



NTSC U/C

PlayStation®



SLUS-01040  
SLUS-90075



# VAGRANT STORY™



SQUARESOFT®

## **WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

## **HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



# VAGRANT STORY™

Vagrant Story—the story of a hero who must lose all he cherishes to find the truth.

## CONTENTS

Introduction . . . . .	2
Getting Started . . . . .	3
Basic Controls . . . . .	4
Characters . . . . .	6
Game Screen/Commands . . . . .	8
Commands . . . . .	9
Features of Leá Monde . . . . .	13
Battle System . . . . .	17
Items, Weapons, & Armor . . . . .	20
Battle Abilities . . . . .	22
Magic List . . . . .	23
Demo Disc Instructions . . . . .	24
Limited Warranty/Game Tips . . . . .	29



# INTRODUCTION

**I**n a most heinous crime, the manor of Duke Bardorba of Valendia Kingdom was seized by a cult of religious fanatics known as Müllenkamp. Although several innocents were murdered, news of the incident was suppressed, and Sydney Losstarot, the leader of Müllenkamp, has not been seen since.

Duke Bardorba was away during the seizure of the manor and escaped the atrocities. Yet one week later, an unknown assailant took the duke's life. Riskbreaker Ashley Riot, a member of the Valendia Knights of the Peace (VKP) entrusted with breaking the cultists' hold on the manor, was named as a suspect at a meeting of Parliament. He disappeared shortly after the accusation.

During the week between the incident and the duke's assassination, suspected assassin Ashley made a peculiar trip to a city lost to memory... The deserted city of Leá Monde.

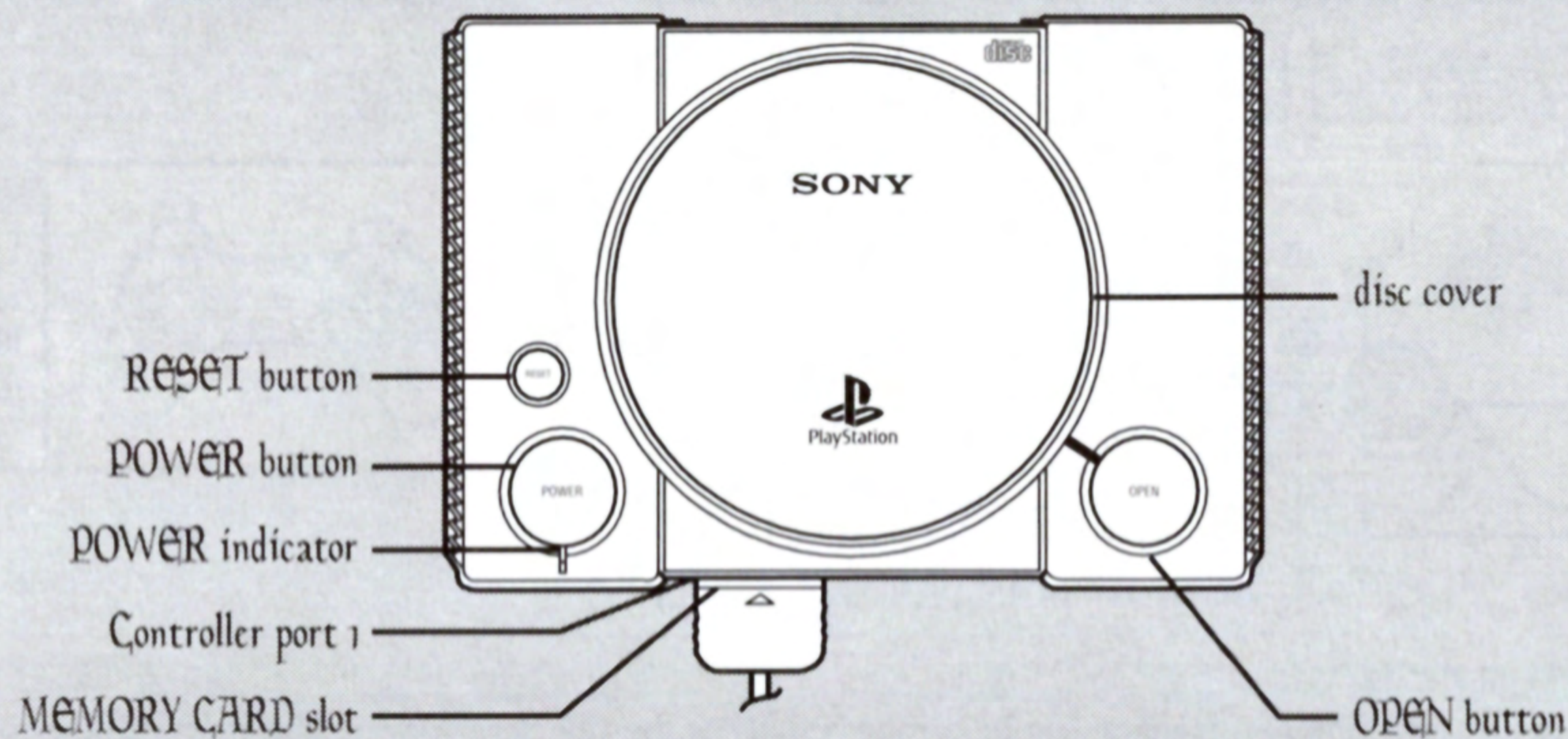
Leá Monde, now a shell of its former glory, housed more than 5,000 people during the Golden Age. Its prosperity ended 25 years ago when a powerful earthquake struck the city.



High tidal waters rushed in to fill the rift in the earth left by the earthquake, cutting the city off from the outside world. Above the waters, the land shifted and twisted, losing much of its former shape. Beneath the city, where monks had once worked the stone into chambers and passageways, the vast, labyrinthine tomb became a home for the souls of the dead.

The player will experience the crucial week during Ashley's visit to Leá Monde.

What happened in the haunted city?  
Did Ashley really assassinate the duke?  
Only the player, as Ashley, will be able to uncover the truth.

# GETTING STARTED




Set up the PlayStation<sup>®</sup> game console according to the instructions in its manual. Make sure the power is off before inserting or removing a compact disc. Insert the **Vagrant Story™** disc and close the disc cover. When the power is turned on, the opening movie will begin. Press the  button or START button during the opening movie to advance to the Title Screen. Select one of the following commands and press the  button.





- NEW GAME** Start the game from the beginning.
- CONTINUE** Continue the game from a previous save. For details, see "Loading the Game," listed below.
- VIBRATION** Turn ON/OFF the vibration function of the DUALSHOCK™ analog controller.
- SOUND** Set the sound output to STEREO/MONO.



## SAVING THE GAME

Save the game at Circles of Magic (Save Points) like the one shown on the right or at storage containers.

Save the game by selecting <Data> from the Menu Screen, then selecting <Save> with the  button.

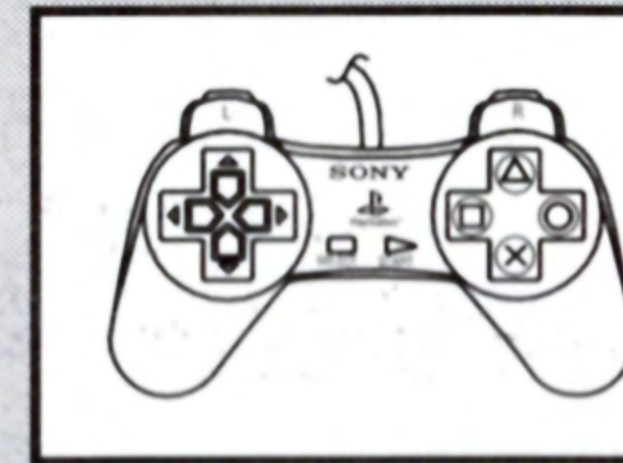
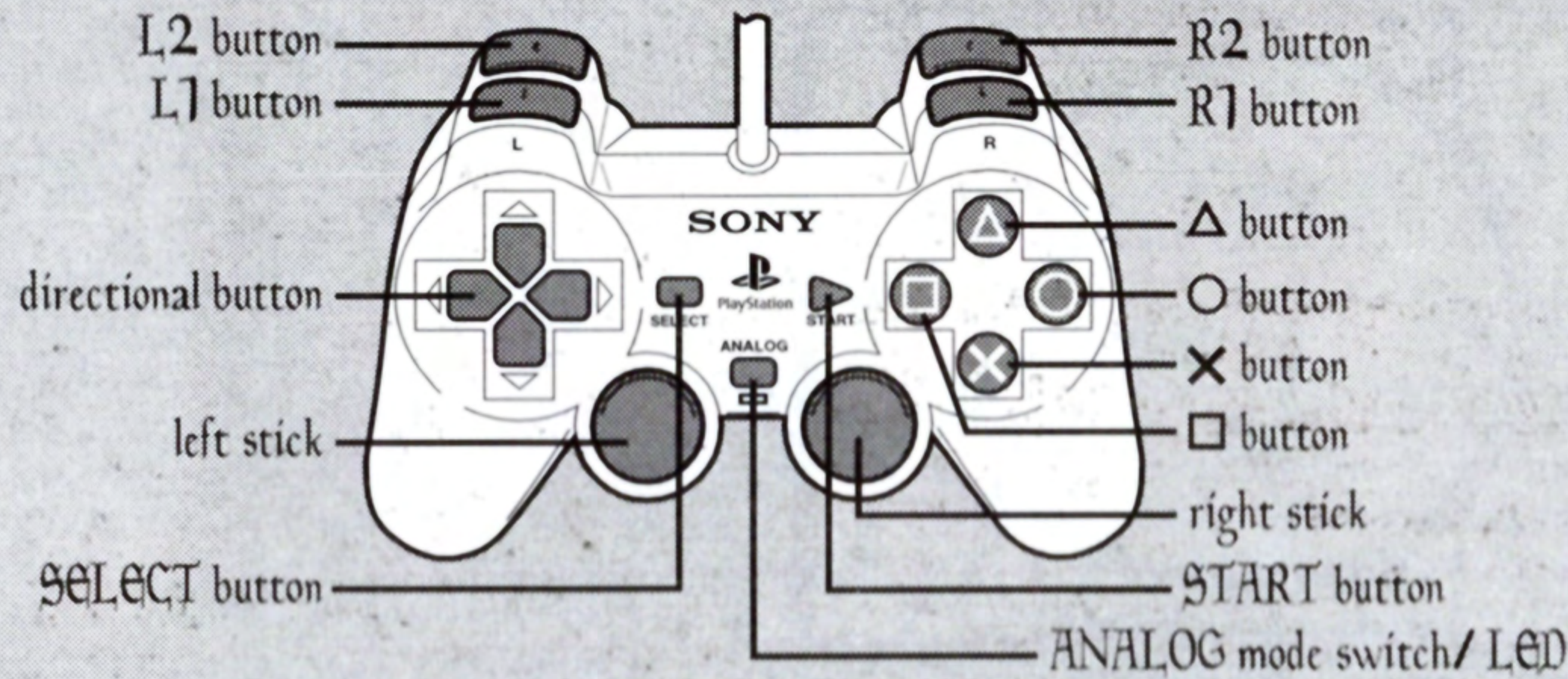
Next, select MEMORY CARD slot 1 or 2 and press the  button. Select the file in which to save the game. If the file contains previously saved game data, the game will confirm whether to overwrite this file. Select <Yes> and press the  button to proceed.

## LOADING THE GAME

Select the correct MEMORY CARD slot and press the  button. Next, press up/down on the directional buttons to select the file to load, and press the  button to load the file.



# BASIC CONTROLS



## NOTE:

You may have a controller that looks like this, if so please follow the digital instructions below.

- † The left stick can be used when the LED is lit.
- † The DUALSHOCK™ analog controller's vibration function can be turned ON/OFF at the Title Screen or by selecting <Options> from the Menu Screen. Switching between analog and digital mode will not disable the vibration function.
- † In analog mode, the left stick can be used for the same functions as the directional buttons described throughout this manual.
- † To restart the game without turning the power off, press the L1, L2, R1, R2, SELECT, and START buttons at the same time to execute the Soft Reset function.
- † Messages may be advanced with the ○, ×, △, □, L1, L2, R1, or R2 button.

## Normal Mode (unarmed)

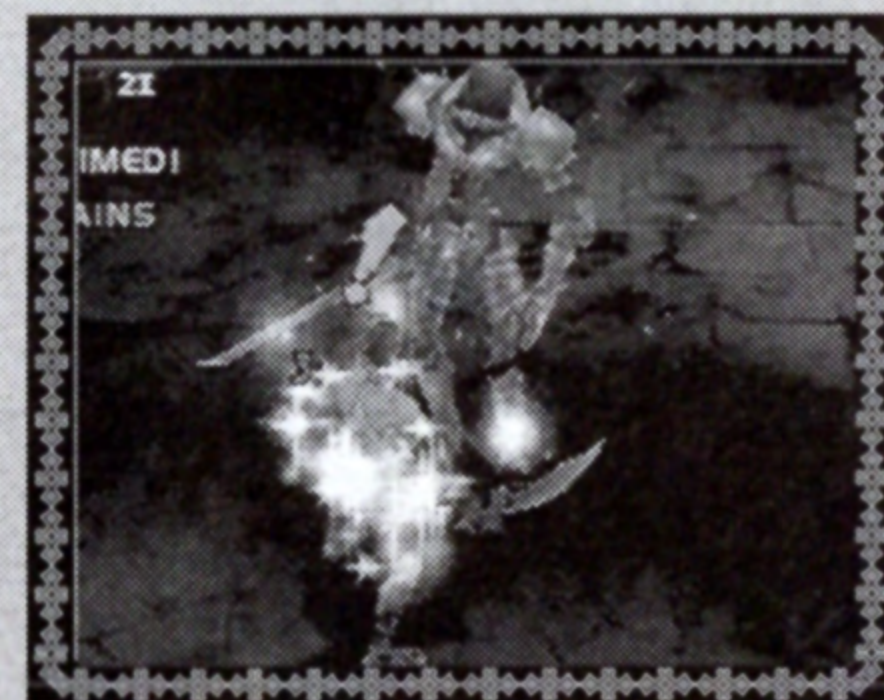


directional buttons or left stick	Move, grip, climb up (press in the direction in which to climb, and Ashley will grab a ledge and pull himself up to a new level), change perspective in Free-look mode
right stick	Free-look
START button	Free-look, skip demo
SELECT button	Zoom in / Zoom out
○ button	Execute command, draw weapon (to switch to Battle Mode)
× button	Cancel, open doors and treasure boxes, move cubes (push, carry, place, etc.), end Free-look mode
□ button	Jump
△ button	Display Menu Screen
L1 button	Rotate map counterclockwise
L2 button	Display abbreviated commands
R1 button	Rotate map clockwise
R2 button	Walk, when used with directional buttons or left stick

# BASIC CONTROLS

## Battle Mode (weapon drawn)

directional buttons or left stick	Move, select target in targeting sphere, change perspective in Free-look mode
right stick	Free-look
START button	Free-look, skip demo
SELECT button	Zoom in / Zoom out
○ button	Execute command, open and close target sphere, use battle ability (when attacking or defending)
⊗ button	Cancel, close target sphere, end Free-look, switch to Normal Mode
□ button	Jump, use battle ability (when attacking or defending)
△ button	Display Menu Screen, battle ability (when attacking or defending)
L1 button	Rotate map counterclockwise
L2 button	Display abbreviated commands, switch targets during target selection
R1 button	Rotate map clockwise
R2 button	Walk, when used with directional buttons or left stick



## Menu Screen

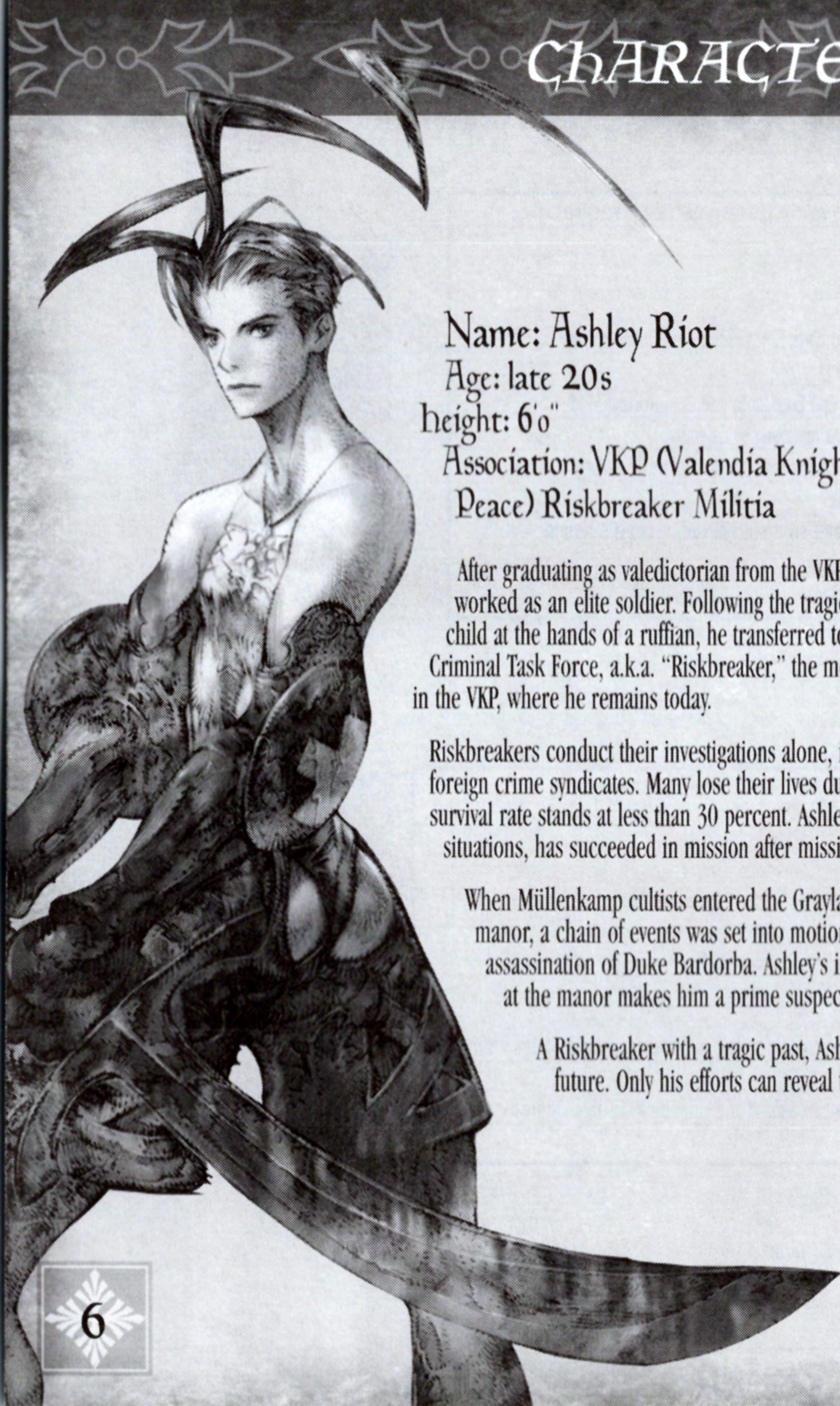
directional buttons or left stick	Move cursor, switch menus while the <Items> window is open
right stick	Not used
START button	Not used
SELECT button	Not used
○ button	Execute command
⊗ button	Cancel
□ button	Not used
△ button	Close menu
L1 button	Switch menus, switch between Ashley and opponents in the <Status> window
L2 button	Not used
R1 button	Switch menus, switch between Ashley and opponents in the <Status> window
R2 button	Not used



† When abbreviated commands are displayed, press the appropriate button to view the selected menu.



# CHARACTERS



**Name:** Ashley Riot  
**Age:** late 20s  
**Height:** 6'0"  
**Association:** VKP (Valendia Knights of the Peace) Riskbreaker Militia

After graduating as valedictorian from the VKP Academy, Ashley worked as an elite soldier. Following the tragic death of his wife and child at the hands of a ruffian, he transferred to the Dangerous Criminal Task Force, a.k.a. "Riskbreaker," the most danger-ridden post in the VKP, where he remains today.

Riskbreakers conduct their investigations alone, infiltrating into and investigating foreign crime syndicates. Many lose their lives during their assignments; the survival rate stands at less than 30 percent. Ashley, maintaining his calm in all situations, has succeeded in mission after mission.

When Müllenkamp cultists entered the Graylands and seized Bardorba's manor, a chain of events was set into motion, ending with the assassination of Duke Bardorba. Ashley's involvement in the intrigues at the manor makes him a prime suspect in the duke's assassination.

A Riskbreaker with a tragic past, Ashley must now face an uncertain future. Only his efforts can reveal the truth and clear his name.





# CHARACTERS

**Name:** Romeo Guildenstern

**Age:** 34

**Height:** 5'11"

**Association:** Knights of the Cross

Leader of the "Crimson Blades" — Knights of the Cross, a military order under the direct control of the cardinal.

Although every bit a knight of elegance and breeding, Romeo can be utterly cold-blooded, never hesitating in the name of justice for the kingdom.

He led the Knights of the Cross during the incident at Duke Bardorba's manor and led the effort to suppress the riots that ensued. Why the cardinal's Knights of the Cross became involved despite having received no orders to do so remains a mystery.

**Name:** Sydney Losstarot

**Age:** Unknown (late 20s?)

**Height:** 5'10"

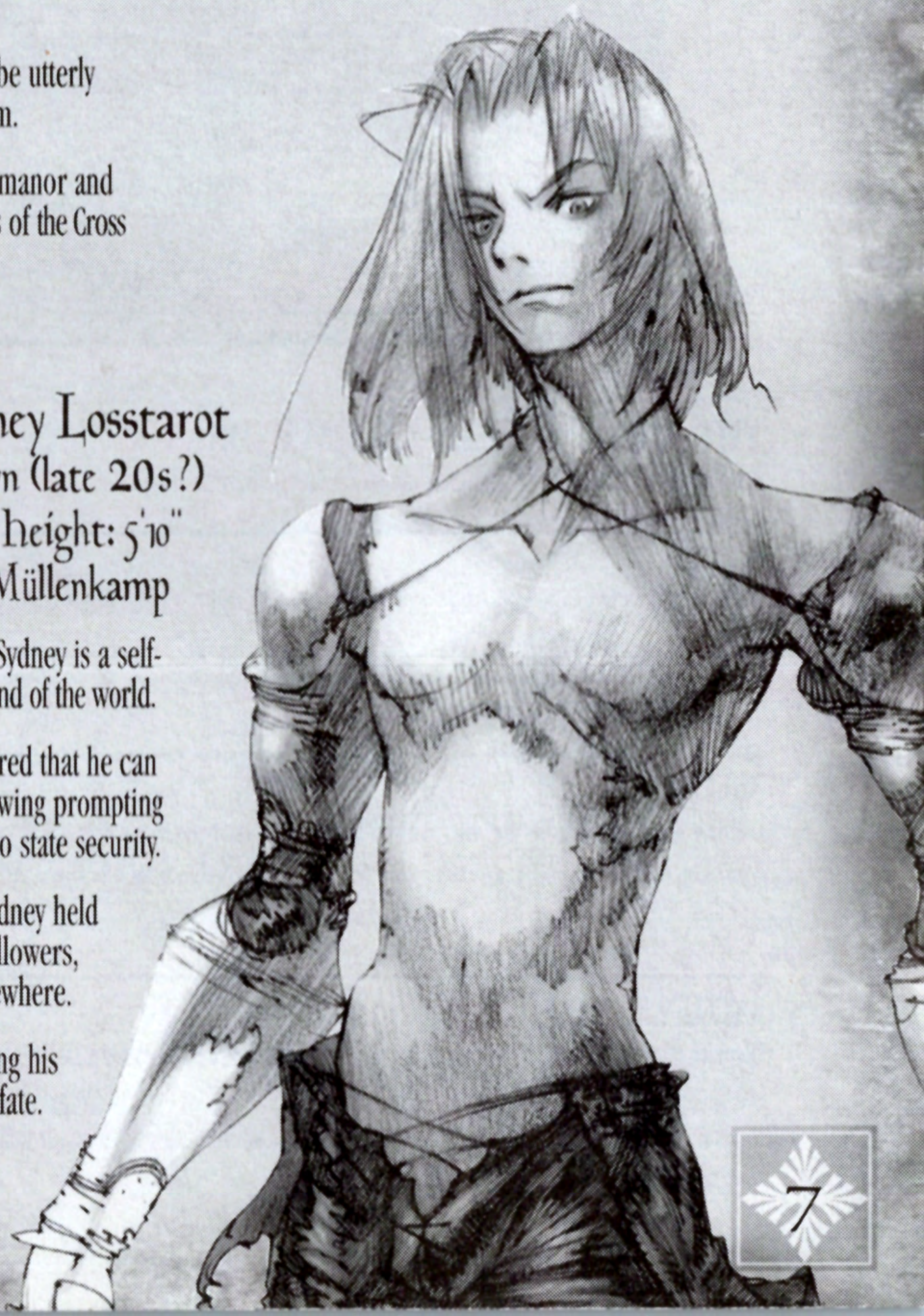
**Association:** Müllenkamp

Leader of a cult that worships the ancient priestess Müllenkamp. Sydney is a self-professed prophet who preaches about human weaknesses and the end of the world.

Sydney can precisely describe the past of those he meets, and it is rumored that he can manipulate others at his will. His charisma has attracted a zealous following prompting Parliament to declare the Müllenkamp cult a threat to state security.

After masterminding the seizure of the Bardorba Manor in the Graylands, Sydney held the duke's family and servants hostage in exchange for the release of his followers, but it seems that his true intent lay elsewhere.

Riskbreaker Ashley Riot encounters Sydney seemingly by chance during his mission, but their meeting was ordained by fate.



# GAME SCREEN/COMMANDS

Reading the game screens during Normal Mode (See page 17 for information on reading screens during Battle Mode).



- HP** Current Hit Points / Maximum Hit Points. HP slowly regenerate over time. When Ashley's HP reach zero, the game is over.
- MP** Current Magic Points / Maximum Magic Points. MP are used to cast magic spells. MP slowly regenerate over time.
- RISK** Increases as Ashley attacks enemies, and decreases over time. When RISK is high, Ashley's hit rate decreases, but his chance of landing a critical hit increases.
- Simple Map** A limited map of Ashley's current location. The red dot denotes point where Ashley entered the room, and the white dots show the room's other exits.
- Limb Gauge** Displays the condition of Ashley's body parts using different colors. The meaning of each color is explained on page 11.

## THE MENU SCREEN COMMANDS

Press the button during gameplay to view the Menu Screen

### MAGIC

Displays the list of spells Ashley has learned. This option will not be available until Ashley has learned at least one spell.



### BREAK ARTS

Displays the Break Arts for the currently equipped weapon. Select <View Arts> to view which Break Arts have been learned for each weapon type. This option will not be available until Ashley has learned at least one Break Art.




### BATTLE ABILITIES

Displays the Chain and Defense Abilities that Ashley has learned. To assign abilities to the buttons, select either <Chain Abilities> or <Defense Abilities> from this window. From the list of available battle techniques, choose three abilities and assign a button (, , ) to each. When an ability has been assigned to a button successfully, the icon for that button will appear next to the technique. Change button assignments at any time.



# COMMANDS

## ITEMS

**Equip** Display currently equipped weapons and armor. Select a body part to view the list of weapons and armor that can be equipped to that body part. Select the weapon or armor to equip, then press the  button to equip the item.

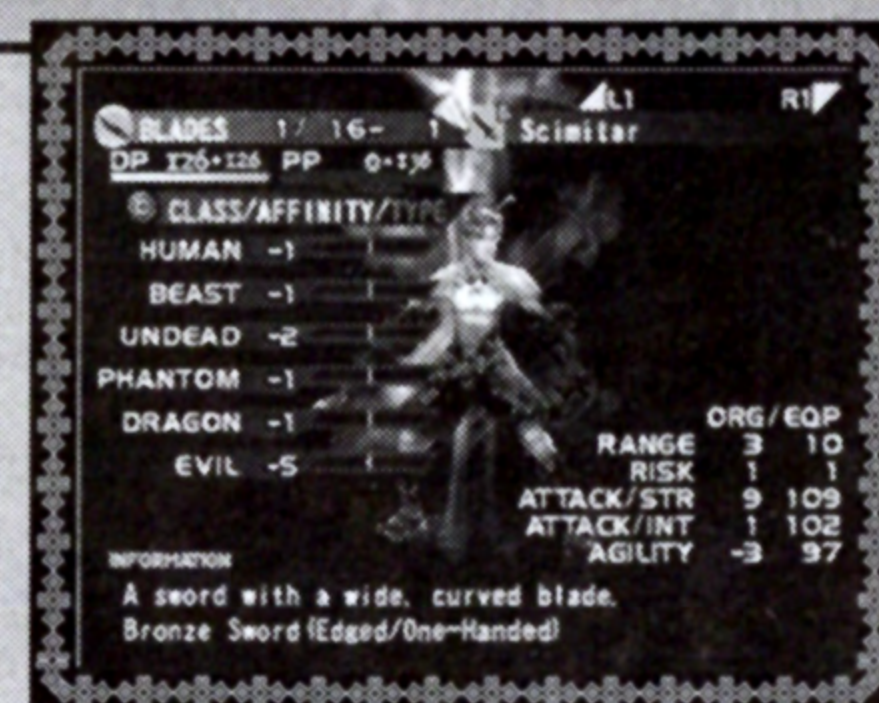
**Setup** To customize weapons and armor options, select <Setup> and choose among the following options (See page 20 & 21 for full description):

**- Assemble Weapons** The options to the left are only available within the workshops throughout Leá Monde  
**- Repair**  
**- Combine** (See page 20 & 21 for details).








**- Attach Gems** Set gems in weapons and shields.

**- Disassemble** Disassemble weapons and shields into their individual components.


**- Rename** Change weapon names. Select the weapon name to change with the directional buttons/left stick. Enter a new name, then select <Ok> or press the START button to accept the name. Next, select <Yes> to complete inventory.



In the <Items> window, pressing the L1/R1 buttons or the left/right directional buttons allows the player to scroll through the following categories:

-  **Weapons** View all weapons in inventory. A maximum of eight weapons can be stored in inventory.
-  **Blades** View all blades in inventory. Weapon blades are used in workshops as assembly materials. A maximum of sixteen blades can be stored in inventory.
-  **Grips** View all grips in inventory. Weapon grips are used in workshops as assembly materials. A maximum of sixteen grips can be stored in inventory.
-  **Shields** View all shields in inventory. A maximum of eight shields can be stored in inventory.
-  **Armor** View all types of armor in inventory. A maximum of sixteen armor can be stored in inventory.
-  **Gems** View all gems in inventory. Attach gems to weapons and shields. A maximum of 48 gems can be stored in inventory.
-  **Misc** View all miscellaneous items in inventory. Select an item to use from this list. Then select use and choose a target for the item. Confirm the target to use the item. A maximum of 64 different items can be stored in inventory.


## Search/Discard/Sort/Repair/Status


When selecting weapons, armor, and parts, press the  button to search, discard, and sort them.

**Search** Search for weapons and shields that use the selected part.

**Discard** Discard the selected weapon, armor, or part from inventory. Equipped items cannot be discarded. To discard the item, select <Yes>.

**Discard All** Only appears when <Misc> is selected. Discards all of the selected items. To discard the item, select <Yes>.

**Status** View status for weapons, blades, grips, armor, and gems by pressing the  button.

To check the status of a particular item, move the cursor to that item and press the  button. Use the L1/R1 buttons to view the status of other items of the same type.

# COMMANDS

## Reading Item Status

DP	Damage Points. When an item's DP reach zero, that item's efficiency is drastically reduced.
PP	Phantom Points. Increase as weapons and shields are used. The greater the value, the higher the attack power (for weapons) or the defense power (for shields). Phantom Points gradually decrease while the weapon and shield remain drawn.
ORG	The initial stats for that item.
EQP	The final, combined value for all stats (a combination of Ashley's stats and the weapon, armor, and accessory's stats).
RANGE	Weapons with a high range have a larger targeting sphere (attack range).
RISK	RISK points added at the time of attack.
ATTACK/STR	Higher strength increases attack power and endurance level.
ATTACK/INT	Higher intelligence increases effectiveness of and resistance to magic.
AGILITY	Higher agility increases chance to hit or evade.

For Class, Type, and Affinity, the greater the value, the greater the effect. Don't expect great results if the value is negative.

## CLASS

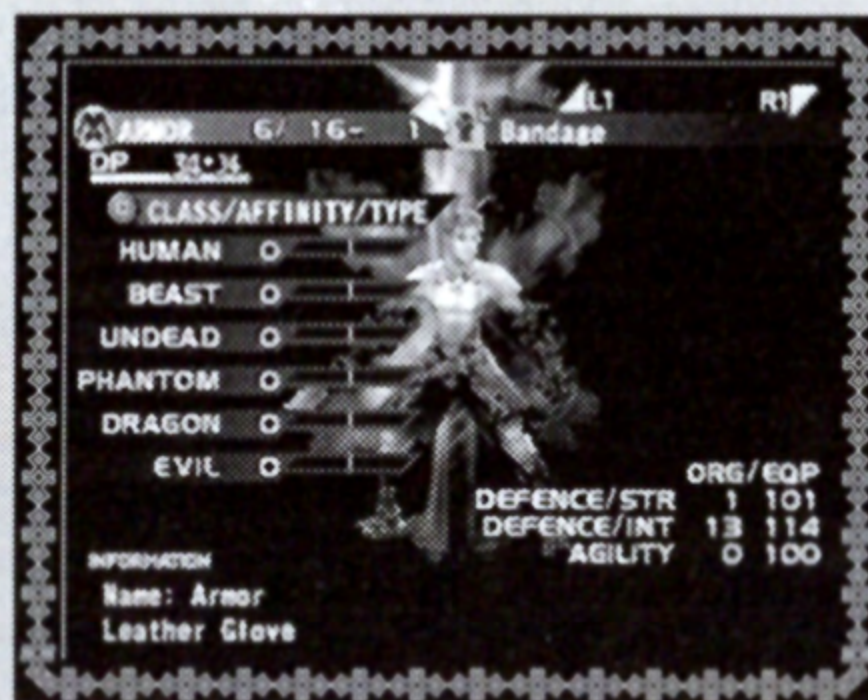
HUMAN	Attack/Defense value against human and demihuman enemies.
BEAST	Attack/Defense value against beasts.
UNDEAD	Attack/Defense value against undead enemies.
PHANTOM	Attack/Defense value against phantoms.
DRAGON	Attack/Defense value against dragons.
EVIL	Attack/Defense value against evil enemies.

## TYPE

BLUNT	Attack/Defense value with/against blunt weapons.
EDGED	Attack/Defense value with/against edged weapons.
PIERCING	Attack/Defense value with/against piercing weapons.


## AFFINITY

PHYSICAL	Attack/Defense value for physical property.
AIR	Attack/Defense value for air property.
FIRE	Attack/Defense value for fire property.
EARTH	Attack/Defense value for earth property.
WATER	Attack/Defense value for water property.
LIGHT	Attack/Defense value for light property.
DARK	Attack/Defense value for dark property.



# COMMANDS

## STATUS

As Ashley progresses through Leá Monde, each of his various stats will increase, including Hit Points and Magic Points. The status of each limb is displayed here. Press the  button to view detailed properties. Check the status of any enemy on the map by pressing the L1/R1 buttons. To view the enemy's parameters, the spell "Analysis" must be in effect.

### Reading Character Status

ORG	The initial value of each stat.
EQP	The final, combined value for all stats (a combination of Ashley's stats and the weapon, armor, and accessory's stats).
STRENGTH	The greater the value, the higher the attack power and endurance level.
INTELLIGENCE	The greater the value, the greater the magic effects and resistance power.
AGILITY	The greater the value, the better chance to hit or evade attacks.
R. ARM	Right arm
L. ARM	Left arm
HEAD	Head
BODY	Body
LEGS	Legs

† Some monsters have other hit locations not shown here.

When a body part is "dying," the following penalties apply:

R. ARM	"Attack 50%" (Normal attack and Break Art damage is halved)
L. ARM	"Parry 50%" (Chance to parry is halved)
HEAD	"Silence" (Cannot use magic)
BODY	"RISK 200%" (RISK increases gradually when the target sphere is opened)
LEGS	"Move 50%" (Movement speed is halved)



## LEGS# EXCELLENT

Limb	Color	Status
------	-------	--------

Limb status changes as follows:


Excellent	(Blue)	The best status. Perfectly healthy.
Good	(Green)	Good status. Use caution.
Average	(Yellow)	Normal status. Not dangerous, but avoid battle.
Bad	(Orange)	Bad status. Seriously wounded.
Dying	(Red)	The worst status.

† Each state is indicated by different color.

## MAP

Displays the map.

directional buttons

 button

L2 button + directional buttons/right stick

L1/R1 buttons

R2 button + directional buttons/R2 button + left stick

Scroll screen

Lists all available maps

Rotate map

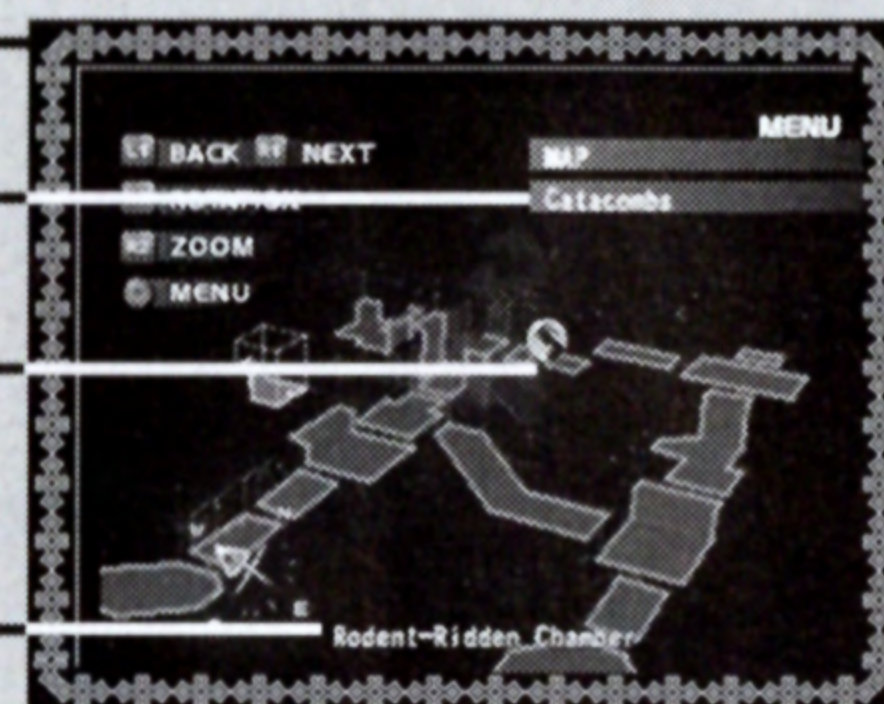
Cycles through rooms in current map

Zoom in / Zoom out

Area name

Current location

Name of room



# COMMANDS

## DATA

<Save> or <Load> game data. See page 3 for details.

## OPTIONS

Modify game settings:

- |               |  |
|---------------|--|
| Simple Map    | Change the display method for the simple map.  |
| Timing        | Turn the Battle Ability timing display ON/OFF. (The “!” that appears above Ashley’s head denotes Battle Ability input timing.) |
| Weapon Status | Display any weapon status changes when Ashley attacks. (Blue is positive, and red is negative.)                                |
| Armor Status  | Display any armor status changes when Ashley is attacked. (Blue is positive, and red is negative.)                             |
| Cursor Memory | Store the cursor’s last menu position. The cursor will return to its previous position when the menu is reopened.              |
| Information   | Toggle the information display on the bottom of the screen ON/OFF.   |
| Puzzle Mode   | Set puzzle (Evolve or Die) mode ON/OFF.  |
| Sound         | Set sound output to STEREO/MONO.   |
| Vibration     | Turn ON/OFF the vibration function of the DUALSHOCK™ analog controller.  |



## SCORE

Display various scores and gameplay information, such as titles received, enemies defeated, percentage of map completed, etc.



## QUICK MANUAL

Use the Quick Manual to access information on controls, combat, magic, and screen layout, or to view gameplay tips.



# FEATURES OF LEÁ MONDE

## DOORS

Many different types of doors connect Leá Monde's rooms to one another. Some can be opened easily, while others must be unlocked before they can be opened. To unlock doors, search for keys or switches. Sometimes, certain monsters must be defeated before a door will unlock.



## TREASURE CHESTS

To open a treasure chest, press the **X** button while standing directly in front of it. The lid will open, and a list of the items contained within will be displayed. Move the cursor over the item you wish to take, and press the **○** button; the item will move to your inventory. Press the **□** button to take all the items from the treasure chest. Press the **X** button at any time to close the treasure chest. Any remaining items will be discarded and lost forever. If Ashley cannot carry any more of a particular item, press the **○** button while the item list is displayed to view Ashley's inventory. Select any unwanted items from this list and either discard or disassemble them. This way, Ashley may be able to make room for new items.



Some treasure chests may be locked. To unlock these chests, either find a key to open them or use the Unlock spell.

## CONTAINERS

Containers are chests used to store items from Ashley's inventory. Items placed into a container can be accessed from any container in the game. Since Ashley can only carry a limited number of items, it is wise to store extra items in containers. Press the **X** button while standing in front of a container to take out and store items.



### Remove and Store

Select <Remove> to bring up the <Items> window. Press the left/right directional buttons or the LI/R1 buttons to view items that can be removed from the container. Select the item to remove from the container and press the **○** button. Use the same steps to store items. While the item is highlighted, you can manually swap its position with another item in the list. Select another item to complete the swap. Press the **○** button while an item is highlighted to bring up the following options:

GADGET BAG		CONTAINER	
3/ 8	WEAPON	0/ 32	
3/ 16	BLADE	0/ 64	
3/ 16	GRIP	0/ 64	
1/ 8	SHIELD	0/ 32	
0/ 16	ARMOR	0/ 64	
1/ 48	GEM	0/ 192	
14/ 64	ITEM	0/ 256	

Labels on the right side of the menu:  
 CONTAINER (points to the menu title)  
 Container contents (points to the item list)  
 Number of items currently stored/maximum capacity (points to the numerical values)

**Removal/Storage** Remove items or store them in a container. To view the items being removed or stored, select "!" from the <Items> menu.

**Discard** Discard a specified number of the selected item.

**Discard All** Discard all of the specified item.

**Sort** Rearrange items by item type or amount.

After deciding which items to remove or discard, press the **○** button and select <Yes> to finish.

Note: If the current game data does not match the data on the MEMORY CARD, or the MEMORY CARD containing saved data is not inserted into a MEMORY CARD slot, you will not be able to access items stored in containers.



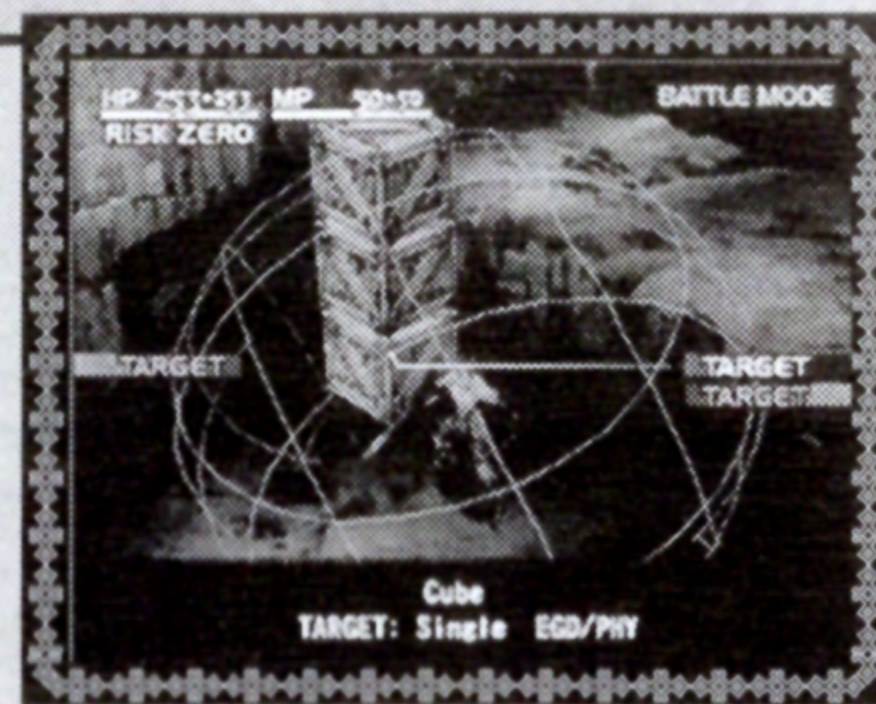
# FEATURES OF LEÁ MONDE

## CUBES

Various cubes throughout the dungeon can be stacked or pushed to create footing for Ashley. Some cubes can be destroyed with weapons. All cubes will reset once Ashley leaves the room.

### Types of Cubes:

- |              |   |
|--------------|---|
| Rolling cube | Roll these cubes one tile (an area of 1 cube) in any unblocked direction.   |
| Counter cube | Identical to Rolling cubes, but with each move, the counter decreases by one. When the counter reaches zero, the cube disappears.   |
| Push cube    | Slide these cubes one tile in any unblocked direction. These cubes can be destroyed.  |
| Sliding cube | Slide these cubes in any direction, and they will continue until colliding with an obstacle or falling.   |
| Lifting cube | Lift and carry these cubes to another location. Can be destroyed.   |
| Magnet cube  | Lift and carry these cubes to another location. There are red and blue magnet cubes. When cubes of the same color are stacked on top of one another, the cube on top floats one cube-space above the bottom cube. When red and blue are stacked, the cubes will join and stay locked in their current position. These cubes cannot be detached once they are connected. The magnetic force only affects cubes stacked vertically. |



**Advice from the VKP #1** — When climbing cliffs, use cubes or jump.

Height of 2 cubes: Move towards the wall to grip and climb up.

Height of 3 cubes: Jump to grip, or move cubes to create a higher platform.

Height of 4 cubes: Cannot climb without help. If there is only one cube, grip by jumping from the top of that cube. Grip without jumping by stacking 2 cubes.

**Advice from the VKP #2** — Leá Monde is a place of mystery.

All cubes will return to their original position once Ashley leaves the room. Use this feature to undo mistakes.





# FEATURES OF LEÁ MONDE

## TRAPS

There are many traps within Leá Monde. Step on them at your own risk!

### Marking Traps

Discover traps by using markings. Marking methods are listed below.

- |                  |   |
|------------------|---|
| Using items      | Use "Eye of Argon."                               |
| Using magic      | Use "Eureka" magic.                               |
| Triggering traps | Once a trap is triggered, it will remain visible. |

† Markings are valid until Ashley exits the room.

### Types of Traps

- |                 |   |
|-----------------|---|
| Death Vapor     | Physical direct damage trap. Acidic vapor is released beneath Ashley's feet.                            |
| Eruption        | Fire-based direct damage trap. Flames rise beneath Ashley's feet.                                       |
| Freeze          | Water-based direct damage trap. Freezing vapor is released beneath Ashley's feet.                       |
| Gust            | Air-based direct damage trap. Sudden razor-sharp bursts of wind are released beneath Ashley's feet.     |
| Terra Thrust    | Earth-based direct damage trap. Causes damage by crystallizing nearby elements.                         |
| Holy Light      | Light direct damage trap. Blazing light spreads beneath Ashley's feet.                                  |
| Diablos         | Dark direct damage trap. Darkness spreads beneath Ashley's feet.  |
| Poison Panel    | Status abnormality trap. Poisonous gas is released beneath Ashley's feet, causing "Poison" status.      |
| Paralysis Panel | Status abnormality trap. Anaesthetic gas is released beneath Ashley's feet, causing "Paralysis" status. |
| Curse Panel     | Status abnormality trap. An evil spirit locked beneath the ground is released, causing "Cursed" status. |
| Heal Panel      | Recovery. The power of the god Fortuna restores a few HP.   |
| Cure Panel      | Recovery. The divine protective power of the god Fortuna removes all status abnormalities.              |



# FEATURES OF LEA MONDE

## STATUS ABNORMALITIES

Some attacks and traps cause status abnormalities. Some status abnormalities will recover with time, while others can only be removed with the aid of items and magic.

STR-down	STRENGTH decreases.
STR-up	STRENGTH increases.
INT-down	INTELLIGENCE decreases.
INT-up	INTELLIGENCE increases.
AGL-down	AGILITY decreases.
AGL-up	AGILITY increases.
Quicken	Movement speed increases.
Silent	Magic cannot be used.
Paralysis	Weapons, bare-handed attacks, and Break Arts cannot be used.
Poison	HP decrease over time.
Numbness	Movement speed decreases, Battle Abilities are disabled, and small convulsions wrack Ashley's body.
Curse	STR, INT, and AGL all decrease.
Regeneration	HP recovery speed increases.

Anti-Magic Spell  
 Item Ability Decrease  
 Item Ability Increase  
 Attach Air  
 Attach Fire  
 Attach Earth  
 Attach Water  
 Resist Air  
 Resist Fire  
 Resist Earth  
 Resist Water

Cancels the next spell cast on Ashley.  
 Weapon and armor abilities decrease; cannot change equipment.  
 Weapon and armor abilities increase.  
 Weapon's Air property increases. Earth property decreases.  
 Weapon's Fire property increases. Water property decreases.  
 Weapon's Earth property increases. Air property decreases.  
 Weapon's Water property increases. Fire property decreases.  
 Armor's Air property increases. Earth property decreases.  
 Armor's Fire property increases. Water property decreases.  
 Armor's Earth property increases. Air property decreases.  
 Armor's Water property increases. Fire property decreases.



**Advice from the VKP #3** — Be careful when attacking from behind obstacles. Obstacles may hinder attacks, so beware!



**Advice from the VKP #4** — Change perspectives. Change to first-person perspective (Free-look) to discover passages in high areas and observe situations below cliffs. Free-look in first-person perspective to find hidden doors and treasure boxes, too.



# BATTLE SYSTEM

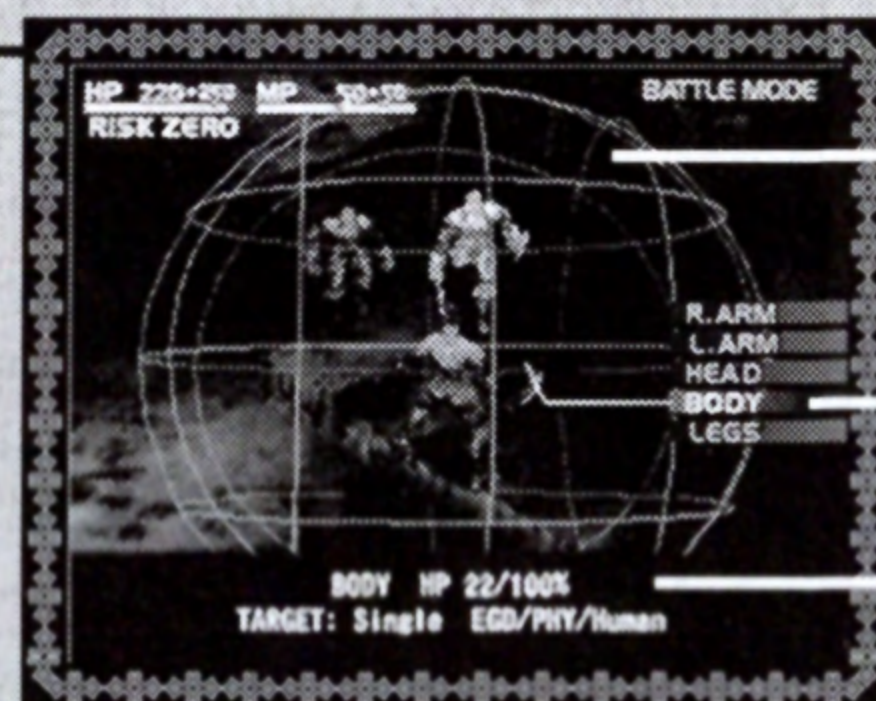
## BATTLE MODE

Press the **○** button to make Ashley draw his weapon and enter Battle Mode. During Battle Mode, cubes cannot be lifted and carried, and walls cannot be climbed.

## READING THE SCREEN

**Target Information**

1. Target enemy name or limb (target area).
2. Estimated damage the attack will cause enemy or the targeted limb. When status abnormalities occur, the name of the status abnormality will be displayed as well.
3. Percentage chance of hitting targeted enemy or limb. When the attack has added effects, such as status abnormalities, these are also displayed.
4. Target type (limb, section, cube, monster).
5. Attack type and affinity.
6. Class of enemy.



### TARGETING SPHERE

Displays attack range. The size and shape of the targeting sphere differ according to the type of attack.

Enemy Limbs (target areas)

### TARGET INFORMATION

Enemy limbs (target areas) currently selected for attack. See details at left.



When an enemy begins an attack, it will emit an "attack signal" and turn red, providing an early warning.

## Attack Method

An enemy must be at least partially within the range outlined by the targeting sphere. Check this by pressing the **○** button to bring up the targeting sphere.

After selecting an area to attack, press the **○** button to start the attack. If there are several enemies within the targeting sphere, decide which enemy to attack and confirm with the **○** button.

## BATTLE ABILITY

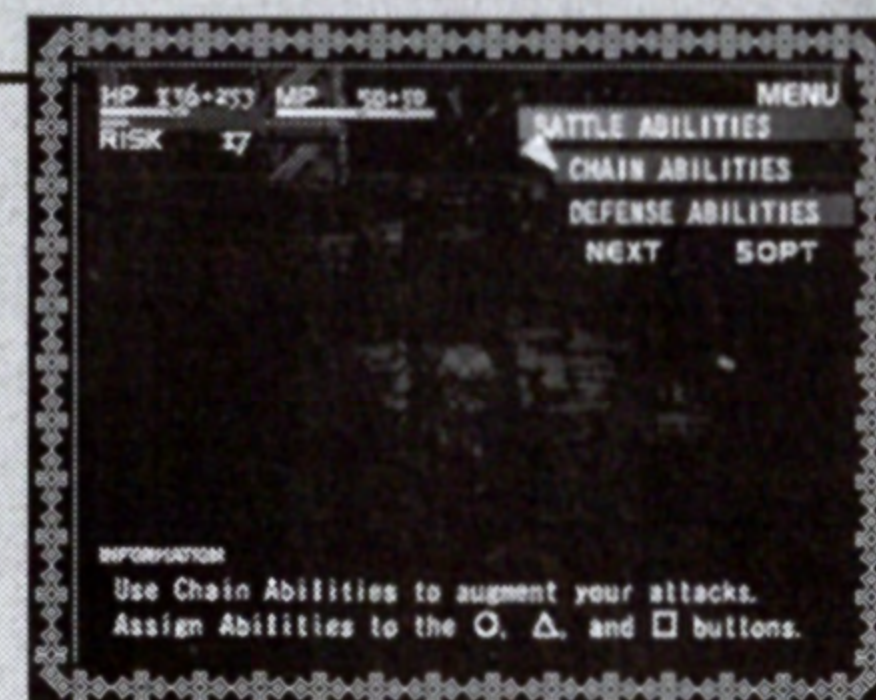
Shortly after entering Leá Monde, Ashley begins to acquire Battle Abilities. There are two types of Battle Abilities: Chain Abilities and Defense Abilities.

### Using Battle Abilities

By assigning Battle Abilities to the **○**, **△**, and **□** buttons, you can use these special techniques during battle.

### Acquiring Battle Abilities

If Chain or Defense Abilities are used successfully, Ashley will gain experience points for acquiring new Battle Abilities. After acquiring enough experience points, Ashley can learn a new Battle Ability. To acquire a new Battle Ability, select either Chain Ability or Defense Ability. A list of abilities Ashley has not yet learned will be displayed. Select the ability that best suits your combat style.



# BATTLE SYSTEM

## Chain Ability (Attack Type)

Use Chain Abilities by pressing a button (that you have already assigned to a Chain Ability) at the exact moment Ashley's weapon hits the enemy. If you are successful, your attack will have an added effect. You can link multiple Chain Abilities together if you continue pressing other Chain Abilities with perfect timing. (With the correct timing, you can perform multiple consecutive attacks.)

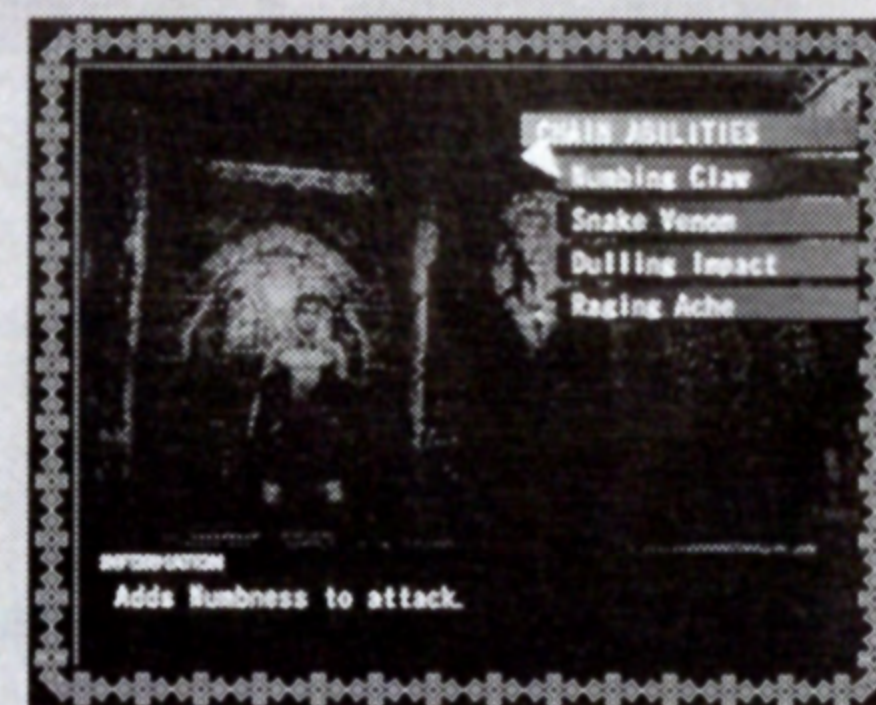
## Defense Ability (Defense Type)

Defense Abilities can guard against both physical and magical attacks. At the exact moment an enemy attack hits Ashley, press one of the Defense Ability buttons to obtain added effects. Unlike Chain Abilities, Defense Abilities cannot be triggered consecutively.

## Timing Feedback

A message will display how accurately the Battle Ability button was pressed:

TOO FAST!	Too early
FAST!	Fast
COOL!	Perfect timing
SLOW!	Slow
TOO SLOW!	Too slow



\*In addition to the above, the words GOOD!, EXCELLENT!, RIGHT ON!, PERFECT!, WELL TIMED!, NICE!, and GREAT! may appear, but they all have the same meaning as COOL! Watch the comment signals to discover the correct timing for your attacks.



## Timing Display

When the option <Timing Display> is turned on, an exclamation point (!) will appear to help indicate the point at which the Battle Ability button should be pressed. Press a Battle Ability button at the moment the exclamation point is displayed and your success rate will rise.

**Advice from the VKP #5** — Use the <Map> command.

If a key or sigil is found, it may open a previously encountered locked door or chest.

Select <Map> from the Menu Screen and look for rooms where locked doors are located.

# BATTLE SYSTEM


## BREAK ARTS

Special techniques that can be learned for each type of weapon.

### Using Break Arts

Open the Menu Screen and select <Break Arts> to view the Break Arts available to the currently equipped weapon. Select a Break Art, then target an enemy to begin the attack.



Select <View Arts> to view a list of all weapons. Weapons for which Ashley has learned Break Arts will be displayed in a white font. Press the  button while a weapon is highlighted to check all available Break Arts for that particular weapon type.

Using Break Arts consumes HP. Relying too heavily on Break Arts can cause more harm than good.

### Acquiring Break Arts

To learn new Break Arts, Ashley must acquire experience with his weapons. Gain experience by using weapons to defeat enemies.

Different weapon types have different Break Arts; the experience points gained for each weapon are specifically used to acquire Break Arts for that type of weapon.




## MAGIC


In order to use magic, first find the "Grimoires" scattered throughout Leá Monde. Use the Grimoire to learn the magic written on its pages.

Each magic spell uses a certain amount of MP. As long as he has enough MP, Ashley can cast any magic spells he has learned. If Ashley does not have the necessary amount of MP to cast a spell, he cannot cast that spell. See page 23 for a list of some of the magic which can be used.

### Using Grimoires

Select the Grimoire to use from the **Misc** category within the <Items> window. Select the target for the Grimoire's spell and press the  button. The spell consumes the necessary MP as the magic written in the Grimoire is cast.

### Using Magic

Ashley learns any magic spell cast using a Grimoire. Select <Magic> to view each type of magic. Select the type of magic to use to see a list of the spells Ashley has learned. Select a spell to use from the list to open the targeting sphere; press the  button to cast the spell. If Ashley does not have enough MP, the spell cannot be used. Some magic spells have an area of effect. The spell will affect all targets within range (including Ashley). Change the height of the sphere by pressing the up/down directional buttons during range selection.



# ITEMS, WEAPONS, & ARMOR

## ACQUIRING ITEMS

After some battles, Ashley may find items.

If a defeated enemy has an item, an item list will be displayed. Select an item to take and press the button. To acquire all items in the list, press the button. Ashley's inventory can only hold a limited number of items. If Ashley can hold no more items, press the button a second time to bring up the inventory screen for the same item type as was selected in the item list. Select any unneeded items and discard them (in the case of weapons, you can also disassemble them to their component parts) to make room for the new items.

Press the button to close this screen; any items remaining will be discarded.

## Some Items Which Can Be Found In Leá Monde:

Name	Effect
Cure Root	Restores about 50 HP.
Cure Bulb	Restores about 100 HP.
Mana Root	Restores about 25 MP.
Mana Bulb	Restores about 50 MP.
Acolyte's Nostrum	Restores about 100 HP and MP.
Alchemist's Reagent	Restores about 25 HP and RISK points.
Yggdrasil's Tears	Removes Paralysis.
Faerie Chortle	Removes Poison.
Spirit Orison	Removes Numbness.
Angelic Paeon	Removes Curse.
Panacea	Removes Paralysis, Poison, and Numbness.
Eye of Argon	Makes all traps in the current location temporarily visible.



## Advice from the VKP #6 — Items of unknown use.

If the player acquires an item whose use is unknown, check the **Misc** category from the <Items> window. The names of keys, sigils, and items are displayed here. Although descriptions will be provided for even the strangest-looking items, it is up to the player to discover their uses.

## WEAPON AND ARMOR IMPROVEMENT

Weapons and armor adapt to the way they are used and the frequency of usage. For example, if a particular weapon is only used to attack Dragon-class monsters, this weapon will adapt to deal tremendous damage to that type of monster. Create weapons specially designed to fight each class of monster by using a different weapon against each monster type. Similarly, armor can become stronger against certain monster types and attack properties. When an item's Damage Points (DP) reach zero, that item will become significantly weaker.




To check the progress of weapons and armor, select the weapon or armor in the <Items> window and press the button to bring up the status display. If the <Weapon Status> and <Armor Status> are turned on, the development of weapons and armor will appear on the screen during battles.

# ITEMS, WEAPONS, & ARMOR

## Disassembling Weapons and Shields

To disassemble weapons and shields into their component parts, select <Setup> from the <Items> menu, then select <Disassemble>. Create new weapons and shields by combining the disassembled parts or attaching them to other parts. Weapons and shields can only be assembled in workshops.

First, select a weapon or shield to disassemble. The name and composition of each part will be displayed; press the  button to continue.

When the confirmation message appears, select <Yes> to complete disassembly.



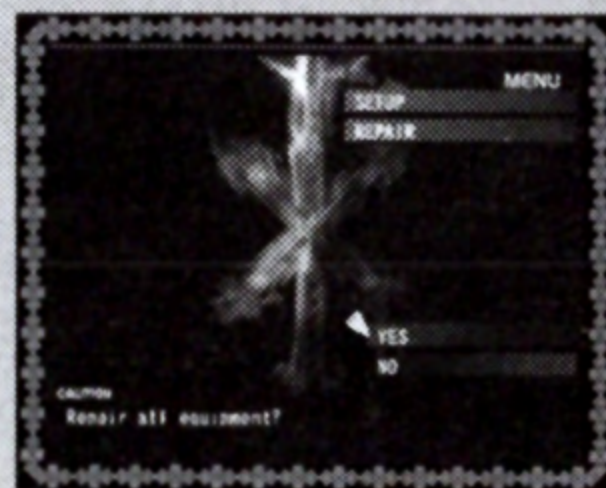
## WORKSHOPS

Small factories called workshops are scattered throughout Leá Monde. Within these workshops, Ashley can repair and assemble weapons. Different workshops restrict the materials that can be used, so beware. Open the <Items> menu and select <Setup> to view the workshop options.



### Repair

Select <Repair> to restore the DP of weapons, shields, and armor to their maximum values. However, repairs only affect items made of materials supported by that workshop.

Select <Repair> from the <Setup> Menu and select <Yes> to repair the DP of all applicable weapons and armor at once.



## Assemble Weapons

Select <Assemble Weapons> from the <Setup> Menu. Next, select either blade or grip to view a list of all blades or grips in inventory. If a gem can be attached to the item, a gem slot will appear. After assembly, press the  button to finalize the process, or press the  button to cancel the process. The process is complete when the weapon is assembled and a name for the weapon has been entered.



1. Select a blade and grip.



2. Once a blade and grip have been selected, decide whether to attach a gem, and complete assembly.



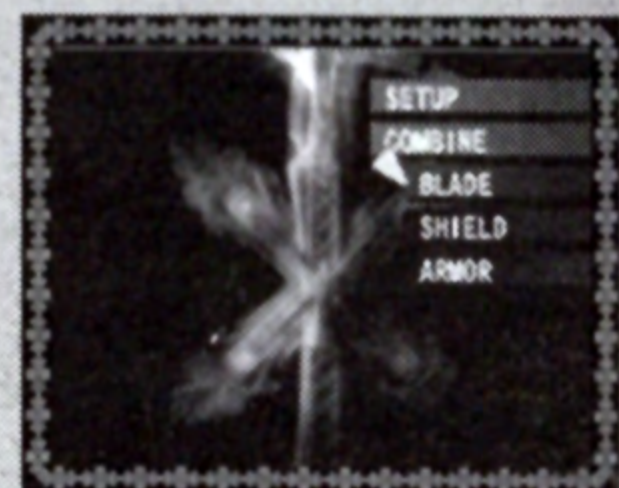
3. Enter a name for the assembled weapon to complete the process.

## Combine

Blades, shields, and armor can be combined to create new items.

Select <Combine> from the <Setup> window to view each category, then select which category from which to combine items. Next, select two materials to combine, and the result of that combination will be displayed. Select <Yes> to finalize the combination of these items. To redo the combination, select <No>, and to discontinue combination, select <Cancel Combine>.

Armor for different body parts can be combined, but the resulting armor may be for a different body part. Assembled weapon parts and armor that are currently equipped can be combined, but they will be disassembled or unequipped if you do so.



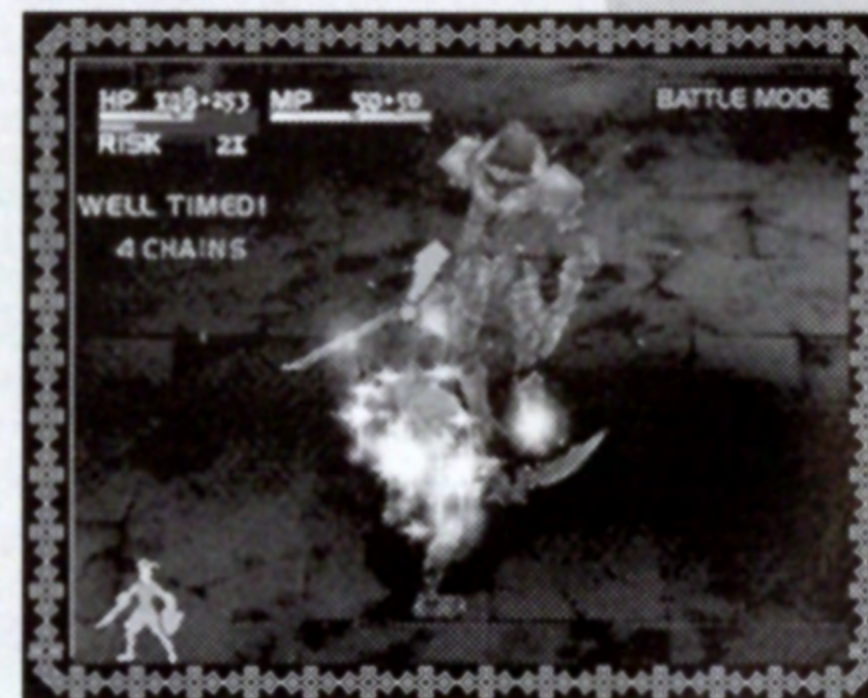
# BATTLE ABILITIES

## BREAK ARTS

Type	Name	Effect
Dagger	Whistle Sting	Focuses power at the tip of the blade, dealing massive damage upon striking the enemy.
Sword	Rending Gale	Launches a sonic wave to shred the enemy to pieces.
Great Sword	Sunder	A surge of energy cleaves the life from the enemy's body.
Axe & Mace	Mistral Edge	A horizontal blade of light slashes into the enemy.
Great Axe	Bear Claw	A blazing light emanates from the falling blade of the axe.
Staff	Sirocco	Sends up a rising sheet of flame on impact.
Heavy Mace	Bonecrusher	Releases intense shockwaves to crush bones.
Polearm	Ruination	Focuses pure fighting spirit into the spearhead, dealing damage with pinpoint accuracy.
Crossbow	Brimstone Hail	Quarrels filled with hellfire pierce the enemy.
Bare Hands	Lotus Palm	Fighting spirit surrounds the fist, pummeling the enemy.

## CHAIN ABILITIES

Name	Effect
Heavy Shot	Adds extra damage to your attack.
Gain Life	Increases your HP by a percentage of the damage dealt.
Mind Assault	Deducts enemy's MP by a percentage of the damage dealt.
Gain Magic	Increases your MP by a percentage of the damage dealt.
Temper	Increases your weapon's DP by a percentage of the damage dealt.
Paralyze Pulse	Adds Paralysis to attack.
Numbing Claw	Adds Numbness to attack.
Dulling Impact	Adds Slow to attack.
Snake Venom	Adds Poison to attack.



## DEFENSE ABILITIES

Name	Effect
Ward	Counters Paralysis.
Siphon Soul	Percentage of the MP used by enemies during attacks is added to your own MP. Effective against magical attacks.
Reflect Magic	Reflects a percentage of damage back at the enemy. Does not reduce the damage you receive. Effective against magical attacks.
Reflect Damage	Reflects a percentage of damage back at the enemy. Does not reduce the damage you receive. Effective against non-magical attacks.
Impact Guard	Reduces a percentage of the damage received from physical attacks.
Windbreak	Reduces a percentage of the damage received from air attacks.
Fireproof	Reduces a percentage of the damage received from fire attacks.
Terra Ward	Reduces a percentage of the damage received from earth attacks.
Aqua Ward	Reduces a percentage of the damage received from water attacks.
Shadow Guard	Reduces a percentage of the damage received from light attacks.
Demonscale	Reduces a percentage of the damage received from dark attacks.



# MAGIC LIST

Type Name Effect

## Warlock

(Attack)	Solid Shock	Physical attack spell. Intense shockwaves pound opponents.
	Lightning Bolt	Air-based attack spell. Lightning arrows give enemies a nasty shock.
	Fireball	Fire-based attack spell. Searing balls of flame assault the target.
	Vulcan Lance	Earth-based attack spell. Razor-sharp volcanic debris rains down upon the target.
	Aqua Blast	Water-based attack spell. Intense cold assaults enemies at supersonic speed.
	Spirit Surge	Light attack spell. Spirits of light attack enemies.
	Dark Chant	Dark attack spell. Torments enemies with a burst of pain.



## Shaman

(Recovery)	Heal	Restores HP to the target. Has a damaging effect on the undead.
	Restoration	Removes Paralysis from the target, thanks to the protection of the war god, Verme.
	Antidote	Removes Poison from the target, thanks to the protection of the sea god, Ominus.
	Blessing	Removes Curse from the target, thanks to the protection of the love goddess, Amor.

## Sorcerer

(Aid)	Herakles	Temporarily increases target's STR.
	Enlighten	Temporarily increases target's INT.
	Invigorate	Temporarily increases target's AGL.
	Prostasia	Temporarily increases the effectiveness of the target's weapons and armor. The increase is proportional to the target's skill level.
	Silence	Temporarily disables target's ability to use magic.
	Fixate	Temporarily freezes all cloudstones in their current location.
	Unlock	Unlocks chests and doors. This spell is ineffective against locks sealed by puzzles or barriers.
	Eureka	Reveals traps, making them visible for a limited time. This spell only affects the local area.
	Analysis	Analyzes target's various stats, such as HP and MP. Enemies with low HP are easier to analyze.

## Enchanter

(Affinity)	Luft Fusion	Temporarily raises weapon's air affinity.
	Spark Fusion	Temporarily raises weapon's fire affinity.
	Soil Fusion	Temporarily raises weapon's earth affinity.
	Frost Fusion	Temporarily raises weapon's water affinity.

## Special

Teleport	Move instantaneously between Circles of Magic
(Save Points)	Displays a list of Circles that allow teleportation. Select a destination, and Ashley will instantly be transported there.

# DEMO DISC INSTRUCTIONS

## SQUARESOFT® 2000 Collector's CD vol.1

Included with Vagrant Story™ is SQUARESOFT's 2000 Collector's CD vol. 1, which offers a sneak preview of upcoming and recently released SQUARESOFT games and a chance to play demo versions of Chocobo Racing™, Front Mission 3™, and Threads of Fate™.

Set up your PlayStation® game console according to the instructions in its instruction manual. Make sure the power is off before inserting or removing a compact disc. Insert the Collector's CD disc and close the disc cover. Insert a controller and turn on the PlayStation game console. The Collector's CD will begin at the Main Menu. Use the directional buttons to select one of the titles to preview and press the ⊗ button. After viewing a demo or pressing the START button during a Preview Movie, the game will return to the Main Menu. This screen can also be accessed at any time by simultaneously pressing the START, SELECT, L1, L2, R1, and R2 buttons.

The following previews are offered on the Collector's CD:

**Chocobo Racing™** – Interactive Playable Demo- see next page for demo play instructions

**Chocobo's Dungeon™ 2** – Preview Movie

**SaGa Frontier™ 2** – Preview Movie

**Chrono Cross™** – Preview Movie

**Threads of Fate™** – Interactive Playable Demo- see next page for demo play instructions

**Legend of Mana™** – Preview Movie

**Front Mission 3™** – Interactive Playable Demo – see next page for demo play instructions.

Note: Game data from Interactive Playable Demos cannot be saved onto a MEMORY CARD.

## Basic Controls – Threads of Fate™

To start the game, press the START button at the Title Screen.

directional buttons/ left stick	Move character, select monster (for Rue), select magic (for Mint), move cursor
⊗ button	Execute command, talk, look, perform normal attacks
⊙ button	Jump, cancel
⊠ button	Open the Transformation Menu (for Rue), Open the Magic Menu (for Mint)
△ button	Perform normal attack (for Rue), perform monster's special attack (for Rue), perform magic attack (for Mint)
START button	Display the Menu Screen
SELECT button	Not used
L1 / R1 button	Not used
L2 / R2 button	Not used



## Basic Controls – Front Mission 3™

To start the game, press the START button at the Title Screen.



directional buttons/ left stick	Move cursor
⊗ button	Execute command, scroll messages
⊙ button	Cancel, return to previous menu
▣ button	Change weapon
△ button	Display accuracy of enemy's counterattack
START button	Open the System Window during battle, change game configuration, check conditions, advance cinemas
SELECT button	Confirm the location of hidden units on the Strategic Map
L1 / R1 button	Rotate perspective during battle
L2 / R2 button	Switch between allies that can take action during Player's Phase, switch between targets when multiple enemies are within attack range

## Basic Controls – Chocobo Racing™

To start the game, press the START button at the Title Screen.



directional buttons/ left stick*	Turn left or right
⊗ button	Brake
⊙ button	Not used
▣ button	Accelerate
△ button	Reverse
START button	Pause game
SELECT button	Return to the Main Menu
L1 button	Use Special Ability (Dash)
L2 button	Not used
R1 button	Use Magic Stones
R2 button	Not used

\*The left stick of the DUALSHOCK™ analog controller can only be used when the LED light is on.

# CARTOONS. COMICS. CURVES.

[www.eruptor.com](http://www.eruptor.com)

- ORIGINAL SHOWS • HOT GIRLS
- LIVE CHATS • WEBCAMS • COOL STUFF

**EXCLUSIVE VAGRANT STORY COMIC BOOK  
NOW/AVAILABLE AT MONSTERMART.COM!**



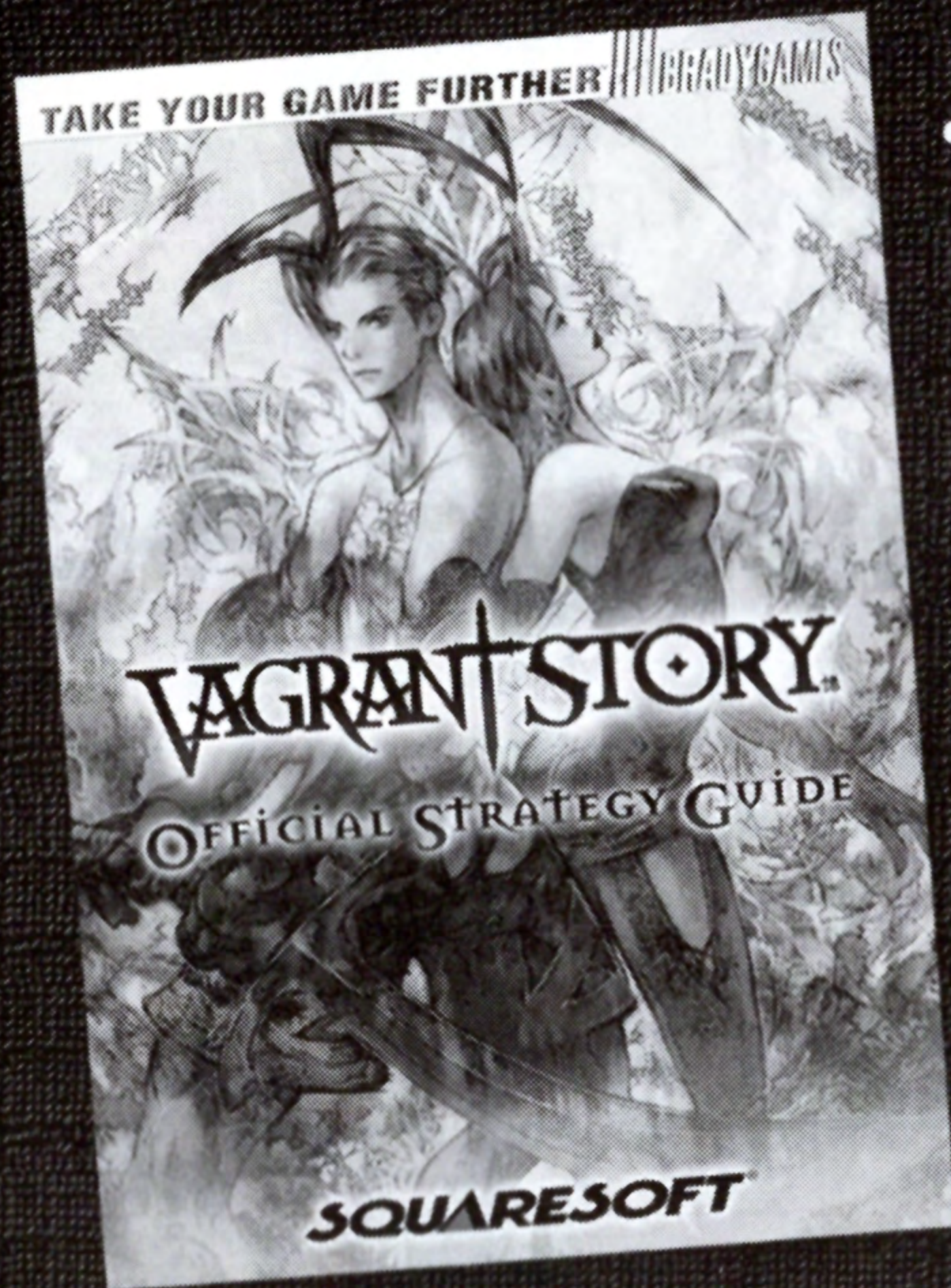
**ASHLEY RIOT GUEST STARRING ON  
THE/MARTY SHOW COMING SOON!**



**eruptor**

**www.eruptor.com**

# ARM YOURSELF WITH THE BRADYGAMES OFFICIAL STRATEGY GUIDE.



- Master the complex battle system with comprehensive Combat Strategies
- Unleash fierce attacks with impressive Chain Abilities
- Learn how to construct ultra-powerful weapons

**BRADYGAMES**  
TAKE YOUR GAME FURTHER™

[www.bradygames.com](http://www.bradygames.com)

**SQUARESOFT®**

[www.squaresoft.com](http://www.squaresoft.com)

ISBN 1-56686-971-4 • UPC 7-52073-86971-7 • Price \$14.99 US / \$21.95 CAN

To purchase the BradyGAMES Vagrant Story Official Strategy Guide, visit your local electronics, book, or software retailer or order the book via the web at [www.bradygames.com](http://www.bradygames.com)

# CREDITS

## SQUARE CO., LTD.

Executive Producers

Hironobu Sakaguchi, Tomoyuki Takechi,  
Hisashi Suzuki

Produced & Directed by

Yasumi Matsuno

Art Direction & Character Model Supervisor

Hiroshi Minagawa

Character Design & Background Supervisor

Akihiko Yoshida

Background Supervisor

Akiyoshi Masuda

Background Creators

Yukiko Inoue, Yoshinari Hirata,  
Akiko Honne, Takafumi Hori,  
Tsutomu Mouri, Hiroyuki Sano,  
Rena Sasaki, Takahiro Yamashita

Visual Effects Supervisor

Jiro Mifune

Visual Effects Creator

Noriko Ikeda

Character Model Creators

Tomomi Fujino, Eiichiro Nakatsu,  
Tsuyoshi Namiki

Character Motion Creators

Yasuhide Hino, Tadashi Soeda,  
Kazuhiko Takahashi, Tsunataro Yoshida

Main Programmer

Taku Murata

Programmers

Yoshiki Kashitani, Satoshi Ogata,  
Yoshinori Tsuchida, Tadashi Tsushima,  
Kunio Yamaguchi, Mitsuo Yoshioka

Planners

Jun Akiyama, Kazuhito Maehiro,  
Takayuki Suguro, Hidehito Tanba,  
Tai Yasue

Sound Creation

SQUARE SOUNDS CO., LTD.

Music & Original Score by

Hitoshi Sakimoto

Sound Programmer

Minoru Akao

Sound Editor & Engineer

Tomohiro Yajima

Assistant Sound Editor

Jun Nakamura

Localization Department

Koji Yamashita

General Manager

Akira Kashiwagi

Deputy General Manager

Director

Aiko Ito

Assistant

Yoshiki Yamamoto

Translators

Alexander O. Smith, Amanda Jun Katsurada

CG Movie

SQUARE VISUAL WORKS CO., LTD.

Quality Assurance

SQUARTZ CO., LTD.

## SQUARE SOFT, INC.

Localization Staff

Editors

Richard Amtower, Brian Bell

Associate Producer

Aki Kozu

Localization Manager

Yutaka Sano

Quality Assurance Staff

QA Manager

Jonathan Williams

Lead Analyst

Matthew B. Rhoades

Assistant Lead Analyst

Mohammed A.C. Wright

Analysts

Kelly Chun, Mathew Clift, Jared Elliott,

Michael Alan Erickson, Jeff Love,

Judah Mehler, James J. Robles

Kenji Nakamura, Rintaro Yoshida

Bennett Neale

QA Translators

Technical Coordinator

## SQUARE ELECTRONIC ARTS L.L.C.

Senior Customer Service Manager

Rick Thompson

Assistant Customer Service Manager

Fernando Bustamante

Customer Service Lead

Alaine DeLeon

Customer Support Representatives

Caroline Liu, Patrick Cervantes, John Montes,

James Dilonardo, Mark Abarca, Mark Acero,

Alan Deguzman, Ryan Riley

Public Relations/Events Manager

Lisa M. Ahern

Assistant Public Relations Manager

Francine DeMore

Business Development Manager

Elaine Di Iorio

Product Coordinator

Beth Faust, Ken Berry

Sales Coordinator

Sean Montgomery

Media Planner

Kyoko Yamashita

Creative Planner

Keiko Kato

Product Associates

Andy Hsu, Irene Sam

Product Administrative Assistant

Mari Nishikawa

Marketing Assistant

Rika Maruya

Assistant Product Manager

Andrew Shiozaki

Marketing Manager

Kenji Mimura

Vice Chairman

Yoshihiro Maruyama

President

Jun Iwasaki

Packaging/Manual Design

Beeline Group, Inc.

Special Thanks to

Beeline Group, Inc., BradyGAMES,

C.H.E.N. PR, The Kenwood Group,

Saatchi & Saatchi Los Angeles,

Virtual InterActive, Inc.

# LIMITED WARRANTY/GAME TIPS

For a period of ninety (90) days from the date of purchase, Square Electronic Arts L.L.C. (SQEA) warrants to the original purchaser of this SQEA software product that the medium on which this computer program is recorded is free from defects in materials and workmanship. SQEA agrees for a period of ninety (90) days from the date of purchase, to either repair or replace, at its option, free of charge, any SQEA software product that does not meet the above warranty, postage paid, with proof of purchase. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the SQEA software product has arisen through abuse, unreasonable use, mistreatment or neglect.

**LIMITATIONS** – The above warranty is in lieu of all other warranties, and no other representations or claims of any nature shall be binding on or obligate SQEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY, COURSE OF DEALING IN TRADE AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SQEA BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SQEA SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

**NOTICE** – This manual and the software described in this manual are copyrighted. All rights in the manual and the software are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of SQEA. The described software may not be reversed engineered, decompiled or otherwise disassembled.

**RETURNS WITHIN 90 DAY WARRANTY PERIOD** – To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, CA 94065-9025. If you have warranty questions, you can also contact Customer Warranty at (650) 628-1900, fax (650) 628-5999. Hours of operation: Monday - Friday, 8:30am - 11:45am and 1pm - 4:30pm, Pacific Standard Time.

**RETURNS AFTER WARRANTY** – To replace defective media after the ninety (90) day warranty period has expired, send the original CD to the Electronic Arts' address above. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.

**REPLACEMENT MEDIA** – The above provisions apply to any replacement media or software provided by SQEA hereunder, including the above warranties and limitations.

**TECHNICAL SUPPORT** – For technical support questions, you can call (714) 428-0599. Representatives are available Monday-Friday 8am - 5pm, Pacific Standard Time.

## SQUARESOFT GAME TIPS

Game Tips are available for all SQUARESOFT PlayStation® game console titles:

U.S.: **1-900-407-KLUE** (1-900-407-5583) \$.95/min. Automated Tips, \$1.25/min. Live Assistance.

Canada: **1-900-451-KLUE** (1-900-451-5583) \$1.50/min. Automated Tips only.

Prices subject to change. Callers under 18 years of age must obtain permission from a parent or guardian before calling. Game tips are available for callers within the U.S. and Canada only. Touch-tone phone required. Live assistance is available for SQUARESOFT titles published on the PlayStation game console only. Game counselors are available Monday-Friday, 8am - 5pm, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

## SQUARESOFT Online

Shop online or register for upcoming sweepstakes, prizes, and more at [www.squaresoft.com](http://www.squaresoft.com)!



# LEGEND OF MANA™



# CHRONO CROSS™



# Threads of Fate™



**SQUARESOFT®**

[www.squaresoft.com](http://www.squaresoft.com)

Published by Square Electronic Arts L.L.C.

Square Electronic Arts L.L.C. – 949 South Coast Drive #200, Costa Mesa, CA 92626  
© 1999, 2000 Square Co., Ltd. All rights reserved. SQUARE SOFT and the SQUARESOFT logos are registered trademarks of Square Co., Ltd. Legend of Mana, Chrono Cross, and Threads of Fate are trademarks of Square Co., Ltd.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

