



RECORD OF AGAREST WAR

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Story

It was the end of the age of gods...
 An age that ended when the door to oblivion was opened.

There were five continents in the world of Agarest, each one pierced by a great pillar that towered toward the sky.

These soaring monuments were the gods themselves.

The beginning of our story and the end of the age of myth find their start on the continent of Lucrelia when a young man named Leonhardt sacrifices everything, even his future and his children, to protect an elven girl. At death's door, he pledges himself to a contract...

...A contract to become the Spirit Vessel; to join with the pillar that supports the world, along with the maidens who carry the blood of the gods.

Death foretold... Destiny inherited...

This is the final tale of the gods; a story woven in souls across generations...

Controls

	World Map	Continent Map	Quest	Battle	Event
A button	Confirm Destination	Confirm Destination	Search	Confirm Action	Skip Dialogue / Confirm Choice
B button	Cancel	Cancel	Jump	Cancel Action / Cursor Free Mode	Close Windows / Cancel Auto Mode
X button	Not in use	Move between continents	Not in use	Not in use	Skip Mode
Y button	Not in use	Open Menu	Open Menu	Display Status	Cancel Auto Mode
LT	Scroll Page	Not in use	Not in use	Change Character	Not in use
RT	Scroll Page	Not in use	Not in use	Change Character	Not in use
START	Not in use	Not in use	Not in use	Execute Skill	Auto Mode
BACK	Not in use	Not in use	Not in use	Auto Battle Mode ON/OFF	Not in use
+/-	Select Continent	Move Character	Move Character	Move Cursor / Select Menu	Select Choice
L1	Not in use	View change	Move Character	Not in use	Not in use
R1	Not in use	Not in use	Not in use	Control Camera	Not in use

Getting Started

After the opening movie, a title screen will be displayed. Select either [New Game] or [Continue] from the title menu, then press the **A** button. *The opening movie can be skipped by pressing the **START** button.

Title Menu

New Game: Starts a new game.

Continue: Loads a saved game.

New Game

Select the level of difficulty before starting a new game.

EASY: For beginners. Enemies are weaker than in other modes.

NORMAL: The standard difficulty level.

HARD: This is for advanced players. Enemies are strengthened.

After the player has selected the level of difficulty, the game begins.

Continue

Select Continue to load saved data and continue a previous game. Choose the saved game you wish to load from a list of saved games displayed on the screen. *Each saved game requires 472KB of space. *You can create up to 20 saves.



Playing the Game

A new game begins with an opening event. Once the event is over, a map of the continent is displayed. The game progresses as you go to "Shop", "Quest", "Event", and "Battle" points on the world map.



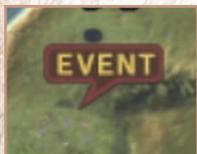
Shop

In cities, you can buy and sell items, as well as use the other services available at the Blacksmith's Guild and Adventurer's Guild. See p. 13



Quest

Explore places such as forests or caves, or engage in battle. Some events and battles only occur when certain conditions are met.



Event Point

Visit Event points to see story-related events and optional story branches.



Battle Point

A battle will begin when entering a Battle point for the first time. After the initial battle, you can either go through freely or start a battle.

*HP is restored after a battle, except in an Exploration Point. Keep in mind, however, that characters cannot be resurrected until they visit the First Aid in a city.

To the next generation ...

Each generation has their adventures on a different continent. After choosing a heroine, you can proceed to the next generation and next continent.

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World Map



Select a continent and location while on the world map, and your character will move there. There are five continents in Agarest. You can visit previous continents as you progress through the game.

- **Continent:** Name of the selected continent.
- **Locations:** Names of the locations you can visit on the selected continent.
- **World Map:** The selected continent blinks.

Continent Map



- **Location Name:** Name of the current location.
- **Character:** The current position of the character.
- **Event:** Event areas such as a city or exploration point. A mark is displayed on the next event.
- **Battle:** Battle area.
- **Turns:** Current number of turns.
- **Generation:** Current generation.
- **Party:** Party members and HP.
- **Points:** Various game points. (See p.6 for more details)

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Menu

Press **[M]** button on the continent map to display menu.



1 Menu

- Party:** Choose which party members to use in battle. (See p.7 for more details)
- Status:** Shows detailed status of your party. (See p.8-10 for more details)
- Equipment:** Change equipment and skills. (See p.11 for more details)
- Item:** Use and organize items. (See p.12 for more details)
- Diary:** View profiles, gallery, and other game information. (See p.12 for more details)
- Data:** Save and load saved games. (See p.12 for more details)

2 Basic Stat

Basic status of party members. The number shown on the left of the basic status is the character's initial position on the battle field. (See P.7 for more details)

3 Points

- G:** Currency used in the game. Acquire them by defeating enemies or selling items, and use them to purchase items, resurrect characters, and more.
- EP:** Enhancement Points. Earn enhancement points by defeating enemies, and use them to enhance your equipment and active skills.
- TP:** Technical Points. Exchange Technical Points for items and skills. The number of combos you execute in battle will determine how many technical points you earn.
- PP:** Party Points. Party Points are earned chiefly as a bonus after a successful battle. They are shared among all party members, and can be used to modify a character's stats.

Party

From this screen, you can select which Enchanted Field you would like to use, which party members you would like to use in battle, and where they will be positioned on the battlefield. You can use as many as six party members at once.

Enchanted Field

Enchanted fields allow you to determine where your units will be placed when battle starts. Some fields also have areas with unique effects, such as areas that increase strength or lower resistance. New Enchanted Fields will be added to your roster as the game progresses.



Field

Choose this menu option to select from the list of Enchanted Fields. Some events must be fought on special fields. These special fields will override your field selection here.



Change Party

Select the position you wish to fill, and then select the character you wish to place from the list on the right.



If you leave a fallen character among your starting characters, they will simply not appear when the next battle begins.

Remove

This option allows you to remove a character from your starting characters.



Status

Select Status to display the character list, and then chose the character you wish to examine by pressing the **A** button. On the status screen, you can switch characters by pressing up or down buttons, and switch pages by pressing left or right buttons.



Stat Details

STR:	Character's strength. The higher STR, the greater HIT and ACC become.
VIT:	Character's vitality. The higher VIT, the greater DEF becomes. It also influences the amount of HP the character gains when leveling up.
AGI:	Character's agility. The higher AGI, the greater AVD becomes. A character with high AGI will also act sooner.
INT:	Character's intelligence. The higher INT, the greater MAG becomes. It also increases the character's attack strength with, and resistance to, status ailments.
LUK:	Character's luck. The higher LUK, the greater AVD and HIT become. It affects other things as well.
ATK:	Character's physical attack power. It is determined by the equipment the character is wearing and their STR. A character with a high ATK does more damage to enemies.
DEF:	Character's physical defense. It is determined by the equipment the character is wearing and their VIT. The higher their DEF, the less damage that character will receive.
MAG:	Character's magic attack. It is determined by the equipment the character is wearing and their INT. A high MAG means the character's magical attacks are more powerful.
RST:	Character's magic resistance. It is determined by the equipment the character is wearing and their INT. A character with a high RST takes less damage from magical attacks.
HIT:	Character's accuracy rate. It is determined by the equipment the character is wearing and their STR and LUK. A character with a high HIT is more accurate.
AVD:	Character's evasion rate. It is determined by the equipment the character is wearing and their AGI and LUK. A character with a high AVD is more difficult to hit.
MOV:	Character's movement allowance. This determines how many squares a character can move on their turn.
Equipment:	Currently equipped items.
Will Power:	Character's special abilities. They are learned automatically as the character levels up.
Extra Skill:	Special skills that each character has. They are learned as you level up and when your class changes. *Press the X button while you're on this screen to move the cursor to the Equipment, Will Power, or Extra Skill list.

Stat Growth

When a character levels up, they receive a certain amount of "Bonus Points". You can use these points to increase STR, VIT, AGI, INT, and LUK. The required points for increasing each stat vary by character. For example, some characters can improve STR easily, but not INT.

Skill Details



- Weapon Slots:** Slots on a weapon for skills. Different weapons have different numbers of slots.
- Unit Slots:** Slots on a character for skills. Different characters have different skill type slots.
- Active Skill:** Support skills whose effects you receive by equipping the item. (See p.11 for more details)
- Skill Level:** Level of each skill type. It increases as you use them in battle. After a skill has been used a set number of times, it will increase in level, up to level ten. The higher Skill Level, the more damage the character will do.

Skill Type

There are a total of 12 types: Fire, Water, Thunder, Wind, Earth, Darkness, Light, Extra, General, Power, Combination, and Special. Each character has an affinity for certain skill types, and skills of those types will level up more quickly than others.

Icon	Type	Icon	Type	Icon	Type	Icon	Type
	Fire		Wind		Light		Power
	Water		Earth		Extra		Combination
	Thunder		Darkness		General		Special

Sub Menu

Pressing the **Y** button on "Status" brings up the sub menu.

Use PP

You can distribute "Party Points" that you gain after a battle. Like bonus points that you receive when leveling up, you can use party points to increase each character's stats.



Sort Characters

You can sort your characters by selecting "Party Number", "Level", and "Name".

Party Number: Sorts in order of characters you select as starting members.

Level: Sorts in descending order of level. Select again to sort in ascending order.

Name: Sorts characters in alphabetical order. Select again to sort in reverse order.



About Class Up

When a character reaches a certain level, you can change their class using the "Proof of Valor" item. To do this, the character must be over level 50, and have the item "Proof of Valor".



Equipment

Selecting "Equipment" will move the cursor to the character list, allowing you to select which character's equipment you would like to change. After choosing a character, the Status window appears and the cursor moves to the Equipment window. Press the **X** button to see the details of an item or skill.

Equipment: Equip weapons, armor, and accessories.

Skill: Select which skills you wish to use in battle.

Active: Set active skills.

Equipment

Select which piece of equipment you wish to change, then press the **A** button to enter the equipment list. **Red numbers** show which values will increase, and by how much, and **blue numbers** show which values will decrease, and by how much.



Skill

Selecting a slot displays a list of skills. Choose the desired skill and press the **A** button to set the skill.



Active

Selecting a slot displays a list of active skills. Choose the desired active skill and press the **A** button to set the active skill.

Some armors and accessories come with active skills already in place. They can't be removed until the item is converted at Blacksmith's Guild. (See p.15 for more details on Converting)



*Changing equipment will automatically remove any active skills set on that item.

Item

Selecting "Item" brings up the following menu.

- Current Items:** Shows the list of weapons, armor, accessories, items, skills and active skills you have.
- Use:** Shows the list of items you can use. Select an item, then use it on a character.
- Sort:** Sorts the items you have by item type. Select again to sort in reverse order.
- Sort Manually:** Sorts items manually. You can select an item and then select the one you want to switch places.
- Discard:** Discards the selected item. If you have more than one of the selected item, this command will discard them all.



Move the cursor over an item you own or an item in the store and press the **X** button to see how equipping the item would affect a character's stats.

Diary

View pieces of information you have collected over the course of the game. Entries are added as you progress.

- Items:** A list of items you have found.
- Esoteric Book:** Shows the list of skills required for Arts and Special Arts (See p.26).
- Smithing List:** Shows the list of items you can make and required materials for smithing.
- Profile:** Profiles of the characters you encounter in the game.
- Gallery:** Images you collect during the course of the game.

Data

You can save your progress or load a saved game in the Data menu. You can also change game settings such as volume.

- Save:** Saves your progress in the game.
- Load:** Loads a saved game.
- Settings:** Change various game settings.

City Facilities

The following facilities appear once you're in a city. If an event occurs in a city, you can't use these facilities until the event is over. New facilities are added as you progress through the story.

- Item Shop:** Buy and sell items.
- Blacksmith's Guild:** Create new items and enhance old ones. (See p.14 for more details)
- Adventurer's Guild:** Exchange TP for items and receive titles. (See p.15 for more details)
- Monster Guild:** Combine monsters and exchange monsters for items. (See p.17 for more details)
- First Aid:** Resurrect fallen characters. (See p.18 for more details)
- Alchemist's Guild:** Bring former party members back to life as Marionettes. (See p.18 for more details)
- Fortune Teller:** View the attributes of the next generation's protagonist. (See p.18 for more details)



Item Shop

You can buy and sell items at an item shop. There is a limit to how many of each item you can carry, as well as to the total number of items you can carry. You can't purchase more than the limit.

Buy Items

Select an item type by pressing the **TP** and **TM**, and a specific item using the up and down buttons.



A confirmation message is displayed after you select the number of items you want to purchase.



Proceed to purchase after the confirmation.

*Change the item info by pressing the **AB** and **RB**.

*Some items are added to the store after creating them with the "Alchemy" command at the Blacksmith's Guild.

Sell Items



A confirmation message is displayed after you select the number of items you want to sell.



Proceed to sell after the confirmation.

Blacksmith's Guild

You can do the following things at the blacksmith's guild:

Enhance: Enhances your items and active skills.

Alchemy: Creates items listed on the Smithing List in the Diary menu.



Enhance

When first acquired, items are at "Lv. 1". They can be enhanced up to "Lv. 5". Enhancing an item will increase the benefits it confers to the user, such as bonuses to ATK or DEF.

Procedure



Select an item you want to enhance from the list.



Select the desired level first, press **A** button, then select "Yes".



Enhancement Completed
You can convert an item after it reaches Lv. 5.

About Converting

"Convert" will transform an item that is enhanced to Lv. 5 into an active skill or another item. The procedure is the same as enhancement. Select a convert-ready item and choose "Convert". **Once you have converted an item, the original item is gone.**

*Active skills can't be converted.

Alchemy

Materials and G are required for smithing. Used materials will be gone after smithing. Some items become available at a shop after smithing.

Procedure



Select an item you want to create.



The confirmation message is displayed. Select "Yes" if you want to continue.



Alchemy Completed!

Alchemy Accident

Occasionally, an unexpected item will be created.

Adventurer's Guild

You can do the following things at the Adventurer's Guild:

Skill Research: Create skills from items.
Title: View the requirements for achieving titles and receive various rewards for achieving them.

Exchange TP: Exchange TP for skills and items.

Update Rankings: Update your character's status, maximum damage, and maximum combo via Xbox LIVE®.

View Rankings: Shows current rankings.



Skill Research

You must purchase Essential Arts books in order to use the skill research service. Once you have an Essential Arts book in your possession, as well as the money and items required to acquire a skill, the name and description of the skill will be displayed. A researched skill becomes available at the store, similar to items created with Alchemy.



Title

By fulfilling conditions such as defeating specific monsters or collecting items, you can gain titles. Some title names are listed from the beginning and some of them are displayed as "???". Those titles are revealed as you progress the story or achieve other titles.



Select a title you want to achieve or check the requirements for a title. The titles displayed in green are the ones you've fulfilled the conditions for, but haven't achieved yet.

The requirements of the title are displayed. If you satisfy the requirements, then they'll be displayed in green.

If all the requirements are met, you can achieve the title, item(s), G, PP, and TP.

Reminder on the Requirements

Some requirements are to defeat specific monsters. However, monsters defeated as part of an event do not count toward these totals. Items acquired during an event do not count toward titles either.

Exchange TIP



Select a skill or item you want to exchange for from the list.



Set the amount you want to exchange then select "Yes" after the confirmation message.

Update Rankings

You can update your character's stats, maximum damage, and maximum combo to the leaderboard via Xbox LIVE.

View Rankings

You can check the current rankings.

Monster Guild

You can do the following things using your captured monsters at the Monster Guild:

Combine Monster: Create a new monster by combining two monsters.

Trade: Exchange monsters for items.



Combine Monster

You have to capture more than one monster in order to combine monsters. Captured monsters and newly created monsters can be used as party members in battle.



Select the first monster you want to combine. The image of the new monster is displayed after you move the cursor to the second monster.



Detailed status of the second monster is displayed when selected. The confirmation message is displayed after pressing the **A** button. Select "Yes" if you want to proceed.



The monsters are combined and a new monster is created. The monsters used for combining will be gone.

Trade



Select a monster you want to use for a trade.



After you select the monster to trade, details of the item you will receive will be displayed.



The confirmation message is displayed after pressing the **A** button. Select "Yes" if you want to proceed. You will receive an item in return for your monster.

About Capture

You must use the "Capture" skill when the target monster's HP is below 5% of its maximum HP. The greater your STR, INT, LUK, and dark magic skill level, the higher the capture rate becomes. It's harder to capture stronger monsters.

First Aid

Characters who have fallen in battle can be resurrected at the First Aid building by spending G. Unlike the item shop or the blacksmith, the First Aid proprietor will allow you to go into debt when resurrecting a companion. If it costs more G than you have to bring your friends back to life, all the G you currently have will be removed, and the remainder will be shown as a negative number.

Alchemist's Guild

The Alchemist's Guild allows you to bring back former members of your party as "Marionettes". To do so requires an amount of G determined by that character's level at the time they left the party. Creating Marionettes also requires that you have the Forbidden Tome.

Fortune Teller

For a little money, you can see what the next generation's hero will be like. In order to see your future, your affection for each particular heroine must be at a certain level.

Other Status Ailments

Status Ailments List

There are various status ailments other than death.

Icon	Status	Effect
	Sleep	The character falls asleep, and cannot move or act. Can be cured by items or magic, but the character will also eventually wake up, after a few turns.
	Poison	Gradually drains a character's HP. Can be cured with items or magic.
	Paralysis	Character is paralyzed and cannot move or act. Can be cured by items or magic, but the affected character will recover on their own after a few turns.
	Blind	Reduces accuracy. Can be cured by items or magic, but will also go away after a few turns.
	Bind	The affected character cannot move for several turns, but can use skills and items.
	Stun	The affected character cannot use skills or items for several turns, but can move.
	Death	The character's HP is immediately reduced to 0.

Story Sequence



- Dialogue:** Dialog from the character shown on screen is displayed here.
- Link Gauge:** The gauge will move back and forth, depending on your choices.
- Affection Icon:** This represents how much each of the heroines likes or dislikes you.

Link Gauge

The Link Gauge displays the state of the protagonist's soul, based on your decisions during the course of the story. It can trigger certain special events, and will determine the ending of the game.

- Light:** Your soul is leaning toward righteousness.
- Dark:** Your soul is leaning toward evil.
- Neutral:** Your soul belongs to neither good nor evil.



Affection

The Affection icon gives a graphical representation of the feelings each generation's heroines have for you. Each woman's portrait only shows up after you have met them in the course of the story. There are five possible facial expressions.



Battle

Battle Screen



- **Current Turns:** This number goes up by one at the end of each Action Phase.
- **Remaining AP:** Remaining AP of the character in play.
- **Action Turns:** The character's turn. (See p.22 for more details.)
- **Basic Status:** Basic stats for the character in play.

Party

You will be given a chance to prepare your party before beginning an event battle. After you have finished your preparations, the battle will begin. You can also change equipment on this screen.



Choose starting members and enter a battlefield.

Extended Turn Battle System

In the Extended Turn Battle System, characters move and act during the "Move" and "Action" phases, on a battlefield grid.

A turn begins with moving all characters during the "Move" phase. Once the "Move" phase is finished, the "Action" phase begins, where characters can use skills and items. Once each character has ended their action phase either by acting or "Standing By" -the turn turn is over.

Battle Procedure



Place Character

When battle begins, all characters are placed on the battlefield, usually in the formation you have specified, with your party on the bottom and the enemies on the top. However, sometimes you will encounter a "Surprise Fight", where your characters and enemy units will be scattered across the battlefield.

Move Phase

Determine if and where you want your characters to move. (See p.22 for more details.)

Action Phase

After all characters on both sides have moved, your characters can use skills or items to attack the enemy units or heal themselves. (See p.23 for more details.)

Clear Bonus

You gain "G", "EXP", "EP", and "TP" after a battle. After an event battle, you will also gain "PP". Ending a battle quickly will earn you more of everything except PP. If you take longer than necessary to finish a battle, your reward may be reduced. **The difference in level between your highest level character and the highest level enemy will determine your bonus.**

Move Phase

You can move your characters during the move phase. Movement order is shown in the upper left corner of the screen—the character on the left will move first.



About Move Range

Blue Squares show the area to which a character can move.

Red Squares are already occupied by other characters.

Flashing Grids are the "Extended Area". (See p.24 for more details)

Movement range is determined by the character's MOV.



Select the destination.

Select the facing direction

Characters begin to move.

Turns

When a given character acts during each turn is determined by their AGI. The higher a character's AGI, the sooner they move. Characters with blue frames are characters in your party, and characters with red frames are enemies.



Action Phase

During the Action Phase, each character's turn is calculated based on the character's AGI and their remaining AP. The greater their AGI and AP, the sooner they act. You can use the following commands during the Action Phase:



Skill: Execute skills and extra skills.

Item: Use items in battle.

Esoteric Book: Show the required skills for Arts and Special Arts.

Settings: Change various battle-related settings.

Standby: Finish entering commands for the activated character and move to the next character.

Skill

Select a skill to use from this menu. The range displayed for any particular skill reflects its largest attack range. You can command a character to execute multiple skills, so long as they have enough AP to use them. You cannot select a skill that cannot be used on the selected target.

***Try to set your skills from the equipment menu beforehand.**

The attack range and number of times your character will hit with the skill are shown below the skill list.

Item

This option displays a list of items you can use during battle. Using an item requires AP. The amount of AP required varies by item.

Standby

Choose "Standby" to move on to the next character without entering any commands for the current character. Any AP left at the end of your turn will be carried over into the next turn. Beware, however, that any character can never have more AP than their AP stat x 2. There is no way to have more than this amount of AP at once, so be sure to use your AP effectively.



Extended Area

The Extended Area is the particular squares on the field which will allow one character to link with others. Your characters and enemy characters all have unique Extended Areas.

When a character's turn comes, all characters in the extended area of the character in play and the characters in the extended area of those characters can attack in an extended attack.



Character B is in the extended area of character A.

Character C and D area in the extended area of character A.



In this case, all characters will be able to participate in an extended attack. Move the cursor to a character to see the "link", and who is available for the extended attack. When it's the character's turn, they will receive AP equivalent to the total amount of AP restored by the linked characters.

Extended Attack

First, you select a skill and target. The characters who can join the extended attack are displayed along with the skill list.



Choose a skill you want to execute. You can select multiple skills as long as you have enough AP, just as with any other attack.

*Press **Tab** or **Alt** to switch between characters.

Selected skills are displayed in a tree format on the right side of the screen. After selecting skills for each character, each character moves to the closest square where the character can reach the target with the selected skill.



Pressing the START button begins an extended attack. Skills are executed in the order you selected. If skills are chosen in the proper combinations, Arts and Special Arts will also be executed. (See p.26 for more details on Arts and Special Arts)



Reminder on Extended Attack

Select a skill to use from this menu. The range displayed for any particular skill reflects its largest attack range. You can command a character to execute multiple skills, so long as they have enough AP to use them. You cannot select a skill that cannot be used on the selected target.



Characters who move to a non-extended area after the first extended attack can't take part in the next extended attack.



Special Skills

Extra Skill

Each character can learn three "Extra Skills". These skills require AP and SP to execute. They require more AP than normal skills, but the damage they deal is substantially greater. Each character begins with one Extra Skill. They learn their second at Lv. 25, and their third when their class changes.

Arts

When some skills are selected in a certain order during an extended attack, a different skill, called an "Art", is executed. Arts are powerful skills created by combining certain skills in a specific order.

Required Conditions

You must select specific skills in order to execute Arts. When selected, it will be displayed on the right in the skill tree.

Special Arts

By combining certain extra skills in an extended attack, you can execute powerful skills called "Special Arts". They are activated in the same manner as Arts.

While Arts can be executed by a single character, Special Arts require the extra skills of multiple characters. Therefore, Special Arts do a great deal more damage and inflict more detrimental effects on the enemy than Arts. They are an excellent way to defeat powerful bosses.



Break

All characters have "Endurance". To "Break" is to reduce a character's Endurance to zero, and put them in a "Break State".

When a character is in a Break State, they will take much more damage than usual. This can happen to your characters, as well as to enemy units.

***Endurance is reduced by the execution of attack skills, but once all skills have been executed, it regenerates for the next turn. Use extended attacks to Break an enemy.**

Break Arts

If you perform Arts while an enemy is in a Break State, "Break Arts" are activated. Break Arts are more powerful versions of Arts. Attacks will hit more times when Break Arts are active.

***Only Arts will activate Break Arts.**

Overkill

"Overkill" occurs when you deal damage to a foe that is greater than that unit's current and maximum HP added together.

For example, if the target's maximum HP is 200 and it has 150 HP currently, you must deal at least 350 points of damage to cause Overkill.

Overkilling an enemy will earn you a bonus item. Try to get an Overkill by using extended attacks and Breaking enemies.



Artwork

Leonhardt

A man of noble birth with the misfortune of being the last member of a disgraced house. Even so, he serves Gridamas as a member of its military, and a commander at one of its Frontier garrisons. His friends know him as "Leo", but his military career has earned him the nickname of "Golden Leo", thanks to his fierce fighting style and his golden blade.

Leonhardt is a soldier second to none, determined to distinguish himself on the battlefield and restore honor to his house. As war drags on, however, he begins to question what can actually be gained from such conflict. Thus far, it has shown him little more than unrestrained destruction and the slaughter of innocents. When a fellow soldier deems it his duty to murder an innocent girl, Leonhardt turns his back on his country and his career to save her.

Unfortunately, this choice pits Leonhardt against the Dark Knight, a warrior of terrifying strength, and he is fatally wounded. With his last breath, he vows to Dyshana that he, and all his descendants, will be her Spirit Vessels, if she will but grant him the power to save the elven girl.

Dyshana

A woman who appears to Leonhardt as he hovers on the boundary between life and death. In return for bringing him back to life and granting him great power, she demands that he become a Spirit Vessel, although for what purpose is unknown. She seems to know as much, or more, than any rival, and she displays extraordinary abilities. Beyond that, however, her identity remains a mystery.

Dyshana has the ability to travel to other continents that others can neither see nor visit.



Ellis

In recent years, high elves have become quite rare, making Ellis quite unique. On a visit to Mimas, she runs afoul of the Gridamas invasion. Leonhardt saves her life, almost at the cost of his own. She is friendly and honest, and seems quite responsible for her age, perhaps because she is a high elf.



Fyuria

One of the three women chosen by Dyshana during the first generation.

One of the many residents of the Frontier whose lives were shattered by Gridamas's invasion. After losing her home and her family to the invasion, Fyuria banded together with several other survivors to try and fight off Gridama's army. She meets Leonhardt while hiding in Mimas after losing a battle. At first, her mistrust for humans comes between them, but in time she begins to open up to him after she sees how willing he is to risk his life in the name of helping others.

Although she often seems cold and aloof, it is an act—Fyuria is doing her best to seem strong and independent, and refuses to let anyone close, for fear that she might be hurt again.



Winfield

An outlaw looking for power. He is often excessive in his actions, but he has a strong sense of justice. He cannot bear to see anyone mistreated, and will never refuse someone help. While in search of the means for his revenge, he meets Leonhardt and decides to accompany him.



Elaine

One of the three women chosen by Dyshana during the first generation.

She was born as a daughter of the gentle House Rubech, and grew up under the supervision of her strict father and her brilliant tutors. Her talent blossomed at a young age, and after only two years of military service, she was honored with knighthood, and promoted to Major General.

Although she joined the army in hopes of living up to her father's expectations, she has a kind heart, and does not like war. She did her best to end the invasion of the Frontier for as long as she could.



Luana

One of the women chosen by Dyshana during the first generation.

Luana grew up in a small village in the Frontier, but was orphaned by Gridamas's invasion. She later adopted the guise of a traveling entertainer, and went from town to town, gathering information about Gridamas in hopes of some day taking revenge on the country that had taken her parents. As she makes new friends on her travels, however, she begins to question whether or not revenge is the answer.

She is loved by nearly everyone she meets, and takes good care of others, no matter who they are.



Borgnine

Some manner of larva. He is a creature whose body is given substance through the power of a high elf.

Larvae are beings of spirit from a different plane of existence, but in some cases the powerful magic of the high elves can allow them to manifest on the material plane. Abilities and appearance vary from creature to creature, usually determined by the situation in which they are summoned and the thoughts of the high elf who summons them. Borgnine himself says very little, and follows Ellis more closely than her own shadow.

He will risk his life to help Ellis, but will not help anyone else without her order.



Zerva

Fyuria's brother, Zerva shares her dislike for humans, as a result of their persecution at the hands of Gridamas. He was the leader of a guerrilla force until their destruction. Following this defeat, he gathered new volunteers from the Frontier and began his war against Gridamas anew.

He does not trust Leonhardt at first, but eventually learns to trust and even admire him as they travel together.



Vira-Lorr

A female onerthes. She is something of a maverick, and as such does not hide her third eye. It does not seem to bother her that her prophetic visions and third eye could make her the victim of an onerthes hunt at any time.

She seems almost suicidally reckless at first, but she takes life, and death, very seriously. Her one wish is to be herself.



Ladius

The protagonist of the second generation, Ladius grows up as the foster son of Howell von Busser after moving to Gracceia.

Howell's death triggers infighting amongst the Grugund nobles, and Ladius agrees to succeed Duke Howell, and take control of House Busser.

Much like his foster father, Ladius is a solemn and dedicated soldier of prodigious skill, but somewhat lacking in flexibility. His solution to any problem is diligence and dedication.



Valeria

One of the three women chosen by Dyshana during the second generation.

She and Ladius grew up together, and she trained alongside him as a friend and rival. Her skill with the spear is admired by many, and has earned her an officer's posting in the army.

She is honest and straightforward, if a little stubborn, but she is rather clumsy with her feelings and has trouble expressing them.



Yayoi

One of the three women chosen by Dyshana during the second generation. She is a priestess in Yamato.

All Yamato priestesses have made a vow to sacrifice themselves to the local god in exchange for his protection of the village.

She is gentle and reserved, but has a strong heart. A kind and generous girl who places the feelings of others before her own, Yayoi always offers to help those in need, no matter the cost to herself.



Sherufanir

One of the three women chosen by Dyshana during the second generation. Sherufanir is the daughter of a neocollom father and a human mother. Her mother was born into the family of a priest descended from a god.

Perhaps because of her father's bestial nature or her mother's divine blood, Sherufanir becomes uncontrollable during a full moon.

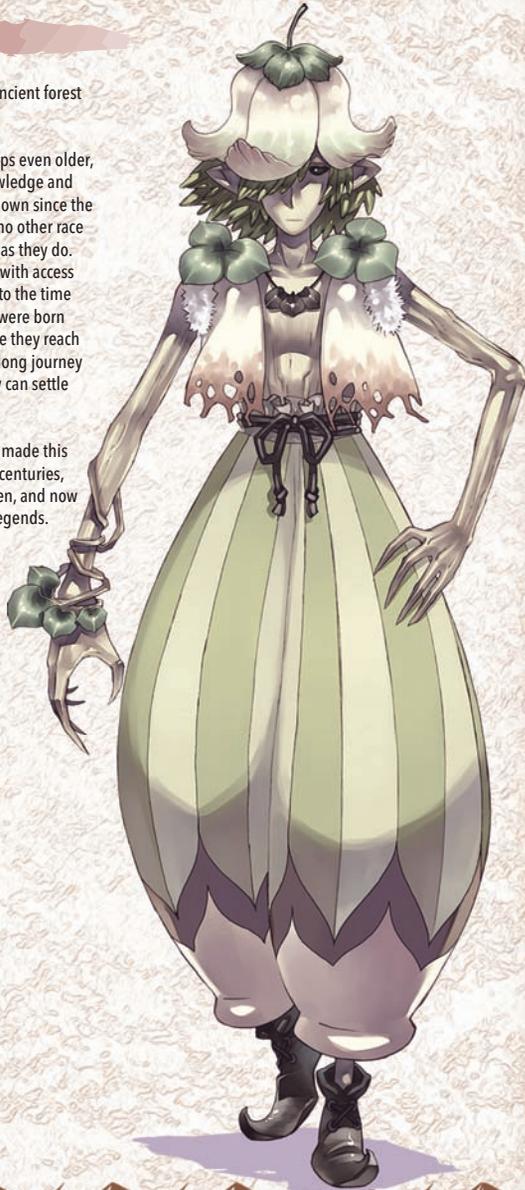


Arbol

A young ryulent living in the ancient forest to the south of Yamato.

His people are as old, or perhaps even older, than the high elves. Their knowledge and memories have been passed down since the time of the ancient gods, and no other race understands the world as well as they do. Each ryulent is a living library, with access to memories that stretch back to the time of the gods, when the ryulent were born from the Tree of the Earth. Once they reach adulthood, a ryulent begins a long journey in search of a place where they can settle down and become a tree.

In times passed, many ryulent made this journey, but over the past few centuries, fewer and fewer have been seen, and now they exist only in stories and legends.



Sharona

The chief of a village of syrium.

A rather strange woman, Sharona is usually smart and considerate, but has a tendency to lose her temper when things don't go her way. She is friendly and accepting of everyone, and is respected by men and women alike. For reasons unknown, she prefers to calculate her age based on human age. To try and discover how old she really is will bring only misery.



Vashtor

A mysterious warrior who has lost his memory. He was found wandering on a beach by a young Ladius, and taken in.

He has no recollection of his past life, or what he may have done in it. The one thing he does know is that he is without equal as a swordsman in Gracce.

A cold-hearted man, Vashtor never hesitates to draw his sword against those he considers his enemies.

His frightening reputation and incomparable skill have earned him the nickname "Crimson Fang".



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