

PlayStation 2



FINAL FANTASY TACTICS



SQUARE SOFT



WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A maximum percentage of individuals may experience optical distortion when exposed to certain light patterns or fluorescent light. Exposure to certain patterns of light may cause discomfort or pain in some people, including some people with the PlayStation game system. This effect is especially noticeable when individuals' bodies are positioned in certain positions that induce previously unobserved optical symptoms such as people who have headaches or eye irritation or fatigue. If you or anyone in your family has an optical condition (such as photostress) or a history of eye irritation or eye fatigue, avoid using video games—especially those with bright, flashing, fast-moving images, or those that stimulate any individual's headsets, or movements—ESPECIALLY if you have any eye and avoid your television before sleeping.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, which is part of the TV's user literature. This is necessary because your TV screen

WARNING: YOUR PLAYSTATION™ DISC:

This computer disc is intended for use only with the PlayStation game console.

Do not bend it, scratch or rub against it or heat.

Do not have it irradiated with any laser or other electromagnetic

or wave to take an excessive risk of data being obliterated.

Keep the computer disc clean. Remove dust from the disc by the edges and keep it in its protective case when not in use.

Observe disc with a microscope, oil, alcohol, wiping or straight from your center to outer edge. Never use acetone or alcohol-based

Final Fantasy Tactics. Tips and Hints

PlayStation™ Hot Line

Hot line for all games produced by SCSi are available

Within the US: 1-800-833-SONY (1-800-833-7668)

8:00 AM - 5:00 PM, 7:00 AM - 10:00 PM for tips by mail. \$2.95 - \$3.95 for cardcharge

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For all other game manufacturers are available (Hot Line) 7 days a week. Automated is available 24 hours a day. 7 hot line card charge for Canada is not available at the time.

This hot line supports games produced by Sony Computer Entertainment America. We follow with game console (PlayStation) for the latest under 18 years of age. Please check permission first consent to question before calling. This service requires a credit card charge.

Customer Service/Technical Support

1-800-343-SONY (1-800-343-7668)

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 9AM-6PM Pacific Standard Time.

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GETTING STARTED



Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the DUAL SHOCK™ 2™ disc and close the Disc Cover; insert a game controller and turn ON the PlayStation™ game console. After the opening music is completed, the title screen will be displayed. If you allow the game discs to run uninterrupted, the histories of the Last War will be told, and spirits of the charging jobs and Monsters will be shown. Press the HOME Button to skip any movies and return to the Title screen.

MEMORY CARD

DUAL SHOCK™ 2™ lets you save games at their current level of play, save memory, craft, and resume play on previously saved games. Insert memory card(s) (sold separately) into the PlayStation game console BEFORE starting play. Important: Do not remove a memory card while saving or loading games; doing so could damage the game data.

TITLE SCREEN

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- NEW GAME** Select this to start a new game.
- CONTINUE** Select this to continue a previously saved game.
- TUTORIAL** Professor Datasoft provides crucial useful information on how to play the game. Browse how anytime you need to clarify game procedures.
- SAVING** Adjust music and sound effects. (music/datasoft/)

STARTING A GAME FROM THE BEGINNING

By selecting **NEW GAME**, a broad description of the story and characters is introduced by the historian Radian. After this, you will have a chance to enter the main character's name and birthdate (see page 4). After completing this entry, the opening music will play and the story begins.



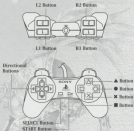
CONTINUING A SAVED GAME

By selecting **CONTINUE**, a screen for selecting the Memory Card slot will be displayed. Select the slot in which the Memory Card is inserted, then select the date to be loaded. You can save up to 15 games on a Memory Card (if there is no other data for other games).

SAVING GAME DATA

Each time you end a game session, or each time you complete a battle, it is recommended that you save your game onto a Memory Card. From the World Map Screen, bring up the Main Menu by pressing the **▲** Button. Select **DATA** from this menu; then select the Memory Card slot your Memory Card is inserted into and press the **■** Button. Finally, select the block you wish to save your game progress in. (NOTE: one empty block is needed to save a game.)

CONTROLLING YOUR TROOPS



■ Button	For Battlefield 1 Select Unit. 2 Press once to open the menu of the Unit selected. Press again to display the job level window. Press again to display ability window. 3 Release the Control on the Unit when the Cursor is free.	For World Map 1 Select destination. 2 Call up here and there within the area. 3 Release the cursor on the Unit's location.
■ Button	1 Control 2 Display moving range of the selected Unit. The map can be scrolled at this time by using the Directional Buttons.	1 Control.
■ Button	1 While pressed, all Units appear in blue and enemy Units in red. The map can be scrolled at this time using the Directional Buttons. 2 Press to scroll message window.	1 Press ■ then use the Directional Buttons to scroll the World Map. 2 Press to scroll message window.
■ Button	1 Open the enemy window. 2 Presses the game over during automatic battle. Call up a negotiation menu.	1 Close the enemy window.
Directional Buttons	1 Move the Cursor. 2 Move camera up, down, left and right while ■ button is pressed.	1 Move the Cursor.
← Button	1 Moves the map to the right.	1 Displays the entire World Map.
↻ Button	1 Changes the camera angle of the map.	1 Not used.
→ Button	1 Moves the map to the left.	1 Displays the enemy World Map.
↻ Button	1 Changes the magnification of the map (Camera in or Camera out).	1 Not used.
START Button	1 The cursor points to Unit, regardless of job or status, in the order the Unit has entered. 2 The cursor returns to the Unit when the Cursor is free.	1 Call up a game menu.
SELECT Button	1 Press while the Cursor is over an item to bring up a job menu. (This option will be available for all items.)	1 Call up a job menu.

▶ **NOTE:** The game can be lost by continuously pressing the START, SELECT, A1 and L1 Buttons.

Throughout history, wars repeat themselves in various times and places. From these wars, legends of heroes are handed down from generation to generation. Weathered by history and the passing of time, the truth may be forgotten, the reality buried under legends.

Many years ago, a war raged and erupted within the land of Italica. It lasted for 50 years, finally ending when both sides laid down their arms. However, the war had exhausted the people's strength and the country's resources, and the situation within Italica gradually became worse.

The lords of the six ruling families united to guide Italica back to prosperity. However, their delicate balance of power soon collapsed. One year after the 50-year war had ended, Italica's Princess Orietta was abducted. Prompted by this, conflict grew between two families: Gallione (led by Prince Lary, whose crest was one of a White Lion) and Zebonata (led by Prince Goliana, whose crest was a Black Lion). The war between the two families would be known later as "The Lion War". Added to the backdrop of the Lion War was the problem of succession to Italica's throne due to the sudden death of the King. Prince Lary is the elder

brother of the Queen Eirelia. Prince Goliana

is the younger cousin of the dead King. According to historical record, a young hero named Delta suppressed the Lion War soon after it erupted in Italica. There was also another young man named Ramon who played a role during the Lion War, though you will not see Ramon's name in any history books. Now the true story can be told...

MAIN CHARACTERS

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DELITA HEIRAL

According to historical record, he is the hero who ended the Lion War; afterwards, he became king and maintained a long and peaceful rule. Born to a family of house lords who served the Beowulf family, he and Ramon have been friends since childhood. It is believed that he was able to attend the Garland officer academy, an elite school, through influence of the Beowulf family.



RAMZA BEOWULF

Born to the noble family of Beowulf who have served the King's for generations, his two brothers entered brother's most powerful military corps, leaving Ramza with feelings of inferiority. After graduating from the Garland officer academy, he joined Princess Celesia's protection team and, while there, witnessed the Princess' abduction.

ENTER THE ADVENTURE



ENTERING NAME AND BIRTHDATE

When you begin a game for the first time, you will be prompted to enter a name for the character you will be controlling. The default name of this character is **Ragnar**, but you have the option to change it. Use the **Directional Buttons** to highlight characters, and use the **■** Button to enter. For the **■** Button to delete characters and for the **START** Button to confirm.

After entering your character's name, enter your birthdate on the next screen in similar fashion, using the **START** Button to confirm. Your birthdate will affect your **Radiant Steps**, which has an influence on your character's performance during battles. (See p. 108.)



YOUR FIRST BATTLE

After the introductory movie and credits play, the story will begin at Ordoon Monastery. Press the **START** Button to skip the movie sequence. Press the **■** Button to advance dialog screens during the story sequence inside the monastery. After this, your character will enter his first battle. Fortunately, much of this battle will proceed without your input, as other ally and enemy characters move automatically, giving you a chance to see a battle sequence in action. You will only be responsible for your own character's actions (see p. 62 for battle commands). Fear not, even if you fall during this first battle, the story will proceed. At the end of the battle, you will be prompted to save before reaching the **Formation Screen**, where you will prepare for your first real adventure.



FLOW OF THE GAME

The story progresses as you move throughout the land and win battles. In general,

- † From the **Formation Screen**, you can have Units learn new Abilities, change Jobs, etc.
- † Units (individual player characters) are gathered into an **Attack Team**.
- † Once your Units are ready, charge into battle.
- † During battle, each Unit (enemy and ally) can perform one action and one move per turn.
- † If you complete a battle successfully, a portion of the story is revealed and the **World Map** appears.
- † From the **World Map**, you can move to a town to purchase items, recruit allies, or enter new battles.

FORMING AN ATTACK TEAM

The attack team is a small group of Units (ally characters) that participate in a battle and is formed before each battle begins. An Attack Team contains up to 5 Units (excluding guest Units, which may be added to the team automatically). Each Information Screen begins with a set of raised Panels on which characters can be placed. The Panels will be shaped differently depending on the battle location.

To Place a Unit:

- ↑ Use the Directional Buttons to position the cursor over an unoccupied Panel.
- ↑ Press the [L] or [R] Buttons until the desired Unit's portrait appears in the character window, then press the **■** Button to place that Unit on that Panel. Continue this process until the attack team's capacity is filled.
- Ⓜ Selected Unit's Portrait (press [L] or [R] to select other Units)
- Ⓝ Selected Unit's Status (see p.10)
- Ⓜ Maximum number of Units which can participate in the battle.
- Ⓜ Selected Panel (marked by 1).
- ↑ Press the **■** Button twice to remove a Unit from a Panel.
- ↑ Press the **▲** Button when an occupied Panel is selected to search for that Unit's Status information.
- ↑ Press the **■** Button to bring up a Status screen, which shows detailed Unit specifications (see p.10).
- ↑ Press the **■** Button to close the Status Screen.
- ↑ Press the START Button when ready to enter the battle.



STATUS SCREEN

The Status Screen provides useful information when setting up your attack team. A Unit's status will also appear or can be called up during battle or other actions.



(A) Selected Unit's Portrait.

(B) Unit's Level and Experience Points. Experience Points are gained during battle. When a certain number of Experience Points is reached, that Unit will go up a Level.

(C) HP = Unit's Hit Points, which decrease as Unit takes damage. If a Unit's HP reaches 0, they will fall.

(D) MP = Unit's Magic Points, needed to cast magic spells.

! NOTE: A Unit's maximum HP and MP will increase as the Unit's level increases.

(E) CT = Charge Time, the waiting time during battle before the Unit's turn comes again. When this bar is completely full, the Unit will be ready to accept commands.

(F) A Blue Bar here indicates an ally Unit. Enemy Units are indicated during battle by an Orange Bar.

(G) The number indicates the Unit's Position within your entire party.

(H) The Unit's Name.

(I) The Unit's current Job. A Unit's Job influences which Abilities they possess (see p. 25).

(J) The symbol indicates the Unit's Zodiac Sign. If the Unit attacks an enemy with a compatible sign, damage will be increased. If signs are incompatible, damage is decreased. Press the SELECT button during battle to bring up a help menu and check Zodiac Sign compatibility.

(K) Brave Points indicate the courage of the Unit. High Brave Points result in more powerful attacks and higher attack success rates, low Brave Points produce weaker attacks, lower success rates, and may even result in the Unit turning "chicken" and running from battle.

(L) Faith Points indicate the Unit's belief in the supernatural. A Unit with high Faith Points is more susceptible to magic spells, both Black Magic (attack spells) and White Magic (curative spells). A Unit with low Faith Points is more resistant to magic, helpful or harmful.

- M) The Unit's ability to **Move**. Higher numbers indicate Units that can move further in battle.
- N) The Unit's ability to **Jump**. This determines if the Unit can leap or climb to higher areas during battle.
- O) **Speed** indicates how quickly the Unit's CP (Charge Time's) gauge will fill, or how often their turn to act will come up during battle.
- P) **Weapon Power** is shown for weapons or shields in both the right and left hands. The first number indicates the overall power of the weapon or shield, while the percentage indicates the evasion percentage of the weapon or shield.
- Q) **AT** = the Unit's own attacking ability. This combined with the weapon's attack strength is the basic attacking strength. **C-EP** = the evasion percentage of the character. **S-EP** = the evasion percentage of the equipped shield. **A-EP** = the evasion percentage of the equipped accessory. **XXXX** the upper numbers (xxxx) indicate physical abilities, while lower numbers (xx%) indicate magical abilities.

Equipment can be purchased or won in battle.

- K) The item equipped in the Unit's right hand.
- L) The item equipped in the Unit's left hand.
- T) The item equipped on the Unit's head.
- U) The item equipped on the Unit's body.
- V) The accessory equipped on the Unit.

Abilities can be learned as Job Skills increase.

- W) **Action Abilities**, which can be selected during battle (not all can have 2).
- X) **Reaction Ability**, which is automatically triggered when the Unit is attacked.
- Y) **Support Ability**, which behaves as a **casting ability**.
- Z) **Move Ability**, which determines range, jumping ability, and adaptability to terrain.

Move	Jump	Speed	AT	C-EP	S-EP	A-EP
Area 1	2	100%	100	100%	100%	100%
Area 2	3	100%	100	100%	100%	100%
Reaction	1	100%	100	100%	100%	100%

Item	Power	Evasion	Item	Power	Evasion
Iron Sword	100	100%	Dark Mail	100	100%
Iron Shield	100	100%	White Mage	100	100%
Iron Helm	100	100%	Counter Tunic	100	100%
Iron Body	100	100%	Shield	100	100%
Dark Staff	100	100%	Stone 1	100	100%

Each battle forms a pivotal part in the Final Fantasy Tactics story. Your strategy in commanding Units to move and act determines the outcome.

Before each battle, the winning condition for that stage is displayed. Once you fulfill the winning condition, you've cleared the stage (the condition varies for each stage). Each battlefield is unique, and is made up of a grid of Panels, on which individual ally Units, enemies, or obstacles may appear.



- D) The Altitude of the currently selected Panel. Altitude affects the ability of a Unit to attack an enemy at a higher or lower level.
- E) Active Turn Meter.
- G) The Cursor (H) indicates the currently selected Panel.
- H) The AT mark indicates which Unit has an Active Turn.
- I) The Status of the Unit with an Active Turn (see p. 10).
- F) Charge Time Gauge (CT).



CHARGE TIME

During battles, each Unit's ability to perform actions is determined by **Charge Time (CT)**. When the Unit's CT Gauge is full, the Unit, regardless if it is an ally or enemy, will be able to perform an action. This is called an **Active Turn (AT)**. Only one Unit will reach AT at any given time. The greater a Unit's Speed, the quicker their CT gauge will fill and the more often the Unit's AT will occur.

In each Unit's AT status, their portrait and status will be shown at the bottom of the screen. Those their portraits, enemy Units will be labeled "Enemy" and guest Units will be labeled "Guest." Enemy and guest Units will move automatically — you are responsible for commanding ally Units from your attack team.

A Unit may execute a maximum of one movement (Move) and one action (Act) per AT. This will drain the CT Gauge, which must refill before the next AT. However, if you choose only to move, the instance, or to simply Wait without taking any action, the CT Gauge will remain partially full, and the Unit's AT will come again more quickly.

When a Unit that you command reaches AT, the Active Turn Menu will appear, offering these choices:

- **Move** – If you choose to move, adjacent Units to which you may travel will be indicated in blue. Use the **U**, **D**, **R** and **L** Buttons to view the entire battlefield. Use the Directional Buttons to direct the Cursor over the Blue Panel that you wish to move to, then press the **Enter** Button. After confirming, the Unit will move. Press the **Esc** Button to cancel a movement and return to the Active Turn Menu.
- **Act** – Each Unit may be able to perform different actions depending on the Unit's JOD, equipped Abilities, and the amount of experience points the Unit has (see p.21). Typical actions include attacking, using items, or casting single spells. After selecting Act, an Action Sub-menu will appear, showing any options the Unit has. If actions are granted you, they cannot be executed. After selecting an action, you will need to select a target – for instance, a nearby enemy to attack, or an ally to use a curative spell on. Move the Cursor to the target Unit or Panel, press the **Enter** Button, then confirm your action. Press the **Esc** Button to cancel an action.
- **Wait** – If you choose not to perform both a movement and an action during your AT or if you do not wish to move or act, select Wait. The less you do during an AT, the less the Unit's AT Gauge is depleted.
- **Status** – Use this command to view the Status of the Unit with a cursor AT (see p.10).
- **Auto-Battle** – You can choose to have any (or all) of your Units act automatically by selecting this option. A sub-menu will appear, offering the following Auto-Battle Options:

 - **Manual** – Normal mode where you control the Unit.
 - **Fight for Life** – The Unit will attack a selected target without concern for personal safety. If the target enemy is destroyed, the closest remaining enemy will be targeted.
 - **Protect Allies** – The Unit will defend a selected ally without concern for personal safety.
 - **Save Fading Life** – If possessing the ability, the Unit will recover all allies in order of declining HP.
 - **Run Like a Rabbit** – The Unit will leave the battle and heal for the safest spot.
 To return an Auto-Battle Unit to manual control, press the **Esc** Button during the Unit's AT, or press the **Esc** Button anytime during battle, then select the Unit's name from the Unit List menu.



NOTE: after completing a Unit's AT, you will be asked to set which direction the Unit will remain facing. Use the Directional Buttons to select the desired direction, then press the **Enter** Button to confirm. It is unwise to turn your back on the enemy, so choose your direction carefully.



During a battle, the topography and the height of the land a Unit stands on can greatly affect its fighting abilities. Certain Units are more effective when standing on higher ground, while other Units may not be effective at all depending on the topography. You can obtain information on the topography by pressing the SELECT Button. Check the top of the land before you move or attack. In general, having the "upper hand" on your opponent will give you an advantage. Moving characters such as magicians and mages to higher positions is usually a good strategic decision as well.

MOBILITY

The mobility of a Unit (Move/Jump) as displayed on the status screen will vary from Unit to Unit. The topography of the ground, weather, and equipped accessories can influence a Unit's mobility. Weapons and armor that a Unit is equipped with can also affect mobility – for instance, a heavy shield may weigh a Unit down, preventing them from jumping as far.



By equipping a Unit with special equipment (such as Feather Boots) or a special Move ability, the Unit may be able to cross areas (such as low and deep water) which are not normally accessible. Placing Units in unusual areas may allow you to attack enemies from advantageous positions.

If two Units are located on the same Panel, but at different heights (for instance, above and below a bridge), the cursor will switch between the Units automatically. Press the **SELECT** Button when the cursor is on the Unit you wish to select. To change the selected Unit, press the **START** Button.

TREASURES, MONIES, AND CRYSTALS

If a Unit's hit points (HP) fall to zero, the Unit will fall in battle. The Game Master or Players to prevent this from happening, fallen Units are indicated by a red numberless timer starting at 2 or 3. A fallen Unit can be revived with a Phoenix Down or Raise magic. If the timer reaches zero, the Unit will disappear from the battlefield on the following turn, and be permanently removed from your party.



Depending on the Unit, a **Treasure Box** or **Crystal** will appear on the Panel they were on. If an ally that (including guest Units) moves to that Panel, they will pick up the treasure box, obtaining items. A Crystal can be claimed by any ally or enemy Unit, completely restoring HP and MP. A Unit which picks up a Crystal may be given the option to inherit abilities of the fallen Unit. By inheriting abilities, a Unit may be able to obtain skills which would otherwise be unavailable (see p.21).

Fallen guest Units are protected, indicated by sparkles above their body. They cannot participate in battle unless revived, but they will not disappear. Fallen Masters (enemy or ally) may have behind items such as Phoenix Feathers, indicating that they can be revived.

THE BATTLE'S END

The game will end if:

- Your party fails to meet the winning condition for that stage
- All of your Units fall in battle or are turned to stone
- Your main character's spirit turns to Crystal

If the game ends, you will return to the Title Screen, from which a game can be loaded from a previously saved position.

If the winning condition for the stage is met, the stage is cleared, and your party will obtain bonus money (Gd) or, at times, war trophies (Items or weapons).

After each battle, your Units will all be fully healed. Either a brief story segment will be displayed, or you will return to the World Map (see p.21).

MAGICAL SPELLS



During a Unit's active turn (AT), the Unit (if capable) can cast different magical spells (below image). Black magic, time magic, etc. Casting spells requires **Magic Points (MP)**. Select the magic ability from the Act menu to display a list of available spells. Spells which appear in red cannot be used due to insufficient MP. Select a spell, then choose a target. Once a target is selected, a second menu will appear, allowing you to choose "Unit" or "Point". To cast the spell on a particular character, select Unit. To cast the spell on a set area, select Point. In either case, magic spells often affect several adjacent Points, which are indicated in green – so look at the surrounding area carefully before casting a spell.

MAGIC CHARGE TIME

Magical spells require a certain amount of charge time before the spell can be cast. This magic charge time is separate from the charge time (CT) used to determine a Unit's active turn (AT). While a Unit is charging a spell, time will continue to pass around it. A CT of charging magic is marked by a C over the Unit's head. The more powerful a spell, the longer the magic charge time. Once the spell's charge time is full, the spell will be cast, but you can use magic charge time (CT) to your advantage. For example, cast the spell on a specific area by using Point, then turn the counter into it just as the spell is cast.



To check the magic charge time for a spell before it is charged, press left/right on the magic ability on the Act menu to display after which Unit's turn the spell will be cast. If the turn reads "Now", there is no magic charge time.

Spells marked with a crossed arrow can be repelled using "Reflect" magic.



TYPES OF MAGIC

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There are several types of magic, which are reviewed briefly here, along with examples of the types of spell for each. Different types of magic may only be cast by Units of certain jobs, or certain experience levels – needless to say, magic users are an essential part of any attack team!

WHITE MAGIC – Curative magic, used to recover allies' HP and eliminate various abnormal status effects.

Spell	Effect
Cur	Minimal recovery of HP
Cur 2	Medium recovery of HP
Cur 3	High recovery of HP over a large area
Rec	Minimal Units that have fallen re-awaken
Re-rec	Instantaneously restores fallen Units and recovers partial HP
Recp	Gradually recovers a Unit's HP over time
Protect	Increase defense against physical attacks
Shell	Increase defense against magical attacks
Wall	Increase defense against physical and magical attacks
Exorc	Removes multiple abnormal status effects
Stc	Attack enemies with holy power



BLACK MAGIC – Offensive magic, used to double or destroy enemy Units.

Fire	Fire attack (minimal power)
Fire 2	Fire attack (medium power)
Fire 3	Fire attack (high power)
Blk	Lightning attack (minimal power)
Blk 2	Lightning attack (medium power)
Blk 3	Lightning attack (high power)
Ice	Ice attack (minimal power)
Ice 2	Ice attack (medium power)
Ice 3	Ice attack (high power)
Trp	Transform enemy Unit into a frog
Death	If successful, the enemy will lose all its HP and perish within three turns.
Flse	This powerful black magic spell uses enemies' heat energy.

TYPES OF MAGIC

TIME MAGIC – A Time Weaver's control of time and gravity can turn the tide of battle in your favor.

Rate	Speeds up the target Unit's charge time
Slow	Slows down the target Unit's charge time
Stop	Prevents the target Unit from moving and taking action
Don't move	The target Unit will not be able to move
Float	Removes a Unit from gravity, allowing them to float in the air
Reflect	Reflects a spell back to its caster
Speed	Increases priority of the Active Unit to the target
Drain	Strong gravity displaces a fixed portion of the target's HP (2 strengths = Drain & Drain 2)
Meteor	Drop an enormous meteor on the battlefield, causing extensive damage

YES-TIME MAGIC – This magic changes the status of the target, which can be devastating when used wisely.

Final	Cast Darkness, interfering with vision
Spell Absorb	Absorbs the MP of a cast spell
Life Drain	Absorbs the HP of the target
Interrupt Spell	Stops the Unit from casting magic
Control	Transforms the Unit into an Elemental creature
Block Step	Cast Network, which makes a Unit attack uncontrollably
For. Heal	Decreases the target's Status Points
Dispel Magic	Cancel the effects of any spell
Sleep	Put the Unit to sleep, preventing them from fighting
Death	Turn Unit to stone

WEAPON MAGIC – A Summoner can call powerful monsters to do their bidding.

Name	Effect
Beough	Increases ally's HP
Blow	Penetration with freezing cold
Blowth	Inflicts lightning damage on the enemy
Dot	A spell used to fire damage
Flare	This mighty giant brings forth the power of the earth
Flameout	A dragon which causes non-elemental damage
Flite	A lightning-breathing who attacks with non-elemental damage
Jonathan	This sea serpent attacks enemies in water
Crabap	His evil eye inflicts non-elemental damage



Many objects can be won in battle, purchased in shops, or claimed from treasure boxes. A few are listed here. A Unit may wear abilities (like Shields) to suit needs, and Armor and Weapons must be equipped to be used.

ITEMS

Name	Effects
Wings	Increases MP (maximum)
3 Prongs	Increases MP (High)
Wings	Increases MP (maximum)
Chair	Completely restores MP and HP
Amulet	Keeps the Prison status
Eye Drop	Keeps the Eye-Kill status
Wing Catana	Keeps the Silence status
Wizard's Ring	Keeps the Frog status
Ball	Keeps the Slave status
Remedy	Keeps several abnormal status effects
Phoenix Down	Restores a Full HP

ARMOR

Name	Equipped On	Remarks
Shield	One hand	It reduces the probability you'll be overpowered attacks
Hat	Head	A light form of armor which may be worn by many jobs
Helmet	Head	Very heavy protective headgear
Suit of Armor	Body	Full-body armor that can be worn by many jobs
Robe	Body	A loose clothing mainly used by magicians

WEAPONS

Name	Equipped On	Remarks
Knife	One hand	Short, light weapon
Sword	1 or 2 hands	A heavy blade, used by stronger jobs such as Knight
Staff	1 or 2 hands	An important Summoner's weapon
Gun	Both hands	An extremely heavy and destructive weapon
Staff	1 or 2 hands	A magician's weapon, with additional effects and magic
Staff	One hand	An potent weapon with a considerable range
Shortsword	One hand	A special hook which allows the user to attack with the power of winds
Spear	1 or 2 hands	Mainly used by Knights, it has greater range than a sword or knife



TURNING MONSTERS

If you have a Mediator in your party, you can use their special "Lure" ability to lure enemies (including monsters) into becoming your ally. If the luration is successful, the enemy will join your party as a guest. After the current battle has ended, the monster will become an ally and you'll be able to control its movements. Though they are difficult to lure, Monsters have powerful abilities, and can be great assets to your party. If Monsters are in your party, they may even lay Eggs to produce new Monster allies!

NOTE: You may find other ways to lure Monsters into becoming your allies other than "Lure".

Typical monsters that can be made into allies:



Clowche: This powerful bird has both attack and evasive abilities. Your human allies can also take advantage of their mobility by riding on them, as long as there's a Unit riding it, the Clowche's it will not come around.



Arctian: A covered being creature with an attack similar to the "Death Sentence". It can also use its beams "Gaze" to reduce an enemy's Brain Points, until they run away in terror.



Bush: This floating enemy actually revives itself by absorbing fire-based attacks. As a last resort, it can inflict continuous damage to surrounding enemies by "Self-Destructing".



Ghoul: An undead monster, the Ghoul is impervious to Death spells. However, it is susceptible to Fire spells, and is injured by normally helpful Cure spells.

Each time you successfully complete a battle, you will return to the **World Map Screen**. Often, new locations will be available, allowing you to select new areas to explore. The **Date** is shown in the upper left corner of the screen. It normally takes one day to move from area to area on the Map. Your party's **War Funds (Total Gold)** is shown in the lower right. A blue dot indicates a stage you have already cleared. Red dots signify areas not yet completed. Green dots indicate that a random battle may occur if you pass through that area. Use the **Directional Buttons** to move the **Cursor** to different areas, then press the **Enter** button to move.



After a battle, it is recommended that you save your game and make any changes to your **Unit's Abilities**. Press the **▲** button on the **World Map Screen** to bring up the **World Map Menu** and the following choices:

† **Move** – A submenu will show all available locations. Use the **Cursor** to select an area to move to.

† **Formation** – Allows you to modify your party members' jobs and abilities. (See p.25).

† **Revisit Story** – The historian **Marion** can assist you in reviewing the events that have occurred in your adventure. Use the **Revisit** option to revisit story events that you have already seen. Select the scene from the menu to see it repeated. Use the **Portrait** option to examine the various characters that you will encounter. As with other long stories, if yellow arrows appear on the right side of a menu screen, more information can be seen by pressing the **Up** or **Down** **Directional Buttons**.



† **Tutorial** – The **Tutorial** is an invaluable reference for game rules and instructions. It contains information and animated examples under the categories of **Organization**, **Battle**, and **Items**. There are a number of topics under each heading, and it is recommended that you explore them all. Previously viewed sections are highlighted in red.



† **Items** – Allows you to use your **Memory Card**. (See p.30).

† **Options** – Many gameplay options, such as **Cursor speed** and **text display speed**, can be modified here.

Each town or castle on the World Map contains a bar, a shop, and a soldier office.

BAR

You won't find much refreshment here, but the bartender often knows of helpful **News** about important people and events. Take some time to chat and you may learn something useful. You may even receive a valuable **Proposition** in a bar – leading to extra Gil for your party!

SHOP

These shops carry nearly everything your troops need. Use the **SELECT** button to see a description of items before purchasing. Weapons, armor, accessories, and items can be purchased by selecting them from a menu similar to that on the Status Screen (see p.20). Select the handle icon to purchase swords, the body icon to purchase armor, etc. Scroll down in the list you wish to purchase, then choose the number of items to buy. If you have enough Gil, the items will appear in your inventory.

Since armor, weapons, and accessories must be equipped on your Units to be useful, an efficient way to purchase these items is to use the shop's **Fitting Room**. Select an equipable item, choose **Try it on** from the shop's menu, then choose a Unit to try on the item. Another screen will appear, showing the effects of the item. Positive effects are shown in blue, negative effects are shown in red. Make sure that an item's benefits outweigh any drawbacks! If you're not sure what to buy, select **Best fit** from the menu, and the Unit will be equipped with the finest the shop offers – for a price. Select **Quit fitting** to purchase the selected items. Select **Sell** to sell items you don't need.

SOLDIER OFFICE

Recruiting new party members is as simple as selecting a trade or handle apprentice and paying for their service. New soldiers are simple Squares, so you will have to hire them from special soldiers (see p.24). If you have acquired **Warriors** in your party (see p.20), you can select **Change name** here to rename your membership office.



In the Formation Screen, (accessible through the World Map Menu) a variety of modifications can be made to your Units. Select a Unit from your party by using the Directional Buttons or the H and Rl Buttons, then select an option from the menu:

- † **Item** – Allows you to equip the Unit with weapons, armor, or accessories. This menu operates as when in a Shop, but uses inventory items.
- † **Ability** – As your characters progress and gain experience, they will also earn **Job Points (JP)**. Job Points can be exchanged here for **Abilities**. Abilities include battle skills, magical spells, commandments, etc. Each Unit has various jobs from which it can learn new skills. Select a job from the menu, then press left/right to change the type of ability (Action, Reaction, Support, or Move ability – see p.18). Press up/down to select a specific ability for the Unit to learn. Abilities which are grayed out cannot be learned due to insufficient JP. If the Unit has enough JP, the new ability is marked “Learned” and can be set as one of the Unit’s battle Abilities.
- † **Change Job** – Units can change jobs to earn JP in different areas, learn new abilities, and specialize skills. (see p.14). Different Units with different levels of experience may have different jobs to choose from. Certain jobs will only become available later in the game, when your Units have gone up several levels and learned many skills. Some Units (such as Guest Units) will not have as many job options. There is no “correct” way to change jobs or learn Abilities, so experiment – and save your game often!
- † **Remove Unit** – If your party is full and you need to make space for new Units, or if you simply want to get rid of dead wood, use the Remove Unit command. Once removed, there is no way to restore a Unit, so be careful who you dismiss. Certain Units (such as guest Units) cannot be removed from your party.
- † **Order Unit** – Select this option to display the Units in your party in the order of most to least, according to amount of HP, MP, CL, Level, Experience, Sense Points, or Faith Points. This may be helpful for selecting which Units should go on an Attack Team.



The main jobs that appear in the game are introduced here. By accumulating XP through combat, the level of each job can be advanced, and new jobs will become available. The Commands listed below are Ability categories that are typically unique to that job.



Squire A basic job without any distinctive features

Command Basic skill

Typical Ability Heal – Restores abnormal status effects without consuming MP

Weapons Staff, sword, axe, mallet, mace



Chemist The only job that handles recovery items

Command Item

Typical Ability Poison – Administers a liquid which restores 1/10th MP

Weapons Staff, gun



Knight A master swordsman who can destroy enemies' armor

Command Battle skill

Typical Ability Armor Break – Destroys armor worn on the body

Weapons Sword



Archer The only job that can handle bows and crossbows

Command Charge

Typical Ability Charge 10 – Striking force increases based on power accumulated

Weapons Bow, crossbow



Monk Skilled fighters that use their bodies as weapons

Command Punch skill

Typical Ability Wave Hit – Throws balls of energy at the enemy from a distance

Weapons Bare hands



Priest Also known as a White Mage, a master of White (recovery) magic

Command White Magic

Typical Ability Cure – restores MP will also inflict damage on undead creatures

Weapons Staff

**Wizard**

Command

Typical Ability

Weapon

Has access to a Black Magic, (non-Black) attack/magic spells
Black Magic

Boil - Inflicts damage by striking the target with lightning

Staff

**Time Mage**

Command

Typical Ability

Weapon

A user of Time magic, which controls time and space

Time Magic

Slow - Slows down the CT of the target Unit

Staff

**Summoner**

Command

Typical Ability

Weapon

Calls forth powerful monsters to attack enemies

Summon Magic

Summon - The fiery breath of this dragon being scars enemies

Staff, rod

**Thief**

Command

Typical Ability

Weapon

This crafty character can steal money and items from the enemy

Steal

Take Gil - Steal the enemies' money

Sword

**Mediator**

Command

Typical Ability

Weapon

A mysterious warrior who can change enemies into changing sides

Talk Skill

Invasion - Lures the enemy into joining your party

Sword, gun

**Death**

Command

Typical Ability

Weapon

Destroys enemy forces by causing status abnormalities

No-Fang Magic

Fossilize - Turns target Unit into an undead creature

Staff, rod, dictionary, stick

**Geomancer**

Command

Typical Ability








Weapon

Attacks with the power of the earth

Elemental

Fall by - Mass attack the enemy, inflicting upon them the deep state

Sword, axe

	Warrior Command Typical Ability Weapons	A warrior who mimics your allies' actions. None Variable None
	Jumper Command Typical Ability Weapons	An expert with a spear and devastating high-jump attacks. Jump Horizontal Jump 2 – The jumping range is expanded to 2 Panels. Spear
	Summoner Command Typical Ability Weapons	A powerful wizardman from a distant land. Draw Out Blow Blast – Reduces MP of surrounding enemies. Katana
	Ninja Command Typical Ability Weapons	An expert in stealth attacks and throwing weapons. Throw Knife – Attack enemies with expertly thrown knives. Ninja sword, bolts, stars
	Calculator Command Typical Ability Weapons	A warrior who selects his targets by numerical calculations. Math Skill Level – Uses Experience (level) as the object of the calculation. Dictionary, stick
	Bard Command Typical Ability Weapons	Encourages and protects allies with his singing. Sing Life Song – Increases the HP of all allies on the battlefield. Musical instrument
	Dancer Command Typical Ability Weapons	Hot exclaiming dancer has various effects on the enemy. Dance Witch Blast – Reduces HP of all enemies on the battlefield. Bottle, stick

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