



He might be small, but he's one lethal Ninja! Despite his size, I-Ninja is the consummate warrior who has spent years mastering his weapons and honing his skills. Challenged by the world's most wicked villain, Master O-Dor and his menacing army of Ranx, I-Ninja is graceful in honor and deadly in combat. With extreme agility he traverses unknown environments and conquers all that is evil. There is no challenge too big or risk too great for I-Ninja!



Namco Hometek Inc.
2055 Junction Avenue
San Jose, CA 95131

www.namco.com

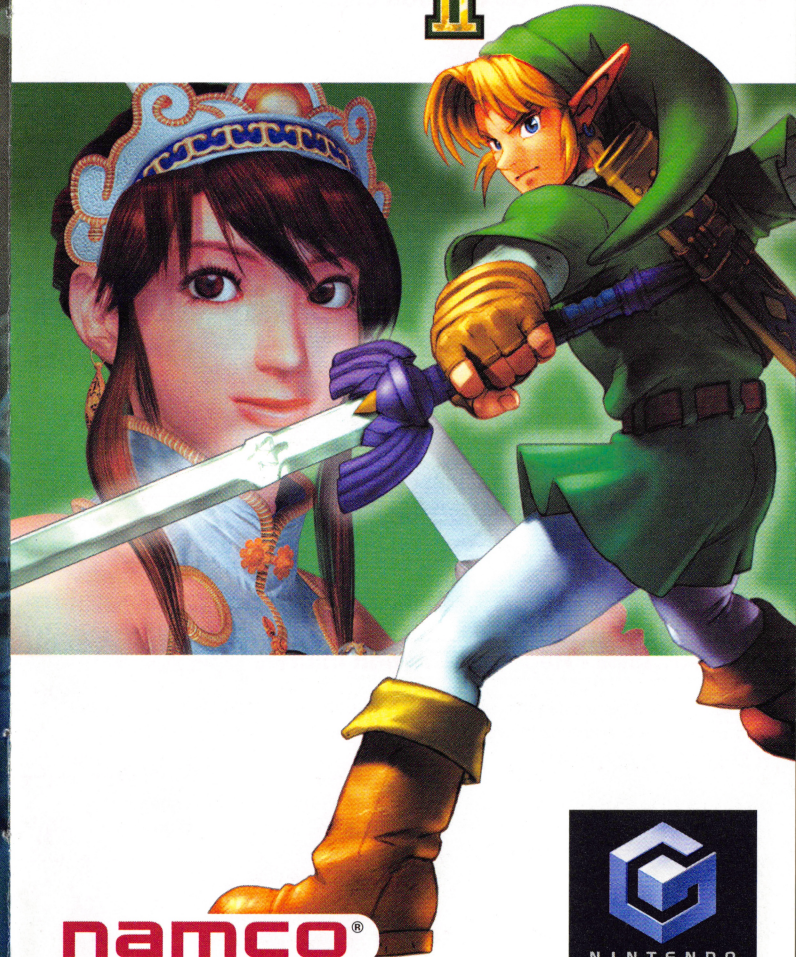
PRINTED IN U.S.A.



Visit www.esrb.org or
call 1-800-771-3772
for Rating Information.

I-Ninja™ & © 2003 Argonaut Games PLC. Licensed exclusively to Namco Hometek Inc.

SOUL CALIBUR II



namco®

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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, 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:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

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

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

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

Namco's Top Secret Info Line

1-900-737-2262

\$.99/minute for automated tips.

\$1.25/minute for live counseling.

Pricing subject to change without notice.

**Live Counselors available 9am-5pm Monday-Friday Pacific Time.
All the secrets, tricks and cheats!**

**Under 18, please have your parent's permission.
Touchtone phones only.**

For Warranty support or for information not found on the 900 line, write to:

Namco Hometek Inc.
ATTN: Customer Service
2055 Junction Avenue
San Jose, CA 95131

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via e-mail at Support2@namco.com or contact us directly at (408)922-0712. Game hints are not available at this number. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

Namco Online: <http://www.namco.com>

Visit our Website to get information about our new titles.

LIMITED WARRANTY

Namco Hometek Inc. warrants to the original purchaser that this Namco Hometek Inc. Game Disc shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek Inc. will repair or replace the defective Game Disc or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

For warranty support, please refer to the contact information listed in the previous section.

SOULCALIBUR® II ACTION FIGURES

Re-create all the fighting action in three dimensions with new SOULCALIBUR® II action figures from McFarlane Toys. Astaroth, Ivy, Voldo, Nightmare and the McFarlane-designed Necrid, each stunningly detailed with an included base. You've seen the best in gaming on your screen, now get the best in action figures from McFarlane Toys. In stores everywhere.

SPAWN.COM

McFARLANE TOYS
IT'S AN ATTITUDE



SOULCALIBUR® II & © NAMCO LTD. Necrid character © 2003 NAMCO LTD. / Illustration © 2003 TMP, Inc.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- 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.

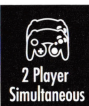
To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**

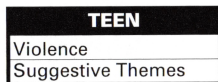


**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



**THIS GAME SUPPORTS
PROGRESSIVE SCAN.**

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



LICENSED BY

Nintendo

NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

CREDITS



PRODUCER

Hiroaki Yotoriyama

DIRECTORS

Jin Okubo
Yoshitaka Tezuka

GAME SYSTEM DIRECTORS

Tetsuya Akatsuka
Tsuyoshi Kiuchi

WEAPON MASTER MODE DIRECTOR

Takashi Otani

CO-DIRECTOR

Kouji Asuna

STORY WRITTEN BY

Yoshihiro Nakagawa

ASSOCIATE PRODUCERS

Akiko Tange
Koh Onda

PROGRAMMING

LEAD PROGRAMMER

Shinobu Nimura

MAIN PROGRAMMER

Yoshihito Iwanaga

PROGRAMMERS

Takashi Koshigoe
Tadashi Obama
Masaaki Hoshino
Hiroyuki Kobota
Ken Matsumoto
Junji Hata
Shoichi Isowaki
Sei Nakatani
Hidenori Iwakiri

CHARACTER & STAGE DEVELOPMENT

LEAD ARTIST

Ryoichi Ban

CHARACTER/WEAPON MODEL & TEXTURE DESIGN

Hiroaki Kado
Akira Nakajima

Seidou Ozawa
Hideo Yoshie
Shizuka Shiino
Hirokazu Takeda
Tomoko Imura
Mikiko Ichinose

STAGE MODEL & TEXTURE DESIGN

Hiroko Nagao
Kanao Iwasaki
Yasuyuki Kobori
Tomoko Tomita
Yukinobu Wakata
Takuya Araki

2D GRAPHICS DESIGN

Kiyotaka Tamiya

LOGO & GRAPHIC DESIGN

Hideaki Ito

CHARACTER ILLUSTRATIONS

Takuji Kawano

MOTION DESIGN DIRECTOR

Shouji Nakamura

MOTION DESIGN

Kento Kojima
Hiroki Minami
Yosuke Kadowaki
Kaori Sato
Yoshikazu Sumioka
Yui Fukuyama

SOUND DEVELOPMENT MUSIC

Junichi Nakatsuru

LOCALIZATION (US)

LOCALIZATION SUPERVISOR

Yasuhiro Noguchi

LOCALIZATION MANAGER

Noriko Wada

LOCALIZATION PRODUCER

Nao Higo

LOCALIZATION STAFF

Lindsay Gray
Michael Murray
Tomoko Shintani
Jon Kromrey

QA & CUSTOMER SERVICE MANAGER

Brian Schorr

QA SUPERVISOR

Daryle Tumacder

SENIOR LEAD ANALYST

Jesse Mejia

COC TEAM

Adrian Escultura
Chris Stanley
Levi Hill
Gene Bang

DIRECTOR OF MARKETING

Stacey Hirata

PRODUCT MARKETING MANAGER

Jim Atkiss

SPECIAL THANKS LOCALIZATION (US)

Nobuhiro Kasahara
Yoshi Niki
Robert Ennis
Garry Cole
Berry Kane
Takashi Akiyama
Tomoko Kondo
Takefumi Hyodo
Masanori Kato
Mayumi Matsumoto
Taiki Homma
Naoki Kudo



BASIC TECHNIQUES

SOUL CHARGE

A character can focus energy, or "spirit," into their weapon to temporarily raise its attack power. This is called a Soul Charge. Unleash a Soul Charge by pressing A+B+K simultaneously. Depending on which buttons are pressed for how long, one of the following 3 stages of transformation occur:

SOUL CHARGE LV1

Press G immediately after the Soul Charge is initiated and the player's weapon glows lime green. Focusing energy can be quick, but the charge does not last long.

SOUL CHARGE LV2

If an attack is launched after initiating a Soul Charge, or if G is pressed soon afterward, the weapon will glow green. Some attacks are as powerful as Counter Hits and the charge lasts a little longer.

SOUL CHARGE LV3

Fully focusing energy results in the weapon glowing blue. Not only will attacks be much more powerful, but some attacks are unblockable or guard-break moves. The charge also lasts for a long time.

- A guard-break move is one that breaks through an opponent's guard and creates a disadvantageous situation for the opponent, where neither attacking nor guarding is possible.

THE RELATIONSHIP BETWEEN VERTICAL STRIKES, HORIZONTAL STRIKES, AND 8 WAY RUN

In addition to the various attacks, defensive techniques, and special moves in **SOULCALIBUR®II**, there is the tripartite relationship between the basic attacks (vertical strike, horizontal strike) and 8 Way Run.

VERTICAL STRIKE

Vertical strikes have the ability to crush horizontal strikes. Match an opponent's horizontal strike with a strong vertical strike to gain the upper hand.

8 WAY RUN

Use the 8 Way Run to dodge vertical strikes. Run behind opponents and follow up with a powerful attack.

HORIZONTAL STRIKE

Stop an opponent's 8 Way Run with a horizontal strike. Since the opponent is running, the likelihood of a Run Counter is high.



TABLE OF CONTENTS

GETTING STARTED	4
GAME CONTROLS	5
STARTING THE GAME	6
GAME SCREEN	7
GAME RULES	8
WEAPON MASTER MODE	9
BASIC TECHNIQUES	10



GETTING STARTED

Set up your Nintendo GameCube™ system according to the instructions in the instruction manual. Make sure the POWER Button is turned on.

When the power indicator lights up, press the OPEN Button and the Disc Cover will open. Place the **SOULCALIBUR™II** Game Disc on the disc tray with the label facing up. Manually close the disc cover and the game will begin to load.

ABOUT PROGRESSIVE OUTPUT

Higher video quality can be enjoyed if a Component Cable for Nintendo GameCube™ and a progressive scan (525p) television set with component video input are used. If a television set without progressive scan (525p) capabilities or a connection other than with a Component Cable is being used, the picture may not display properly in progressive scan mode. The Nintendo GameCube component video cable is only available through Nintendo, visit www.nintendo.com or call 1-800-255-3700.

For instructions on how to use the Component Cable to connect the Nintendo GameCube™ to a television set, please consult the instruction manual for the Nintendo GameCube™ or the diagrams included with the Component Cable. Some television sets with component video inputs may not be progressive scan (525p) enabled. Please consult the television set's instruction manual or contact the manufacturer to confirm.

SELECTING PROGRESSIVE MODE

Hold down the B Button while the game is booting, and the following prompt will appear: **"Change to Progressive Mode?"** Carefully read the warning on the screen. Select "Yes" with the +Control Pad and confirm with the A Button to switch to progressive mode. If the screen displays correctly, select "Yes" once again. If the screen is scrambled or otherwise displays incorrectly, please press the RESET Button on the Nintendo GameCube™ console to reboot and enjoy the game in Normal Mode.



BASIC TECHNIQUES



QUICK ROLL

Certain powerful attacks can throw a character up into the air. Press G while airborne to quickly recover and return to a ready position.


QUICK ROLL AGAINST WALLS

Certain stages include walls that can also be used as part of attacks. When a character is slammed against a wall, do either of the following in order to perform an ukemi and recover quickly.

Ukemi off a wall by Rolling Sideways:

Enter  or  to roll towards the back or the front.

Ukemi off a wall by Rolling Forward:


Enter  to roll towards the opponent.


AIR CONTROL

Use the +Control Pad or the Control Stick to control the landing point during a juggle attack.

GUARD IMPACT

Use one of the following commands at the right moment to repel or parry an opponent's attack. This is called Guard Impact. When successful, both parties are momentarily stunned. The player who successfully Guard Impacts is able to move first, and will therefore have an advantage in the fight. Guard Impact is effective against almost every technique, but there are a few exceptions.

Repel high-level (upper-body) or mid-level (mid-body) attack. Press +G in time with the opponent's attack.

Parry mid-level (mid-body) or low-level (lower-body) attack. Press +G in time with the opponent's attack.

REVERSE GUARD IMPACT

When an attack is repelled or parried by a Guard Impact, the player is in the disadvantageous position of being unable to attack or guard. However, if attacked while still immobile, the player can use Guard Impact against the opponent.



BASIC TECHNIQUES

ATTACK ATTRIBUTES AND GUARD

HIGH-LEVEL ATTACK (UPPER-BODY ATTACK)

Useful against standing opponents or opponents jumping towards the player. Use a Standing Guard to defend or Crouch to evade.

MID-LEVEL ATTACK (MID-BODY ATTACK)

Useful against both standing and crouching opponents. Use a Standing Guard to defend, but not a Crouching Guard.

LOW-LEVEL ATTACK (LOWER-BODY ATTACK)

Useful against both standing and crouching opponents. Use a Crouching Guard to defend or Jump to evade.

SPECIAL MID-LEVEL ATTACK (SPECIAL MID-BODY ATTACK)

Useful against both standing and crouching opponents. Use a Standing or Crouching Guard to defend.

NEUTRAL GUARD

Set the Neutral Guard option to ON in the Options Menu so that even if no buttons are pressed and no command is entered, the character automatically guards against attacks. However, this feature does not guard against low attacks (lower-body attacks) and for combo attacks, only the first hit is blocked.

CONTROLS WHILE ON THE GROUND

Get up in place:

Press G.

Rolling forwards or backwards to get up:

Press \blacktriangleright (forward) or \blacktriangleleft (backward) while on the ground.

Rolling sideways to get up:

Press \blacktriangleup (towards the back) or \blacktriangledown (towards the front) while on the ground.

Attacking while getting up:

Press an attack button (A, B, K) while on the ground.

STAGGER RECOVERY

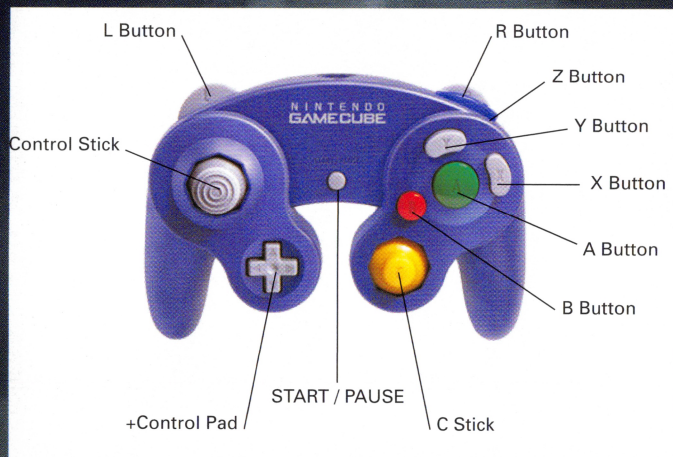
Certain attacks can stun characters, causing them to lose their balance and temporarily be unable to move. In this situation, pressing the +Control Pad, the Control Stick, or any of the A, B, K, G repeatedly speeds up recovery.

GAME CONTROLS

NINTENDO GAMECUBE™ CONTROLLER

The following is the default controller setup. Some buttons may be remapped in the Options Menu. Two controllers are necessary to play VS Battle and VS Team Battle Modes.

The default setting for the Rumble Feature is OFF. The Rumble Feature can be turned ON in the Options Menu.



A Button	Horizontal Strike (A) / Confirm menus and other selections	C Stick Right	Press B+K simultaneously
Y Button	Vertical Strike (B) / Change outfits	L Button	Guard (G)
X Button	Kick (K)	+Control Pad	Character movement / menu selection
B Button	Guard (G) / Cancel menus and other selections	Control Stick	Character movement / menu selection
C Stick Up	Press A+B+K simultaneously	START/PAUSE	Pause game / open pause menu
C Stick Down	Press A+K simultaneously	Z Button	Press A+B+K simultaneously
C Stick Left	Press A+B simultaneously	R Button	Guard (G)



STARTING THE GAME

Press START/PAUSE at the Title Screen and the Mode Select Screen will appear.

MODE SELECT SCREEN

The following categories will appear in the Mode Select Screen: Original, Weapon Master, and Options. Use the +Control Pad or Control Stick to select a category, and the game modes and submenus under each category will appear on the right side of the screen. Select a game mode or submenu with the +Control Pad or Control Stick, and confirm the selection using the A Button.

ORIGINAL

This category includes the following game modes:

ARCADE

Fight against CPU opponents to clear the game.

VS BATTLE

A two-player mode where Player 1 and Player 2 can fight each other.

TIME ATTACK

Set new records by clearing all the stages as quickly as possible.

SURVIVAL

Set new records by defeating as many CPU opponents as possible while hindered with limited health.

TEAM BATTLE

Form a team with multiple characters and fight through the game as a team (elimination match).

VS TEAM BATTLE

Player 1 and Player 2 can Team Battle against each other.

PRACTICE

Practice each character's moves.

WEAPON MASTER

Collect numerous weapons and clear various missions while adventuring throughout the world.

OPTIONS

Access the Options Menu to change various game settings. Settings in the Options Menu include Game Settings, Controller Settings, Display Settings, Sound Settings, Records, Collection History, and Memory Card.



BASIC TECHNIQUES

8 WAY RUN

The 8 Way Run is a system that lets the player run in all directions, allowing for a wider array of movement. To do an 8 Way Run in the forward direction, enter \blacktriangleright and the character will run while still facing the opponent character. This can be used to dodge the opponent's attacks or to put the player in an advantageous position for combat. There are also moves that can only be executed during an 8 Way Run.

- The Control Stick can be used to enter the same directional controls.
- In order to use the +Control Pad to move diagonally, press two directions at the same time, for instance, for the \blacklozenge direction, simultaneously press right and down on the +Control Pad.

JUMP AND GUARD

In order to jump, hold G and \uparrow , \uparrow , or \swarrow . To guard and retreat or advance, hold G and \leftarrow or \rightarrow . To guard and crouch, hold G and \blacktriangledown , \blacktriangledown , or \blacktriangleright .

- The Control Stick can be used to enter the same directional controls.

STEP IN/OUT AND SIDE STEP

Players can Step In, Step Back, Left Side Step, and Right Side Step.

Step In: \square

Step Back: \leftarrow

Left Side Step: \uparrow

Right Side Step: \downarrow

- When the character is facing right (standing on the 1P side).

THROW

THROWING TECHNIQUES

Enter A+G or B+G while standing close to an opponent, to throw them.

ESCAPING A THROW

In order to escape an opponent's throw, press A against an A+G throw, or B against a B+G throw just as the opponent starts the move.



BASIC TECHNIQUES

This section provides an overview of basic moves in **SOULCALIBUR®II**.

All move commands and controls assume that the character is facing right (standing on the 1P side).

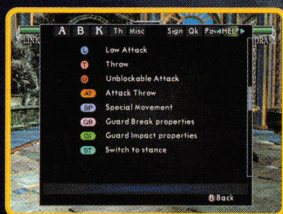
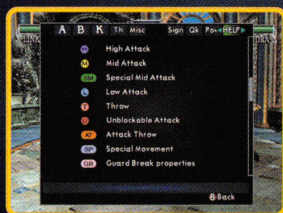
BASIC CONTROL NOTATION

Command Symbol	Controller Button	Meaning
➡	+Control Pad or Control Stick	Hold direction
↘	+Control Pad or Control Stick	Press direction quickly
A	A Button	Horizontal Strike
B	Y Button	Vertical Strike
K	X Button	Kick
G	B Button	Guard

- The arrows correspond to the Up, Down, Left, and Right directions of the +Control Pad or Control Stick.
- The Controller Buttons are based on the default setup.

ATTACK ATTRIBUTE NOTATION

Symbol	Meaning
H	High-level attack (upper-body attack)
M	Mid-level attack (mid-body attack)
L	Low-level attack (lower-body attack)
!	Unblockable
SM	Special mid-level attack (special mid-body attack)
T	Throw
AT	Strike combined with a throw
SP	Special action
GB	A strike that breaks the opponent's guard
GI	Guard Impacts the opponent's attack
ST	Stance



GAME SCREEN

ABOUT SAVING

The default setting for Auto Save is ON. Go to the Options Menu to adjust Auto Save options, or execute Saves and Loads. In order to save game data, please insert the Nintendo GameCube™ Memory Card with 1 file and 4 blocks into Memory Card Slot A.

This section will provide an overview of the screen layout.

BASIC SCREEN GUIDE

This is the layout for the basic screen.

- A TIME:** When the clock reaches zero, the player with more health wins.
- B CHARACTER'S NAME:** Displays the character's name.
- C HEALTH METER:** The green bar indicates how much health remains for the character.
- D PAUSE MENU:** Press START/PAUSE at any time during the game to open the Pause Menu. Some options will not be available depending on the mode. Also, in Time Attack and Survival Modes, the Pause Menu is not available.
- E CLOSE:** Closes the window.
- F COMMAND LIST:** Opens the Command List for the selected character.
- G OPTIONS:** Opens a simplified Options Menu.
- H EXIT:** Resets the game back to the Title Screen.





GAME RULES

This section covers the conditions for victory and the basic rules shared by all the game modes.

HOW TO WIN

Attain any one of the following conditions to win a single round. Winning a match requires winning a varying number of rounds. Adjust the number of rounds required to win a match in the Options Menu.

KNOCK OUT

Opponent's health is reduced to zero.

RING OUT

Opponent is knocked out of the ring.

TIME UP

The character with more health when time runs out, wins.

DRAW & SUDDEN DEATH

When a double knock out (both characters reach zero health simultaneously) or a double ring out (both characters knocked out of the ring simultaneously) occurs, a draw results.

Both sides receive a point for the round at this time. If both characters have won the same number of rounds, and both sides reach the required number of rounds won to win the match at the time of the draw, the match goes into sudden death.

GAME OVER

Game Over occurs when a match is lost. In modes where there are rankings, such as Survival and Time Attack, qualifying players are able to enter their names into the rankings.

In Arcade Mode, when Game Over is reached, a Continue Screen appears. Press START/PAUSE before the countdown reaches zero to continue playing.



WEAPON MASTER MODE

This section covers the general flow of Weapon Master Mode.

1. CHAPTER SCREEN

Weapon Master Mode is divided into several chapters. The player proceeds to new adventures by clearing each of these chapters.

2. WORLD MAP

In the World Map, the player can move between chapters. Selecting a chapter opens the Chapter Map.

3. CHAPTER MAP

In order to clear the missions in each chapter, certain conditions must be met. Dungeons are also accessible through Chapter Maps.

4. BATTLE

Each stage, mission, and battle can include a variety of conditions, including those that may change a character's status.

5. MISSION CLEAR

When the conditions for clearing a given mission are met, the Mission Results Screen appears. If any items were obtained, they will also be indicated on this screen. By fulfilling the chapter clearing conditions, new chapters become available for the player to explore.



ABOUT GOLD

The currency in the world of Weapon Master is called Gold. The player receives a certain amount of Gold for each battle, regardless of whether the player wins or loses. The player can use Gold to buy various items, such as weapons. Purchase weapons at the shops found within the Command Menu. To open the Command Menu, press START/PAUSE at the World Map/Chapter Map Screen.