WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitching, loss of consciousness, disorientation, or any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had enough sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms, and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast CD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft, dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE
This CD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this CD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.
The Legend of the "Battle of Good and Evil"

When the world was still young and yawned at every dawn's waking, Granas, the God of Light, came. All was bathed in the holy light of Heaven. Thus, those were the days of marvels.

Yet, there were those who sought the power to reset Granas, they found power in Valmar, the God of Darkness. Power to release the energy bound up in life. Power to unmake the world.

Thus, in those days, they made war.

The fighting continued endlessly, until the Sword of Granas pierced the infinite darkness of Valmar. The mighty blow from Granas not only smashed Valmar to pieces, but also carved several ugly scars in the very surface of the planet.

These are the Granaciffs that survive even to the present, scars in the land.

The reason why we call this earth the "Cursed Land."

Ryudo is a young Geohound, working odd jobs with his companion Skye. Known for his ability to do just about ANY task, he quickly built a reputation as an efficient workhorse. Willing to do what no one else wished to.

Bouncing from job to job in order to keep the gold flowing in, Ryudo accepts, albeit grudgingly, a job involving the Church of Granas in the village of Carbo.

Once in Carbo, a beautiful voice carries on the wind, singing hymns to Granas. Intrigued, Ryudo enters the nearby church and finds a Songstress, Elena, practicing hard for an upcoming ceremony.

It is from here that Ryudo accepts his role, bodyguard to the Songstress Elena. And so two strangers head out on what seems to be a simple assignment...
Starting the Game

Sega Dreamcast™ Hardware Unit

Insert the Grandia™ II disc into the Sega Dreamcast™ game console and turn the power ON. From the title screen, press the Start Button to start the game. If you have any saved games, the start menu will allow you to select either "New Game" or "Load Game.”

This is a one-player game. Connect the controllers and other compatible peripherals to the controller ports of the Sega Dreamcast™ console before turning the power on. To return to the title screen at any point during gameplay, simultaneously press and hold the A, B, X, and Y Start Buttons. This will cause the Sega Dreamcast™ to soft-reset and display the title screen.

* Correct operation is not guaranteed if incompatible controllers are used.

If you remove the active controller after starting the game it must be re-inserted in the SAME controller port from which it was removed before the game will resume.

Starting a New Game

If you want to play the game from the beginning, select "New Game" and press enter (A Button). The opening movie will begin, and when it ends, the main game will start (you cannot skip the opening movie).

Loading a Saved Game

If a saved game is present on a memory card (Visual Memory Unit, sold separately) then select "Load Game" and press enter. Use the L/R Triggers to select the expansion socket where the memory card is inserted; select the saved game you wish to load, then press enter. Your adventure will continue from its previously saved point.

For more details on saving games, see P. 36, "Save Game."

Ending Play

Since you can't resume your game unless you save it first, be sure to save before ending play. When you want to end play, press the OPEN Button on the Sega Dreamcast™ console. After the disc stops spinning, remove the disc. Close the disc door and press the POWER Button to turn the power off.
Characters

Ryudo
Age: 17
Ryudo makes his living as a Geohound, bouncing from job to job, completing them regardless of moral judgement. Ever since he was a child, he has taken his training seriously, and now even his colleagues recognize his superior skills with the sword. Characterized as being cynical and pessimistic, Ryudo pushes forward, intent on getting the job at hand done. Ryudo loves to pick on his traveling companion, Skye. Although they sound harsh to one another at times, Skye is perhaps the only one who truly understands Ryudo.

- Weapon: Sword

Skye
Age: 40
Skye is Ryudo's most reliable partner and friend. Upon meeting Ryudo two years prior, he immediately took an interest in the closed-hearted Ryudo and thus began to journey with him. Acting as Ryudo's sole confidant, Skye remains the only one to which Ryudo can share his life experience and deepest feelings with. Ryudo's indifference brings out the paternal side of Skye, who always seeks to refine Ryudo's often harsh tone of voice.

Miliena
Age: ?
Miliena is somewhat of a mystery. Capricious and important, Miliena cannot stand indifference and is quick to pout when things do not go her way. And oftentimes, goes wild without a whiff of concern for the lives of others. However, beneath the uninhibited exterior lies a sensitive girl.
- Weapon: Bow

Elena
Age: 17
Elena is a "Granast Songstress." Although the name "Songstress" may sound high and noble, she is really just an acolyte in the Sisters of Granas - who happens to be a talented vocalist. Her caring disposition spills into the party, often inconveniencing and irritating Ryudo. A lover of song since she was a child, Elena hopes to banish Darkness from the hearts of everyone, so that she may restore the Light.
- Weapon: Staff
Roan
Age: 13

Roan is a boy, traveling from home in his quest for a lost family treasure. His silky blond hair and oddly adult language endears him to many travelers and passers-by. Seemingly well-bred, with perfect table manners, Roan is clearly the bright optimism to Ryudo's festering cynicism.

- Weapon: Knife

Tio
Age: 7 (but appears to be a teenager)

An automaton produced during the Battle of Good and Evil. Tio looks human, but does not possess emotion or feelings - and can do nothing but carry out the orders she has been given. When treated as a human, Tio often becomes confused and seeks direction from others.

- Weapon: Ringe

Melfice
Age: 22

Elegant yet peculiar. Melfice is a product of his own ingenuity. Talented beyond all others, Melfice's genius leaves nothing but cruel and inhumane results. Graceful with his weapon, Melfice quickly cuts his enemies down. Bringer of ruination, chaos and corruption. He is said to bring a terrible curse to man and land alike by merely passing through.

- Weapon: Axe

Mareg
Age: Late 30's

A giant beast-man. Mareg is on a personal quest to rid the world of Melfice. Demon-man of Ruination, after Melfice attacked and destroyed Mareg's home village. He is a hunter, at home in nature, who walks across fields and mountains, silent, ever intent on his prey. He bases his actions not on theory or logic, but on the natural flow of life. While physically intimidating, Mareg is actually quite kind-hearted and gentle.

- Weapon: Axe
Zera Innocentius
Age: 58
His Holiness, Zera Innocentius, is the Pope of the Church of Granas. As the central figure in a world-wide religion, Zera is quite well known throughout the land. Zera continues to pray for the happiness and prosperity of mankind, and also preaches about the second coming of Lord Granas. Anyone who meets him is said to be touched by his kind and benevolent heart. Recent reports of calamities weigh heavy on him.

Selene
Age: 23
As the High Priestess of the Granas Cathedral, many people are said to be taken by her noble and almost ethereal appearance. Known for her zeal, Selene constantly seeks to grow herself in the Light of Granas. In addition to her affectionate expression, she also is known to be quite a strict inquisitor of heretics. Accompanied by the Cathedral Knights, a battalion under her command, she travels to various lands to purify the world of Darkness.

Carro
Known to live in underground passages and caverns, their distinctive tails can glow to light up darkened dungeons. Other than their affinity to dark places, not much else is known about these animals, but they have been known to help travelers through darkened caves.
Using the Controller

Sega Dreamcast™ Controller

Analog Thumb Pad

X Button

Directional Button

Y Button

Start Button

B Button

A Button

Expansion Socket 1

Left Trigger

Right Trigger

Expansion Socket 2

WARNING: Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

Field Screen

Analog Thumb Pad

Move the character (walk/run)

Directional Buttons

Move the character (walk)

Directional Buttons + B Button

Move the character (run)

(A in Config, you can toggle between run/walk)

A Button

Investigate, talk, execute various commands

Y Button

Change the destination for the compass

L/R Triggers

Rotate the camera angle
(On Config, you can toggle the direction of rotation)

Start Button

Switch to the Menu Screen

* The X Button is not used on the Field Screen.

Menu Screen/Combat Screen

Analog Thumb Pad/Directional Buttons

Select various commands, characters and items

A Button

Enter Button for commands, etc.

B Button/Combat Screen

Cancel Button for commands, etc.

X Button/Combat Screen

Cancel AI combat

Y Button/Combat Screen

Menu Screen

Switch between pages in the item window

Combat Screen

Combat command input: Entire screen displayed while pressed

When party AI is in effect: Change viewpoint

L/R Triggers

Switch between pages in the item window

Tunes party AI (Play Time) ON/OFF

* The Start Button is not used on the Menu Screen/Combat Screen.
Game Fields

The connections between the various game fields are described briefly below. Players may explore by navigating through town and dungeon fields. If you enter a building inside a town, you will enter an indoor field. If you come into contact with an enemy in a dungeon field, the combat screen will appear.

Town Fields

Town fields are located in areas where people live. You should actively explore and talk to people to gather information. When you go inside a building, the screen switches to an indoor field. When you leave the town field and go outside, you will see an area map. You may also encounter dungeon fields inside towns.

Indoor Fields

When you enter a building located inside a town field, the screen will switch to an indoor field. Indoor fields have fixed camera angles; you cannot use the L/R Triggers to change them. If you see the name of another location when you move near a door or opening, you may enter that location from there.

Combat Scenes

When you encounter an enemy, a combat scene will appear. If you defeat all the enemies or make a successful escape, you'll return to the previous dungeon field. If all members of your party fall in combat, your game is over and the title screen will appear.

Area Maps

Area maps display the locations you have already visited, allowing you to pick a region and move there. You can move to any region on the area map displayed with white letters. Move the mouse cursor to the region you wish to visit, then press enter to display the screen for that region.

Note that you can select different regions as the scenario proceeds.

Dungeon Fields

Caverns, mountain roads, and other regions where monsters roam are known as dungeon fields. If you encounter a monster, a combat scene appears and combat will begin. Depending upon the location, there may be several maps of dungeon fields connected to each other. Towers and caverns, for example, consist of multiple levels, so make sure you use the compass to keep your way.

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The Character Growth System

The Four Elements of Growth

There are four elements of growth that offer power-ups for characters, moves, spells, and the like. Basic growth occurs when a character ascends in level by gaining experience points in combat. In addition, the player can allocate coins earned in combat to improve a character's moves, magic and skill.

What You Earn by Defeating Enemies

Your party earns the five following types of bonuses when they defeat enemies in combat. Experience points, special coins, and magic coins are required for character growth.

Experience points (EXP)
Experience points are given to each character individually. When a character gains enough experience points, they will ascend in level.

Special Coins (SC)
The party collectively earns SC upon victory in combat. SC are used to learn and power-up moves and skills.

Mana Eggs
Mana Eggs can be used in conjunction with other Mana Eggs or other items to increase a character's expansive power. Mana Eggs can be found in various locations throughout the game.

Skill Books
Skill Books contain special power-ups for characters. They can be obtained by defeating certain enemies or completing specific quests.

Magic Coins (MC)
The party collectively earns MC upon victory in combat. The MC are used to learn or power-up Mana Egg magic and skills.

Gold (G)
The party collectively earns gold pieces upon victory in combat. The gold is used to buy items at general stores.

Character Growth

When a character's experience points earned in combat reach a certain value, the character goes up a level. His or her HP, MP, and SP values also increase.

Mana Egg Growth
Magic coins earned in combat can be used to learn or power-up the spells in your Mana Eggs. Whether you power-up one spell you like or learn a broad range of different spells, it's up to you to decide how to allocate your magic coins.

Items
Items are obtained from defeated enemies. Some items are valuable and can't be found in general stores.

Move Growth
Special coins earned in combat can be used to learn or power-up each character's unique moves. Like magic, the order moves are learned in is up to you. Some moves can't be learned until specific events have occurred.

Skill Book Growth
Special and magic coins earned in combat can be used to learn or power-up the skills written into Skill Books. You can learn skills to enhance a character's strengths and/or make up for weaknesses.
Menu Screen (Config, Items)

Pressing the Start Button on any field screen will display the menu screen. On the menu screen, you can make various preparations for your adventures. Select the command you want and press enter.

Character window
Lists the current values of each character’s HP, MP, and SP.

Menu commands
Select a command and press enter to switch to the various screens. For details about commands, see the following pages:
- Items (p. 19)
- Equip (p. 20)
- Status (p. 22)
- Magic (p. 21)
- Move (p. 21)
- Power Up (p. 25)
- Skill-Up (p. 33)
- Config (P. 33)

In Config, you can change the following game settings. After you have finished selecting and changing the settings, press the B Button to return to the menu screen.

Settings:
- Change the setting of the B Button
- Direction of rotation using the L Trigger
- Sound output
- Screen position

Explanation
Gives an explanation of the selected setting.

Items
The item screen allows you to use the various items you are carrying. Use the L/R Triggers to select the type of item and press enter to use it. Depending upon what item you choose, another screen will display and allow you to select a target character for the item. Use the X/Y Buttons to move through the pages of the item screen. Items with grayed-out names cannot be used.

Types of items
The types of items are indicated by icons.

Number carried
Displays the quantity of items you are carrying. You can carry up to 99 of each item.

Number of types of items
Displays the total number of items of a specific type.

Item Type Icons
- Recovery items
- Attack items
- Weapons
- Armor
- Accessories
- Valuables
**Menu Screen (Equip, Move/Magic)**

**Equip**

Use the Equip command to equip characters with weapons, accessories, Mana Eggs, and other items you are carrying. You can also change a character’s current equipment. First, select the character you want to equip and press enter. Next, select the type of equipment you want to change, press enter, then select the new piece of equipment. To select equipment being worn by other characters, you must first remove the equipment and then use the Equip command. To remove equipment, select “Remove” on the equipment selection screen, select the piece of equipment you wish to remove, then press enter.

**Type of equipment**
- Items currently being worn appear underneath the equipment types. If an item is blank, the character is not wearing that type of equipment.

**Changes in combat parameters**
- This indicates how a selected item changes a character’s parameters. Yellow numbers indicate a parameter increase. Blue numbers indicate a parameter decrease.

**Special effects of the selected item**
- Any special effects of the selected item are indicated here. For details, see P. 24, “Resistance Icons.”

**Equippable items**
- Among all the items a character is carrying, only the items they can be equipped with will display here.

**Comments**
- Describes the powers of the selected items.

---

**Move/Magic**

Use the Move/Magic command to view moves and to use magic. Selecting a character and pressing enter will display a window containing the moves and magic spells a character currently knows. Only spells listed in white can be used. Select the spell and press enter to use it. Depending upon the spell, a screen for selecting a target character may appear.

**Moves/Magic**
- Displays the character’s moves, as well as magic spells in the character’s Magic Egg. If a character is not equipped with a Magic Egg, only moves are listed.

**Name of move/magic spell**

**SP/MP consumed**
- Displays the number of SP/MP consumed by the move/magic spell.

**Level-up coins**
- Displays the number of special coins or magic coins required to level up the move/magic spell to the next level. Green numbers indicate special coins while blue numbers indicate magic coins.

**Level**
- The level of the move/magic spell is indicated by the number of symbols. The more symbols, the faster it can ACT and the more power it has. When the level reaches the highest level of $\star\star\star\star\star$ (MAX), appearance.

**Comments**
- Gives a description of the selected move/magic spell’s effects.
Menu Screen (Status)

Status

Select the character and press enter to check the character's status. This displays detailed information about their parameters and equipment.

- **Current HP/Maximum HP**
- **Current MP/Maximum MP**
- **Current SP/Maximum SP**
- **Current level**

**Basic parameters**

- **Current status**
  - Displays icons indicating status disorders. If any "GOOD" indicates there are no status disorders.
- **Resistance icons**
  - Indicates the resistance and attributes granted by equipment.
- **Equipped skills**
  - Use the left/right Analog Thumb Pad or Directional Buttons to toggle this window.

**Combat parameters**

- **ATK** Attack value. This value is the basic "STR" parameter plus the added effects from skills and equipped items. Attack value affects the amount of damage inflicted on an enemy.
- **DEF** Defense value. This value is the basic "VIT" parameter plus the added effects from skills and equipped items. Defense value affects the amount of reduced damage from enemy attacks.
- **ACT** Action value. This value is the basic "AGI" parameter plus the added effects from skills and equipped items. Action value affects how fast the IP Gauge moves.
- **MOV** Movement value. This value is the basic "SPD" parameter plus the added effects from skills and equipped items. Movement value affects movement speed and movement distance in combat.

**Equipment**

- **STR** Strength. Indicates the character's attack strength.
- **VIT** Vitality. Indicates the character's defensive strength.
- **AGI** Agility. Indicates how quickly the character's IP Gauge advances in combat.
- **SPD** Speed. Indicates movement speed and movement distance in combat.
- **MAG** Magic ability. Indicates the character's magical attack ability.
- **MEN** Mental ability. Indicates the character's magical defense ability.
- Resistance icons

A status disorder icon displayed in color indicates immunity to that status disorder. An attribute icon displayed in color indicates resistance to that attribute, and the number indicates the resistance level.

Poison  Sleep  Paralysis  Confusion  Plague  Magic block  Move block

Fire  Wind  Earth  Lightning  Blizzard

The Power Up command lets you use special coins/magic coins earned in combat to learn and power-up moves, Mana Egg spells, and skills from Skill Books. Use the L/R Triggers to select a learn/power-up item, select a Mana Egg or Skill Book and press enter.

The special coins/magic coins earned in combat can be used to learn/power-up moves, magic spells and skills.

- Special coins (SC)
- Magic coins (MC)

Character growth  Mana Egg growth  Skill Book growth

Learn Moves  Learn Magic  Learn Skills

Details on P. 26  Details on P. 27  Details on P. 29
**About Learning Moves**

Each character possesses unique special attacks known as "moves." In order to use moves, the character must first learn them using special coins. First, select the character to learn (or power-up) the move and press enter. Then select the move to be learned (or powered-up) and press enter. Some moves can't be learned unless specific events in the adventure have occurred.

- **Move level**
  The level of the move is indicated by the number of ◆ symbols. The more ◆ symbols the faster it can ACT and the more power it has. When the level reaches the highest level of 5, ◇◆◆◆◆ appears.

- **Special coins**
  Lists the current number of special coins available. If the number here is less than the number of special coins required, then learning or power-up isn't possible.

- **Comments**
  Provides a description of the selected move's effects.

- **SP consumed**
  Lists the number of SP consumed by using the move.

- **Special coins required**
  Lists the number of special coins required to learn or power-up the move.

- **Name of move**
  Lists the name of the move. Moves that haven't been learned yet are indicated by "--------". Only moves listed in white can be learned or powered-up.

- **Mana Egg level**
  Indicates the Mana Egg's level (the sum of the levels of its spells). As its level increases, the Mana Egg receives additional spells to be learned.

- **Mana Egg comments**
  Lists the characteristics of the selected Mana Egg.

- **Magic coins**
  Indicates the current number of magic coins available. If the number of magic coins is less than the number of magic coins required, then learning or power-up the spell isn't possible.

- **Comments**
  Provides a description of the selected spell's effects. "--------" means the level of the Mana Egg is still too low for the spell to be learned.

- **Name of spell**
  This is the name of the spell that still needs to be learned. Spells listed in white can be learned or powered-up.

**About Learning Magic**

A character equipped with a Mana Egg is able to learn and use the magic spells within it. Both individual spells and Mana Eggs have levels, and the level of the Mana Egg itself can be raised by improving the levels of its magic spells. When the Mana Egg's level increases, it gains more spells to be learned.

- **Name of the Mana Egg**
  Select the Mana Egg and press the A Button.

- **Mana Egg level**
  Indicates the Mana Egg's level (the sum of the levels of its spells). As its level increases, the Mana Egg receives additional spells to be learned.

- **Mana Egg comments**
  Lists the characteristics of the selected Mana Egg.

- **Magic level**
  The level of the magic spell is indicated by the number of ◆ symbols. The more ◆ symbols, the higher its level, the faster it can ACT and the more power it has. ◇◆◆◆◆ means the spell has reached its highest level of 5.

- **MP consumed**
  Indicates the number of MP consumed by using the spell.

- **Magic coins required**
  Indicates the number of magic coins required to learn or power-up the spell.

- **Name of spell**
  This is the name of the magic spell that has yet to be learned. Spells listed in white can be learned or powered-up.
### Learning Magic

Select the Mana Egg containing the magic spell you want to learn and press enter. You cannot learn that spell unless you possess the necessary number of magic coins (MC).

### Powering-Up Magic

Select the Mana Egg containing the magic spell you want to power-up and press enter. You cannot power-up that spell unless you possess the necessary number of magic coins (MC). The higher a spell’s level, the faster it can act. The maximum level for a magic spell is 5.

### Types of Mana Eggs

<table>
<thead>
<tr>
<th>Name of Mana Egg</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Holy Egg</td>
<td>Water/Earth/Forest Priestly Mana Egg</td>
</tr>
<tr>
<td>Chaos Egg</td>
<td>Fire/Wind/Lightning Demonic Mana Egg</td>
</tr>
<tr>
<td>Mist Egg</td>
<td>Wind/Water/Blizzard Airy Mana Egg</td>
</tr>
<tr>
<td>Gravity Egg</td>
<td>Fire/Earth/Explosion Earthly Mana Egg</td>
</tr>
</tbody>
</table>

*This is not a complete list of Mana Eggs. Look for others!*

---

**About Learning Skills**

Skill Books contain various skills that can be equipped to give a character additional powers. Like Mana Eggs, Skill Books also have levels. As new skills are learned and skill levels are increased, the level of the Skill Book will also increase. When the Skill Book reaches a certain level, it receives additional skills that can be learned.

**Skill Book level**

Indicates the Skill Book’s level (the sum of the levels of all skills). As this level increases, the Skill Book receives additional skills to be learned.

**Skill Book comments**

Lists the characteristics of the selected Skill Book.

**Special coins/magic coins**

Provides a description of the selected skill’s effects. "?????" means the level of the Skill Book is still too low for the skill to be learned.

---

**Select the Skill Book and press the A Button**

**Name of the Skill Book**

The name of the Skill Book is indicated by the number of ★ symbols. The more ★ symbols, the higher its level and the greater its power.

**Skill level**

The level of the skill is indicated by the number of ★ symbols. The more ★ symbols, the higher its level and the greater its power.

**Equipped character**

Displays an icon of the character equipped with the skill.

**Special/magic coins required**

Indicates the number of special coins/magic coins required to learn or power-up the skill. Green numbers indicate special coins while blue numbers indicate magic coins.

**Name of skill**

This is the name of the skill. Skills that haven’t been learned yet are indicated by "-----". Only skills listed in white can be learned or powered-up.
Learning Skills

Select the Skill Book containing the skill you want to learn and press enter. You cannot learn that skill unless you possess the necessary number of magic coins (MC) or special coins (SC).

Powering-Up Skills

Select the Skill Book containing the skill you want to power-up and press enter. You cannot power-up that skill unless you possess the necessary number of magic coins (MC) or special coins (SC). A skill becomes more powerful as its level increases.

Types of Skill Books

<table>
<thead>
<tr>
<th>Name of Skill Book</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adventure Book</td>
<td>Lets you learn combat skills</td>
</tr>
<tr>
<td>Book of Wizards</td>
<td>Lets you learn wizardry skills</td>
</tr>
<tr>
<td>Book of Warriors</td>
<td>Lets you learn warrior skills</td>
</tr>
<tr>
<td>Book of Priests</td>
<td>Lets you learn priestly skills</td>
</tr>
</tbody>
</table>

* This is not a complete list of all Skill Books. Look for others!
Set AI

Set AI allows you to change the strategy AI commands used during combat. Select either an individual character to modify or "Party." Once the AI window appears, select your desired strategy and press enter.

For more information see page 54.
Field Screens

- D Trigger rotates clockwise
- Dungeon field

Try this button to:
- Enter the dungeon field
- Change the rotation of the D Trigger

625 Third Street
Third Floor
San Francisco, CA 94107

UbiSoft
ENTERTAINMENT
Set All

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desired

ttre

cat

c

TOWN CARD

the web at www.ubisoft.com

Apt. # ____________________

Sex _______ Age ________

Non-player Character (NPC)

Many kinds of people live in towns. Try
talking to as many of them as you can to
gather useful information.

Icons

On the field, you'll notice icons, treasure
cheests, things that can be smashed and
other objects. If you see something of
interest, try approaching it and pressing
the A Button.

Dungeon field

L. Trigger rotates
clockwise

T. Trigger rotates
counter clockwise

Enemy

Enemies wander about
the dungeon fields. If you
encounter an enemy, a
combat screen will appear
and combat will begin.
Compass

The compass appears in the upper right corner of the screen in town, fields, and dungeon fields, and indicates the direction and distance to the destination. Press the Y button to change the destination. The number of destinations you can choose from depends on your current location, and may change as the game unfolds.

- **Petal:** The number of blue dots indicates the number of destinations that can be chosen. The yellow dot indicates the current destination.
- **Needle:** The needle points in the direction of the destination.
- **Destination:** Batts the name of the current destination. In dungeon fields, the only possible destinations are "Forward" and "Back."

Distance to the destination
The light green circle appearing underneath the needle indicates the distance to the destination. This circle reduces as you close in on the destination and increases as you move away from it.

**Destination is nearby**

**Destination is far away**

Icons

**Action Icons**
These icons appear in places where you can take actions, such as moving switches or pushing objects. There are also places where you can push objects or take other actions, even though no action icon appears.

**Jump Icons**
These icons appear where you can jump down or across crevices, or other openings in the ground.

**Ladder Icons**
These icons indicate ropes or ladders which you can climb up or down.

**Tutorial Hat**
These icons identify characters in general stores who will provide you with combat tips and other hints.
Save Icons

Press the A Button while you are on one of these icons to save your game or let party members recover. Select 'Recover' to restore all your party members' parameters to their maximum values. Save Icons also cure all status disorders.

Save Game

Select 'Save Game' and press enter to display the save screen. On the save screen, use the L/R Triggers to select an expansion socket where a memory card is inserted, select a place to save your game and press enter. Saving your game where an older game is already saved will completely overwrite the old game.

A memory card is required to save games. Saving one game requires nine free memory blocks. You can save up to 10 games on one memory card.

Found Objects

If you find money, treasure chests, or other objects in dungeon fields, press the A Button to pick them up. Standard treasure chests contain one item, while big treasure chests contain three items.

Town Characters

Try talking to town characters to gather information and continue your adventure. A conversation with a character isn't necessarily over after talking with them only once. Try talking to the same character again and again if the conversation seems unfinished, or if the character is particularly interesting.

- While saving your game, never turn OFF the Sega Dreamcast™ power, remove the memory card or disconnect the controller.
Types of Buildings

You will find many buildings in town, such as Inns and General Stores. Here we will describe some of the buildings in Carbo Village, where Ryudo will visit first.

**Other**

**Things that Can be Investigated**

If you find something interesting in a town or dungeon, move up to it and try pressing the A Button. You might be able to investigate it and gain some information.

**Dangerous Traps**

There are many traps set on the dungeon fields. If you trip one, the party may lose HP or suffer status disorders.

**Things that Can be Smashed**

Certain objects in dungeon fields, such as giant mushrooms or boulders, can be smashed. You can try to smash objects by pressing the A Button.

---

**Granatas Church**
Here you will find the Father and the temporary Alma. The Father has asked Ryudo to do a job for him.

**House**
There are several houses in the village. If the door opens, you can go inside and talk to the residents.

**General Store**
At the general store you can buy and sell weapons, armor, and other items you'll need on your adventures. Here you will also find a character wearing a 'tutorial hat' who offers combat tips.

**Inn**
The inn is a good place to rest, a body weary from adventure. Here you can completely recover all HP or MP and save your game.
Basic Rules of Combat

At the end of each turn, the computer's turn ends. The computer's turn involves the selection of a computer character and the character's move. If the character's move is a special move, the computer player must select the type of special move and the target. The computer player can select from a variety of special moves, including magic spells, physical attacks, and support abilities. If the move is successful, the computer character will attack the player's character. If the move is unsuccessful, the computer character will miss.

When the computer's turn ends, it is the player's turn. The player can select a character to move and the type of move to perform. If the move is a special move, the player must select the type of special move and the target. The player can select from a variety of special moves, including magic spells, physical attacks, and support abilities. If the move is successful, the player character will attack the computer character. If the move is unsuccessful, the player character will miss.

The player's turn ends with the selection of a character to move. If the character's move is a special move, the player must select the type of special move and the target. The player can select from a variety of special moves, including magic spells, physical attacks, and support abilities. If the move is successful, the player character will attack the computer character. If the move is unsuccessful, the player character will miss.

The game continues in this manner, with each character taking turns to attack and defense. The player wins by reducing the computer's health to zero, and the computer wins by reducing the player's health to zero. The game ends when either player reaches the final turn.

Additional notes and tips:

- Be sure to use magic spells and physical attacks strategically.
- Practice using support abilities to heal and protect your characters.
- Keep an eye on your character's health and try to avoid taking too much damage.
- Be sure to use items wisely to enhance your character's abilities.
- Practice using the special moves effectively to gain an advantage in battle.

Remember, the key to winning is strategy and planning. Good luck and have fun!
How You Contact the Enemy Makes a Difference

How you encounter the enemy on the dungeon field screen determines who will have the advantage at the start of combat. If you encounter the monster party from behind, you have the element of surprise and can attack first. However, if the enemy encounters you from behind, you will be surprised and attacked first.

**Contact with enemy**
- **Player party encounters monster party from behind**: Combat starts with a surprise attack.
- **Monster party encounters player party from behind**: Combat starts normally with your party surprised.
- **Combat starts with your party surrounding the enemy**: Combat starts normally with the enemy surrounding your party and launching a surprise attack.

**Character window**
Numbers next to each character icon display current HP values. The colored bar gauges display HP, MP, and SP status.

**Combat commands**
These commands appear when the AI strategy in combat (set to "Manual") is selected. For details on the various commands, see P. 69.

**Combat status window**
Displays details on the currently selected character. For specifics, see P. 66.

**HP Gauge**
The HP (Initiative Point) Gauge displays the order in which party characters and monsters take action. For details on the HP Gauge, see P. 47.
**Meaning of Various Marker Displays**

Here are the meanings of the various markers displayed around each character:

- **Cancel**: Indicates that counter damage has occurred.
- **Sway**: A character has avoided an enemy attack.
- **2 Hit**: Displays the number of times a character or enemy has been hit.
  - The distance between the attacker and the intended target is either obstructed or too great.
- **An action has been canceled.**
- **An attack has missed due to the enemy dodging etc.**

**Combat Status Window**

This window displays each character's status, action status, combat parameters and other information. When a monster is selected, Treasure icons may appear when the monster is carrying valuable items.

**Treasure icons**

These indicate the chances that a monster will drop a good item. The greater the number of icons, the better the chance are that a monster will drop an item.

**Enemy action**

This indicates what kind of action the monster is taking and which character is the target of its attack.

**IP (Initiative Point) Gauge**

The IP Gauge determines the order in which each character acts. Each character's marker travels from left to right along the Gauge, and when a character's marker reaches the COM point, you may enter your command. The action will then be executed once the character marker reaches the ACT point located at the right end of the IP Gauge.

1. When a player marker reaches the COM point on the IP Gauge, the motions of all characters are halted and the command entry field awaits your input. Once you enter a command, the marker begins moving again.

2. When a player marker passes the COM point on the IP Gauge, that character prepares to carry out the entered command. When the ACT point is reached, the character begins his/her action and the entered command is executed.

3. Once his/her action is complete, the player marker moves back to the left end of the IP Gauge. The marker then begins moving towards the command entry point again, and this sequence is repeated as long as combat continues.
Use a Critical Attack to Move the Monster Marker to the Left

If you land a critical attack on an enemy before they can enter attack mode (1), the enemy's marker will be pushed back to the left (2), delaying the enemy attack. If you can manage to land consecutive critical attacks, you might even be able to defeat the enemy without being attacked.

Differences in IP Movement Speed from the COM Point to the ACT Point

Even if the enemy is just about to execute an attack (1), you can enter a command with a high IP Gauge movement speed (such as Defend), and it will execute instantaneously (2). You still might be able to defend the attack and reduce damage.

Combo

Select Combo for combination attacks. Select the Combo command and press enter, then select the enemy to attack and press enter.

About Counter

If your attacks hit while the enemy is in an attack pose, a Counter may occur, resulting in greater damage.

Critical

This is a powerful single attack. Select the Critical command and press enter, then select the enemy to attack and press enter. Although a Critical won't inflict as much damage as a Combo, it can move the enemy's IP Gauge marker back to the left. A Critical requires a large attack motion that may leave you vulnerable to Counter damage, so be careful timing your attack.

About Cancel

If a Critical (or other attack which has a Cancel effect) hits while the enemy is preparing to act (between the COM and ACT points), the enemy's marker may be pushed back before the COM point. Scoring a cancel can be useful for avoiding those particularly powerful enemy attacks.
Moves/Magic

This command lets you use the moves and magic spells contained in a character's Mana Egg. Use the L/R Triggers to switch among the Moves/Magic windows and select the move or magic spell you want to use, then press enter. After selecting the target and pressing enter, the character prepares to activate the move/magic spell. As the character prepares they will be surrounded by yellow or green lights, and when their marker on the SP Gauge reaches the ACT point, they will execute the move/magic spell.

Comment
Describe the selected move/magic spell and lists level, range of effect and points consumed.

Moves/magic window
If a character is equipped with a Mana Egg, magic windows will appear. Use the L/R Triggers to switch among them.

Points consumed
The points consumed by the move/magic spell appear here. If your current SP or MP value is less than this rating, you can't use the move/magic spell.

About SP Recovery
You'll recover a small amount of SP if you hit with a Combo or Critical attack, or if you are hit by an enemy attack.

Items

This command lets you use or equip a character with items being carried during combat. Select one from the Items list and press enter, then select the target and press enter. Graded out items cannot be used in combat. Only currently equipped objects can be used as items.

Defend

Use this command to take a defensive posture for a fixed period of time. Defend reduces damage and lessens the chance of status disorders. You'll also recover more SP than usual if you're defending while the enemy attacks.
Escape

Escape allows you to retreat from a combat scene. If your escape is successful, you will exit the combat scene but won't earn the experience points, gold, and other items you'd get by defeating the enemy. Use this command if the party characters are in dire straits. You can't use the Escape command to get away from every enemy; however, some you will have to fight and defeat in order to continue.

Evade

Evade allows you to avoid enemy attacks by moving to another place. Select from several evasion points appearing on the screen, then press enter. Evading will not let you avoid moves or magic spells able to attack regardless of distance.

AI

You can choose the AI battle settings from eight different strategies of action. Select either a party or individual strategy name and press enter to display the strategy menu, then select your strategy and press enter. Once you select "Execute," an AI battle will be executed. During battle, you can use the Y Button to turn Party AI (Play Pair) on or off. To halt an AI battle, press the B Button. When using a strategy other than Manual, you can only change the camera angle in combat when an AI strategy is being executed.

Manual (individual) AI

Name of strategy
The strategy name appears under the individual character windows during the execution of AI strategies set for individual characters. It also appears at the bottom left of the screen during the execution of Party AI.

Party AI

Combat camera angle mark
Use the X Button to change the combat camera angles. There are four to choose from.
### Status Disorders

Party characters and monsters may suffer status disorders when hit by special attacks. Status disorders are indicated by a mark appearing above the inflicted character's head, and the character's actions will be hindered in combat. Status disorders can be cured by using magic or items. In addition, some status disorders may wear off after combat.

### List of Status Disorders

<table>
<thead>
<tr>
<th>Disorder</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Poison</td>
<td>A poisoned character continuously suffers damage from poison. The effects continue after combat ends.</td>
</tr>
<tr>
<td>Sleep</td>
<td>Sleeping characters are unable to act until a period of time elapses or an enemy attacks them. Sleep effects wear off when combat ends.</td>
</tr>
<tr>
<td>Plague</td>
<td>Plague randomly induces sleep paralysis, confusion or other status disorders. It can also decrease character parameters. Plague effects continue after combat ends.</td>
</tr>
<tr>
<td>Confusion</td>
<td>A confused character will not accept commands and sometimes attacks his friends. Confusion may wear off after a period of time or when combat ends.</td>
</tr>
<tr>
<td>Paralysis</td>
<td>A paralyzed character cannot move his body. Paralysis may wear off either after a period of time or when combat ends.</td>
</tr>
<tr>
<td>Fallen</td>
<td>A character whose HP falls to 0 can no longer participate in combat.</td>
</tr>
</tbody>
</table>

### Different Combat Camera Angles

- **This camera angle captures the entire combat screen.**
- **This is the standard camera angle.**
- **This camera angle displays a close-up of a specific character. Use the L/R Triggers to switch characters.**
- **This camera angle displays a specific character and their surrounding vicinity. Use the L/R Triggers to switch characters.**
When in combat, Millenia gradually builds up rage when irritated or attacked. When she reaches her breaking point, Millenia will go berserk, using powerful moves and special magic spells at will. The player has no control over the enraged Millenia, and you can only enter command after her rage subsides.

If her rage explodes...

She unleashes a frenzied rage attack!
### Moves/Magic

Here are some of the moves/magic appearing early in the game.

#### Moves

<table>
<thead>
<tr>
<th>Move name</th>
<th>User</th>
<th>SP consumed</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tinsteel Slash</td>
<td>Elyce</td>
<td>24</td>
<td>Upward slash from below</td>
</tr>
<tr>
<td>Impact Bomb</td>
<td>Elena</td>
<td>28</td>
<td>Half of light pounds enemy</td>
</tr>
<tr>
<td>Arrow Shot</td>
<td>Mintia</td>
<td>25</td>
<td>A single flare shot</td>
</tr>
<tr>
<td>Golden Hammer</td>
<td>Norn</td>
<td>42</td>
<td>Attack with a huge hammer</td>
</tr>
</tbody>
</table>

#### Magic

<table>
<thead>
<tr>
<th>Item</th>
<th>Sales Price</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>Burn</td>
<td>6</td>
<td>Attack enemy with fireballs</td>
</tr>
<tr>
<td>Howl</td>
<td>9</td>
<td>Attack with tornado energy</td>
</tr>
<tr>
<td>Thunder</td>
<td>3</td>
<td>Boosts movement with a tailwind</td>
</tr>
<tr>
<td>Ice Magic</td>
<td>10</td>
<td>Blocks magic with a vacuum</td>
</tr>
<tr>
<td>Sleep</td>
<td>5</td>
<td>Makes enemies sleep with bubbles</td>
</tr>
<tr>
<td>Heal</td>
<td>12</td>
<td>Restores a little HP</td>
</tr>
<tr>
<td>Barrier</td>
<td>15</td>
<td>Restores a lot of HP</td>
</tr>
<tr>
<td>Defend</td>
<td>6</td>
<td>Ups defense with the power of earth</td>
</tr>
<tr>
<td>Drop of Eos</td>
<td>3</td>
<td>Drops defense with the power of earth</td>
</tr>
<tr>
<td>WoW!</td>
<td>5</td>
<td>Ups attack power with a passionate soul</td>
</tr>
<tr>
<td>Bash</td>
<td>4</td>
<td>Attack by shooting ball lightning</td>
</tr>
<tr>
<td>Fire</td>
<td>6</td>
<td>Robs strength and drops enemy defense</td>
</tr>
<tr>
<td>Cure</td>
<td>4</td>
<td>Green power cures poison and paralysis</td>
</tr>
<tr>
<td>Serenity</td>
<td>12</td>
<td>Natural harmony unblocks magic and moves</td>
</tr>
<tr>
<td>Poison</td>
<td>6</td>
<td>Drops action with bone-shining cold</td>
</tr>
</tbody>
</table>

### Game Arts Credits

#### Program

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- Lead Programmer: UCHIHIRO NAGAOKA
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Grandia™ II
0.6888.26022.6

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Stupid Idiots Need Your Help!

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STUPID INVADERS

COMING SOON

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