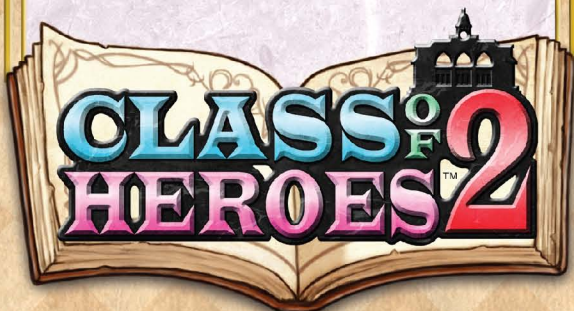




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Story

One of the most mysterious places since the dawn of this world is the Labyrinth, a maze-like area packed with death and monsters. Occasionally, they grant those who dare to enter them the opportunity for wealth and fame, but mostly they deal death. Sad, awful, lonely, ignominious death.

Death in these Labyrinths can come in many forms. Poison water, electrified walls, sudden-confusion panels, monsters, black passages where light cannot penetrate and even exceptional hearing cannot help – failure is the status quo, given the challenges.

Those that brave these mysterious places are called Adventurers, and as one might expect given the odds, they are in increasingly short supply – or rather, they were. Schools have been created with the express purpose of cultivating the best of the best to replenish the ranks of Adventurers.

This year, another bright and energetic group of youths will walk through the doors of those schools, learning the tools of the trade, the art of the blade, and skills or magic that will enable them to graduate as the next Class of Heroes.



Basic Controls

Basic operation

These are the part names and operation controls of your PSP® (Playstation® Portable). To perform "Item Trading," (P. 36) please remember to turn on the Wireless LAN switch on the side of your console.



MENU SCREEN (IN CAMPUS) CONTROLS

Directional Buttons	Command selection
○ Button	Cancel / Back
× Button	Confirm / Advance text
L Button / R Button	Switch characters / Switch teams (Edit) / Change entry (Album)
△ Button	Access Camp menu
START Button	Toggle simple status ON / OFF

MENU SCREEN (CAMP MENU) CONTROLS

Directional Buttons	Command selection
○ Button	Cancel / Back
× Button	Confirm / Advance text
□ Button	Display skills / Sort items (in Status, Equip, etc)
△ Button	Toggle item description display (in Status, Equip, etc)

EXPLORATION (BATTLE/LABYRINTH) CONTROLS

Directional Buttons	Move in Labyrinth / Select menu items (alt. Analog)
○ Button	Investigate current coordinate / Cancel / Back
× Button	Execute commands / Display special commands
□ Button	Display map (If own physical map or with Magic Map)
L Button	Shift Left when moving in Labyrinth
R Button	Shift Right when moving in Labyrinth
△ Button	Access Camp menu
SELECT Button	Toggle mini-map display on/off when activated

NOTE: L Button + × enables one round auto battle with all prior choices.

R Button + × enables auto battle with randomly chosen battle choices.



Game Start and End

Start and Save



AutoSave

Make sure your PSP® is switched off before opening the disc cover and inserting the "Class of Heroes 2" UMD™. Close the cover, switch your PSP® on, and the game will start up, bringing you to the title screen. NOTE: Do not eject a UMD™ while it is playing.

TITLE SCREEN MENU



At the title screen, pressing the START Button brings up the following menu where you can select one of three actions.

New Game	Begin a brand new game
Continue	Load previously saved game and continue playing
Resume	If there is autosave (Pg. 7) data, this option loads that data and resumes the game from that point.

HOW TO SAVE

You can save your game progress in a Memory Stick Duo™ or Memory Stick Pro Duo™ card (hereafter referred to as "Memory Stick"). If you have save data, you can continue playing the game from where you had saved it even if the PSP® had been turned off. To save, select the "Save" option from the Camp Menu and select a save slot. One Memory Stick with at least 480KB of free space is required to save the game.



AUTOSAVE

This game will automatically save your game progress in your PSP® at the intervals listed below. This save data is only temporary, and will be deleted when you turn off your PSP® or do a hardware reset. If you wish to keep your save data even after turning the PSP® off, please save normally using the method mentioned on the prior page. The save settings are NORMAL by default, however, you can change the autosave timings in the save mode section of "System Settings" (Pg. 20).

The save mode selected also has an effect on the level of the monsters encountered in the Labyrinths. Hard mode can result in encounters with higher-level monsters more frequently than if Normal mode is selected.

SAVE MODE: NORMAL AUTOSAVE TIMINGS

Facility Menu	<ul style="list-style-type: none"> Arriving at map "waypoints" (Campus, Town, base, etc) Moving to Labyrinth entrance Creating a new character to enroll
Camp Menu	<ul style="list-style-type: none"> Beginning a save Exiting the Camp Menu
Labyrinth	<ul style="list-style-type: none"> Entering a Labyrinth Completing a battle Teleporting to another location
Others	<ul style="list-style-type: none"> Returning to title screen after ending credits

SAVE MODE: HARD AUTOSAVE TIMINGS

Facility Menu	<ul style="list-style-type: none"> Arriving at map "waypoints" (Campus, Town, base, etc) Moving to Labyrinth entrance Creating a new character to enroll
Camp Menu	<ul style="list-style-type: none"> Beginning a save

SOFTWARE RESET

Pressing the L Button, R Button, START Button and SELECT Button at the same time during the game will return you to the title screen without saving.





Game Flow

Basic Rules



Basic Rules

GAME FLOW

Once students are enrolled in Crostini Academy, the main school in the game, they proceed to explore Labyrinths, using school as their base. We'll explain the general game flow here.

BASIC GAME PROGRESS

The school campus where you begin has a number of areas to provide information, goods, or services. For example, characters are enrolled in the Office, while items are bought and sold in the Shop. Form a team with enrolled characters in the Office or Dorm so that you're prepared to receive labyrinth requests and assignments known as Quests. In this game, maze-like areas above and below ground are all called "Labyrinths" for simplicity's sake. Enemies, traps, items, and treasure are all found in the Labyrinths. As you explore outward from campus, your characters will grow and develop. Try to complete every Quest Bulletin posted!

SCHOOL CAMPUS

- Character Creation (Enroll) • Buy/Sell Items
- HP/MP Recovery • Resurrect • Get Quests
- Item Synthesis/Fortification • Form Parties



EXPLORE

LABYRINTH

- Tunnels
- Towns
- Labyrinths

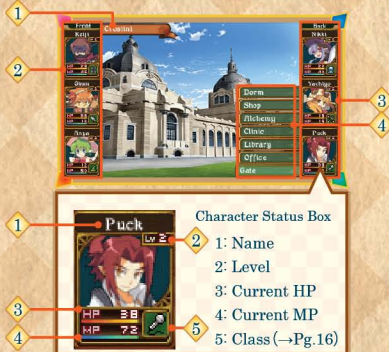
- Fight Monsters • Level up • Get Lost
- Obtain Key Items • Find Treasure
- Open New Areas on World Map • Die



In every Labyrinth, there are access points linking one town, school, or special area to another. If you move to an exit that's different from the one you entered from, you'll find yourself at a new location or the beginning of another labyrinth which will now appear as a waypoint on the world map for easier access with a purchased or synthesized Wyvern Call Ticket.

8

LOCATION MENU SCREEN



1	Location	Name of current location.
2	Front	Front row of party battle group (melee characters).
3	Rear	Back row of party battle group (range atk characters).
4	Nav Menu	Access location facilities and amenities.

* Press START to hide or reveal the character status boxes on the left/right of the screen.

CONVERSATION SCREEN



1	Character	Character currently imparting valuable information.
2	Message Window	Displays the content of the conversation. To skip through dialogue, press and hold the × or ○ button (not recommended as you may miss key information).
3	Next Icon	Press × or ○ button when this icon appears to scroll to the next part of the conversation.

9



Playing God

Character Creation



Character Creation

Players can create their own characters by choosing the race, gender, attributes, and names in the character creation area. This is the character creation process:

CREATING CHARACTERS TO ENROLL

Select "Enroll" from the menu in the Office (Pg. 28) to begin the process of creating a new character. You can create and enroll up to 100 characters for the school, but only six can be in any given exploration party.



CREATION PROCESS

STEP 1 BONUS POINTS

When the process begins, bonus points (Bp) are randomly chosen for you to apply to the character's various stats. Since the number is random, if the number is low, restarting the enrollment process may result in higher bonus points.

STEP 2 NAME

Press the X button to enter the character name creation screen. Max 6 characters.

STEP 3 SEX

Move to the next field to choose the character's sex with the Directional Buttons.

STEP 4 RACE

Move to the next field and choose your character's race, which will decide their initial status. This will also have an effect on the classes available to them and the amount of additional HP they receive when leveling up.

STEP 5 ALIGNMENT

Use the Directional Buttons to select good, neutral, or evil alignment for your character. This will have an effect on the classes available to them and affinity potential with party members.

STEP 6 CLASS

In this field, press the X button to choose the class your character will be majoring in during their time at Crostini. On this screen you can distribute bonus points (BP) to affect what classes may be open from the list at the left. Character class can be changed later if you wish (Pg. 28), but there is a penalty.

REGISTER

CHARACTER CREATION SCREEN



1 STATUS	Strength	Physical strength and amount of bare-handed damage. Has an effect on battle abilities like attack power, etc.
	Intelligence	This stat mainly affects attack magic ability. Has a great effect on damage amount and success rate.
	Spirit	Mainly affects techniques involving healing magic. Also influences magic resistance of the character.
	Vitality	A higher value here increases the maximum rate of HP increase when leveling-up and also revival success rate.
	Agility	This affects priority of action and flee success during battles and also thievery skills (traps, hidden things, etc).
	Luck	Affects all thievery skills (trap deactivation, hidden door discovery, etc) and anything involving probability.
2	Creation	What your character looks like. Changes in relation to the gender, race, and class chosen.

CLASS SELECTION SCREEN



1	Bp	Bonus points. The Bp at the bottom is the amount of points left to distribute to any stat above it using the Directional Button. The classes available on the left depend on the stat values.
2	Class	The classes available here vary depending on your character's gender, race, and stat values. You can only choose classes in bold. Changing stats may change classes open to you. Also changing class in other schools may lead to new choices.

RACES

Race Details

Race Details

CHART KEY

Suitability: Class types to which this race is well-suited
Skills: Skills unique to the race (Pg.19)

HUMAN (Hu)

Suitability: All
Skills: None

STR:8 INT:8 SPIRIT:8 VITALITY:9 AGL:8 LUCK:9

Well-balanced race ideally suited for almost any class, with Affinity compatible with most races. They suffer from a relatively short lifespan, but are a time-binding race that pass traditions and knowledge through generations.

ELF (El)

Suitability: Sorcerer
Skills: None

STR:7 INT:10 SPIRIT:10 VITALITY:7 AGL:9 LUCK:8

Graceful, highly-intelligent race shares a bloodline with Fairies. Their poetic and multisyllabic language complements intelligence and religious beliefs. As such, they are well suited to magic-type courses. They dislike the unmannered and guttural ways of the Dwarves with whom building Affinity they find challenging.

DWARF (Dw)

Suitability: Warrior
Skills: None

STR:11 INT:6 SPIRIT:10 VITALITY:11 AGL:6 LUCK:7

Small, muscular race with similar appearance to beasts, but they'll punch any Elf that vocalizes that assessment (Elves get on their nerves). Immense strength is matched by well-cultivated piety. Strong language-learning abilities.

GNOME (Gn)

Suitability: Sorcerer
Skills: Protection, Levitation

STR:5 INT:14 SPIRIT:11 VITALITY:5 AGL:5 LUCK:9

This highly intelligent and religious race has a lineage that has been traced to the Earth Spirit. Since they only possess an astral body, they require a medium to appear in the physical world. Their Affinity with all races is very good.

KHULAZ (Kh)

Suitability: Thief
Skills: None

STR:6 INT:6 SPIRIT:5 VITALITY:6 AGL:12 LUCK:14

Adults of this diminutive race are only as tall as Human children. Despite their size, they excel in Ranger courses due to their great speed and dexterity. Idyllic and peace-loving by nature, Affinity with all but Diablos comes easily.

FAIRY (Fa)

Suitability: Sorcerer, Thief
Skills: Levitation

STR:5 INT:9 SPIRIT:7 VITALITY:5 AGL:14 LUCK:12

They're agile and intelligent, so thief, ranger, or magic classes are good. They adore humans, so parties with at least one human in them will have good Affinity results.

FELPUR (Fe)

Suitability: All
Skills: None

STR:9 INT:7 SPIRIT:8 VITALITY:10 AGL:12 LUCK:6

Feline ancestry infuses this race with tremendous vitality and agility. Perfect for almost any class as a result of their well-balanced constitution. They are not compatible with Dwarves and shy towards other races.

BAHAMUN (Ba)

Suitability: Warrior
Skills: Breath

STR:14 INT:5 SPIRIT:5 VITALITY:14 AGL:6 LUCK:8

Race with blood of dragons flowing in its veins. Special metabolism gives them excellent strength and stamina. Great for warrior-type classes, but suited to others as well. Poor Affinity with all races except Gnomes.

DIABLOS (Di)

Suitability: Sorcerer
Skills: Breath

STR:9 INT:12 SPIRIT:8 VITALITY:10 AGL:8 LUCK:7

The blood of the netherworld runs hot in the veins of this race. Their familiarity with the physics of magic gives them an edge in gaining new spells. All races except Gnomes avoid them.

CELESTIAN (Ce)

Suitability: Sorcerer
Skills: Levitation

STR:7 INT:8 SPIRIT:14 VITALITY:7 AGL:8 LUCK:10

This angelic race excels in the study and execution of magic, especially healing. They are extremely religious, and value piety and righteousness. Their disposition makes them incompatible with Diablos characters.



Affinity

Affinity



Classes

Subject



Class of Heroes 2 allows the freedom to put any characters you want into a party, however keeping character affinity in mind will allow parties to succeed faster and more often.

There are a total of 19 classes to choose from in Class of Heroes 2. The class you choose affects the way you battle and the spells/skills you can learn, as well as the status points you can gain.

FACTORS AFFECTING AFFINITY

The Affinity value on the status screen (Pg. 20) varies according to the races and alignment of your party members. Every time you level up, the value changes. A party of compatible characters see higher percentages. Incompatible characters see lower percentages roll in. This value has a direct effect on the other stats. Maintaining high Affinity will raise stats, and low Affinity will cripple stats, making characters unable to unleash their full potential. Creating a party with a high level of Affinity is key to an enjoyable game with bounteous monster kills and unimaginable wealth.

84% Current Affinity

CHOOSING A GOOD CLASS

"Class" refers to the role a character plays in a party, like a warrior or mage, etc. There are two levels of classes: basic classes with rapid growth, and advanced classes which are slow to develop but offer cross-access to advanced skills and spells from different class types. It will be difficult for a level 1 character to start in an advanced class, so start by growing the character's stats with a basic class first, and aim to eventually move them into an advanced course when they have reached higher levels. The prerequisites for each class are listed in the chart below. Please refer to page 16 for the specific features and benefits of each class.

Basic Classes available from the start

- Novice
- Warrior
- Monk
- Sorcerer
- Ranger
- Puppeteer

Advanced Classes requiring high stats before opening up

- Samurai
- Ninja
- Idol
- Gunner
- Summoner
- Berserker
- Sage
- Alchemist
- Geomancer
- Beast
- Dragon Knight
- Necromancer
- Fallen Angel

* Certain classes are only available at specific schools.

RACE COMPATIBILITY CHART

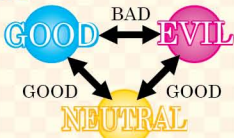
This reference chart below indicates the compatibility relationships between races (See Pg. 12/13 for race abbreviations). The left column represents the selecting character's race, and the top row is the character's race under consideration. Affinity is subjective, so the selecting character looking at the others may give different results than the reverse, (see Humans and Fairies).

Race	Hu	El	Dw	Gn	Kh	Fa	Fe	Ba	Di	Ce
Hu	—	△	△	◎	○	△	—	△	△	○
El	△	—	×	◎	◎	△	△	—	×	○
Dw	△	×	○	◎	◎	×	△	—	△	○
Gn	○	○	○	—	—	○	○	—	—	○
Kh	○	○	○	—	◎	—	△	△	×	○
Fa	◎	△	△	△	—	×	○	×	△	○
Fe	○	△	×	◎	◎	△	—	◎	—	○
Ba	×	—	—	○	—	×	—	△	△	—
Di	△	×	△	—	△	△	△	×	△	×
Ce	○	—	○	◎	○	○	○	—	×	—

◎ VERY GOOD, ○ GOOD - NO EFFECT, △ BAD, × VERY BAD

ALIGNMENT AND AFFINITY

Team Affinity improves when characters with the same alignment are grouped together, or a neutral character is added to a party with good or evil characters. Alignment is not fixed and can be changed when facing friendly enemies (Pg. 34) or with special items.



CLASS PREREQUISITES

Class	Sex	Align	Str	Int	Spirit	Vitality	Agil	Luck
Novice	All	All	—	—	—	—	—	—
Warrior	All	All	12	—	—	—	—	—
Monk	All	All	12	—	10	10	—	—
Sorcerer	All	All	—	12	12	—	—	—
Ranger	All	All	—	—	—	—	10	12
Puppeteer	All	Neutral	—	12	—	—	11	10
Samurai	All	Good	12	13	9	12	11	9
Ninja	All	Evil	12	11	11	12	14	15
Idol	All	All	6	6	—	12	12	6
Gunner	All	All	12	—	—	10	10	12
Summoner	All	All	—	13	13	—	—	13
Berserker	All	All	18	—	—	18	12	10
Sage	All	All	6	19	17	6	—	—
Alchemist	All	All	10	15	13	10	8	13
Geomancer	All	Neutral	—	13	13	—	—	19
Beast	All	All	15	—	—	13	18	10
Dragon Knight	All	Good	15	10	13	15	10	13
Necromancer	All	All	—	15	17	—	—	15
Fallen Angel	All	Evil	15	14	—	15	15	—

CHANGING CLASSES


Once you level up and have higher stats, you may be able to change to a different class from the table above. For details, please refer to the section on "Changing Classes" (Pg. 28).

CLASSES AT A GLANCE

Here are the 19 classes available in the game, and their general features.

WPN Weapon types to use. **SPL** Learnable spell types. (Pg. 18)
ATK Attack type. Melee is front row. Magic or Ranged are best for back. **SKL** Skills that can be acquired. Check on status screen.

 NOVICE (Nov)	WPN Sword•Dagger SPL Healing • Attack ATK Melee SKL None
General purpose class that yields average abilities. But perhaps there is more here...	
 WARRIOR (War)	WPN Sword•Axe SPL None ATK Melee SKL Monster Slash
Basic battle class specializing in melee battles with wide variety of edged weapons.	
 MONK (Mnk)	WPN Fist•Bare Hands SPL None ATK Melee Attacks SKL Rush
Hand-to-hand combat specialty. Able to launch multiple serial bare-handed attacks.	
 SORCERER (Src)	WPN Staff•Stone SPL Attack•Heal•Support ATK Magic Attacks SKL Enhanced Magic
Specialist in battling with spells. Wide selection of spells available to this class.	
 RANGER (Rng)	WPN Bow•Dagger SPL None ATK Ranged Attacks SKL Thievery
Excellent class for labyrinth exploration. Party-leading skill set.	
 PUPPETEER (Pup)	WPN Puppet•Stone SPL Support Magic ATK Range Attacks SKL Scapegoat
Uses adorable dolls to make a sport of the enemy and learns great support magic.	
 SAMURAI (Sam)	WPN Knife•Sword SPL Attack Magic ATK Melee Attacks SKL Gleaming Blade
Swordplay specialists that can pick up attack magic. First class with double sword skill.	
 NINJA (Nja)	WPN Sword•Shuriken SPL Support Magic ATK Melee Attacks SKL Assassination
Uses high-speed to execute quick hit attacks. Good variety of skills, including thievery.	
 IDOL (Ido)	WPN Mic•Staff SPL Song Magic ATK Range Attacks SKL Speaker
Supports party morale and health using song, but requires an equipped mic to perform.	

 GUNNER (Gnr)	WPN Sword•Dagger SPL None ATK Range Attacks SKL Sniper
Human-only gunplay specialty, boasting impressive results that produce top hit rates.	
 SUMMONER (Smr)	WPN Whip•Harp SPL Spirit Magic ATK Magic Attacks SKL Seal Activation
Class emphasizing spirit summoning for battles. Spirits available depend on gender.	
 BERZERKER (Bzr)	WPN Axe•Golden Hammer SPL None ATK Melee Attacks SKL Super Monster Slash
Hardcore physical attack-based class. Gets "Shin Yong 2 Sword" right away.	
 SAGE (Sge)	WPN Book•Staff SPL Attack•Heal•Support ATK Magic Attacks SKL MP Exchange
The class that has mastered the arcane. Able to learn a wide variety of spells.	
 ALCHEMIST (Alc)	WPN Rod•Staff SPL Attack•Heal•Support ATK Magic Attacks SKL Mad Item Dance
The only class that can Alchemize items in the field (use the Item menu). Also learns offensive spells.	
 GEOMANCER (Geo)	WPN Bell•Staff SPL Geomancy Magic ATK Magic Attacks SKL Super Geomancy
Manipulates elements to hit enemies with abnormal statuses. Can learn many skills.	
 BEAST (Bst)	WPN Claws•Fist SPL None ATK Melee Attacks SKL Charge
A Felpur-only class that relies on feral anger and strength that can split logs.	
 DRAGON KNIGHT (DrK)	WPN Spear•Sword SPL Healing Magic ATK Melee Attacks SKL Cover
Heavily armored, spear-wielding class with a special, Bahamun-specific skill.	
 NECROMANCER (Nec)	WPN Talisman•Staff SPL Dead Soul Magic ATK Magic Attacks SKL Requiem
Manipulates dead souls. Has an advantage over undead and spirit-type enemies.	
 FALLEN ANGEL (FAn)	WPN Scythe•Sword SPL Attack Magic ATK Melee Attacks SKL Raid
Specializes in wielding scythes. Has an advantage over Celestian enemies.	



MAGIC

Magic



SKILLS

Skill



Here is a brief overview of the magic spells available to characters with enough MP and skill to use them. The game has well over 100 spells, so this is just a very basic outline of magic types.

MAGIC TYPES

Spells are categorized into the seven types shown on the chart below. The way you choose to use magic has a great effect on your labyrinth exploration, so it would be best for you to remember what each type does. Characters in specialized courses will gain a wide arsenal of spells as they develop. Please refer to Pg. 16 and 17 to see what types of spells each class offers.

MAGIC TYPES AND THEIR TYPICAL EFFECTS

TYPE	NAME	EFFECT
Attack	Fire	Small fireball attack. Range: One enemy. Best on earth-aligned foes.
	Ignition	Ancient fire magic assault. Range: All enemies. Best on earth-aligned foes.
Healing	Heal	Restores ally HP. Range: One ally.
	Antidote	Cure poison status. Range: One ally.
Support	Lullaby	Calm enemy to sleep. Range: One enemy.
	Poison Mist	Poison enemy with toxic mist. Range: One enemy group.
Song	Rousing Anthem	Increase ally attack power. Range: All allies. Must be equipped with a mic.
	Breezy Pop	Raises ally evade and hit rate. Range: All allies. Must be equipped with a mic.
Dead Soul	Rotten Soul	Attack with undead souls. Range: One enemy. Best on undead-aligned foes.
	Curseatorium	Attack with blast of curses. Range: Enemy group. Best on spirit-aligned foes.
Geomancy	Sol Shiv	Fire attack + fear effect. Range: One enemy. Best on earth-aligned foes.
	Sandstorm	Earth attack + petrify. Range: One enemy. Best on lightning-aligned foes.
Spirit	Salamander	Summons fire spirit. Effect changes based on summoner's level.
	Kirin	Summons a lightning spirit. Effect changes based on summoner's level.

Besides magic, there are also special abilities known as skills. Unlike magic, no MP is required to use these skills, but they may have side-effects or require certain conditions before they can be activated.

LEARNING SKILLS

There are two kinds of skills: ones acquired immediately upon selecting certain races, and ones learned from leveling up as the character progresses in the class. Skills can be checked on the status screen (Pg. 21). Those in bold are the ones already acquired, whereas ones grayed-out are yet to be learned. The number beside the skill name is the level required to learn it. There are two kinds of skill execution: Passive, where the skills are automatically activated, and Active, where a user is required to choose to activate them. Active skills can be selected in battle (Pg. 34).



RACE SPECIFIC SKILLS

NAME	RACE	TYPE	EFFECT
Protection	Gn	P	Deflects attacks with an instant death effect.
Levitation	Gn•Fa•Ce	P	Easily avoid water or floor traps by floating.
Breath	Ba • Di	A	Damage enemies by belching out flame. # of enemies affected depends on character level.

SAMPLE CLASS PROGRESSION SKILLS

Name	Tp	Effect
Diablos Sword	A	Slashes 3 times like a great, dark, agile monster.
Dual Wield	P	Attack with a single-handed weapon in each hand.
Counter	P	Chance of counter-attack on each enemy normal attack.
Shin Yong 2 Sword	P	Equip a two-handed weapon as supporting weapon.
Closeout	P	Evade stat increases at fixed levels. Armor reduces effect.
Rush	A	Charge fiercely toward one enemy & attack 3 times.
Critical Up	P	Allows one to deal 50% more damage with bare hands.
Power of Evil	P	Dishes out extensive damage to spirit and magical enemies.
Doubling Magic	A	Spells deal 2x the damage, but consume 2x the MP as well.

※Skill type:P = Passive (automatic activation).
A = Active (manual activation).



CAMP MENU

CAMP MENU



CAMP MENU

CAMP MENU

The Camp Menu is where the adventuring party is organized, stats can be checked, the game can be saved, etc.

ACCESS THE CAMP MENU

The Camp Menu can be accessed by pressing the Δ button anywhere except during battles. Exit from the menu by pressing the \bigcirc button.



CAMP MENU OVERVIEW

- Status** Check a character's condition or skills. The status screen also has a sub-screen accessible by pressing the \square button to display the character's skills.
- Equip** Change character's equipment. Pressing the \square button on this screen displays the simple status, while the Δ button displays details about the equipment.
- Magic** Check and use spells that have been learned.
- Items** Check inventory. Organize the items with the \square button or display details about them with the Δ button.
- Arrange** Change party formation here. Put characters for the front of your battle formation on the left side of the screen, and those for the rear of the party on the right.
- Quests** Check listing and details of quests already accepted.
- System** Edit save mode options (see below) as well as the volume of BGM and sound effects (SE).

SAVE MODE

Change the timing of the autosave function (pg. 7) to make the game easier or harder.

SOUND

Adjust the sound volume using the directional buttons. The volume increases as you move the meter towards the right.

- Save** Saves the current game progress. To load a save once created here, select "Continue" from the title screen menu.

STATUS SCREEN EXPLAINED

STATUS / SKILLS



1	Character Info	Name, level, gender, and race of character.
	Class	Class and alignment of character.
	KILLS	Number of enemies character has defeated so far.
	HP	Current HP / Maximum HP.
	MP	Current MP / Maximum MP.
2	EXP	Amount of experience points gained so far.
	NEXT	Amount of experience points needed for next level.
	POW (M)	Attack power of main weapon.
	POW (S)	Attack power of secondary weapon.
	DEF	Shows the character's current defense power.
3	AFFINITY	Compatibility with the other party members.
	DEATHS	Number of times character has died so far.
	HIT	Hit probability indicator. Higher is better.
	EVADE	Attack evasion rate. Higher is better.
	STR ~ LUCK	Current stat values for Strength, Intelligence, Vitality, Spirit, Agility, and Luck.
4	View Skills	Check learned and upcoming (greyed out) skills.
	5	Skill Details

EQUIPMENT



1	GEAR SLOTS	Your current equipment. Listed from top to bottom: Main weapon, Sub weapon, head, torso, legs, hands, feet, and accessories.
2	GEAR SPECS	<ul style="list-style-type: none"> • Pow: Weapon attack power with equipment. Fluctuates within this range of HP damage when attacking. The number after x shows the number of times the character attacks. • Range: Shows the attack range (Pg. 33). • Defense: Defense change with equipment. • Hit: Hit rate with equipment. • Evade: Evade rate change with equipment. • Attribute: + / - Affinity, Thievery, Spell resist, etc
3	STATS	Stats with current gear equipped.

MAGIC



1	Spell Type	Switch to specific types of learned spells here with the directional buttons.
2	MP / MP Cost	Left side is MP / Max MP. Right is MP cost of selected spell.
3	Spells	An overview of all the spells learned so far.
4	Effect	Effect of the currently selected spell is displayed here.

ITEMS



1	Item Type	Tab icons from left: All items, weapons, armor, accessories, junk, materials, items, scrolls, and event/quest items.
2	Item	Listing of items under currently selected tab.
3	Effect	Effect of the currently selected item. Data for items that can be equipped is the same as the data found in the Equip menu.

CHANGING EQUIPMENT

Select the character and move to the slot you wish to equip with the directional buttons and press X. Select "Remove" to remove the current equipment or, use the directional buttons to choose a different item to equip (if available). The □ button displays the basic status, whereas the △ button lets you view the item's details here.

USING MAGIC

Select the character, then move to the spell you wish to use on the magic list with the directional buttons. If a target is required for the spell, select that (some spells do not require this). MP will be used and the spell cast immediately outside battle, but may be delayed when cast in battle, due to order of attack (Pg. 34).

USING / DROPPING ITEMS

Select the item to use from your inventory and select "Use." Choose the character to use it on if a target is required for the item (some items do not need a target). For unwanted items, selecting "Drop" will make it disappear after you confirm you haven't lost your mind in getting rid of it. If there is an Alchemist in the adventuring party, "Alchemize" can be used from the camp menu. The item list can be sorted using the □ button, and item details can be displayed using the △ button.

FACILITIES

Schoolroom Menu

Schoolroom Menu

FACILITY MENU

Each school campus in the game has a variety of facilities players can use to provide support for adventurers. The following pages detail what is offered.

STUDENT DORMITORY



In the Dorm, parties can be organized, HP and MP can be refreshed, and items can be stored, retrieved, or traded with another player over the PSP® ad-hoc network. This should be your first stop after returning from labyrinth exploration.

Organize	Create, arrange, or re-arrange a party of up to six.
Rest	Choose "Rest" to restore character MP free of charge. Choose "Stay" to restore both character HP and MP for a fee.
Storage	Deposit / Retrieve items here.
Net Trade	Trade items over the ad-hoc networking mode. (Pg. 36)

CAMPUS SHOP



The Campus Shop is the place to Buy and Sell items. Items you've sold to the shop will be made available for sale, so you can always buy them back - at a significant markup. Curses can also be Dispelled here for a fee.

Buy	Buy items to improve your characters.
Sell	Sell items for cash.
Dispel	Pay a fee to have curses removed from items. Do not re-equip cursed items once removed with Dispel.

ALCHEMY LAB

The Alchemy Lab allows synthesis, reinforcement, and deconstruction of items. Carefully select the items to place in the alchemy item frame. Depending on the amount of items, the option to perform a synthesis, reinforce, or deconstruct operation may appear. Remember the good alchemy recipes!



Synthesize	Select this to synthesize, fortify, or dissolve items.
Notes	Successful alchemy will be noted here for future reference.

ALCHEMY VARIATIONS

1 Synthesis

Create a new item by combining more than one item and/or type of item. Move a few items into the alchemy item frame and once the "START Synthesis" label is displayed, press the START button.

2 Reinforce

Fortify wearable equipment. There are two different types of reinforcement - refinement and endowment, both of which are explained in the chart below. Move the item you wish to reinforce to the alchemy item frame and press the START button when the "Begin Reinforce" label appears.

Refine	Reinforce the attack power of weapons and defensive power of armor using whetstones and hard stones
Endow	Type Make equipment better/worse against specific enemy types. (Pg. 35)
	Attribute Make equipment better/worse against specific enemy attributes. (Pg. 35)

3 Deconstruct

Break down wearable equipment or materials to acquire different items. Depending on the item, you may be able to break it up into a number of useful components. Move the item you wish to deconstruct into the alchemy item frame and begin the process by pressing the START button when the "START Deconstruct" label appears.

SCHOOL CLINIC



In the process of Labyrinth exploration, characters may become afflicted with abnormal status conditions gifted to them from monsters or thrust upon them with traps. Characters afflicted with Fear, Paralysis, Petrified, Dead, or Incinerated (Ash) states will be taken to the Clinic for treatment when returning to campus. It's possible to use Discharge to save money and cure them using other character's magic or items within the Clinic, as well.

Treatment	Pay to cure characters from abnormal status effects.
Discharge	Discharge characters without curing them.
Recover	Pay to recover party members from the Labyrinths.
Collection Box	Convert Gold to EXP for selected character on a 1:1 basis. Reduce HP and level back to their level 1 equivalents and distributes 3 Bp to random stats while ignoring initial values+10.
Transform	※ Only can be used 24 times. ※ Option is not available throughout the whole game.



LIBRARY

The Library is a hub of sorts for Quests. New Quests can be accepted here, and progress on game stats for completionists can be checked in the Yearbook. Accepting, then completing a Quest can lead to a reward of items or gold, but may also open the way to more Quests or even new areas to explore!



Bulletin Board	Check and receive quests here.
Yearbook	Review game stats on items, enemies, Labyrinth maps and other in-game milestones met.

QUEST PROCESS

1 Accept a Quest

Accept a Quest in the Library by selecting the "Bulletin Board" and then moving to the Quest listing you want that has an "Open" status. The stars indicate Quest difficulty.

2 Report to the Client

Each Quest is posted for a client. Once the Quest is accepted, report to the listed client and get details of the Quest from them. If the client is located on campus, the **Report** label on the last line of the appropriate Facility Menu will be bolded. Select this and the conversation will begin. Once a Quest is complete, return to the client and **Report** the completion status for your reward.

3 Clear Quests Beget New Quests

Once a Quest is cleared, new ones can appear that will advance the story or enable exploration of new areas.



CAMPUS OFFICE

The campus office is where the general administration of students happens. You can Enroll, Arrange, Browse, Change Class, or Expel students here. In addition, the Report option is available when the Quest is posted by someone that works in the Office.



Arrange	Form a party with a maximum of 6 characters.
Enroll	Create and register a new character.
Browse	Check the stats of the default characters and those created with the Enroll option.
Change Class	Once a character reaches the minimum prerequisites for a new class, they can change to it. They get to keep all the stats and spells they have gained, however, their maximum HP/MP will be cut in half and they lose all skills learned.
Expel	Remove the selected character from school. Once expelled, the character data is permanently lost.

LABYRINTH GATE

The Gate is the outermost edge of the Campus or map waypoint. After the gate the labyrinth, ruins, or road begins and monsters abound. The Gate should not be passed until a new Quest is in hand from the Library, along with perhaps a new map...



Explore	Select an area to go to from the list displayed.
Resume Quest	If a party remains in another labyrinth or location, this option will move the game's focus to them.
World Map	Display world map, and allow warp if Wyvern is available.

Labyrinth



The main activity of Class of Heroes is Labyrinth exploration. Each one is composed of one or more sub-maps. Ferocious enemies and great obstacles await the player within them.

CONQUERING A LABYRINTH

STEP 1 Explore

Exploration of the Labyrinths is accomplished using the Directional button or the Analog stick. Each button press moves the party one step (Up/Down) or rotates one turn (Left/Right). Hold the Directional button or the Analog stick to move continuously.



STEP 2 Brainstorm and Battle

Some Labyrinths may have puzzling layouts or have hidden passages. Use maps and wits to advance, as well as the Investigate function. Make sure to bring enough items and strong equipment to beat down the enemies roaming within. When enemies are encountered, battle mode begins (Pg 32).



STEP 3 Complete and Report

Complete accepted quests, usually by bringing items from a Labyrinth or defeating a specific enemy. Once that's done, return to school and **Report**. After receiving the reward, select a new Quest and start the process again!



LABYRINTH AUTO MAP

When carrying a map of the current Labyrinth (purchased in the Shops), or if a Magic Map spell is used, pressing the Button will display the Auto Map. This automatically records party progress in the Labyrinth and once revealed, the areas can be revisited easily with a Teleport spell, making return visits much faster. Note that if the SELECT button is used to turn the transparent Auto Map off, the map can still be accessed with the Button.

LABYRINTH SCREEN EXPLAINED



1	LOCATION	Name of current general area.
2	SPELL	Icons of limited-time spells currently in effect for the party.
3	TENSION GAUGE	Morale indicator for party that increases when party members rock in battle or Quests are completed. When charged, it enables Group Attacks (Pg. 34) during battles.
4	FRONT	Front row of the party. These characters are closest to enemies allowing either melee or ranged attacks.
5	BACK	Back row of the party. Characters only can do ranged attacks.

TRAPS AND TREASURES

All Labyrinths are not created equally. Some have more enemy encounters, while others have special zones where movement restrictions are plentiful. This chart explains a portion of the more distinctive features of Labyrinths.

Exit	Appears as a red jewel. Touch it to exit the Labyrinth.
Magic Ball	A ball that floats near Labyrinth entrances and exits. Parties can be warped back to campus here or go dumpster diving in the trash to retrieve overflow items.
Treasure Chest	These are scattered through Labyrinths, and only give rewards once.
Special Floor Tiles	Certain areas of the Labyrinth floors can damage your party or turn them around randomly when you step on them. Levitation spells or skills avoid these effects.
Special Zone	Certain other areas are physical features that don't damage the party, but slow their progress, like pitch blackness, or water pits that prevent advance without levitation or stilts.

LABYRINTH SPECIAL OPTIONS

Pressing the Button within a labyrinth brings up the following special commands which can be used to investigate or perform search and rescue operations.

Investigate	Investigates the floor or treasure chests where the party is standing.
Seek Friends	Search for the bodies of characters who have died or were left behind in the current Labyrinth previously.
Standby	Have the current party cool their jets in the Labyrinth and switch to controlling a different party.

ABNORMAL STATUS EFFECTS

If a character is hit with an abnormal status effect referred to on page 26, that can be cured with spells, with items, or in the Clinic. The chart below details what each abnormal status effect is all about. Take special note of *Dead* and *Ash* status, because these require the Clinic or a high-level spell to clear. *Lost* status is something you never want to see, so Save often!

Status	Effect
Fear	Unable to use magic or recognize enemies.
Silence	Prevents magic from being cast.
Confuse	Party members may mistake allies for enemies and attack.
Sleep	Character goes to sleep and lowers their defense.
Poison	Causes character to take damage equivalent to 1/16 of maximum HP each turn of the battle, or randomly when moving around.
Paralysis	Causes character to be unable to move, and lowers their Defense. Party is annihilated if all members are paralyzed.
Petrified	Turns character to stone, preventing them from moving. Party is annihilated if all members are petrified.
Dead	Known in the trade as "mostly dead," it's not a problem for most adventurers long-term. In this state, HP becomes zero and the character goes limp and unresponsive. Party is annihilated if all members are dead.
Ash	A failed revival spell or treatment in the Clinic causes this.
Lost	If revival or treatment in the Clinic on a character in the Ash state, the character is Lost and their data is completely erased. This is bad...very bad, so remember to Save often!

BATTLES

Battle



Battle

BATTLES

These pages will explain the progression of battle during typical exploration as well as some related points that have an effect on a party's success in battle.

BATTLE PROGRESSION

STEP 1 Encountering the Enemy

Battle encounters can happen four ways: Random Encounter, Event Encounter, Party ambushes enemies, Enemies ambush party. All encounters go straight to the battle menu except ambushes, which first display a message saying who ambushed who.



STEP 2 Issue Instructions Using Commands

Issue instructions to the party members using the battle command menu. Front row characters can do melee attacks. Back row characters can so ranged attacks. Reduce the enemy's HP to zero to win.



Battle can be semi-automated by pressing the **X** Button while holding the **L** or **R** Button down during battle.

STEP 3 Annihilate All Enemies to Win

Annihilation of all enemies ends a battle. If things are going badly, the **Flee** option allows the party to attempt escape. However, if **Flee** fails, the party will receive a full round of unguarded attacks from the enemy.



STEP 4 Spoils of War

When a battle is won, experience points, gold and sometimes items are up for grabs. Accumulated experience points will level up your characters, making them stronger. Sometimes, enemies leave treasure chests behind. Use thievery skills to deactivate traps on them and see what's inside.



BATTLE SCREEN LEGEND



1	Enemy Stats	Displays the enemy level(s), name(s), and amount in the group. Sometimes these will initially be a mystery.
2	Tension Gauge	Gauge indicating party morale. It gradually increases as party members land hits on enemies or complete quests. Enables combined attacks (Pg. 34) to be used in battle.
3	Battle Menu	Instruct your characters on their next course of action here. If the character's attack will not reach the enemy.
4	Front	These are the characters in the front row of the party.
5	Back	These characters are in the back row of the party.

HITS AND THE TENSION GAUGE

Those in the front of the party receive damage easily, but can repeatedly and accurately hit enemies, even when equipped with weapons of a shorter range, buffing the Tension Gauge faster. And, though enemies can't attack the back row easily, those characters have a harder time attacking enemies without long range weapons or spells. The chart below demonstrates the relationship between the Range abbreviations for weapons and their capabilities in battle.

WEAPON ATTACK RANGE

Range	Party Front	Party Back
S	Reaches first row enemies.	Medievalish paperweight.
M	Reaches up to second row enemies.	Reaches first row enemies.
L	Reaches up to third row enemies.	Reaches up to second row enemies.
LL	Reaches up to fourth row enemies.	Reaches up to third row enemies.

BATTLE COMMANDS

When the battle menu appears, select one of the available options on the right for each character in the party, then select **Start Battle**, to execute the choices. Choosing **Back** instead will require entering all choices again.

Group Atk	Use Tension Gauge power for big attack.
Attack	Hit enemy with equipped weapon.
Defend	One round +10 Evade boost.
Magic	Use one of the learned spells.
Item	Use an item from the satchel.
Skill	If current character has a battle skill, it will appear in this menu slot.
Flee	Select this to attempt escape from battle.

GROUP ATTACKS

Each Group Attack depletes the Tension Gauge by a specific amount and unleashes a special attack or defensive move. To do a Group Attack, the party must have characters from specific classes in the party. Possible group actions are described below...



Name	Effect	Party Prerequisite	Gauge Cost
Fist Bomb	Explosive attack using the combined power of the party.	2 Warrior-type	50
Barrage	Party members each take a hit at front row enemies.	2 Warrior-type	40
Dance Rapture	Ignores enemy defense level and hits at 150% of character Atk power.	2 Warrior-type (inc. Berzerker & Beast)	75
Flee Medley	Foolproof escape from Labyrinth encounters.	1 Thief-type +1 Affinity compatible	10
Wall Summon	Creates a wall to reduce damage on Mage-type ones that enable it.	2 Mage-type	40
Double Magic	Doubles the effect of spells.	2 Mage-type	50

FRENEMIES

Friendly enemies who don't immediately attack during battle may appear in the Labyrinths. The way these type enemies are treated alters the party's alignment slightly. Choose **Attack** and they'll incline towards being evil. Choose to **Leave** and they'll incline towards being good. Choosing **Watch** results in no change to alignment.



ATTRIBUTES AND TYPES

Each enemy will align with one each of seven attributes and fourteen types. The rock~paper~scissors type relationship between the attributes are illustrated below. Use this knowledge to aim for enemy weaknesses to increase damage dealt. Equipment endowed with anti-attribute or anti-enemy-type properties through Alchemy can also help as they deal more damage when used against enemies of an opposing type. Likewise, using Alchemy with armor to add an attribute or anti-enemy type can reduce damage taken from enemies.

CIRCLE OF STRIFE (ATTRIBUTE RELATIONSHIPS)



ENEMY TYPES



THE PARTY'S OVER?

If an entire party is rendered immobile because of being mostly dead, paralyzed, or petrified, that party has been annihilated. The bodies of the characters will be left behind in the location where their misfortune manifested itself. Another party can be sent to the same Labyrinth to retrieve them. At that Labyrinth entrance, press the Δ Button, then select the **Seek Friends** to recover them. **Recovery** can also be used in the Clinic to return them to Campus. After **Recovery** they can be cured or revived with a high-level healing spell. NOTE: Bodies degrade over time, so recover them quickly to minimize damage to the characters and risk of a Lost status.





ITEM TRADING

Item trade



Item trade

Items can be magically traded wirelessly with other players in close proximity using the PSP® ad-hoc mode. Two PSP® units and two *Class of Heroes 2* games are required to do this.

MAGICAL WIRELESS TRADING



Item trading connects two PSP® to each other to create a kind of magic trading post. Two trading players must each boot up the game and select *Net Trade* from the Campus Dorm menu. This activates the main item trading screen. Check in advance to ensure that the PSP® Wireless LAN switch (Pg. 5) is on, and do not switch it off until the trade is complete.

STEP 1 Split Into Host and Client Devices

To begin trading, one PSP® must act as Host, and the other PSP® must be the Client. The PSP® where START Button is pressed first will be the Host and then become visible on the Client machine.



STEP 2 Host: Wait for Trading Partner

The message "Waiting for trading partners..." will appear on the Host machine while waiting for a Client machine to connect and begin trading.



STEP 3 Client: Select Trading Partner

On the Client machine, select the Host under TRADERS using the Directional Buttons, then press the X Button to alert the Host to begin a trade session by pressing the START button on the Host PSP®.



STEP 4 Host/Client: Select Item

Trades are handled one item at a time. Use the Directional Buttons to highlight the item you want to trade, then the X Button to select it. NOTE: The Event/Key item category is not selectable since they are not eligible to trade.



STEP 5 Host/Client: Confirm Items

Once each player offers the item to trade, they can each see what will be given and what will be received. If the deal is acceptable, press the X Button to approve. Otherwise, change the trade by pressing the O Button to select something else.



STEP 6 Host/Client: Trade Complete

The trade is complete when both players have pressed the X Button in Step 5 and the "Item successfully exchanged." message appears. A full inventory will abort a trade, so make sure space is available in inventory beforehand.



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LOCALIZATION

...Translation Notes...

You made it to the end of the manual, and if you're an old-school fan, maybe you flipped here first, just to make sure there were translation notes. Take a breath...there are!

So what's changed in the process of bringing this game over in English? Well, some of the place and race/class names from the first game are different than the first game. If the Class of Heroes 1 version of the name was good, we kept it. If we liked the Japanese name better, we went with that, and if both were not so hot in English, we tried to make a nice compromise.

We also tried to streamline the battling a little in the game. The Japanese version put up a message at the beginning of every battle like "You were attacked!" which was a huge "duh!" and slowed down gameplay. So we took it out, unless it was a relevant message like "you were ambushed," or "you ambushed monsters," or something. Just that little change makes such a big time savings when you are playing for extended lengths of time.

The font and display screens were also redesigned to accommodate English better. For example, on the Quest Bulletin screen, we stacked the 10 stars that show quest difficulty into two rows of 5 to allow more horizontal room for quest names, etc.

The analog nub was put to good use in the English version, which now allows you to navigate menus and Labyrinths with it, and, most importantly, use it to jump to distant lands on the warp screen without having to tick through the points on the map along the way.

And finally, we changed the closing credits. The Japanese version was just a staff roll of names over a still picture. We added a scrapbook-like movie that has the credits as well as pictures that might have been taken along the way in your adventure. We also gave the scrapbook a fitting subtitle that fits with the naming theme of the second game.

There were lots of other minor changes, and our wishlist of changes that went unfulfilled is pretty long, too. So we'll push those forward to Class of Heroes 3 and hope to see you there. Thanks for your support in purchasing this game, tell your friends about this game and our work, and remember, we're nothing without you!