

# GROWLANSER™

## HERITAGE OF WAR



**ATLUS**<sup>®</sup>  
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**⚠ WARNING: PHOTOSENSITIVITY/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.

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**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.

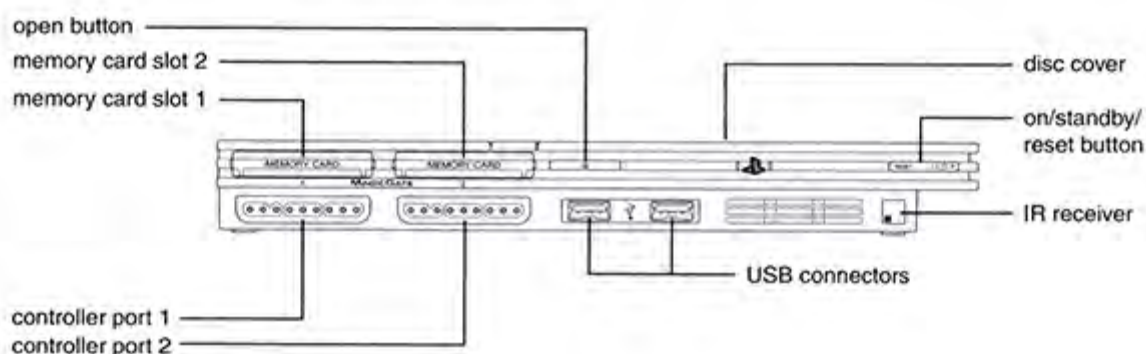
# GROWLANSER™

## HERITAGE OF WAR

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# GETTING STARTED



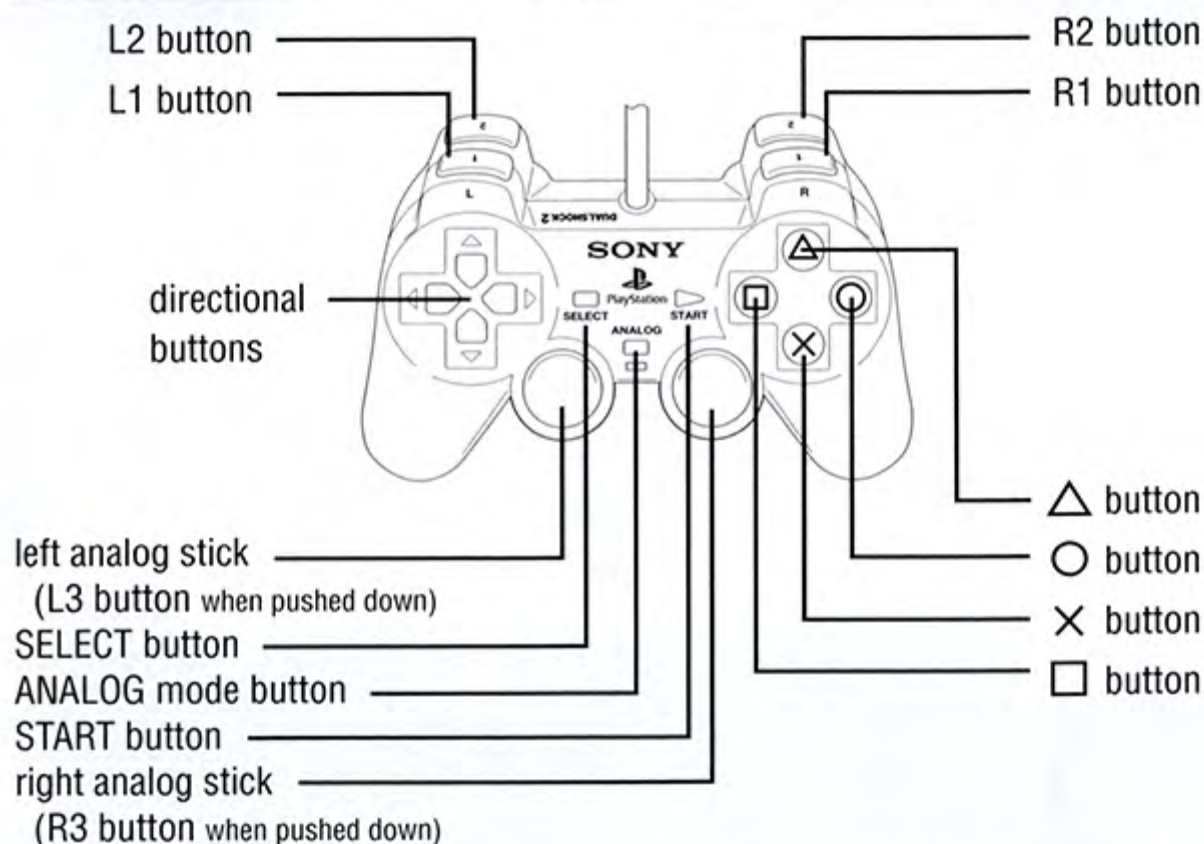
**Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Grawlanser™: Heritage of War disc in the system with the label side facing up. Attach game controllers 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.

# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



	Menu Controls	Field/Combat Controls
directional buttons left analog stick	Move the cursor	Move character
right analog stick	Not used	Scroll the map
L1 button	Switch characters	Switch enemy targets
R1 button	Switch characters	Switch enemy targets
L2 button	Page up	Switch dialogue targets
R2 button	Page down	Switch dialogue targets
START button	Not used	System menu
SELECT button	Not used	Radar ON/OFF
× button	Confirm	Attack/Check/Talk
○ button	Cancel	Cancel
□ button	Help	Ability Tree Menu/Slows magic cursor
△ button	Not used	Command Menu

Press the L1, R1, L2, R2, START, and SELECT buttons simultaneously to reset the game.



## *Prologue*

Once, there were a number of people that wished for peace and a way to settle the wars that had been raging across the continent. They revived a powerful weapon called the "Admonisher," and threatened the warring countries with it, thus bringing an end to the war by force. These people, having no country to call their own, called themselves the Peace Maintenance Brigade and vowed to intervene only to keep war under control.

20 years have passed since then without a major war. But the continent's peace, already precarious, could no longer be sustained by the old men in charge of the PMB. Haschen and his men have begun a journey to preserve the peace for their generation...

# World

For nearly 2000 years, the continent has been cut off from the rest of the world due to a barrier that surrounds the entire landmass. The people of the continent stay away from the shores, because the waters are claimed by amphibious creatures called Screamers that attack humans at will. As a result, the people tend to congregate in desert, mountain, and forest towns instead.



# Characters

## Main Character (Haschen)

Recruited from the orphan village of Warslee into the Peace Maintenance Brigade after his home was destroyed by Screamers. His mission as a PMB officer is to solve the mysteries threatening the continent.

## Korin

A native of Elphan Forest, she was sent into the human world after meeting Fanille to investigate one of the fairy legends. She's very impulsive and hates to lose, and has an overpowering curiosity about humans.



## Fanille

Though young, her intelligence is so great that she has become Lead Researcher at the PMB, in charge of discovering new forms of energy. She is shy and withdrawn, and unable to act on her opinions. Through her travels with Haschen and the rest, she is slowly learning to assert herself. Her eidetic memory is a valuable asset to the party's mission.



## Krious

Son of Commander Seldous, one of the PMB's founders. He works in the Diplomacy Division as his father's right-hand man to keep peace on the continent. Lately, he seems to have lost his passion for the job of putting out minor fires, and seems to yearn for more meaningful change.

## Melvina

Adjutant to Commander Isaac, and leader of the PMB's Ops Division. She's cool and composed, rarely ever betraying her emotions, but every now and then a hint of sadness is evident in her face.



## Randall

An acclaimed historian who believes that the remains of the ancient civilizations hold the key to true peace on the continent. His countless excavations have earned him a reputation as a daring ruins explorer, and even foreign nations request his services to investigate unexplored caverns. The only things he loves as much as his profession are his wife and daughter.

# Starting the Game

## START

From the title screen, you will be able to either Start a new game or Load a saved game. When you have completed Role 5, the Appendix option will also be available.



## Saving Data

You will be able to save your game at Inns, Save Points and at certain events and locations in the game. To save, please make sure there is a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1 of your PlayStation®2 system and select "Save." Once the Save screen appears, select the file you would like to save to and press the X button to confirm.



\*In order to save, you will need 109KB of free space on the memory card (8MB)(for PlayStation®2).

## Loading Data

To load a game, you must have previously saved Growlanser: Heritage of War data on the memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1.



## Game Flow

The game is divided into five separate chapters, called Roles, and starting a new game will begin Role 1. Complete each Role to advance to the next one, until you reach Role 5, the main Role of the storyline. During Role 5, you will be able to unlock bonus Roles; to play these, you will need to create saved data with the bonus Roles unlocked.

# Field

Everything moves in real time on the field screen, and there is no transition from exploration into battle.

## Fields that Expand in Real Time

During the game, you will go about your adventure by moving across fields, where you will find various wandering enemies. In certain circumstances, monsters may also appear in towns and cities.



## Flow of Time on the Field Screen

Normally, events move in real time on the field screen, so you must take care when making selections or issuing commands in battle. To freeze time, open the Command Menu or use the right analog stick to scroll around the map.



## Target Marker

If you approach another character or an enemy on the field, a "target marker" will appear above its head. If it's an enemy, the marker will be red, meaning you can attack it. If it's an NPC or an item, the marker will be green, and you can press the X button to interact with it. If there are multiple characters or items on the field, you can cycle between them using the L1 and R1 buttons.



\*If you are too far to speak to or check the target, the marker will not blink.

## Encountering Enemies

By drawing near to enemies on the field, you will engage in battle with them (p. 12). Since the enemies are visible on the field, you may be able to avoid battle by moving carefully around them.



## Learning Your Display



1	Radar	Displays the location of all enemies and allies. Blue dots are allies, red dots are enemies, and green dots are NPCs.
2	Message Window	Various notices are displayed here.
3	Target Marker	Marker indicating the current target.
4	Life Meter	Shows a character's remaining health. Allies' meters are shown in blue, while enemies' meters are in yellow.
5	HP	Displays a character's current HP.
6	MP	Displays a character's current MP.
7	Wait Gauge	The time remaining until the character's next action will be shown as a yellow bar. The charge time for casting spells is indicated by a green bar that counts down.
8	Path Marker	Points to that character's next target.

# Town Facilities

Towns, villages, and castles are home to both private residences and businesses such as inns or shops. In some circumstances, battles may also take place within towns.

## Homes

If you press the X button in front of someone's door, you will be able to talk to the people inside. They may give you important information, so listen to what they say. Some buildings can also be entered.



## Inns

You can save your progress at inns or rest to recover HP and MP. (For directions on saving your game, see p. 8.) There are also certain abilities called Knacks that have a limited number of uses until you rest at an inn. Select inns are also host to Fairy Contests that Korin can compete in (p. 20).



## Shops

Here, you can buy or sell weapons, armor, goods, and accessories. Weapons and armor will increase a character's attack and defense power, in addition to generating Plates. Goods are consumable items that can heal or assist your party, and accessories are used to boost your characters' abilities.



To buy something, select the item, and choose whether you would like to "Buy & Equip" or simply "Buy." If you choose "Buy & Equip," select a character to give the item to by pressing the L1 and R1 buttons, then confirm with the X button.

Certain equipment will have STR requirements to be used; if not met, that equipment will be detrimental to the character's stats. While using weapons a character is unable to properly handle, his or her ATW (Attack Wait) will be increased, and armor that is too heavy for a character will lower his or her MOV (Movement).

# Battle

During battles, take control of the main character and issue commands to your allies.

## Fight as a Unit

Though you control the main character directly, party members will move on their own. You cannot directly control them, but you can direct their movements and actions through the Command Menu.



## Types of Battle

There are two types of battles: normal encounters on the fields, and Mission Battles that occur as part of the storyline.



## Normal Encounters

Enemies wander the fields, and you can choose to fight or avoid them. Since they are optional, there is no Results screen at the close of a normal encounter. Defeating enemies earns experience points, money, and Knack Points\*.



\*Knack Points are awarded only to the character who finishes off an enemy.

## Mission Battles

These event battles occur as part of the storyline, and have specific conditions for victory that can be found in the System menu. After the battle, the Results screen will appear, and you may receive Clear Bonuses based on your performance.



## Engaging in Battle

When you encounter enemies on the field screen, you will go into battle mode if you attack the enemy or the enemy notices you. Party members will go into AUTO mode and act automatically until you give them specific orders.



## Actions During Battle

Battles occur in real time. After a character completes an action, the yellow ATW (Attack Wait) gauge appears onscreen. Another action can be selected before this gauge reaches 0, but it will not occur until the gauge runs out. When you select a spell, a green CT (Charge Time) gauge appears, and the spell may Release once it reaches 0.



\*Spell levels will be automatically adjusted to that character's skill/spell level. The higher the spell level is, the longer it will take to cast.

## Selecting Character Actions

You have direct control over the main character during battles, and can launch attacks by pressing the X button once an enemy has been targeted. Other party members will begin the battle in AUTO mode. To give them directions, enter the Command Menu.



## After Battle

In a Mission Battle, once the battle is over, you will see the Battle Results screen. By clearing mission objectives, you will receive Clear Bonuses. If all party members are killed, or one of the Defeat Conditions is met, the game will end.



## Magic Spells

### Select the Spell

To cast a spell, select the Spell command from the menu, then choose a spell from the list with the directional buttons, left analog stick, or with the L2 or R2 buttons.



### Start Casting

Once you've chosen a spell, the character will begin casting. While the CT gauge is counting down, the caster will be defenseless, and take greater damage when attacked.

To cancel a spell, open the menu by pressing the  $\Delta$  button and choose Cancel. Choosing Resume will keep casting the spell until it builds to a higher level. Once the gauge reaches 0 and the casting is complete, select Activate to release the spell, or Standby to release it later.



### Casting Complete

Once the casting is complete and you activate the spell, select an enemy or ally to cast it on. If you choose to Standby, the character will remain ready to cast it until you press the  $\Delta$  button to open the menu and choose Activate.





## Mission Battle Results

Mission Battles during the storyline will have set Victory and Defeat Conditions. If you can complete the Victory Conditions, you will clear the mission; failure to do so may result in a game over. Mission Battles have three levels of success: Mission Complete, Mission Clear, and Mission Failed. Achieving greater levels of success will earn greater rewards.



## Game Over

If all party members are killed during normal battles or mission battles, the game will be over. There will also be situations in Mission Battles where the game will end if the Defeat Conditions are met.



## Downed Characters

If a character's HP drops to 0 during battle, that character will be down and be unable to participate. Characters may be revived with a Raise spell or the Nectar item. The character will automatically return once you leave the field, complete the battle, or allow enough time to pass. Characters will revive with only a small amount of health.



\*If a character is not manually revived, his or her affinity toward the main character will greatly decrease.

## Leveling Up

Characters level up once they gain a certain amount of Experience Points, which will result in an overall stat increase. Gaining Knack Points will raise the level of your knacks, skills, and spells. The criteria for character growth will be displayed in the message window at the top of the screen.



**Experience Points:** EXP needed to level up a character.

**Knack Points:** Points needed to level up equipped plates.

**Plates:** Plates that can be created from equipped weapons and armor.

# Command Menu

## Using the Command Menu

To access the Command Menu, press the  $\Delta$  button while in the field. You can cycle through characters by pressing the L1 or R1 buttons. Remember that the commands in the menu vary for the main character and his fellow party members.



## The 8 Commands

On your party members' Command Menu, there are 8 commands. (The main character has only 7 of them, since you control him directly.)



### Attack

Have the character attack with his or her equipped weapon. Select a target, then press the  $\times$  button to confirm. The character will continue attacking until the enemy is dead, or you issue different orders.



### Move

Use this command to order a character to move to a specific location. Upon choosing the Move command, you will be able to set up to two waypoints using the  $\times$  button. To send a character to a destination without setting any more waypoints, press the  $\times$  button twice on that destination.



## Defend

The character will take a defensive stance, making him or her more resistant to enemy attacks. The character will continue to defend until you issue another command.



## Auto

The character will go into Auto Mode, which can be adjusted in the AI Settings (p. 19). If they are already in Auto Mode, they will continue what they are doing.



## Spell

There are three basic types of spells that characters using magic can cast.



- Direct Spells – These are default spells that the character knows from the beginning. These spells will be released in real time.
- Area-Effect Spells – Time will temporarily freeze when an Area-Effect Spell is released. During this period, you cannot take any other actions.
- Grand Spells – As with Area Effect Spells, time will freeze while the spell is being released. Grand Spells are preceded by a brief animated clip.

## Knack

Select a Knack from the list and press the X button to confirm. You must have at least 1 remaining use for that Knack. A Knack's uses can be recharged by resting at an inn.



## Item

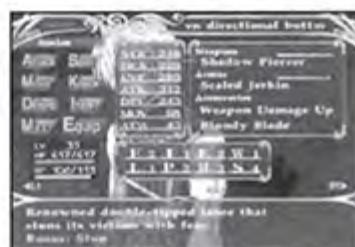
Select an item from either the Items or Special menus, and press the X button to confirm. Then select a character or enemy to use the item on and press the X button once again to confirm.



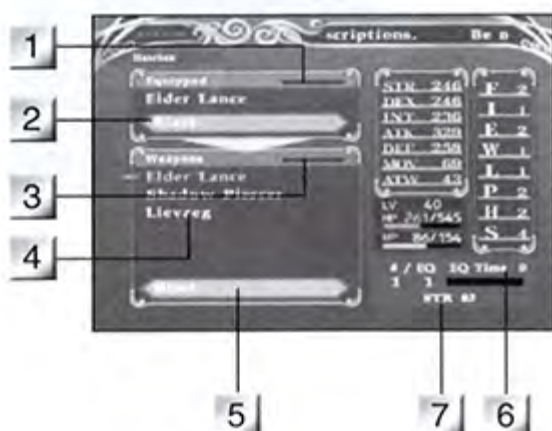
\*Special items can only be used in specific events. You will not be able to use them outside of specific moments.

## Equip

Select a piece of equipment to change and choose a new weapon, armor, or accessory from the list. You can also view the Plates that will be generated before changing equipment.



## Equip Window



This gauge shows how close the weapon or armor is to generating a new Plate. Once the bar is full, the corresponding Plate will be generated.

- 1 The Plate that will be generated when the gauge fills.
- 2 The weapon or armor's mastery level.
- 3 Equipment currently in the character's inventory.
- 4 The Plates a highlighted piece of equipment will generate.
- 5 Time remaining before equipment can be changed.
- 6 STR necessary to use a piece of equipment.
- 7 The Plates generated by the previous equipment.
- 8 The Plates a piece of equipment will generate. They will appear in the listed order.



## System Menu

Press the START button to access this menu.

## Status

You can check each character's status here. Press the X button to switch between the lists.

## AI Setting

Adjust how each character acts during Auto Mode with the AI Settings.

### Attack – Determines what enemies the character will target

Cooperate	The character will target the same enemy as the main character.
Normal	The character will decide what to attack on his or her own.
Attack Weak	The character will target the weakest enemies first.
Support Allies	The character will assist other characters.

### Magic Use – Determines the amount of spells cast

No Limit	The character casts spells heedless of his or her MP.
Normal	The character will consider MP when casting spells.
Reserved	The character will seldom cast spells.
Never	The character will never cast spells.

### Auto Activate – Determines a character's actions once a spell is ready

Manual	Magic activation menu appears once casting is complete.
Half-Auto	Direct Spells automatically activate; Area-Effect and Grand Spells must be manually activated.
Automatic	All spells will be activated as soon as casting is complete.

### Spell Use – Set casting frequency on a per-spell basis

Adjust the frequency of use for each spell on a scale from 1 (seldom used) to 6 (often used), or Never, by pressing the left or right directional buttons.

### Item Use – Set usage frequency on a per-item basis

Adjust the frequency of use for each item on a scale from 1 (seldom used) to 6 (often used), or Never, by pressing the left or right directional buttons.

# Korin

As the story progresses, Korin will join the party. By using the commands under Korin in the System menu, she will perform various tasks.

Korin has 8 different stats to build: Knowledge (KNW), Intelligence (INT), Sensitivity (SNS), Charisma (CHA), Mentality (MNT), Dexterity (DEX), Stamina (STA) and Agility (AGI). By increasing Korin's stats, she can gain the following abilities:



## Treasure Scout

By using this skill in dungeons or other places where treasure is found, Korin will scout ahead and report back with how many unopened chests are left in that area. This skill cannot be used on the overworld field map, or inside cities and towns.



## Friend Rating

Korin will tell you what each of the characters in the party thinks about the main character.



## Event Memo

Read the memos Korin writes about the latest events in the storyline. Only the memo relating to the most recent event can be read; there are no archived memos.



## Psyche Eval

Korin will describe the main character's personality, which is determined by the player's actions.



## Special Abilities

Any special abilities Korin has learned can be viewed here.



# Conditions

Confirm each battle's victory and defeat conditions here.

## Status

Information concerning your party members is displayed on the status screen. Here, you can check their abilities and status conditions, as well as the various knacks they have learned.



1	LV	Character's current level.
2	HP	Character's HP, shown in numeric and bar form.
3	MP	Character's MP, shown in numeric and bar form.
4	Next LV	Amount of EXP needed to level up.
5	Money	Amount of money on hand.
6	Stats	Each character's stats (see below).
7	Condition	Any status ailments are displayed with icons.
8	Spell Tolerance	The character's tolerance to different elemental spells. There are 8 levels of tolerance ranging from 0 (weak) to 5 (strong), along with N (null), and D (drain). The default spell tolerance is 2. N tolerance to a spell results in no damage taken, while D tolerance results in regaining HP.

**STR** Strength. Affects weapon attack damage, HP growth rate, and the ability to equip certain weapons and armor.

**DEX** Dexterity. Affects action speed, spell cast time, hit rate, evasion rate, and MOV.

**INT** Intelligence. Affects MP growth rate and spell damage.

**ATK** Attack power. Affects the amount of weapon damage dealt to enemies.

**DEF** Defense. Affects how much damage you receive from enemies.

**MOV** Movement/action speed.

**ATW** Wait time after an attack. Affects wait time after attacking with a weapon; the lower this number is, the shorter the wait time.

## Status Ailments

During battles, enemies may inflict various types of status ailments. Here is a list of the different types, and how they can be cured.

### Poison



Receive damage over time and whenever you move. Can be cured with Antidote Herb, Panacea, and Remedy.

### Venom



Receive strong damage over time and whenever you move. Can be cured with Antidote Herb, Panacea, and Remedy.

### Paralysis



Character becomes paralyzed and cannot act. Can be cured with Analepticum, Panacea, and Remedy.

### Petrification



Character turns to stone and cannot act. Can be cured with Henlouda, Panacea, and Remedy.

### Critical Condition

A character's HP is 0 and leaves battle. Can be cured with Nectar and Raise.

### Sleep



Character falls asleep and cannot act. Can be cured with Panacea and Remedy, or by taking damage.

### Silence



The character cannot cast spells; if they are casting while afflicted, the spell will be canceled. Can be cured with Panacea and Remedy.

### Rust



Character's attack power and damage dealt decreases. Can be cured with Attack Up.

### Atrophy



The character's defense against physical damage decreases. Can be cured with Protect.

### Fear



Character's defense against enemy spells decreases. Can be cured with Resist.

### Cycle Down



Character's action speed decreases. Can be cured with Cycle Up.

### Bind



Character can still attack and defend, but cannot move. Can be cured with Panacea and Remedy.

### Unconscious



Character is knocked out and cannot move or act. Can be cured with Analepticum, Panacea, and Remedy.

### Curse of Death



Character enters critical condition if the enemy that cast this isn't defeated. HP healing effects are halved.



## Ability Tree

Press the  button to access the Ability Tree screen. This is where spells, knacks, and skills can be learned with the Knack Points gained in battles and events. Adjacent Plates can be developed, since gained Knack Points flow from left to right through a branch of the Tree.

## Viewing the Ability Tree



1	Active flow	The active flow is highlighted with a yellow border. Knack Points gained are distributed into each of the Plates within this active flow.
2	Non-Active Flow	The level of Plates that aren't inside the active flow will be halved. Gained Knack Points will not be distributed to these Plates.
3	Plates	Each of the hexagonal shapes are Plates. Stocked Plates can be placed in open areas by pressing the X button.
4	Flow Starting Point	Flows begin with the Plates on the leftmost side of the screen.
5	Stock	Number of Plates currently in your inventory.
6	Plate Name	Each Plate's name.
7	Level	Each Plate's level. When a Plate reaches its maximum level, it will be displayed as "MAX" and the Plate will no longer develop.
8	Accumulated KP	A Plate's total amount of Knack Points (KP). When the bar fills up, the Plate will gain a level.
9	Branch Direction	This arrow determines the direction that the flow will proceed. Some Plates have a fixed arrow that either points up or down, while others have an arrow that can be changed according to the player's needs.

## Developing Plates

By connecting Plates in the Ability Tree, knacks, spells, and skills can be developed in the order that you want them to grow. If there are Plates in your inventory, move the cursor to an empty space and place the Plate you wish to learn with the X button. By pressing the X button on a Plate that has already been placed, you have the following options:

**Path Control:** Some Plates' flow of Knack Points can be changed up and down freely. By selecting the direction of the path you want to develop, you can change which Plates you want to develop without altering the Active Flow.

**Change Flow:** There are 8 flows (paths) that can be created in the Ability Tree, but Knack Points will only be distributed into a selected flow. By changing the Active Flow, you can develop different Plates in other locations on the Tree.

**Plate Control:** Some items allow you to change the direction of the arrow on a Plates, swap two Plates, or add KP to Plates. With these, you can control how Plates are connected, as well as their development.

\*Knack Points (KP) that you gain during battle are divided amongst the different Plates within the active flow. Thus, the more Plates that are connected, the slower each of them will develop.



# Credits

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