

GAME CONTROLS

BASIC CONTROLS

These controls are the default settings (Type A). To change controller schemes (Types A through D), press **Y**, select Settings, and then select Controls (General).



BATTLE CONTROLS



XBOX 360

XBOX LIVE



MISTWALKER
0407 Part No. X13-55732-01

ARTOON™

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ESRB

WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Story & Characters



Once upon a time, long, long ago, an ancient super-civilization held command over magic and machines alike—but then that civilization suddenly vanished. Many years passed, and the reason for the ancient civilization's downfall was all but forgotten. Our story begins in the tiny village of Talta, located in a remote corner of the world where violet clouds have ominously appeared annually for the past 10 years, bringing with them great destruction...

SHU



A bright and curious 16-year-old boy whose parents died during an epidemic several years ago, leaving him to live with his grandfather Fushira, a blacksmith. Shu loves to explore the forbidden ancient ruins near Talta Village. His courage makes him a natural leader.

Dragon Shadow

Shu's Shadow takes the form of a fierce dragon with two horns and gigantic wings.

JIRO

Shu's 17-year-old classmate. In contrast to Shu's daring nature, Jiro is all about careful planning and prudence. Though he is quite smart, he sometimes makes miscalculations, and can become discouraged when his plans don't go right.

Minotaur Shadow

Jiro's Shadow is a minotaur, a mythological creature with the body of a man and the head of a raging bull.



KLUKE

A 16-year-old girl who is a bit more mature and responsible than her age implies. Kluke's parents were tragically killed a year ago in the annual disaster that struck the village, but her loss brought her closer to her friends Shu and Jiro. Like her parents, who were physicians, she has a kind and caring nature, and she is always willing to fight alongside her friends.

Phoenix Shadow

Kluge's Shadow is the legendary phoenix, a mythical bird reborn from its own ashes.

**MARUMARO**

A member of the Deeve Tribe (a race of bat-like humanoids), Marumaro's age is unknown, but he has the energy and enthusiasm of a child. He usually talks louder than necessary and is often tactlessly honest. As is customary among his tribe, he uses Deeve Dances to express his feelings.

Saber-Toothed Tiger Shadow

Marumaro's Shadow takes the form of a saber-tooth, a powerful prehistoric beast with terrible fangs.

**ZOLA**

A cool, enigmatic, 20-year-old mercenary, Zola knows much about the world and provides Shu and his friends with wise guidance. Although she rarely shows her true feelings, she proves to be a very strong ally.

Killer Bat Shadow

Zola's Shadow is a ferocious killer bat.

**NENE**

A mysterious old man who is able to manipulate the ancient machines that are scattered throughout the world. Nene wields a Shadow that is far more powerful than those of Shu and company. He lives in his giant Flying Fortress, shrouded by violet clouds, and enjoys tormenting humankind. To what end, no one yet knows...

Deathroy

Nene's little companion, who may have been found amid some ancient ruins. The lower part of Deathroy's body is encased in machinery, which is tethered to Nene's shoulder.

**MECHA GENERAL SZABO**

A mecha robo who has sworn allegiance to Nene. Szabo is always by Nene's side, protecting the old man from harm.





Starting the Game

Shu and company's epic adventure is about to begin!

A NEW GAME

Press **START** when you see the message "press START."

If no games have yet been saved on a storage device, select a storage device for saving a new game. The game will start in Talta Village, the home of our hero Shu.

Try moving Shu around using the left stick. Get ready for an exciting adventure!

CONTINUING A SAVED GAME

To continue a previously saved game, select "load game" and press **START**. Next, select the storage device containing the saved game and then the game you want to continue, pressing **START** each time to confirm.



Selecting "new game" starts the game from the beginning.

Switching Discs

Blue Dragon™ consists of three discs. If you have a saved game from discs 2 or 3, you can continue a game directly from that specific disc.



Field Screen

Our adventure takes place in a big, wide world. The Field Screen contains controls you should familiarize yourself with.

SCREEN DESCRIPTION

Character: The character you assigned to lead the party (on the Main Menu).

Monsters: Monsters that Shu and his friends battle.



Simple Status: Status of party members.

Map: Map of the surrounding area. On the World Map, a compass appears instead of the map. When traveling by mechat, a red compass displays when you cannot land in the current area.

Simple Status



MOVING

Use the left stick to move across the field. Move it slightly forward to walk, and move it all the way forward to run.

SWITCHING CAMERA ANGLES

While moving, pull the left trigger to switch the camera to the default position, which is behind your character. You can also use the right stick to move the camera.

ENCOUNTERING MONSTERS

Pressing **X** to attack a monster gives you an advantage when you first encounter a monster. Pressing **X** while moving lets you dash attack. (For more information, see page 14.)

INVESTIGATING

When you get close to an important item in the field (such as a treasure chest or machine), **L** appears in the lower-left of the screen. Pressing **L** at this time allows you to investigate the item. You can also open doors and push buttons by pressing **L**.

Note that there are other places you can investigate, even when **L** is not displayed. So if you see something interesting, press **L** to investigate. The message "NOTHING" appears if there is nothing there.

MAIN MENU

Pressing **Y** brings up the Main Menu. Use the Main Menu to check character status, use spells and items, get accessories and weapons, change Shadow classes, set skills, and a few other things. (For more information, see page 8.)

FIELD MENU

Pulling the right trigger displays the Field Menu and the Encounter Circle. On the Field Menu, you can select and choose which monsters in the Encounter Circle you want to fight. You can also set a field skill. (For more information, see page 13.)

WORLD MAP

Press the **START** button to display the World Map. You can use the left and right bumpers to zoom in or out.



TALKING

When you approach another character in a town, village, or other location, **L** appears on the lower-left of the screen. Pressing **L** at this time allows you to talk to that character.

STORES

You can buy and sell accessories, spells, and other items at stores.

To buy or sell an item, select the item, specify the quantity using the left stick, and then press **L**.



Number not equipped

Number equipped

INNS

Speak with the innkeeper to find out how much it costs for a one-night stay. Staying at an inn allows characters to recover all their HP and MP and even recover from an abnormal state (such as Poison, Stink, etc.).

SAVE POINTS

You can save your game by finding a glowing blue cube, touching it, and then pressing **L**. The Save Screen appears after you select a storage device. Select where you want to save your game and then press **L** to confirm.

CHECKPOINTS

Once you pass a checkpoint, even if your entire party is wiped out, you can continue your game from that checkpoint.



Switching the Confirm and Cancel Buttons

L "confirms" and **R** "cancels" by default, but you can switch them by going to the Main Menu (**Y**), selecting Settings, and then selecting Controls (General).



* Note that **L** is always confirm and **R** is always cancel when controlling Xbox 360™ console functions. For more information,

check the button guide that appears on screen.

Main Menu

Press **Y** to open the Main Menu. Push up or down on the left stick to select an item on the menu, and then press **A**.

MAIN SCREEN

Gold: Amount of money you have.
Medals: Number of medals you have.

Location: Party's current location.
Time: Total time you've played Blue Dragon.

Leader: Character at the front of the party.

Menu: Available menus.

Help: Information on buttons to use to control this screen.

Stats: Status of all party members.

Stats

Experience points required to gain a level

Current Shadow class

Character: Jiro

Current level: LV 11

Remaining HP/Max HP: 78 / 78

Remaining MP/Max MP: 104 / 104

Shadow rank: 5

Help

Switch (to Front): Use the left or right bumper to move the star to the character you want at the front of the party. That character will be the one you control in the field.

Quit Game: To quit the game, press the BACK button. Select Yes and then press **A**.

STATUS SCREEN

Check the status of the party members and their Shadows. Push the left stick up or down to select the character whose status you wish to check.

Player Character			
LV	Level	Attack	Physical attack power
HP	Remaining HP/Max HP	Defense	Defensive power against physical attacks
MP	Remaining MP/Max MP	Magic Attack	Magic attack power
EXP	Experience Points	Magic Defense	Defensive power against magic attacks
Next ▶	Experience Points required to gain a level	Agility	Quickness
Shadow			
SP	Shadow Points (Experience Points in the current class)	Rank	Rank of current class
Next ▶	SP required to attain the next class rank		

Types of Abnormal States

Characters may end up in an abnormal state after suffering certain attacks from monsters (or from another cause). An icon appears on the status screen to tell you what state your character is in. Most abnormal states end when the battle is over, but the effects of Poison, Stink, and Petrify continue after battle until they are cured or dispelled.

	Sleep: The target falls asleep for a set period. If the target receives damage after it falls asleep, it will awaken.		Poison: The target receives damage at predetermined intervals.
	Stink: The target can be found more easily on the field. Also increases the probability of the target being stunned during battle.		Dizzy: The target feels off balance and cannot use magic for a time.
	Stun: The target cannot move or perform any actions for a time.		Kelon: The target is transformed into a frog-like creature for a time. However, attacks that hit the target inflict less damage.
	Panic: The target involuntarily performs random actions for a period of time, but returns to normal when hit with damage.		Paralyze: The target is stunned for a time.
	Petrify: The target is turned to stone. The game ends if all party members become Petrified.		KO'd: The target loses consciousness. At the end of battle, the target's HP sets to 1. The game ends if all party members are knocked unconscious.

SHADOW

This is where you can check a character's Shadow class and rank. You can also change classes here.

Changing Shadow Classes

Push the left stick up or down to select a party member and display his or her current Shadow class, and classes that have been unlocked and their ranks. Press **○** to change class.



Push the left stick up or down to select a class and check how the character's status will be modified if you change to that class. Press **○** to confirm the switch.



SKILL

This is where you can check and change skills.

Changing Equipped Skills

Push the left stick up or down to select a party member and display the skills and basic skills he or she currently has equipped in the skill slots and basic skills slots. To change an equipped skill, press **○**.



Select the skill slot you want to fill with a skill and then the skill you want to equip (pressing **○** each time to confirm). You can remove currently equipped skills by selecting Remove. However, you cannot remove or switch skills marked with a star.

Basic Skills

Basic skills (those marked with a star) in each class are present from the very beginning of the game. You cannot change or remove a basic skill.



ACCESSORIES

Characters can increase their attack and defensive powers by equipping themselves with various accessories.

Changing Accessories

Push the left stick up or down to select a party member and display the accessories the character is currently equipped with. Press **○** to change accessories.



Select where you want to equip the accessory and then select the accessory itself (pressing **○** each time to confirm). You can remove currently equipped accessories by selecting Remove.



HEAL

Characters can use magic or items to recover HP and MP, as well as recover from abnormal states. Push the left stick up or down to select Spells or Items (for more information, see the next two sections).

SPELLS

You can check the spells available to a party member and the recovery spell he or she can use.

Using Spells

Select a party member who can cast spells and the spell that he or she will cast, and then decide which party member to cast it on.



Left bumper

Right bumper

Switching Characters

When the icons for the left and right bumpers appear on the upper-right and upper-left of the Main Menu, you can use the bumpers to quickly switch between party members.

ITEMS

You can view the items that your party has collected. Items that are highlighted are available for the characters to use. In the Item Record, you can see detailed information about your adventure, such as a log of your journey so far, the monsters you've encountered, and the items you've obtained. You may even discover information that will help you in your journey!



Using Items

Select the item type and the item to use, and then decide which party member to use it on.

FORMATION

Formation allows you to specify which party members will be in the front row and which will be in the back row during battles.



Changing Formation

Using the left stick, select the party member whose position you wish to change and then press **○**. Push the stick up or down to switch between the front and back row, and push right or left to switch between the left and right sides. Push **○** again to complete the change.

Differences Between Front and Back Rows

During a battle, the characters in the front row are more exposed to physical attacks from monsters, while those in the back row are less exposed. On the other hand, the attacks from characters in the back row are less powerful than those in front. Magic attack strength is unaffected by character or monster position.

WARP

When you use a Warp Key to activate a Warp Device, "Warp" is added to the Main Menu.

Activating Warp Devices

You can activate Warp Devices once you obtain a Warp Key (which appears under Items). Whenever you discover a Warp Device, approach it and then press **○**. The Warp Map appears.

Warp Map

To warp to a point on the Warp Map, push the left stick up or down to select a Warp Point and then press **○** to warp to the device at that location. Use the left or right bumper to enlarge or reduce the map.

SETTINGS

You can change various game settings on this screen. Select a menu item and then use the left stick to change its setting. Select Restore Defaults to change all settings back to their defaults.

SAVE

While you're traveling the field, you can save your progress by selecting Save and then pressing **○**.

Field Skills

Skills that you can use while in the field are known as field skills. Field skills include skills that make it harder for monsters to spot you and those that help you defeat them.



FIELD MENU

On the Field Menu, you can assign field skills to the right and left bumpers. To display the Field Menu (while in the field), pull the right trigger.

Setting Field Skills



To assign a field skill, use the left stick to select a bumper then press **○** to display a list of all the field skills available to the character. Select the skill, and then press **○** to assign it to the bumper. To close the Field Menu, pull the right trigger.

USING FIELD SKILLS

Pressing the right or left bumper allows you to use field skills that you have assigned to those buttons. You can also use two field skills together. For example, when running around the field, you can use Field Barrier to defeat weaker enemies (instead of engaging in battle or running around them), and then use Stun Bomb to paralyze stronger enemies that are unaffected by the Field Barrier.

Encounters

A variety of monsters inhabit the world of Blue Dragon, including ones that suddenly appear when you approach them and others that guard treasure chests or other items. An encounter occurs when you come into contact with a monster. You must then battle that monster.

DETECTED

When a monster spots you, the message "DETECTED" appears. The monster will either approach or attack you and your party. If you want to avoid an encounter, do your best to move away from the monster.

BEING ATTACKED

When you run into monsters, the agility of your party members and of the monsters will determine who attacks first. The direction in which you ran into the monsters also determines who attacks first. When a monster attacks first, the order of battle is skewed against you (the monster is more powerful).

ATTACKING

You can also initiate an attack. Press **○** to launch a dash attack on a monster. In this case, the battle order occurs in your favor.

SPECIAL ENCOUNTERS

Moving behind a monster to initiate an attack is called a back attack. Attacking a monster from behind gives you an advantage in battle. Conversely, if a monster attacks your party from behind, a surprise attack results, which reverses the front and back rows of your party.



USING THE ENCOUNTER CIRCLE

Pulling the right trigger when you are near a monster displays the Field Menu and an Encounter Circle. Monsters within the Encounter Circle are surrounded by a target mark and their names appear in the Field Menu (on the right of the screen).



■ Fight All Enemies!

Selecting "Fight All Enemies!" on the Field Menu means you will fight all the monsters in the Encounter Circle. Note that pressing the left stick moves the cursor to "Fight All Enemies!"

■ Fight One Enemy!

When there is more than one monster within the Encounter Circle, you can select the monsters you wish to fight by selecting them on the Field Menu, pressing **○**, and then selecting "Fight One Enemy!" (if you select just one) or selecting "Fight Selected Enemies!" (if you selected more than one).

CONSECUTIVE BATTLES AND BOOSTS

When consecutive battles result from encounters with multiple monsters, you gain a boost, which increases your ability and continues until the consecutive battles end.



The message "BOOST" appears on the right of the screen between battles. Press **○** to stop the rotation. If you do not press **○** during a set period, the rotation will stop automatically and you'll receive that boost by default.

MONSTER FIGHT

Sometimes if two or more monsters are in the Encounter Circle, their names may appear yellow. When a fight is initiated with these two (or more) monsters, they may fight each other, or one monster may even eat the other.



Battles

Shu and his friends use the power of their Shadows to fight all manner of monsters. Here is what you need to know to fight well.

Battle Screen

Turn order: Indicates the order of action for party members and monsters.

Remaining number of consecutive battles: Shows the number of battles remaining for consecutive battles.



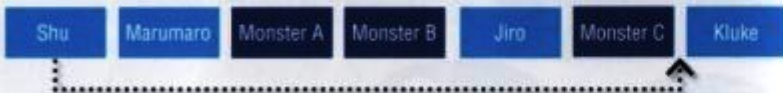
Status changes: Displays temporary changes in the status of party members (hold down the left or right bumper).

Battle commands: Enables you to select actions for party members.

Simple status: Displays the basic status for party members.

Example of Turn Order

Party members and monsters can do battle in the turn order shown at the top of the screen, starting from the left. In the example below, Shu is able to act first, followed by Marumaro.



Once Shu finishes his turn, his icon shifts to the position indicated by the arrow. This means his next turn will come after Monster C's turn. The order of the next turn is determined based on various factors, like the previous attack and the character's agility.



Charges

Some types of attacks and spells enable a charge-up. The Charge Meter appears whenever you perform an action in battle that can be charged.



Charge Meter

Holding down causes the Charge Meter to rise and fall. Releasing stops the meter at its current position. When the level on the Charge Meter is high, magic will have a wider area of effect and skills will be more powerful. You can also tap quickly two times in a row to use magic and skills without a charge-up.

Impact of Charges on Turn Order

When the charge is high, there is a disadvantage. There is a time lag before the action takes effect.



When the meter is in the range indicated by [1] in the above example, the effects of magic and skills will take place following Kluge's turn. If the meter is kept in the range indicated by [2], the use of magic and skills takes place following the Ancient Beetle on the right.

Sweet Spots

The orange portion of the Charge Meter is known as the sweet spot. Keeping the meter in the sweet spot reduces MP consumption and lessens the time lag before an action begins.

Attributes

Spells, skills, accessories, and monsters are among some of the game's components that have attributes. There are six attributes: Fire, Water, Wind, Earth, Light, and Dark. Monsters may have weak resistance against specific attributes or be unaffected by attacks from others.

Example: Monsters with the Fire attribute are weak against Water-based attacks but are barely affected by Fire-based attacks. Meanwhile, ghosts are weak against Light-based attacks.

The attributes of an accessory can enhance the attack and magic effects of the attribute it possesses and increase the defense power against attacks based on that attribute.

BATTLE COMMAND

Attack

Initiate a physical attack. Use the left stick to select a target and then press **X**. Press **Y** to alternate between selecting monsters and party members.



Effect of Character Formation

The attack power of party members in the back row is weaker than those in the front row. In most cases, party members are unable to attack monsters that are in the back row. However, a party member equipped with the Long-Range Attack skill can attack a monster regardless of its position.

Defend

Defend against physical attacks. Damage from a physical attack can be reduced to a level less than usual. A party member equipped with the Magic Defense skill can also defend against magic attacks.



Skills

Skills a party member is equipped with, such as Magic Sword and Steal, appear in a list of commands that you can select and use. Select the name of the skill you want to use and then the target you want to use it on, then press **X** to use it.



Spell

Use magic specific to an individual class or magic of a skill that a party member is equipped with. Press **X** to select a class and display a list of spells. Select the spell you want to use and then the target you want to use it on, then press **X** to use it.



Item

Press **X** to select a type of item (Attack, Heal, or Support) and display a list of items. Select the item you want to use and then the target you want to use it on, then press **X** to use it.



Formation

Switch party members between the front and back rows.



Flee

Flee from a battle. Note, however, that you will not always be able to flee. If you fail to escape, you lose that turn.



ABNORMAL STATES

During a battle, you may find yourself in an abnormal state as a result of a magic attack from a monster or enemy. You can reverse such changes in state using magic or special items.

Frozen	The affected target cannot perform any actions. Revive the target using Fire-based damage.
Burning	The body is engulfed in flames and continues to incur damage. Flames will be extinguished after taking water damage.
Zombie	Unable to attack monsters and can only attack group members. Game is over if all group members become Zombies.
Sealed	Seals your Shadow.
Ghost	Unable to land physical attacks. But magic attacks are still valid.

POST-BATTLE INFORMATION

■ Results

The results below appear when you win a battle. Experience Points and other rewards are added to each party member's status.

Experience Points (EXP): Experience points that a character obtained in battle.

Shadow Points (SP): Experience points that a Shadow obtained during a battle.

Combo: Number of parties of monsters encountered simultaneously.

Gold: Amount of gold obtained from the battle.

■ Class Unlocked

Each time a party member reaches a certain level, "Class Unlocked" appears, indicating that the character can unlock a new class. In the Class List, select the class you want to unlock and then press **○**.



■ New Skill

When a party member's Shadow goes up a certain number of ranks, "New Skill" appears, indicating that a new skill is available.



■ Game Over

The game ends when all party members are unable to battle (such as when their HP is reduced to 0 or they are all Petrified).

■ Continuing from a Checkpoint

If you passed a checkpoint, you can continue your game from that point, even if your entire party was wiped out. If you can continue from a checkpoint, the message "Restart from the last checkpoint?" appears. Select Yes, and then press **○**.

■ Loading a Saved Game

On the Game Over screen, press **○** to return to the START screen, select "load game," and then press **○**.

■ Starting a New Game

On the Game Over screen, press **○** to return to the START screen, select "new game," and then press **○**.

Mechat Controls

As the game progresses, you may have the opportunity to board flying machines known as mechats and use them to fire on enemies.



MECHAT CONTROLS SCREEN



Below are some tips on using a mechat:

- Mechats move automatically. To fire the machine gun, press and hold **○**. To aim the cross hairs, use the left stick. Try shooting down enemy missiles! To turn the mechat left or right use the right and left bumpers or triggers. To pause and resume the game, press START.
- Machine gun ammo is unlimited, but firing the guns continuously causes the heat gauge to rise. If the gauge rises to the top, the machine gun disables for a predetermined amount of time. Stop firing the gun before the gauge reaches the top, and the heat will gradually reduce.
- To lock a missile onto a target, press and hold **○**. To fire the missile, release the button. Missiles automatically seek their target until they explode, but they will miss if the enemy moves outside of the missile's range. Once you run out of missiles, you will have to resupply (use the yellow Item Box that appears when you shoot down an enemy missile or aerial mine with your machine gun).
- As the mechat takes damage, its HP meter goes down. The game ends if the meter reaches 0. Collecting blue Item Boxes raises the HP meter. In addition, if a barrier is available, you can automatically block enemy fire until the "Number of times the barrier was used" indicator reaches 0.

Note: The controls introduced here are default settings (Type A). You can select control types A through D by selecting Controls (Mechat Shooting) under Settings on the Main Menu.

Shadows

In Blue Dragon, party members use a special ability called a Shadow to battle monsters.

CLASSES

Classes are the various types of abilities a Shadow can have. Switching classes changes your status and enables you to use different skills.

■ Unlocking Classes

Initially, a character will have access to only a limited number of classes, but each time he or she goes up a certain number of levels, a new class unlocks, thereby increasing the number of classes available.

■ Gaining SP and Boosting Rank

Each class has special Experience Points known as Shadow Points (SP). The rank of a class rises when characters gain SP in battles.



SKILLS

Each class has its own unique magic power and techniques known as skills. New skills become available each time you reach the required class rank. The various types of skills are:

- Skills that take effect automatically when you equip them. These include: Absorb HP, Battle Essence, Regenerate MP, and more.
- Skills that take effect when you use them in battle or other specific situations. These include: Magic Sword, Mow Down, White Magic, and more.
- Skills that you can use while moving in the field (field skills). These include: Field Barrier, Stun Bomb, Stealth, and more.



EQUIPPING SKILLS

Skills in each class that are equipped from the beginning of the game (and cannot be removed) are basic skills. These skills have a star in front of their name.

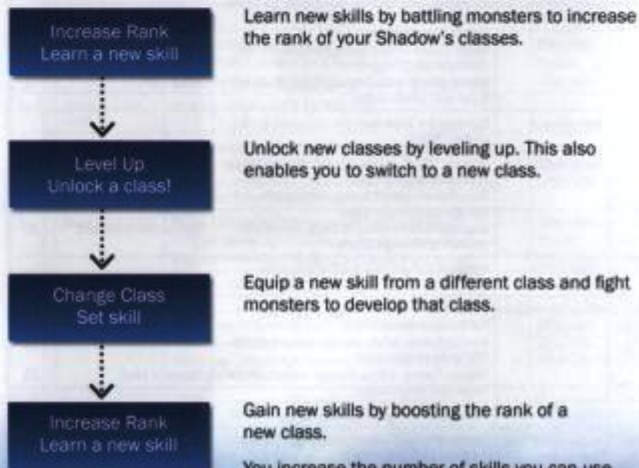


To equip party members with additional skills (up to the number of skill slots he or she has available), select Skill on the Main Menu. You can equip skills in the current class as well as skills in other classes. For example, a character currently using the Monk class can equip the Mow Down skill from the Sword Master class, enabling the Monk to use that skill.

Classes & Skills

SHADOW POINTS

Changing classes and setting skills will be crucial in developing your Shadow's potential.



You increase the number of skills you can use by unlocking classes and boosting your rank in multiple classes.



SWORD MASTER

(A master of physical attacks that include a variety of attribute-based attacks.)

Basic Skill

Magic Sword

Unleash ordinary physical attacks and use MP to imbue attacks with a variety of attributes. This class rapidly gains MP and can use magic when equipped with spells. Good defensive power makes this class the perfect choice for attacking from the front row.

Rank	Skill name	Skill effect or available spell	Additional effect	MP
2	Magic Sword LV 1	Flare Sword—Inflicts damage imbued with the Fire spell (single target).		5
		Wind Sword—Inflicts damage imbued with the Wind spell (single target).		5
		Water Sword—Inflicts damage imbued with the Water spell (single target).		5
5	Mow Down 1	Damages the whole front row (damage inflicted on an individual target is proportionately less).		
6	Magic Sword LV 2	Ground Sword—Inflicts damage imbued with the Earth spell (single target).		5
		Shine Sword—Inflicts damage imbued with the Light spell (single target).		5
		Shadow Sword—Inflicts damage imbued with the Dark spell (single target).		5
11	Absorb HP	Assimilates damage you cause into your own HP.		
14	Magic Sword LV 3	Flara Sword—Inflicts damage imbued with the Fire spell (single target).	Physical attack power -25%.	10
		Winda Sword—Inflicts damage imbued with the Wind spell (single target).	Defense power -25%.	10
		Watera Sword—Inflicts damage imbued with the Water spell (single target).	Speed -25%.	10
17	Mow Down 2	Damages the whole front row. Enhanced version of Mow Down 1.		
20	Magic Sword LV 4	Grounda Sword—Inflicts damage imbued with the Earth spell (single target).	Evade rate -50%.	10
		Shina Sword—Inflicts damage imbued with the Light spell (single target).	May annihilate undead creatures.	10
		Shadowa Sword—Inflicts damage imbued with the Dark spell (single target).	Physical hits decreased.	10
23	Boost Critical Damage	Increases damage as a result of critical hits.		
26	Magic Sword LV 5	Flarus Sword—Inflicts damage imbued with the Fire spell (single target).	Chance of panic.	25
		Windus Sword—Inflicts damage imbued with the Wind spell (single target).	Chance of dizziness.	25
		Waterus Sword—Inflicts damage imbued with the Water spell (single target).	Chance of sleep.	25
29	Absorb MP	Assimilates damage you cause into your own MP.		
32	Magic Sword LV 6	Groundus Sword—Inflicts damage imbued with the Earth spell (single target).	Chance of petrification.	25
		Erase Sword—Inflicts damage imbued with the Erase spell (single target).	Cancels support effects.	25
		Shadowus Sword—Inflicts damage imbued with the Dark spell on a single target.	Chance of KO'd.	25

About Magic Swords

The skills associated with magic swords become available after you obtain a spell book that contains the magic spell that the skill is imbued with. However, if you are equipped with a magic sword in a different class, the available skills will be restricted depending on the level of the magic sword.



BLACK MAGIC

(A master of attack spells.)

Basic Skill

Black Magic

This class relies on a wide variety of offensive spells to attack monsters. Black Magic Users gain the most MP, and by learning the Boost Max MP +50% skill, you can cast spells that use massive amounts of MP. While it offers better magic defense than normal, the class's low physical defense power makes it a better choice for a character in the back row.

Rank	Skill name	Skill effect or available spell	Charge-up	MP
4	Black Magic LV 1	Flare—Inflicts low Fire-based damage (single target). Effective against living and undead creatures.	Effect size	6
		Wind—Inflicts low Wind-based damage (single target). Effective against flying objects.	Range	8
		Water—Inflicts low Water-based damage (single row). Effective against Fire-based monsters.	Effect size	10
8	Regenerate MP	Enables target to gradually recover MP while walking.		
12	Black Magic LV 2	Ground—Inflicts low Earth-based damage (all targets). Effective against giant and golem-type creatures.	Effect size	14
		Extract—Assimilates HP (single target).	Effect size	20
		Shadow—Inflicts low Dark-based damage (single target). Lowers accuracy.	Effect size	12
16	Black Magic LV 3	Flara—Inflicts medium Fire-based damage (single target).	Effect size	12
		Winda—Inflicts medium Wind-based damage (single target).	Range	16
		Watera—Inflicts medium Water-based damage (single row).	Effect size	20
20	Boost Max MP +25%	Increases maximum MP by 25%.		
24	Black Magic LV 4	Grounda—Inflicts medium Earth-based damage (all targets).	Effect size	28
		Extracta—Assimilates MP (single target.)	Effect size	10
		Shadowa—Inflicts medium Dark-based damage (single target). Has added Poison effect.	Effect size	24
28	Black Magic LV 5	Flarus—Inflicts high Fire-based damage (single target).	Effect size	24
		Windus—Inflicts high Wind-based damage (single target).	Range	32
		Waterus—Inflicts high Water-based damage (single row).	Effect size	40
32	Boost Max MP +50%	Increases maximum MP by 50%.		
36	Black Magic LV 6	Groundus—Inflicts high Earth-based damage (all targets).	Effect size	56
		Extractus—Assimilates both HP and MP (single target).	Effect size	30
		Shadowus—Inflicts high Dark-based damage (single target). Has added KO'd effect.	Effect size	48

About Magic

Black Magic, White Magic, Support Magic, or Barrier Magic spells in their native class (when they are basic skills) are available from the moment you obtain the respective spell book, regardless of level. However, when you are equipped with spells from other classes, the types of spells available are limited depending on their level.



WHITE MAGIC

(Skilled in recovery spells vital to any battle.)

Basic Skill

White Magic

Healing spells that restore HP are vital to any battle. Spells that recover from abnormal states are also essential to the party. In addition, Light-based attack spells are extremely effective against ghosts and other similar entities. Position the White-Magic User in the back row due to the weak physical defense power of this class.

Rank	Skill name	Skill effect or available spell	Charge-up	MP
3	White Magic LV 1	Heal—Heals a small amount of HP (single target).	Effect size	6
		Cure Poison—Heals poisoning (single target).	Range	8
		Shine—Inflicts Light-based damage (single target). Chance of stun.	Effect size	9
6	Enhance Item Effect	Increases the effect size of an item.		
9	White Magic LV 2	Cure Kelolon—Heals Kelolon state (single target).	Range	10
		Zephyr—Heals a small amount of HP (all targets).	Effect size	12
		Regenerate—Heals HP gradually (single target).	Range	10
12	Double Item	Enables you to use two items simultaneously.		
15	White Magic LV 3	Heals—Heals a moderate amount of HP (single target).	Effect size	12
		Revive—Cures KO'd (single target).	Effect size	25
		Cancel—Provides a chance to neutralize charge-up (single target).	Range	14
18	Regenerate HP	Enables target to gradually recover HP while walking.		
21	White Magic LV 4	Cure Paralysis—Cures Paralysis for (single target).	Range	20
		Zephyra—Heals a moderate amount of HP (all targets).	Effect size	24
		Shine—Inflicts Light-based damage (all targets). Chance of stun.	Effect size	22
24	White Magic LV 5	Healus—Heals a large amount of HP (single target).	Effect size	24
		Regenera—Heals HP gradually (single target).	Range	28
		Erase—Neutralizes support effects (single target).	Range	32
27	White Magic LV 6	Cure All—Restores all abnormal states to normal (single target).	Range	30
		Zephyrus—Heals a large number of HP (all targets).	Effect size	46
		Previve—Cures KO'd. When charged-up, HP increases upon revival.	Effect size	40
30	Quick Magic Charge	Halves charge time.		
33	Resurrection	Cures KO'd and heals all HP one time only.		

Battle Ghosts

Allows you to damage ghosts using recovery spells.



SUPPORT MAGIC

(Support spells that weaken enemies.)

Basic Skill

Support Magic

This class bolsters the party with Support spells that lower a monster's speed, temporarily raise the status of an ally, and more. Position the Support-Magic User in either the front or back row, as this class has both good physical defense and magic defense power.

Rank	Skill name	Skill effect or available spell	Charge-up	MP
3	Support Magic LV 1	Slow—Decreases speed by 50% (single target).	Range	10
		Sleep—Puts all targets to sleep. Effective on weak monsters.	Duration	8
		Deflect—Lowers hit probability to 35% (single target).	Range	6
7	Support Magic LV 2	Quick—Raises speed by 9% (single target).	Range	12
		Dizzy—Makes a single target dizzy, preventing spell casting.	Range	12
		Poison—Poisons a single target, causing 25% poison damage.	Range	10
11	Support Magic LV 3	Slowa—Decreases speed by 100% (single target).	Range	20
		Panic—Causes a single target to panic. Effective on less intelligent monsters.	Probability	16
		Anchor—Lowers evade rate (single target).	Range	15
15	Spell Duration +50%	Extends duration of spell effects by 50%.		
19	Support Magic LV 4	Quicka—Increases speed by 29% (single target).	Range	24
		Kelolon—Turns a single target in front row into a Kelolon. Effective on living creatures.	Range	18
		Attacks Up—Raises physical attack power (single target).	Range	20
23	Support Magic LV 5	Slowus—Decreases speed by 150% (single target).	Range	40
		Paralyze—Paralyzes a single target.	Range	20
		HP Max Up—Raise maximum HP. Can be applied repeatedly.	Range	36
27	Magic Essence	Adjusts attack power to be the same as the Support-Magic User.		
31	Support Magic LV 6	Quickus—Increases speed by 50% (single target).	Range	46
		Curse—Lowers physical/magic attack power (single target). Effective against powerful monsters.	Range	24
		Magic Attack Up—Increases spell damage (single target).	Range	50
35	Double Cast	Casts two spells simultaneously.		

**BARRIER MAGIC**

(A master of spells that protect and strengthen allies.)

Basic Skill

Barrier Magic

Barrier-Magic Users are skilled in protective spells that not only reduce damage, but may also completely prevent attacks. The Field Barrier 3 field skill is extremely handy when adventuring. Barrier-Magic Users offer the most powerful magic protection, but are relatively weak in physical protection. However, they offer high HP that rises rapidly.

Rank	Skill name	Skill effect or available spell	Charge-up	MP
3	Barrier Magic LV 1	Shield—Creates a barrier (single target). Shell—Creates a barrier for a single target in the front row. Heal Up—Boosts magic healing (single target).	Effect size Effect size Effect size	10 10 12
6	Field Barrier 1 (Field skill)	Repels enemies on the field, destroying weaker ones. Takes 5 MP to cast and consumes 30 MP if it destroys a monster. Only one-third of potential SP is gained in that case. Handy when encountering monsters for the first time or those more powerful than you.		5
9	Barrier Magic LV 2	Trapfloor—Damages a single target in front row. Resist—Prevents Poison and Sleep (single target). Wall—Neutralizes physical attacks for a single target in front row.	Effect size Range Range	8 10 12
12	Magic Fence	Adjusts Magic Defense to be the same as the Barrier Magic.		
15	Barrier Magic LV 3	Shielda—Creates a barrier for a single target in front row. Shella—Creates a barrier (single target). Reflect—Creates a barrier that reflects magic (single target).	Range Range Range	20 20 25
18	Barrier Magic LV 4	Trapfloors—Damages entire front row. Resista—Prevents Panic and Paralysis (single target). Walla—Neutralizes magic attacks for a single target in front row.	Effect size Range Range	16 15 24
21	Field Barrier 2 (Field skill)	Repels enemies on the field, destroying weaker ones. Takes 5 MP to cast and consumes 10 MP if it defeats a monster. Only one-half potential SP is gained in that case. An enhanced version of Field Barrier 1.		5
24	Distress Barrier	Creates a powerful barrier when character is on the verge of death.		
27	Barrier Magic LV 5	Shieldus—Creates a barrier (single target). Shellus—Creates a barrier (single target). Reflecta—Creates a barrier that reflects magic (single target).	Range Range Range	40 40 45
30	Barrier Magic LV 6	Trapfloors—Damages entire front row. Resistus—Prevents Petrify and Instant Death (single target). Wallus—Neutralizes physical and magic attacks for a single target in front row.	Effect size Range Range	32 20 48
50	Field Barrier 3 (Field skill)	Repels enemies on the field, destroying weaker ones. Only one-half of potential SP is gained in that case. An enhanced version of Field Barrier 2. Takes 5 MP to cast and consumes only 1 MP if it defeats a monster.		5

**ASSASSIN**

(Compensates for a weak defense with high agility.)

Basic Skill

Security

Assassins are very agile and skilled in tricky attacks. With their ability to strike first and high attack power, they can compensate for their weak defense, making them a perfect choice for the front row.

Rank	Skill name	Skill effect or available skill
2	Steal	Steals an item.
5	Security	Prevents items and gold from being stolen.
8	Stun Bomb (Field skill)	Throws spheres that cause Paralysis on the field.
11	Negotiate	Makes conducting transactions at stores easier. Works at tool stores, outfitters, and even inns.
14	Ninja Swiftness	Adjusts agility to be the same as an Assassin.
17	Stealth (Field skill)	Keeps target from being spotted by enemies on the field.
20	Surprise	Makes preemptive strikes easier.
23	Loot	Steals an item when using the Attack command.
26	Long-Range Attack	Attacks using the Attack command regardless of enemy's position.
29	Control	Controls a monster and uses its skills. Note, however, that each character can only control one monster at a time.
32	Treasure Hunt	Makes it easier to steal even better items.
35	Double Strike	Enables you to use the Attack command twice.

MONK

(Inflicts the most physical damage with charged attacks; weak in magic.)

Basic Skill

Charged Attack

Monks are skilled at physical attacks using charge-ups, which give them the highest attack power of all the classes. They also gain HP rather quickly, so make sure to have them on the offensive in the front row.

Rank	Skill name	Skill effect or available skill
4	Attract Aura	Causes enemies to tenaciously pursue the party on the field.
7	Counterattack Boost	Provides the chance to mount a counterattack to a direct attack.
10	Meditation	Recovers your HP and restores abnormal states to normal.
13	Charged Attack	Raises the power of the Attack command by charging up. Also works on Magic Sword and Mow Down.
16	Critical Hit Lift	Increases the chance of scoring a critical hit.
19	Battle Essence	Sets attack to the same as a Monk.
22	Repel Aura	Causes weak enemies to flee from the party.
25	Attack Amp	Expands the range of the Attack command using a charge-up. Also works for Magic Sword.
28	Less Is More	Increases combat ability in proportion to how few weapons the Monk has.
31	Absolute Counterattack	Enhanced version of counterattack that always counterattacks a direct attack.

About Charged Attack

With the normal Fight command, you cannot attack monsters in the back row, but if you equip yourself with Charged Attack, you can expand your attack range, enabling attacks on back-row monsters, too.

**GUARDIAN**

(Offers maximum HP and the strongest physical defense.)

Basic Skill

Protect

Guardians have a skill that increases maximum HP and also gains the most HP of any class when moving up a level. Thanks to their high physical defense power and many defensive skills, they are a good choice for absorbing enemy attacks in the front row.

Rank	Skill name	Skill effects
3	Guard	Protects an ally in a jam. Effective against physical and magical attacks.
6	Magic Defense Up	Defends against magic.
9	Boost Max HP +25%	Increases maximum HP by 25%.
12	Sentinel Shield	Adjusts defense to the same as a Guardian.
15	Caution	Neutralizes an enemy's preemptive attack.
18	Charged Defense	Decreases damage by the charge-up amount of the Defend command.
21	Vigilance	Neutralizes surprise attacks by monsters on the field.
24	Endure	Soaks up damage using MP if you run out of HP.
27	Boost Max HP +50%	Increases maximum HP by 50%. Enhanced version of Boost Max HP 25%.
30	Total Guard	Protects allies from all attacks. Effective against physical as well as magical attacks. This is a separate skill from Guard.
33	Berserker	Increases the strength of the Attack command the more your HP decreases.

**GENERALIST**

(Class with the most skills.)

Basic Skill

Accessory +1

Generalists increase skills as well as slots for accessories. They are the ultimate in commanding a wide variety of skills. However, their status is weaker than average, so make the best use of the skill slots.

Rank	Skill name	Skill effect
4	Accessory +1	Allows equipping of one additional special accessory.
8	Skill +2	Increases the number of skill slots by two.
11	Skill +3	Increases the number of skill slots by three.
15	Skill +4	Increases the number of skill slots by four.
18	Accessory +2	Enables equipping of two special accessories.
22	Skill +5	Increases the number of skill slots by five.
25	Skill +6	Increases the number of skill slots by six.
29	Skill +7	Increases the number of skill slots by seven.
32	Accessory +3	Enables equipping of three special accessories.
36	Skill +8	Increases the number of skill slots by eight.

PARTY BALANCE

Your journeys through the game will differ depending on how you assign classes within your party, which can consist of up to five members. Three typical examples of parties are introduced below, but you should try to figure out the type of party that suits your playing style.

Balanced Party

Front row	Back row	
Sword Master	White-Magic User	<ul style="list-style-type: none"> The front row consists of the Sword Master using his or her magic sword skills and the Monk and Assassin launching physical attacks.
Monk	Black-Magic User	
Assassin		<ul style="list-style-type: none"> In the back row, the White-Magic User heals HP and uses support spells, while the Black-Magic User attacks with spells.

Another idea is to equip the agile Assassin with white magic and support magic spells.

Physical Attack-Focused Party

Front row	Back row	
Sword Master	White-Magic User	<ul style="list-style-type: none"> The front row consists of two Sword Masters using their magic sword skills and a sturdy Monk dealing out direct attacks.
Sword Master	Support-Magic User	
Monk		<ul style="list-style-type: none"> In the back row, the White-Magic User heals HP and the Support-Magic User casts support spells.

Another idea is to replace the Support-Magic User with a Barrier-Magic User to support the party by reducing damage.

Magic Attack-Focused Party

Front row	Back row	
Guardian	White-Magic User	<ul style="list-style-type: none"> The job of the front-row Guardian is to absorb physical damage, while, in the back row, the White-Magic User heals HP, the Barrier-Magic User casts protective spells, and the two Black-Magic Users cast attack spells.
	Black-Magic User	
	Black-Magic User	<ul style="list-style-type: none"> The Barrier-Magic User's number one priority should be casting protective spells on the Guardian. After that, he or she can support the White-Magic User and Black-Magic User.
	Barrier-Magic User	

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