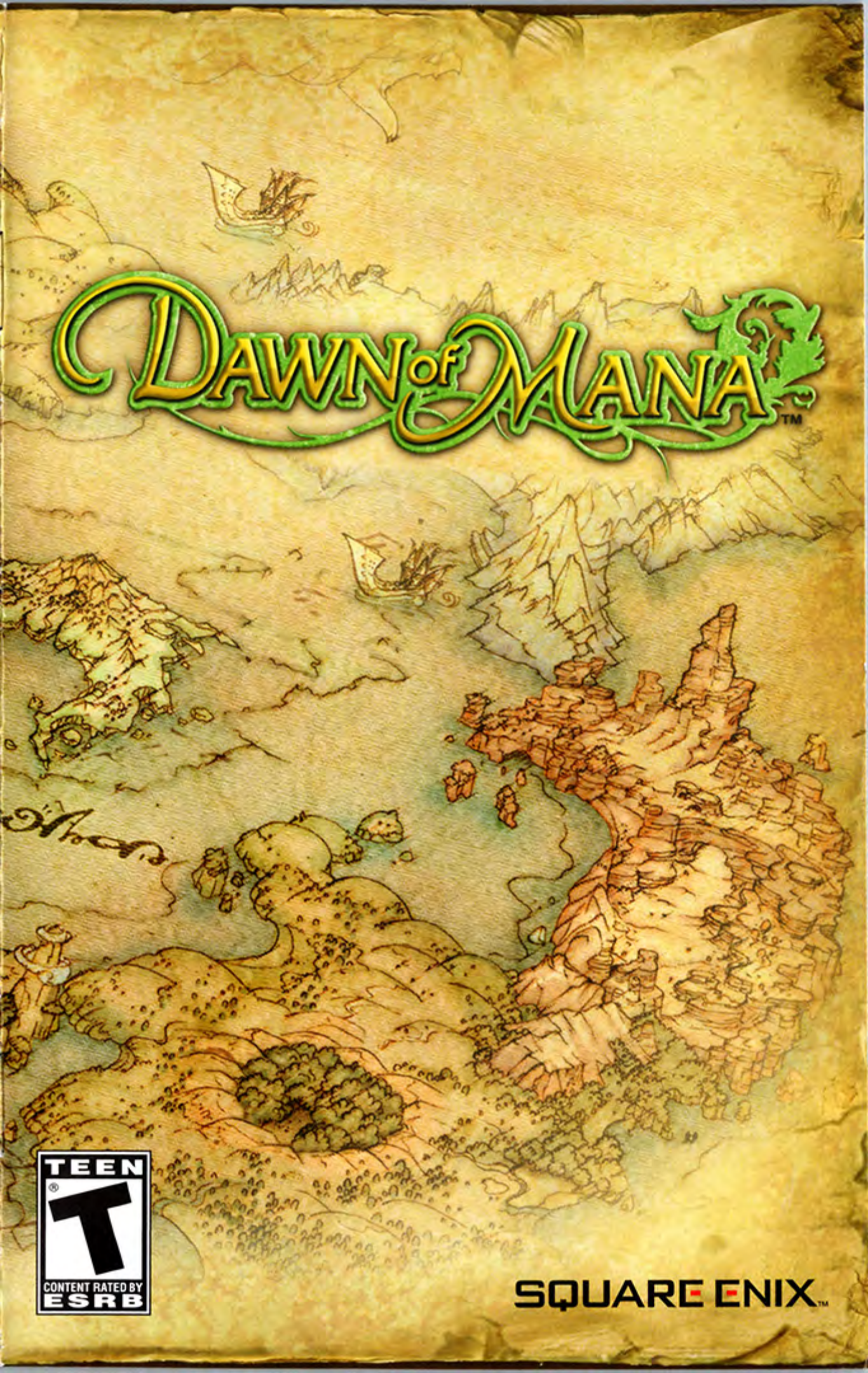


The background of the entire cover is a hand-drawn map on aged, yellowish parchment. The map depicts a vast sea with two sailing ships. On the right side, there is a large, detailed landmass with a jagged coastline, numerous small settlements or ruins, and a prominent mountain range. To the left, there are smaller, less detailed landmasses and islands. The drawing style is reminiscent of a fantasy cartographer's sketch.

DAWN of MANIA™



SQUARE ENIX™

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system 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.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

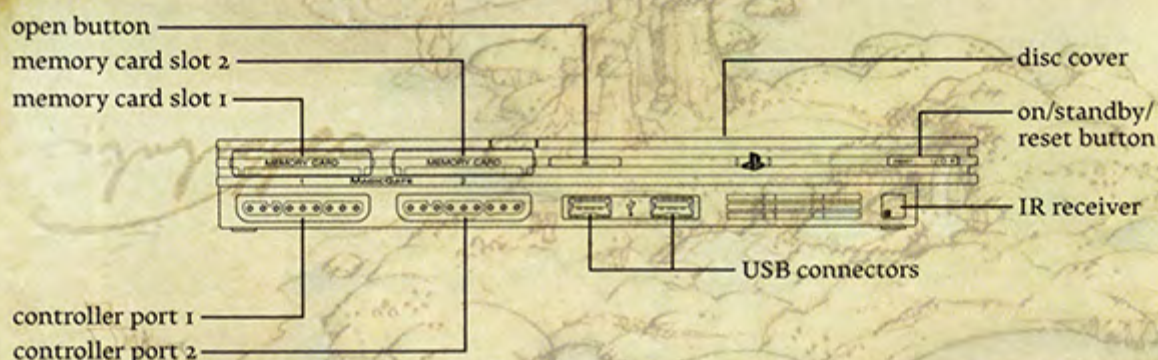
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

CONTENTS

Getting Started	2
Controls	3
Starting a Game	4
Story & Characters	8
Game Play	10
Field Screen	12
Actions	14
The Basics	14
Weapons	16
Faye's Magic	20
Other Controls	21
Objects	22
Panic!	24
Emblems	25
Items	26
Status Ailments	27
Spirit Power	28
Battle Arena	29
Gameplay Tips	32



GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Dawn of Mana* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLS – See pages 14-22 for more information.

L2 button	Target enemy	ANALOG mode button	Mode indicator
L1 button	Block/Center camera	START button	View map/menu Pause (Battle arena)
R2 button	Target object	right analog stick	Adjust camera/ Toggle targets
R1 button	Use Faye's magic	△ button	Use whip
directional buttons	(Up/down) Scroll Faye's spells (Left/right) Scroll slingshot ammo	○ button	Use slingshot
left analog stick	Move character	× button	Jump
SELECT button	View control help	□ button	Use sword

MENU CONTROLS

directional buttons	Scroll list	○ button	Reset to default configuration
× button	Confirm	L1 button	Scroll page
○ button	Cancel	R1 button	Scroll page
△ button	Remove pet/object/ emblem	START button	Skip movie/Confirm (in some menus)

*This game uses the DUALSHOCK®2 analog controller. We cannot guarantee proper performance with other controllers.

*The ANALOG mode button is always set to ON [mode indicator: red]. The ANALOG mode button cannot be switched OFF. The vibration function can be turned on and off via the "Vibration" setting under "Other Settings" in the Options menu (p. 7).

STARTING A GAME

To begin your adventure, turn on your PlayStation®2 console and insert the *Dawn of Mana* disc into the tray.

STARTUP

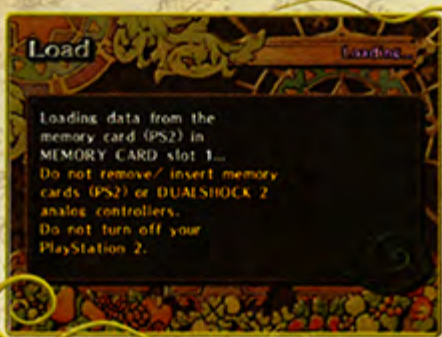
Once the game disc loads and the opening movie ends, the main menu will appear. If you'd like to skip a movie segment, just press the START button. If a memory card (8 MB) (for PlayStation®2) is inserted into MEMORY CARD slot 1 or slot 2, its save data will be loaded automatically.

MAIN MENU

Here you will select a starting point. At first, only "START" and "OPTIONS" will appear, but as you progress through the game more choices will become available.

START

Set the difficulty level and play the game from the very beginning.



CONTINUE

Your most recent save (p. 6) will automatically be available here for you to use immediately. If you prefer to play a game from another save point, select "LOAD DATA" (p. 6) from the main menu and select a file from the list of saved games.



SELECT CHAPTER

Replay cleared (p. 10) chapters or sections for fun, practice, or better scores. Use the up/down directional buttons to select the desired chapter. Next, choose a section and level of difficulty. Activate emblems (p. 25) with the $\otimes$ button and then confirm by pressing the START button. **NOTE:** You cannot save partial progress in this mode.



AFTER CLEARING A SECTION AND VIEWING YOUR RESULTS, YOU WILL BE RETURNED TO THE MAIN MENU.

LEVELS OF DIFFICULTY

There are four difficulty levels in the game, each with progressively tougher opponents. (You cannot change difficulty mid-game.) Results (p. 10) are not recorded for games played in EASY mode.

NOTE: Certain requirements must be met to unlock HARD and ULTIMATE modes.

-  EASY
-  NORMAL
-  HARD
-  ULTIMATE

STARTING A GAME, CONTINUED

BATTLE ARENA

Hone your fighting skills here by defeating all opponents within the set time limit for each of the various venues.

See pp. 29-31 for details.



LOAD DATA

View and load previously saved games.

File information

View chapter and section, as well as the number of arena bouts cleared (out of 32 total).



Difficulty (See p. 5)

SAVING YOUR GAME

You can save your game at the end of each chapter (p. 10) or at save points within sections. You can save your arena results and purchases at the battle arena menu (p. 31). You must have a memory card (8 MB) (for PlayStation®2) with at least 125 KB of free space inserted into MEMORY CARD slot 1 or 2 to start a game. You can save up to four files.



OPTIONS

View acquired items and records, or change game settings.



	Emblems	View acquired emblems (p. 25) and their effects. You can also read hints and requirements for obtaining more.
	Pets	View pets in your collection (p. 31) and their individual stats.
	Results	View your results by chapter, including best clear times, most foes defeated, and other statistics. Use the directional buttons and the LT and RT buttons to navigate through the various results. Note: Results are not recorded for games in EASY mode.
	Media Player	Listen to music or watch movie clips you purchased at the general store (p. 30).
	Controls	Change controller settings. Use the up/down directional buttons to select a button and the left/right directional buttons to select an action.
	Camera	Change the orientation of camera controls when using the right analog stick.
	Other Settings	Turn the vibration function off or on, set various volume levels, and select your audio output preference.
	Return	Close the options menu and go back to the main menu.



This game can be enjoyed in surround sound by connecting the PlayStation®2 system's DIGITAL OUT (OPTICAL) connector or AV MULTI OUT connector to a compatible sound device. If the device is capable of Pro Logic II decoding, the output will be in five channels. Devices capable of running Pro Logic will output in four channels. This mode also allows for playing standard two-channel stereo sound.

*Consult your sound device manual for more information. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

STORY & CHARACTERS

The origins of the Mana Tree, source of all life, can be traced to the captivating story of a youth, a maiden, and a sword — a tale that became legend.

Long, long ago, when the world was still flat, back before humans knew of magic, a tiny yet beautiful island named Illusia floated in the very center of the ocean.

In those days, five great countries flourished on the continent of Fa'Diel: *Jadd*, land of sand; *Topple*, land of water; *Wendell*, land of green; *Ishe*, land of fire; and *Lorimar*, land of ice.

All in Fa'Diel believed the isle was holy, protected by a guardian beast. No one dared to set foot there.

On the island, there stood an enormous tree that existed long before the world began. It was believed to be the mother of every living thing in the world.

But over the years, the tree gradually turned to stone. For a long time it slept, appearing to some as if it were dead.

This is the story of how it all began, of how a certain young man came to possess a sacred sword and how a certain young maiden became a goddess of Mana. It is a winding tale of hope and despair, connecting the worlds of humans and spirits...

KELDRIC

FLOATED TO ILLUSIA AS A BABY, RAISED BY THE VILLAGE ELDER. THOUGH PHYSICALLY DIFFERENT FROM TREE FOLK, KELDY SHOWS LITTLE INTEREST IN HIS PECULIAR ORIGINS.



RITZIA

KELDY'S CHILDHOOD FRIEND. ALTHOUGH HER ROLE AS MAIDEN OF THE GREAT TREE IS PRIMARILY CEREMONIAL, SHE IS KEENLY ATTUNED TO NATURE.



STROUD

THIS YOUNG KING OF LORIMAR HAS REIGNED SINCE THE AGE OF SEVEN. HE INVADES ILLUSIA TO GAIN ACCESS TO THE UNHOLY POWER THAT LIES BEYOND THE OMINOUS PORTAL TO MAVOLIA, HIDDEN BENEATH THE GREAT TREE.



GAME PLAY

Dawn of Mana is an action-adventure game in which the protagonist Keldric battles enemies, manipulates objects in a myriad of destructive ways (p. 22), and discovers ancient tricks and traps!

CHAPTERS

The story of *Dawn of Mana* is divided into chapters, all of which must be cleared to complete the game. A chapter consists of several sections with save points in between (p. 6). You'll be able to activate emblems (p. 25) at the start of each chapter, which can dramatically affect gameplay.

SECTION 1



SAVE POINT



SECTION 2



MEDALS

In each chapter you can gather three types of medals (p. 26) to strengthen Keldy's abilities. ATK medals raise whip level and attack power (p. 18). MP medals increase max MP as well as Faye's magic level and spells (p. 20). HP medals boost max HP.

NOTE: Abilities and levels revert to their initial stats at a chapter's end.

RESULTS

After you complete a chapter, your overall results, such as time elapsed, number of foes defeated, etc., will appear on screen and be graded on a scale of S, A, B, or C. Press the  button to proceed to the save menu, and then advance to the next chapter.

Results		Chapter scores
Time		00:15:44
Defeated foes	31	
Damage taken	123	
Crowded foes	3	
Longest chain	27	
Medals	270	
Luck	558	
		Next

SPECIAL KEYS AND ORDINARY KEYS

You will find locked doors during stages. A mark appears above Keldy's head when you approach a door that requires a key. You will be able to open the door after you acquire the correct key. There are two types of keys: special and ordinary. Each key opens a different kind of door.

HOW DO YOU FIND KEYS?

Most keys are carried by enemies. Keep your eye on the doors on the radar (p.12), find the enemy with the key, and defeat him.



OBTAIN A KEY BY DEFEATING THE ENEMY WHO HOLDS IT.



APPROACH A LOCKED DOOR WITH THE APPROPRIATE KEY, AND IT WILL OPEN.



GAME OVER

The game ends when Keldy's HP (p. 13) hits zero, giving you the following options.

LOAD DATA—Start from a previous save point with Keldy's saved stats.

REPLAY CHAPTER—Start the chapter over again with Keldy's initial stats.

QUIT—End your game and return to the main menu.



FIELD SCREEN

Useful information, such as HP/MP/ammo levels and enemy positions, appears on the field screen to help you safely guide Keldy through each area.



- 1 Enemy and object (p. 22) information**
Displays the name of the enemy or object that Keldy is currently engaging, including its remaining HP. Keldy can defeat the foe or destroy the item by inflicting damage until its HP is gone.



Enemy



Object



2 Radar

Indicates position and direction of the following:



Keldy



Goal



Enemies



Allies



Enemies holding an item/Objects containing an item



3 Whip level (p.18)

4 HP gauge

Indicates Keldy's stamina in health points (HP). He loses HP whenever he takes damage. The game ends if he runs out of HP (p. 11).

5 Important items

Current total of keys (p. 11) and angel's grails (p. 26).

 Angel's grail  Ordinary key  Special key

6 Slingshot ammunition (p. 19)

Use the left and right directional buttons to scroll through pellet types.

7 Faye's spells and MP cost (p. 20)

Use the up and down directional buttons to scroll through spells.

8 Faye's magic level (p. 20)

9 MP gauge

Shows current mana points (MP). Faye's spells consume MP.



THE AMOUNT OF DAMAGE KELDY TAKES APPEARS ON SCREEN IN RED.

MAP

Press the START button to open the map menu. Select the map icon to view the layout of the current section, including doors, locks, and save points. (Use the directional buttons to move the map up, down, or side to side.) Within the map menu you can access "Controls" and other parts of the options menu (p. 7), or you can quit your game and return to the main menu.

MAP SCREEN ICONS



Keldy's position and direction



Save point



Door requiring ordinary key



Door requiring special key



Door

MAP MENU

DIFFICULTY (pg 5)



LUCRE AND PET EGG TOTALS (pg 26)

ACTIONS: THE BASICS

This section will help you familiarize yourself with the basic actions of moving, jumping, and blocking in *Dawn of Mana*.

MOVE CHARACTER: left analog stick

Push the left analog stick all the way in any direction to make Keldy run. Push it slightly to make him walk. Watch your step in tight places.



JUMP: X button

Press the X button to jump, or press and hold for a longer jump. To reach high places, press the X button again while he's in midair to make Keldy perform a double jump. Use this technique to leap across wide gaps.



GUIDE TO CONTROLS

Access the controller guide by pressing the SELECT button. Then press any button to review an explanation of its functions. To exit the menu, press the SELECT button again.



BLOCK (CENTER CAMERA):

L1 button

Press and hold the **L1** button to defend against frontal assaults. The camera will automatically center behind Keldric.



SIDESTEP: **L1** button + left analog stick

Use the left analog stick while blocking to move in a guarded stance in any direction.



BASH: **L1** button + **□** button

Press the **□** button while blocking to send an object or foe in front of you flying (p. 22).



DODGE: **L1** button + **×** button

Press the **×** button while blocking to perform a somersault. Combine this with strategic use of the sidestep for quick evasive action.



ACTIONS: WEAPONS

Keldy has three types of weapons at his disposal: sword, whip, and slingshot. Keldy will only make it through if he can master all of these tools!

SWORD STRIKE: button

Press the  button to execute a straightforward slash. This basic attack can inflict steady damage on foes and objects.

Number of consecutive hits



COMBO STRIKES: button (Press repeatedly)

Press the  button repeatedly to execute a combination attack. The number of strikes in a combo rises with your whip level (p. 18).

JUMP STRIKE/DOWNWARD STRIKE: button + button

As Keldy jumps up, press the  button to perform a jump strike, extending his reach to hit enemies above him. You also have the option of holding the  button during a leap to land a downward strike on foes and objects below him.



FULL TILT

Faye's spell "Full Tilt" (p. 28) gives Keldy a brief boost of speed, allowing him to unleash a flurry of strikes that ends with a punishing final flourish.



TRAPPING WITH THE WHIP:

△ button

To trap an enemy or object in front of you, press the △ button to extend the whip and snatch your target. Press the × button when you are ready to release it.



TARGET: △ button (Hold)

Holding the △ button will switch the screen to target mode. You can then, using the left analog stick, move the cursor frame to select a target. Press the △ button again to extend the whip and grab your quarry. To return to normal camera mode, press the × button.

WHEN YOU HAVE SELECTED A TARGET, THE CURSOR FRAME TURNS RED.



THEN WHIP OUT YOUR WHIP AND SNATCH YOUR QUARRY!



TOSS: △ button → △ button

After capturing a foe or object with your whip, you can toss it by pressing the △ button a second time. This can damage the one being thrown as well as any enemies or objects in its path. Your throws will automatically be directed at nearby foes or objects, but you can guide the throw yourself by using the left analog stick as you toss.



ACTIONS: WEAPONS, CONTINUED

TWIRL: button → button

You can spin whatever you catch with your whip by pressing the  button. (Some enemies become dizzy when you do this.) Throw spinning objects at foes to inflict damage. If you twirl an object numerous times, it can spin so fast that it creates a shock wave around it, extending its area of attack.



NOTE: Your whip level must be 2 or higher to perform this action. Depending on your level, you may be unable to twirl certain foes or objects.

KNOCK ABOUT: button → button

By pressing the  button when you have something trapped in your whip, you can knock it around and wreak havoc on everything in Keldy's vicinity, including the enemy or object already in his grasp. You can direct the knocking about by using the left analog stick as you press the  button.

NOTE: Your whip level must be 3 or higher to perform this action.

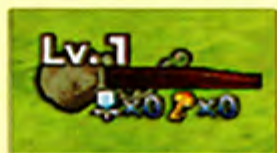


WHIP LEVEL

As your whip level rises, so do the power and abilities of your sword, whip, and slingshot. But remember, your whip level is not retained after clearing a chapter.

RAISE YOUR WHIP LEVEL TO INCREASE:

Sword	Number of strikes in a combo.
Whip	Foes and objects you can catch. Types of possible whip actions.
Slingshot	Number of consecutive pebble shots.



FIRING THE SLINGSHOT: button

Press the  button, and the slingshot will automatically aim and fire at an enemy or object in front of you.



TARGETING: button (Hold)

Hold the  button to enter target camera view, and select a target in the same manner as when using the whip (p. 17). Once you've chosen a target, press the  button again to fire the slingshot. Press the  button to return to normal camera view.

NOTE: You can move Keldy in target mode by holding the **L1** button and pushing the left analog stick.

SWITCHING AMMUNITION: left/right directional buttons

The slingshot uses two forms of ammunition: pebbles and 8 kinds of hexorbs (p. 28). Use the left and right directional buttons to scroll through your available ammo.

NOTE: This action can be performed by a second player (p. 20).

PEBBLES:
THOUGH THEY
HAVE NO SPECIAL
EFFECT, PEBBLES
INFLECT MINOR
DAMAGE AND
NEVER RUN OUT.



HEXORBS:
THESE "SPELL
BALLS" WORK
ONE AT A
TIME, EACH
WITH VARY-
ING DAMAGE
AND EFFECTS.



RESTOCKING HEXORBS

Whenever you encounter a spirit in the field, he or she will give you a supply of their own elemental hexorbs. Sometimes you'll find them hiding in objects nearby.

NOTE: You cannot hold more than the hexorb maximum specified for each elemental.

ALSO: All hexorbs reset to zero at each chapter's end.



ACTIONS: FAYE'S MAGIC

Thanks to Faye's magic abilities as a spirit child, she is able to cast a variety of spells (p. 28) on Keldy. You can even get a friend to work with you on this!

FAYE'S MAGIC: **R1** button

You can use Faye's magic by pressing the **R1** button to cast a spell and consume the amount of MP (p. 13) indicated in the list of spells. Some spells boost Keldy's abilities or restore some HP. The number and type of spells available increases with Faye's magic level, but that level resets to 1 at the end of each chapter.

FAYE'S MAGIC LEVEL



PRESS THE
R1 BUTTON
AND FAYE
GLOWS...



SHE THEN
CASTS HER
SPELL ON
KELDY!



CHANGING FAYE'S SPELLS: up/down directional buttons

Use the up and down directional buttons to scroll through Faye's available spells.

TWO-PLAYER CO-OP PLAY

A second player can assist you if you insert another controller into controller port 2. This gives your partner control over the selection and casting of Faye's spells and allows him or her to scroll through slingshot ammunition for you. (Controls are the same as for player 1.) Having help like this in a pinch can be a real timesaver, especially when the fighting gets frantic.

NOTE: The second player is limited to the actions listed above.



ACTIONS: OTHER CONTROLS

Here are some other features designed to assist you with both offense and defense. With them you'll be able to assess your situation quickly and make every shot count.

TARGET ENEMY/TARGET OBJECT:

L2 button/ **R2** button

Press the **L2** button to target the closest enemy; press the **R2** button to target the closest object. You can target with the whip or slingshot regardless of the direction Keldy is facing. Use the right analog stick to toggle between targets. To release the target, press the **L2** button (or **R2** button) once more.



ADJUST THE CAMERA: right analog stick

Move the right analog stick to change the camera angle around Keldy. Use this feature to keep careful watch over his surroundings. Bear in mind that in target mode, the camera will automatically center its view on the targeted enemy or object.



OBJECTS

Every area of the game is filled with objects. You will find many of these items very useful in forming your strategy to help Keldy achieve his goals.

WHAT CONSTITUTES AN "OBJECT"?

In each chapter section, Keldy will encounter rocks, logs, fruit, and the like. Keldy can interact with such objects by moving or striking them. He can even use them to inflict damage on his enemies. Explore the myriad objects in the game and discover new ways to use them.



MOVING OBJECTS

Keldy can move an object by blocking (p. 15) and moving toward it. He can push it slowly, give it a good shove, or send it flying by pressing the  button.

NOTE: Some objects may be too heavy to move.



ATTACKING OBJECTS

Keldy can damage objects with his sword or slingshot. He can also use his whip to toss them (pp. 16-19). Just as an enemy has an HP gauge, an object has a gauge indicating its remaining durability. When this runs out, the object breaks.



OBJECTS – Here's a sampling of the objects you'll encounter.

Barrel



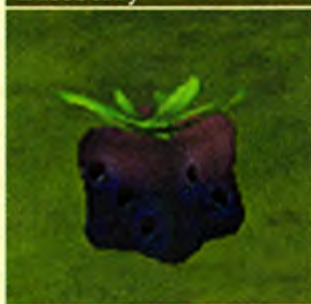
Light and fairly easy to break, barrels sometimes contain useful items.

Rolling Stone



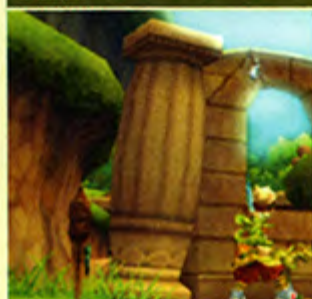
Large and heavy rocks that can be pushed down slopes to panic enemies.

Diceberry



Feeling lucky? Roll the dice and something "lucrative" may come.

Pillar



Striking such columns can reduce them to rubble and bring down supported items.

Hay Roll



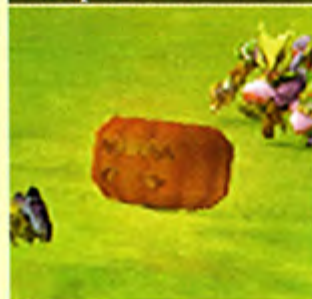
Lightweight straw bundles that can be thrown far afield or rolled downhill at enemies.

Wobble Tree



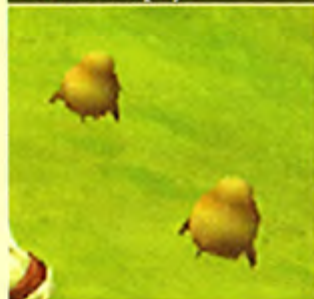
An unstable plant. The slightest jolt will bring its fruit tumbling down.

Bumpkin



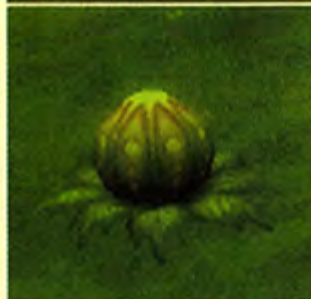
After falling from the tree, this vegetable's internal timer counts down to detonation.

Rocket Papaya



After falling from the tree, this fruit launches in seconds, zooming in Keldy's direction.

Boombloom



Unassuming but deadly, this flower will set ablaze all who dare touch it.

PANIC!

You can build up Keldy's strength—and dispatch hordes of enemies quickly and easily—by sending them into a panic!

PANIC LEVELS

Enemies panic when they are startled or struck by objects. The numbers above their heads indicate their levels of panic. Foes are completely vulnerable to attack when they are in a state of panic, so do as much damage as you can.

NOTE: The amount of shock or panic caused by objects varies with their size and weight.

To make enemies panic:

- Drop an object near them!
- Knock an object or foe into them!
- Shoot an elemental hexorb at them!
- Hit them with Flaming Saber or Frozen Saber (p. 28)!

NOTE: Not all techniques work on all foes.

Panic level

An enemy's panic level decreases over time.



STARTLE FOES BY HITTING THEM WITH OBJECTS.



THEY'LL PANIC, BECOMING VULNERABLE TO ATTACK.

ACQUIRING MEDALS AND ITEMS

Attacking panicking foes causes them to drop medals and lucre (p. 26). Defeating them while they are still panicked will likely yield a recovery item, such as a gumdrop. The higher the panic level, the greater the probability the foe will drop the good stuff.

CROWNING ENEMIES

When a foe's panic level exceeds 99, a crown appears over his head. Defeating crowned enemies produces higher level medals.



EMBLEMS

You can improve Keldy's abilities by activating emblems. Some can nullify status ailments or boost certain stats.

WHAT ARE EMBLEMS?

Emblems are items that enhance Keldy's abilities when activated. If you have emblems, an emblem activation screen will appear at the start of each chapter, allowing you to select which emblems you'd like to use. You can also activate emblems at the start of SELECT CHAPTER mode (p. 5) or at the emblems menu (p. 30) in BATTLE ARENA mode.



THE NUMBER OF EMBLEMS YOU CAN ACTIVATE WILL INCREASE OVER TIME.

ACQUIRING EMBLEMS

Emblems can be bought at the general store (p. 30) in the arena, or may be obtained by meeting certain criteria in the game. For example, acquiring lots of medals or lucre can earn you emblems. Concentrate on panicking enemies for quick loot and emblems.

SAMPLE EMBLEMS

	Frenzied Fighter	Widen attack range.
	Novice Swordsman	Boost attack power a bit.
	Stone Sentinel	Boost defense a bit.
	Knight's Marksman	Boost pebble power a bit.
	Ogre Knight	Boost max HP a bit.
	Apprentice Sorcerer	Boost max MP a bit.
	Treasure Hunter	Items drop more often.
	Niccolo's Protégé	Panic produces more lucre.

NOTE: This is just a sampling of the many emblems available.

ITEMS

ITEMS – Items can be found in objects or won from foes.
The following are just some of the goodies out there.

	Gumdrop Restores 25% of max HP.		Chocochoomp Restores 50% of max HP.
	Green glob Restores 25% of max MP.		Blue blob Restores 50% of max MP.
	Honey brew Fully restores HP and MP.		Angel's grail Revives Keldric once if his HP reaches zero.
	ATK medal Raises attack power and increases whip level.		MP medal Raises max MP and increases Faye's magic level.
	HP medal Raises max HP.		Pet egg Contains a pet to be used in the battle arena (p. 31).
	Special key An important key needed to gain access to the next stage.		Ordinary key A key required to open doors to other areas of a stage.
			Lucre (money) Used to buy items at the general store (p. 30). Color signifies denomination.

NOTE: Items in **red** must be retrieved by Keldy. Those in **green** are acquired automatically.

STATUS AILMENTS

Whether the result of attack or magic spells, Keldy and his enemies are vulnerable to certain physical or mental effects known as “status ailments.” Although these effects are only temporary, they can render the victim momentarily helpless.

STATUS AILMENTS



Poisoned

The afflicted fighter gradually loses HP until the poison wears off or is removed by Faye’s “Purify” spell.



Petrified

The afflicted body turns to stone and is unable to move. Although damage taken is reduced, in rare cases HP may drop to 1.



Paralyzed

The body “falls asleep,” stunned and thoroughly immobilized.



Dizzy

Mind and body are unsteady and unresponsive until a foe’s attack jars the senses, restoring equilibrium.



Frozen

Chilled to the bone and turned into a snowman, the affected party becomes stiff and may even slide downhill.



Burning

Engulfed in flames, the target cannot attack as he frantically tries to put out the fire, gradually losing HP in the process.



Blinded

Enveloped in darkness, the victim is still able to fight, but only with limited visibility.



Confused

The mind gets goofy, and intentions of direction are reversed.



Panicked (p. 24)

Foes become completely defenseless and vulnerable to attack.

Note: Only enemies panic.

SPIRIT POWER

Hexorbs fired from the slingshot (p. 19) and spells cast by Faye (p. 20) all constitute spirit power. Use them as each situation demands.

ELEMENTAL HEXORBS — Numbers indicate max hexorbs of each type.

	Salamander	16	Can burn foes and set flammable objects on fire.
	Undine	16	Can freeze objects and turn foes into snowmen.
	Jinn	8	Creates a tornado, sending items and enemies flying.
	Gnome	8	Produces a magnetic force to draw in foes and objects.
	Dryad	12	Emits a cloud that paralyzes enemies.
	Shade	12	Emits a mist that poisons opponents.
	Luna	12	Emits a fog that confuses enemies.
	Wisp	12	Blinds enemies with a bright light.

FAYE'S MAGIC — Faye can cast a number of spells depending on her magic level (p. 20).

Note: You can have a second player control Faye's magic (p. 20).

	Power Up	LV.1	Briefly boosts offense.
	Aegis	LV.1	Briefly boosts defense.
	Purify	LV.2	Removes status ailments.
	Healing Light	LV.2	Restores some of Keldy's HP.
	Full Tilt	LV.3	Briefly boosts attack speed (p. 16).
	Frozen Saber	LV.4	Imbues Keldy's sword with the elemental power of ice.
	Flaming Saber	LV.4	Imbues Keldy's sword with the elemental power of fire.

BATTLE ARENA

After you're accustomed to fighting in the field, test your mettle in the battle arena. Here you can face off against a variety of enemies in 32 different venues.

WHY A BATTLE ARENA?

Arena bouts offer players an opportunity to improve their fighting skills in an enclosed environment apart from the normal flow of the game. Here you can also enjoy the opportunity to team up with monsters and meet new challenges.



ARENA RULES

Defeat all opponents in the arena within the allotted time. If you are successful, your bout results will appear on screen.

NOTE: You can pause the bout by pressing the START button. Select "Yes" to return to the arena menu. Press the  button or select "No" to resume the bout.

Time remaining



LOSING A BOUT

If Keldy runs out of time or his HP reaches zero, the "Game Over" screen to the right appears. You will then have the opportunity to replay the bout using the same parameters or to return to the arena menu to make changes.



BATTLE ARENA, CONTINUED

ARENA MENU

To view the arena menu, select "BATTLE ARENA" from the main menu. After you've made all your bout selections, press the START button.



Select venue

Choose a bout from among those available. More bout icons will appear as the game progresses. Use the **L1** and **R1** buttons to scroll through the various choices—pets, objects, and emblems—before you begin your bout. New items on the arena menus will be marked with a star . Current selections are highlighted by an orange frame.

Opponents

View the foes you'll face in the selected bout.



Available bouts

Icons give an outline of the venue's layout.

Bout information

Stars  indicate the bout's difficulty level.

SELECT OBJECTS: PLACE UP TO THREE OBJECTS IN THE VENUE.



SELECT PETS: TAKE UP TO THREE PETS WITH YOU INTO BATTLE.



ACTIVATE EMBLEMS: CHOOSE EMBLEMS (P. 25) BASED ON YOUR BOUT.



Buy items

Spend your accumulated lucre (p. 26) at the arena general store to purchase objects for your bouts, music or movies for the media player (p. 7), and other handy items. The shop will offer more goods as you progress through the game.

Price of highlighted item

Available lucre





Open pet eggs

Open acquired pet eggs (p. 26) to get new pets.



Save

Save battle arena results (p. 6) and data.



Load

Load a previous game and play using that save data.



Return

Quit the battle arena and go back to the main menu.



Bout time

When you are ready to begin your bout, confirm all selections and proceed to your chosen venue.

Opponents

Bout number

Pet allies



Objects to be placed

Activated emblems

PETS

Pets are monsters that fight on Keldy's side in the battle arena. These allies are obtained by opening pet eggs, which may be acquired as items in the field during the game or purchased at the arena general store.

NOTE: Keldy's sword and slingshot will not affect his pets, but rebound damage from foes or objects will, so beware.



STARS INDICATE A PET'S ABILITIES. MORE STARS MEAN A STRONGER ALLY.



PETS CAN BE EASILY IDENTIFIED BY THE RING OF LIGHT AROUND THEIR FEET.

GAMEPLAY TIPS

Hopelessly stuck with nowhere to go? If you find yourself frustrated, refer to these tidbits of wisdom for inspiration...

LOST YOUR WAY, YOU SAY?

If you aren't sure where to go next, first check the radar on the upper right of your screen. The spot marked in yellow is your current destination. If you keep Keldy still for a moment, a blue arrow icon will appear, indicating the direction he should head. Be alert to doorway or mechanism hint icons that may require Keldy's action.



Arrow icon



Hint icon

THE RIGHT WEAPON FOR THE RIGHT JOB!

Keldy has three weapons at his disposal, each with its own benefits. Keep this in mind and use them to your best advantage.

FOR MOST IMMEDIATE THREATS, A TRUSTY SWORD WORKS BEST!



TO PANIC ENEMIES NEARBY, GIVE A STURDY WHIP A TRY!



AND FARAWAY OR FLYING FOES? OH, A SLINGSHOT CAN REACH THOSE!



FIGHTING EFFECTIVELY

Randomly hacking and slashing will not make Keldy stronger. Selective use of weapons and objects in an area, along with an effort to panic (p. 24) foes before an attack, will yield far better results—more medals and less chance of getting hit.

TOSS A TWIRLED OBJECT AT A GROUP OF ENEMIES TO MAKE THEM PANIC, THEN...



ATTACK 'EM ALL AT ONCE! YOU'RE SURE TO GET LOTS OF LUCRE AND MEDALS.



ELEMENTAL ASSISTANCE

The easiest way to panic foes or impair them with status ailments is to hit them with hexorbs from your slingshot. However, because the number of hexorbs available in a section is limited, use them thoughtfully and sparingly.



TRAPS AND DEVICES

Several mechanisms are scattered through the game's chapters. Keldy must figure them out to avoid danger or reach the next area.

LADDERS: USE THE LEFT ANALOG STICK TO CLIMB UP AND DOWN LADDERS.



LEVERS: STRIKE A LEVER WITH YOUR SWORD TO ACTIVATE A DEVICE.



SWITCHES: HOP ON A SWITCH TO OPEN A DOOR OR PASSAGEWAY.



CREDITS

Producer & Director
Koichi Ishii

Lead Programmer
Toshinori Shimono

Lead Planner
Yuuichi Tsuchiya

Lead Designer
Mikiharu Ooiwa

Cinematics Supervisor
Yuichi Ito (I.TOON Ltd.)

Original Story Writer
Masato Kato

Scriptwriter
Ryo Akagi

Music Composers
Kenji Ito
Tsuyoshi Sekito

Sound Director
Tomohiro Yajima

Image Illustrator
Hiroo Isono

PROGRAMMERS

Background & Level Editor
Toshinori Shimono

Concept Work
Yoshiyuki Miyagawa

Effects
Nao Kasahara

Characters
Shinji Takeda

Menu System
Masahiro Katsumata

Effects & Cinematics
Daiki Hoshina

Character AI & Navigation
Satoshi Kitade

Boss Enemies
Shouichi Tateishi

Script Engine & System
Masaaki Kimura

Boss Enemies
Hidetaka Saneshige

Objects & Mechanisms
Masashi Hanyu

Menus & Tools
Keita Kimura

Objects & Mechanisms
Yasuharu Ishibashi

Boss Enemies
Takeshi Aramaki

Programming Advisor
Takaaki Tonooka

PLANNERS

System
Yuuichi Tsuchiya
Toshinori Mizumachi

Motion

Hidetomo Saito
Sho Numakura

AI

Kazuyuki Miyamoto

Chapter Design

Ryoji Uchimichi
Hiroyuki Ando
Hijiri Muta
Tatsumaro Tedsuka
Yuichi Ninagawa
Wataru Ueda
Kazuyuki Shindo

Boss Enemies

Hiroshi Satori
Junichi Shinomiya

Battle Arena

Yasuyuki Hayasaka

Realtime Events

Yuuichi Nakagawa
Hideo Iwasaki
Miyuki Harada

Cinematics

Shinya Yoshino

Planning Advisor

Toshiro Tsuchida

DESIGNERS

Character Design
Nao Ikeda

Monster Design
Airi Yoshioka

Facial Rigging
Yoshinori Kanada

Character Model Lead
Takeshi Miyazawa

Character Models

Minako Tsuchiya
Tatsuya Awata
Kazutaka Kurosaka
Takeshi Maruyama
Tasuku Tsuchiya
Rika Ojima
Sawako Kobayashi
Yasushi Suzuki
Miwa Hashimoto

Character Texture Lead
Hirofumi Sakoi

Character Textures

Eiichi Amano
Maiko Araki
Kaname Shindo
Tohru Nakazawa

Character Motion Lead
Shigenobu Komuro

Character Motion

Kazuhiko Takahashi
Kazuhiro Takagi
Tadashi Soeda
Takemasa Kawahara
Yoshiyuki Tanaka
Yushi Inagaki
Takahiro Nishigaki

Main Background Design
Kazuhiko Takahashi

Background Design

Takehiko Yamamoto
Ryo Hirao
Yuko Abiru
Misako Tsutsui
Mizushi Sugawara
Nobuya Aoki
Tony W. Koo

Background Graphics Lead

Mikiharu Ooiwa
Hiroyuki Sano
Kouki Ishinuma
Motoi Nakamura
Masaki Yasuda
Yoshiko Hiyama

Cinematic Background Graphics

Yuichiro Takao

Background Graphics

Daisuke Komatsu
Yasuyuki Kawamata
Hirotaka Nakayama
Eiko Hasegawa
Shinpei Sakata
Mayako Sugimoto
Shin Ienaka
Kunio Ikeda
Emi Noto
Manabu Daishima
Motohiro Murakami
Yasunori Yanagawa
Shinichiro Tsukada
Mayumi Furuzawa

Effects Lead

Makoto Ohta

Effects

Shizuo Kusano
Takuji Yasuda
Ryota Nozoe
Hikaru Suzuki
Masaki Kawai
Kobayashi Gakushi

Menu Design

Yuka Miyamoto
Ryoko Arimura

Pre-production Support

Yoshiyuki Aiuchi
Daisuke Fukugawa
Hiroshi Burro

SOUND SECTION

Composer & Arranger
Masayoshi Soken

Arranger

Junya Nakano

Synthesizer Operator

Hirosato Noda

Sound & Dialogue Editors

Yuji Isogawa
Kazuhiro Hosoe
Hideki Uchimura
Atsushi Ohnishi
Jota Goto

Sound Editors

Rieko Shimura
Ai Yamashita
Atsushi Suganuma

Movie Sound Editor

Shojiro Nakaoka

Sound Programmer

Tatsuya Shoji

Support Keyboard Player

Kenichiro Fukui

Project Manager

Masayuki Tanaka

Project Coordinator

Masashi Kitagawa

Project Assistant

Kazuki Hamamoto
Saeko Kanazawa

Opening & Ending Theme Music Written by

Ryuichi Sakamoto

Dawn Of Mana Opening Theme

Performed by

Shoko Ikeda: Oboe
Tomoyuki Asakawa: Harp
Ryuichi Sakamoto: Piano & Keyboard

Dawn Of Mana Ending Theme

Performed by

Fumiaki Miyamoto: Oboe
Mr. Miyamoto Appears by the Courtesy
of Sony Music Japan International Inc.
Ryuichi Sakamoto: Piano

Produced by

Ryuichi Sakamoto

Recorded by

Tomoyuki Tanaka (554)

Assistant Engineer

Hanae Saito (Birdie House)

Mixed by

Tomoyuki Tanaka & Ryuichi Sakamoto

Associate Producer

Norika Sora (KAB America Inc.)

Production Management

Satoshi Nakashiro
Kazue Hasegawa (KAB Inc.)

Piano Tuner

Masanori Hanaoka (Yamaha)

Equipment Coordination

Masanobu Tsuchiya (Office Intenzio)
Kiyoharu Terada (Office Intenzio)

Contractor

Shigeru Otake (Daybreak)

Music Copyist

Michiharu Sasaki (Tokyo Hustle Copy)

Legal Coordination

Takuo Morikawa (KAB Inc.)

Development Cooperation

KAB Inc.
JVC Entertainment Networks, Inc.
Grick Inc.

Composer & Orchestrator

Kenji Ito

Conductor

Koji Haishima

Strings

Masatsugu Shinozaki's Group

Flute

Takashi Asahi

Oboe

Tomoka Hirota

Horns

Masato Yoshinaga
Masato Abe
Hitoshi Imai
Yasushi Higa

Trumpets

Shigeo Okura
Hiroko Shibata
David Herzog

Trombones

Kenji Nishiyama
Koichi Akiyama
Ko Okumura

Tuba

Isao Watanabe

Percussion

Tamao Fujii
Ikuo Kakehashi
Tomoko Kusakari
Mari Kotake

Harps

Satomi Kobayashi
Tomoyuki Asakawa

Piano

Kenji Ito

Guitars

Hiroshi Imaizumi
Masahiro Itami

Bass

Hitoshi Watanabe

Bandoneon

Satoshi Kitamura

Scat

Kazuko Kawashima

Tenor Solo

Kazushige Shimura

Chorus

Tokyo Philharmonic Chorus

Recording & Mixing Engineer

Kazuhiko Misumi
Toru Kamekawa

Recording Studio

Avaco Creative Studio, Inc.
Sound Inn

Mixing Studio

Studio Tonmeister
Sound Inn

Recording Coordinator

Fumio Takano

Mixing Studio

408 THX Suite (THX pm3 Certified) at
Sony PCL Inc.

Mixing Engineer

Kazutaka Someya

Assistant Engineer

Moon Yeonhwa

Post Production Manager

Chiaki Ikejima

Cinematics & CG Movies

Avant Co., Ltd.

Line Producer

Yoshimi Fujii

US DIALOGUE RECORDING

New Generation Pictures, Inc.

Producers

Reiko Matsuo
Jonathan Klein

Voice Director

Jonathan Klein

Recording Studio

Soundscape, Inc.

Recording Engineers

John Sanacore
Pablo Solorzano

QUALITY ASSURANCE

QA Coordinator

Tomokazu Nagamori

QA Assistant Coordinator

Gyosuke Nagashima

QA Technical Engineers

Kazuya Okamoto
Hisato Iwatsuki

QA Technical Assistants

Toshimitsu Umezawa
Tomohito Kohnno

QA Senior Tester

Taku Kato

QA Testers

Toshiaki Ohnari
Tsukasa Torigata
Toshinari Iwafune
Yutaro Nagatomo
...and all QA staff

QA Technical Director

Hideyuki Kato

QA Manager

Yukihiro Shibuya

LOCALIZATION

Localization Director

Jin Kimura

Localization Assistant

Shu Hirato

Translation Advisor

Richard Mark Honeywood

Editor

Colin Williamson

CREDITS, CONTINUED

Localization Manager
Masashi Hiramatsu

Additional Localization Assistance

Joseph Reeder
Mizue Uda
Aziz Hinoshita
Shingo Hosokawa
Brody Phillips

Ratings Advisors
Hiroko Hamada
Sueko Kogai
Reiko Kondo

SQUARE ENIX, INC.

Quality Assurance Manager
David "Ribs" Carrillo

Assistant QA Manager
Mohammed A.C. Wright

Senior QA Coordinator
Mathew Clift

QA Associate
Jason Sanders

QA Coordinator
Bryan D. Chen

Assistant QA Coordinator
Thaddeus Phillips

QA Team
Isagani Camangian
Kenn Konno

Eric Lea
Natasha Lifa
Korey Patterson
Steven Ray
Lila Shin

QA Translators
Elijah Smolko
Takashi Soh

Localization Specialist
Laurie Spillane

Localization & QA Director
Yutaka Sano

Executive Director of Community & Service
Yasu Kurosawa

Senior Manager of Operations
Franko F. Fonseca

Information Center Manager
Walter Brame

Information Center Supervisors
Carl Hidalgo
Jerome Skelton

Information Center Representatives

James Massey
Neil "Tak" Herrera

Back-end Support Manager
Sean Michael

Back-end Support Associates
Gene Messerschmitt
Jose Osio

Public Relations

Sonia Im
Charlie Sinhaseni
Amelia Cantlay
Klee Kuo

Product Marketing
Fernando Bustamante
Charles McCarter

Issei Shimizu
Laurie Ma

Project Coordination

Kumiko Hakushi
Naoko Yamamura-Rice
Emi Maurer
Wilbur Lin

Marketing Communications

Patrick H. Cervantes
Tim Law
Parker Sapp
Sakura Minamida

Sales

Ron Kurtz
Alaine C. De Leon
Kanji Tashiro
Jaysen Rodriguez
John Siy

Executive Director, Sales & Marketing
Shinji Futami

Senior Vice President
Shinji Hashimoto

Director of Legal Affairs & Associate General Counsel
Clinton Foy

President & COO
Daishiro Okada

PR Director
Ryutaro Sasaki

PR Staff
Chieko Tsurunaga

Chief Overseas Coordinator
Ayako Kawamoto

Overseas Coordinator
Emiko Sato

Project Manager
Yoshinori Kamei

Project Assistant
Asako Uenishi

Coordinators
Tomoya Asano
Shingo Kosuge

The World of Mana Project

Kouji Taguchi
Yoshiaki Koreeda
Yasuhito Watanabe
Shinji Futami
Hajime Tabata
Kouji Oookohara
Takashi Orikata

The World of Mana Promotional Movie Production

Hiroshi Kuwabara
Ryosuke Inagaki
Digital Media Lab., Inc.

Special Thanks

Ryo Shin	Junichi Hayashi
Yoshikazu Yoshiura	Koutaro Beppu
Akihiko Kasuga	Tomoya Suzuki
Ayako Hino	Youko Abe
Dan Yamamoto	Glenn Lee
Katsunobu Iida	Hiromichi Tanaka
Kazuhiro Hasegawa	Ken Narita
Kazuyoshi Tashiro	Kouji Yamashita
Mizuki Kubo	Masashi Hiramatsu
Naoto Shimada	Michihiro Sasaki
Noriko Watanabe	Satoru Nakajima
Takashi Fujii	Shinji Hashimoto
Takashi Sannohe	Tatsuo Tomiyama
Yasuhito Takamatsu	Yoshinori Kitase
Yasutaka Kiriya	Yousuke Saito
Yuka Naito	Yuu Miyake
Yuki Nishimura	

Supervisor

Akitoshi Kawazu

Executive Producer

Yuuichi Wada

...and a big thanks to all Square Enix staff!

havok

©2007 Havok And Havok 3 are registered trademarks of Havok and Telekinesys Research Limited. All other products, company names and logos are trademarks or registered trademarks of their respective owners.

DOLBY
PRO LOGIC II

Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories.

THX
pm3
CERTIFIED STUDIO

THX pm3 is a trademark of THX Ltd. which may be registered in some jurisdictions. All rights reserved.

WARRANTY

The following warranty and support information applies only to customers in the United States and Canada, and only to original consumer purchasers of products covered by this warranty.

LIMITED WARRANTY

Square Enix, Inc. ("SEI") warrants to the original purchaser of the enclosed product (the "Product") that the media containing the Product (which includes any replacement media provided under this warranty) will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase (the "Warranty Period"). SEI's entire liability and your exclusive remedy under this limited warranty shall be, at SEI's option, repair or replacement, without charge, of the whole or affected portion of any Product that proves to be defective in material or workmanship during the Warranty Period.

EXCLUSIONS FROM WARRANTY

This warranty applies only to defects in factory materials and factory workmanship. Any condition caused by abuse, unreasonable use, mistreatment, neglect, accident, improper operation, destruction or alteration, or repair or maintenance attempted by anyone other than SEI is not a defect covered by this warranty. Parts and materials subject to wear and tear in normal usage are not covered by this warranty.

IMPLIED WARRANTIES AND INCIDENTAL AND CONSEQUENTIAL DAMAGES

Under state or provincial law, you may be entitled to the benefit of certain implied warranties. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WILL CONTINUE IN FORCE ONLY DURING THE WARRANTY PERIOD. Some states and provinces do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

NEITHER SEI NOR YOUR RETAIL DEALER HAS ANY RESPONSIBILITY FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES RELATING TO YOUR USE OF THE PRODUCT, INCLUDING, WITHOUT LIMITATION, ANY DAMAGES FOR LOSS OF DATA OR LOSS OF PROFIT, OR FOR ANY INCIDENTAL EXPENSES, LOSS OF TIME, OR INCONVENIENCE. As some states and provinces do not allow the exclusion or limitation of incidental or consequential damage, the foregoing limitation or exclusion may not apply to you.

HOW TO OBTAIN WARRANTY SERVICE

To obtain warranty service, please send the defective Product, together with a copy of your original sales receipt, your return address, name and telephone number, should contact be necessary, and a brief note describing the defect to SEI at the following address: Square Enix, Inc., Customer Warranty, 999 N. Sepulveda Blvd., 3rd Floor, El Segundo, CA 90245. THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE.

The shipping costs for sending the defective Product to SEI is a sole responsibility of the Customer. SEI will not be liable for any damage or loss that occurs during shipping. To minimize loss during shipping, you may opt to use a tracking method when shipping.

If you have warranty questions, you can also contact our Customer Warranty department at (310) 846-0345 during its hours of operation, Monday - Friday, 9:00 am - 6:00 pm, Pacific Standard Time.

CUSTOMER SUPPORT

For customer support and technical support questions, please call (310) 846-0345 during the following hours of operation: Monday - Friday, 9:00 am - 6:00 pm, Pacific Standard Time.

**FOR INFORMATION AND SERVICES BY SQUARE ENIX, INC.,
GO TO WWW.SQUARE-ENIX.COM**

NOTICE: The Product, this manual, and all other accompanying documentation, written or electronic, are protected by United States copyright law, trademark law and international treaties. Unauthorized reproduction is subject to civil and criminal penalties. All rights reserved.



SQUARE ENIX

www.square-enix.com
Published by Square Enix, Inc.



Square Enix, Inc. - 999 N. Sepulveda Blvd., 3rd Floor, El Segundo, CA 90245

© 2006, 2007 SQUARE ENIX CO., LTD. All Rights Reserved. DAWN of MANA, SQUARE ENIX, and the SQUARE ENIX logo are trademarks of Square Enix Co., Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.