

OPIN SPHERES

RM/4EHMRM



⚠ 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:

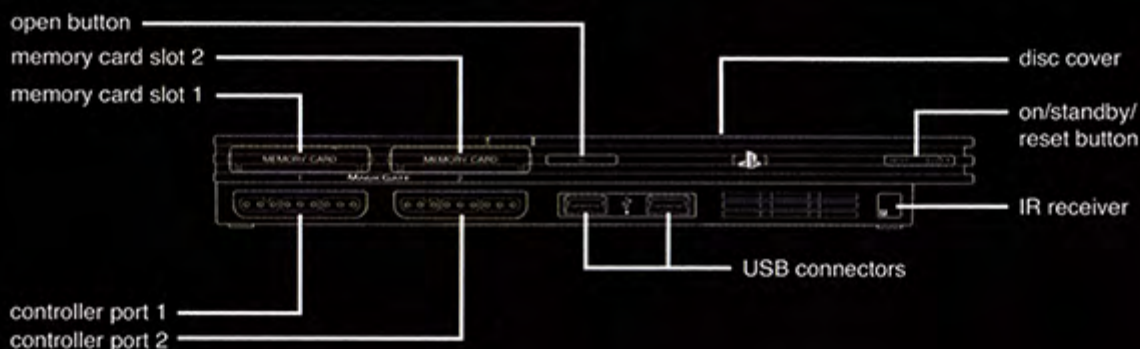
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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



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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 Odin Sphere 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.

A Note about Saving

You can save at the end of a chapter, or from the pause menu. A memory card (8MB)(for PlayStation®2) with at least 200KB of free space is required. Up to five save files can be created.

Title Screen

NEW GAME

Select this option to play from the beginning. There are three difficulty levels: Easy, Normal, and Hard.

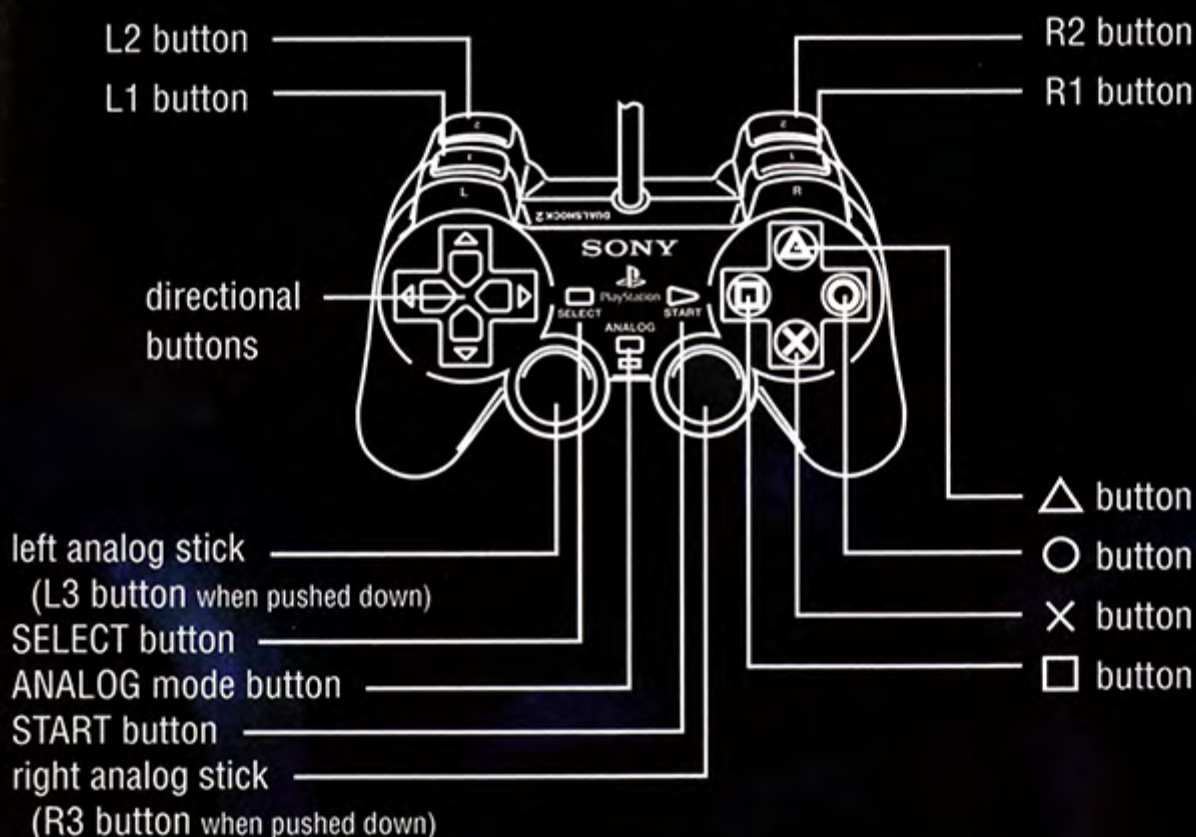
LOAD

Select this option to continue from where you previously saved.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLS

directional buttons	Move character/move cursor
left analog stick	Move character/move cursor
L1 button	Display map/switch bags
R1 button	Absorb Phozons/switch bags
L2 button	Open the status screen
R2 button	Open the bag screen
START button	Open the pause menu
SELECT button	Not used
○ button	Cancel/open the item ring
× button	Confirm/jump
△ button	Open Psypher skill menu
□ button	Attack/talk

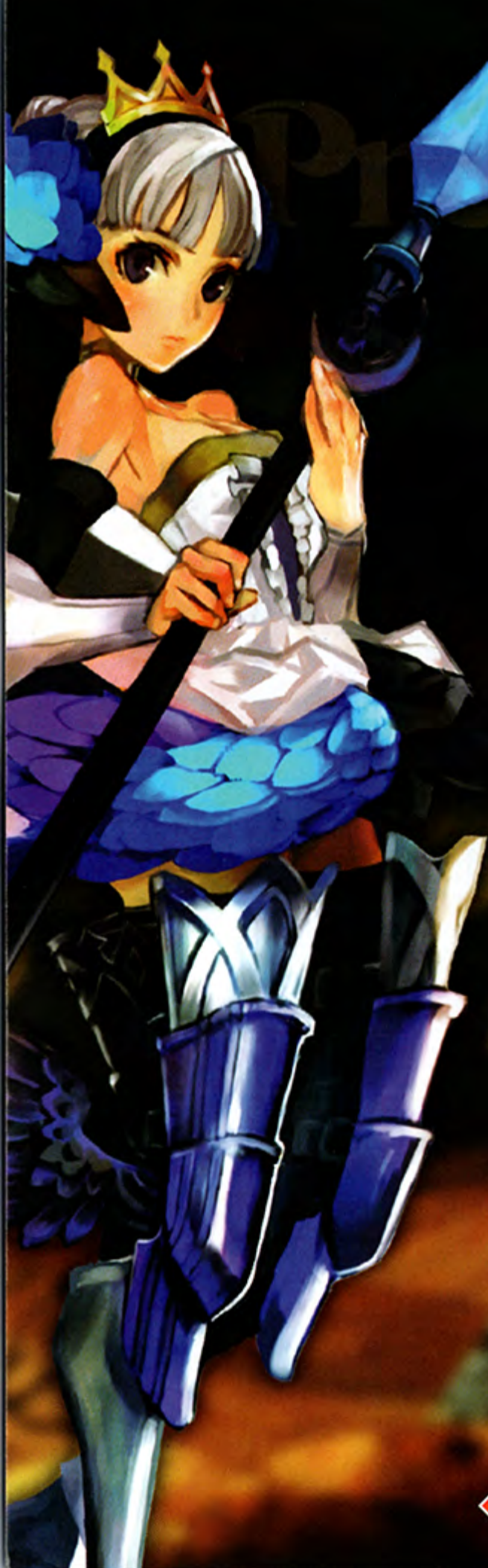
Press the L1 button, R1 button, SELECT button, and START button simultaneously to return to the attic. Note: your progress will not be saved.

*Each playable character has his or her own special abilities (see p. 18).

*ANALOG mode cannot be turned on/off; it will always be on. (The LED will be red.)

*During some scenes, the DUALSHOCK®2 analog controller will vibrate. To change the vibration settings, see page 13.

*Odin Sphere is a 1-player game that only utilizes controller port 1.



Prologue

There exists an ancient prophecy...

"The beast of despair feeds on man
and destroys hope
The unleashed frenzy of death
yearns for the light of life

The advancing inferno scorches
the throne's surroundings
In the Cauldron that breathes despair,
the blood of the ancients boils

When Leventhan, last of the dragons,
devours the stone of blood,
the path shall be closed and
void will cover the world"

And so begins the tale of five warriors...

Endelphia, the Netherworld

Odette

Queen of Endelphia, the Netherworld. She is the embodiment of death and commands the forces of darkness. Arrogant and cold-blooded, her existence connects the living world to the Netherworld.



Ragnanival, Home of the Demon Lord

Odin

King of Ragnanival and father of Gwendolyn and Griselda, he is feared far and wide as the Demon Lord. Though he is a formidable warrior, he is also a powerful sorcerer with countless spells at his disposal.



Ringford, Forest of the Fairies

Elfaria

Beautiful, dignified Queen of the Fairy Kingdom. She finds destruction and war distasteful, but continues the war over the Cauldron for the Fairy race's survival.



Volkenon, the Fire Kingdom

Onyx

Inferno King of the Fire Kingdom. When he chooses to assume a human form, he has dark skin and wears clothing suited for the baking heat of his realm. In his true form, he is a frightful creature formed from magma.



Characters

This is the tale of five great warriors. Each chapter of the story reveals the perspective of a different character in a war with as many sides as there are combatants.



Gwendolyn

Princess of Ragnanival in the north and daughter of the Demon Lord Odin, she's a courageous valkyrie who's feared on the battlefield, though her older sister Griselda surpasses her in ability. After growing up in her sister's shadow, Gwendolyn tends to be quiet and reserved, but she'll stand up against anyone when necessary.

Cornelius

The Prince of Titania. One day, Cornelius awoke in a land he had never seen before, and discovered that he had been transformed into a small, furry animal. Though he is in love with Velvet, a foreign princess, Cornelius fears that she will stop loving him if she sees what he has become. Cornelius has a very serious personality and a strong sense of justice. Because he is still young, he tends to have some naïve, idealistic views.



Mercedes

The Princess of Ringford, the Fairy Kingdom, and the next in line to be Queen. Destined to one day lead the fairies, she's a bit timid, but won't hesitate to do something reckless to prove her ability to her mother. After becoming the next Queen, she quickly matures and works hard to become a strong leader.



Oswald

A cold-blooded human serving the Fairy Kingdom of Ringford, Oswald is known as the Shadow Knight, and is feared for having slain a dragon. He was abandoned as a baby, but was taken in by Melvin, nephew to the Fairy Queen Elfaria. He lives only to serve his adopted father, regardless of the consequences. As a result of being treated like a slave for so long, he places little value on his own life.



Velvet

The surviving princess of the kingdom of Valentine, which was mysteriously destroyed. To hide her identity, she fled to the forest of Elrit and became known as the Forest Witch. She pieces together the prophecies foretelling the end of the world. Though usually serene and composed, she is now desperately trying to find a way to prevent the Armageddon. She detests her father, Odin, because his actions caused the death of her mother.



Dragons

These great beasts are the last of their race. The main characters will encounter these elusive and terrifying creatures during the course of their adventures.

Belial

His soul is controlled by the Three Wise Men, who use him as a servant. He's very intelligent, but doesn't talk much.



Hindel

Wise dragon that foretells the end and offers counsel to those in need.





Wagner

A widely known wyvern, feared by everyone. He holds a bitter hatred for humans after the murder of his best friend, Hindel.



Game Flow

The Basic Sequence of Events



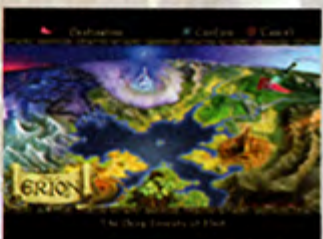
Select a Story

The game begins in the attic, where the currently available books will be on the floor. Each book chronicles the story of a different character. Choose a book to play the corresponding character's story from where you last left off.



Base

You can prepare for battle here. At the base, you can purchase items or converse with others to gather information.



World Map

You will be able to select a location. If you like, you can revisit certain areas to gain items and experience. The available destinations will vary according to circumstances. The flag with the X indicates the location from which the story will continue.



Drama Scene

If you have selected the location marked with an X, a dramatic scene will be played and the story will advance.



Battle

In battle, you will control your character while fighting the enemy. The story will advance once you have defeated the main boss located in that particular region.

The Attic

Move Alice to the book you'd like to read and tilt the left analog stick down to pick it up. Each book represents a different character's version of the tale. You can also pick up Socrates the cat to watch any of the drama scenes you've already viewed. Tilt the left analog stick down again to set what you've picked up back on the ground.



Socrates Alice Book

Selected character's status

Character	Gwendolyn	HP	Level 23	HP level
Progress/location	Chapter 1 Act 1	Psypher	Level 36	Psypher level
	Odin's Castle	Gold	000164G	Gold accumulated
		Play Time	06:57:01	Play time for that book

Choosing a Character

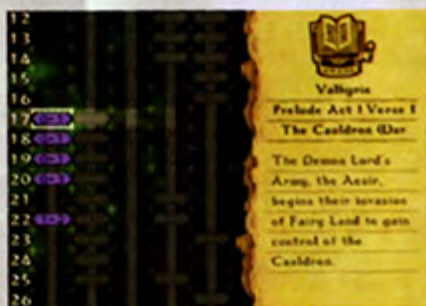
While holding a book, tilt the left analog stick up or press the $\times$ button to play the story from that character's perspective. Initially, only one book will be available. However, once you've completed it, a new one will be unlocked.

Viewing the Story Archive

While holding Socrates, press the $\times$ button to open the Story Archive. The scenes for each version of the story are in chronological order. You can view whichever ones you've already watched.

- "SCENE" Select this option to play only the chosen scene.

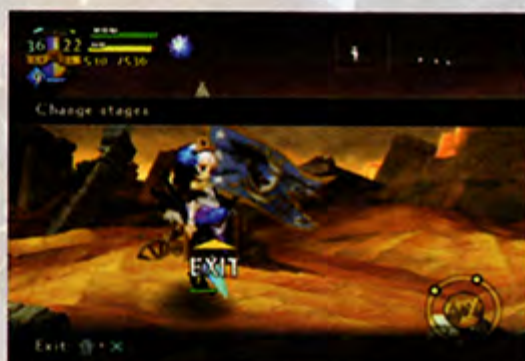
- "TO END" Select this option to play all scenes in this character's story consecutively from the one chosen to the furthest one you've unlocked, or to the end of the book.



Regions

Using the World Map

Various regions are depicted on the world map. Each region is made up of battle stages, boss stages, and rest stages, which are arranged differently from region to region. Unless you find a map as you explore the region, you will not be able to see how all the region's stages are connected.



After defeating all enemies on a stage, one or more exits will appear, allowing you to move to a different stage. To do so, stand where "EXIT" is displayed, tilt the left analog stick up, and press the X button.



Stages

You complete a stage by annihilating all enemies on that stage. You can advance to a different stage via a junction point. Each stage is like a loop. If you go far enough left or right, you'll end up in the same spot you started in.



Region Map

After completing a stage, you can check the region map by pressing the L1 button.

- ▶ **Sub-boss:** A foe that is stronger than your typical adversaries.
- ▶ **Main boss:** The toughest adversary in the region. Defeating this boss will advance the story to the next chapter.
- ▶ **Rest stage:** A stage with no enemies. You can converse with others or purchase goods from the vendors.
- ▶ **Stage difficulty:** The number of stars indicates how difficult the stage is.
- ▶ **Bonus treasure:** An item earned by completing the stage. A higher ranking may grant you additional items as well.
- ▶ **Current location:** The stage that the main character is currently in.



Pause Menu

Press the START button in any stage to open the pause menu. The options may vary depending on the situation.

● RETRY

Select this option to restart just prior to entering the current stage, with the exact same items and experience you had at the time.

● HOME

This option allows you to return to the most recent base point. Your current items, experience, etc. will be retained.

● TEXT

By selecting this option, you can view any documents, memos, and recipes you have obtained.



● STORY

This option opens the Story Archive, which is also accessible from the attic. You can watch any drama scenes you've already viewed.

● SAVE

Select this option to save your progress. However, if you haven't yet completed a stage, only your data from the beginning of that stage will be saved.

● OPTION

Here, you can adjust various game settings.

- DIFFICULTY: Change the difficulty level.
- SOUND: Select between stereo and mono.
- VIBRATION: Turn the vibration function ON/OFF for the DUALSHOCK®2 analog controller.
- TIMER: Turn the timer display ON/OFF.
- MESSAGE COLOR: Change the color of the dialogue boxes, or remove them altogether.
- VOICE: Select between the Japanese and English voice tracks.

Stages

Attaining Victory

In most stages, you will be besieged by monsters and enemy soldiers. However, since each stage loops, you can move as far left or right as you need to keep your adversaries at bay. To defeat the more fearsome foes, make use of your Psypher skills (see p. 17) and items you've created through alchemy (see p. 26).



Battle Screen



- 1 Item currently equipped.
- 2 Time spent playing the current stage.
- 3 Simplified view of the stage.
- 4 Stage map. Your current location will be indicated, along with any exit points.
- 5 Your current location.
- 6 Exit point. You can move to a different stage from here.
- 7 Enemy's HP. This is displayed when fighting an enemy.
- 8 HP. When the gauge reaches 0, you'll have to restart the stage.
- 9 Psypher level (see p. 21). Affects the power of the Psypher's attacks and magic.
- 10 HP level (see p. 21). Affects max HP.
- 11 Power Gauge. Decreases as you attack. When the gauge reaches 0, you won't be able to move or attack for a short while until the gauge refills.
- 12 Psypher gauge. Shows the current spell ability for Psypher skills.
- 13 Current/maximum HP.

Clearing a Stage

You will be able to progress to the next stage after you have defeated all the enemies on your current stage. If you re-enter a previously cleared stage, new enemies will be present, however you will not have to defeat them all to advance to the next stage. Remember, if the main character's HP reaches 0, you will have to start again from the beginning of the stage.



Bonus Treasure Chests

A large chest will fall from the sky after you have cleared a stage. The items inside the chest will depend on the rank you have earned.



Loss ←

→ High



Score 980

Clear Time

00:23:48

500 pts

Damage Bonus

17 Dmg

410 pts

Carried Over

70 pts



Score

The overall score. This will determine the rank you receive.

Clear Time

The time it took to clear the stage. The less time it takes you to clear a stage, the higher your score will be.

Damage Bonus

The amount of damage you took before defeating all the enemies. The lower this value is, the higher your score will be.

Carry Over Points

Any points over the amount required to earn the current rank will be carried over and applied to the next battle's score.

Earning a High Rank

You can obtain a greater number of higher quality items if you earn a high rank. The best way to receive a high rank is to minimize the damage you sustain from the enemy. Flee from any enemy you feel is too powerful and return to deal with it at a later time. It is also important to utilize Psypher skills to overcome your enemies quickly. Strategically plan your battles to earn a high rank.



Battle

Basic Actions



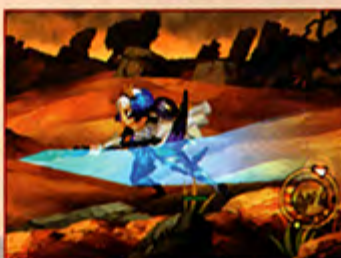
Attack

Press the ☐ button to attack. Pressing it rapidly will enable you to perform a chain attack of up to four hits. When controlling Velvet, tilt the left analog stick left or right during her fourth attack in a chain to change her attack style.



Overhead Attack

Tilt the left analog stick up and press the ☐ button to perform an overhead attack. An overhead attack will knock down an airborne enemy.



Piercing Attack

Tilt the left analog stick down and press the ☐ button to perform a piercing attack. A piercing attack can knock an enemy down and allow you to move away in battle. After being pierced, an enemy may drop a chest. You can open a chest with one hit if you use a piercing attack on it.



Jump

Press the X button to jump. Press the X button again to perform a double jump. You can also press the ☐ button while you are in the air to perform an air attack or air chain.



Crouch/Pick Up Items

Press the left analog stick down to crouch. To pick up an item, stand on top of it and press down.



Item Ring

Press the **O** button to open the Item Ring. Tilt the left analog stick left or right to select an item, and press the **X** button to use it. To discard an item, tilt the left analog stick left or right to select the item, and press the **X** button to drop it on the ground. When you have multiple bags, press the **L1** or **R1** button to switch between bags.



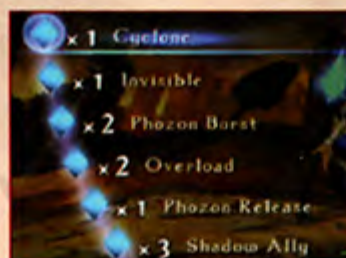
Bag Window

Press the **R2** button to open the bag window. Press the **□** button to sort items in a bag. To equip additional bags, select one from your inventory and use it like an item (open the item menu and press the **X** button). To remove a bag, open the bag window, then select a bag and drop it into an empty space within another bag. The contents of the unequipped bag will be dropped on the ground.



Absorbing Phozons

Hold down the **R1** button to absorb Phozons. Phozons will appear after you defeat an enemy; you gain Psypher experience points by absorbing them. Phozons will disappear if they are not absorbed quickly enough.



Using Psypher Skills

Press the **△** button to view a list of the character's Psypher skills. Choose a skill to use and press the **X** button to activate it. By utilizing Phozons from the Psypher gauge, a character can become invincible, deal greater damage, etc. You can refill the Psypher gauge by absorbing Phozons.

Examples of Psypher Skills

Cyclone

Creates a cyclone that deals damage to the enemies located in front of the character.

Invisible

Turns the character intangible for a short while.

Phozon Burst

Creates an explosion of Phozons that deals damage to enemies near the character.



Cyclone



Invisible



Phozon Burst



Special Skills



In addition to the basic actions mentioned earlier, every character has his or her own special skills. They are all useful, so utilize them effectively during battle.



Gwendolyn

Defend

Hold down the ☐ button to use Gwendolyn's shield. The amount of damage inflicted by enemy attacks from the front will be reduced while she is defending herself.



Glide Attack

Gwendolyn can glide when she performs a double jump. While gliding, tilt the left analog stick left or right and press the ☐ button OR tilt the left analog stick down and press the ☐ button to perform a diving attack.



Cornelius

Defend

Hold down the ☐ button to use Cornelius's sword to defend. The amount of damage inflicted by enemy attacks from the front will be reduced while he is defending himself.



Spin Attack

During a double jump, tilt the left analog stick down and hold the ☐ button to perform a spin attack. Doing so will enable you to attack while partially defending yourself from enemies.



Mercedes

Charged Attack

Hold down the ☐ button to charge Mercedes's Psypher. When it begins to glow red, release the ☐ button to unleash a charged attack. She will fire five Arcane Bolts at a time, all of which will home in on the enemy.



Flight

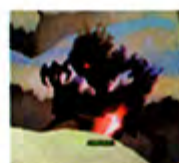
Mercedes can hover in the air by double jumping. She will be able to attack while she is flying, but she will not be able to reload her crossbow unless she is on the ground.



Oswald

Shadow Form

You can activate Oswald's Shadow Knight powers by holding down the ☐ button briefly. While in this state, Oswald's attack power will increase dramatically. When the Power Gauge runs out, the Shadow power will deactivate on its own.



Revert

You can revert from Oswald's Shadow Knight form by holding down the ☐ button before the Power Gauge empties. Deactivating the Shadow power before the Power Gauge runs out will keep Oswald from becoming stunned.



Velvet

Homing Chain

Hold down the ☐ button to throw Velvet's chain. It will target nearby enemies, dealing a good amount of damage. However, Velvet will be vulnerable before and during the attack.



Swing

Press the X button after performing a double jump to swing through the air using her chain. Velvet will be able to avoid enemy attacks while she is swinging, so utilize this skill to flee from enemies and avoid damage.





Battle System



It will be important to perform basic actions and special skills during a battle; however, in order to be successful, you will also need to chain your attacks and pay attention to the Power Gauge.

Power Gauge

The Power Gauge will be consumed when the main character uses his or her basic attacks and special skills. If the Power Gauge is completely consumed, the main character will become stunned for a short period of time. The gauge will refill automatically if the character remains inactive. Absorbing Phozons will also partially refill the gauge.



Mercedes's Gauge

Mercedes's gauge does not function like a normal Power Gauge. Her gauge (AMMO) indicates the number of Arcane Bolts remaining in her Psypher. If she runs out of Arcane Bolts, she will not be able to fire again until she has reloaded. Press the  button while she is on the ground to reload. She can also reload by absorbing Phozons.



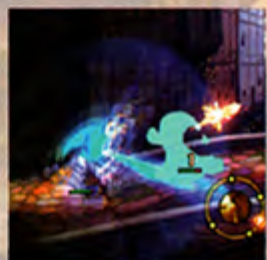
Phozons

Phozons will appear after an alchemy mix has been created (see p. 26), or when an enemy has been defeated. Phozons consist of a magical energy that exists in all life, and absorbing them with the main character's Psypher will increase the weapon's strength and grant the user new Psypher skills. The amount of Phozons released from a single enemy varies depending on how strong the enemy is.



Chains

Landing continuous hits will enable you to perform a "chain." As you chain attacks, both your critical hit rate and the chance of the enemy dropping an item will increase. A critical hit is a fierce attack that may occur at the end of a combo chain. A chain will "break" when you stop attacking for a short while or if an enemy damages you.





Character Growth



There are two types of character growth: "Psypher level" and "HP level." When a character's Psypher level increases, the strength of his or her Psypher skills will increase. When a character's HP level increases, his or her max HP will increase. It will be easier to clear stages by raising both levels. However, you can also clear stages by focusing on raising one type of level at a time.



Psypher Level



The character's attack power will increase as his or her Psypher level increases. A Psypher is a weapon created by rare magical stones; it has the ability to absorb Phozons and convert them into strength. The more Phozons a character absorbs, the more experience he or she will gain, and the stronger his or her Psypher will become.

HP Level



The main character's max HP will increase when his or her HP level increases. You can gain experience points and restore HP by eating fruits and cooked food. You can also raise the main character's max HP by eating some of the Pookas' homemade food (see p. 29), regardless of his or her HP level.

Psypher Skills and Psypher Gauge



As the main character's Psypher level increases, he or she will be able to use new Psypher skills. The capacity of the Psypher gauge will increase as the Psypher level increases.





Character Status



You can check the status of the current character by pressing the L2 button. You can also check the current amount of money he or she possesses here.

Status Screen



- ① HP level.
- ② The amount of experience required to raise the HP level.
- ③ HP (current/max).
- ④ Total HP experience.
- ⑤ Psypher level.
- ⑥ The amount of experience required to raise the Psypher level.
- ⑦ Psypher gauge (current/max).
- ⑧ Total Psypher experience.
- ⑨ Current Carry Over Score.
- ⑩ The time spent playing as this character.
- ⑪ The main character's currently equipped item.
- ⑫ The amount of coins this character currently possesses.
- ⑬ The total value of the coins held by the character.





Status Ailments

When the main character is attacked by an enemy, he or she may be inflicted with a status ailment. When this happens, a bar indicating which status ailment the main character is suffering from will appear. This bar will disappear when the main character has been cured. Some status ailments occur in varying degrees. More than one treatment may be required to return to normal health (ie: Lv3 → Lv2 → Lv1). In addition to status ailments, the main character can be burnt or frozen. Some afflictions can be prevented by consuming medicine.



Out of Power



When the Power Gauge reaches 0, the character will become immobilized and unable to attack. He or she will recover once the Power Gauge has been fully restored.

Dizzy (Lv1-3)



When the character becomes dizzy, you will be unable to control him or her. Move the left analog stick rapidly to quicken recovery from this state.

Flame (Lv1-3)



The main character will suffer damage while he or she is burning. Flame will eventually wear off by moving horizontally around the stage. It can also be cured by drinking a Cooler.

Freeze (Lv1-3)



When the main character is frozen, he or she will be unable to move. Move the left analog stick rapidly to quicken his or her recovery. Enemy attacks can also shatter the ice.

Poison (Lv1-3)



When the main character has been poisoned, his or her HP will gradually decrease. Poison can be cured by an Antidote, but it will eventually go away on its own.

Frog (Lv1-3)



When the character is turned into a frog, he or she will only be able to tackle an opponent or attack using his or her tongue. Frog can be cured with a Metamorphosis potion, or it will eventually go away on its own.

Items

Obtaining Consumable Items

Items can be critical to winning in battle. Fortunately, there are multiple ways to acquire them.

Planting Seeds/Harvesting Fruit

Whatever fruit you pick can be eaten to heal yourself. Make good use of it, since doing so will also earn you experience that counts toward increasing your HP level.



Step 1: Plant a seed

Press the **O** button to open the item ring, and then use the left analog stick to select a seed. Press the **X** button to confirm your choice, and the main character will plant the seed where he or she is standing.

Step 2: Let the plant absorb Phozons

Once planted, the seed will start growing as it absorbs Phozons from the air. Eventually, the plant will bear fruit. The number of Phozons necessary for this maturation process varies from plant to plant.



Step 3: Pick the fruit

After the fruit has ripened, strike the fruit to knock it to the ground. Be sure to pick it before it becomes overripe.



Collecting Mandragoras

A Mandragora is a vegetable that grows underground. It's an important ingredient used in both alchemy (see p.26) and cooking. Many of the Pookas' homemade dishes require these ingredients (see p. 29).



Step 1: Find a Mandragora

You won't see Mandragoras, because they grow underground. But, if you pass by where one is hiding, it'll make a sound. Listen carefully to find out where it is.

Step 2: Scare it

Once you know where a Mandragora is buried, jump up and land on the spot above it to frighten it out of the ground.



Step 3: Catch it

Once a Mandragora emerges, attack it before it gets away. Then, you'll be able to pick it up and add it to your inventory.



There are 5 types of Mandragoras; each variety is suited to a particular environment. Be aware that while some are not aggressive, others can be when provoked.



Making Potions via Alchemy

Potions can be made by combining certain items with "Materials." There are a variety of concoctions to discover, each of which will aid you in a unique way. Keep your eyes open for new recipes, so you know what ingredients to collect.



Step 1: Choose a Material to use

With the item ring open, select a Material to use as a base and press the X button.



Step 2: Choose an item to combine

Next, select an item to combine with the Material and press the X button. Note that the resulting item will be shown prior to combining the two ingredients, so take that into consideration before proceeding.

Step 3: Add the resulting item to your inventory

Once you've mixed the two items together, the resulting item will fall to the ground. If you followed the recipe, Phozons will also be released.



The Rules of Alchemy

A recipe is required in order to combine items via alchemy. Otherwise, combining an item with a Material will only result in an increase in the Material's value (the number on the tag). If two Materials are combined, their values will be multiplied to produce a new Material. The number of Phozons released when items are mixed depends on the tens value of the Material's number.





Examples



In order to use alchemy, first you need a recipe. Then, you must obtain the required ingredients. A few examples are listed below. Please seek out other recipes in the game for more combinations.

◆ **Medicine to cure poison** — Antidote

Material 0 + Onionne



◆ **Medicine to recover HP** — Healing Tonic

Material 0 + Carroter



◆ **Incendiary mixture** — Napalm

Material 2 + Onionne



◆ **Potion to reduce damage by 50%** — Painkiller

Material 2 + Cubsbane



Dropped Treasure

When you defeat an enemy, it may drop a small chest, which will eventually disappear if you don't open it quickly enough. You can increase your chances of obtaining a chest by having a high attack chain. You can also gain chests from some enemies by doing a piercing attack.



Raising Chickens

If you find an egg during your journey, then you're in luck. Once the egg hatches, you can raise the chick into a chicken that will produce more eggs.



Step 1: Allow the egg to hatch

Select the egg from your item ring and press the X button to confirm. You will set the egg on the ground where it will hatch all on its own.

Step 2: Feed the chick some seeds

A baby chick loves to eat seeds. Once you've fed it three seeds, it will become a chicken.



Step 3: Feed the chicken or feed yourself

An adult chicken will lay one egg for every seed you feed it. However, you can also attack the chicken to obtain a juicy, tender cut of meat that is used in some recipes or delicious all by itself.



Purchasing Items From Vendors

You will often run into vendors buying and selling items at bases and rest areas. You can change the number of items you would like to purchase using the left analog stick. Press the **X** button to confirm your choice.



Paying

After you've selected the items you want to buy, you must pay with one or more types of coins (there are five in all). Use the left analog stick to choose the number of each coin you'd like to spend. Once you've set aside enough, press the **X** button to conclude the transaction.



Pooka Kitchen



Somewhere in Erion you'll find the Pooka Village, where two special restaurants exist. By eating the food they serve, you can gain experience that will help you raise your HP level and maximum HP. The greater the number of ingredients in a dish, the more it will benefit you.



Placing an Order



Dish

Menu

Ingredients

Once you've selected a dish from the menu, the price and ingredients will be displayed. If you have all the ingredients and enough money, you can order that dish. Some dishes can be ordered for takeout, which means you can carry them with you for later consumption. These will be particularly helpful in battle because they restore great amounts of HP.



New Recipes

Once you've acquired a new recipe, it will be added to the appropriate restaurant's menu. If you order the same dish repeatedly, the chef may come up with a new variation of that recipe. Additionally, the chef's skill will improve with practice, and you will reap greater benefits from eating that dish.



Sample Items

Items

Here are a few examples of items that appear in the game. You will be able to use these items for a variety of purposes: buying and selling, eating, planting, growing, in alchemy, etc.

Coins



Ragnan Silver

Silver coin of Ragnanival. Widely accepted: 1G.



Ariel Coin

Coin with a portrait of Valentine's princess: 5G.



Titanian Gold

Current currency of Titania: 10G.



Valentinian Gold

Gold coin engraved with the emblem of Valentine: 10G.



Commemorative Coin

Coin made to commemorate Valentine's magic: 20G.

Bags



Pouchette

A tiny bag that only holds 3 items.



Small Bag

A small bag that holds 5 items.

Equipment



Shield Ring

Prevents a certain portion of damage from every hit taken.



Moon Pendant

Increases max HP by 10%.



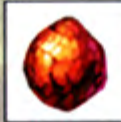
Detox Charm

Prevents status effect "Poison."



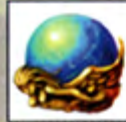
Cythera Bangle

Increases attack power by 10%.



Power Stone

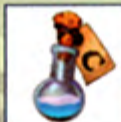
Increases the Power Gauge's recovery rate.



Ancient Crystal

Revives the wearer once if he or she is defeated.

Alchemy



Cooler

Prevents heat damage and stops burning.



Metamorphosis

Returns a frog to human form. If a human drinks it...

Mandragoras



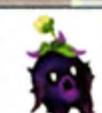
Onionne

The Mandragora used most often in cooking. Restores 10 HP.



Habaneristo

A fiery hot Mandragora. Restores 10 HP.



Cubsbane

A highly toxic Mandragora. Restores 10 HP.



Turny

High resistance to cold climates. Restores 10 HP.



Carroteer

A very nutritious Mandragora. Restores 10 HP.

Seeds



Mulberry Seed

Ripens with 5 Phozons. Grows fruit with low EXP.



Muggle Seed

Ripens with 8 Phozons. Fruit has low EXP but contains more seeds.



Baromett Seed

Ripens with 12 Phozons. Grows sheep.



Rosemile

No Phozons required. Releases 12 Phozons at full bloom.

Food



Mulberry

Restores 20HP. Can be consumed quickly (70EXP).



Muggle

Restores 30HP per bite. Seed remains after consumption (120EXP).



Overripe Mulberry

Restores 10HP. It was left too long without being picked (70EXP).



Egg on Toast

The first bite restores 1000HP. The second and third bites restore 150HP each (400EXP).



Grilled Lamb

Restores 1500HP (300EXP).



Hot Cross Bun

Restores 50HP (5EXP).

Other



Material

Used in all alchemy mixtures.



Map

A map of the region you are in. Shows the difficulty level of each stage as well as some of the items that can be earned.



Recipe

A list of ingredients for alchemy or cooking.

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