

NINTENDO DS™

The cover art for the Nintendo DS game 'Avalon Code' features a vibrant, anime-style illustration. In the center, two young girls are shown: one with brown hair in a green and blue outfit, and another with red hair in a red and white outfit. They are surrounded by a large, glowing, golden book or scroll. To the left, a large, pink-haired girl with blue eyes looks on. In the background, a purple castle sits atop a mountain, and a blue-winged character is visible. The scene is filled with colorful, swirling energy and various smaller characters and creatures.

AVALON CODE



MMV
Marvelous Entertainment USA, Inc.

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD 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 - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

▲ 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.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, 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, arms or eyes during or after play, stop playing and see a doctor.

▲ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

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REV-E

Winning Law

THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.

The official seal is your assurance
that this product is licensed or
manufactured by Nintendo. Always
look for this seal when buying
video game systems,
accessories, games
and related
products.



Nintendo does not license the sale or use of products
without the Official Nintendo Seal.

▲ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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AVALON CODE



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Vimm's Lair

The Book of Prophecy

A blood-red sky... A world choked by flames of destruction.

The same dream has plagued you for many nights. But is it only a dream? Or could it be something else entirely...?

A strange voice calls out from within your thoughts:

"A new world shall arise from the ashes of the fires of destruction. Now reach out your arms and receive me. Know what is righteous, for it shall fill the coming world..."

You awake lazily from your midday nap.

Atop the grassy knoll, you look up at the familiar stone monolith looming over you. With a shiver, you realize it's the same one that's been appearing in your dreams.

Just as you reach a shaky hand towards the tablet, a sudden blinding light beams from its stony face. You shield your eyes from its brilliance, but when you look again, you find a book resting in your hand.

This book is the same Book of Prophecy from your dreams.

Now, guided by the Spirits of the Book of Prophecy, you shall embark on a journey. A journey to fill the pages of the book with things of value, to bring them over to the new world...

Characters

MAIN CHARACTER

These are the two main characters. At the start of the game you will select one of them. They share the same storyline, but the choices for romantic encounters (p. 15) will vary.



Yumil

A boy who takes any challenge head-on.

The main character if the player chooses to be male. He has an easygoing personality but will always take a firm stance when the situation calls for it.



Tia

A girl who speaks her mind. The main character if the player chooses to be female. Although a little naïve, she always carries out what she puts her mind to.

SPIRITS

The Spirits aid you in many ways – from telling you how to use the Book of Prophecy to showing you how to fight. As the game progresses, you will find more Spirits to join you on your quest.

Rempo

Fire Spirit with his arms sealed.
Like his Spirit element, Rempo is hot-headed and quick to challenge any enemy on sight. He can be rather blunt, and easily loses his temper when teased.

Neaki

Ice Spirit with her voice sealed.
She normally stays indifferent to everything. Her icy gaze makes it hard to tell what she is thinking.

Ur

Lightning Spirit with his eyes sealed.
Ur is a kindhearted and caring Spirit. He is always the first to assess a situation properly, but since his eyes are covered, no one truly knows how he feels.

Mieli

Forest Spirit with her legs sealed.
Compassionate and gentle, but whimsical like the wind. Mieli prefers taking the middle ground during confrontations. She can also come off as an air-head.



HEROES & HEROINES

These are the characters that the main character can grow very close to. Deepen your relationship with one of them, and you may even become boyfriend and girlfriend. Refer to p. 16 for more details.

Fana

The popular girl in town.
Her sickly state sometimes makes her envy your vitality.

Nanai

The sorceress.
Feating her own powers, she only uses very low-level spells.

Duran

The self-proclaimed hero.
He's very clumsy and gullible, but has a strong sense of justice.

Heath

General of the enemy army.
A skilled general of the Waisen Empire, the Prince has total confidence in him.

Sylphy

The arrogant elf.
Raised by elves, she constantly looks down on humans.

Dorothea

The spoiled princess.
She's used to getting whatever she wants.

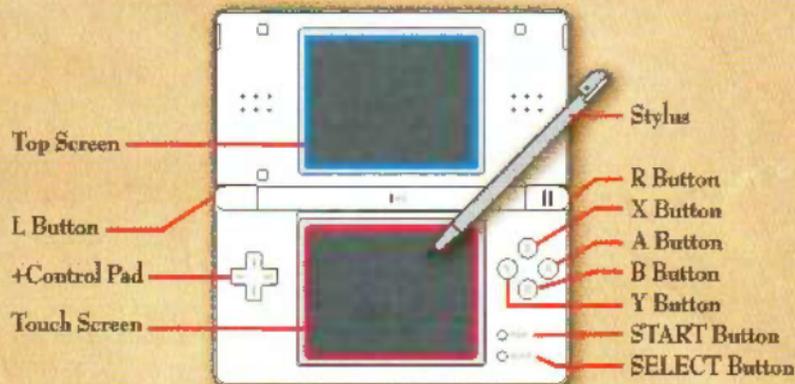
Rex

The pickpocket.
He views the world with disdain, and will double-cross anyone to survive.

Anwar

The desert swordsman.
He cannot use magic but his skill with the sword is first-rate.

Basic Controls



In this manual, screen shots framed in **blue** are taken from the Top Screen, and those framed in **red** are taken from the Touch Screen.

BUTTON CONTROLS

This game uses both the buttons and the stylus for the controls. The button controls differ between the title menu and in-game play, so please refer to the lists below.

TITLE MENU CONTROLS

+Control Pad	Selection
A Button	Confirm
B Button	Cancel / Back

ACTION CONTROLS

+Control Pad	Moves Character
A Button	Judgement Link, Talk, Search, Push/Pull Blocks
R Button	Code Scan (p. 13)
Y Button	Left-hand Attack (p. 11)
X Button	Right-hand Attack (p. 11)
L Button	Evade (p. 13)
R Button	Evade (p. 13)
SELECT Button	Toggle HP/MP Display
START Button	Displays Save Page (p. 27)

TOUCH SCREEN CONTROLS

Both Touch and Slide functions are used in this game. Touch is used to make selections and change equipment, while Slide is used to unequip items (p. 21) and move tablet puzzle panels (p. 23).



Touching

Most of the Book of Prophecy can be controlled by touching, including the main menu.



Sliding

This is for unequipping items and for writing down notes in the Memo section (p. 26).



Starting the Game

1. Make sure that the Nintendo DS is off before inserting the Avalon Code Game Card into your DS. Be sure to push in the Game Card until you hear a clicking sound.
2. When you turn on the DS, you will see the screen to the right. After reading the text, touch the Touch Screen to continue.
3. Touch the Avalon Code Panel on the DS Menu screen. This will start the game.
- *If you have set your DS to Auto-Start mode, this step will be unnecessary. Refer to your user's manual for more information.
4. Refer to the instructions below for further details.

The DS will enter Sleep Mode if it is closed during game play, reducing the drain of the battery pack. To exit Sleep Mode, simply open the DS.

During or after the opening movie sequence, press the START or A Button or touch the Touch Screen to bring up the title menu screen. Please select from the following options to start your game.

Continue [Resume Your Game]

You can load saved data to resume your previous game.



Start [Start New Game]

Select "Start" if you are playing Avalon Code for the first time. You will then move to the main character selection screen where you will choose whether to play as a boy or a girl. Pick one and then touch the "Select" button or press the A Button. You will be allowed to change the main character's name later on.

WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY OF THE PRECAUTIONS TO HAVE AT www.nintendo.com/thehealthyside
Touch the Touch Screen to continue.



Gameplay

Game Objective

You are on a quest to record things in the Book of Prophecy that are worthy to bring to the next world. The storyline is divided up into chapters, each new chapter triggering advancements in character dialogue, monster battles, and new information to gather. Boss battles and the questions for the creation of the next world (p. 25) will allow you to move through the story.



Questing



1. Gather information in town to progress the story

By talking to the people in the town, you can gather information and progress the storyline. The main character's home is also inside the town, this is where you can rest (press the A Button near the bed) to recover your HP and MP.



2. Explore the world and dungeons

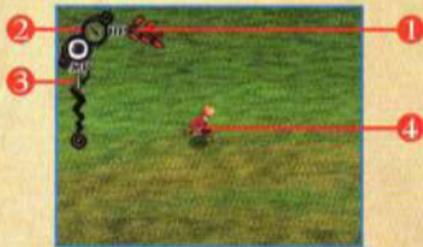
A variety of monsters lurks in the world and its dungeons. You are free to defeat or simply ignore these monsters. However, having their information written in the Book of Prophecy can have a profound effect on the outcome of the next world.

Action Controls

The main character can converse with the town's inhabitants, fight monsters, and perform various other actions. Most actions are carried out with buttons, but some actions cannot be performed in certain map areas or situations.

Viewing Actions (Top Screen)

- HP:** This gauge reflects the main character's life. Being attacked by enemies or falling into pits will deplete it. When the gauge is completely empty, it will be game over.
- Equipped Weapon:** This shows what weapon you are currently using.
- MP:** This gauge reflects the main character's Mystic Points. Spirit Magic (p. 13) and rewriting Codes (p. 14) use up your MP.
- Main Character:** Main character in use.



Movement [Getting Around]

Press the +Control Pad to move the main character. Holding the +Control Pad in a certain direction will allow you to climb up or down elevated areas.



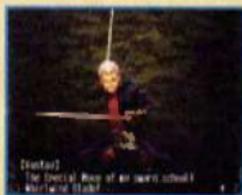
Attack [Defeating Monsters]

Press the Y Button to attack with your left hand. Press the X Button to attack with your right. Increasing your school level (p. 18) will enable you to pull off consecutive hits. When equipped with a shield, hold down the corresponding button to block enemy attacks.



Special Move [The Secret Art of Weapon Schools]

Every Weapon School has a unique attack move called a Special Move. You can only learn the Special Move of each weapon from the master of that weapon's school. Read below for more details regarding each type of weapon.



Plana Points



◆ Sword/Hammer/Bomb/Projectile

When using swords, hammers, bombs, or projectiles, just hold the X or Y Buttons to charge up your Plana Points. After charging up to the maximum, you can release the X or Y Button to unleash a powerful attack.



◆ Unarmed

When fighting with bare fists, hold off on attacking to recover your Plana Points. After learning the Special Move for bare fist fighting, regular attacks (via X or Y Buttons) will give off an aura attack. Keep in mind that every attack drains some of your Plana Points.

Judgment Link [Juggling Enemies for Repeated Damage]

This attack consists of tossing enemies into the air and juggling them with continuous hits. Judgment Link also allows you to attack enemies without the risk of being injured. However, this ability is only available after making some progress in the game's storyline.

How to Use Judgment Link



1. Press the A Button to Launch the Enemy into the Air

Approach an enemy and press the A Button to toss them up. This will start the Judgment Link. Attempting to attack an enemy from the front can cause the Judgment Link to fail. You will have a higher chance of success if you attack the enemy from behind.



2. Press the X or Y Button to Launch the Enemy Higher

Time the enemy's fall and press the X or Y Button to launch them up even higher. While in midair, the enemy's HP will display on the lower right of the screen. When its HP reaches 0, the Current Combo Hits/Maximum Hits gauge will appear. Holding the attack button and then releasing will allow you to perform a special attack.



3. Obtain Healing Items and Mystic Jewels

After reaching the Maximum Hit number or dropping the enemy after depleting its HP, you can pick up MP recovery items and Mystic Jewels. The higher you launched the enemy, the better the recovery item and number of Mystic Jewels. If you use a special attack, you will receive an HP recovery item.



Spirit Magic [Consuming MP to Use the Power of the Spirits]

The Spirits of the Book of Prophecy can use your MP to activate their own spells and help in battle. To activate the Spirit Magic, go to the Spirit's page in the Book of Prophecy (p. 17) and touch the "Spirit Magic" button. These attacks consume much MP, so use them wisely.



Evade [Rolling to Avoid Enemy Attacks]

Pressing the L or R Buttons will make your main character roll in the direction you are facing. Rolling is faster than running so a well-timed evade can get you behind an enemy quickly. This technique is very useful when fighting tough enemies.



Code Scan [Recording Information in the Book of Prophecy]

To input information into the Book of Prophecy, you will need to conduct Code Scans. To do Code Scans, stand in front of the target (characters, monsters, flashing items, etc.) and press the B Button. By doing Code Scans on monsters or weapons, you will be able to rewrite their Codes (p. 14).

How to Rewrite Codes

By rewriting Codes, you can change the attributes or material properties of various things. For example, taking away the Iron Code from an enemy will make it softer, allowing you to deal more damage to it. Refer to the steps below for detailed instructions on rewriting Codes.

1. Touch the Mental Map

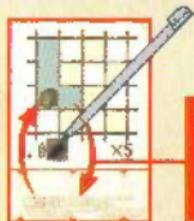
First open the page in the Book of Prophecy on which you want to change Codes, and touch the Mental Map (the tiled area on the right side of the Touch Screen). This will bring up the list of Codes you currently have in stock. You are allowed to hold up to four Codes at a time. Touching the Mental Map will also pause your game.

Mental Map



2. Slide the Codes to Rewrite

When you want to remove Codes, slide them from the Mental Map to an open slot in your stock bar. Simply do the opposite to add Codes. Rewriting Codes will use up your MP and Codes cannot be placed on top of one another so be mindful of the shape and number of Codes before placing anything.



Slide Codes
up to add,
slide down
to remove

3. Finish Rewriting of Codes

Touch any place outside of the Mental Map or stock bar to end the rewriting. The +Control Pad or the A, B, X, and Y Buttons can also resume the game.

Interacting (Talking With People in Town)

Approach a character and press the A Button to interact with them. You can select "Talk," "Give Present," "Flower Meaning" (p. 23), or other options from the conversation menu with the A Button. Some characters may start a conversation automatically. Interacting often with Hero or Heroine characters will raise your friendship levels, allowing you to trigger romantic encounters with them. See below for more details.



Hit It Off With Heroes, Heroines, or Spirits!

When you choose a boy as the main character, you'll get the chance to become intimate with Mieli, Neaki, and the Heroine characters. When you choose a girl as the main character, your choices will be Rempo, Ur, and the Hero characters. Below are some methods on how to make an impression on them and possibly experience romantic encounters. There is also a character somewhere in town who keeps tracks of your relationship progress.



For Heroes/Heroines:

- ◆ Talk
- ◆ Give them presents that they like
- ◆ Select the right choices for certain events
- ◆ Clear events specific to each character

For Spirits:

- ◆ Use Spirit Magic (p. 13)
- ◆ Listen to hints (p. 20)
- ◆ Select the right choices for certain events
- ◆ Clear events specific to each Spirit

Using the Book of Prophecy

During play, the Book of Prophecy will constantly be displayed on the Touch Screen. All controls having to do with the Book of Prophecy can be done with the stylus. Flip to the corresponding pages to use the different features of the Book of Prophecy.

Viewing the Book of Prophecy (Touch Screen)

1. Tab: These are the tabs of the Book of Prophecy. Touching them will allow you to jump to that corresponding page. You can also place a Spirit bookmark on a particular page by sliding the bookmark tab to that page. You will be able to place each of the four bookmarks separately as you obtain them.

Table of Contents

Pages marked with Spirit bookmarks
(p. 17)

Main character's stats (p. 18)

Save Page (p. 27)

- ?**: Prompts Spirits to give you hints.
- Map**: Opens to the map page of where the main character is currently standing.
- Page**: The page number of the Book of Prophecy. Touching it will turn the page forward or backward.
- Table of Contents**: Touch any chapter title to proceed there.



Table of Contents of the Book of Prophecy (Chapters)

1	Characters	17
2	Monster	20
3	Weapons	21
4	Accessories	22
5	Items	22
6	Flowers	23
7	Tablets	23
8	Map	24
9	Mini-Games	24
10	New World	25
11	Other	26

Spirits, main character, Heroes, Heroines, and townspeople all appear here. Information on characters gathered through Code Scan (p. 13) will also appear here.

◆ Spirits

This is the page of the Spirits accompanying the main character on the quest. View their profiles or activate their Spirit Magic here. At the start of the game, the Spirit bookmark (see below) will be found on this page.



- Bookmark**: Touching it will allow you to use the Spirit bookmark feature. More information on that found below.
- Profile**: View the Spirits' profiles here.
- Spirit Magic**: Touching it will activate the Spirit Magic and use up some of your MP (p. 13).
- Spirit Swapping**: When you have more than one Spirit, touch this to swap out and select the Spirit of your choice.

How to Use the Bookmark

Placing a Spirit bookmark onto a particular page allows you to flip to that page quickly. Refer to the images on the right. After placing the bookmark, you can touch the bookmark tab at anytime to bring up the page instantly.



Go to the page you want to place a bookmark on.



Slide the Spirit bookmark to the middle of the page.

◆ **Player**

On the main character's page, you will see your HP, MP, school level, and be able to equip or remove weapons and accessories (p. 21). Also, pressing the SELECT Button or turning the HP/MP display option in the Display Options page (p. 27) to ON will display your HP/MP on the Top Screen.

- HP:** This gauge shows the main character's life. Being attacked by enemies or falling into pits will deplete it. When this gauge is completely empty, it will be game over.
- MP:** This gauge shows the main character's Mystic Points. Spirit Magic (p. 13) and rewriting Codes (p. 14) use up your MP. Code Scanning special tablets will lengthen your MP gauge.



- School Level:** This displays your school levels and experience points, as well as how many points are needed to level up. Every attack on a monster gains you experience points. Leveling up will allow you to do combos with certain weapons or help charge your Special Move gauge faster.
- Mystic Jewel:** You can obtain these when you defeat monsters using Judgment Link (p. 12). Mystic Jewels serve as currency for gambling (p. 24) or purchasing items (p. 29).
- Zeno-9 Cards:** The number of cards you have to play Zeno-9 (p. 25).
- Right/Left Hand Equipment:** This displays what you have equipped on each hand and the attack power of each weapon. Touching it will bring up the Weapons section (p. 21).
- Head/Body Equipment:** This displays what accessories you have equipped on your head and body. Touching it will bring up the Accessories section (p. 22).
- Trash Bin:** Dragging an item here will unequip it (p. 22).
- Page Value:** This displays the page's current value and maximum amount.

◆ **Hero/Heroine/Rhoan/etc...**

This page will fill up as you Code Scan (p. 13) Heroines and Heroes (p. 5), citizens of Rhoan, and other characters in the game.

- Name:** The character's name. Their title will change depending on the combination of Codes in their Mental Map.
- Image Number:** Touch each number to see a different image of the character. As you complete special events for the character, a new image might be unlocked for a Code Scan.
- Profile:** A thorough description of the character.
- Mental Map:** This displays what Codes the character has. Mix and move the Codes as you like (p. 14).
- Code Contents:** A list of the resulting effects of the Codes the character has. Subject to change depending on the combination.
- Code Details:** Touching it will bring up the details of the Codes that the character has.

◆ **Raise the Value of the Book of Prophecy**

The more you know about the items found on a page, the more that page's value will rise. For example, you should communicate with characters regularly and unlock image numbers (p. 19) on character pages to raise the value of the page. When the value of the pages increases, so does the entire value of the Book of Prophecy. Look to the back cover (found one page after the save page) to see its exact value.

When you succeed in conducting a Code Scan on a monster, information will be recorded into the Book. When the monster has the Code of a hard material on them, you can remove it (p. 14) first before beginning your attack. Touching the monster's image will prompt a Spirit to give you advice on how to defeat it. Follow that advice and you will forge a better relationship with that Spirit (p. 15).



- 1. Name:** The monster's name. Their title will change depending on the combination of Codes in their Mental Map.
- 2. Image Number:** Touch each number to see a different image of the monster. The image number unlocked differs depending on what the monster was doing the instant they were Code Scanned.
- 3. Profile:** A thorough description about the monster.
- 4. Status:** The monster's stats and the data regarding Judgment Link (p. 12).

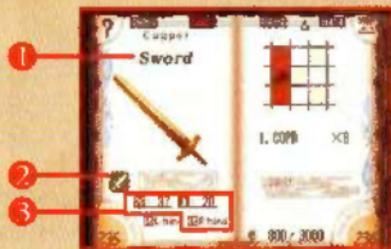


- 750 Monster's HP (Health)
- 204 Amount of times attacked
- 117 Number defeated
- 18 Judgment Link Combo Count
- 497 Judgment Link Height



You can review information here on weapons that you Code Scanned (p. 13). Rewriting Codes (p. 14) or changing equipped items can be done on this page. See below for more details.

- 1. Name:** The weapon's name. Depending on the combination of Codes in the Mental Map, its material or attribute title will change. The title will also determine the attack power of the weapon. See more below.
- 2. Explanation:** Touch this to view a description of the weapon.
- 3. Status:** This shows the status of the weapon. The icons and the numbers are explained below.
 - 37 Weapon's combined attack power
 - 20 Weapon's original attack power



How to Equip Weapons and Accessories

It is important to switch often between different weapons to utilize the Special Move (p. 11) for each type. Look to the right for a basic breakdown of how to equip weapons and accessories. It is possible to equip two of the same weapon to both hands because the weapon itself is materialized from the information written in the Book of Prophecy.



Touch the image of the weapon/accessory you want to equip.

For weapons, you will then select which hand you want to equip it to.

You can review information here on accessories that you Code Scanned (p. 13). The main character avatar seen on the Top Screen will reflect any equipped accessories, but it will not reduce the damage inflicted from monsters.

- 1. Name:** The accessory's name. Depending on the combination of Codes in the Mental Map, its material or attribute title will change.
- 2. Explanation:** Touch this to view a description of the accessory.



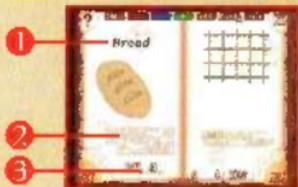
How to Remove Weapons and Accessories

To remove weapons or accessories, go to the main character page (p. 18) and slide the unwanted weapon or accessory into the trash bin. This does not mean that the items are gone for good. If you already have equipped something, you can also exchange it out by equipping something over it. Just unequip your weapon if you wish to fight barehanded.



Bread, cookies, and keys can be Code Scanned (p. 13) to record their information in the Book. To use an item, touch the image of the item. Food can recover your HP, while items like dolls can be given as presents to characters. However, you will use up some MP every time you use the item. Furthermore, keys may need Codes rewritten on them in order to open doors.

- 1. Name:** The name of the item. Depending on the combination of Codes in the Mental Map, its title will change.
- 2. Explanation:** Touch this to view a description of the item.
- 3. Required MP:** How much MP is needed in order to use the item.



Some flowers can be Code Scanned (p. 13) and recorded inside the Book of Prophecy. Each flower has its own unique meaning which translates into a Code. Talk to Kamui and select "Flower Meaning" to learn about the flowers you find. When the flower's page appears, touch the image of the flower and Kamui will reveal its name and meaning to you.



- 1. Name:** The name of the flower.
- 2. Flower Meaning:** Its special meaning and message.
- 3. Code:** The flower's Code. Once you remove it, you cannot put it back.
- 4. Explanation:** Touch this to view a description of the flower.

* Note: 2, 3, and 4 will only display after you ask Kamui about the flower's meaning.

Code Scanning (p. 13) stone tablets will allow you to receive a recipe of Codes called Metalize. Slide and move the panels to match the picture hidden beneath. After solving the puzzle, you will be able to create the new weapon or item.

How to Manipulate the Panels

Each panel in the puzzle can be slid to an adjacent opening. One panel of the puzzle has been set aside and can be inserted last to complete it. Panels signifying empty space are interchangeable.



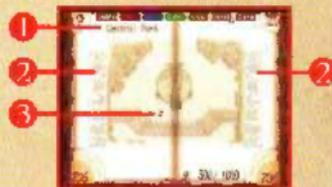
Slide each panel to match the picture beneath it.

The piece outside of the picture should be used to fill the remaining space.

Chapter 8 Map [Viewing the Terrain]

You can view the positions of characters and flowers on the map. Maps do not need to be Code Scanned (p. 13) since they are automatically recorded. Touching any map can also warp you to that place (at the cost of some MP).

- 1. Name:** The name of the house or location.
- 2. Explanation:** Touch this to view a description of the area.
- 3. Icon:** This shows where the main character and other characters are in the map. See below for an explanation of each icon.



- | | | |
|--|---|---|
|  Main character (p. 18) |  Character (p. 19) |  Monster (p. 20) |
|  Flower (p. 23) |  Tablet (p. 23) |  Switch (p. 28) |

Chapter 9 Mini-Games [View Game Scores Played in Town]

In the town, you will have access to a variety of mini-games. Talk to the game's corresponding character to access them. Keep in mind that Mystic Jewels are needed to Gamble, and Zeno-9 cards are needed to play Zeno-9. Also, only the scores from Quizzes and Judgment Battles will be kept in the Book of Prophecy.



Here are some of the mini-games that you can play in town. There are also other mini-games such as Quiz and Gamble in the game.



♦ Judgment Battle

Launch a ball back and forth using Judgment Link (p. 12). When a player drops the ball, 1 point will be awarded to whoever last threw it. The player who is able to get 3 points first will be declared the winner.



♦ Zeno-9

Similar to an instant win scratchcard game, you "scratch" each of the grey squares by sliding the stylus over it to reveal a picture. Match three of the same pictures to win Mystic Jewels (p. 18) or Metalizes (p. 23).

Chapter 10 New World [Questions and Answers to the New World]

The new world will be created using the information from the Book of Prophecy. This page displays questions regarding the new world as well as your answers. These questions are asked after defeating monster bosses. To give your answer to the question, slide a Code into the box on the right. Depending on how you answer, the new world will change.



The Event Theater (p. 26) stores and replays events that you have already experienced in the game. Sound Option (p. 26) plays samples of background music. You can also reach the save screen by simply touching the Data tab (p. 27).

◆ World Map

This will display the world map. The icon on the world map will tell you your current location.

◆ History

Touching the pages on the left and right will tell you about the history of the current world.



◆ Memo

You can write down temporary notes here. Touch the following icons to use the pen and eraser feature.

- A pen to write in your memo pad
- Eraser
- Clears the screen

◆ Event Theater

You can view events that you have seen before. When you want to play back events, touch the "Play" icon. You can press the START Button if you want to interrupt the movie midway.



Sound Selection

◆ Sound Option

You can adjust the Music and Sound Effects volumes here. You may also listen to a variety of background music. To listen, touch the "Play" icon. Press the "Stop" icon to pause.

- Play Icon
- Stop Icon



Play Icon



◆ Display Options

You can change your display settings on this screen. "Window Color Settings" will change the color of the text windows during conversations. "Display Setting of HP/MP" will toggle the display of your HP and MP on the Top Screen.



HP/MP Display

◆ Reference

This can show you how to move your character, what the Book of Prophecy can do, and simple vocabulary for the game.

◆ Icon Explanation

You can view the explanations of icons that appear in the game here.



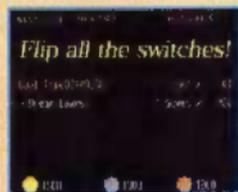
◆ Save

Touching the SAVE icon will allow you to save your progress. There is only one save slot available, so you will automatically overwrite your previous data with every save. Touching LOAD will load you at your last saved location and touching the "To Title" button will take you to the Title Screen.



Hint 1: Clear Area with Special Conditions

In the game, you will come across areas that will display on the Top Screen special conditions for you to meet before you are allowed to pass through. Clearing these conditions will allow you access to the next area. You can also gain medals depending on the amount of time taken or the number of tasks completed. Touch the Touch Screen to give up and return to the previous area. Touching it after you have beaten the area will prompt you if you want to retry. Sometimes objects that you can interact with will be displayed on the map. See below for examples.



Read the required tasks and time limit for the area.



Defeat monsters and activate switches to fulfill the conditions.



After you have fulfilled the conditions, the area is cleared. The value of the page is determined by your score.

Common Objects:

-  **Lever Switch:** Hit it once to activate.
-  **Push/Pull Block:** Hold down the A Button while near it to push or pull.
-  **Elemental Switch:** Match its color to corresponding elements.
-  **Torch:** Hit it with a fire-based attack to light. Some may self-extinguish over time.

Hint 2: Experience Future Visions

When the value of the Book of Prophecy levels up, a Book of Prophecy icon will appear on the top right corner of the Top Screen. Move to another map when it appears to have a Future Vision. Future Visions reveal events that will soon occur in different parts of the world. Going to the place mentioned in the vision will usually trigger a specific event.



Hint 3: Go Shopping with Mystic Jewels

You can buy items from the town's shopkeeper Romani by selecting "Shop" from his conversation menu when it becomes available. Mystic Jewels (p. 18) can be used as currency for items. There are items that can only be found here so be sure to save up your Mystic Jewels for purchase. Mystic Jewels can be obtained by defeating monsters with Judgment Link (p. 12).

Hint 4: Code Scan Monsters and Characters Multiple Times

Flowers and weapons only need to be Code Scanned once. Monsters and characters, on the other hand, can be Code Scanned again after certain events to obtain additional information. This will lead to increasing the value of the Book of Prophecy so be sure to Code Scan often.



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Event Movie Director	Motion Design	Opening Theme	"deep forest"
Storyboard	Ryoshiru Miyazaki	Music	Elnoc Joe
	Junko Hiramatsu	Lyrics	Kana Yasumi
Character Model Designer	Keisuke Yokota	Vocals	Kana Yasumi
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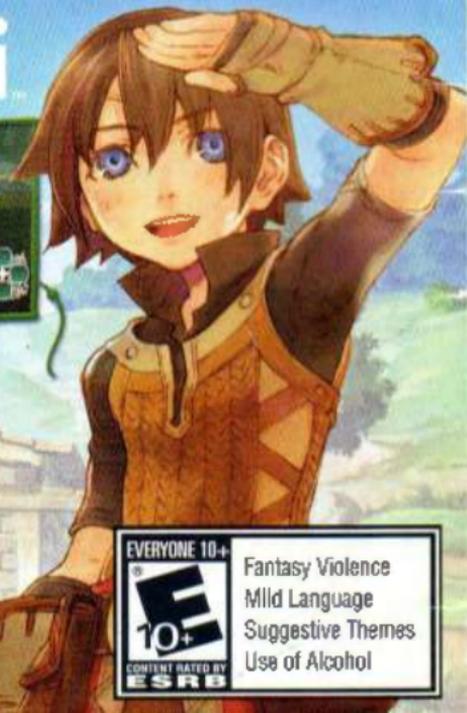
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warrior or savior.

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or face dangers in the dungeons below.

A world of choices awaits you.

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Fantasy Violence
Mild Language
Suggestive Themes
Use of Alcohol