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NINTENDO DS™

The background of the right side of the page is a blue-toned illustration of a character with large, feathered wings and a crown, set against a dark, swirling background. The character is wearing ornate armor and has a serious expression. The overall style is reminiscent of classic Final Fantasy art.

FINAL FANTASY TACTICS *A2*
Grimoire of the Rift™

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 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

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

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.

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



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

▲ 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.



LICENSED BY



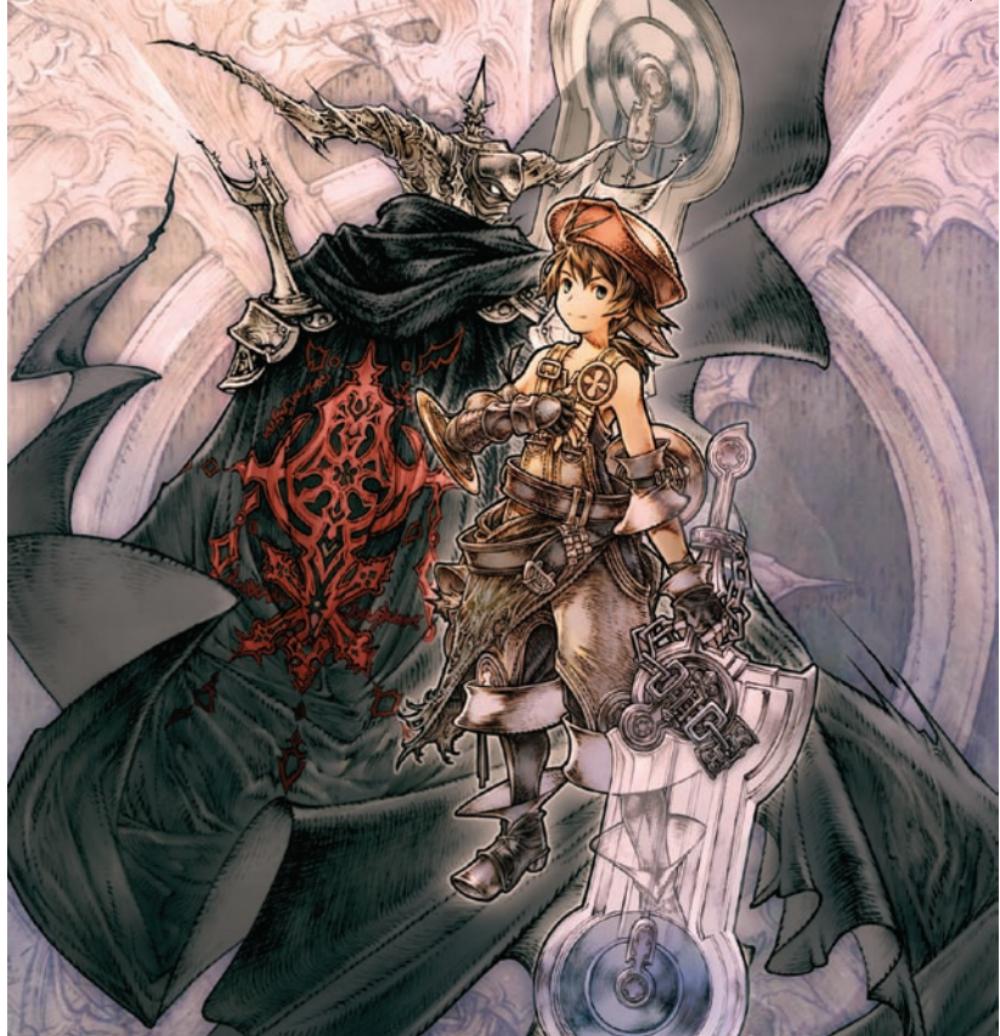
Rev-E

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

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STORY

**20th of Goldsun: The sun shines in an unfamiliar sky.
Today is the day my adventure begins.**

*Summer vacation's so close I can taste it!
Clean the library . . . are you kidding!?
That book, it looks so old . . .*

**“One is fated to fill these barren pages.
Know you his name?”**

Luso . . .

DRAMATIS PERSONAE

DRAMATIS PERSONAE



Luso

An energetic boy with more than enough curiosity. Fearless, which gets him into trouble. A prankster, which also gets him into trouble. Never abandons someone in need.

Cid

The leader of Clan Gully, Luso's new family in Ivalice. A mentor and help to Luso in many ways, though ties to a mysterious organization shadow his past. Though a revgaji, Cid has mastered the jobs of the bangaa.

Adelle

An attractive, competitive headhunter with few weaknesses . . . save a love for gil. Seems cold, though it's hard to say whether that is who she is, or the result of some internal conflict. Known to other hunters as "Adelle the Cat."



Hurdy

A wandering moogles minstrel. Younger brother to Montblanc and Nono, and former resident of the far-away city of Rabanastre. Encounters Luso in his travels and promises to compose a song for him.



CONTROLS

CONTROLS

You can control the game using both the stylus and the buttons.

See the following pages for detailed instructions on how to play.

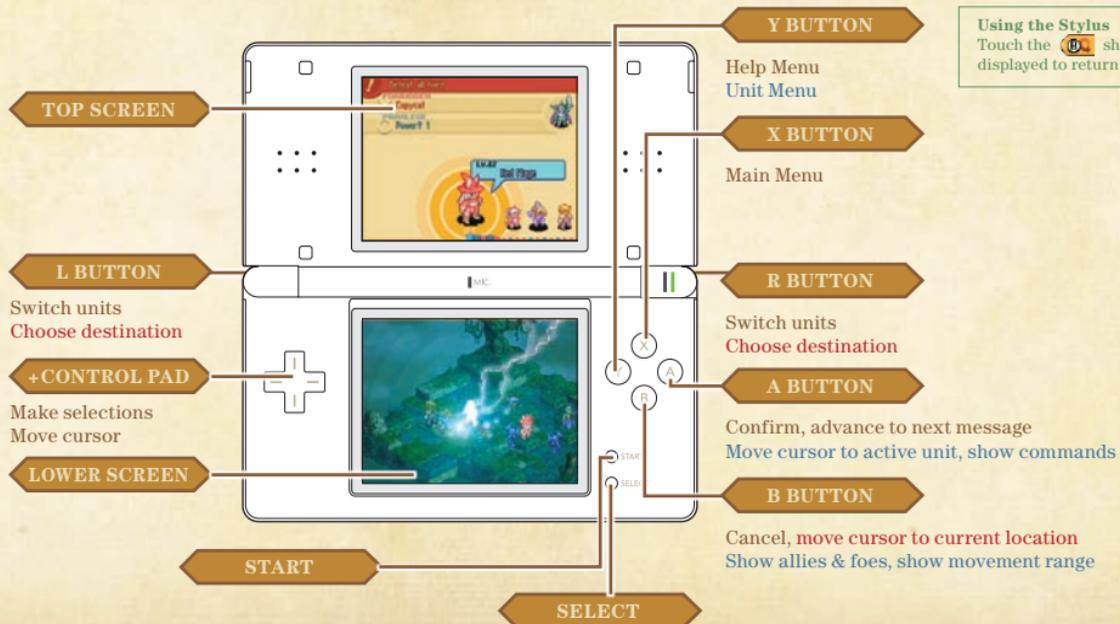


When on-screen shortcuts such as  are displayed, press the button shown or tap the shortcut to open a menu or perform an action.

Throughout this manual, screenshots of the upper screen are indicated by , while screenshots of the lower screen (Touch Screen) are indicated by .

- If you close your Nintendo DS during a game, it will go into Sleep Mode to save battery life. Open the DS again to resume the game.
- Press **START + SELECT + L Button + R Button** at the same time to perform a soft reset, quitting the current game and returning to the Title Screen.

Commands in **red** text can only be used on the World Map (see p. 16-17).
Commands in **blue** text can only be used during battle.



Using the Stylus
Touch the  shortcut when it is displayed to return to the previous screen.

BEGINNINGS & ENDINGS

BEGINNINGS & ENDINGS

Make sure the Nintendo DS is turned OFF before securely inserting the Game Card into your Nintendo DS.

- 1 When you turn on the Nintendo DS, the screen on the right will be displayed. After reading the message, tap on the Touch Screen to continue.



- 2 Touch the “FINAL FANTASY TACTICS A2: Grimoire of the Rift” panel on the DS Menu Screen or press the A Button to begin the game.

- Ⓢ If you set your DS to Auto-Start mode, this step is not necessary. Please see the Nintendo DS hardware manual for details.



- 3 When the Title Screen comes up, you're ready to play!

Getting Started

The following options are available on the Title Screen:

- Ⓢ Insert a “FINAL FANTASY TACTICS ADVANCE” GBA Game Pak in the Game Pak slot before starting up to receive a special in-game bonus (see p. 65).



New Game	Select “Normal” or “Hard” mode and begin a new game.
Load	Load game data to resume a previously saved game.
Continue	If a game was saved mid-battle (see p. 38-51), select this option to continue play where you left off. Continuing an interrupted game erases Quick Save data.
Trade (see p. 62)	Trade with other players to obtain rare items.
Language	Choose the language to use for in-game menus and dialogue.

Saving Your Progress

When ending a game, first save your current progress before turning off the Nintendo DS. There are two ways to save a game:

Save Game	Press the X Button while on a map to open the Main Menu (see p. 18). Select System Menu then Save to create up to two save data.
Quick Save	Press the X Button while in battle to open the Main Menu (see p. 43). Select Quick Save to create Quick Save data and return to the Title Screen.

PLAYING THE GAME

PLAYING THE GAME

Quests are a vital part of the story in FINAL FANTASY TACTICS A2.

Some quests involve battle, so be sure your units are ready for the challenge.

Quest for Fun and Profit ▶ P14-15

The hero of our story finds himself in the strange world of Ivalice, searching for the way back home. But he need not go it alone. He will join a clan and undertake quests to drive off monsters, find lost treasure, and more. Adventure awaits in Ivalice!



Battle Under the Law ▶ P38-51

Battles in Ivalice take place under specific rules, called "laws." Laws work like restrictions, telling you what you may not do in a particular battle, be it the use of fire spells, or the harming of a particular race. Uphold the law to receive a variety of rewards.



Get the Most out of Your Units ▶ P24-25

You may call the shots, but it's your units who fight your battles. By learning a particular job and equipping particular items, units can acquire and master new abilities to help them win the day.



Change Jobs to Learn New Tricks ▶ P26

In order to master new abilities, a unit must often change jobs. By changing your units' jobs, you can create a roster of units tailored to your play style. The number of jobs you may select grows through the game as you complete sub-quests (see p. 31).



Fame and Fortune ▶ P27-29

Once your clan garners enough attention by completing quests, new quests become available to you, and new units will want to join your clan (see p. 23). It pays to be the best!



QUESTING

QUESTING

Our hero must quest throughout the strange world in which he finds himself if he ever wants to return to his own.

Accepting a Quest ▶ P30

Quests can be viewed and accepted at pubs in towns throughout Ivalice. Select your quests based on quest ranks and requirements.



Getting Around ▶ P16-17

Move around the map to reach your quest's destination. You can always check a particular quest's destination on the Quest List under the Clan Menu (see p. 28).

Concerning Time

The clock is ticking whenever you move between areas on the World Map (see p. 17) or undertake quests. If you've accepted a quest with a time limit, you'll want to keep a close eye on the date. Also, different months bring different quests, so be sure to check in at a pub often.

Battles ▶ P38-51

Keep your objectives in mind should you find yourself engaged in battle in the course of a quest. Should you be wiped out or otherwise fail to complete your objectives, you will fail the quest.

If you lose a battle during a Main Quest (see p. 31) the game will end, so be careful!



Completing a Quest

Meet all quest objectives to complete a quest. Completing quests advances Clan Talents (see p. 28) and gives the following rewards:

* Note that the calendar advances whenever you complete a quest.



Receiving Your Reward

CP (Clan Points)	Clan Points are used when accepting Clan Trials (see p. 28) and bidding in Auctions (see p. 36).
Ability Points	Ability Points count toward mastering the abilities on each unit's equipped items (see p.25).
Items	Various treasures and items usable in battle (see p. 28).
Gil	Gil is money in Ivalice. You have to have gil if you plan on buying items at a shop (see p. 34), or picking up quests at the local pub (see p. 30).

the map

THE MAP

The world is divided into several regions, or “areas.” Use the World Map to move between areas, and the area map to reach your destination, be it a town or a geographic landmark.

The Area Maps

Use the **+Control Pad** or the **L** or **R Button** to select your destination, then press the **A Button** to go there. Pressing the **X Button** will open the Main Menu (see p. 21).

Using the Stylus

Touch the cursor with the stylus and drag to move it. When the cursor is over your destination, touch it again to move there. You can also touch **Circle Pad** to open the Main Menu. Touch outside the menu to close it again.

CLAN INFO (P27)



TODAY'S DATE

Time passes when you complete a quest or move between areas.

THE WEATHER

CURRENT LOCATION

Map Icons

	Marks the location of a quest, a destination, or an event.
	Takes you to the World Map.
	Marks locations that are off-limits until certain conditions are met.

TOWNS (P30-37)

When in town, move the cursor over the town and press the **A Button** or touch the town with the stylus to see what the town has to offer.

The World Map

Use the stylus, the **+Control Pad**, or the **L** or **R Button** to select your destination, then tap it or press the **A Button** to move there. It takes one day to pass through a single area.

BALLOON

Indicates a location vital to the story.



CURRENT LOCATION

Aerodromes

Board an airship at any aerodrome to travel to another continent. If you have a raffle ticket, you can redeem it at an aerodrome for rare items (see p. 62).



THE MAIN MENU

THE MAIN MENU

The Main Menu lets you view vital unit and clan statistics, and prepare for battle.

You will also be able to access the System Menu for saving and loading game data, as well as configuring your Nintendo DS.

Opening the Menu

Press the **X Button** while on the Area Map or World Map to open the Main Menu. The options available to you from the Main Menu are Unit Info (p. 19), Clan Info (p. 27), and System Menu.

Using the Stylus

Touch **Touch Here** to open the Main Menu. Touch outside the menu to close it again.



System Menu

Save	Saves your current game progress.
Load	Load previously saved game data to resume play.
Config	Cursor Movement Choose your preferred cursor behavior.
	Message Speed Set the speed for displaying messages.
	List Unequippable Items .. Choose whether or not to display items a unit can't equip.
	1-Line Help Choose what to display when performing actions (see p. 46).

THE MAIN MENU | UNIT INFO

THE MAIN MENU | UNIT INFO

Choose Unit Info from the Main Menu to view your units, change their equipped items and jobs, and choose their abilities.

Getting Around

Use the **+Control Pad** or the **L or R Button** to select a unit to view. Pressing the **X Button** opens the Item List (see p. 21), and pressing the **A Button** opens the Unit Menu (see p. 22) for the selected unit.

Using the Stylus

You can also touch with the stylus to select a unit. Touching the unit again opens the Unit Menu. Touch **Touch Here** to open the Item List.

BASIC STATS

Displays unit number, name, race, and job. The gauge behind the job name represents the percentage of abilities the unit has mastered in its current job.

ATTRIBUTES (P.20)

SELECTED UNIT



EQUIPPED ITEMS

CURRENT ABILITIES (P24)

THE MVP TOWER

Winning MVP (see p. 41) lights up the tower. The more complete the tower, the better the results when dispatching the unit on a quest (see p. 33).



◆ Attributes

A unit's attributes are as follows:

Lv.	The unit's level goes up by one when EXP reach 100, increasing HP, MP, Attack, Defense, Magick, and Resistance.
EXP.	Experience points are gained by winning battles and completing quests.
HP	HP represent the health of the unit. When a unit reaches 0 HP, they are KO'd.
MP	MP are consumed when the unit uses magick. They replenish naturally over time.
Move	The distance a unit may move. Changes by job (see p. 26) and race (see p. 52-55).
Jump	The height a unit may jump. Changes by job and race.
Evasion	Affects chance to avoid physical attacks. Changes by job and race.
Speed	Affects unit action order within a round.
Attack/Defense	Attack Affects physical damage. Defense Affects damage taken from physical attacks.
Magick/Resistance	Magick Affects spell potency. Resistance Resistance to magickal attacks.

Using Ability Points to Improve Units

Units gain levels with EXP, improving their attributes. By completing quests, units will also accumulate ability points for mastering abilities (see p. 25).

The Item List

Press the **X Button** on the Unit Info screen to view items in inventory. Press Right and Left on the **+Control Pad** to switch item categories, and Up and Down to view specific items. Select an item and press the **A Button** to change its order in the list, and the **Y Button** to sort all items by category.

Using the Stylus

Touch **○** on the Unit Info screen to view items in inventory. Touch the item icon on the lower screen to change the item category. By touching an item and dragging it, or touching it twice, you can change its order in the list.



Shows specific powers and abilities (see p. 25) associated with items. Press the **L Button** to cycle through displays on the upper screen, the **R Button** to cycle through displays on the lower screen.

Jobs which can equip the selected item will be highlighted on the upper screen. Ability information is displayed on the lower screen.

◆ Equipping and Item Types

Items fall into eight categories. Five pieces from all but the “Items” category may be equipped.

 Edged Weapons	For slashing and cutting.	 Armor	For protecting the body.
 Bludgeons	For striking and smashing.	 Shields	Extra armor held in a hand.
 Ranged Weapons	For attacking from a distance.	 Accessories	Confer special effects on wearer.
 Helms	For protecting the head.	 Items	Consumable items.

The Unit Info Menu

Press the **A Button** on the Unit Info screen to open the Unit Menu for the currently selected unit to change equipment, set abilities, and change jobs. Press the **L** or **R Button** while the menu is open to cycle through your units.

Using the Stylus

Touch the selected unit to open the Unit Menu to change equipment, set abilities, and change jobs.
Touch outside the Unit Menu to close it.

Change Equipment	Change equipped items. First select an item to swap out (or a blank slot), then the item you wish to equip. Select “Optimize” to automatically equip the best items, save accessories which must be chosen manually.
Set Abilities	Change which abilities are set (see p. 25).
Change Jobs	Change a unit’s job (see p.26).
Sort Units	Sort units highest first by the selected attribute. You can also manually sort units. After sorting you may automatically update unit order, or leave unit numbers unchanged.
Dismiss Unit	Dismiss units from your clan. Once dismissed, a unit will never come back, so think before saying goodbye.

Adding Units

As the game goes on, a variety of units will join your clan in one of two ways:

⊙ The maximum number of units is 24.

Adding by Quest

Completing certain quests will give you the opportunity to add units to your clan.



Finding Hopefuls

Sometimes, a unit searching for a clan will appear on the area map. Make contact with the unit for an opportunity to add it to your clan.



THE MAIN MENU | ABILITIES & JOBS

THE MAIN MENU | ABILITIES & JOBS

Choose “Set Ability” under the Unit Menu (see p. 22) to set unit abilities, and “Change Jobs” to change the unit’s current job.

Abilities

Abilities are special powers associated with different jobs. There are three types of ability. To use new abilities, a unit must equip an item with that ability.



ABILITIES

Types of Ability

 Action Abilities	The main action ability (upper slot) is specific to the unit’s job. The sub ability (lower slot) can be set to any of the unit’s mastered ability categories. These abilities can be used during battle by selecting “Action” (see p. 46).
 Reaction Abilities	Abilities, such as “Counter,” that trigger in response to an attack.
 Passive Abilities	Abilities, such as “Turbo MP,” that improve unit performance.

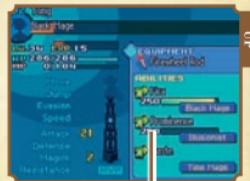
Setting Abilities

Use “Set Abilities” under the Unit Menu to set a unit’s (sub) action ability, reaction ability, and passive ability. Set abilities may be used during battle. However, abilities may only be set if a unit meets one of the following requirements:

Item with the ability is equipped	A unit that has abilities on equipped items and a job that may use those abilities can set those abilities. For example, if a unit with the job “soldier” equips an item with the ability “Shieldbearer” for soldiers, that unit may set the ability “Shieldbearer.” You do not have to set main action abilities (upper slot) from equipped items to use them.
Ability has been mastered	Once an ability has been mastered, it may be set even after a unit changes jobs or equipment.

Mastering Abilities

Completing a quest with an item that has abilities equipped will earn ability points. Each equipped item ability requires a certain number of ability points to master.



ABILITY POINTS
NEEDED TO MASTER
AN ABILITY

Jobs

Jobs are specializations that units may choose and change. Different jobs have access to different abilities, can equip different items, and sometimes have different parameters.

PERCENTAGE OF ABILITIES MASTERED



Changing Jobs

Select "Job Change" under the Unit Menu and select one of the highlighted jobs.  to view job details.

⊙ Certain quests must be completed in order to access jobs listed as "???".



When a Unit's Job Changes

Abilities	Main action ability (upper slot) changes.
Equipment	Items no longer equipable by the new job will be removed.
Attributes	"Move," "Jump," and "Evasion" change.

THE MAIN MENU | CLAN INFO

THE MAIN MENU | CLAN INFO

Select "Clan Info" from the Main Menu to view information about your clan, including current quests. This is a good place to check should you forget where it was you were heading.

The Clan Info Screen

Access the Clan Info menu (p. 28) to view the information below.

CLAN TITLE/NAME

You can win titles by participating in clan trials (see p. 33). If you wish to remove your titles, a special quest exists to help you.

NUMBER OF MEMBERS

 marks the total number of clan members.
 is the number currently dispatched.

AREA/QUEST INFO

From the top, this panel lists (1) areas won in auction (see p. 36), (2) number of current quests/maximum number of quests, and (3) number of quests completed.

CLAN TALENTS (P28)

CLAN POINTS (P15)

WEALTH (GIL)

CLAN MENU



◆ Clan Talents

Clan talents represent a clan's overall ability, rated in four areas. Completing quests will improve these talents, opening further quests. Titles won through clan trials (see p. 33) can also affect clan talents.

 Negotiation	The ability to talk with others to find solutions to problems.
 Aptitude	A measure of how nimble the clan is at solving challenges and disarming traps.
 Teamwork	How well you and your clanmates work together.
 Adaptability	The ability to make decisions on the fly to cope with changing situations.

Clan Menu/Judge Menu

Everything you want to know about your clan and its Judge. A Judge is an official who monitors whether or not your clan upholds the law (see p. 39) in battle.

Quest Lists	Check accepted quests and dispatched units (see p. 33). You can also change accepted quests to dispatch quests.
Quest Report	Check all the quests that have been posted at the pubs (see p. 30) so far. You can also change accepted quests to dispatch quests.
Clan Territory	Check which clans have won which areas at auction (see p. 36).
Clan Primer	Check the notices you've read and rumors you've heard at the pubs.
Loot	Check the clan's cache of loot. You can use loot at the bazaar (see p. 35).
Clan Privileges	Check current clan privileges. Completing clan trials will reward you with new privileges.
Laws	View all laws (see p. 39) encountered so far in the game.

◆ The Quest Report

The Quest Report is a listing of every quest so far in the game. Linked quests share a common prerequisite or are otherwise related. Come here when planning where to go next. You may also change accepted quests to dispatch quests.



Quest Status

 Unavailable	These quests are not currently posted in the pubs. They will be re-posted and available after a certain amount of time has passed.
 Available	These quests are currently posted at the pubs, and may be accepted.
 Accepted	Currently accepted quests.
 Dispatched	Quests on which you've dispatched units.
 Completed	Completed quests.

◆ The Clan Territory Map

Check which clans are champs of which areas. You become an area champ by winning that area at auction. Areas with the  mark belong to your clan.



ABOUT TOWN | PUBS

ABOUT TOWN | PUBS

Pubs in towns throughout Ivalice are great places to find quests and pick up useful information. Frequent visits to the pub are a central part of adventuring, so come often.

The Pub Menu

The following options are available from the Pub Menu:



Notices	Read notices about what's going on in Ivalice. Occasionally, simply reading a notice can open new questing opportunities.
Quest Roster	Go here to view and accept quests.
Current Quests	Check the quests you're currently on. You can also cancel quests here, and dispatch units (see p. 33).
Clan Trials	Try your hand at a clan trial (see p. 33). You may only accept one clan trial at a time.
Rumors	Prick up your ears and you might hear something of value.

Accepting Quests

Select Quest Roster under the Pub Menu to choose from a list of available quests. Press Left and Right on the +Control Pad to cycle through new, recent, and other quests. Press the Y Button to cycle through quest sorting options.

Some previously completed quests may be accepted again after enough time has passed.

Using the Stylus

Touch "New," "Recent," and "Other" to switch between types of quest. Touch **2nd (hard) 7th** to change the order in which quests are listed.

Rank	Name	Rank	Days	Fee
17	Search for the Key	17	150	150
20	Search for the Key	20	200	150
15	Trade of the Key	15	200	150
5	For the Key	5	200	50
15	The Herald of War	15	6	150
14	Search for the Key	14	200	150
10	Search for the Key	10	200	150

Main Quests and Sub-Quests

Quests are divided into "main quests" and "sub-quests." Completing main quests is critical to progressing through the game, however should your entire party be KO'd in battle during a main quest or should you otherwise fail, the game is over (see p. 41). Failing a sub-quest does not end the game.

◆ Checking Your Quests

Once you've selected a quest you want to accept, you will be able to see the details of the quest. Use the **+Control Pad Left** and **Right** to switch between the four detail screens. Press the **A Button** to confirm and choose "Yes" to pay a finder's fee and accept the quest. You can also use the **L** or **R Button** to cycle through quests.

Using the Stylus

Touch **←** **past** **→** to switch between the four quest detail screens. Touch **⏪** **previous** **⏩** to cycle through available quests. To accept a quest, touch the middle of the screen and choose "Yes."



This screen shows basic quest information. Sometimes valuable hints can be found here, so read carefully.



This screen shows items and clan talents required for the quest. If there are any recommended jobs, sending those units gives the best results when dispatching.



This screen shows the quest destination(s) and maximum number of units allowed.



This screen shows request and reward details, including whether or not a quest can be handled by dispatch or cancelled.

◆ Dispatching Units

When a quest allows dispatching, you may choose "Dispatch" after accepting the quest, and have units do the quest for you while you go about other business. Dispatched units will be unavailable to the clan for the duration of the quest, returning when the quest is finished.

- ⊕ Preparing units for dispatch works the same as placing units before battle (see p. 40).
- ⊕ The likelihood of success depends on unit jobs, attributes, and number being dispatched.

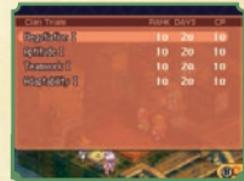


TEAM LEADER

The unit placed on the red panel becomes the team leader. The leader's disposition influences the likelihood the team will successfully complete the quest.

Clan Trials

Clan trials are special quests that improve clan talents and win clan titles. You can check details on them as you would regular quests. Some clan trials will give the opportunity to receive new clan privileges as well. Note that when you accept a clan trial, you pay in CP (clan points), not gil.



Clan Trial	Rank	CP	CP
Dragon's Eye I	10	20	10
Dragon's Eye II	10	20	10
Dragon's Eye III	10	20	10
Dragon's Eye IV	10	20	10

ABOUT TOWN | shops

ABOUT TOWN | SHOPS

Shops are for the buying and selling of items. If you've come across some loot in your travels, be sure to check out the bazaar as well. Note that shops in every town will carry the same items.

The Shop Menu

Shops give the following options:



Buy	Buy items.
Sell	Sell items.
Fitting Room	Try items on to see how they will affect your unit's strength. Fitted items are highlighted in yellow, and may be purchased on the spot.
Bazaar	Put loot (see p. 28) on the bazaar and see what new items turn up. Bazaar items show up in the shop and can be purchased like normal items.
Sell Loot	Sell off your loot for gil, but be careful: certain pieces of loot are required to make unique bazaar items, so don't sell loot until you're sure you won't need it.

Using the Bazaar

Select "Bazaar" to put loot on the bazaar and see what new items turn up. Bazaar items are ranked A, B, C, D, and E, and the rank of your loot determines what bazaar items become available. Items with  have already shown up on the bazaar.

 indicates items possible with the loot you have now.

- 1 Loot that can be used at the bazaar is highlighted. Choose loot of the same rank.
- 2 When you've selected an appropriate combination, the loot shown on the upper screen will be linked. Press  to remove a piece of loot from the bazaar.
- 3 When you're done selecting loot, choose "Yes" to send your loot to the bazaar. A bazaar item for the combination of loot placed on the bazaar will be available for purchase at the shop.

 Some items, once purchased, will be removed from the shop. To purchase these items again, you must send the same combination of loot to the bazaar.



ABOUT TOWN | AUCTIONS

ABOUT TOWN | AUCTIONS

As the game progresses, you will be able to participate in area auctions, held in the larger towns. Win an area at the auction, and you may be rewarded upon future visits to that area.

Auctions

Pay CP to enter an auction and vie with other clans for control of areas. When a clan wins an area at auction, they are crowned “champs,” and may be rewarded upon future visits to that area. Which areas are up for auction depends on the town.

- ☉ Auctions are only held at certain times. Start days and durations can be seen beneath the date (see p. 16).
- ☉ A champ stays champ until the next auction begins.

The Auction Menu

Enter	Pay CP to enter an auction.
Areas	Check which clans are champs and where.
Records	Check auction achievements, such as times played and bonuses won. Press the X Button to view prizes you've won and the conditions for winning them.

◆ Prizes

After meeting certain requirements, such as participating in a given number of auctions, you will be rewarded with prizes, making auctions more lucrative.

Participating in an Auction

Bidders in an auction must use special chips, called “tokens.”

- 1 When the auction begins, decide how many tokens you will use to place your bet.
- 2 When the progress bar hits (📉), bets are placed.
- 3 Repeat this process until the auction is finished. The clan with the highest bid at the end will win the area.

The screenshot shows an auction interface for 'Targ Wood'. At the top, there are 'CURRENT POINT TOTALS' and 'CURRENT BID' (01). A 'BONUS' bar is visible, and a 'PROGRESS BAR' is shown at the bottom of the main display area. Below the progress bar, it says 'ROUND 2 / 3' and 'Targ Wood'. At the bottom, there is a 'TOKENS HELD BY EACH CLAN' table and a 'DOWN' button.

TOKENS HELD BY EACH CLAN	01	02	03	04
Clan A	05	02	03	00
Clan B	04	02	06	00
Clan C	04	01	06	00
Clan D	06	05	04	00
Clan E	04	01	05	00

Callouts and descriptions:

- CURRENT POINT TOTALS:** Points accumulated by clans.
- CURRENT BID:** The current bid amount.
- BONUS:** A bar that, when reached, awards a bonus token.
- PROGRESS BAR:** A bar that, when it touches the right side, indicates the auction is over.
- PLAYER TOKENS:** Four kinds of tokens can be used to place a bid: 1-coin (Y Button), 2-coin (B Button), 3-coin (A Button), and 5-coin (X Button).
- TOKENS HELD BY EACH CLAN:** A table showing the number of tokens held by each clan.

- ☉ Press **START** to retire from an auction.

BATTLE

TO BATTLE!

As you advance through the game and undertake quests, you will battle a variety of foes on countless battlefields. Understanding laws and making the most of your clan privileges can mean the difference between glorious victory and bitter defeat.

Entering Battle

Moving to a location on the area map marked with a balloon will often place your clan in battle. Be sure you're prepared before moving in.



◆ Battling Monsters

Monsters sometimes wander the area map. Approaching these monsters will initiate battle.



Attaining Victory

At the start of each battle, you will be given an objective. Meet the objective to win the battle and reap the rewards (see p. 41).



◆ KO and Defeat

Your units' HP drop as they suffer enemy attacks. Should a unit's HP reach 0, the unit is KO'd and disappears from the battlefield. If any of the following conditions are met, the battle is lost (see p. 41):

- The battle objective cannot be met.
- All units are KO'd, turned to stone, or turned into toads.
- Only guests (units that act on their own) remain in the party.

Laws

After the objective is displayed, the Judge states the actions that are forbidden in combat. Upholding the law confers benefits on your party, while violating the law will incur a penalty.

Benefits of Upholding the Law

- Your clan privilege (see p. 40) remains in effect.
- At the end of the battle you will receive law bonus items.

Penalties for Breaking the Law

- KO'd units cannot be revived.
- The benefits of your clan privilege are lost.
- You forfeit law bonus items awarded at the end of battle.

Unit Placement

Place the units you want to use on the flashing tiles on the battlefield and choose a facing for them. When you're done, press the **X Button** to begin battle.

UNITS PLACED/
MAXIMUM ALLOWED
UNITS



SELECTED
UNIT

Unit Placement Controls

+Control Pad	Move cursor, change unit facing
L or R Button	Cycle through units
A Button	Place unit, confirm facing
B Button	Cancel placement

X Button	Begin battle
Y Button	View unit information (when selecting an enemy unit)

Using the Stylus

Touch **[L/R]** to place the unit currently selected on the upper screen. Touch **[L/R]** to cycle through units. Touch **[X]** when you are done placing units and ready to begin the battle.

Choosing a Clan Privilege

Clan privileges confer bonuses on your party during battle. After placing your units, select the clan privilege you wish to use and battle will begin.



BATTLE'S END

BATTLE'S END

Battle ends when the outcome of the battle is decided.

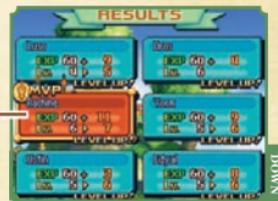
Fail a main quest and it's Game Over.

The Spoils

After winning a battle, units are awarded EXP, and units that have accumulated enough EXP will gain a level. If you've upheld the law, you'll also receive a law bonus.

MVP

A unit that makes an especially large contribution to the battle is named MVP and receives more EXP than other units.



The Agony of Defeat

If you fail a main quest, the game ends and you are returned to the Title Screen. If you fail a sub-quest, the quest is marked as failed and your party is returned to the Area Map.



THE BATTLE SCREEN

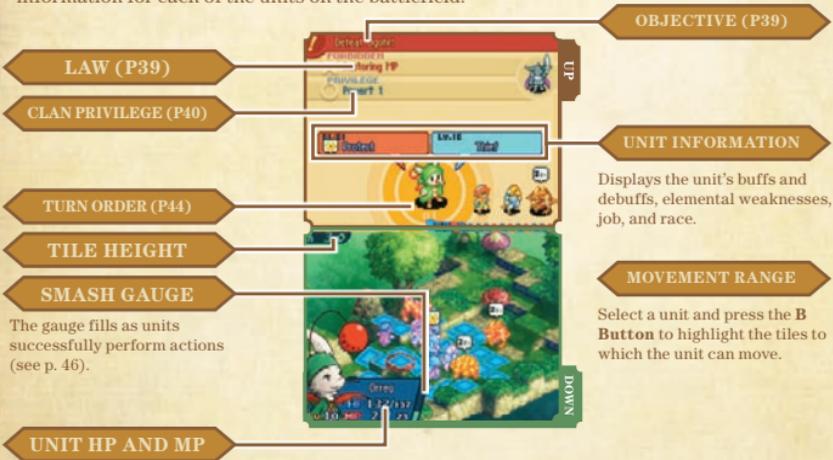
THE BATTLE SCREEN

The Battle Screen portrays the battlefield as a group of tiles. Being able to survey the battlefield and quickly assess your situation is the key to victory.

Entering Battle

Allies are identified in blue, while foes are identified in red. Use the **L** or **R** Button to view information for each of the units on the battlefield.

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UNIT HP AND MP

SMASH GAUGE

TILE HEIGHT

TURN ORDER (P44)

CLAN PRIVILEGE (P40)

LAW (P39)

OBJECTIVE (P39)

UNIT INFORMATION

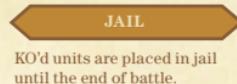
Displays the unit's buffs and debuffs, elemental weaknesses, job, and race.

MOVEMENT RANGE

Select a unit and press the **B** Button to highlight the tiles to which the unit can move.

◆ Breaking the Law

If you break the law, the upper screen will change to the screen pictured at right.



KO'd units are placed in jail until the end of battle.



Main Menu

Press the **X** Button or touch  to open the Main Menu.

View Law	Display information about the current law.
Quick Save	Create a temporary save file and exit to the Title Screen.
Return to Title	Quit the battle and return to the Title Screen. Only available on main quests.
Flee	Flee from the current battle, failing the current quest. Only available on sub-quests.
Config	Adjust the game's config settings (see p. 18).
Item List	Display a list of items in the party's inventory.

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Unit Info

Select a unit and press the **Y** Button or touch  to view information about the selected unit and open the Unit Menu.

View Equipment	View the unit's current equipment.
View Abilities	View the unit's current abilities.
Status	View the unit's buffs and debuffs (see p. 50).

TAKING TURNS

TAKING TURNS

A unit's Speed determines when it takes its turn during battle.

You can issue a unit commands when its turn comes up.

The Flow of Battle

When one of your units reaches its turn, a list of available commands will appear on the right side of the screen.



Turns and Speed

Units with higher Speed take their next turn sooner and are able to take actions more frequently than slower units. Units commanded to "Wait" (see p. 48) on their last turn and units who took fewer actions on their last turn also take their next turn sooner.

Speed	60
Attack	40
Defense	45
Magick	19
Resistance	27

Basic Commands

You can issue a unit one of three* basic commands: Move, Action, and Wait. You can order a unit to move and take an action on the same turn, in either order you choose.

⊕ Under certain circumstances units have special commands (see p. 49) available to them as well.

Move (P46)



Move the unit to another tile.

Action (P46)



Order the unit to attack a foe or use one of its abilities.

Wait (P48)



Order the unit to end its turn.

Choose a Facing

After ordering a unit to move and take an action, or ordering it to wait, you must choose a facing for the unit before its turn will end. Attacks from behind deal additional damage, while attacks from the front deal reduced damage, so choose a unit's facing with care. You can also use a foe's facing to your advantage when attacking.



ISSUING COMMANDS

ISSUING COMMANDS

In addition to the three basic commands (Move, Action, and Wait), units can sometimes use special commands. Press the **Y Button** or touch  to view information about the selected command.

Move

Choose "Move" and the tiles in the unit's movement range will glow blue. Use the cursor to select the tile to which you wish to move, then press the **A Button** or simply touch the tile with the stylus.

☺ A unit's Move and Jump attributes determine its movement range.



Action

Choose "Action" to order the unit to attack or use one of its schools of abilities such as Arts of War or White Magick. Successfully completing actions also fills the unit's Smash Gauge (see p. 51).

Traps

Some tiles may conceal traps. When a unit springs a trap, its turn immediately ends, and it might lose HP, MP, or even be afflicted with a debuff. With a trap specialist in your clan, you can lay traps of your own.

◆ Attack

Attack using the unit's currently equipped weapon. Use the cursor to select the unit you wish to attack, then press the **A Button** or simply touch the unit with the stylus.



Predicting the Outcome

After choosing to attack or use an ability, the likelihood of the action succeeding and the estimated damage it will deal appear in the middle of the screen. For abilities that target multiple units, use the **+Control Pad** or the **L** or **R Button** to see the expected results for each unit targeted.



If the attack will not trigger the Reaction Ability, it appears grayed out.

◆ Using Abilities

A unit can use the abilities of its current job and one additional group of abilities of your choosing (see p. 25). First select the ability you wish to use, then select a target for that ability.



Wait

Choose a facing for the unit and end the unit's turn.



Abilities and MP

Some abilities such as those for White and Black Magick consume MP when used. Units begin each battle with 0 MP, but they slowly gain MP as the battle progresses.



Special Commands

Under certain circumstances units have additional commands available to them.

◆ Opportunity Commands

Units can occasionally use this special category of commands. The command displayed varies with the number of allies and foes adjacent to the unit. Press the **Y Button** or touch  to see a description of the command's effects. Below are some of the Opportunity Commands you will encounter.

Tough as Nails!



When the unit is alone, use this command to cast Barrier on itself to protect it from enemy attacks.

Battle Shout!



When one ally is next to the unit, use this command to raise both units' Resistance, raising their protection against debuffs.

Flurry!



When one foe is next to the unit, use this command to damage the foe with two consecutive attacks.

◆ Claiming Treasure on the Battlefield

A unit standing next to a chest, urn, or other treasure can use the "Take Treasure" command to claim the treasure for the party. Units who have an Opportunity Command available cannot take treasure or use other context sensitive commands.



SUNDRY KNOWLEDGE

SUNDRY KNOWLEDGE

In addition to the concepts discussed thus far, knowledge of debuffs, elemental affinity, and scions is vital to success.

Debuffs

Some attacks inflict debuffs that have undesirable effects in addition to, or in place of, damage. Below is a partial list of the debuffs you'll encounter. Select "Status" from the Unit Info menu (see p. 43) during battle to view any debuffs a unit has, and how to cure them.

 Sleep	Prevents movement or action.
 Silence	Prevents magick use.
 Blind	Reduces the chance to hit with physical attacks.
 Berserk	The unit mindlessly attacks foes and cannot be commanded. Increases physical damage dealt.
 Doom	Automatically KO's the unit when the count reaches 0.
 Poison	Damages the unit each turn.
 Confuse	The unit acts erratically, attacking friend and foe alike.
 Charm	The unit attacks its allies.
 Stop	Prevents movement or action.
 Stone	Prevents movement or action.
 Toad	The unit is weakened and can only move.

Elemental Affinity

Many attacks have an element associated with them, such as fire or lightning. Some units have resistances to certain elements, and weaknesses to others. Select a unit with the cursor to view its elemental affinities, then plan your strategy accordingly.



Weak	Units take additional damage.	Immune	Units take no damage.
Half Damage	Units take 50% of the damage.	Absorb	Units take no damage and are healed.

The Elements



The Smash Gauge and Scions

As you progress through the game, you'll be able to use the Smash Gauge (see p. 42) to summon scions, powerful Espers. When the Smash Gauge is full, select "Action," then "Scion's Wrath" from the "Action" menu to summon a scion. Note that a unit must also have a special accessory equipped in order to summon a scion. There is a separate accessory for each scion in the game, and each can be used only once per battle.

THE RACES

THE RACES



✦ Hume

The most common of the races, humes can be found throughout Ivalice. In skill and ability they are perhaps the most balanced race. While they excel in no single area, they perform capably in most any role.



✦ Viera

Oft called the People of the Wood, the viera are a lithe and swift race. Like humes, they can fill a great variety of roles on the battlefield.



✦ Moogle

This short-statured race is distinguished by the pom poms on their heads and bat-like wings on their backs. They have no love of water, and will not venture into even the shallowest of pools. Mooglees are accomplished machinists, and they boast a great many unique and odd jobs all their own.



✂ Nu Mou

Canine features and long, droopy ears set this race apart. Even-tempered and thoughtful, they possess the capacity for great intellect. Like moogles, they shun water and avoid it at all costs. Though ill-suited for the front lines of battle, they make incomparable mages and weavers of magick.



✂ Bangaa

Tough scales cover this reptilian race head to toe. Their violent tempers, powerful physique, and love of battle make them at home on the front lines.



✂ Seeq

Though one would not think it to look on them, seeq are remarkably quick and agile, making for formidable foes and valued allies. They are not, however, terribly bright, and their moral compass has lost all direction. They lust for gold, jewels, and the like, often adorning their bodies with such, whether ill-gotten or otherwise.



✂ Gria

Draconic wings and tail adorn this peculiar race. Able to fly for short distances, they move without hindrance across the battlefield. Gria much prefer a weapon's cold steel to the more subtle arts of magick, eagerly taking to the front ranks.

JOBS

JOBS

The following pages contain descriptions of the jobs you'll have access to in the earlier stages of the game.

✦ Soldier

ABILITY CATEGORY:
ARTS OF WAR

Soldiers employ the arts of war to weaken and slow opponents.



First Aid	Restore a small amount of the soldier's HP.
Rend Magick	Lower a target's magick potency.
Shieldbearer	Enables the unit to equip a shield, even if it's no longer a soldier.

✦ White Mage

ABILITY CATEGORY:
WHITE MAGICK

White mages use curing magicks to mend allies' wounds and restore them to health.



Cure	Restores HP to the white mage's allies.
Esuna	Remove harmful debuffs.
Raise	Revive a KO'd unit.

✦ Black Mage

ABILITY CATEGORY:
BLACK MAGICK

Black mages wield the elemental powers of fire, ice, and lightning to decimate foes.



Fire	Burn foes with magickal fire.
Magick Counter	Retaliate in kind when attacked with magick.
Geomancy	When using offensive elemental magicks, foes' elemental resistance is considered lower by one rank.



✦ Fencer

ABILITY CATEGORY:
FENCING

Wielding a deadly rapier, the light-footed fencer strikes swift and sure.



Swarmstrike	A swift attack that damages and poisons its target.
Featherblow	Though relatively weak, this attack rarely misses.
Reflex	Enables the fencer to avoid basic attacks.



✧ Archer

ABILITY CATEGORY:
PRECISION

Archers stand out of harm's way, raining arrows upon their foes from afar.

Focus	Increases the potency of the archer's next attack.
Legshot	An attack aimed at the legs to immobilize the target.
Concentration	Raises the accuracy of the archer's attacks.



NAI001

58

✧ Animist

ABILITY CATEGORY:
CALLING

Animists have learned the secret language of the animals, tapping their primal powers in battle.

100% Wool	Places the Protect and Shell buffs on the animist.
Catnip	Inflict the target with the Berserk debuff.
Archer's Bane	Enables the animist to evade attacks with bows or greatbows.



NAI001



FINAL FANTASY TACTICS A2



✧ Thief

ABILITY CATEGORY:
STEAL

Dextrous and nimble, thieves excel at stealing from the unwary and evading blows.

Steal Gil	Steal gil from the enemy.
Steal Items	Steal items from the enemy.
Counter	Counterattack after being the target of an attack.



NAI001

59

✧ Warrior

ABILITY CATEGORY:
ARTS OF WAR

The warrior is a master of melee combat, wielding one and two-handed swords with ease.

Rend Power	Reduces the target's physical damage.
Body Slam	Deals heavy damage to the target, but also damages the warrior.
Monkey Grip	Enables the warrior to wield two-handed weapons with one hand.



NAI001



FINAL FANTASY TACTICS A2



✧ White Monk

ABILITY CATEGORY:
DISCIPLINE

White monks eschew the steel of swords, tempering instead their fists and bodies.



Roundhouse	Damage surrounding units.
Exorcise	Destroy undead foes.
Air Render	Focus the user's ki, sending blades of air slicing at distant foes.

60

✧ Berserker

ABILITY CATEGORY:
SAVAGERY

These seeq warriors rely on their instincts, attacking with savage blows.



Furore	A violent attack that damages and knocks back surrounding units.
Inner Calm	Enter a state of calm, raising the berserker's Evasion.
Attack ↑	Raises the berserker's attack, increasing physical damage dealt.



FINAL FANTASY TACTICS A2



✧ Ranger

ABILITY CATEGORY:
SURVIVALISM

Rangers favor battle in the wild, setting traps to harry the enemy.



Sten Needle	Set a trap that fires countless needles on unwary foes.
Mirror Items	Cause items the ranger uses to have the opposite of their usual effect.
Item Lore	Increases the potency of potions and other items.

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✧ Hunter

ABILITY CATEGORY:
TRAPPING

Hunters are at their finest when fighting monsters and other beasts of the wild.



Oust	Cause a monster to flee the battlefield.
Sonic Boom	Unleash the inner power of the hunter's weapon.
Regenerate	Gain the Regen buff when damaged.



FINAL FANTASY TACTICS A2

TRADING

TRADING

By participating in a raffle with other players, you can obtain a raffle ticket that can be traded for rare items. Refer to page 63 for help preparing to trade.

How to Trade

Select “Trade” from the Title Screen and follow these simple steps:

- 1 Select the save data you would like to use for the trade. Once the data is loaded, you'll be taken to the aerodrome.
- 2 After advancing through the dialogue, select “Sure, I'll enter!” to begin searching for other players interested in participating.
- 3 Once a player is found, you'll receive a raffle ticket. Your game will automatically be saved, after which you'll be returned to the Title Screen. You can later view your raffle ticket in the clan primer (see p. 28).
- 4 Load the save data you used to trade. Travel to any aerodrome to redeem the raffle ticket and receive your item. Note that there is a 2,000 gil fee to redeem the ticket.



DS Wireless Communications

These instructions will help you set up for wireless communications.

◆ What You Will Need

- Two Nintendo DS or Nintendo DS Lite Systems.
- Two *FINAL FANTASY TACTICS A2: Grimoire of the Rift* Game Cards.

◆ Setting Up

- 1 After ensuring both game systems are turned OFF, insert a Game Card securely into each system.
- 2 Turn both systems ON.
- 3 Tap “FINAL FANTASY TACTICS A2: Grimoire of the Rift” on the DS Menu Screen to begin the game.
- 4 See page 62 for an explanation of how to trade.

Standard Wireless Communication Guidelines

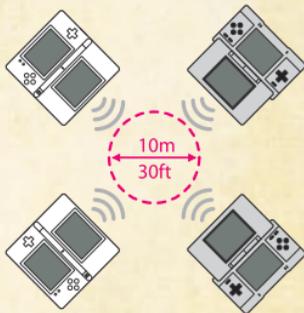
Please note the following points regarding wireless communications:

- The  displayed on the Nintendo DS Menu screen or the game menu is the Nintendo DS Wireless Icon. Choosing a menu option with a Nintendo DS Wireless Icon activates the wireless communications mode. Never activate this mode in areas where wireless communications are prohibited (such as on airplanes, in hospitals, on trains or on buses).
- The  displayed on screen while wireless communications are in operation indicates the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below. The stronger the signal is, the more stable the wireless communications will be.

				
No. of Bars	0	1	2	3
Strength	Weaker ← → Stronger			

When the wireless communications mode is active, the power light will flash at a different speed.

- For the best wireless communications performance, please note the following:
 - All Nintendo DS systems should be within 30 feet of each other or at a distance where the signal strength icon shows two or more bars.
 - The Nintendo DS systems should face each other as directly as possible.
 - Avoid having people or other obstructions between the Nintendo DS systems.
 - Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.



BONUS CONTENT

BONUS CONTENT

If you have a **FINAL FANTASY TACTICS ADVANCE** Game Boy® Advance game pak, you can obtain special clan privileges by following these instructions.

- 1** Ensure the power on your Nintendo DS system is OFF. Insert the FINAL FANTASY TACTICS A2: Grimoire of the Rift Game Card securely into the Game Card slot, and the FINAL FANTASY TACTICS ADVANCE Game Pak securely into the Game Pak slot.
- 2** Turn the power ON to display the screen on the right. Once you have read the contents, tap the Touch Screen.
- 3** Tap “FINAL FANTASY TACTICS A2: Grimoire of the Rift” on the DS Menu Screen to begin the game.
 - ⊕ If your DS system is set to Auto Mode, you will not have to perform this step. Check your Nintendo DS Instruction Booklet for details.
- 4** Select “New Game” or “Load” on the Title Screen to obtain the clan privilege “Libra.”



HINTS

HINTS

The following commands and information may be useful as you advance through the game.

Useful Commands

These commands can help you on your adventures in Ivalice.

Cycling Through Units	Press the L or R Button to cycle through the units on the battlefield. It's a handy way to compare units' equipment and stats.
Page Up, Page Down	When viewing a long list in a pub or shop, hold down the X Button and press up or down on the +Control Pad to scroll through the list one page at a time.
Telling Friend from Foe	Hold down the B Button during battle to highlight all friendly units blue, and all hostile units red. If you move the cursor over a unit while holding down the B Button , its movement range will be highlighted on the battlefield.

Learning Abilities

Once you've mastered an ability, equip a new piece of equipment or change to a new job to learn even more abilities. The more abilities a unit has mastered, the more versatile and powerful it is in battle. Be sure to set a unit's abilities after changing jobs! (see p. 25)

Watch Your Step

Don't rush toward your enemies without thinking. Pay careful attention to enemy placement and movement range before approaching. Enemies take more damage when attacked from behind, but so do you, so take care not to leave yourself exposed to unnecessary attacks.



Purchasing New and Exotic Equipment

Placing loot you've found on the bazaar will open up new equipment for purchase in the shop. The more loot you put up on the bazaar, the more equipment you'll have access to. If you're lucky, you may unlock rare and powerful equipment you can't find anywhere else.



Dispatching Clanmates

You can complete some quests by dispatching members of your clan (see p. 33). Although this can save time completing the quest, you won't receive any bonus EXP, so be sure to take this into account.



Advancing the Calendar

As you progress through the story, you'll come across special places you can stop to rest for varying lengths of time. Depending on your choice, you can rest for 20, 60, or even 200 days, advancing the calendar by that amount. If you're on any time-sensitive quests, they may be canceled, so proceed with caution.



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TRADING ARTS mini SET Vol. 2
FINAL FANTASY
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The following warranty and support information applies only to customers in the United States and Canada, and only to original consumer purchasers of products covered by this warranty.

LIMITED WARRANTY

Square Enix, Inc. ("SEI") warrants to the original purchaser of the enclosed product (the "Product") that the media containing the Product (which includes any replacement media provided under this warranty) will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase (the "Warranty Period"). SEI's entire liability and your exclusive remedy under this limited warranty shall be, at SEI's option, repair or replacement, without charge, of the whole or affected portion of any Product that proves to be defective in material or workmanship during the Warranty Period.

EXCLUSIONS FROM WARRANTY

This warranty applies only to defects in factory materials and factory workmanship. Any condition caused by abuse, unreasonable use, mistreatment, neglect, accident, improper operation, destruction or alteration, or repair or maintenance attempted by anyone other than SEI is not a defect covered by this warranty. Parts and materials subject to wear and tear in normal usage are not covered by this warranty.

IMPLIED WARRANTIES AND INCIDENTAL AND CONSEQUENTIAL DAMAGES

Under state or provincial law, you may be entitled to the benefit of certain implied warranties. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WILL CONTINUE IN FORCE ONLY DURING THE WARRANTY PERIOD. Some states and provinces do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

NEITHER SEI NOR YOUR RETAIL DEALER HAS ANY RESPONSIBILITY FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES RELATING TO YOUR USE OF THE PRODUCT, INCLUDING, WITHOUT LIMITATION, ANY DAMAGES FOR LOSS OF DATA OR LOSS OF PROFIT, OR FOR ANY INCIDENTAL EXPENSES, LOSS OF TIME, OR INCONVENIENCE. As some states and provinces do not allow the exclusion or limitation of incidental or consequential damage, the foregoing limitation or exclusion may not apply to you.

HOW TO OBTAIN WARRANTY SERVICE

To obtain warranty service, please send the defective Product, together with a copy of your original sales receipt, your return address, name and telephone number, should contact be necessary, and a brief note describing the defect to SEI at the following address: Square Enix, Inc., Customer Warranty, 999 N. Sepulveda Blvd 3rd Floor, El Segundo, CA, 90245. THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE.

The shipping costs for sending the defective Product to SEI is a sole responsibility of the Customer. SEI will not be liable for any damage or loss that occurs during shipping. To minimize loss during shipping, you may opt to use a tracking method when shipping.

If you have warranty questions, you can also contact our Customer Warranty department at (310) 846-0345 during its hours of operation, Monday - Friday, 9:00 am - 6:00 pm, Pacific Standard Time.

For customer support and technical support questions, please call (310) 846-0345 during the following hours of operation:
Monday - Friday, 9:00 am - 6:00 pm, Pacific Standard Time. FOR INFORMATION AND SERVICES BY SQUARE ENIX, INC., GO TO
WWW.SQUARE-ENIX.COM

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