

© K D II III N

⊕ RPHEN™

SCION OF SORCERY™



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.

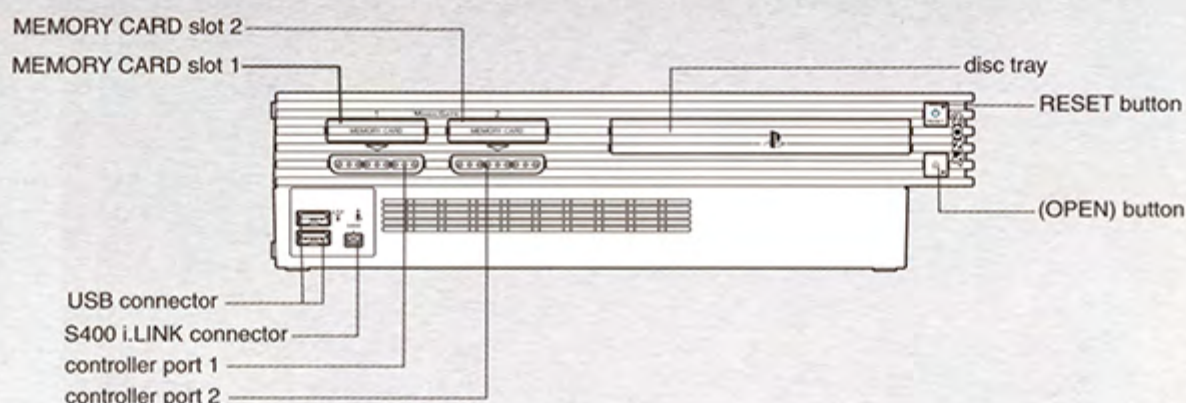


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Tricked by Volcan into sailing to the merchant city of Arvanrama on the promise of "easy money," Orphen and his friends quickly find themselves in trouble when monsters attack their ship. Somehow they all make it off the sinking ship safely, only to find themselves stranded on Chaos Island, together with three fellow travelers—the dancing girl Sephy, the mercenary Zeus, and the musician Mar. Orphen, Cleo and Magnus set off to explore the mysterious island. What fate lies in store for our heroes?





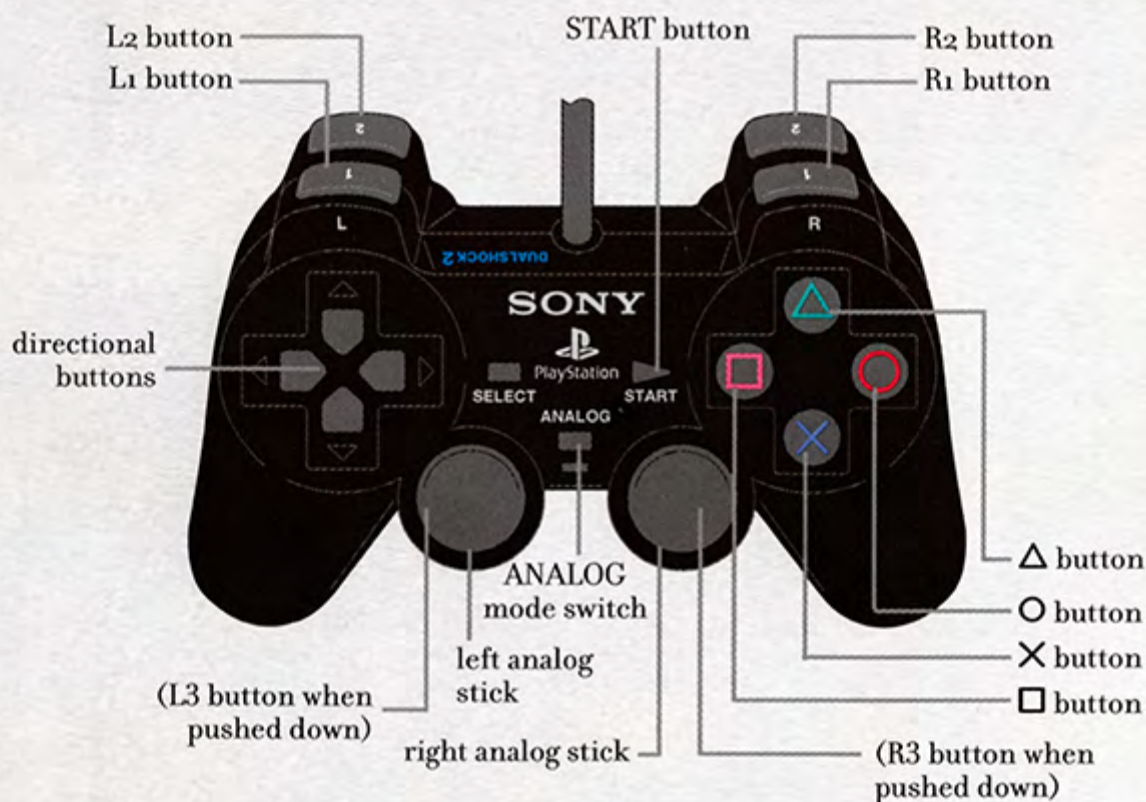
Set up your PlayStation®2 console system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Orphen 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.





GAME CONTROLS

DUALSHOCK™2 ANALOG CONTROLLER



- When playing Orphen, the mode indicator will always be on, regardless of both the software vibration setting and the ANALOG mode switch on the controller.
- The Vibration function is controlled from the in-game menu. See page 26 for information on turning the vibration ON/OFF.



MENU MODE CONTROLS

Up & Down directional buttons – Navigate through menu items

Right & Left directional buttons – Navigate through sub-menus, select items and spells/weapons

△ button – Cancel/Exit

× button – Activate menu item

Left analog stick – Functions the same as the directional buttons

BATTLE MODE CONTROLS

directional buttons – Select Target

△ button – Projectile Attack

○ button – Elemental Attack

× button – Sword Attack

□ button – Defensive Shield

Left analog stick – Select Target

START button – Activate Reset Menu

STORY MODE CONTROLS

Up directional button – Activate Menu Mode

Down directional button – Activate Menu Mode

Left directional button – Activate Map Mode

△ button – Projectile Attack

○ button – Sword Attack

× button – Select item, Talk, Open treasure chests

□ button – Jump

Left analog stick – Character movement

Right analog stick – First person viewing controls
(Press the R3 button to activate)

L1 button – Rotate camera to the right

R1 button – Rotate camera to the left

START button – Pause ON/OFF





CAST OF CHARACTERS

ORPHEN

A brilliant but independent-minded sorcerer, Orphen has turned his back on the formal society of sorcerers and their home, the Tower of Fangs, and now supports himself by working as a money lender.



MAGNUS (MAJIK)

Magnus is a novice sorcerer who looks up to Orphen as his "Master." Unfortunately for Magnus, his gentle personality is no match for the sharp-tongued Cleo. Orphen tends to look at both Magnus and Cleo as unwanted hangers-on, but Magnus has the potential to become a powerful sorcerer someday.



CLEO (CREAO)

Born into an old family with a proud lineage, Cleo is anything but a polite young lady. Pushing Orphen's strident objections aside, Cleo has crowned herself Orphen's partner, and accompanies him everywhere.



SEPHY

Sephy, a former dancer, is on her way to Chaos Island to pray for the soul of her fiancé when she meets Orphen and company. Sephy seems to be nothing more than a faithful woman mourning the loss of her beloved fiancé, but is there something more to this sad and soft-spoken woman?



MAR

A young musician searching for his mother, with his only clue being a song he remembers from the crib. When Cleo takes Mar under her wing, Mar finds himself embroiled in the frequent and pointless arguments that define Cleo and Orphen's relationship. Will he find his mother before they drive him crazy?



ZEUS

A mercenary searching for a daughter he hasn't seen in years, Zeus has followed her trail to Chaos Island. Zeus' simple, sincere, and impeccably polite demeanor belies his ferociousness in battle. A grizzled veteran and expert swordsman, Zeus excels in hand-to-hand combat.



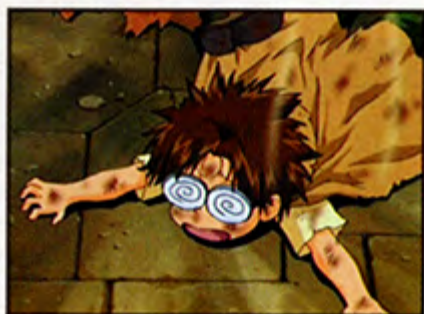
VOLCAN

Despite having borrowed a minor fortune from Orphen, Volcan doesn't appear to be in any hurry to pay it back. As a perpetual troublemaker, Volcan often finds himself on the receiving end of Orphen's anger. Perhaps because of the sheer frequency with which Orphen punishes him, Volcan can take more abuse than anyone. His self-appointed nickname, the "Masmaturian Bulldog," seems appropriate.



DORTIN

When Volcan decided to run away from home, he dragged his unfortunate younger brother, Dortin, along with him. In contrast to his rough-and-tumble older brother, Dortin prefers reading a good book to seeking out adventure. Despite being made the frequent object of his brother's short-temper and bombastic comments, Dortin has never attempted to run away himself. Is it family loyalty, or lack of courage?





STARTING THE GAME

From the Title Screen, press the **START** button to advance to the Main menu.



NEW GAME

Start a new game from the beginning.



CONTINUE FROM PREVIOUS GAME

Continue playing from a previously saved position. After loading the saved game data, you can review what has happened to this point by looking at Magnus' and Cleo's diaries, study the monsters you have defeated in the picture book, and watch movies from the story.

At certain points in the game, you will be asked if you want to save game data. You must have a Memory Card (8MB) (for PlayStation®2) with at least 30KB of free space available to save game data. You can save up to 12 different game positions on one Memory Card (8MB) (for PlayStation®2).

- * A Memory Card (8MB) (for PlayStation®2) is required to save game data. Insert the Memory Card (8MB) (for PlayStation®2) into MEMORY CARD Slot 1 before trying to save your game position.



SCREEN RATIO

Adjust the screen ratio to accommodate either a normal or wide-screen television. You can also change the screen ratio during game play (see page 26).

ANALOG CONTROLLER VIBRATION

Turn the vibration function ON/OFF when using DUALSHOCK™2 analog controllers. This setting can also be changed from the In-Game menu (see page 26).

BATTLE TRAINING

Seven short tutorials detailing the combat system used in this game. Learn how to attack, defend and use sorcery. A few minutes spent learning the basic skills will be well rewarded later on when you find yourself facing an evil monster that seems impervious to damage.





STORY MODE



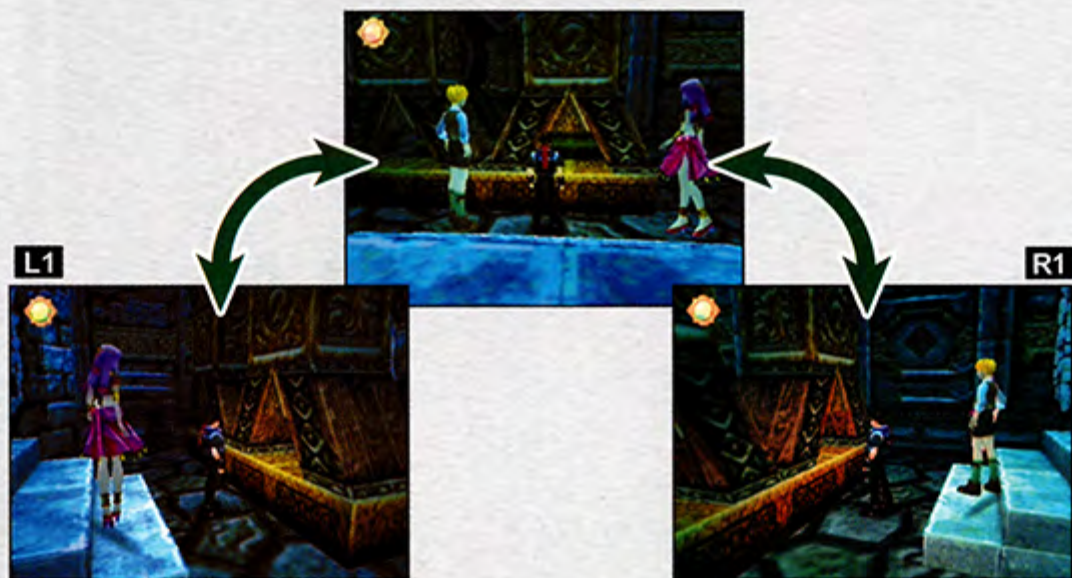
THE GAME SCREEN

The "HP icon" shown in the upper left corner of the screen measures how many Hit Points (HP) your character has. When the icon is full, your character has full health. The level in the HP Icon will decrease as you lose hit points when taking damage from monster attacks, traps, etc.



CHANGING VIEWS

This game provides a flexible viewing system. Use the viewing features provided to see what's going on around you, check your footing on precarious cliffs, and examine objects and structures near and far.

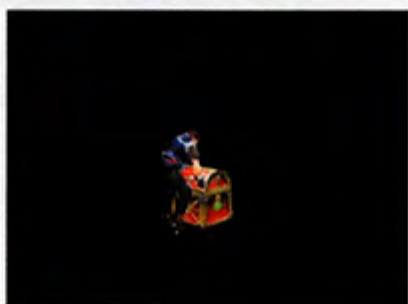


Press the **R1** or **L1** buttons to rotate your view around 360°. Push the R3 button (right analog stick) to enter first person viewing mode. In this mode you will see the world from the point of view of your character. Use the right analog stick to look up, down, and around you. Push the R3 button again to return to the normal viewing mode.



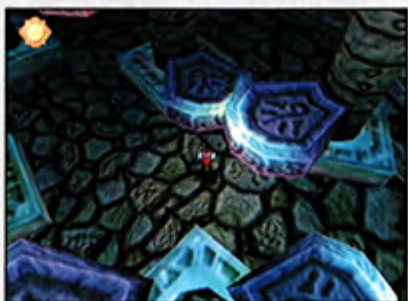
TALK/ACTION

Press the **X** button to talk to other characters and open treasure chests. The **X** button can also be used to investigate suspicious objects and manipulate switches.



JUMP

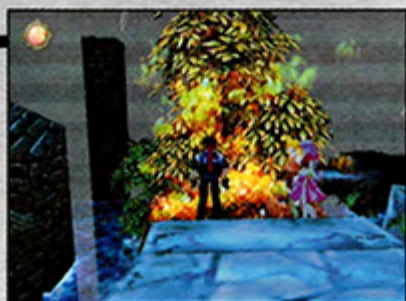
Press the **□** button to jump over gaps in the path, leap to higher locations, etc. Be careful when jumping near cliffs and other places where there is a danger of falling.





PROJECTILE ATTACK

From time to time during your travels, you will run into lurking monsters that you must defeat without the benefit of Battle Mode. Press the Δ button to attack monsters from afar with a Projectile Attack. You can also use Projectile Attacks to clear away objects blocking your path.



USE SWORD

A fight in Story Mode is different from a fight in Battle Mode because you are not locked in one place. In Story Mode, you can run around behind monsters and attack them from behind if you wish. You cannot, however, build up the sword's power in Story Mode.



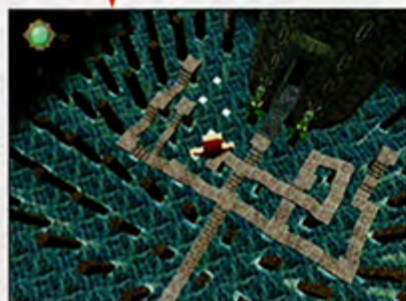
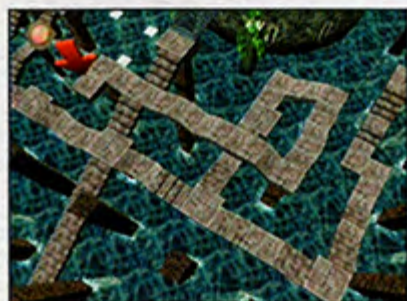
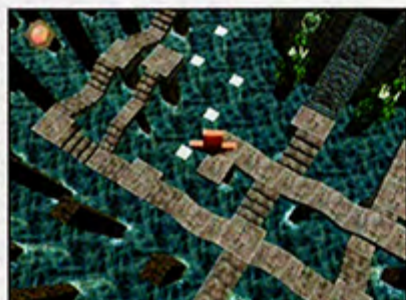
USING ITEMS

Press the Up or Down directional button to activate the In-Game Menu, then select **Item**. After selecting an item from your inventory, press the **X** button to use the selected item. The name and description of each item is shown in the top right corner of the screen.



MAP MODE

Press the Left directional button to enter Map Mode. Map Mode is especially useful for finding your way out of mazes and labyrinths. The red arrow indicates your current location. Use the left analog stick to scroll the map. Moving the right analog stick to the left and right will zoom in and out. Moving the right analog stick up and down will change the angle from which you view the map. To exit Map Mode, press the **X** button or the left directional button.





BATTLE MODE

THE BATTLE SCREEN

MONSTER HP

Displayed when you damage a monster.

TARGET INDICATOR

Shows the currently designated target. When you select a new target, the monster's HP and attributes will be shown.

TEAMMATE

Members of your group often fight alongside you.



MONSTER

Defeat all the monsters to win the battle.

INANIMATE OBJECTS

When attacked, some Inanimate Objects will explode and damage nearby monsters, while others will restore your health or cure altered states.

TEAMMATE

CHARACTER HP

Each crystal represents one-fifth of your total hit points.

BATTLE MODE

In Battle Mode, you fight from a fixed position. Sometimes you'll be fighting by yourself, sometimes you'll be fighting alongside the other members of your party. You can pause the action by pressing the **START** button. Select **Change Equipment and Return to Battle** to change your equipment and spells/weapons, and start the battle over again.

ALTERED STATES

Some monster attacks can result in a character entering a special state that can last for several seconds. A skull will hang over the head of any character suffering from an altered state.

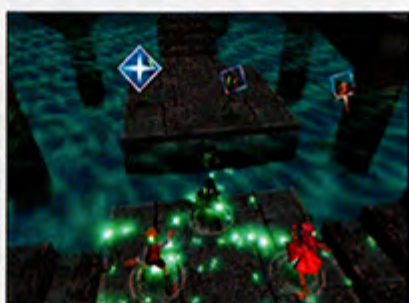
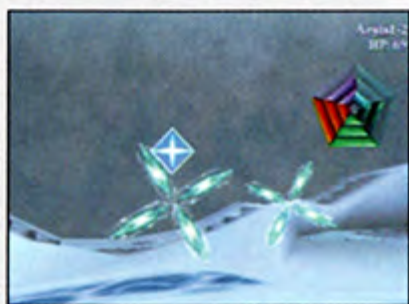


The color of the skull indicates the condition the character is suffering from. The altered state will wear off naturally after a short period of time, but they can also be cured by striking a Healing Elemental.

Color	Condition	Effects	Cure
Yellow	Poisoned	Character takes damage if they move.	Wait until it wears off naturally, or strike a Healing Elemental.
Red	On Fire	Character takes fire damage.	Wait until it wears off naturally, or strike a Healing Elemental.
Blue	Frozen	Character is unable to move until attacked.	Wait until it wears off naturally, strike a Healing Elemental, or take damage from a monster attack.
Green	Confused	Character responds to controller actions randomly.	Wait until it wears off naturally, or strike a Healing Elemental.
Purple	Blindness	Character is unable to select a target.	Wait until it wears off naturally, or strike a Healing Elemental.
Light Blue	Electrocuted	Character is unable to defend.	Wait until it wears off naturally, or strike a Healing Elemental.

TARGETING

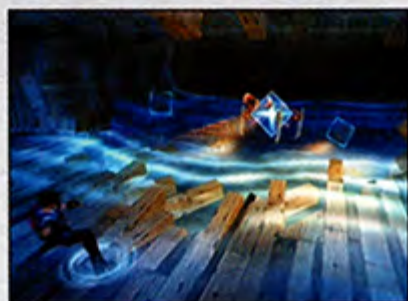
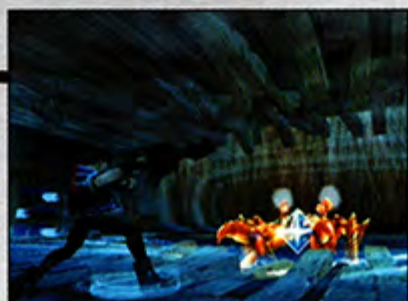
The blue crosshair icon marks the currently selected target. Use the left analog stick or the left and right directional buttons to select a target to attack. The name, attributes, and HP of the selected target are shown briefly in the upper right corner of the screen.





PROJECTILE ATTACKS

Press the Δ button to launch a Projectile Attack. You must have a clear shot at the target for a Projectile Attack to hit. You can increase the number of projectiles fired by holding down the Δ button to build up power. However, if you are hit while building up power, your attack will be neutralized.



ELEMENTAL ATTACKS

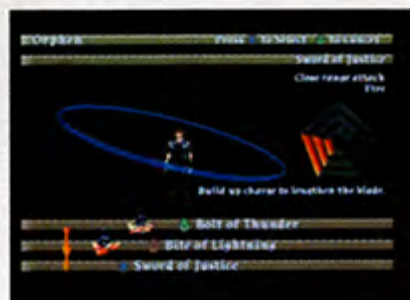
Press the $\bigcirc$ button to execute an Elemental Attack. Elemental Attacks are also effective in the area around the target monster. Hold down the $\bigcirc$ button to build up power and widen the area the spell will affect. If you hold down the $\bigcirc$ button long enough, you will summon an Elemental Spirit. An attack supplemented by an Elemental Spirit will cause greater damage than a standard one. However, if a monster attacks you during the power-building phase, your attack will be neutralized. The type of Elemental Spirit summoned depends on the attributes of the spell you are using.



CHOOSING SPELLS

You are free to set up your spells in any way you choose, with the exception of the Defensive Shield, which is always the same. You can even put together unbalanced combinations featuring two Elemental spells and the Sword of the Fallen Devil. However, you are probably better off with a balanced combination of spells and weapons that includes a sword, a projectile spell, and an elemental spell. A balanced weapons package will let you deal with just about any situation. The most important factor in selecting spells is the attributes of the spell. If you use spells or weapons that are strong against the weak points of your opponents, it will be easier to defeat them. If, in battle, you feel like your attacks are not having much effect, press the **START** button, select **Change Equipment and Return to Battle**, then select different spells and weapons.

Press the directional button Up and Down to select the spell/weapon you wish to change, then press the **X** button to display the spells/weapons you can use. As you browse through the list of applicable spells/weapons, note the attributes and power levels of each and pick the one best suited to your needs.



To equip the selected spell/weapon, press the **X** button. Repeat these steps as necessary, until you are satisfied with all three spells/weapons.





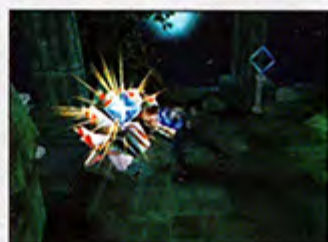
THE SWORD OF THE FALLEN DEVIL

Press the **X** button to attack with the Sword of the Fallen Devil. Press the button repeatedly to launch follow-up attacks. The sword is a close-range weapon, so if you aren't near the target, you will automatically run up to it, attack, and then move back to your original position. Press and hold down the **X** button to lengthen the blade of the sword. The sword will be more effective against some monsters than others, depending on the monster's attributes.



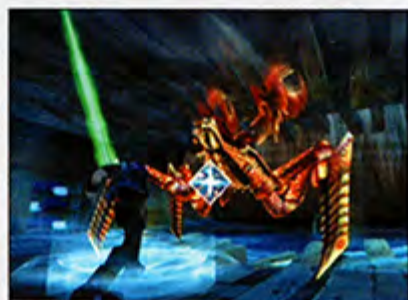
MULTIPLE ATTACKS

If you time it correctly, you can launch a follow-up attack on your opponent by pressing the **X** button a second time, soon after your first attack. A third slash is also possible, and will cause more damage than either the first or second slashes. By using such multiple attacks you can cause a great deal of damage in a single attack, provided your timing is up to par.



BUILDING UP CHARGE

By holding down the **X** button and building up a charge, you can make the sword grow longer, inflicting damage not only on your target, but also on any monsters near your target.



Depending on which character you are playing, it's possible to start with a supercharged stroke and follow that up with multiple slashing attacks for maximum damage.





DEFENSIVE SHIELD

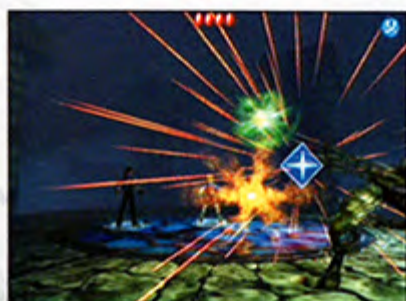
You can defend yourself during combat by pressing and holding down the  button to use the Defensive Shield. The shield will defend you against enemy attacks, but it only lasts as long as you hold down the button, or until it naturally runs out of energy. You cannot launch an attack while using your shield. Be careful—not all monster attacks can be defended against with the shield.



COOPERATIVE ATTACKS

Sometimes, after one of your teammates attacks a monster, a glowing light will appear above the monster just attacked, and a blue icon will appear in the top right corner of the screen. If you attack that same monster while the icon is displayed, you will inflict much more damage than you would using a normal attack.

This is what is known as a Cooperative Attack. During battle, don't concentrate so hard on your target that you miss a great opportunity created by your teammates. Before playing the game for the first time, you should check out the tutorial on "Cooperative Attacks" in the Battle Training section.





ORPHEN'S SPELLS

Orphen's spells and weapons can be divided into four categories: Melee, Projectile, Elemental, and Reflective. Each spell and weapon has a base level of effectiveness that can be supplemented by using the proper technique. In addition, every spell and weapon has different attributes and power levels. You will acquire new spells and weapons as you proceed through the game. Spells you will learn in combat, weapons you will find in treasure chests.



Weapon	Type	Attributes	Description
Sword of the Fallen Devil	Melee	None	Repeated slashing attacks are possible. Build up power to lengthen the blade.
Bolt of Thunder	Projectile Attack	Electric	Build up power to increase the number of projectiles.
Feathers of the Hurricane	Projectile Attack	Wind	Build up power to increase the number of projectiles.
Smoke of Pain	Projectile Attack	Darkness	Build up power to increase the number of projectiles.
Hand of Pyro	Projectile Attack	Fire	Build up power to increase the number of projectiles.
Coldness of Destruction	Projectile Attack	Ice	Build up power to increase the number of projectiles.
Bite of Lightning	Elemental Attack	Electric	Build up power to summon an Elemental Spirit.
Falcon of Death	Elemental Attack	Wind	Build up power to summon an Elemental Spirit.
Hammer of Evil	Elemental Attack	Darkness	Build up power to summon an Elemental Spirit.
Pinnacle of the Sun	Elemental Attack	Fire	Build up power to summon an Elemental Spirit.
Hail of Heavens	Elemental Attack	Ice	Build up power to summon an Elemental Spirit.
Shield of Immunity	Reflective Spell	Poison	When timed properly, will reflect Poison attacks back to all enemies.
Shield of Inferno	Reflective Spell	Ice	When timed properly, will reflect Ice attacks back to all enemies.
Armor of Purity	Reflective Spell	Darkness	When timed properly, will reflect Darkness attacks back to all enemies.

ABOUT ATTRIBUTES

Spells have base attributes such as electricity, darkness, fire, and wind. The monsters that inhabit Chaos Island also have such attributes. You will do more damage if you use a spell with an attribute that the monster is most vulnerable to. Be sure to take the attributes of the monsters you are facing into consideration when choosing your spells and weapons.





MORPHEN'S PICTURE BOOK

THE PICTURE BOOK

The Picture Book records data on the monsters that you have defeated during your adventure. You can study each monster's attributes and characteristics to learn how to more easily defeat it the next time you run into one. You add monsters to your Picture Book by beating them in battle. The monster added will differ, depending on how quickly you finish the battle and how well you perform.



DIARIES

Magnus and Cleo are keeping notes on how your adventure is going. If you forget what has happened so far, check out their record of the adventure.



MOVIES

The Movies section lets you review any animation sequences and cut scenes that have taken place so far in the adventure. Push the **START** button to stop viewing a movie clip.





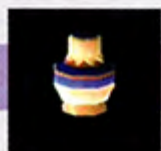
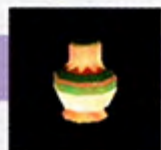
I + E M S

While you are exploring the Orphen world, keep an eye out for treasure chests. Treasure chests often contain very useful items. Some items have healing properties, while others help you defeat monsters. Used wisely, items can help you overcome even the most difficult situations.



EMERALD INCENSE

Will restore 10 HP health.



BLUE INCENSE

Will restore 30 HP health.



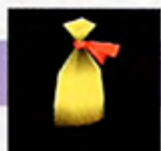
BUG ATTRACTOR

Summons any nearby flying monsters for a period of 30 seconds.



SLEEPING CHIMES

Stops monsters dead in their tracks for 30 seconds.



PERFUME SCENTED BAG

Summons any nearby flying monsters for a period of 30 seconds.



SMELLY BAG

Stops monsters dead in their tracks for 30 seconds.





SEPHY, ZEUS, AND MAR IN BATTLE

Occasionally, you will fight alone as Zeus, Sephy, or Mar. Each character has unique weapons, but they all fight similarly to Orphen. They all use Projectile Attacks and/or Elemental Attacks. In addition, you can equip these characters in the same manner as you would Orphen, provided you have acquired new weapons and spells for them.

SEPHY

The skills Sephy learned as a dancer in the Royal Court stand out in her combat repertoire. Her dance moves are good enough to summon Elemental Spirits, so watch out monsters!



Weapon	Type	Attributes	Description
Blazing Baton	Melee	None	Can be used for repeated attacks. Build up charge to increase attack power.
Ball of Wind	Projectile Attack	Wind	Build up charge to increase the number of projectiles.
Ball of Shadow	Projectile Attack	Darkness	Build up charge to increase the number of projectiles.
Dance of Ice	Elemental Attack	Ice	Build up power to summon an Elemental Spirit.
Dance of Wind	Elemental Attack	Wind	Build up power to summon an Elemental Spirit.
Dance of Darkness	Elemental Attack	Darkness	Build up power to summon an Elemental Spirit.

ZEUS

Zeus is a warrior first and foremost, and cannot use sorcery. He makes up for it with his mastery of swordplay and archery, and his incredible brute strength. Zeus is more than a match for most opponents.



Weapon	Type	Attributes	Description
Iron Sword	Melee	None	Can be used for repeated attacks. Build up power to increase lethality.
Great Sword	Melee	None	Can be used for repeated attacks. Build up power to increase lethality.
Bow of Darkness	Projectile Attack	Darkness	Pierces enemy. Build up power to increase the degree of penetration.
Bow of Ice	Projectile Attack	Ice	Pierces enemy. Build up power to increase the degree of penetration.
Iron Hammer	Melee	Wind	Affects all ground-based enemies. Build up power to increase force of attack.
Hammer of Rending	Melee	Fire	Affects all ground-based enemies. Build up power to increase force of attack.

MAR

Mar is not strong enough to engage in hand-to-hand combat, so he must keep his enemies at a distance. Use his quick-firing flute and defensive spells to pick off monsters one at a time.



Weapon	Type	Attributes	Description
Flute of Ice	Projectile Attack	Ice	Build up charge to increase the number of musical notes.
Flute of the Wind	Projectile Attack	Wind	Build up charge to increase the number of musical notes.
Cymbals of Darkness	Elemental Attack	Darkness	Attacks all flying enemies. Build up charge to increase attack power.
Cymbals of Fire	Elemental Attack	Fire	Attacks all flying enemies. Build up charge to increase attack power.
Harp of the Wind	Reflective Spell	Wind	Reflects attacks from swarms of flying enemies. Damages all enemies in the swarm when successful.
Harp of Darkness	Reflective Spell	Darkness	Reflects darkness-based attacks. Damages all enemies when successful.



IN-GAME MENU

While in Story Mode, push the Up or Down directional buttons to activate the In-Game Menu. Use this menu to adjust game settings.



BUTTON CONFIGURATION

Assign the actions associated with each of the controller buttons: Spell, Weapon Attack, Talk/Action and Jump. These settings are only for Story Mode. To change button assignments in Battle Mode, press the **START** button during battle, and then select **Change Equipment and Return to Battle**.

SCREEN RATIO

Switch between normal and wide-screen formats.

ANALOG CONTROLLER VIBRATION

Enable and disable vibration function when using the DUALSHOCK™2 analog controller and other analog controllers.

WORLD MAP DISPLAY

Enable and disable the World Map display.



RETURN TO TITLE SCREEN

Returns to the Title Screen.

ITEM

Use an item in Story Mode. See page 23 for details.

EQUIP

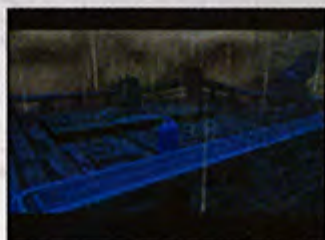
Select the spells you want to use in combat. See page 17 for details.



Q & A WITH MORPHEN

Q: WHY CAN'T I ADD MAR TO MY PARTY RIGHT AT THE BEGINNING?

A: You mean that kid up on the deck? All you have to do is play through the Sephy and Zeus story lines, and you'll end up in the Mar story line. But if you just can't stand to wait that long...while on the deck, go up to Sephy and Zeus. When they ask to join your party, say no. Now try to go back to the cabin area....



Q: I CAN'T HIT THE ENEMY. WHAT'S GOING ON?

A: Sounds like you found a monster with the ability to repel attacks. These guys can be a pain in the neck, but they aren't untouchable. This is what you do: If he is reflecting your spells, use a Reflective Spell yourself. If you want to survive out there, you have to know how to use every spell in the book.



Q: I'M GETTING NAILED BEFORE I CAN GET A SPELL OFF!

A: Listen: One big attack can do tons of damage. But you're a sitting duck for every monster in town while you're sitting there building up power. If you're going up against a monster that uses a lot of fast attacks, you're never going to get a spell off. That's when you have to use your sword. The sword is quicker than a spell. As long as you time your attacks right, you'll be all right.





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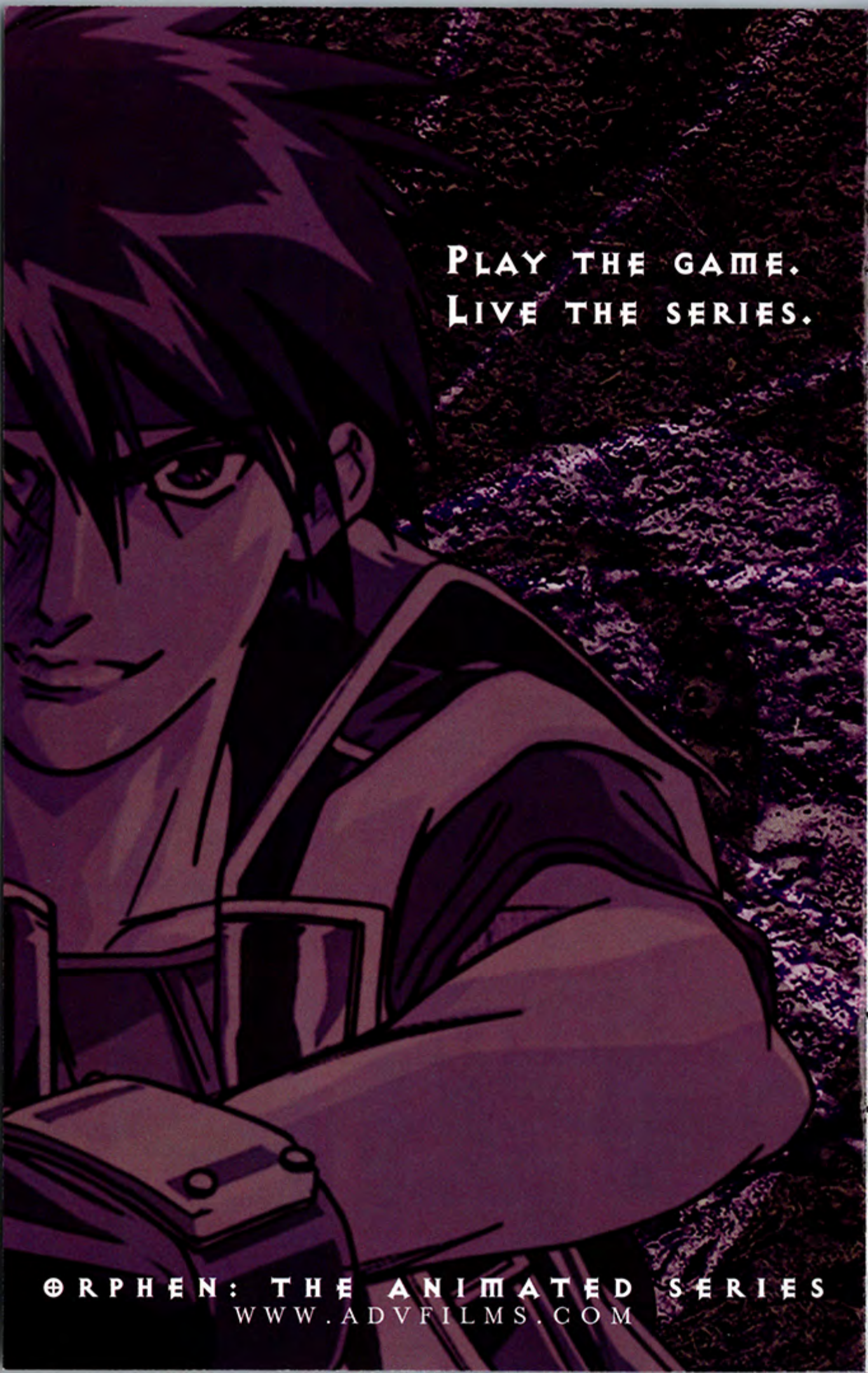
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