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60303A



INSTRUCTION BOOKLET



NINTENDO  
GAMECUBE™

PRINTED IN USA

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

|                       |                                |                          |
|-----------------------|--------------------------------|--------------------------|
| <b>Convulsions</b>    | <b>Eye or muscle twitching</b> | <b>Loss of awareness</b> |
| <b>Altered vision</b> | <b>Involuntary movements</b>   | <b>Disorientation</b>    |

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

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 Nintendo Consumer Service  
[www.nintendo.com](http://www.nintendo.com)  
 or call 1-800-255-3700  
 (U.S. and Canada)

### **⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **⚠ CAUTION - Laser Device**

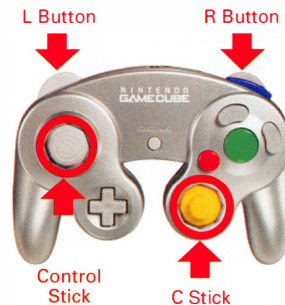
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

**THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.**



Memory Card

**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**



Progressive Scan compatible

**THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODETVs.**

#### **NEED HELP PLAYING A GAME?**

Nintendo's game pages, at [www.nintendo.com/games](http://www.nintendo.com/games), feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit [www.nintendo.com/community](http://www.nintendo.com/community).

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



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# BATEN KAITOS ORIGINS™



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# Story

Long ago, before the age when people lived in the skies, there was an evil god named Malpercio who summoned the Dark Brethren and destroyed the other gods. Following this violent battle, the world lay in ruin and the land itself was poisoned.

But now, 1,000 years after the wars of the gods, people have fled to several different floating islands in the sky—where most lead modest, yet peaceful, lives. But the ruler of one such island—the Emperor Olgan—is attempting to use his country's scientific advances to force his machinization policy on neighboring lands and gain control of all the islands.



## Guillo

This strange automaton is not human, but nevertheless possesses the capacity for speech, thoughts, and emotion. There is a strong bond of trust between Guillo and Sagi, and the young lad places great trust in Guillo's cool-headed reason and powerful magic. Guillo has no memories of life prior to meeting Sagi, and so it seeks the reason for its own creation and the purpose of its existence.



## Milliarde

Nicknamed Milly, this young girl saved Sagi from meeting his untimely end in an Imperial city. Her one condition was that Sagi take her from the sheltered existence she'd known so she could see more of the world. She is strong-willed and speaks with the confidence and grace of those born to the upper class, but can also sense the mood of those around her and go with the flow. Her pure and kind heart is her guide.

### BATEN KAITOS ORIGINS GLOSSARY

#### SPIRITER

THESE FORTUNATE ONES CARRY A SOUL LINK TO A SPIRIT FROM ANOTHER WORLD WITHIN THEM. SOME SAY THESE SPIRITS SPEAK GREAT WORDS OF DESTINY TO THEIR HOSTS.



#### WINGS OF THE HEART

THOSE WHO LIVE ON THE FLOATING CONTINENTS HAVE LEARNED TO PROJECT WINGS FROM THEIR BACKS. BECAUSE THE WINGS ARE PROJECTIONS OF THE SOUL, THEIR APPEARANCE VARIES FROM PERSON TO PERSON.



#### DARK SERVICE

THIS BATTALION OF ELITE TROOPS ACCEPTS MISSIONS THAT THE NORMAL IMPERIAL FORCES CANNOT. THEY HAVE MADE ALFARD THEIR BASE OF OPERATIONS.



#### PARAMACHINA

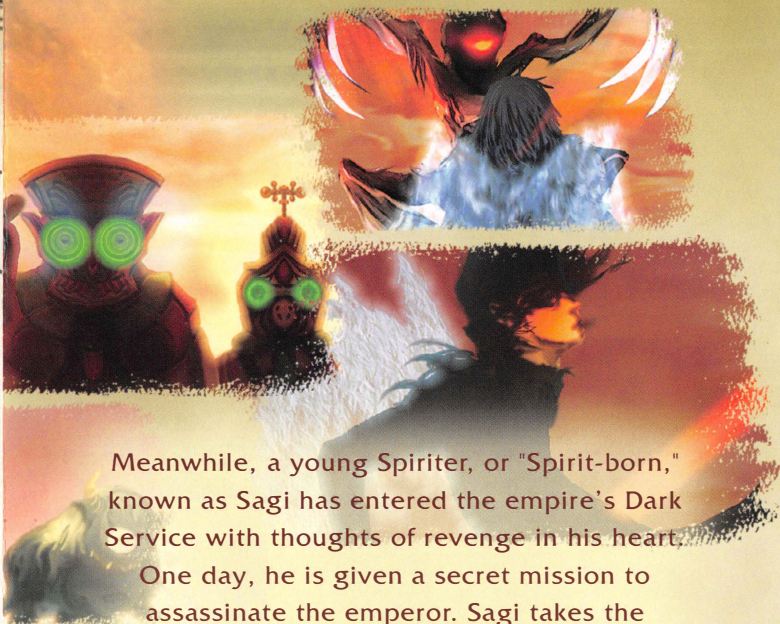
THESE ROBOTIC TROOPS ARE CONSTRUCTS OF THE EMPIRE. EVERY MEMBER OF THE DARK SERVICE IS ASSIGNED ONE.

## Meet the Characters

### Sagi

This intrepid lad left his childhood home to join the Imperial Army at the age of 15. He values friends and family above all else, and even his easygoing disposition does not prevent him from furiously attacking those who would hurt the people he loves.

As a "Spiriter," he plays host to a venerable spirit with whom he can seek counsel.



Meanwhile, a young Spiriter, or "Spirit-born," known as Sagi has entered the empire's Dark Service with thoughts of revenge in his heart.

One day, he is given a secret mission to assassinate the emperor. Sagi takes the mission without thinking twice, chalking the assignment up to good fortune. But in truth, it is simply part of a twisted and fearsome plot...

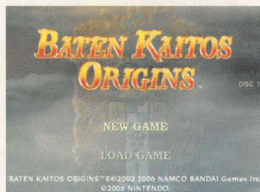
Embers smoldering in a far-off corner of the world will soon spread the flames of war across all islands. What can mankind hope to achieve by calling forth the descendants of the ancient gods?

# Getting Started

Insert Disc 1 of Baten Kaitos Origins into your Nintendo GameCube and turn the power on. Two menu options will appear.

## NEW GAME

Choose this option to start a new game from the beginning. The story begins with the player taking on the role of a spirit who shares a connection with the main character, Sagi. Select New Game with the Control Stick or +Control Pad, then press the A Button or Start to begin.



## Enter a Name

To start a game, you must first enter a name for your spirit character. Use the Control Stick or +Control Pad to select letters, then press the A Button to enter them. Use the L and R Buttons to scroll between character sets and the B Button to erase a character. You can also shift the cursor to the left or right with the C Stick. Once you have entered a name, press START and then the A Button to confirm.



|       |  |
|-------|--|
| DEL   | DELETE SELECTED LETTER.                        |
| SPACE | INSERT A SPACE.                                |
| BACK  | ERASE THE CHARACTER TO THE LEFT OF THE CURSOR. |
| ERASE | ERASE ALL ENTERED LETTERS.                     |

## HELPFUL ADVICE

### DISCARD UNNEEDED MAGNUS!

Your battle hand (page 39) is made of Magnus from your deck. If you are trying to make combos, EX Combos, and Relay Combos, discard Magnus that will not string together by pressing the B Button.



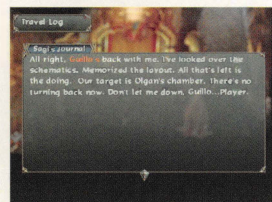
### MAKE DO WITH ONE EQUIPMENT MAGNUS!

Each character can use only one equipment Magnus at a time. You can wield one Magnus until its durability is all gone, or you can equip another, losing the effects of the previous one. Try not to change equipment needlessly or too often.



### USE YOUR LOG!

Your travel log fills with story elements and info about quests you undertake. By reading it, you may even find tips on how to play and progress. Open the Quest Magnus window to choose a topic (page 16), then press the A Button.



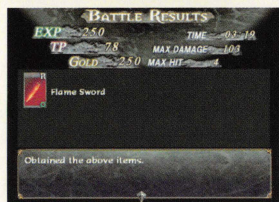


## Ending a Battle

The battle ends when you have defeated all enemies and won the day, or when all of your characters' HP has reached zero and your game ends.

### RESULTS SCREEN

You will gain EXP and gold after battles, as well as the occasional Magnus. The amount of EXP each character gains after battle depends on their status.



AFTER EVERY BATTLE, CHARACTERS WILL RECOVER ALL OF THEIR HP. STATUS AILMENTS AND EVEN MORTAL WOUNDS WILL BE CURED.

#### RESULTS SCREEN DISPLAY

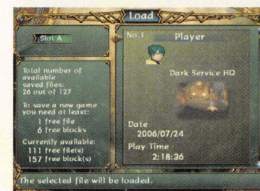
|            |   |
|------------|---|
| EXP        | THIS IS THE AMOUNT OF EXP EARNED BY EACH CHARACTER.                       |
| TP         | THIS IS THE TOTAL NUMBER OF TECHNICAL POINTS EARNED.                      |
| GOLD       | THIS IS HOW MUCH GOLD YOU RECEIVED.                                       |
| TIME       | THIS IS HOW LONG THE BATTLE TOOK.   |
| MAX DAMAGE | THIS IS THE MAXIMUM DAMAGE CAUSED DURING THE BATTLE.                      |
| MAX HIT    | THIS IS THE GREATEST NUMBER OF HITS YOU STRUNG TOGETHER IN A SINGLE TURN. |

#### AMOUNT OF EXP RECEIVED

|  |             |
|--|-------------|
| CHARACTERS PARTICIPATING IN BATTLE     | 100% OF EXP |
| CHARACTERS FALLEN AT THE END OF BATTLE | 75% OF EXP  |
| CHARACTERS NOT PARTICIPATING IN BATTLE | NO EXP      |

### LOAD GAME

Choose Load Game to continue a saved game. You must have first inserted a Memory Card with a Baten Kaitos Origins save file into Slot A or Slot B. After choosing Load Game, choose a Memory Card Slot and pick the save file you want to load.

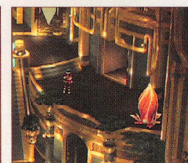


### Saving the Game

You can save your game by accessing the camp menu from the sub-world map, or by approaching a Save Flower or Warp Flower in the field and pressing the A Button. (You must have a Memory Card with at least 6 Blocks of available memory.)



SUB-WORLD MAP



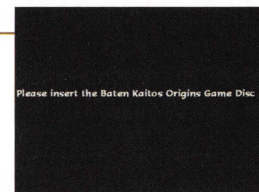
SAVE FLOWER



WARP FLOWER

### Changing Discs

This game uses two Nintendo GameCube Game Discs. The first time you play the game, you must insert Disc 1. Once the Change Discs screen appears, follow the instructions to change discs.

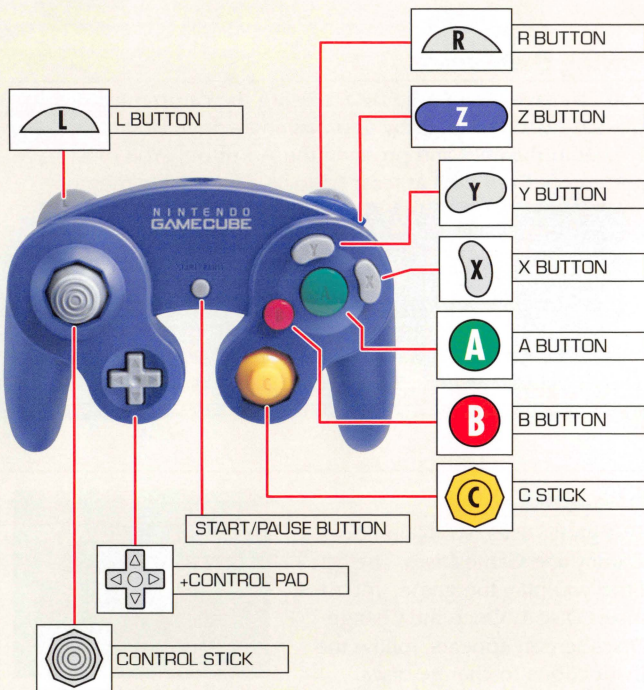


# Controls (Part 1)

Basic controls for each game screen are explained here. For more detailed explanations, refer to the pages shown next to the headlines.

## THE CONTROLLER

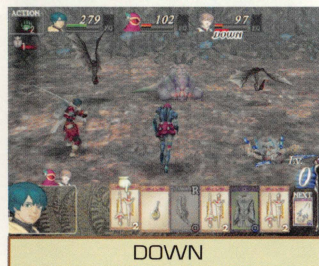
The different parts of the Nintendo GameCube Controller are listed below.



The controller's Rumble Feature can be turned on or off by accessing the camp menu from the sub-world map. See page 34 for details.

## DOWN / UNCONSCIOUS

When you take a lot of damage from a combo attack, you may collapse and fall down. When you are downed, your Delay Gauge will turn red and you will disappear from the ready list—meaning you cannot choose Magnus. If you are attacked or your Delay Gauge disappears, you will revive. If you take a lot of damage, you may be knocked unconscious. You will recover as time passes.



## Elemental Down

Each elemental attack can cause an enemy to fall down and suffer the following effects:







|                |   |
|----------------|---|
| FIRE DOWN      | CAUSES YOUR ENEMY TO TAKE ADDITIONAL DAMAGE.                              |
| ICE DOWN       | EXTENDS THE AMOUNT OF TIME YOUR ENEMY STAYS DOWN.                         |
| HOLY DOWN      | ALLOWS YOUR CHARACTER TO RECOVER HP.                                      |
| DARKNESS DOWN  | CAUSES YOUR ENEMY TO TAKE ADDITIONAL DAMAGE, HEALING YOU FOR THAT AMOUNT. |
| LIGHTNING DOWN | STEALS YOUR OPPONENT'S MP.  |

# Status Ailments and Down

Some special attacks may cause friends and allies to experience curious ailments or even fall in battle. This section will explain those conditions.

## STATUS AILMENTS

Knowing what ailments can afflict you and how to cure them can turn the tide of battle.

|  |                 |  |
|--|-----------------|--|
|    | <b>POISON</b>   | YOUR HP WILL DECREASE GRADUALLY OVER A SET PERIOD OF TIME. TO CURE POISON, WAIT IT OUT OR USE A SPECIAL MAGNUS AS AN ANTIDOTE.   |
|    | <b>FLAMES</b>   | YOUR HP WILL DECREASE GRADUALLY OVER A SET PERIOD OF TIME, AND YOUR ICE DEFENSE WILL BE REDUCED. TO CURE FLAMES, WAIT IT OUT OR USE A SPECIAL MAGNUS AS AN ANTIDOTE. IF YOU ARE HIT WITH A FROST ATTACK, YOU WILL TAKE A LOT OF DAMAGE, BUT THE FLAMES STATUS EFFECT WILL BE NULLIFIED.      |
|    | <b>FREEZING</b> | YOU WILL BE UNABLE TO MOVE FOR A SET PERIOD OF TIME, AND YOUR FIRE DEFENSE WILL BE REDUCED. TO CURE FREEZING, WAIT IT OUT OR USE A SPECIAL MAGNUS AS AN ANTIDOTE. IF YOU ARE HIT WITH A FIRE ATTACK, YOU WILL TAKE A LOT OF DAMAGE, BUT THE FREEZING STATUS EFFECT WILL BE NULLIFIED.        |
|    | <b>SHOCK</b>    | YOUR RESISTANCE TO PHYSICAL ATTACKS WILL BE LOWERED, AND ANYTIME YOU ARE STRUCK, YOU WILL GO DOWN. TO CURE SHOCK, WAIT IT OUT OR USE A SPECIAL MAGNUS AS AN ANTIDOTE.  |
|  | <b>BLIND</b>    | YOUR CHANCE TO HIT WITH PHYSICAL ATTACKS WILL BE LOWERED, AND YOUR LIGHT RESISTANCE WILL BE REDUCED. TO CURE BLIND, JUST WAIT IT OUT OR USE A SPECIAL MAGNUS AS AN ANTIDOTE. IF YOU ARE HIT WITH A HOLY ATTACK, YOU WILL TAKE A LOT OF DAMAGE, BUT THE HOLY STATUS EFFECT WILL BE NULLIFIED. |
|  | <b>SLEEP</b>    | YOUR DELAY GAUGE WILL FREEZE FOR A SET PERIOD OF TIME. TO CURE SLEEP, WAIT IT OUT OR USE A SPECIAL MAGNUS.   |

## FIELD SCREEN / SUB-WORLD MAP (PAGES 16-23)

The field is where you will experience the majority of your adventure. It contains areas such as towns and dungeons. When you leave these areas, the game will switch to the sub-world map, which lets you move between locations.



### FIELD SCREEN & SUB-WORLD MAP SCREEN CONTROLS

|                      |  |
|----------------------|--|
| <b>CONTROL STICK</b> | MOVE CHARACTER                                       |
| <b>A BUTTON</b>      | CONFIRM SELECTION                                    |
| <b>B BUTTON</b>      | HEARTWING DASH, CANCEL SELECTION                     |
| <b>C STICK</b>       | DISPLAY/SELECT QUEST MAGNUS                          |
| <b>X BUTTON</b>      | RELEASE QUEST MAGNUS (WHEN SELECTING A QUEST MAGNUS) |
| <b>Y BUTTON</b>      | DISPLAY CAMP SCREEN                                  |
| <b>L BUTTON</b>      | SWITCH WITH MIXER (WHEN SELECTING A QUEST MAGNUS)    |
| <b>R BUTTON</b>      | SWITCH WITH MIXER (WHEN SELECTING A QUEST MAGNUS)    |
| <b>START</b>         | PAUSE  |

### FIELD SCREEN EXCLUSIVE CONTROLS

|                      |  |
|----------------------|--|
| <b>CONTROL STICK</b> | MOVE CURSOR                                    |
| <b>+CONTROL PAD</b>  | MOVE CURSOR                                    |
| <b>A BUTTON</b>      | SPEAK, INSPECT, HEARTWING JUMP, SEND A MESSAGE |

## Controls (Part 2)

### CAMP SCREEN (PAGES 24-35)

Press the Y Button on either the field screen or the sub-world map to access the camp screen. Use the camp screen to get information about your characters and change game settings.



Toggle display of the Battle Magnus menu.

|               |  |
|---------------|--|
| CONTROL STICK | MOVE CURSOR  |
| +CONTROL PAD  | MOVE CURSOR  |
| A BUTTON      | CONFIRM SELECTION  |
| B BUTTON      | CANCEL SELECTION   |
| C STICK       | CHANGE CHARACTER WINDOW SIZE<br>SCROLL THROUGH CHARACTER WINDOW<br>CHANGE MAGNUS WINDOW SIZE |
| X BUTTON      | THROW AWAY A MAGNUS CARD   |
| Y BUTTON      | SORT MAGNUS CARDS  |
| Z BUTTON      | CHANGE MAGNUS WINDOW SIZE  |
| L BUTTON      | SWITCH FROM THE RIGHT WINDOW TO THE LEFT WINDOW  |
| R BUTTON      | SWITCH FROM THE LEFT WINDOW TO THE RIGHT WINDOW  |

### Equipment Magnus (No Spirit Numbers)

This type is divided into three categories: weapons, armor, and accessories. Only one can be used at a time in battle. When you equip one (page 38), it will imbue your character with certain properties. When an item's durability reaches zero or the battle ends, you will unequip the Magnus automatically.



THIS TYPE OF MAGNUS USUALLY HAS A SPIRIT NUMBER OF ZERO, BUT SOME ARMOR AND ACCESSORY MAGNUS HAVE NO SPIRIT NUMBERS.

#### WEAPONS

THESE ARE SPECIFIC TO EACH CHARACTER. EQUIPPING THEM RAISES YOUR CHARACTER'S ABILITY TO CAUSE DAMAGE OR INFLECT STATUS EFFECTS ON ENEMIES. EACH USE SLIGHTLY REDUCES THE DURABILITY OF THE WEAPON.

#### ARMOR

THESE ARE SPECIFIC TO EACH CHARACTER. EQUIPPING THEM RAISES YOUR CHARACTER'S ABILITY TO PREVENT DAMAGE. EACH ATTACK RECEIVED SLIGHTLY REDUCES THE DURABILITY OF THE ARMOR.

#### ACCESSORIES

ALL CHARACTERS CAN USE THIS TYPE, AND EACH MAGNUS WILL GIVE DIFFERENT BENEFITS.

### Element Magnus (No Spirit Numbers)

Variable element technique Magnus (page 43) can take on the characteristics of elemental special techniques (such as Fire, Ice, Lightning, Light, and Darkness) and bestow special stat bonuses. All characters can use these Magnus.

BECAUSE THEIR SPIRIT NUMBER IS ZERO, THESE CAN BE USED LIKE EQUIPMENT MAGNUS. HOWEVER, THEY ONLY LEND THEIR PROPERTIES TO THE NEXT ATTACK OR COMBO.



### Strategy Magnus (No Spirit Numbers)

All characters can use these special Magnus. They allow you to do things like flee from battle or taunt your foes. Because their Spirit Number is zero, they cannot be used in combos.



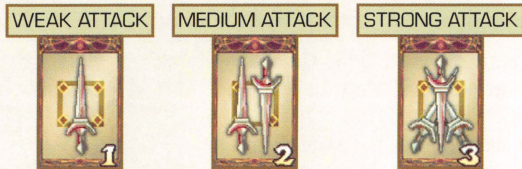
## Using Battle Magnus (Part 3)

### TYPES OF BATTLE MAGNUS

There are six main types of Battle Magnus. Each has their own strengths, so you must learn when best to use them.

#### Technique Magnus (Spirit Numbers 1, 2, and 3)

These attacks are numbered in order of increasing strength, and all characters can use them. The Spirit Numbers correspond to a weak attack, a medium attack, and a strong attack.



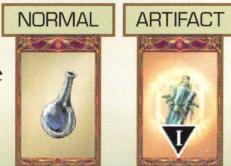
#### Special Technique Magnus (Spirit Numbers 4, 5, and 6)

These Magnus are specific to each character, increase in strength from level one to level three, and require an MP level equal to that number to use. Their Spirit Numbers are 4, 5, and 6.



#### Item Magnus (No Spirit Numbers)

Almost all of these can be used by any character. They do things like raise attack power or heal HP. Since they do not have Spirit Numbers, they cannot be used in combos. The artifacts require MP to use.



### BATTLE SCREEN [PAGES 36-48]

The battle screen is where you use Magnus Cards to battle enemies. If you run into an enemy on the field screen, or if a special event requires you to do battle, this screen will appear.



|               |   |
|---------------|---|
| CONTROL STICK | LEFT/RIGHT: SELECT MAGNUS CARD<br>DOWN: SORT MAGNUS CARDS |
| +CONTROL PAD  | LEFT/RIGHT: SELECT MAGNUS CARD<br>DOWN: SORT MAGNUS CARDS |
| A BUTTON      | CONFIRM SELECTION   |
| B BUTTON      | DISCARD A MAGNUS CARD                                     |
| C STICK       | CHANGE CHARACTERS   |
| X BUTTON      | PASS / CANCEL COMBO                                       |
| Y BUTTON      | RELEASE BURST   |
| Z BUTTON      | SHOW / HIDE MAGNUS CARD<br>EXPLANATION WINDOW             |
| L BUTTON      | CHANGE TARGET   |
| R BUTTON      | CHANGE TARGET   |

# Magnus Cards

This section will tell you all about Magnus Cards. The first thing you should learn is how the Magnus system works.

## WHAT IS A MAGNUS?

In the world of Baten Kaitos, there are items called Magnus (or Magnus Cards) that can absorb the essence of almost anything, including weapons, magic, and items. (They cannot, however, absorb the essence of certain precious items.) You will use these Magnus during battle and in other specific situations during your quest.

There are two types of Magnus: Battle Magnus and Quest Magnus.

## BATTLE MAGNUS

Magnus used in battle are called Battle Magnus. There are several types of Battle Magnus, including technique Magnus, special technique Magnus, and equipment Magnus. You will use Battle Magnus during fights to attack your enemies and replenish health. Once you use a Battle Magnus, it goes back into your deck to be used again.



SPIRIT NUMBER

## Spirit Numbers

Battle Magnus Cards often have a number called a Spirit Number. By using cards in the ascending order of their Spirit Numbers, you can earn bonuses and combos in battle.

## RELAY COMBO

A Relay Combo is a combo involving two or more characters. When one character finishes with a special technique and the next character opens with a weak attack, you can begin a Relay Combo. If there is an enemy in the ready list (page 38) between the two characters, or if the two characters have different targets, the combo will fail.



A MAGNUS THAT ALLOWS YOU TO START A RELAY COMBO WILL BE LABELED RELAY.

## Equipment and Element Magnus with the R Mark

When you perform a Relay Combo, using an equipment Magnus during the combo will break the chain unless it has an R Mark (page 40).



## Elements

Battle Magnus are usually aligned with one of seven different elements: Fire, Ice, Holy, Darkness, Lightning, and Physical/Variable. Equipping or using a Magnus will bring about an effect related to its elemental affiliation. Try to use Magnus of an element that an enemy has the lowest resistance to in order to maximize your damage. Be careful not to use an elemental attack against an enemy who has a high resistance to that element.



"VARIABLE" ELEMENT MAGNUS ARE FOR SPECIAL TECHNIQUES ONLY. THESE ARE USUALLY PHYSICAL ATTACKS, BUT THEY CAN TAKE ON THE PROPERTIES OF AN ELEMENTAL WEAPON IF YOU HAVE ONE EQUIPPED.

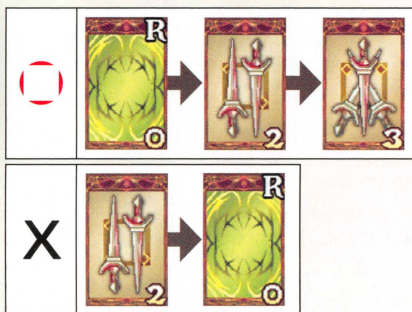
## Using Battle Magnus (Part 2)

### COMBOS

Combos occur when a character unleashes a barrage of consecutive techniques. You can only do this by using Magnus in the order of their Spirit Numbers from lowest to highest. The more Magnus you use, the more your MP Gauge will fill. You cannot use Magnus without Spirit Numbers to create Combos.



MAGNUS YOU CAN USE TO CREATE COMBOS ARE GLOWING IN WHITE.



WHILE IT IS POSSIBLE TO SKIP NUMBERS WHEN CREATING COMBOS, YOU CANNOT GO FROM HIGH TO LOW, NOR CAN YOU USE THE SAME NUMBER TWICE.

### EX (EXTRA) COMBOS

When you use some special combinations of Magnus, you may perform an EX Combo, raising your attack power or some other parameter. You can view the EX Combos you have discovered through the Gathering Menu (page 33).

## QUEST MAGNUS

When you investigate places and things on the field screen, you may have opportunities to absorb their Magna essence. If you have a blank Magnus Card when such an opportunity arises, you can absorb the essence of that object and take it with you. These Magna essences become Quest Magnus, and can be used in the many different subquests. (See page 32 for more information on subquests.)



### Effects of Time

Some Quest Magnus may change with the passage of time.



### Effects of Quest Magnus

Some Quest Magnus may have an effect on you simply because you carry them.

|  |   |  |  |
|--|---|--|--|
|  | <p><b>FLAME</b></p> <p>HAVING THIS QUEST MAGNUS BOOSTS YOUR RESISTANCE TO FREEZING.</p> |  | <p><b>GENA'S PINION</b></p> <p>WHEN YOU HAVE THIS QUEST MAGNUS, YOUR HEART WILL NOT RUN OUT.</p> |
|--|---|--|--|

### Reaction to Quest Magnus

Other Quest Magnus can affect you in different ways.

|  |   |  |  |
|--|---|--|--|
|  | <p><b>DULL TIMES</b></p> <p>SLOWS THE EFFECTS OF TIME ON THE QUEST MAGNUS NEXT TO IT.</p> |  | <p><b>ROTTEN FOOD</b></p> <p>IF A FOOD-RELATED QUEST MAGNUS IS NEXT TO THIS ONE, IT TOO WILL SPOIL AFTER A CERTAIN AMOUNT OF TIME.</p> |
|--|---|--|--|

# The Field (Part 1)

In the field you will explore both towns (where you can learn information or shop to prepare for your coming adventures) and dungeons (where you must battle enemies as you go).

## VIEWING THE GAME SCREEN

Below are some things you'll encounter in towns and dungeons.

### 1 EXCLAMATION MARKS

When an exclamation mark appears, press the A Button to examine that location. This is also how you open doors.

### 2 QUEST MAGNUS WINDOW

Tilt the C Stick any direction to view the Quest Magnus window. (See page 19 for details.) The window may appear automatically in some instances.

### 3 TOWNSFOLK

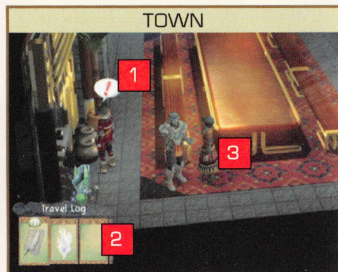
Approach townsfolk and press the A Button to speak to them.

### 4 ENEMIES

If you touch an enemy, you must battle it.

### 5 CHESTS

Approach a chest and press the A Button to open it and retrieve the item inside.



## HOW TO USE MAGNUS

Choose a Magnus from those in your hand, and press the A Button to use it.

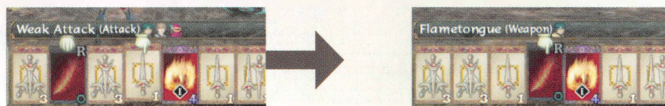
### Choose a Target

When using technique, special technique, or item Magnus, you can choose a friendly or enemy target (page 44). When choosing the Magnus, press the L or R Buttons to scroll through the possible targets. When you choose an enemy target, you can also check their Delay Gauge.



### Arranging Magnus

When you choose a Magnus, you can also rearrange the Magnus in your hand. Tilt the Control Stick or +Control Pad down to choose a Magnus, and then repeat that action to move it.

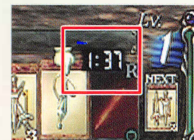


### Discard a Magnus

You can discard a Magnus by pressing the B Button. At first, you can only discard one at a time, but as your class level goes up, you will be able to discard more at once. You cannot discard and use Magnus at the same time however.

### Select Time (ST)

Select Time is the amount of time you have to choose Magnus during a turn in battle. When this timer reaches 0, that character's turn will end. The countdown timer may differ depending on which Battle Mode (page 34) you select, so please choose a mode that best suits you.





## Using Battle Magnus (Part 1)

All actions in battle are the result of using attack, defense, or recovery Magnus. Learn the differences, and use them wisely.

### LOOKING AT BATTLE MAGNUS

You can tell the type and use of Magnus by its color and markings.



#### 1 BACKGROUND COLOR

This tells you the element of the Magnus, or which element it defends against (page 43).

#### 2 SPIRIT NUMBERS

The numbers on Magnus change depending on their type (pages 44-45).

0: EQUIPMENT MAGNUS

1: WEAK ATTACK

2: MEDIUM ATTACK

3: STRONG ATTACK

4: LEVEL 1 SPECIAL TECHNIQUE

5: LEVEL 2 SPECIAL TECHNIQUE

6: LEVEL 3 SPECIAL TECHNIQUE

#### 3 R MARK

This mark appears on Magnus that can be equipped during a Relay Combo (page 43).



#### 4 REQUIRED MP LEVEL

These numbers only appear on Magnus that require MP to use. The design is also different depending on which character can use it.



SAGI



GUILLO



MILLY



ALL THREE

#### 5 UPGRADE MARK

This mark appears on Magnus that has been upgraded (page 20).

#### 6 CHARACTER WHO CAN USE

The design of each Magnus should tell you who can use it.



### MOVEMENT

Tilt the Control Stick to move. If you fully tilt it any direction, you'll run. If you tilt it slightly, you'll sneak—allowing you to move past certain enemies without being noticed.



### Heartwing Dash

If you hold down the B Button while you move, you can use your Wings of the Heart to race along. As you use your wings, your Heart Gauge will fill and cause tension to build. If your Heart Gauge fills all the way, your heart's resolve will crumble. This will prevent you from using the Heartwing Dash for a bit, and also will slow your normal movements. The state of your Heart Gauge will also affect how you perform in battle. (See page 36 for details.) Be careful! Your Heart Gauge fills more quickly when enemies are around!



#### HEART GAUGE

As the gauge fills, it will change from green to yellow to orange as your tension builds. When your heart's resolve crumbles, the gauge turns red.

### Heartwing Jump

As you move around the field, you may see a wing icon appear on the screen. If you press the A Button while this icon is displayed, you can jump with your Wings of the Heart, allowing you to access places you can't otherwise reach.



## The Field (Part 2)

### SPIRIT SELECTIONS

During the game, people may ask the main character Sagi's spirit (that is, you, the player) questions. In these cases, you will be given answers to choose from. Depending on the question, choosing an answer that Sagi likes may result in good things happening during battle.



### ENEMY STATUS

Field enemies have two different status conditions: normal and sleep. The enemy's condition when you touch it can have an effect during battle.

#### Normal

The status of most enemies is normal. These are the enemies you see moving around a particular area.



#### Sleep

Enemies that are motionless and fail to notice you are likely asleep. If you touch these enemies, they will still be asleep when the battle begins.



### MP GAUGE

MP stands for "Magnus Power," and it is used up whenever you use special techniques or artifact Magnus (page 44). This single MP Gauge is shared by all three party members, and it will decrease each time any of them uses technique, item, equipment, element, or strategy Magnus. When it is maxed out, it will gain one level, allowing you to use special techniques or artifact Magnus of that level. When you level up your deck class (page 22), the maximum level your MP Gauge can reach will be one level higher.



WHEN YOUR  
MP GAUGE IS  
LEVEL 1⇒



YOU CAN USE  
LEVEL 1 SPECIAL  
TECHNIQUES  
AND ARTIFACTS.

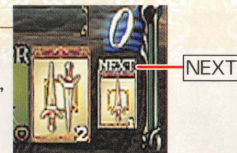
### Burst

If your MP Gauge reaches level 5 and you press the Y Button, you will enter a Burst State, allowing you to use special technique and artifact Magnus with no MP cost for a short period of time. When the Burst State ends, your MP will drop to zero, and it will not begin to regenerate again for a little while.



### Magnus in Your Hand

When you use a Magnus in your hand that has been drawn from the shuffled deck in battle, the card marked "Next" is the one that will replace it in your hand. The number of Magnus in your hand is based on the number of Magnus in your deck, and will decrease accordingly. You may notice that sometimes the card marked "Next" is glowing. This means that the power of the spirits has acted to choose the best card for you to use next.



# The Battle Screen

The battle screen contains a wealth of information. Learning how to use it could save your neck in a fight.

## THE BATTLE SCREEN

### 1 READY LIST

This list shows the order of characters who are ready to act in battle. The character at the top of the list will be the next to act.

#### STANDING POSITION:

LEFT:



MIDDLE:



RIGHT:



### 2 MAGNUS DESCRIPTION WINDOW

Displays the name of the Magnus and the character who can use it.

### 3 YOUR HAND

You can choose these Magnus.

### 4 CHARACTER CHOOSING MAGNUS

Tilt the C Stick left or right to change the character who is currently selecting Magnus.

### 5 CURRENT STATUS

Action means the character is ready to act, Down means the character is down, Danger means the character is not conscious, and Pass means the character has been skipped over.



### 6 MP GAUGE

Displayed as both numerals and as a gauge.

### 7 CURRENT HP

### 8 DELAY GAUGE

This gauge fills when you finish a turn or when your character is down or unconscious. Until it disappears, you cannot take an action.

The gauge bar only disappears with the passage of time.

### 9 EQ (EQUIPPED MAGNUS)

This is Magnus that you have equipped (page 45). The numbers display resistance values.

## HOW TO USE QUEST MAGNUS

You can use Quest Magnus once you have blank Magnus Cards. However, Quest Magnus cannot be used in battle. Also, some Quest Magnus can be created only with the passage of time, the effects of other Quest Magnus, or by performing a Magna-Mix. (See page 30 for details.)

### Using Quest Magnus

The Quest Magnus window automatically appears in instances where you can use a Quest Magnus. Tilt the C Stick left or right to scroll through your Quest Magnus, then press the A Button to use the selected Magnus. If you have more than eight Magnus Cards, tilt the C Stick up or down to scroll through rows of cards. The Quest Magnus window will appear anytime you tilt the C Stick while outside of battle. You can use the window to check on your Quest Magnus or perform a Magna-Mix. (See page 30 for details.)



### Getting Magna Essence

If you examine a location where an exclamation mark appeared, you may find Magna Essence. If you have blank Magnus Cards, you may be able to absorb that essence.



### Emptying Magnus Cards

Select a Quest Magnus and press the X Button to release that Magna Essence. Doing so will empty the Magnus Card and turn it back into a blank Magnus Card. You can also do this on the camp menu using the View and Mix option under Quest Magnus. (Note that some Quest Magnus cannot be emptied.)

# The Field (Part 3)

## SHOPS

Towns contain shops where you can buy, sell, and upgrade Battle Magnus, or read any letters that may have arrived for you.

### Buy and Sell

Choose Buy and Sell to do your shopping. Make a selection from the menu, then confirm the items you want to buy, sell, or upgrade. The options that appear may differ from shop to shop.



#### SHOPPING OPTIONS

##### BUY

BUY BATTLE MAGNUS.

##### SELL JUNKPILE

SELL ALL THE MAGNUS CARDS IN YOUR JUNKPILE.  
(SEE PAGE 29 FOR DETAILS.)

##### UPGRADE

CHOOSE THIS OPTION TO STRENGTHEN BATTLE MAGNUS YOU CURRENTLY OWN. POSSIBLE MAGNUS UPGRADES VARY BY SHOP. IN ADDITION TO GOLD, YOU MAY NEED SPECIAL GUEST MAGNUS TO UPGRADE A BATTLE MAGNUS.

##### WHEN UPGRADING A LONG SWORD:

LONG SWORD (BATTLE MAGNUS)  
+ BLAZE (QUEST MAGNUS)  
= FIRE SWORD (BATTLE MAGNUS)



##### MAGNUS PACK COUPONS

YOU CAN TRADE MAGNUS PACK COUPONS  
(FOUND IN YOUR VALUABLES) FOR TEN MYSTERY BATTLE MAGNUS.

##### LEAVE

CHOOSE THIS TO QUIT SHOPPING.

## Pass

Press the X Button when a character is choosing Magnus to skip a turn. Time will pass, but all Magnus will stay in the deck for use by another character. Press the X Button again to return to selecting Magnus.



## The Battle Ends

The battle ends when either you or your enemies are beaten (page 48).

## RULES

You win a battle when all of your enemies have 0 HP or when you have fulfilled a certain condition. Winning battles will gain you gold and EXP, as well as the occasional Magnus (page 48). Your party will also recover all HP following battle.

## Game Over

When all the members of your party reach 0 HP, you have lost the battle and your game is over. The title screen will soon appear, and you can resume your game from the last save point.



## Try Again

When battling some bosses (or after certain events), you will see a Try Again message upon defeat. Choose Yes to go to the camp menu, where you can adjust your party and Magnus as needed before returning to battle.



# The Rules of Battle

Use Battle Magnus on the Battle Screen to fight enemies. This section details the flow of battle and the rules that determine victory and defeat.

## THE FLOW OF BATTLE

This is the flow of battle from beginning to end.

### Encounters with Enemies

When you touch an enemy on the field screen, or when a battle begins following an event, you will see the battle screen appear. When a battle begins, the state of your enemy (page 18) and the state of your own Heart Gauge (page 17) can have a big impact on the outcome of battle.

#### HEART GAUGE EFFECTS

STARTING A BATTLE WHEN YOUR HEART GAUGE IS FULL

DEPENDING ON THE LEVEL OF YOUR HEART GAUGE, YOU MAY START THE BATTLE WITH A FULL MP GAUGE (PAGE 39).

STARTING A BATTLE WHEN YOUR HEART GAUGE IS BROKEN

THE DELAY GAUGE WILL BE FULL WHEN THE BATTLE BEGINS (PAGE 38).

### The Battle Begins

Starting a battle will shuffle the Magnus in your active deck and populate your hand with Magnus. Depending on which Battle Mode you have selected (page 34), the flow of battle may be different from this point on.

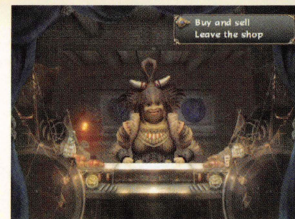
### Using Battle Magnus

Each character receives a turn in the order that their Delay Gauges (page 38) empty. Each will then act as you choose Magnus from your hand (pages 40-45). To escape from battle, you will need to use the special Battle Magnus "Escape." Be sure to include this in your deck, although note that some battles cannot be avoided.



### Read Letters

As you proceed through your quest, you may receive letters. The contents of the letters range from meaningless gossip to important subquest information. Any messages you have not yet seen are marked as unread.



### Leave the Shop

Choose this option to stop shopping and leave the shop.

## SAVE FLOWERS

Stand on a red Save Flower and press the A Button to bring up a save option. To save, select Record Your Progress, then press the A Button. (See page 35 for details.)



### Sub-World Map

Use the Control Stick to move on the sub-world map. When a town or dungeon name appears press the A Button to enter that location.



## The Field (Part 4)

### WARP FLOWERS

Blue Warp Flowers let you warp to specific locations. To do so, stand on a flower and press the A Button, then select a location. Warp Flowers also allow you to save using the Record Your Progress option.



### THE ENDMOST BETHEL

Speak to the priest and pray to upgrade your class or buy Aura. He will also offer you detailed explanations of the class and Aura systems.



### Class Upgrade

Once you build up your TP (page 48) to a certain value, you can upgrade the class of your Battle Magnus deck. When you upgrade your deck class, the number of cards you can hold in your deck, the size of the MP Gauge that builds up in battle, and the number of cards you can discard at once increases.



### Sound Output

Switch between Mono, Stereo, and Surround here.

#### USING DOLBY PRO LOGIC II

THIS GAME SUPPORTS DOLBY PRO LOGIC II. ON THE SETTINGS PAGE, SET THE OUTPUT TO DOLBY PRO LOGIC IIX OR DOLBY PRO LOGIC II. CONNECT THE AUDIO CABLE TO A DOLBY PRO LOGIC II CAPABLE AUDIO SYSTEM. MAKE SURE TO ENABLE DOLBY PRO LOGIC II ON THIS SYSTEM. CHOOSE SURROUND FROM THE AUDIO OUTPUT SETTINGS ON THE GAME TO HEAR SOUND IN DOLBY PRO LOGIC II.

### Play Time

This is the total amount of time you have spent playing.

### SAVE

Save your data. Press the A Button while standing on a Save Flower or Warp Flower (or choose Save from the camp menu on the sub-world map) to save your game (page 9).



When saving, you will also need to choose a Memory Card Slot and save file.

### LOAD

Load saved data. Choose a file and press the A Button. Choose Yes on the confirmation screen to load the data.



## System-Save-Load

You can change game settings and save or load your game data here. Since you can save only at designated points, it is wise to do so whenever you can.

### SYSTEM

Change game settings here. Choose a setting and press the A Button to change it.

### Battle Guide

Toggle the Battle Magnus (page 38) info window on or off. You can also do this during battle by pressing the Z Button.

### Battle Mode

Toggle this mode to determine the pace and ease of battles. Choose a mode that suits your play.

#### EASY

ST (PAGE 41) WILL COUNT DOWN WHILE YOU ARE CHOOSING MAGNUS IN BATTLE, BUT YOUR ENEMIES AND ALLIES WILL NOT ACT. ALSO, THE DELAY GAUGE (PAGE 38) WILL STOP WHILE YOUR CHARACTERS ARE ACTING.

#### NORMAL

ST WILL NOT START COUNTING DOWN UNTIL YOU CHOOSE YOUR FIRST MAGNUS IN BATTLE, BUT YOUR ENEMIES AND ALLIES WILL CONTINUE TO ACT.

### Rumble Feature

Toggle the Controller's Rumble Feature on and off.

### Voices

Toggle character voices on or off. Even when turned off, you will still hear character voices during battle.

## Buy Aura

If you have particular valuables, like Charms and Talismans, you can buy Aura and use it to temporarily boost the attribute of a single character.

There are several different types of Aura, but you can only buy one per character at any given time. The higher your level, the greater the effect of the Aura. If you buy new Aura while the previous one is still in effect, the effects of the previous one will cease.



#### EXAMPLES OF AURA

|        |   |
|--------|---|
| ATTACK | BOOSTS YOUR ATTACK POWER.                       |
| EARTH  | BOOSTS YOUR PHYSICAL DEFENSES.                  |
| FIRE   | BOOSTS YOUR FLAME DEFENSES AND FIRE RESISTANCE. |

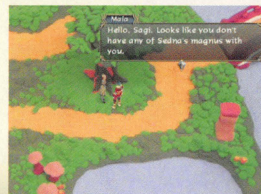
## COLISEUM

Here you can battle enemies you've fought before and participate in consecutive encounter battles. Apart from trying to become the champion by winning out in consecutive battles, you can also earn points (RP) and use them to acquire rare Magnus.



## SEDNA

Sedna is a town that was sealed by Magnus in ancient times. By collecting sealed Magnus scattered throughout the land, you bring Sedna back to life. You may find new quests and Magnus in the revived town.

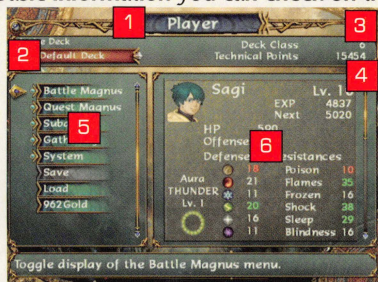


# The Camp Screen

Press the Y Button in the field or on the sub-world map to view the camp screen. Here you can check your Magnus and other belongings and change a variety of settings.

## VIEWING THE GAME SCREEN

Below is the basic information you can check on the camp screen.



1 PLAYER (SPIRIT) NAME

2 ACTIVE DECK

This is the deck you use in battle.

3 CURRENT DECK CLASS

When you upgrade your class, the number of decks you can create and your MP Gauge both increase.

4 CURRENT TECHNICAL POINTS (TP)

TP is earned in battle. Once you earn enough, you can upgrade your deck.

5 CAMP MENU

6 CHARACTER WINDOW

Your characters' parameters are displayed here. Tilt the C Stick up or down to scroll, and left or right to change display size.



## GATHERING

You will collect entries for every new encounter or item in the game.

## Magnus

This is a list of all Magnus you have found in the game.

## EX Combos

This is a list of all EX Combos (page 42) you have performed.

## Music

You can listen to any of the music you have already heard in the game here. Use the A Button to start or pause the music, and the Z Button to turn sound effects on and off.

## Field Guide

You can check the info on each of the monsters you have encountered here.



## Battle Stats

You can see the number of battles you have engaged in, as well as the longest string of combos you have performed.





## Subquests and Gathering

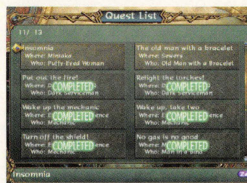
Use this menu to check information about subquests, Magnus you have collected, and monsters you have encountered. This information is helpful to your continuing adventure...and for the completist, you're never done until you have it all!

### SUBQUESTS

Throughout the game, people may ask you to do things for them—such as collect a certain Quest Magnus. Many of these are not connected to the main quest line of the game, but completing them can help you along the way. Be sure to try a few when you have a chance.

#### Quest List

You can check all of the requests you have received from NPCs here. You will see the name and location of the character who made the request, as well as a summary of their request. If you have finished the task, you will see the word COMPLETED as well.



#### Sedna Magnus

You can see all of the Sedna Magnus (page 23) that you have collected here.

#### Valuables

You can see all of the items that are essential to completion of the game here.

#### Trade / Greythorne's Heart

Among your subquests, you may find tasks that involve trading with either Magnus Traders or a mysterious creature called Greythorne. Trading Hearts with Greythorne will allow you to perform some special actions.



## Parameters

These are the abilities of the character shown in the character window. Defense and Resistance values can change based on Aura and the effects of Quest Magnus. Green numbers represent abilities that are currently boosted, while red numbers show abilities that have been reduced.

|            |  |
|------------|--|
| LV.        | THE CHARACTER'S LEVEL. INCREASES WHEN ENOUGH EXPERIENCE (EXP) IS GAINED.                       |
| HP         | THE CHARACTER'S STAMINA (HIT POINTS). IF THIS REACHES ZERO IN BATTLE, THE CHARACTER GOES DOWN. |
| EXP        | THE AMOUNT OF EXP THE CHARACTER HAS EARNED SO FAR.   |
| NEXT       | THE AMOUNT OF EXP NEEDED TO ATTAIN THE NEXT LEVEL.   |
| ATTACK     | PHYSICAL ATTACK POWER.   |
| DEFENSE    | DEFENSE AGAINST ELEMENTAL ATTACKS (PAGE 43).   |
| RESISTANCE | DEFENSE AGAINST THE VARIOUS STATUS AILMENTS (PAGE 46).   |
| AURA       | CURRENT AURA (PAGE 23).  |

## Camp Menu

Use the Control Stick or +Control Pad to select an item, then press the A Button to get a detailed explanation of it.

|                               |   |
|-------------------------------|---|
| BATTLE MAGNUS<br>(PAGE 26-29) | CHECK BATTLE MAGNUS AND EDIT YOUR DECKS.  |
| QUEST MAGNUS<br>(PAGE 30-31)  | CHECK AND COMBINE QUEST MAGNUS.   |
| SUBQUESTS<br>(PAGE 32)        | LOOK OVER A LIST OF SUBQUESTS YOU'VE RECEIVED AND CHECK SEDNA MAGNUS.   |
| GATHERING<br>(PAGE 33)        | VIEW ALL OF THE MAGNUS, EX COMBOS, AND MONSTER INFO YOU'VE COLLECTED. YOU CAN ALSO LISTEN TO MUSIC FROM THE GAME. |
| SYSTEM<br>(PAGE 34-35)        | CHANGE BATTLE, VIBRATION, AND SOUND SETTINGS, OR SEE HOW LONG YOU'VE BEEN PLAYING.                                |
| SAVE (PAGE 35)                | SAVE GAME DATA.   |
| LOAD (PAGE 35)                | LOAD GAME DATA.   |
| GOLD                          | HOW MUCH GOLD YOU HAVE.   |

# Battle Magnus (Part 1)

Use this menu to configure settings for Magnus used in battle. Be sure to organize your deck before you fight. Preparation brings victory!

## DECKS

Your decks are composed of a certain number of each card type, all chosen by you before you encounter an enemy. All characters will draw from a single deck, but some cards are specific to certain party members (page 40), so be sure to include a variety. At first you will only be able to create one deck, but as you raise your deck class (page 22), you will be able to store more than one at a time.

### Deck Selection

Change your deck settings. Select a deck and press the A Button. You will then see the Deck Selector menu.



#### DECK SELECTOR MENU

|                    |   |
|--------------------|---|
| SET TO ACTIVE DECK | USE THE DESIGNATED DECK IN BATTLE.  |
| EDIT THIS DECK     | PLACE BATTLE MAGNUS IN YOUR DECK, OR RETURN THEM TO YOUR STOCK (PAGE 27). |
| CHANGE MEMBERS     | CHANGE THE MAKEUP OF YOUR PARTY (PAGE 28).                                |
| RENAME THIS DECK   | CHANGE THE NAME OF YOUR DECK (PAGE 28).                                   |
| INITIALIZE         | INITIALIZE YOUR DECK (PAGE 28).   |
| COPY THIS DECK     | COPY YOUR DECK (PAGE 28).   |

## Ordering

Some Quest Magnus react oddly when they are next to each other (for Quest Magnus reactions, see page 15). This means the ordering of Quest Magnus can be very important. To shift Quest Magnus, select one and press the A Button.

#### QUEST MAGNUS REACTIONS

The arrow here indicates which Magnus is influencing another.



## MIXING RECIPES

When you create a new Quest Magnus with the Mixer, the recipe will appear here for future reference. Recipes you find in your travels will also appear here.



### Moving the Cursor

There are two windows on both the deck and Magnus screens. Use the L or R Buttons to switch between left and right windows.



# Quest Magnus

This menu lets you view and arrange your Magnus, or combine them based on recipes.

## VIEW AND MIX

This option allows you to view Quest Magnus. You can then perform a Magna-Mix on Quest Magnus Cards to create a new Quest Magnus.

### Magna-Mix

You can put multiple Quest Magnus into a special blank Magnus called a Magna Mixer to create different Quest Magnus. First, select the Mixer in the window on the right and press the A Button to confirm. Next, choose two Magnus to use as ingredients.

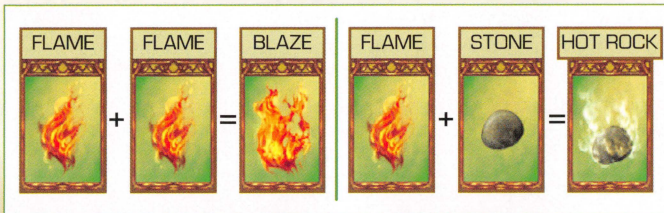
A Magna-Mix generally uses two Quest Magnus, but in some cases it may require additional ingredients. If a notice icon appears and an exclamation mark appears over the Mixer while you are blending, add the correct additional ingredients. If you do not add them, your mix may fail. Be aware that a Magna-Mix does take some time to complete.



#### NOTICE ICON

This icon will notify you when to add ingredients and when your mix is complete.

#### MAGNA MIXER



# Edit Deck

Use the Control Stick or the +Control Pad to select a Magnus with the cursor, then press the A Button. Press the L or R Buttons to change windows, and use the Y Button to sort.

#### 1 STOCK

These are all of your Battle Magnus. Cards being used in the deck you are currently editing will appear grayed out, but they can be used in other decks as well.

#### 2 DECK BEING EDITED

This shows the name and the cards contained in the deck you are editing.

#### 3 SORT

Choose a category and sort accordingly.



#### 4 MAGNUS WINDOW

#### 5 NUMBER OF MAGNUS

This is the number of cards in your deck and the number your deck can contain.

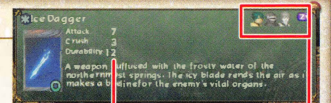
|                |                              |
|----------------|------------------------------|
| SPIRIT NUMBERS | SORT BY SPIRIT NUMBERS.      |
| TYPE           | SORT BY TYPE.                |
| USER           | SORT BY USER.                |
| DECK USAGE     | SORT MAGNUS NOT IN ANY DECK. |

## The Magnus Window

Check Magnus info here. Use the Z Button to toggle window size.

#### MAGNUS PROPERTIES

This shows the attack and defense value of Magnus, as well as affiliation and effects. Stats that will be raised are shown in green, and stats that will be lowered are shown in red.



#### CHARACTERS

The faces of characters who can use this card are highlighted.

## Battle Magnus (Part 2)

### Change Members

Set which members you would like to use in battle. Move the Control Stick or +Control Pad up and down to select the members, and left or right to toggle their active status. Select a character and press the A Button in order to change the layout of your party. Press OK to confirm your choices.



### Rename Deck

You can change the name of your decks. Please see page 8 for more information about how to enter text.



### Initialize

You can erase deck data, but you cannot erase your active deck.

### Copy Deck

You can copy deck data to an empty deck slot. You will not be able to choose this option when you have no empty deck slots available.



### STOCK

You can see all of the Magnus cards you have collected here. You can use the Y Button to sort your Magnus (page 27). You can use the X Button to move a Magnus to the junkpile, but only if the Magnus is not grayed out.



### JUNKPILE

This is a place for Magnus you no longer need. Once your junkpile exceeds 200 cards, cards will be deleted permanently in the order in which you threw them away. However, if you visit a shop, you can sell all of your junk cards (page 20). Select a Magnus and press the A Button to return it to your stock.



### Deck Wizard

Selecting a newly-initialized deck will start up the Deck Wizard. Following the steps below will make creating a new deck very easy.



- 1 CHOOSE MEMBERS TO USE IN BATTLE
- 2 CONFIGURE DECK SETTINGS

Decide whether this will be an “Auto” or “Custom” deck. Auto Forms the deck without any conditions. Custom forms the deck from certain types or affiliations of cards.

- 3 NAME THE DECK

An appropriate name for the deck will be generated automatically, but you can change it.