

FULL METAL ALCHEMIST™

— and the Broken Angel —



SQUARE ENIX™

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 peripherals 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 FORMAT DISC:

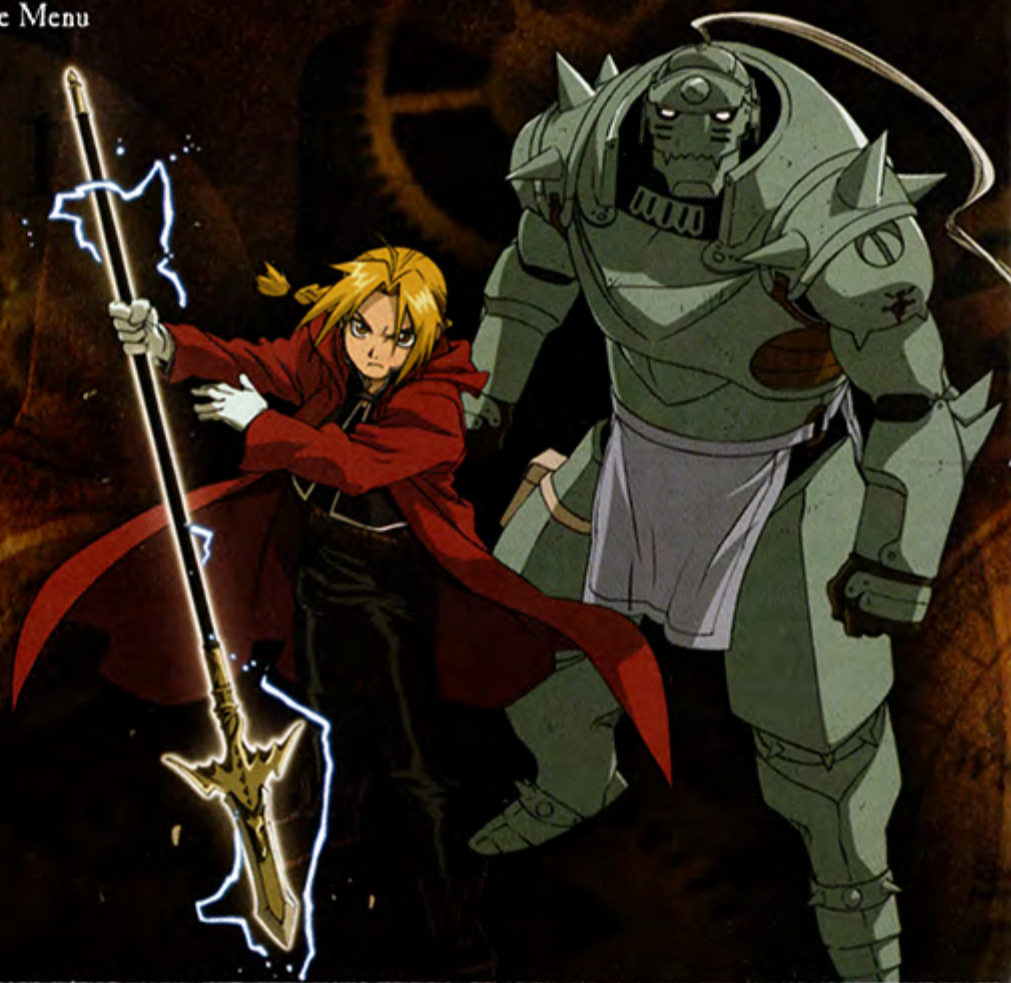
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

FULL METAL ALCHEMIST™

— and the Broken Angel —

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MEMORY CARD slot 2
MEMORY CARD slot 1

disc tray
RESET button
OPEN button

USB connector
controller port 1
controller port 2

** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

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 **FULLMETAL ALCHEMIST™** and the **Broken Angel** 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 to the controller ports. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING THE GAME

New Game

Select this to start a new game. A brief introduction to the Fullmetal Alchemist story will play, followed by the introductory animation.



Load Game

Select this to continue the game from where you left off. You can load game data from a memory card (8MB) (for PlayStation®2).

Gallery

Select this to view unlocked illustrations and movies from a save file on a memory card (8MB) (for PlayStation®2). You must clear the game once and start playing a second time in order to collect graphic and movie materials during the game.

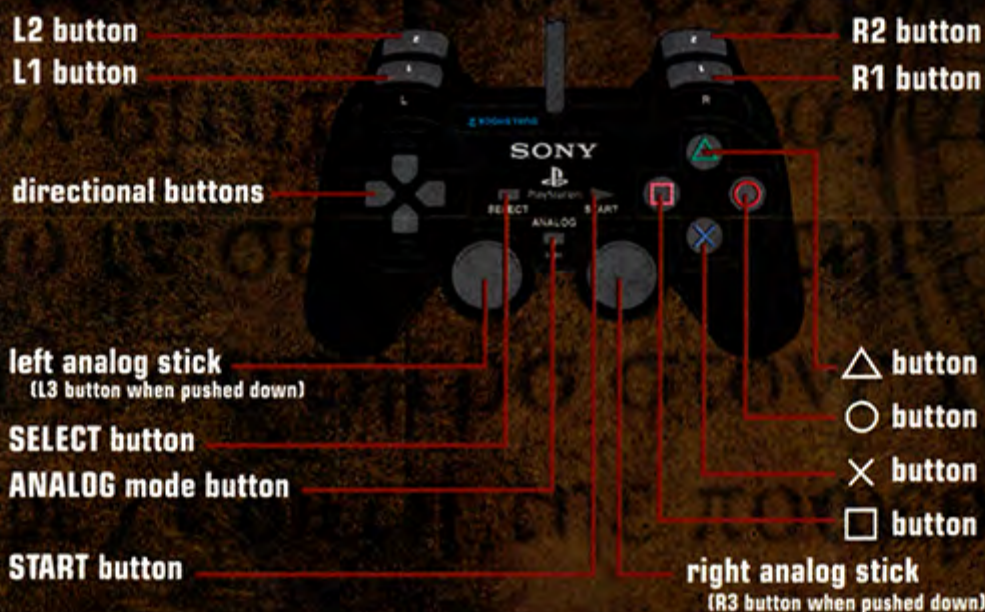


Options

Select this to make changes to your gameplay settings.

- Text Speed - Set the text speed to Slow, Medium, or Fast.
- Vibration - Turn the vibration function On or Off.
- Sound - Set the sound environment to either Stereo or Mono.
- Reset Defaults - Reset all settings to default settings.
- EXIT - Return to the title screen.





DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

This software can only be used with the DUALSHOCK®2 analog controller. This section explains controller components and basic controls. Controls will vary depending on whether you are in fields/towns/dungeons, battle, or the Pause menu. Please see details below.

• The vibration function can be turned On or Off by selecting "Config" from the Pause menu.

left analog stick	Move / Climb ladders / Control large weapons / Select menu option
START button	Start game / Pause game / Skip movie
right analog stick	Move camera angle
R2 button	Dodge moves (Left analog stick + R2 button = Perform dodge in specified direction) • Dodge moves include forward rolls and backflips, which vary in timing and movement distance.
R1 button	Issue commands to AI
△ button	Equip / Drop weapon / Climb on or dismount large weapon
□ button	Striking attack / (△+□+○ creates combo attacks) • Press □ at the end of a combo with a certain timing to create a powerful Accu-Strike
○ button	Transmute a Rockblocker (defensive) / Transmute a Stonespike (offensive) / Cancel
× button	Jump / Breakfall / Confirm

The controller must be connected to controller port 1. This game may be incompatible with controllers other than the DUALSHOCK®2 analog controller.

EDWARD ELCRIC

A fifteen-year-old prodigy who became the youngest State Alchemist in history. His alias, "Fullmetal," derives from the fact that his right arm and left leg are metallic, artificial limbs known as automail. He and his younger brother Alphonse are on a journey to find the Philosopher's Stone, which may hold the power for them to regain their bodies.



**ALPHONSE ELRIC**

Inside the giant suit of armor is a soul of a fourteen-year-old boy with a gentle heart. He journeys with his older brother Edward in hope that the both of them will regain their original bodies. Always calm and stable in character, Al is the one who chides Ed, who is quick to lose his cool. Al is Ed's perfect companion.



ARMONY EISELSTEIN

Wilhelm Eiselstein's daughter. Wilhelm has forbidden her from learning alchemy on the basis that she has no talent. She believes her father is harsh on her because she is inept at the ancient science. To gain recognition from her father, she becomes an apprentice to Edward.

CAMILLA

A mysterious woman dressed in black. Old records describe her as a legendary alchemist who disappeared several decades ago...



PROFESSOR WILHELM EISELSTEIN

One of the Ten Alchemists, and a renowned authority on catalytics, the study of making alchemy more efficient. He is now conducting research on the Philosopher's Catalyst, a legendary material comparable in power to the Philosopher's Stone. When the town of Hicssgart came under the attack of chimeras, he brought the refugees to safety and led the efforts in building New Hicssgart.



ALEX LUIS ARMSTRONG

A major in the military. He is capable of fancy footwork despite his burly physique. His giant knuckles enable him to perform powerful alchemy, for which this State Alchemist has been given the alias "The Strong-Armed Alchemist."

BRIGADIER MUDI NEMDA

Chief of the military police in the Hiessgart region. Tenacious in expanding his own power, he has almost completely privatized the army. His ambition is to build his own Nemda Kingdom.

ROY MUSTANG

A military colonel and State Alchemist who goes by the nickname "The Flame Alchemist."

His gloves are made of pyrotex, which he uses to create alchemy-controlled flames.

RIZA HAWKEYE

A military lieutenant, and a close aide to the Colonel. A woman highly capable in any assignment, she is secretly feared by her peers for her imperturbable manner.

SENIOR COLONEL GENZ BRESSLAU

A military policeman who proclaims himself to be "The Armor-Piercing Alchemist" and the strongest in the military. He has no interest in rank or honor; his only pursuit is his own physical strength. He is quick to anger, and shows no mercy for subordinates who fail in their duty.



Edward Elric and his
younger brother

Alphonse made an attempt at
human transmutation, a forbidden act in
alchemy, to revive their deceased mother –
but the results were tragic...

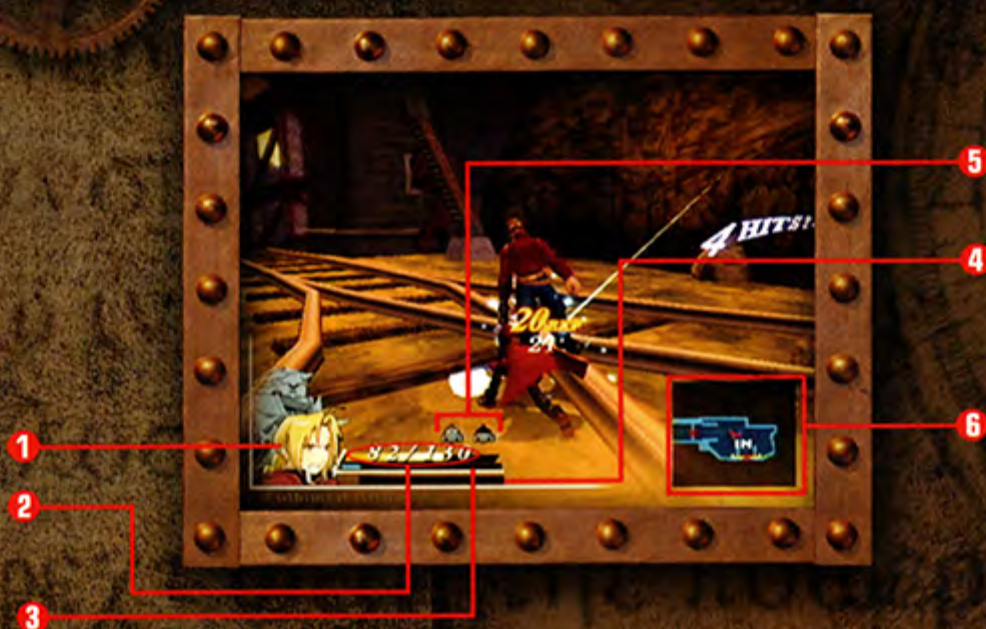


...Edward lost his left leg,
while Alphonse lost his entire body.

Edward was able to sacrifice his right arm to transmute his
brother's soul and bind it to a suit of armor – but the price the
brothers paid was far too great.



To regain their bodies, the brothers have
started on a journey in search
of the legendary
Philosopher's Stone,
which is said to hold
immeasurable powers...



1. Character Display - Ed's facial expression changes as his HP decreases, while Al starts flashing red as his HP decreases.
2. HP Gauge - This gauge indicates Ed's HP. HP decreases when damage is received.
3. Frenzy Gauge - This blue gauge charges with every attack on your enemies. When the gauge becomes full, the HP gauge will start shining in rainbow colors to indicate that a Fighting Frenzy has been activated. While in a Fighting Frenzy, your ATK increases, and you gain more EXP points.
4. Alchemy Gauge - You can transmute objects while the gauge is blue or pink.
5. Special Attacks Stock - Icons of Al's face indicate your stock of special attacks.
6. Map - You can check your current location on the map. Press the L2 button to toggle between a zoomed-in map, a map of the entire area, and no map. Red indicates Ed's location; blue indicates Al's location. White dots indicate enemies, yellow stars indicate Save Points, ladders are shown in brown, and the door or area you entered from is indicated by "IN."

SAVE POINTS



Enter a Save Point (inside the shining circle) and press the or button to save your game and/or recover your health. You will need a memory card (8MB) (for PlayStation®2) with at least 226KB of free space to save your game.

GAME OVER



Your game is over when Ed's HP reaches zero.

USE THE ○ BUTTON FOR ALCHEMY!

The ○ button charges the Alchemy Gauge on the bottom left of the screen. The Alchemy Gauge may give you a choice of transmutations.

TRANSMUTE ROCKBLOCKERS AND STONESPIKES

Press the ○ button to transmute a Rockblocker for defense; hold the ○ button and release to transmute a Stonespike for offense.



Rockblockers can shield you from enemy attacks!



Use the Rockblockers to reach higher areas!

Pressing the ○ button in an area where there are no transmutable objects will transmute a Rockblocker from the ground. Rockblockers can be used to shield you from enemy attacks. You can also jump on top of a Rockblocker (or push the left analog stick in the direction of a Rockblocker) to use it as a foothold for accessing higher areas. In the beginning, you will only be able to transmute one Rockblocker at a time – the first one will crumble as you make a second one. As Ed levels up, you will gain the ability to make up to three Rockblockers at a time.

Charge the Alchemy Gauge to...



Attack with Stonespikes!

Hold the ○ button to charge the Alchemy Gauge, then release to transmute a Stonespike, which will damage nearby enemies. Stonespikes are transmuted from the ground where there are no transmutable objects. Stonespikes disappear immediately after they are transmuted. As Ed levels up, you will be able to transmute larger and more powerful Stonespikes.



TRANSMUTE WEAPONS FROM OBJECTS



When you hold down the  button to charge the Alchemy Gauge, you will see shining Alchemy Circles around objects that you can transmute. Appearing above every transmutable object are icons of the items into which the object may be transmuted. Some objects will show two icons, from which you can choose only one to transmute.



Charge the Alchemy Gauge and release the  button while inside the circle to use alchemy.

TRANSMUTATIONS WITHIN THE STORY



Besides transmuting objects into useful items, alchemy must be used at certain points – such as transforming an old train into a cannon – to progress the story.

WEAPONS FOR ED, AL, OR BOTH

When you press the  button, you will see colored icons above the Alchemy Circles: these icons indicate the types of items that can be transmuted from the objects. Select your weapon according to these icons.



• **Red Icons:** Weapons for Ed



• **Blue Icons:** Weapons for Al



• **Green Icons:** Weapons for Both

EQUIP / DROP WEAPONS WITH THE BUTTON

Remaining
ammunition

You can equip or drop transmuted weapons (or climb on or dismount large weapons) with the  button. Use the  button to attack with your weapon. You can also reload large weapons with ammunition if you have picked up Reloader items. Some weapons can only be used a limited number of times.

ALCHEMY PROVIDES AN INEXHAUSTIBLE WEAPON SUPPLY

Transmuted items can be categorized into equipped weapons, large weapons, and special transmutations.



Equipped Weapons

Transmute objects into lances and swords to power up your striking attacks. Weapons enable combo attacks with Stonespikes. Equip and drop weapons with the  button. Use your weapons and abilities wisely in battle.



Transmute a dagger.



Slash away with the sword!



Fight with powerful
combo attacks!



Attack with a torch.



Large Weapons

Large weapons such as cannons and crossbows cannot be carried with you, but pack awesome firepower. Climb on them and fire away to deal serious damage to enemies!



Make a cannon...but be careful
not to shoot Al!



Use the crossbow to defeat
airborne enemies.

Special Transmutations

Other transmuted items might not be used as weapons, but will help you in battle nonetheless.



Dummies can draw enemies' attention away from you.



Build bridges and stairways!

MULTIPLE TRANSMUTATIONS

Some transmuted weapons can be transmuted a second time into another weapon. You can also add elements that you may have collected, such as fire and lightning, to a transmuted weapon. Each element can enhance a weapon one time before being expended. Note that an enhanced weapon may only be used a limited number of times.

**CHECK ITEMS IN THE PAUSE MENU**

Items you collect may be used, discarded, and sorted through the Pause menu. Press the START button to bring up the Pause menu (p. 18 - 19).



BONUS POINTS AWARDED AS YOU LEVEL UP

As you accumulate bonus points, you can freely allocate them to extend any of Ed's, or Al's, attributes. Press the START button and use the Pause menu to allocate bonus points. (see p.19)

**STATUS ABNORMALITIES**

Some enemy attacks may leave you paralyzed, poisoned, unable to equip weapons, or unable to use alchemy.



Paralysis – You are unable to move for a while. Use the "Relax-Herb" to negate paralysis.

Poison – You are slowly robbed of your HP. Use the "Detox-Herb" to cure poison.

Unable to Equip Weapons – Use the "Equip-Herb" to cancel the effect.

Unable to Use Alchemy – Use the "ALC-Herb" to cancel the effect.

STAGE RESULT SCREEN

When you successfully defeat a boss, the results of the boss fight are displayed.



TIME The elapsed time of the boss fight.

MAX COMBO The highest number of hits achieved in a combo attack.

ALCHEMIST RANK . A ranking of S, A, B, or C based on your performance.

BONUS POINTS Can be allocated through the Pause menu.

BONUS ITEM Items obtained from winning the boss fight.

MAKE COLLABORATIVE ATTACKS WITH AI!

Use the R1 button to call AI over to you, or have him tackle an enemy. AI's tackles can even be used in conjunction with your combo strikes.



CALL: When AI is far away, press the R1 button to call AI over to you.



TACKLE: When AI is near you, press the R1 button to have him tackle enemies. If an enemy is in front of AI, he will tackle that enemy; if not, he will tackle in the direction Ed is facing.



GUARD: Hold down the R1 button to have AI guard you from enemy attacks.



The command displayed above the gauges on the screen's lower left, such as R1 = TACKLE, indicates the command you are able to give to AI.

TO EQUIP AI

When Ed is near a weapon for AI or for both, you can press the R1 button to command AI to use that weapon. This will be indicated by a display of the command R1 = USE. AI's weapons can only be used a limited number of times; after they are used up, they vanish.



Command AI to use a weapon...



AI is now equipped!

SPECIAL ATTACKS

Join forces with Al for a powerful special attack.



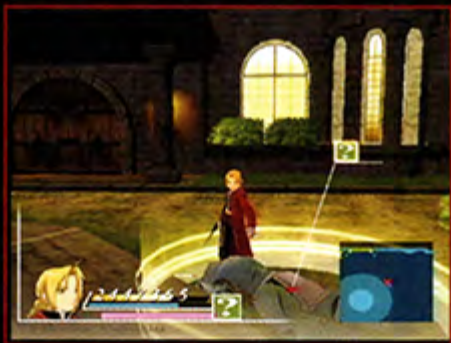
When an icon of Al's face appears on the bottom left of the screen:

1. Hold the  button to charge the Alchemy Gauge, with Al close by you.
2. Keep charging until RI = Special is displayed, then press the RI button.

* Special attacks can only be used a limited number of times. Your stock of special attacks will increase as Al attacks a certain number of enemies. You can have up to three in stock, but the stock will vanish if Al is KO'd.

FIGHTING FRENZY

The blue Frenzy Gauge charges with every attack by Ed and Al. When the gauge becomes full, the HP gauge will start to shine in rainbow colors, indicating that a Fighting Frenzy has been activated. While in a Fighting Frenzy, your ATK increases, and you gain more EXP points. The Fighting Frenzy ends when Ed falls to the ground, when Al's HP reaches zero, or when a Save Point is used.

**WHEN AL'S HP REACHES ZERO**

If Al is KO'd, Ed can transmute him back to consciousness. Al can also wake up by himself after a certain length of time.



The Pause menu allows you to use items, equip accessories, check your status, allocate bonus points, and configure gameplay settings.

ITEMS



Use – You can use the items you have accumulated during the course of the game. Select the item you want to use, choose either Ed or Al, and press the $\otimes$ button to confirm.

Discard – Select the items you want to discard, then decide how many of the items to discard. Press “Yes” to confirm.

Sort – You can sort your items by type.

ACCESSORIES



Equip/Remove/Sort – Select Equip or Remove, choose either Ed or Al, and select the accessory to equip or remove. You can also sort the accessories by type.

STATUS



You can check the status of both Ed and Al.

BONUS POINTS

Tailor your strengths by allocating points!



Bonus Points are earned whenever Ed levels up; they can be distributed to both Ed and Al.

1. Select either Ed or Al.
2. Select the attribute you want to enhance. Allocate the desired number of points using the directional buttons, then press the $\otimes$ button.
3. Select "Yes" to confirm your bonus point allocation.

**CONFIG**

You can change button assignments as well as gameplay settings.



Button Assign... Change controller settings.

Text Speed..... Set the text speed to Slow, Medium, or Fast.

Vibration Turn the vibration function On or Off.

Sound..... Set the sound environment to either Stereo or Mono.

Reset Defaults... Reset all settings to default settings.

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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, 6060 Center Drive, Suite 100, Los Angeles, CA 90045. 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 trackable shipping method.

If you have warranty questions, you can also contact our Customer Warranty department at (310) 846-0345 during its hours of operation, Monday - Friday, 8:00 am - 12:00 pm and 1:00 pm - 5:00 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 8:00 am - 12:00 pm and 1:00 pm - 5:00 pm, Pacific Standard Time.

Game tips are available (for callers in the U.S. and Canada only) for all SQUARESOFT and SQUARE ENIX PlayStation® and PlayStation®2 titles. CHARGES WILL APPLY. To obtain game tips, please call:

In the U.S.: **1-800-892-5825** (Major credit card required) Charges: \$.99/min. Automated Tips only.

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

Touch-tone phone required. Prices subject to change without notice. Callers must be at least 18 years old or have the permission of a parent or guardian. Game tips are available 24 hours a day, 7 days a week.

For information and services by Square Enix, Inc., go to www.square-enix.com

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