

SQUARE ENIX
www.square-enix.com
Published by Square Enix, Inc.
999 N. Sepulveda Blvd., 3rd Floor
El Segundo, CA 90245

PRINTED IN U.S.A.

NINTENDO DS™



INSTRUCTION BOOK

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

REV-E

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.



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



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

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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 & CHARACTERS

IT WAS A LONG, LONG, TIME AGO—

Even before the Mana Goddess was born.

A great witch from a realm yet unknown brought darkness to the world.
Anise was her name.

The odious witch was defeated by the guardians of the great tree...

But legend tells that her darkness and curse seeped through realms and spread over to many other worlds.

And yet another legend has it—

That when the world was still covered in darkness—

The Mana Goddess used the Sword of Mana to defeat the benevodons that would lead the world to doom, and seal them into eight stones...

This is how the darkness subsided and the world was created.

After completing her creation, the Mana Goddess turned herself into a large, wizened tree. It is told that the Mana Tree and the sword continue to watch the world from the forbidden Sanctuary.

Time has passed—

Valsena, the kingdom of green fields

Ferolia, the kingdom of Beastmen

Altena, the kingdom of sorcery

Wendel, the holy capital

Laurent, the aerial fortress

Nevarl, the fortress in the sand

The nations of the world were shrouded in a peaceful but fleeting slumber...

ROGET

A young man in the Peddan military, Roget is an excellent swordsman in combat. Nothing is known about his family or background. He is good-natured and has a strong sense of justice, but beneath this surface lies a sad and lonely soul.



YURCHAEAL

As captain of the Peddan reconnaissance crew to Ferolia, Yurchael possesses a calm and sharp mind. Most have a hard time reading into what he is really thinking, but he is unyielding in his convictions.





QUCAS

Formerly a wandering mercenary, Quкас has spent his last two years in Pedda. A good friend of Roget's, he is rough around the edges, but still gets the job done...as long as he gets paid.



GEMIÈRE

The niece of Pedda's chancellor, Gemière is usually taciturn, but quick to anger and always holds a grudge. Among the ranks, she is secretly referred to as "the landmine with legs."

D'KELLI

The last survivor of a dying race that could tame wild beasts of the jungle, D'Kelli is a child who suffers from her own naiveté, but manages to show occasional moments of brilliance.



CELESTAN

An officer in the Peddan military, Celestan is aloof but faithfully carries out orders. He has known both Yurchael and Baxilios for a long time.



INATH

The youthful and carefree king of Pedda, Inath appears to take a childlike delight in war and death. He seems to have known Roget since long ago.



BAXILIOS

Born from a long line of generals, Baxilios is the young and charismatic female commander of the Peddan military.



GETTING STARTED

MAKE SURE THE NINTENDO DS IS POWERED OFF.
INSERT THE HEROES OF MANA DS GAME CARD FIRMLY INTO THE GAME
CARD SLOT OF YOUR NINTENDO DS.

- 1 Turn the Nintendo DS power ON, and you will see the screen pictured to your right. When you have read the message, touch the Touch Screen to proceed.

- 2 On the DS Menu Screen, touch the **Heroes of Mana** panel, or press the **A Button** to start the game.

* If you have set the start mode on your Nintendo DS system to Auto Start, the menu screen will not appear. For more information, please refer to the Nintendo DS hardware instruction booklet.

- 3 Once the title screen appears, touch the Touch Screen to proceed to the main menu.

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 FOR YOUR REGION, GO ONLINE AT
www.nintendo.com/healthsafety/

Touch the Touch Screen to continue.

TOUCH



TOUCH

* For the screenshots in this manual, **TO** indicates the top screen, and **TOUCH** indicates the Touch Screen.

MAIN MENU

Use the stylus to touch a menu item to start playing the mode of your choice.



NEW GAME	Start the game from the beginning.
LOAD GAME	Start the game from where you last left off. Select the saved file and touch "Load."
BONUS MAPS ▶ P32	Choose from a selection of bonus missions.
MULTI-CARD PLAY ▶ P36	Play head-to-head with friends using the DS Wireless Link.
NINTENDO WI-FI CONNECTION ▶ P40	Participate in Heroes Rankings via Nintendo Wi-Fi Connection.

SAVING YOUR PROGRESS

Access the system menu and touch the "S" icon (P.31) to save your progress in up to three files. Each file can also save results from bonus maps, multi-card battles, and Heroes Rankings.





CONTROLS

THIS GAME IS PLAYED PRIMARILY THROUGH THE TOUCH SCREEN. CONTROLS DURING MISSIONS WILL REQUIRE YOU TO USE BUTTONS AND THE TOUCH SCREEN.

TOUCH SCREEN (LOWER SCREEN)

■ TOUCH

Menu items and units on the battlefield are selected by touching them with the stylus. Touch  to return to the previous screen, and  to swap the upper and lower screen displays.

■ SLIDE (CIRCLE/DRAW)

Multiple units spread out over an area can be selected by circling them with the stylus (P.22). You can also drag scroll bars to read descriptions.



TOP SCREEN

L BUTTON

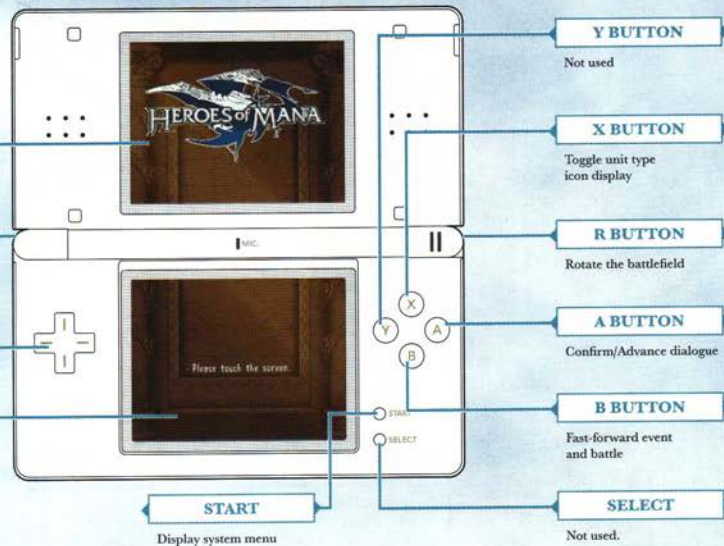
Rotate the battlefield

+CONTROL PAD

Scroll the battlefield

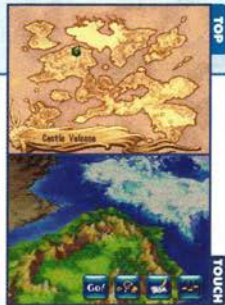
SCROLL BAR

- * If you are using the Nintendo DS (NTR-001), please refer to your Nintendo DS hardware instruction booklet.
- * Closing the Nintendo DS during game play activates Sleep Mode, which can help save your battery pack. Open the system to resume the game.



GAMEPLAY

THIS SECTION EXPLAINS THE FLOW OF THE GAME. MOVE THE UNITS (CHARACTERS AND MONSTERS) IN YOUR ARMY TO CLEAR EACH MISSION AND PROGRESS THE STORY.



WORLD MAP ▶P14

From here you may change equipment, check miscellaneous information, and save your game.



MISSION ACCOMPLISHED! ▶P30

The mission is a success if you meet the victory criteria. Confirm your battle results before saving your progress and moving on to the next mission.

PREPARE FOR BATTLE! ▶P15

Before the mission begins, select the members from your party to send out to the battlefield.



START MISSION! ▶P16

When you are ready, the mission begins! Control your units and battle the enemy.

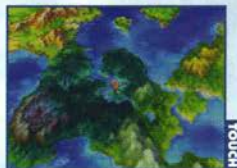


WORLD MAP AND MEMBER SELECTION

THE WORLD MAP SCREEN ALLOWS YOU TO EQUIP YOUR CHARACTERS. CHOOSE TO CONTINUE THE GAME WHEN READY, AND AT THE MEMBER SELECTION SCREEN, SELECT THE LEADER UNITS TO SEND INTO BATTLE AND START THE MISSION.

WORLD MAP

There are four actions to choose from in the World Map screen. When you are ready to begin, touch "Go!"



GO!

Touch the icon to begin the mission. When the new event finishes, select your members and start the mission.



EQUIPMENT

Touch this icon to advance to the Equipment Change screen. Touch to equip the leader unit (P.28). Touch to check on the unit's status.



MEMO

Touch this icon to see results of past missions, character profiles, and other information. The number of entries will grow as the game progresses.



SYSTEM

Touch this icon to access the system menu, where you can save your game and make changes to your settings. (P.31)

EQUIPMENT CHANGE SCREEN

The top screen will display the unit's current status and equipment. The bottom screen will display the list of items in your possession.



MEMBER SELECTION

Touch the units you want to deploy to the battlefield for this mission. You may change a unit's equipment by touching . Touch "Go!" to start the mission.

* The number of units you can send out differs with each mission.



Units that must take part in the mission will be highlighted in blue.

BASIC RULES

DURING A MISSION, YOU CONTROL YOUR OWN UNITS (CHARACTERS AND MONSTERS) AND SUMMON NEW UNITS FROM YOUR CARRIER TO FIGHT THE ENEMY.

CRITERIA FOR VICTORY

At the start of a mission, you will see the criteria for winning and losing the battle. The object of the mission is to meet the criteria for victory. The criteria may change during some missions.



TOUCH

GAME OVER

If you meet one criterion for defeat, the mission will end. You will then have the following choice of actions:



TOUCH

RETRY

Restart the mission from member selection.

LOAD GAME

Restart the game from where you last saved.

RETURN TO MAIN MENU

End the game and return to the main menu.

BASIC COMBAT

Use the stylus to move your own units. Gather resources (P.21), summon units inside your carrier (P.24), and aim for victory!

* Time continues to flow during missions. To pause, press the **START Button** to view the system menu (P.31).



TOUCH

GATHER RESOURCES!



First, summon gatherer units (P.27) to gather resources to the carrier.



USE THE CARRIER TO BOOST YOUR MILITARY STRENGTH!



Use the gathered resources to build facilities and summon units.

CONTROL YOUR UNITS AND AIM FOR VICTORY!



TOUCH

Maneuver your units to fight the enemy.

THE MISSION SCREENS

USE THE **+CONTROL PAD** TO SCROLL THE BATTLEFIELD. TOUCH THE COMPASS OR USE THE **L** AND **R** **BUTTONS** TO ROTATE THE BATTLEFIELD.

UNITS

You can touch an ally unit to check on information such as its HP, unit type, and mobility (P.23). The gauge above a unit indicates its HP; when it is depleted, the unit disappears from the battlefield. The HP gauge on your combat units is green, while it is blue for other ally units, and red for enemy units.

COMPASS

Touch the compass to rotate the battlefield.

TREANT'S BERRIES IN YOUR POSSESSION (P.21)

GAIA'S STONES IN YOUR POSSESSION (P.21)

CARRIER ICON

Touch the carrier icon to board the carrier. (P.24)



2D MAP

The 2D map offers a bird's-eye view of the entire battlefield. Your combat units are displayed in green, while other ally units are blue, and enemy units are red.

- | | | |
|-------------|-----------------|----------------------|
| Carrier | Leader units | Gatherer units |
| Other units | Units in motion | Units in action |
| Gaia | Treant | Goddess statues, etc |
| Hook | | |

SWAY GAUGE

This gauge shows which side holds sway in the battle. You are green, while the enemy is red.

UNIT TYPE ICONS

Touch a unit type icon to select all units of that type. Press the **X Button** to display individual icons for all ally units on the battlefield.



- | | | |
|---------------|----------------|---------------|
| Leader units | Gatherer units | Ground units |
| Heavy units | Flying units | Missile units |
| Special units | | |

GROUP ICON

Touch the group icon to select multiple units of your choice. (P.22)



SWAPPING TOP AND BOTTOM DISPLAYS

Touch  to swap the top and bottom screen displays. When you want to see what is happening in a remote area of the battlefield, use  and touch that area on the 2D map to snap the camera to that area on the battlefield.



FIELD OF VISION

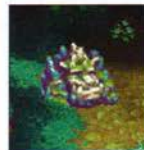
Areas on the battlefield not covered by ally combat units appear dark on the 2D map. Objects in dark areas are not visible until ally combat units pass through those areas.



RESOURCES

Objects on the battlefield are revealed as they enter the field of vision of ally combat units. Gaia and Treant are two such objects, from which Gaia's stones and Treant's berries—collectively known as “resources”—are gathered. You must use your gatherer units to gather these resources to your carrier. Gaia's stones are used for building facilities inside the carrier, while Treant's berries are used for summoning units from these facilities. (P.25)

* Gaias and Treants will wither after a certain amount of resources are extracted from them.



GAIA

Order gatherer units (P.27) to go to Gaia and gather Gaia's stones.



TREANT

Order gatherer units to go to Treant and gather Treant's berries.

GODDESS STATUES

A goddess statue can regenerate the HP of all units around it—even the HP of enemy units!



UNITS

THERE IS A TOTAL OF SEVEN TYPES OF UNITS, INCLUDING LEADER UNITS. USE THEM WISELY TO HOLD SWAY IN BATTLE.

SELECTING UNITS

First, choose one of the following methods to select the units you want to command. Touch "C" (Cancel) to deselect units.

TOUCH A UNIT



Touch one unit on the battlefield.

CIRCLE MULTIPLE UNITS



Touch the group icon and circle multiple units by sliding the stylus around them.

TOUCH A UNIT TYPE ICON



Touch a unit type icon to select all units of that type. Press the **X Button** to select an individual unit through its icon.

TOUCH THE 2D MAP



Swap the top and bottom screens and touch an icon on the 2D map.

MOVING UNITS

Once you have selected the unit you want to move, touch its intended destination, and the unit will start moving towards the destination (dependent on its mobility). If the destination is an enemy unit, your unit will attack that enemy. If the destination for your gatherer unit is Gaia or Treant, it will start gathering resources.

* Touch any unit to check its mobility type.



MOBILITY TYPES



Moves on terrain



Able to jump over barriers



Ability to move through water



Able to fly over any terrain

STATUS AILMENTS

Status ailments are indicated by an icon over the unit's head or change in the unit's appearance. Units will automatically be cured of these ailments over time.



BURNING | Unit is unable to attack, and HP is slowly depleted.



FROZEN | Unit is unable to move or attack.



POISON | Unit's HP is slowly depleted.



PETRIFIED | Unit is unable to move or attack, but receives no damage from normal attacks.



PARALYZED | Unit is unable to move.



CONFUSED | Unit's movements become erratic.



CHARMED | Unit attacks allies.



SHADOW ZED | Unit becomes a shadow zed, and attack power is drastically reduced.

THE CARRIER

YOUR CARRIER CAN BE CLASSIFIED AS A SPECIAL UNIT (P.27), BUT IT IS A CRUCIAL PART OF YOUR STRATEGY BECAUSE IT ENABLES YOU TO BUILD FACILITIES AND SUMMON UNITS. DON'T LET THE ENEMY TAKE YOUR CARRIER DOWN!

INSIDE THE CARRIER

Touch the carrier, followed by the blue carrier button on the right side of the screen, or the "IN" icon on the bottom left, to board the carrier.



BUILDING FACILITIES

Touch a facility circle and select a facility icon. Then touch the "Build" icon to use Gaia's stones in your possession to build the facility. The number of Gaia's stones required depends on the facility. You cannot select a facility for which you don't have enough stones. You may also touch a facility followed by a trash icon to scrap the facility.

* Different lengths of time are required to build each facility.

FACILITY ICONS



GAIA'S STONES REQUIRED

SUMMONING UNITS

If you have built one of the unit bases, you can touch it and summon units by using Treant's berries in your possession. Select the unit to summon, followed by the number of how many you want to summon. The number of Treant's berries required depends on the type of unit and the quantity you summon.

* You cannot select unit types or numbers for which you don't have enough berries.

QUANTITY TO SUMMON



TREANT'S BERRIES REQUIRED

HOOKS

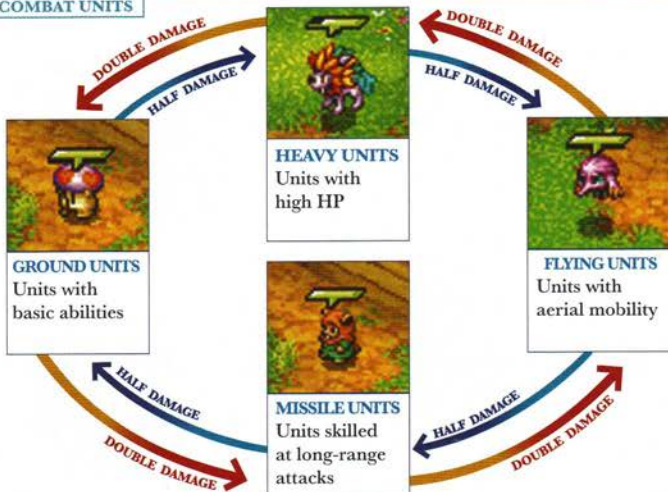
Your carrier can be moved like other units. However, you may build facilities and summon units only when the carrier is anchored to a hook.



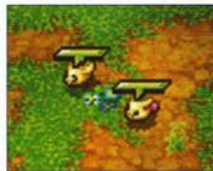
SUMMONABLE UNITS

SUMMONABLE UNITS ARE PRIMARILY MONSTERS WHICH YOU CAN SUMMON FROM YOUR CARRIER. THERE ARE SIX TYPES OF SUMMONABLE UNITS, FOUR OF WHICH ARE COMBAT UNITS. THE DIAGRAM BELOW ILLUSTRATES THE POWER BALANCE BETWEEN THE FOUR COMBAT UNITS.

COMBAT UNITS



GATHERER UNITS



Gatherer units are used for gathering resources. Although lacking in combat skills, your ability to build facilities, summon units, and ultimately win the battle, depends on them.

SPECIAL UNITS



Some units have specialized abilities, such as spying or a high level of attack. Carriers can be categorized as a special unit. Special units are immune to status ailments.

* There are many species within the same type of unit. More species will become summonable as the game progresses.



CRITICAL ATTACKS

Summoned units may deal critical attacks under certain conditions. The rate of critical attacks will vary when a leader unit (P.28) with a specific battle skill is within a 5-square radius.



LEADER UNITS

CHARACTERS THAT ARE INVOLVED IN THE STORY ARE CLASSIFIED AS LEADER UNITS. LEADER UNITS HAVE A DIRECT IMPACT ON THE CRITERIA FOR VICTORY OR DEFEAT.

FEATURES OF LEADER UNITS

Leader units cannot be summoned, and only a limited number of them can be selected to go into battle. Other leader unit benefits are explained below.



LEADER SKILLS

Leader units possess two kinds of leader skills which support ally units in a variety of ways.

You can check the details of each character's skills by accessing the Equipment Change screen or the Member Selection screen (P.15), swapping the top and bottom screens (P.20), and touching the skill names by the star icons on the bottom right.




BATTLE SKILLS

A leader unit's battle skill is applied when the unit is on the battlefield. Battle skills primarily influence ally units, such as boosting their abilities and regenerating their HP.

STANDBY SKILLS

A leader unit's standby skills are applied when the unit is not on the battlefield. Standby skills primarily influence the carrier, such as its movement speed and the speed of summoning units.

USING MAGIC

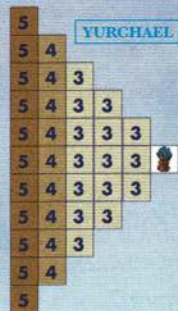
When a leader is equipped with a spirit, you can touch the unit followed by  to use magic. The type of magic you can use depends on the combination of the spirit and character.



When a leader unit is equipped with a spirit, a spirit icon appears above the unit's head.

METHOD AND RANGE ATTACKS



Each leader unit has a different method and range of attack. When the attack range is "1", the unit's attack can reach the "1" square; when the range is "3", the attack can reach the "3" squares. Yurchael's attacks can damage only one enemy within range.



RESULTS


WHEN YOU MEET THE CRITERIA FOR VICTORY, YOUR MISSION IS ACCOMPLISHED, AND THE BATTLE RESULTS WILL APPEAR. THE RESULTS SCREENS ALLOW YOU TO CHECK THE RANK AND ITEMS YOU HAVE OBTAINED.

RESULTS SCREENS

Aside from checking the items you have obtained, the Results screens calculate points based on battle statistics to give an overall rank. You can also touch  to view detailed battle statistics, such as the clear time and number of units summoned. When you have finished checking your results, touch **"Exit"** to advance to the system menu. Touch  to exit the system menu and continue with the game.



TREASURE FOUND





When an ally unit passes over an area, you may see  appear above the unit icon. This indicates that the unit has found an item. Check the items under **"Treasure Found"** to see what you have obtained.

SYSTEM MENU

The system menu can be accessed by one of the methods on the right to change game settings and save your game.

- Press **START** during the mission.
- Touch the System icon at the World Map screen.



	ENDING CRITERIA	This screen allows you to check the criteria for winning or losing the current mission. This screen displays content only during missions.
	HELP	This screen allows you to check the basic rules of the game.
	SETTINGS	This screen allows you to change game settings such as the flow of time and volume levels.
	SAVE	This screen allows you to save your progress. Touch "Save" to save your game to one of the files. Touch "Story" to see a summary of recent plot developments.

BONUS MAPS

BONUS MAPS OFFER STANDALONE MISSIONS FOR YOU TO PLAY AT ANY TIME. SELECT "BONUS MAPS" AT THE MAIN MENU, THEN SELECT A FILE TO LOAD.

SELECTING A MISSION

Choose the map you wish to play and touch "Select". Your selection of bonus maps will grow as you progress through the game, or connect to Heroes Rankings. Select the members for battle at the Member Selection screen and touch "Go!" to start the mission. Please note that you may not save your game in the middle of a bonus map mission.



A greater number of stars indicates a higher level of difficulty.



RESULTS

When you meet the criteria for victory, your mission is accomplished, whereupon your battle results are displayed. Check your results and touch "Exit" when you are done.

* The items you obtain will become available for future use by saving the results.



RESULTS ANALYSIS

In addition to an overview and detailed results, you can compare your results with the previous attempt.



EXITING BONUS MAPS

After checking and saving your results, you have the choice of restarting the same mission or selecting another mission. Select "Return to Main Menu" to exit Bonus Maps and return to the main menu.



ESTABLISHING DS WIRELESS COMMUNICATION (DS WIRELESS LINK)

THIS SECTION EXPLAINS LOCAL WIRELESS PLAY.

WHAT YOU WILL NEED

- Nintendo DS systems _____ 2
- Heroes of Mana DS Game Cards _____ 2



STEPS




1. Make sure that all DS systems are turned off, then insert a Heroes of Mana DS Game Card into each system.
2. Turn on the power for all the systems. The DS menu screen will appear.
3. Touch the "**Heroes of Mana**" panel.
4. Follow the instructions on page 36.



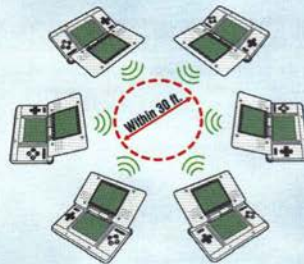
WIRELESS COMMUNICATION GUIDELINES

Please note the following points regarding the wireless communications:

- ☐ The  displayed on the DS Menu screen or the game menu is the DS Wireless Icon. Choosing a menu option with a 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 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 DS systems should face each other as directly as possible.
 - Avoid having people or other obstructions between the 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.

MULTI-CARD PLAY

YOU CAN USE THE DS WIRELESS LINK TO ENGAGE IN ONE-ON-ONE BATTLES WITH A FRIEND. PLEASE READ THROUGH P.34-35 TO ESTABLISH THE LINK FOR LOCAL WIRELESS PLAY.

GETTING STARTED

From the main menu, select “**Multi-Card Play**,” and then select a file to load to proceed to the opponent search screen.




SEARCH FOR OPPONENT (HOST)

If you are hosting a battle, touch “**Search**” to begin searching for an opponent. When you receive a challenge, touch “**Yes**” to accept and proceed to battle settings.



SEARCH FOR OPPONENT (GUEST)

If you want to challenge a host to a battle, touch  near the name of the host you would like to challenge.

When the host accepts your challenge, you will proceed to the Number of Spirits screen (P.39).



BATTLE SETTINGS

Once you have found your opponent, the host must determine the settings for the battle, from selecting a map to selecting summonable units.

SELECT MAP

First, select the battle map and touch “**Accept**.” Each map has its own characteristics, and differs in size and number of resources.



SELECT TIME LIMIT

Next, select the time limit from “No limit,” “10 minutes,” “20 minutes,” or “30 minutes.”



SELECT RULES

Select the criterion for victory. You may choose one out of the four criteria available.



SELECT UNITS

Select the summonable units. The player with “Roget’s units” can summon Roget’s units; the player with “Peddan units” can summon enemy units.



SELECT NUMBER OF SPIRITS

Finally, select the number of spirits. A larger number of spirits makes for more types of facilities and summonable units. The number of available spirits will increase as you progress in the game.

When you are done with the settings, advance to the Member Selection screen (P.15), select your members, and start the battle!



ENDING MULTI-CARD PLAY

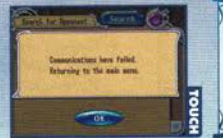
When the battle is over, the results will automatically be saved into a save file. You may select either “Restart with Same Settings” or “Return to Settings Screen” to fight again, or touch “Return to Main Menu” to return to the main menu.

* Only the host may select “Return to Settings Screen.”



COMMUNICATIONS ERROR

If communications fail during gameplay, you will see a message like the one displayed to the right. If this happens, please touch “OK,” return to the main menu, and start over. Please take care not to close the DS system during multi-card play.



NINTENDO WI-FI

THE NINTENDO WI-FI CONNECTION ALLOWS YOU TO CONNECT TO HEROES RANKINGS AND SEE HOW YOUR BONUS MAP RESULTS RANK AMONG PLAYERS ALL OVER THE COUNTRY.

Nintendo Wi-Fi Connection allows multiple HEROES OF MANA owners to play together over the internet—even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo. See the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

WI-FI MENU

Touch “**Nintendo WFC Setup**” to set up the Nintendo Wi-Fi Connection. If you are already set up, select “**Heroes Rankings**.”



NINTENDO WFC SETUP

Nintendo WFC Setup allows you to set up Nintendo Wi-Fi Connection. For details on setting up and contact information, please refer to the Nintendo Wi-Fi Connection Instruction Booklet.

* If you are experiencing difficulty connecting, please refer to the Troubleshooting section of the Nintendo Wi-Fi Connection Instruction Booklet.



BONUS MAPS

BONUS MAPS OFFER STANDALONE MISSIONS FOR YOU TO PLAY AT ANY TIME. SELECT "BONUS MAPS" AT THE MAIN MENU, THEN SELECT A FILE TO LOAD.

SELECTING A MISSION

Choose the map you wish to play and touch "Select". Your selection of bonus maps will grow as you progress through the game, or connect to Heroes Rankings. Select the members for battle at the Member Selection screen and touch "Go!" to start the mission. Please note that you may not save your game in the middle of a bonus map mission.



RESULTS

When you meet the criteria for victory, your mission is accomplished, whereupon your battle results are displayed. Check your results and touch "Exit" when you are done.

* The items you obtain will become available for future use by saving the results.



RESULTS ANALYSIS

In addition to an overview and detailed results, you can compare your results with the previous attempt.



EXITING BONUS MAPS

After checking and saving your results, you have the choice of restarting the same mission or selecting another mission. Select "Return to Main Menu" to exit Bonus Maps and return to the main menu.



ESTABLISHING DS WIRELESS COMMUNICATION (DS WIRELESS LINK)

THIS SECTION EXPLAINS LOCAL WIRELESS PLAY.

WHAT YOU WILL NEED

- Nintendo DS systems _____ 2
- Heroes of Mana DS Game Cards _____ 2



STEPS





1. Make sure that all DS systems are turned off, then insert a Heroes of Mana DS Game Card into each system.
2. Turn on the power for all the systems. The DS menu screen will appear.
3. Touch the "Heroes of Mana" panel.
4. Follow the instructions on page 36.



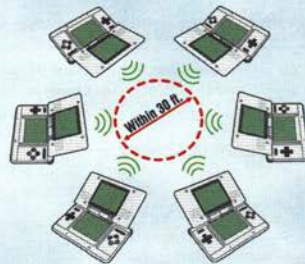
WIRELESS COMMUNICATION GUIDELINES

Please note the following points regarding the wireless communications:

- ☐ The  displayed on the DS Menu screen or the game menu is the DS Wireless Icon. Choosing a menu option with a 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 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 DS systems should face each other as directly as possible.
 - Avoid having people or other obstructions between the 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.

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GIANT ROBOTS. EPIC BATTLES.

FRONT MISSION®

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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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