ETERNAL RING
TEEN
T
CONTENT RATED BY
ESRB
agetec
FROM SOFTWARE

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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 UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 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.

Agetec, Inc., PO Box 70158,
Sunnyvale, Ca. 94086-0158

ETERNAL RING™

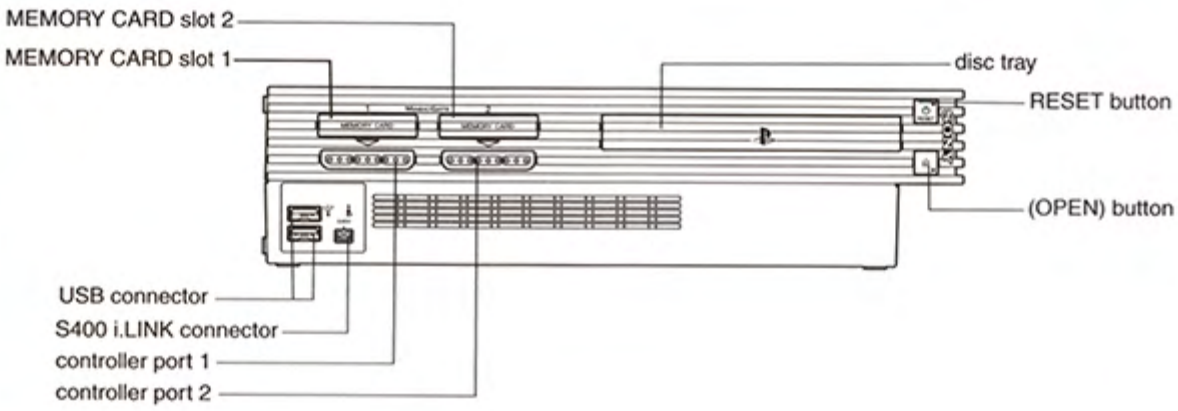
Contents

I	Basic Operations	3
II	Screen Descriptions	5
III	Beginning the Game	6
IV	Playing the Game	8
V	Menu	14
VI	Creating Rings	18
VII	Characters	24
VIII	Credits	28

Thank you for purchasing Eternal Ring, software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially the sections that cover operating instructions and safety precautions.

* DVD-ROMs are sensitive to scratches and dust, so please handle the product with caution.

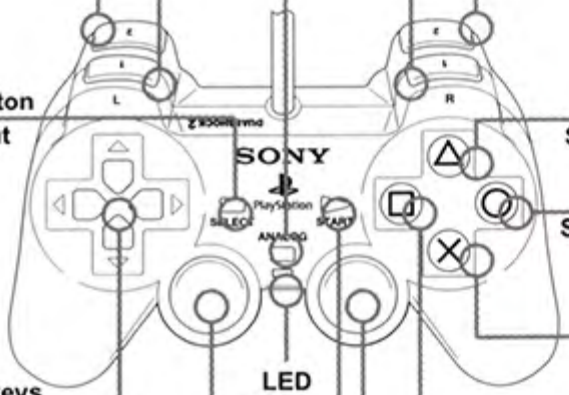
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ETERNAL RING disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

I BASIC OPERATIONS

DUALSHOCK™2 CONTROLLER CONFIGURATION



L1 button
Move left

L2 button
Look up

ANALOG mode switch

R1 button
Move right

R2 button
Look down

SELECT button
Item shortcut

△ button
Swing sword

○ button
Select magic, cancel

× button
Get, talk, open, select, walk slow

□ button
Use magic

LED

Directional keys
Up: Move forward
Down: Move backward
Left: Rotate right
Right: Rotate left
These buttons are used to move the cursor over the Menu screen.

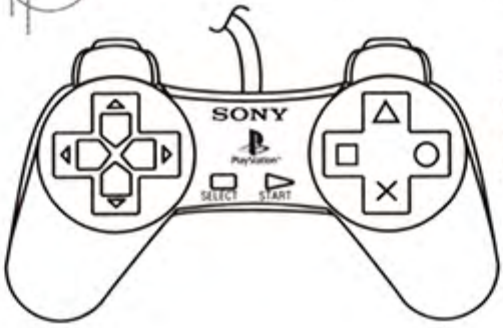
right analog stick
Not used

left analog stick
Not used

START button
Display menu

This software is compatible with the analog and vibration functions of the DUALSHOCK™2 analog controller. These functions aren't associated with LED status. The enabling and disabling of these functions can be performed in the menu for environmental settings.

CONTROLLER



Each name and function is the same as with the DUALSHOCK™2 analog controller.

II Screen Descriptions

Game Screen

① Compass

Your current direction is represented by a black dot within a blue green sphere.

② MAGIC Gauge

Magic can be used once the gauge is completely full. The gauge will be depleted to zero when magic is used, but will recover with time

③ HP Gauge

HP represents your health power. When this gauge is depleted to zero, the game is over.

④ MP Gauge

MP represents your magic power. Magic can't be used when this gauge is depleted to zero.

⑤ Magic Ring Selection Window

This selects the magic with which you're currently equipped.

III Beginning the Game

Turn on the MAIN POWER switch on the back of the PlayStation®2 computer entertainment system and insert the game disc into the console. Press the RESET button. The title screen will be displayed when the START button or ⊗ button is pressed during the demonstration or after it has finished. The Start menu is displayed when the START button is pressed at the title screen.

NEW GAME

Starts the game from the beginning

CONTINUE

Resumes the game at the point where you saved previously

*** Caution**

DVD-ROMs are sensitive to scratches and dust, so please handle the product with caution. Discs that cannot be read due to dust and scratches on the data side of the disc will not be covered by warranty.

Loading the Game

The game will start at the point where you saved previously. A Memory Card (8MB) (for PlayStation®2) is required in order to save game data. To load a game, select a Memory Card slot and choose a saved game. You can also load game data by using the menu during the game.

Saving the Game

Save points similar to the one shown in the picture are placed in several locations on the island. The game can be saved when the ⊗ button is pressed after you approach a save point.

Select the Memory Card slot in which a Memory Card (8MB) (for PlayStation®2) is inserted, then press the ⊗ button. Select NEW when saving new data. When existing data is selected, the prior data will be overwritten. Free space of 100KB or more is required for saving.

* This game does not support "Memory Card."
* Data can be saved in up to eight locations. It is recommended that you save data in a different location and do not overwrite the most recent data.

OBJECTIVE OF GAME

The player becomes Cain in order to discover what the secret research team objective is and to discover his family history.

BATTLE

Cain can attack with a sword at close range and with magic spells at long range. It is recommended that you learn how to use the two different attacks, depending on the situation.

CLOSE-RANGE ATTACKS USING A SWORD

These attacks are dangerous, because it requires you to get close to the enemy, but you can attack as many times as you want.

LONG-RANGE ATTACKS USING MAGIC SPELLS

You can damage enemies far away, but you can't do so when you have no MP left.

BATTLE TIPS

You can win battles with relative ease by repeating the following pattern:

Attack enemy from a distance using a spell.

Get close to the enemy while stunned and attack with your sword.

Get away from the enemy.

Attack enemy from a distance using a spell.

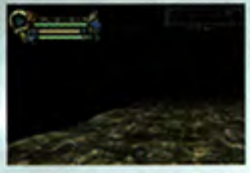
The effects of offensive magic will differ according to the spell used.

MAGIC

Magic can be activated by pressing the ▣ button while equipped with a magic ring. Magic can be used when the Magic Gauge (see page 3) is filled completely. Cain can use offensive magic and healing magic.

There are rings that when equipped, will change the way another ring works. For instance, equipping "Power of Seek" will make "Fireball" chase enemies. Try different combinations.

SELECTING MAGIC



A list of rings (magic) with which you're currently equipped is displayed at the right on the screen. Select a ring by pressing the ◉ button.

Rings

Rings have mysterious powers. Some rings change Cain's abilities, while others allow him to use magic. See page 15 on how to equip Cain with rings.

Magic Rings

Magic can be activated when you wear these rings. You can equip the character with up to five at one time.

Attribute Rings

Changes occur when you wear these rings, such as in the magical effects and Cain's abilities. Up to five of these rings can be worn at one time.

Magic Gems

On the island you can obtain Magic Gems that have strange powers. These gems each have attributes, and there are many different types of attributes. When creating rings, the powers instilled in the rings will differ according to the gem's attributes and attribute types.

Creating Rings

There are "warp" points in various locations throughout the island. When you step on the plate, you'll be transported to the place where you create rings. There are six pedestals in the room, and rings can be changed or created by placing the magic gems on these pedestals. Pressing the ● button after you place the gems on the pedestals will initiate the process of ring creation. Different procedures are used when creating magic rings and assist rings. See page 15 on how to create Rings.

Creating Magic Rings

First, select the ring you wish to create a new Magic Ring out of. (If there is already magic on the ring, once you use it to create a new ring, the old magic on the ring will no longer be available.) Place the magic gems on the pedestals and then place at least one gem each on the left pedestal and the right pedestal.

Creating Attribution Rings

Place the magic gems on the pedestal. You can create a ring using at least one magic gem. You don't need a ring for use as a base.

Collection

This displays the rings you've obtained so far. Selecting the ring will display the details on that ring.

Cancel

Ends the ring-creation process.

Obtaining Items

Items can sometimes be found on the map. Press the ⊗ button when you get close to the item in order to pick it up. Pressing the ⊗ button again will place the item in your inventory.

Exchanging Items

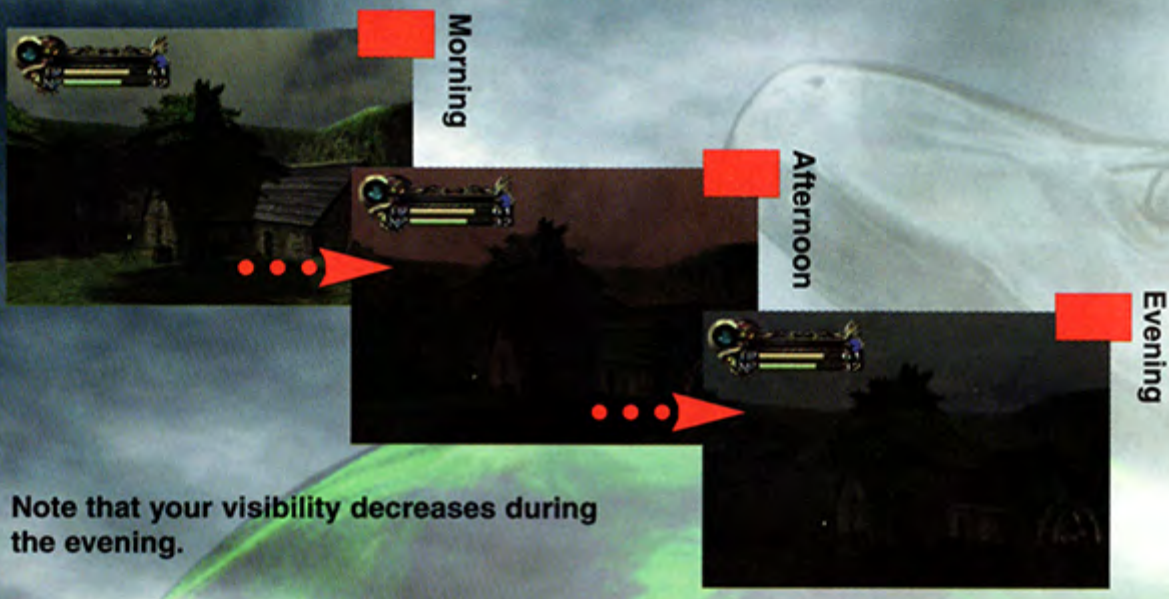
Some people on the island collect magic gems. These people will exchange them for other items. Select the item you wish to trade when the item list is shown, and press the ⊗ button to exchange it.

Collecting Information/Exploration

The island has places where people live. You can talk to people by pressing the ⊗ button when you approach a person. You can sometimes obtain valuable information by talking to people. When you want to perform actions such as examining or operating a switch while exploring a cavern or palace, move the object in the center area of your screen and press the ⊗ button.

Time

The activities of people living on the island will change over time. You can check the current status in the Menu screen (see page 14).



Note that your visibility decreases during the evening.

Attributes

All the rings, magic gems and enemies have attributes. When the value of an attribute is high, the offensive strength and defensive strength against that attribute will be high.

Growth

You obtain experience points whenever you defeat an enemy. When you accumulate a certain number of experience points your level increases, along with your basic abilities. You can also change Cain's basic abilities by equipping him with various rings.

Status Changes

Your status may change due to a battle, but it will recover over time. You can also recover from these changes through the use of various items.

Poison

Your HP will decrease at regular intervals.

Paralysis

Your movement will decrease considerably.

Seal

You will not be able to cast spells.

Curse

Your offensive and defensive powers will diminish significantly.

Death

When your HP reaches zero, the game is over. It is recommended that you save the game often.

V MENU

Pressing the START button during play will bring up the Menu screen. Choose the item using the directional keys and press the ✕ button to select it. Help can be displayed by pressing the △ button when a △ is displayed at the bottom of the screen.

LEVEL
Displays your current level.

HP
Displays your current and maximum HP.

MP
Displays your current and maximum MP.

EXP
Displays the experience points you've accumulated so far.

NEXT
Displays the number of experience points needed to gain a level.

WATCH
Displays the current time.

NUMBER OF DAYS
Displays the number of days passed since you arrived on the island.

Inventory

The items, rings, magic gems and weapons you have will be displayed in the form of a list. Use the up and down directional keys to choose the item you want to use, then press the ⊗ button to use it. Pressing the SELECT button with the item selected will create a shortcut to that item.

Equipment

Equipping Rings

Select the ring with which the character will be equipped. Choose the ring using the up and down directional keys. Pressing the ⊗ button will display a list of rings the character has. The status of equipment will be displayed on the left side of the screen to show the attributes, if you decide to equip Cain with it.

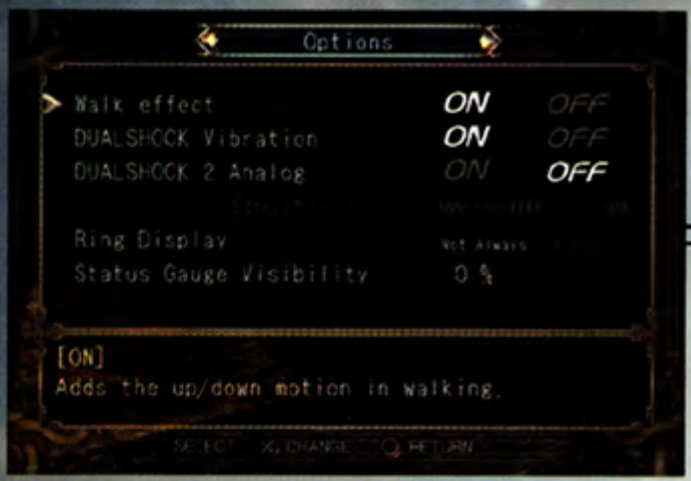
Equipping Weapons

Select the weapon with which Cain will be equipped. Choose the weapon using the up and down directional keys, then press the ⊗ button.

Status

You can check your current status and the status of the weapons or rings with which the character is equipped.

Environmental Settings



This allows you to adjust various game settings.

Option Settings

Walking Effect

The walking effect can either be ON or OFF to adjust the up and down movements while walking.

DUALSHOCK Vibration

The DUALSHOCK Vibration can either be ON or OFF to adjust the vibration of the controller.

DUALSHOCK 2 Analog

The analog buttons can either be ON or OFF to adjust the analog buttons.

Sensitivity

Adjusts the sensitivity level of button analog when the analog button settings are turned on for the DUALSHOCK 2.

Ring Display

The ring window can either be ON or OFF when button is pressed.

Status Gauge Visibility

The Status Gauge Visibility can be adjusted; the greater the value the less it is visible.

Sound

Output Settings

Selects "Stereo" or "Mono" sound output.

BGM Volume Settings

Adjusts the volume of background music.

SE Volume Settings

Adjusts sound effects volume.

Operation Settings

Selects the different types of button configurations.

Loading

Loads the game data. Select a Memory Card slot in which a Memory Card (8MB) (for PlayStation®2) is inserted, then press the ◉ button.

VI Creating Rings

The creation of rings is an ancient and difficult art that requires time to master. You quest will be very different if you learn to harness magic properly. Here is a hint section to get you started.

There are five types of rings that fall into two categories.

Attack Magic Rings, Assist Magic Rings, and Summon Magic Rings are all considered Magic Rings. These rings require a Ring of Magic as a base.

Attribution Rings and Auxiliary Rings are considered Attribution Rings. These rings do not require Ring of Magic to create.

There are six slots for Magic Gems in the Forgotten Dais. You do not need to use all six to create a ring.

Magic Rings

When creating Magic Rings, the leftmost three slots for Magic Gems control the attribute of the ring you are creating (whether it is Fire, Wind, Water, Earth, Light or Dark). The right-most three slots for Magic Gems control whether the ring is an Attack Ring or an Assist Ring. If you put Fire, Wind, or Light in the right three slots, you will get an Attack Magic Ring. If you put Water, Earth, or Dark in the right three slots, you will get an Assist Magic Ring.

Attack Magic Ring	Assist Ring
Fire, Wind, Light	Water, Earth, Dark

The levels of the Magic Gems you use in the creation of your ring decides the level of your ring. Be wary, though, because creating rings is an imprecise science, there is an element of luck involved. However, here are the basic rules:

Ring Level	Fire, Wind, Water, and Earth	Light	Dark
1	2 – 7	4 – 13	4 – 19
2	8 – 13	14 – 19	20 – 30
3	14 – 19	20 – 29	
4	20 – 30		

Attack and Assist Magic Rings

If you want to make a level 2 Fire Attack Magic Ring, you put all Fire gems in the left three slots, and in the right side Fire, Wind, or Light. The total levels of all six slots must add up to a number between 8 and 13.

The total level is 9 (because 2 + 3 + 2 +2 = 9), and 9 is between 8 and 13, so it works and you have created a new level 2 Fire Attack.

Summon Magic Rings

To create a Summon Magic Ring, you must use 6 gems, all with the same main attribute (Fire, Wind, Water, Earth, Light, or Dark). Summon Magic Rings are only level four or level five. For a level 4 Summon Magic Ring the total level must be 24 and for a level 5 Summon Magic Ring the total level must be 30.

For example, if you want to make a level 4 Water Summon Magic Ring, you put Water level 4 gems in all six slots. The total level of all six slots adds up to 24, so it works, and you have created a level 4 Water Summon Magic Ring.

Attribution Rings

There are two types of Attribution Rings: rings that increase one attribute, or rings that increase two attributes. Rings that increase two attributes are rare.

Ring Level	Total Level
1	1–8
2	9–14
3	15–30

- Some of the Attribution Rings are harder to get than others. Some you can only obtain with luck.
- It doesn't matter which side you place the gems on when creating an Attribution Ring.
- If you create an Attribution Ring with gems of all the same attribute, the ring will raise that attribute when worn. (I.e., if you make a ring with six level 3 Earth gems, it will create a ring that greatly increases your Earth attribute.)

To create an Attribution Ring that affects two attributes, you need to mix and match gems. You can only create gems that at the most affect two attributes at once, so there's no point in more than two attributes. The best bet is to use the same number of rings of each attribute, of the same level and keep trying if you don't get what you want. A lot of these rings are difficult to get, and there's a lot of luck involved.

Because of the amount of chance involved, the same combination may yield a slightly different result at different times.

You cannot create Auxiliary Rings; you can only find them hidden about the Island of No Return

A small, solitary boat floats amid the endless expanse of the open sea.

On that boat are a fisherman and a young man lying on the deck, gazing at the deep-blue sky. The young man's name is Cain Morgan. "The Eternal Ring..." Cain says, lost in thought. Cain gazes at the birds in the sky, recalling the events of just a few days earlier.

It was an order given by the king himself. Heingaria, a military kingdom, has grown by invading and taking over neighboring countries. Therefore, the aggressive elders of Heingaria have immense power over the more passive king. The king has practically no say in the actions of his kingdom. That king is now seated at a desk in the captain's office. His cape, with its golden threads, seems out of place against the simple, wooden desk. "What we're about to discuss must never leave this room," intones the king. The situation he describes regards the elders. "The elders are up to something," he says with a sigh. He explains how the elders are involved in some sort of secret scheme, which is taking place behind his back. The strangest activity, according to the king, was the dispatch of an investigative team to the "Island of No Return."

"When questioned, the elders explained that they were in search of magical powers. However, they're actually searching for the whereabouts of a certain ring. This ring is a legendary treasure that long ago was known to exist. It is described in words such as 'eternal' and 'invincible.'" The king pauses and looks straight into Cain's face. "Therefore, I order you, Cain Morgan, member of the Security Force, to travel immediately to the island and investigate the activities of that team and the ring in question."

That night a great feast filled the table in Morgan's dining room. Gillian Morgan, Cain's foster father, serves the king as head of the Security Force. He is generally considered strict and unyielding, but tonight he opens his private reserves of wine and ale for the occasion. "There are several reasons I recommended you for this mission, Cain." Gillian says, his face flushed with alcohol. "One is the fact that we needed a person we could trust completely. The other reason, Cain, has to do with a secret that I haven't even told the king. It's about your birth." Gillian begins describing a battle that took place between the kingdoms of Solcia and Aldine long ago, on the mainland.

"Cain, I found you 20 years ago, immediately after the Solcian kingdom had fled to the 'Island of No Return'. I found you as an infant, barely able to walk, standing amid the wreckage of a battlefield. Do you understand what I'm saying, Cain? By going to the 'Island of No Return', I think you may be able discover your own past."

He sighs as he finishes that remark, as if the pressure of the past 20 years has suddenly been lifted from his shoulders. Then he falls asleep.

"Hey, Mr. Morgan, we can see the island!"
The fisherman who is calling his name awakens Cain from a light sleep.

Cain looks up and sees the fisherman—whom he has hired at the port for a great amount of money—looking far ahead, off the bow of the ship. From that vantage point Cain is able to make out a small island far away on the horizon, over the vast, blue ocean.

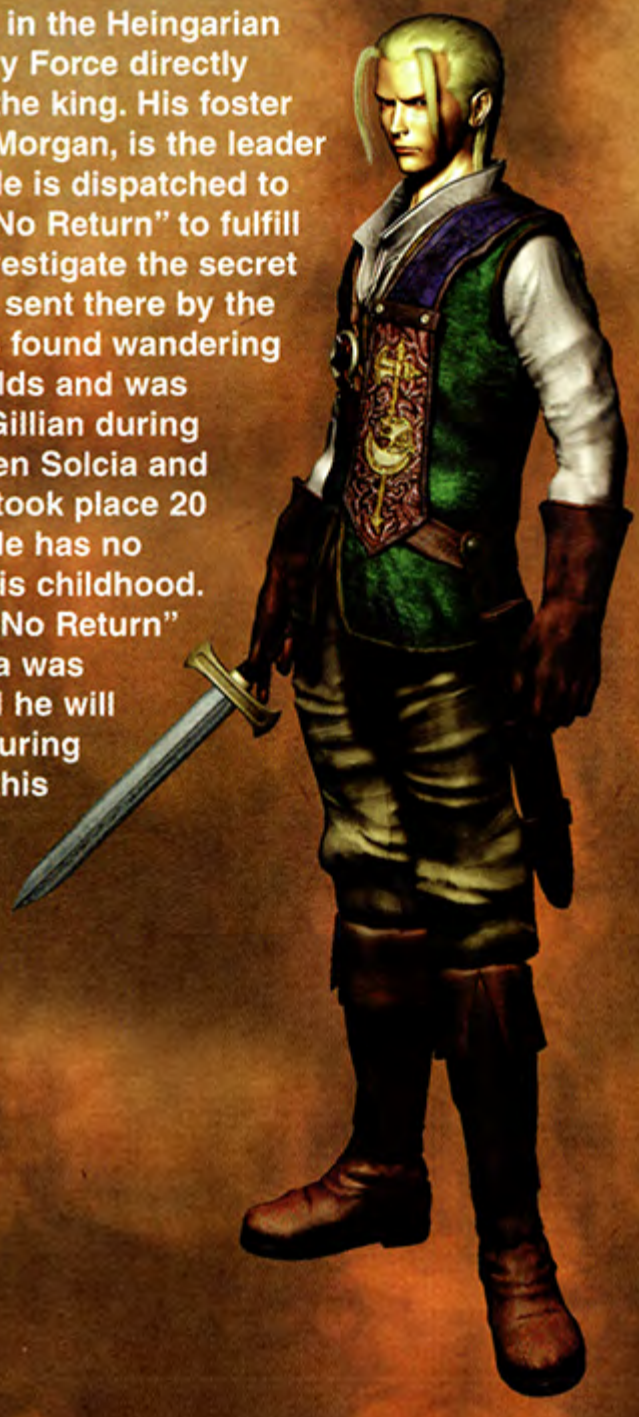
Cain stares at the island with the cursed name, thinking about his real father and mother.

Reality somehow refuses to take charge.

Cain Morgan

(main character, 25 years old)

A soldier in the Heingarian Security Force directly under the king. His foster father, Gillian Morgan, is the leader of the Force. He is dispatched to the "Island of No Return" to fulfill an order to investigate the secret research team sent there by the elders. He was found wandering in the battlefields and was picked up by Gillian during the war between Solcia and Aldine, which took place 20 years earlier. He has no memories of his childhood. The "Island of No Return" is where Solcia was destroyed, and he will find his past during the course of this mission.



Ian Martin

(18 years old)

The current king of Heingaria. Due to the abrupt death of his father, he assumed the throne at the age of 15. Many citizens love his peaceful and loving presence. However, he lacks the power to stand up against the elders. All major decisions are made by them. He has no say. He is peaceful, and disapproves of bloodshed. He doesn't like the notion of invading other countries for territorial expansion, but is powerless to resist the elders. He sends Cain to the "Island of No Return" in order to learn the true intentions of the research team dispatched by the elders.

Gillian Morgan

(52 years old)

Leader of the Heingarian Security Force, and foster father of Cain. He found a child wandering the battlefields during the war between Solcia and Aldine that occurred 20 years earlier. He named the child Cain. He hates the elders that ignore the king, and therefore suggests to the king that the team dispatched by the elders be followed and observed.

HEINGARIA

This used to be a small country located in the northern part of the continent. The country's recent aggressive military policy, however, has given it the power to overtake neighboring countries. Two factions exist within the country. One is led by the elders, who are bent on military aggression. The other is the Royal faction, a group of people who are relatively peaceable. The elders have actual power, while the king is unfortunately a mere figurehead.

ALDINE

A nation that once existed on the mainland. It was mainly a farming and agricultural country, but immediately after Matthew D. Ross III took over the throne, it quickly became a militant power. The country rapidly extended its borders, invading and taking over neighboring countries. The king mysteriously disappeared after the invasion of Solcia, and eventually his country ceased to exist.

SOLCIANS

The people who used to live in the central part of the continent. It is said that they were able to use magic powers, but that those powers have long been lost to history. Theirs was a peaceful country, choosing to maintain neutrality among its neighbors. To avoid the invasion of the Aldine forces, they retreated to the "Island of No Return", their sacred land. However, continued pursuit by the king of Aldine resulted in the people of Solcia disappearing into history.

ELDERS

The name given to the four people who have the actual power over Heingaria. They are the ones who wrested power from the inexperienced young king and forced him to become a figurehead, so they could control the kingdom. They are searching for a source of great power with which to conquer the continent.

Island of No Return

A solitary island located north of the region of Nilvia, which lies in the northern part of the continent. It is an island held sacred by the people of Solcia. Nilvia is essentially a cold area, but the complicated oceanic currents in the region result in varied habitats and geography on the island. Mount Voldana, which is found in the eastern portion of the island, is a small but active volcano. Several eruptions have been recorded in recent history. With the shifting of underground plates due to volcanic activity, the island undergoes constant change. This is assumed to be the cause of the island's complicated natural environment, which is unlike that found elsewhere.

A handful of sailors who had drifted into the vicinity of the island testify that they saw demon-like beasts flying overhead, and some even say that they encountered "dragons" of the kind only seen in legends. The island is believed abandoned. However, there are reports that some large-scale underground buildings—and signs of civilization—have been found on the island. It is not known who lived on this island, and even history books are of no help. If the research reports are accurate, there may be a history of an unknown civilization hidden on the island. (Excerpt from Heingaria Kingdom Records of Continental Exploration 4)

VIII

Credits

Eternal Ring FromSoftware Development Team
Supervisor - Naotoshi Jin
Producer - Akinori Kaneko
Toshifumi Nabeshima
Main Programmer - Ryuji Okamura
Movie Director - Keiichiro Ogawa
3D Graphic - Takahide Hamauchi
Mitsuru Nakanishi
Akihiko Uehara
2D Graphic - Masahiro Kajita
Keiichiro Ogawa
Hidetsune Sato
Scenario Writer - Toshifumi Nabishima
Eiji Matumoto
Programmer - Ryuichi Sato
Kyouichi Murata
Akinori Kaneko
Event Programmer - Masato Suzuki
Yousuke Usui
Hideki Katagiri
Designer - Hiroyuki Kani
Eisuke Sakurasawa
Sound Effect & Music Composer - Keiichiro Segawa
Tsukasa Saito

Casting and Recording Studio:
Webtone Productions - Campbell, CA U.S.A

Voice Cast:
Greg Weber
David Nowlin
Errin Clark
Steve Duell
Andrea Satin
Gary Martinez
Jeff Kramer
Rebecca Wink
Matthew Henerson
Roger Jackson
Stephen Butelo
Roberta Kennedy

Special Thanks:
Kim Weber
DSC Graphics / INO Group

Agetec, Inc. Limited Warranty - Software

Agetec, Inc. warrants to the original purchaser of this Agetec, Inc. product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Agetec, Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, the Agetec, Inc. product. You must call (408) 780-0166 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect of the Agetec, Inc. product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE AGETEC, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THE SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL AGETEC, INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE AGETEC, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Repair/ Service After Expiration of Warranty - If your game disc requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Agetec, Inc. Customer Service Department/Technical Support Line (408) 780-0166 - Call this number for help in installing or operating our products or for general product questions. Representatives are available Monday-Friday, 8am-4pm Pacific Time. There is no charge for this service.

Agetec, Inc. Online at http://www.agetec.com - Our news is always cool! Visit our website and find out what's happening at Agetec, Inc. - new titles, new products, and fresh tidbits about the new gaming world!

Own All 3 Agetec Launch Titles!

AGETEC, PO Box 70158, Sunnyvale, CA 94086-0158

© 2000 From Software, Inc. From Software and the From Software logo are trademarks of From Software, Inc. All rights reserved. Agetec and the Agetec logo are trademarks of Agetec, Inc. Eternal Ring and the Eternal Ring logo are trademarks of Agetec, Inc.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo 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 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.