

GAME BOY ADVANCE

AGB-BYUE-USA

Yggdra Union™

~WE'LL NEVER FIGHT ALONE~

INSTRUCTION BOOKLET

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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	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

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- 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.

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- Do not peel or damage the battery label.

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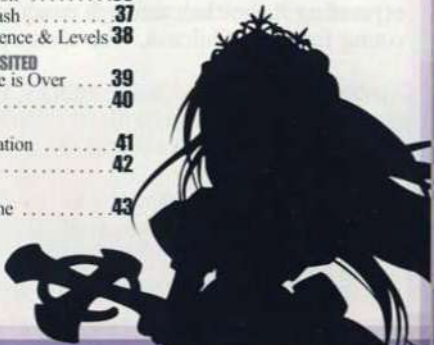
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Prologue

The Kingdom of Fantasinia is situated in the center of the continent. Thanks to its just rule by a royal family descended from the gods, the Kingdom had enjoyed generations of prosperity and stability.

Under King Ordene, 31st monarch of Fantasinia, all that changed. The land came under attack by the Empire of Bronquia, a nation rapidly expanding its borders through conquest. The blitzkrieg was led by the young Emperor Gulcasa, who assumed the throne in a bloody uprising.

Rocked by a series of fierce attacks, Fantasinia lost more and more ground to the invasion, with its people forced to endure a new and oppressive regime. Eventually, King Ordene was overthrown and killed.

In the tumult, a girl managed to flee Paltina, the Fantasinian Capital. She is in her teens, where a touch of innocence remains, but in her hands she gripped tightly onto a sword.

The holy sword Gran Centurio, passed from generation to generation down the royal bloodline. The legendary blade is said to have been instrumental in founding the Kingdom.

The girl's name is Yggdra Yuril Artwaltz. Holding on to Fantasinia's last hope, she had finally reached the southern end of the country. Now, along with Milanor, a bandit she met there, the long battle to free her homeland begins...



Main Characters



Princess **YGGDRA**

The only survivor of the royal family. She fled the Capital with the Gran Centurio, the holy sword passed down through generations, and made her way to Norn Valley, the southernmost part of the Kingdom.



GULCASA

The Emperor of Carnage

The young emperor of the new Bronquian Empire. After ousting his predecessor through a coup d'etat, he appointed himself the new Emperor. Under his control, Bronquia has become a despotic state, governed by martial law.



MILANOR

The Silver Wolf

The leader of a band of thieves in Norn Valley. Although he claims to act in his own-self interest, he's known as an honorable thief and enjoys great popularity and has many followers.



Flow of the Game

Yggdra Union is composed of many different maps, and by clearing each map, you progress through the game.

Game Start



PREPARATION



Beginning of a Turn



BATTLEFIELD



Next Map



Save

Finish

MAP CLEAR



Conditions of Victory Fulfilled

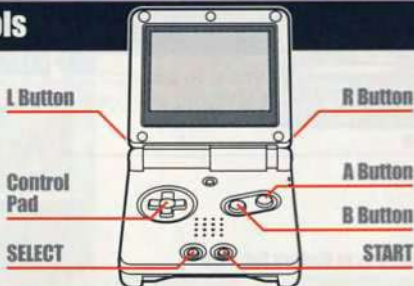
Conditions of Defeat Fulfilled



Game Over

Next Turn

Controls



Press the A Button, B Button and START simultaneously to perform a soft reset.

	FIELD MAP	BATTLE	MENUS
+Control Pad	Move Cursor/Units	Change Tactics	Move Cursor
A Button	Confirm, Select Units	Activate A Type Skills	Confirm
B Button	Cancel, Hold to Show Status	Charge & Unleash B Type Skills	Cancel
L Button	Open the Sub Menu	Show Unit Information When Paused	Varies Upon Menu
R Button	Toggle Through Ally Units, Fast-Forward Conversations	Show Skill Information When Paused	Varies Upon Menu
START	Switch to Attack Mode	Pause/Resume	Varies Upon Menu
SELECT	Turn Unit Icons On/Off, Show Status	Not Used	Varies Upon Menu

Starting the Game

Insert the “Yggdra Union” Game Pak into the Game Boy® Advance and turn the power on. The title screen will appear.

TITLE MENU

From the title screen, there are four menu options. (Some may not be shown.)

Game Start

Play the game from the beginning. The game begins from Chapter 1, after the opening scene.

Continue

Resume your game from a suspend save. (Only appears if a suspend save is present.)

WARNING: This is a temporary save and will be deleted upon continuing.

Load Data

Load a saved game.

Extra Contents

By fulfilling certain conditions, you can view bonus content here.



War Situation

Before battle, you'll receive a situation report and an overview of where you and the enemy are coming from.

SUMMARY

A situation report is given at the world map.

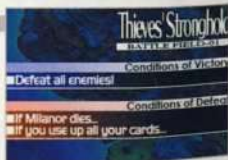
EVENT

The story unfolds on the battlefield.

CONDITIONS OF VICTORY

The conditions of victory and defeat are for the upcoming battle is displayed.

WARNING: If there are multiple Conditions of Defeat, meeting any one of them will result in a game over.



Character Select

DEPLOYING UNITS

Select character to be deployed in combat. The number of units that can be deployed depends on the map.

To view each character's information, press SELECT.
(For more on character status, see P47-49.)



WARNING: Yggdra and Milanor cannot be removed from the roster. On certain maps, other characters may also be required to deploy.



Equipment & Morale

Press left on the +Control Pad at the Character Select screen to the Equipment Screen and right for the Morale Recovery Screen.
(Certain characters cannot do either of these.)

EQUIPMENT

Select equipment for the party members. Certain items can only be equipped by certain characters. Each character can only equip one item at a time. Highlight an item to see its effect when equipped. Stats where big stars (★) have increased are indicated with , while a decrease is indicated by .

Tip: The strength of a unit changes greatly according to the number of big stars (★). Try to equip items that add the most big stars (★).

WARNING: A character cannot equip an item when another one is already equipped. Once equipped, an item cannot be removed. You must wait until the Durability reaches zero before equipping a new item.



MORALE RECOVERY

Lost Morale can be restored by awarding characters with an item.

Tip: Each character has likes and dislikes, and each item will recover a different amount of Morale.



Card Select

Once you are finished selecting characters, next is the Card Select.

SELECTING CARDS

Here you will select the cards you will use in the upcoming battle. The number of cards you can choose varies from battlefield to battlefield. Press SELECT to view individual card information, and START to revert back to the Character Select screen.



Tip: The total Movement value will be shown on the screen. When entering a large map, make sure you have enough Movement. (Press the R Button to view the whole map.)



Beginning of Turns

After selecting units and cards, it's time for battle.

TURNS

Battles progress using turns. Each side uses its turn to act.



PASSAGE OF TIME

At the beginning of your turn, time passes from noon to evening to night. Some maps are fixed on certain time periods, while others progress the time through events.



SELECTING CARDS

At the beginning of each turn, you select a card to be used. Press SELECT to view the card's information. (For more on card status, see P34.)



WARNING: Once used, you cannot use that card until you meet the Conditions of Victory and move on. Use your cards carefully to avoid running out. (Press the B Button to view the field.)

Values of Cards

Each turn, the following will depend on the card you pick.

MOVEMENT

This is the number of squares that a unit can move per turn. The value onscreen is the total movement allowed for all units. It also influences the Skill gauge in a Clash. (For more on the Skill gauge, see P29.)

POWER

When you win a Clash (a battle between two units), this influences the amount of damage you deal to your opponent. (For the other factors in Morale loss, see P36.)

SKILL

The Skill available during Clashes. Skills are not available at the beginning of the game.

ACE TYPE

Indicates the type of weapon required to make a character a Union Ace. (For more explanation of Union Aces, see P24.)



Movement

You can move units to various spots on the field map.

MOVING

Highlight a unit and press the A Button to select it. Its range will be shown, and you can use the +Control Pad to move it. Each square of movement costs one Movement point. Press the A Button to confirm the square you want to move to, or press the B Button to cancel.



WARNING: Once you have confirmed a unit's movement, you cannot cancel it.

Tip: You can move the same unit multiple times as long as there is Movement left. In the early maps, try moving your units one square at a time.

WARNING: The following units cannot be moved:

- Units which fought as the Union Leader (or as the Ace) that turn.
- Petrified units
- Sleeping units



WARNING: Squares outlined in blue or red are in either cannon or Ankh range. Blue squares show the range of your army, while red ones show the enemies' range. (See P46 for more details.)



Special Movement Types

Generally, units can move into any of the four adjoining squares, unless they are occupied by enemy units. There are occasional exceptions, depending on the unit's movement type.

SPECIAL MOVEMENT TYPES

Horse

Mounted units can move through enemy-held squares, but cannot stay in those squares.

Fly

"Fly" type can move through enemy-held squares, as well as squares with "fences," but cannot stay in those squares.

Warp

"Warp" units can move every other square at night. (They disappear at odd squares and reappear on even ones.) When they disappear, they can move through enemies or even places without squares, but they must land on free squares when they reappear.

WARNING: "Warp" units can only warp at night. At noon and evening, they are considered "Walk" type units.

Slow

Slow units can only move one square per turn, no matter much how Movement is remaining.

Dragon

These units are basically the same as the "Horse" types, but they can also cross through water.



Special Terrain

There are special squares in this game that alter the way you move.

TERRAIN HARD TO MOVE IN

Water

No units except those listed below can move in water:

- “Swim” type units can move normally.
- “Fly” or “Dragon” types can cross water but cannot stay in a water square.
- “Warp” types can cross water when disappearing, but cannot land on water when reappearing.

Sand

No units except “Fly” types can move more than one square per turn in the desert.

Poison

As with sand, no units except “Fly” type can move more than one square per turn.

WARNING: Units in Poison marshes will suffer damage at the beginning of each turn. However, Griffon Riders, Skeletons, and Golems are exempt.



Preparing to Attack

Before a Clash, you must form a Union, select your target, and confirm your selection.

FORMING A UNION

Highlight the unit you want to make the Union Leader. When you press START, the formation will be displayed and your army's Union will be set. (This cannot be done in the early stages of the game.)

ATTENTION: A petrified unit cannot participate in battle, so it cannot be a Union Leader.

SELECTING YOUR TARGET

The next step is to select your target from enemy units adjacent to the Union Leader. The unit you target will be the enemy's Union Leader. Press the A Button to confirm and proceed to the next screen.

CONFIRM YOUR SELECTION

Press the A Button to begin the Clash. Press the B Button to cancel and return to the Field screen.



Selecting a Union Leader

Any unit that isn't petrified or sleeping can be a Union Leader, but the following points should be taken into consideration.

THE MORE ALLIES, THE BETTER

When choosing a Union Leader, the formation should include as many allies as possible. Therefore, it is important that the Union Leader has several allies gathered around him/her.



THE FEWER ENEMIES, THE BETTER

When selecting a target, choose one with the fewest units in its Union. The Union with fewer units will have a disadvantage from fighting a series of Successive Battles. The units fighting multiple battles will be displayed in yellow. (For more on Successive Battles, see P37.)



UNION ACE

If your Union Leader's weapon type matches the card's Ace type, he/she becomes the Union Ace. These units gain the ability to use Skills. However, this is not available at the beginning of the game.

Tip: The outline of units that can become a Union Ace glow. This lets you know at a glance which units can and cannot become the Ace.



WARNING: Enemies do not have the concept of Union Aces. They have the ability to use Skills anytime the conditions are met.

Formations

By making full use of the various Formations to form Unions, you can gain the advantage in battle.

FORMATIONS

Units on "certain squares" around the Union Leader (Ace) will automatically be incorporated in the Union. The "certain squares" differs depending on the Formation type. There are three types: "X", "+", and "None". This is not available at the beginning of the game.

Tip: A Union can hold up to five units. If there are six or more units within a Formation, the following rules apply:

1. The characters nearest the Union Leader (Ace) take priority.
2. If there are two or more units an equal distance away, the northern unit takes priority, and from there, the priority descends going clockwise.

If there are fewer than five units in a Union, you can expand its range through "Linking" and incorporate more units. (For more details, see P26.)



Formation: X type



Formation: + type



Formation: None



X Type
Priority



+ Type
Priority



Linking

Formations can be expanded by Linking.

LINKING

Units in a Union have small formations called Links, and any unit within those Links can be incorporated into the Union. The Link's shape is decided by the unit's formation type. Linking is not available in the early stages of the game.



Tip: When six or more units are within the Formation/Link, the following rules apply:

1. Units in the main Formation take top priority.
2. Link priority follows the same priority as explained on P25. No other units will be incorporated once five units are in the Union.
3. If more than two units are within the Link, just like Formations, the northernmost one has the highest priority, with subsequent priority descending clockwise.

Up to five units can form a Union through these rules.

Link: X type



Link: + type



Link: None



**X Type
Priority**



**+ Type
Priority**



Union Confirmation

After assigning a Union Leader (Ace) and selecting a target, the participating units are shown on both sides of the screen. Here, you can view the Battle Order and Prediction Marks.

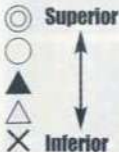
BATTLE ORDER

The Union Leader (Ace) fights first, with the rest of the battles proceeding according to the priorities of Formations (P25) and Links (P26). If there are not enough units on one side to match the other, some units will have to fight more than once. This is called a "Successive Battle" and will wear the units down, putting them at a disadvantage. Units participating in Successive Battles will be shown in yellow. (See P37 about Successive Battles.)



PREDICTION MARKS

These show the expected result of each Clash, taking each character's stats and weapon into account. The Prediction Marks are as follows:



WARNING: The prediction is calculated based on various data available, but it does not take into account Tactics, Skills and changes in the situation.



Charge & Counterattack

A Clash starts of with an exchange of the “Charge” and “Counterattack.”

The initial move in a Clash is the Charge, followed by the opposing side’s Counterattack. The strength of the Counterattack will be reduced as the unit loses members due to the initial Charge and Successive Battles.

UNITS UNABLE TO PERFORM COUNTERATTACKS

The following units cannot perform a Counterattack:

- Bow type units such as Assassins or Hunters
- Units attacked by Assassins or Hunters
- Units whose equipment has a “Can’t Counter” effect
- Units in panic, sleeping, or petrified status

CRITICAL

Sometimes, a Charge will result in a Critical hit. In this situation, the defending Head of the unit will be defeated, and the rest of the unit will be in a state of Panic. If a unit falls into Panic, there will be no Counterattack, and the members are unable to defend themselves. Panic will wear off after a certain period of time. (Units equipped with an item that has the effect “○Evade criticals” or “○Evade panic” can avoid this predicament.) Also, since the Head is down, Skill and Change of Tactics cannot be performed. (See P31 for Changing Tactics and P32 for Using Skills.)



Close Combat

After the “Charge” and “Counterattack,” Close Combat follows.

CLOSE COMBAT

In close combat, your unit fights face to face with the enemy. The battle continues, with combatants falling left and right as they take damage. The side whose members all fall first loses. Also, when a side is petrified, they will also lose the engagement automatically.

SKILL GAUGE

The Skill Gauge is shown on the top of the screen. When it is full, and certain other conditions are met, you can use Skills. (For more details, see P32.) The Skill Gauge is divided into the same number of partitions as the card's Movement value, and the unit's Tec ★ (big) determine the number of partitions already full at the start of the Clash.

If the Union Leader is not an Ace, you cannot use Skills (see P32). The Skill Gauge is not available in the early stages of the game.



RAGE RATE

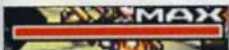
Enemy units have a Rage Rate rather than the Skill Gauge. It indicates the enemy's aggressiveness. There are three levels to the Rage Rate:

**Normal**

The default empty state.

**Rage**

When the Rage Rate has filled up once.



**MAX**

When the Rage Rate has filled up twice.



Depending on the Rage Rate state, the enemy will behave differently. (For more details, see P35.)

BATTLE ORDER

The Battle Order and results are shown on both sides of the screen. ○ stands for a win while × stands for a loss. Units with the  mark displayed next to its icon can use Skills when the gauge is full. If a unit needs to fulfill special conditions to use Skills, then a  mark will be displayed.



Changing Tactics

During close combat, you can give orders to your members on how to fight.

CHANGING TACTICS

Press right on the +Control Pad to change your tactics to Aggressive, and left to change to Passive.



Aggressive

This increases offensive strength, but the Skill Gauge will drain.



Passive

This decreases offensive strength, but the Skill Gauge will fill.

The tactical change is only in effect while you hold the +Control Pad down. Releasing the +Control Pad will revert your tactics to normal. When the Skill Gauge is empty, the Aggressive tactic will automatically be cancelled.

ELEMENTS

When in Aggressive mode, or when the enemy is in Rage mode, some units will have elemental attributes added to its attacks.

Fencers:	Lightning
Valkyries:	Holy
Undines:	Ice
Necromancers:	Dark
Witches:	Fire
Assassins:	Dark
Dragon Knights:	Fire

There are other classes with elemental attributes.

WARNING: If an enemy unit has the "○ Voids (attribute)" ability, be careful; it can void your Aggressive attacks.



The color outlines of the Head indicates the attribute added:

Red:		Fire
Blue:		Ice
Yellow:		Lightning
Green:		Holy
Purple:		Dark

Using Skills

There are two types of skills: A Type and B Type. Each type has different controls.

A (ACTIVE TYPE)

Once the A Button is pressed to activate the Skill, it will continue as long as you hold the button down. While activated, the Skill Gauge decreases; when it reaches zero, the Skill will end. The Skill can also be cancelled by an enemy's Flash Attack.

WARNING: If the enemy uses a Skill while an A Type skill is activated, your skill will be cancelled automatically.



B (BREAK TYPE)

When you press the B Button, the Charge Gauge will appear beneath the Skill Gauge. While the B Button is held down, the Charge Gauge will fill up. Release the B Button to when the Charge Gauge is full to unleash the Skill. If you release the button or get hit by the enemy's Flash Attack while the Skill is charging, it will be cancelled. The Skill Gauge will empty as soon as the Skill is unleashed.



Summoning Skills

There are special rules for using the skills Doll Craft to summon Golems and Necro Gate to summon Skeletons.

PLACEMENT OF SUMMONED UNITS

When Doll Craft or Necro Gate is activated, the Golem or Skeleton will appear in an empty square adjacent to the enemy unit. The priority is the same as that of Formations: the northernmost square has first priority, with the other priorities descending clockwise. If you use a skill multiple times during a Union against different enemies, the summoned creatures will appear by the first enemy you used them against, according to the given priority.

Summoning Priority



CREATURES CAN'T BE SUMMONED

- When a unit of that creature is already summoned
- When there are no empty squares for it to appear on



Card Status

You can view information on your cards through the Card Status screen.

CARD STATUS SCREEN



1. **Card Name:** The name of the card.
2. **Skill Type:** Shows whether it's A Type or B Type. (See P32)
3. **Skill Effect:** The effect of the card's Skill.
4. **Memo:** Formula for the overall strength or success rate of the Skill.
5. **Conditions:** Necessary conditions for use. Units that can't use the card will be grayed out.
6. **Power:** The card's Power value. (See P19)
7. **Movement:** The card's Movement value. (See P19)
8. **Ace:** The card's Ace type. (See P19)

Enemy Actions

The enemy's actions in Close Combat are determined by their Rage Rate. (See P30)

NORMAL

In this state, enemies fight normally.



RAGE

The same effect as the player's Aggressive tactic: enemies become more aggressive, and some units will have elemental attributes.



MAX

Enemy strength is the same as in Rage mode, but without the elemental attributes. There is also a chance they will use Skills.



ABOUT ENEMY SKILLS

Enemies can activate Skills at will, without filling a Charge Gauge.



Battle Conclusion

When all the members of one side are defeated, the Clash is over. The losing unit's Morale will decrease.

MORALE LOSS

The rate of Morale loss is calculated by the value of the victor's card Power, as well as the following factors:

Surviving Units

The more surviving members on the winning side, the greater the losing side's Morale loss.

Ability Difference

The greater the gap between the ATK of the winning side and the GEN of the losing side, the greater the losing side's Morale loss.

GEO Defense

The terrain where the losing side stands affects its Morale loss.

Bonuses

Various bonuses are awarded depending on specific results; for instance, if the head survives, "Head-Alive" (+40%) bonus will be conferred.



WHEN MORAL REACHES ZERO...

Units with no morale remaining will be eliminated from the map. When the head of a unit is eliminated, the members of that unit are also eliminated.

WARNING: Some units have a Protect lock, and will never reach zero Morale no matter how many Clashes they lose. Be sure to review the conditions of victory before wasting your efforts on these undefeatable units.



STRENGTHENING CARDS

By winning Clashes and lowering the enemy's Morale, you can increase the card's Power.



To the Next Clash

Once the result screen is finished, the Clash is over and it's time to move on to the next one. Units will sometimes be forced into Successive Battles, and will have certain penalties.

SUCCESSIVE BATTLE PENALTIES

In each consecutive Clash, the unit will decrease in size by one. (Larger units such as Knights will lose one unit for every two successive battles.) Units with "○ No successive battle penalty" status will not suffer these automatic losses. (For details of unit size, see P47.)



Gaining Experience & Levels

When all the Clashes are over, the participating units gain Experience.

GAINING EXPERIENCE

Units will gain Experience depending on the level of the enemies they defeat. When the EXP gauge is full, the units will gain a level. Not all characters are able to level up.

WARNING: If the enemy's level is lower than yours, you won't gain as much Experience. If the enemy has a Protect lock, you will gain minimal Experience. (For more information on Protect, see P36.)

LEVELING UP

When a character gains a level, his/her stats will increase. The stats that have increased will gain small stars (★) one by one, and when they fill the gauge, they will become a big star (★).

ZERO RESET

If a character's Morale reaches zero, his/her Experience will be reset to zero. (The character's level will not go down.) If the character has equipment with the "No penalties for retreating" effect, his/her Experience will not be reset.



When the Battle is Over

After obtaining experience, you'll return to the Field map. If you still have Movement left, you can continue moving units, except for the Union Leader (Ace).

ITEMS

If you defeat an enemy unit that was carrying an item, the item might be left behind in the square it occupied. Items are indicated with the **I** icon, and you can pick them up by moving to that square.

Tip: The chances of item drops are determined by LUK. If the number of LUK ★ (big) of the winning unit is higher than that of the losing unit, items will always appear.

WARNING: Items left on the field will be taken automatically when a map is finished, but if an enemy moves into that square during the battle, it will take the item and you will be unable to reclaim it.

ENDING YOUR TURN

If you have nothing left to do in a turn, press the L Button to open the Sub Menu and select End Turn. The enemy's turn will begin.



Sub Menu

Press the L Button on the field to access the Sub Menu. Here, you can view the map and information on units, as well as suspend the game.

SUBMENU

View Map: See the map of the entire battlefield.

Unit List: View a list of all units on the field.

Card List: View a list of the cards you have selected for that battlefield.

Weapon Types: View the affinity chart of each weapon.

Geography: View the effect of each terrain on a map and each unit's movement capabilities in regards to the terrain.

Objects: View explanations of the various objects on the map.

Conditions: View the current conditions of victory and defeat.

Suspend: Create a temporary save of your progress.

End Turn: Completes the player's turn.



WARNING: If you suspend your game, choose CONTINUE on the title screen when you want to resume. (See P13 for more details.)



WHAT IS TOTAL REP?

This is the total Reputation of all units deployed on the field map, expressed as a number. (See P49 for more details on REP.) Certain events may be influenced by this value.



Change of Situation

When you meet the conditions of victory or defeat, there will be a report saying so. This report may also appear when the situation changes in mid-battle.

VICTORY

When you fulfill the conditions of victory, the story will progress, leading you to new phases on the battlefield. The new situation will have its own sets of conditions of victory and defeat. When you finish all the phases in a map, you will have cleared that map, enabling you to move to the next one.

DEFEAT

If the conditions of defeat are met, the game will end. On the Game Over screen, you may return to the title screen or retry the battle.

RETRY

If you choose to retry, you can play the map again. Your characters will carry over their Experience from the previous try. Also, the enemies' abilities will be lowered to give you a slightly better chance.

WARNING: If you retry a map, there will be no MVP selected for that map.



Map Clear

When you finish a map, the following things will happen.

MVP

The character that dealt the most Morale damage in the map will be chosen as the MVP. (Characters that have retreated from the battlefield are ineligible.) The MVP receives a small star (★) in a random stat.

Tip: If you finish a map under a certain number of turns, the MVP will receive two small stars (★★) instead of one.

WARNING: If you took too many turns to finish a map, or retried it, there will be no MVP. For maps where conditions of victory are met without engaging the enemy, there will be no MVP.

SPOILS OF WAR

All items indicated with an **I** icon left on the map after a battle will be automatically obtained.

OBTAINING CARDS

If an enemy you defeat has a card you do not, you will obtain it. Some cards are for use only by the enemy and cannot be obtained.



Saving the Game

SAVE

There are three slots to use in saving your progress. Choose the file you'd like to save onto by moving the cursor onto the slot. To resume, choose LOAD DATA on the title screen.

WARNING: If you choose a slot with a saved game already present, the current data will overwrite the old data. Be careful when doing this.

SUSPEND

This is a temporary save that is done by selecting Suspend from the Sub Menu. Only one Suspend data can be saved at a time.

WARNING: Suspend data will be deleted once it has been loaded. To resume a suspended game, choose CONTINUE from the title screen.














CAUTION: Saving the game takes several seconds. Do not turn the power off while the game is saving.



Object Icons

There are various objects on the field map; you can learn useful things from some, and others will have an effect on your strategy.

TYPES OF OBJECTS

-  **Fortresses:** Important strategic footholds.
-  **Towns:** The people living here might have useful information.
-  **Villages:** Although they are smaller than towns, people still live here.
-  **Open Gates:** Units can go through freely.
-  **Closed Gates:** Units cannot pass through.
-  **Bridges:** Bridges at the watersides.
-  **Fences:** Wooden barricades. Only Fly type units can move through a square with this object. Warp types units can move over them, but only when disappearing.
-  **Catapults:** Fixed weapon emplacements. No unit can move through here. (For more details, see P46.)
-  **Cannons:** Fixed weapon emplacements. No unit can move through here. (For more details, see P46.)
-  **Ankhs:** Fixed weapon emplacements. No unit can move through here. (For more details, see P46.)
-  **Target Point:** The square to you must reach to fulfill certain conditions of victory.
-  **Items:** Items that the enemy left behind. You can pick these up by moving to these squares.
-  **Reaction Point:** Some squares will react to certain items that your units have equipped. By moving onto this icon, you can obtain special items.



DESTROYING OBJECTS

Towns, Bridges, Fences, Catapults and Cannons can be destroyed and removed from the map under the following conditions:

- When Golems move onto squares with these objects.



- When the Skill "Earthquake" is used. Its effective range is two squares vertical/horizontal and one square diagonally. If this Skill is used more than once during a battle, the area surrounding the first target will be the effective range.



- When a unit equipped with an item with the effect "○ Destroy objects" moves onto one of these objects, it will be destroyed. Also, towns and villages will be destroyed if an enemy Bandit lands on a square containing one, with the exception of enemy towns.

WARNING: Be careful when destroying bridges. Without them, battles can become far more difficult, and there may be some maps that require them to fulfill the conditions of victory.



Weapons

CATAPULTS

These weapons hurl stones at enemy units at the beginning of a Clash. For each catapult, one member of the unit (excluding the Head) will be defeated. They can only be used by the attacking side by including them in a Formation or Link.



CANNONS

Each cannon has a fixed owner and will attack a certain range on the owner's turn. The controller of a cannon varies from battle to battle. Units attacked by a cannon will lose Morale, but it will never reach zero. The owner's allies in the affected range will suffer no damage. Also, the cannon cannot fire at night.



ANKHS

Like cannons, Ankhs have fixed owners which are determined by the scenario. Ankhs fire beams of magic which lower enemy Morale on each of the owners' turns. The owner's allies in the affected range will suffer no damage. Unlike cannons, Ankhs can be used at night.



Unit Stats

UNIT STATUS SCREEN

1. **Unit Name:** The name of the unit or Head.
2. **Unit Class:** The class of the unit.
3. **Weapon Type:** The unit's weapon is represented by an icon.
⚔ Sword ⚡ Spear ⚔ Axe ⚡ Bow ⚡ Rod ⚡ Lump ⚡ Scythe ⚡ Book
4. **Formation Type:** The formation type is represented by an icon.
⊗ × ⊕ + □ None
5. **Size:** Indicates the size of one member in the unit. Six S size characters (such as Fencers) or three L size characters (such as Knights) form one unit.
6. **Movement Type:** The unit's movement type is represented by an icon.
🚶 Walk 🏊 Swim 🐎 Horse 🦋 Fly 🌀 Warp 🐢 Slow 🐉 Dragon
7. **Morale:** Shown as the current Morale out of the maximum. The maximum value is decided by Level, GEN, ATK, TEC and LUK. Of these, Level and GEN are the most important.
8. **Level:** The unit's current level.
9. **Experience:** Shown as a gauge. When the gauge is filled, the unit gains a level and the Experience returns to zero.
10. **Equipment:** The unit's current equipment. The number after the item name indicates the equipment's durability; the number will decrease by one every battlefield, and when it reaches zero, you will lose the item.



STATUS EFFECTS

A message at the bottom of the screen will be displayed to show characters' abnormal status conditions.

POISON The unit is poisoned and will lose Morale at the beginning of its turn. A unit cannot reach zero Morale from poison.

CURSE The unit is cursed, and its movement type changes to Slow. The unit will be able to move only one square per turn.

SLEEP The unit is in a deep sleep and cannot act. The unit can be included in Unions, but it will automatically lose.

STONE The unit is petrified and cannot move, attack, or participate in a Union.

HIGH The unit has high fighting spirit. It will be immune to other status effects, and its Morale will be fully restored at the beginning of its turn.

CURING STATUS EFFECTS

You can recover from all status effects (excluding High) by using the Skill "Refreshment" or by fulfilling the conditions of victory. Poison and Curse will wear off after a certain number of turns, which is determined by how many big stars (★) of LUK the unit has. Units will only Sleep during the day and will wake up at evening or night.



Status Effect



ABILITIES

A unit's statistics are GEN, ATK, TEC and LUK, which are measured in small stars (★) and big stars (☆). When your small stars (★) fill the gauge through level up and items, it becomes a big star (☆). Big stars (☆) can also revert to small stars (★) if a character equips items that lower his/her stats.

1. **GEN:** A unit's leadership. It influences
 - Defense against charge or counterattacks
 - Morale loss after losing a Clash
 - Defense against enemy Skills
 - Success rate of enemy Skills(some Skills do not apply)
2. **ATK:** A unit's offensive strength. It influences
 - Strength in close combat
 - The damage to enemy Morale when winning a Clash
3. **TEC:** A unit's technique. It influences
 - Offensive strength in a charge or counterattack
 - The amount of Skill Gauge filled at the start of a Clash
 - Offensive strength of Skills
 - Success rate of Skills(some Skills do not apply)

6. **Special Characteristics/A Unit's Innate Effects:** A ☐ mark means it is a positive effect while the ☐ means it has a negative effect. All other effects are indicated with the ☐ mark. The last listed effect is the result of the unit's equipped item.

4. **LUK:** A unit's luck. It influences
 - Chances of Critical strikes
 - Chances of Flash Attacks
 - Chances of item drops
 - Number of turns that Poison/Curse lasts
5. **REP:** This stat is displayed only for player units. A character's reputation is represented by the number of ☐ icons. A character is awarded a medal for each Clash won. However, the number will be reset to zero if he/she loses a Clash.

Pow.Up: This stat is displayed only for enemy units. This shows the amount of Power a card will gain by defeating the unit in a Clash. The card will gain the indicated value by lowering the unit's Morale to zero.

Unit Types



Fencer

Soldiers who fight with their prized sabers. Their skill "Item Break" destroys the opponent's equipment!

Valkyrie

Magnificent female war maidens who fight with a rapier in hand. Their unrivaled accurate strike crushes even golems!



Knight

Knights who ride freely through the battlefield. Their horses and skill "Chariot" bring forth victory!



Undine

Water nymphs skilled at aquatic combat. Their skill "Diamond Dust" freezes rivers!

Bandit

Rough warriors who brandish large axes. Some of these barbarians even attack towns!



Griffon Rider

Female warriors who soar through the sky on griffons. They're extremely strong against knights, but be careful of hunters!



Hunter

Men who stalk their prey with a bow and arrow. Griffon Riders that fly in the sky are perfect targets for them.

Assassin

Women armed with a claw and crossbow in each hand. Their skill "Bloody Claw" kills enemies mercilessly!



Necromancer

Skeleton-summoning sorcerers wielding evil rods. They summon skeletons with the skill "Necro Gate"!



Witch

Magicians who use brooms instead of staffs. They create golems with their skill "Doll Craft"!

Golem

Stone-hewn giants animated with magical powers. Their skill "Earthquake" destroys everything around them!



Skeleton

Skeleton soldiers summoned from the land of the dead. Their skill "Poison Breath" makes the enemy suffer!



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PRINTED IN JAPAN

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