it back ON. Then, select CONTINUE from the main menu.

Starting a New Game

When starting a new game, select one of the two main characters, then give your character a name.

The hero and heroine have their own individual weapons, and their overall statistics (shown in the status menu) are different. Moreover, the events that unfold in each story will vary in some respects.



Embarking on Your Adventure!

After you have selected and named your character, the adventure begins! In this world, there are various villages and towns inhabited by fellow humans, and you will encounter a variety of monsters in your travels through wilds and dungeons. You can interact with other humans and battle monsters as you travel from town to town.

Meet the Townies

You'll find that the game's towns and villages are inhabited by some very interesting people. Talk to as many people as possible to gather valuable information that might help you on your journey. Several establishments in towns and villages will help you prepare for your adventure.

General Stores

When you visit a general store, you can buy and sell items and equipment to keep you well supplied. Look for Moti, the famous dancing clerk, who is always more than happy to help you with whatever you need.

Inns

Heal your wounds and rest up at local inns. Not only do you fully recover your HP and MP when you stay at an inn, but you are also boosted to "Best" status, giving you both increased power and protection.

Blacksmiths

The village smithy can use materials you have acquired to forge new weapons and armor. He can also temper older pieces of equipment.
(See page 32 for details.)

Requests from Residents!

When you chat with the local residents, some of them may request favors or ask you to run errands for them. These are called "quests." Upon completion of these quests, you might receive a reward, such as items or lucre. It might be worth your while to play the Good Samaritan from time to time...



Exploring Wilds and Dungeons

Nasty monsters lie in wait in wilds and dungeons. Battle mode starts immediately whenever monsters are present, prompting your character to ready his or her currently equipped weapon. Monsters will attack you and hunt you down using their special senses.

Although you can advance without defeating all of the monsters in a given area, bear in mind that you gain experience points (EXP)—and possibly lucre or treasure chests—as you vanquish the monsters.

Time Rolls On

Time passes as you go from one area to another. Different times of day (morning, afternoon, evening, and night) are reflected in the lighting of the scenery. Certain monsters and conditions can only be found at certain times of day. If characters you're looking for are not present or if a place you want to go is inaccessible, try visiting the same place at a different time of day.

This world also has days of the week, but they're slightly different from ours. Each day is named after a spirit. Just as with the time of day, the day of the week affects certain aspects of the game. For example, each day has characteristics related to the type of spirit it is named after, and a spirit's magic is stronger on its corresponding day. You can determine the day of the week by the spirit icon in the lower left corner of the ring-command screen.

Exploring Wilds and Dungeons

Treasure Chests

As part of the spoils of battle, defeated monsters will occasionally leave treasure chests behind. You have to act quickly if you want to claim your plunder, as chests disappear after a short time. Some treasure chests may cause a roulette wheel to pop up, giving you a chance to evade a trap or suffer its consequences. You might receive damage if you miss the "OK" icon, but the treasure is yours to keep. In addition to the chests that are dropped by monsters, you will also find several chests scattered around wilds and dungeons. These will not disappear, so feel free to take your time searching for them!



Gathering Goodies

You can find items hidden in meadows by cutting the grass with a weapon that has the "slash" attack trait. Look for items that will help strengthen you for the next battle!



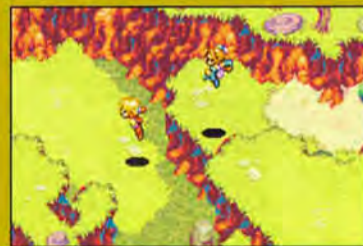
Mana Statues

If you approach a gold Mana statue and press the A Button, you can recover all of your HP and MP. Also, you will be asked if you would like to pray to the Mana Goddess. This is your opportunity to save your current game. Silver Mana statues can only save your game.



Jump!

During the course of the story, your character learns a number of abilities. One ability that can be learned early in the game is "Jump." This allows you to leap up ledges and over certain obstacles.



The Ring Command System



If you press **START** while you are in a town, wild, or dungeon, the rotating ring command appears. From this menu, you can select items to use, spirits to summon, weapons and armor to equip, or status and inventory menus to check. Most of these can be accessed during battle. The ring commands are also used for buying and selling in shops as well as for forging and tempering equipment.

Using Ring Commands

Ring commands can be used regardless of your location. Using the **+ Control Pad**, select a ring command, then press the **A Button**. That's all there is to it! Additional ring commands may pop up and give you more choices. When you're finished, press the **B Button** to cancel out of the ring command menu.



Weapons

Choose the weapon you want to equip. You can also view a weapon's attack trait in this menu.



Accessories

Choose the accessory you would like to equip. You can also check the accessory's status from this menu.



Magic Rope

Through the power of the Mana Goddess, the Magic Rope allows you to return to a safe place immediately. There are a few places where the Magic Rope cannot be used. In those rare cases, its icon will not appear as a ring command.

NOTE: The Magic Rope will not appear as a ring command until you have received it in the game.



Spirits

From this menu, you can select one of the spirits you have acquired. Spirits can assist you with their magic power. You can also check how many MP their spells will consume and how many of each kind you have. (See page 42 for details.)

Ring Command Shortcuts!

In battle mode, you can use handy shortcuts to bring up frequently used menus. When the ring command menu is open, press the **L Button** to access the weapon menu or the **R Button** to display your spirits.





Using Ring Commands



Popoi's Notebook

This notebook contains valuable information for your adventure. Check it frequently for hints and tips about playing the game! (See page 38 for details.)



Status

This menu lets you check the condition of your main character and ally. You can toggle between characters with the L Button and R Button.

Character Status

This lets you check your character's status for all traits.

This also displays the amount of lucre you possess and the current day of the week.

Name

Each weapon's skill level

Current class
(Not shown at start of game.)

Character portrait

BILLY	
LY	2
HP	21/35
MP	8/8
NEXT	28
POW	6
DEF	6
INT	1
MND	3
AGI	4
£	34
DAY	☺

Each spirit's skill level



Level
Current level.



HP/Hit Points
Current vitality. HP must stay above zero.



MP/Magic Points
Current magic power. Using magic consumes MP.



NEXT
Indicates experience points needed in order to level up.



POW/Power
Indicates offensive strength using physical attacks.



DEF/Defense
Indicates defensive strength against physical attacks.



INT/Intelligence
Indicates offensive strength using magic.



MND/Mind
Indicates defensive strength against magic.



AGI/Agility
Indicates attack accuracy and evasive ability.



The amount of lucre in your possession.



The current day of the week.



Using Ring Commands










NPC Behavior Settings

Determines the behavior of your allies in battle.
(See page 29 for details.)

Weapons List

Lists all of the weapons currently in your inventory.

	EX EFFE Indicates the weapon's "extra effects."		Ele POW Indicates the weapon's "elemental power" (attack magic) level.
	ELE Indicates the weapon's additional traits.		LMT Indicates the number of times a weapon can be tempered. (See page 32 for details.)
	POW Indicates the weapon's attack power.		
	Dodge Indicates the weapon's evasive ability.		
	Hit Indicates the weapon's accuracy.		

Armor List

Lists all of the armor currently in your inventory.

	EX EFFE Indicates the "extra effects" of a piece of armor.		Indicates the armor's defensive strength against jab attacks.
	ELE Indicates the armor's additional traits		Ele DEF Indicates defensive strength against magic.
	Indicates the armor's defensive strength against slash attacks.		LMT Indicates the number of times a piece of armor can be tempered. (See page 32 for details.)
	Indicates the armor's defensive strength against bash attacks.		



BATTLE

Battle mode immediately ensues whenever monsters are present. Once your character readies his or her currently equipped weapon, the battle is on!

The Battle Mode Screen



Active character's icon

Deathblow gauge
Shows amount of points accumulated toward next deathblow.

Ally's icon
Ally's HP (hit points)
Ally's MP (magic points)

Active character's HP (hit points)
Shows current vitality.
Active character's MP (magic points)
Shows remaining magic strength.

Fighting Fundamentals



1

Battle mode automatically begins whenever monsters are present. Always keep a strong weapon equipped and be ready for battle at any time!

2

You can attack with your currently equipped weapon by pressing the A Button. The + Control Pad controls your character's movement, allowing you to attack and retreat. Your allies move and attack automatically according to the "NPC Setting" in the ring command.

3

To access the ring commands in battle, press START. The battle pauses while you use items or change your weapons and armor. If you are fighting alongside an ally, press SELECT to switch between characters.

4

As you defeat monsters, you receive experience points and lucre (money). Some monsters may drop treasure chests that contain items or lucre. To open these, stand next to them and press the A Button.

BATTLE

Combo Attacks

You can create combo attacks by pressing the A Button in sequence during battle. The resulting combos vary depending on which weapon you use. These combos appear as different moves on-screen and cause more damage than normal attacks.

Deathblows

As you successfully hit opponents in battle, you accumulate deathblow points. When the deathblow gauge at the bottom of the screen reaches the maximum level, your character will begin to blink. This indicates that you are ready to deliver a deathblow to your opponent. By holding down the A Button for one second and then releasing it, you can hit your foe with a strong, and possibly fatal, blow. The deathblow gauge will then reset to zero, and you will accumulate deathblow points again with subsequent hits. The amount of damage varies according to the strength and type of weapon used.

Physical Attack Traits

Physical attacks, like weapons, have one of three traits: slash, bash, or jab. Consider the type of monster you are fighting and its weaknesses when choosing which weapon and physical attack to use. If you find that your attacks are ineffective, try changing your weapon to one with a different attack trait.

More Spirits, More Power!

This world is inhabited by many spirits. You can increase your magic power by gathering more than one of the same spirit type. Both attack and support magic will be stronger if you have more than one spirit on the job.



About Spirits

As spirits join your party along the way, they are able to help you with their attack and support magic. There are eight types of spirits, each with its own special characteristics. To avail yourself of a spirit's magic, select the "Spirits" ring command, and then choose the spirit you want to help you. As with physical attacks, certain types of monsters are vulnerable to certain types of magic. If you find that a particular spirit's magic is ineffective, try switching spirits.

Support Magic

During battle, you can activate support or defensive magic by tapping the R Button. Depending on the type of spirit and its support magic spell, you (and possibly your allies) temporarily receive the magic benefits of the selected spirit or spirits. The effective range varies by spirit.

Attack Magic

During battle, you can activate attack or offensive magic by holding down the R Button and then releasing it. This unleashes a magic attack on your opponent. The trajectory of the magic attack is determined by your currently equipped weapon. Experiment with different weapons to see how each one affects magic attacks!

Magic Effects

Refer to the spirit glossary on pages 42-43 for details on specific spells.



BATTLE

Skill Levels

As you use various physical and magic attacks in battle, the skill levels of their corresponding traits increase. As these skill levels go up, the effectiveness of your attacks increases.

Leveling Up

By battling monsters and receiving experience points, you will be able to level up. When you have accumulated enough experience points to level up, the "LVUP!" icon will appear over your character. Select the "LVUP!" ring command and choose the class type you would like to level up.

As you increase the levels of the five base types, you will eventually be promoted to a higher class designation, giving your character new and better abilities. You can achieve different designations depending on how you increase the five class types. Bear in mind the differences in status levels (seen on the right side of the selection screen) that are affected by each of these types before you make your choice. Each class type has its strengths and weaknesses, and each class designation has its own separate list of benefits.

When you choose "Random" as your class type, values are randomly assigned to the status levels on the right.

Stat	Value	Icon	Question Mark
HP	29	HP	?
MP	6	MP	?
PP	6	PP	?
TP	4	TP	?
SP	1	SP	?
AP	2	AP	?

NPC (Ally) Behavior

When accompanied by an ally in battle, you can control their behavior in two respects.

Switching Characters

You can switch the character you control by pressing SELECT during battle. This way, you can control your allies in the same way you would your own character. You can also make use of their abilities and all of the items in their inventories.

NPC Behavior Settings

By selecting the "Status" ring command and then selecting "NPC Setting," you can view and change the behavior settings of your allies. Use the + Control Pad to place the character on the behavior grid. For example, move the icon closer to the top if you want the character to close in on monsters. Move the icon to the left if you want the character to utilize magic over weapons.



About Class Designations


As your character levels up, he or she gains new class designations. With each promotion, the character's weapon attacks may become stronger, and some status levels may receive bonuses.


BATTLE


Status Ailments


In battle, you may find that a monster has inflicted a status ailment on you. Your condition will return to normal momentarily, but you can remove the ailment immediately by using a recovery item. You may also find various types of support magic that can be of great assistance during battle, though their effects may be brief.


 PowerUp Temporarily doubles your physical attack power.	 BubbleBoat Temporarily allows you to move in a protective bubble. You cannot attack, but only monsters with a sense of sight can find you.
 D-Fence Temporarily reduces the physical damage you receive by half.	 Mooglemorphosis Temporarily turns you into a moogle. You cannot attack, but only monsters with a sense of smell can find you.
 SpeedUp Temporarily doubles your speed.	 Silhouette Temporarily turns you into a shadow. You cannot attack, but only monsters with a sense of hearing can find you.
 PsychicShield Temporarily reduces the magic damage you receive by half.	 Best Temporarily gives you the benefits of PowerUp and D-Fence.


 **FireMan**
Prevents the afflicted from attacking. Afflicted characters continue to receive damage until they recover. Using a stardust herb cures this ailment.


 **Petrify**
Prevents the afflicted from moving and depletes HP by half. Also, most incoming attacks inflict no additional damage. Using a stardust herb cures this ailment.


 **Numb**
Prevents the afflicted from attacking. Using a stardust herb cures this ailment.


 **Snow Man**
Prevents the afflicted from moving. Also, most incoming attacks inflict no additional damage. Using a stardust herb cures this ailment.


 **Sleep**
Prevents the afflicted from moving. This ailment ceases when damage is received. Using a stardust herb cures this ailment.


 **Small (Wimp)**
Attack and defense abilities are cut in half. Size is reduced, allowing characters to enter small passageways. Using a stardust herb cures this ailment.

 **Darkness**
Reduces attack accuracy. Using a stardust herb cures this ailment.


 **Silence**
Prevents the afflicted from using magic. Using a stardust herb cures this ailment.


 **Poison**
Inflicts slight damage over time. Using a prestoveggie cures this ailment.


 **Toxin**
Inflicts heavy damage over time. Using a prestoveggie cures this ailment.


 **Confusion**
The + Control Pad's controls are reversed. Using a stardust herb cures this ailment.

 **PowerDown**
Cuts attack abilities in half. Using a prestoveggie cures this ailment.

 **Bedraggled**
Doubles amount of physical damage received. Using a prestoveggie cures this ailment.

 **SpeedDown**
Cuts movement and attack speed in half. Using a prestoveggie cures this ailment.

 **Bewitched**
Doubles amount of magic damage received. Using a prestoveggie cures this ailment.

 **Pose**
Prevents the afflicted from moving. Using a stardust herb cures this ailment.

Forging and Tempering Your Equipment

As you progress through the game, you will have a number of opportunities to forge and temper your equipment. You will find this very helpful in building up your character for battle.

Tempering Weapons and Armor

You can temper or strengthen weapons and armor by asking a blacksmith to combine them with similar materials. As with forging, this costs you a few lucre depending on the weapon or armor and the material it is to be tempered with. Raw materials used in tempering can be obtained from treasure chests or harvested as fruits and veggies from the orchard.

(See page 36 for details.)

Tempering will improve some of the status levels of the weapon or armor. In addition, the equipment may gain additional traits or effects. The number of times a piece of equipment can be tempered is limited, so choose wisely. Try different combinations of equipment and raw materials to see what works best for you!



How to Temper Equipment

- 1 Select the type of equipment to be tempered (weapons or armor).
- 2 Select a type of weapon or piece of armor.
- 3 Select a specific weapon or piece of armor. If you want to temper an ally's equipment, switch characters using the L Button or R Button. (You will not be able to temper the item if you do not have the appropriate raw materials.)

Select a raw material to temper with. As you scroll through possible choices, you will notice that the status levels affected by each one may be slightly different, though these are only estimated results of the tempering. Keep this in mind as you make your selection.

(See pages 22-23 for more information on equipment lists.)

- 4 Select a raw material to temper with. As you scroll through possible choices, you will notice that the status levels affected by each one may be slightly different, though these are only estimated results of the tempering. Keep this in mind as you make your selection. (See pages 22-23 for more information on equipment lists.)
- 5 After you have confirmed a raw material, the equipment will be tempered and the finished product presented to you. The required lucre is automatically deducted from your holdings.



Forging and Tempering Your Equipment

Forging Weapons and Armor

As the story progresses, Watts will appear in your Hot House and offer to forge items for you with his masterful blacksmith skills.

You can forge a new weapon by combining an existing weapon with new and different materials.

To forge items, you will need enough raw materials and lucre. Be aware that the item you use as a base to forge your new item will disappear from your weapon inventory. However, you may be able to obtain new raw materials in your travels.

When compared to tempering existing items, forging new items can create weapons and armor of superior abilities. Unlike tempering, there is no limit to the number of times an item may be forged. Depending on the raw materials used, you may not only strengthen an item by forging, but you may increase its abilities as well. As with tempering, your weapon may develop new characteristics.



How to Forge Weapons and Armor

- 1 Select the type of equipment to be forged (weapons or armor).
- 2 Select the weapon or piece of armor to be forged. (You can also forge a weapon or piece of armor for your ally.)
- 3 Select a raw material to forge with. The name of the new item that will be created is displayed on the left side of the screen. Its traits and the forging fee are displayed on the right. Remember that you can switch characters by pressing the L Button or the R Button. (See pages 22-23 for details on weapon and armor parameters.)
- 4 After you have selected your raw material, the forging fee will be deducted automatically from your lucre and the new item will be forged.

Topo		P	100	R
Forsena Iron	× 2	EX	---	---
Iron Sickle		EX	---	---
		ELE	NOT	NOT
Baobab Wood	× 1	P	2	4
Animal Bone	× 1	L	0	0
Menos Bronze	× 2	H	0	0
Forsena Iron	× 2	Ele	0	0
		pow	10	10
		UMT		

Hot House

After you reach a certain point in the story, you will be able to build your own Hot House. These can be created by planting cactus essence in one of the many flowerpots you will find in the wilds. You will find Hot House quite handy for several reasons.



Forging and Tempering Weapons and Armor

Eventually you will meet up with a friendly dwarf named Watts. He is a blacksmith by trade and will be more than happy to forge and temper equipment for you in his room inside the Hot House.

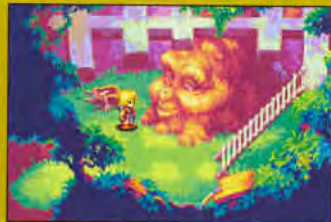
(See page 32 for details on forging and tempering.)



The Orchard

Trent is the keeper of the orchard. If you talk to Trent, he will ask you to harvest a fruit or veggie by planting two different types of seeds in the orchard. Seeds can be obtained from treasure chests in wilds and dungeons.

Depending on the types of seeds you combine, you can harvest a variety of fruits and veggies, each with its own characteristics that will affect the tempering of items.



Li'l Cactus

Meet the quiet yet prolific "artist-in-residence" of the Hot House. Li'l Cactus will faithfully (?) record the significant events of your journey in his diary. Don't forget to check his diary often to read his entertaining (and poetic) impressions of your comings and goings.



Popoi's Notebook

Acquired early in the game, Popoi's Notebook proves to be an invaluable item for every adventurer.

Map

The map in Popoi's Notebook shows you where you are and where you've been. Select "Map" from the menu and use the + Control Pad to view names and locations on the map.



Memo

Select "Memo" to view Popoi's notes. These notes contain important hints and information from the people you meet during the course of the game.

Amigo List

The Amigo List contains information from other players you have linked up with.

Monster Album

This album records the types and numbers of monsters you've defeated. Select a monster to get more information about its strengths, weaknesses, and other characteristics.

Means of detecting foes
By using its sense of sight, smell, or hearing, a monster can find you.

Monster icon

Type of monster

HP (hit points)
Indicates a monster's vitality.

Monster ability parameters

Defeated
How many of this monster you have defeated.

Monster vulnerabilities
In order from most vulnerable to least, ○○△× marks indicate which attacks are most effective against a monster.

←	Rabite	→
	Fauna	
	PRIME Smell	
	SUB None	
	HP 21	
P 5	M 2	A 1
U 2	M 1	F 1
Defeated: 21		

Get Connected!

You can link up with another player by selecting **COMMUNICATION** from the title screen and pressing **START**.

How to Connect

To connect to and exchange data with another Game Boy Advance, you will need a Game Link cable. After the cable has been connected to both game systems, both players should select the **COMMUNICATION** option. On player one's screen, the message "Let's Amigo!" will appear. (Player one is the player with the smaller plug.)

When player one presses the **A** Button, the saved game data menu will appear. Each player then selects the desired saved game data by pressing the **A** Button. The selected game data will be transferred automatically to the other system as an Amigo.

Amigo data will be saved automatically on each game system.

NOTE: If there is a time lag during the process, an error may occur in data transmission.

You can check the results of the transfer in your Amigo List in Popoi's Notebook. All Amigo data is available to both of your current game saves. The more Amigos you have, the more powerful your Amigo attacks will be!

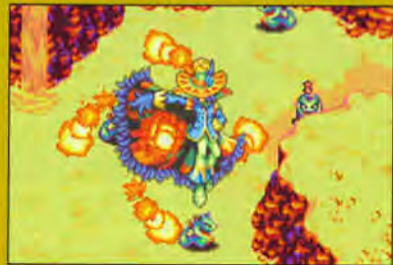
Amigo Whistle

After you complete your first Amigo system, the Amigo Whistle will be added to your inventory. You can access it in battle mode under the "Items" → "Mysterious Items" in ring commands. The whistle can be blown once a day in battle to summon help from all of your Amigos. They will pounce on all of the monsters in the immediate area, inflicting damage based on their respective character levels.

NOTE: "Once a day" refers to one day of game time (not real-world time).

Summoning the Seven Wisdoms

In this world, it is believed that there are Seven Wisdoms who may be summoned through the use of special magic. If you want to utilize the power of the Wisdoms, you must first gather many Amigos. The more Amigos you have, the more likely you are to find special items that can call or summon the Seven Wisdoms. Try acquiring five Amigos and see what happens...



Spirit Glossary

You will encounter several of the eight spirits as you play the game. Each spirit has its own type of attack and support magic.

Wisp, a light spirit. Inflicts light (Li) damage and may cause Charm status. Wisp's HealingLight spell restores a character's HP.



Shade, a dark spirit. Inflicts dark (Da) damage and may cause Darkness status. Shade's Silhouette support magic turns a character into a shadow. Though you cannot attack while you are a shadow, only monsters with a sense of hearing can attack you.



Luna, a moon spirit. Inflicts moon (Mo) damage and may cause Wimp status. Luna's Mooglemorphosis spell will turn you into a moogle. Although you cannot attack while you are a moogle, only monsters with a sense of smell can attack you.



Salamander, a fire spirit. Inflicts fire (Fi) damage and may cause FireMan status. Salamander's PowerUp support magic doubles your attack power.



Undine, a water spirit. Inflicts water (Wa) damage and may cause SnowMan status.

Undine's BubbleBoat spell encases you in a protective bubble that allows you to move but not to attack. Only monsters with vision can attack you.



Dryad, a wood spirit. Inflicts wood (Wo) damage and may cause Sleep status.

Dryad's PsychicShield spell puts an invisible magic shield around you that cuts magic damage received by half.



Jinn, a wind spirit. Inflicts wind (Wi) damage and may cause Numb status.

Jinn's SpeedUp spell reduces wind resistance and allows you to move twice as quickly.



Gnome, an earth spirit. Inflicts earth (Ea) damage and may cause Petrified status.

Gnome's D-Fence spell draws upon magnetic forces to cut physical damage received by half.



Item Glossary

Recovery items may be purchased at general stores from the dancing clerk Moti, or on the road from the traveling merchant Niccolo. They may also be obtained from treasure chests found in wilds and dungeons.



Angel Grail

Brings an ally back to life and restores all of his or her HP.



Prestoveggie

Recovers a character from poison and other status ailments.



Stardust Herb

Recovers a character from various status ailments.



Gumdrop

Recovers HP by 30.



Chocolump

Recovers HP by 80.



Magic Walnut

Recovers MP by 80.



Meat Items

Each type of meat increases a character's ability to fight a certain type of monster.



Advice for Adventurers

Having trouble finding your way, or are you stuck and can't go further? If that's the case, we suggest examining your surroundings more closely. You may have missed a vital clue.

Clobber all your foes!

When you come across a door that won't open or an obstacle you can't overcome, you may need to defeat a certain number of monsters in order to continue onward. Try defeating every foe in sight!



Metaballs

There are three types of metaballs, each vulnerable to one type of attack trait (slash, bash, or jab). They can only be destroyed using an attack of that type. You may have to get close to a metaball to determine which attack is appropriate, but it is safer to make your attack from a distance once you know which one to use.



Stone Seals

Each of the eight types of stone seals corresponds to an elemental spirit. If you do not possess the spirit required to destroy a seal blocking your way, check your surroundings to see if you can find one hidden nearby.



Tiny Tapper

This tool is handy when you need to squeeze yourself into tight places. The tiny tapper dramatically reduces the size of your character and can also be used to recover from Wimp status.

**GAME BOY
PLAYER**

GAME BOY PLAYER



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