SUMMON NIGHT 5

GAIJINWORKS

BANDAI NAMCO
Entertainment

GAIJINWORKS

ULUS-10656

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

**Use and handling of video games to reduce the likelihood of a seizure**
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™(both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the surface on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe the exterior surface gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recording surface
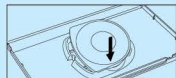
Ejecting the disc
Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.
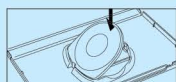
Storing the disc
Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

WELCOME TO SAVORLE!

Thank you for buying Summon Night 5, an exclusive PSP® (PlayStation® Portable) game we licensed from BANDAI NAMCO Entertainment. Read this manual like your life depends on it, because in the game - it does.

CONTENTS

Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software
This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update
When you insert the UMD®, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

PSP® Update ver X.XX

Before starting the update:
- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:
- Do not remove the AC adaptor, turn off the system or remove the UMD®.
If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful
After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

Introduction

THE WORLD OF LYNDBAUM

Lyndbaum is positioned at a dimensional crossroads of sorts, bonded to each of the four Otherworlds. After the *World Warp War*, the inhabitants of Lyndbaum and the Otherworlds chose to move away from the protection of Elgo, and inter-world barriers were dismantled via the *Astreiz* (Resonance Fusion). This heralded an era of co-existence with the full spectrum of the five world's inhabitants intermingling.

In this process, the principles of the *Summon Arts* of old were lost, giving rise to a new *Pledge*, where two creatures are bound together as equals. One who becomes soul-bonded is known as a *Cross* (Resonance Friend). The two parties to the *Pledge* continue on as lifelong friends, sharing the joys and sorrows of life with each other.

Watching over the *Crosses* that serve as bridges between the worlds, as well as mediating conflicts that arise between the Otherworlds, are the new breed of *Summoners*, who are members of the Otherworld Mediation Bureau, also referred to as the *Eucross*.

Otherworlds

~THE OTHERWORLDS~

MACHINE WORLD LOREILAL - Equal parts wilderness and metal, devastated by scientific warfare.
YOKAI WORLD SILTURN - Dominated by rival warlords, where humans and yokai guard their respective domains.
SPIRIT WORLD SAPURETH - Constantly in conflict between angels and fiends over territorial claims.
BEAST WORLD MAETROPA - Harsh, yet beautiful terrain hosting all manner of powerful beasts.
LYNDBAUM - has a hub-like connection to each of the Otherworlds and its leaders continue to search out a way to achieve lasting peace and prosperity for everyone, across all the worlds.

~CROSS~

When two souls resonate (known as *Life Resonance*) and bond with each other through the mystical *Pledge* ritual, they become each other's Cross (Resonance Friend).

~SUMMON ARTS~

When *Crosses* come together and unleash certain phenomenons, these phenomenons are collectively known as *Summon Arts*. *Ancient Summon Arts*, where the summon is forced to obey against their will, are known as *Subjection Summoning*, and was made illegal after the Astreiz.

~SUMMONER~

Life Resonance Summon Arts pratitioners who are officially recognized by the Eucross are known as *Summoners*.

~SAVORLE~

Known as the *Mutidimensional Community* due to its Otherworld connections, it's an autonomous city of integrated fellowship, where residents of the different worlds live and work hand-in-hand together.

★ **Multidimensional Community Savorle**

★ **Savorle Resonance Academy**

★ **Café & Bar (Home Base)**

★ **Eucross Headquarters**

CHARACTERS

Main Characters

Folth   Arca

Young Summoners who work for the Eucross in Savorle, the Multidimensional Community. They achieved their Cross Resonance and finished the resulting Summoner courses very young and are amongst the best Summoners in all of Savorle. They help anyone asking for assistance, and their passion inspires their allies to trust and support them. They're currently renting a house from the bar owner they used to work part-time for when they were students at the Academy.

Cross Characters

Dyth
An intelligent and reliable mechanical partner who provides steady support to the impulsive main character.

Machine World

Spinel
Inherently shy and introverted partner who is soft-spoken, but can be obstinate when it comes to interaction with the main character. She can also be jealous.

Spirit World

Kagerou
A somewhat rash but honest partner who sometimes speaks without thinking. Very enthusiastic demeanor that is great in battle.

Yokai World

Pariet
A clingy partner who seeks affection from the main character. Speaks in a strange way, but her behavior and gestures are unmistakable.

Beast World

Silvalier Knights

Abert
Dedicated member of the Silvalier Knights police force charged with maintaining order in Savorle. He's always patrolling the streets and resolving all sorts of problems.

Yeng-hua
A Special Knight of the elite Ouka Division who is attached to the Silvalier Knights HQ. Her secret mission is key to the story.

Eucross Summoners

Calis
A Summoner and mechanic who likes simple concepts and direct speech. His robotic Cross from Machine World Loreilal is named Meteora.

Souken
A serious, stern young man who is half-yokai. His Cross, Kazuramaru, is also his ancestor, the yokai Great Fox of the Yokai World Silturn.

Cyda
Big sister type who coordinates the activities of the others, or tries to. Her appearance is that of a young girl, but she is actually quite old. This is due to the power of her Spirit World Sapureth Cross, Flootier.

Junior

Ruelly
A high-energy student of Savorle Resonance Academy who looks up to the main character, a graduate of the school, as her senior. She is also a descendant of Nagimiya City immigrants.

Blacksmith

Torque
A young blacksmith prodigy who has created countless weapons of exquisite quality. His Cross is Anvil, a flame lizard from Beast World Maetropa.

GAME START

PSP® Controls (PlayStation® Portable)

PSP® Layout

※ The wireless LAN switch location differs according to PSP® console model.

Wireless LAN Switch
L Button
Directional Buttons
Analog Stick

R Button
Ⓒ Button
△ Button
Ⓞ Button
⊗ Button
SELECT Button
START Button

※ Image shown is PSP-3000.

Controls

Directional Buttons	Cursor movement
Analog Stick	Cursor movement / Zooming in or out of map during battles
⊗ Button	Confirm / Skip message Display Command or System menu during battles Skip Summon Magic or skill animation during battles
◎ Button	Cancel / Skip Summon Magic or skill animation during battles
△ Button	Hide message window Display status of the unit cursor is on during battles Display unit overview if cursor is not on unit during battles
☐ Button	Display dialogue already viewed in scene Change direction of the unit cursor is on during battles Display battle status if cursor is not on unit during battles
L Button / R Button	Change pages / Rotate map during battles
SELECT Button	Display System menu during battles
START Button	End turn during battles
L Button + R Button + START Button + SELECT Button	Hold all at once to do a soft reset to title screen
R Button + X Button	Message high-speed fast forwarding
R Button + START Button	Message hands-free auto-advance

How to Start the Game

Insert UMD® properly into PSP® console and turn console on. The title screen will appear after the opening movie. Pressing the START button skips the opening animation. Once at the title screen, the following options are available:

NEW GAME : Start a new game.
CONTINUE : Load battle saved in progress and continue.
LOAD : Load save data to continue game saved outside battle.
OPTION : Change various game system settings.
GALLERY : View gallery items collected from the game.

New Game

Select *NEW GAME* from the title screen and difficulty selection will appear. Two difficulty levels are available: NORMAL and EASY. The difficulty levels do not affect story progression, collectible items, or character growth.

Next, the hero selection screen appears and you can choose Arca, a female or Folth, a male. Use the L and R buttons to choose who you wish to play. Then, confirm your selection with the ⊗ button. You will be asked to confirm your choice. Select *Yes* at the confirmation screen to begin the game.

Cross Selection

You will get to select the main character's partner (Cross) from the following four options that will be given to you at the start of the story.

★ A fashionable scarf → Dyth
★ A masculine bandana → Kagerou
★ A pretty flower pin → Spinel
★ An adorable kerchief → Pariet

◎ Option

Adjust game system settings by selecting *OPTION* at the title screen and then pressing the ⊗ button. Use the directional buttons to adjust the settings, and press ⊗ again to save the settings.

BGM Volume : Adjust background music volume.

Cursor : Change movement direction of cursor during battles.

L/R Buttons : Set L and R buttons battle function to either Rotate map or Jump to next unit.

Dialog Speed : Adjust speed of text display in boxes.

◎ Gallery

View special gallery items collected during the game here.

ILLUSTRATIONS : Browse through the art of *Summon Night 5*.

MUSIC : Listen to background music from the game.

NIGHT CONVERSATIONS : Replay night conversations seen in the game.

ENDINGS : Replay events and screens from the many game endings.

☁ Saving and Loading ✨

◎ Saving

You can save in the main character's *Personal Room* (*SYSTEM*), during deployment preparation, or at episode checkpoints. To save, you will need at least 768KB of free space on your "Memory Stick Duo" or "Memory Stick Pro Duo" (hereafter referred to as "Memory Stick"). To make a new save, select a *New* save data slot and confirm with the ⊗ button. Selecting an existing save file will overwrite it.

◎ Loading

You can load on the title screen (*LOAD*), in the main character's *Personal Room* (*SYSTEM*), or during deployment preparation. Select the save data to load and confirm with the ⊗ button. Once the load completion is confirmed, press the ◎ button to exit and continue playing the game.

◎ Intermission Save

A Battle or Intermission save allows the game to be saved in the middle of a battle. Press the SELECT button to bring up the system menu in battle. Select *SUSPEND* and confirm with the ⊗ button to save the state of the battle at the particular time. Select *Yes* on the suspend confirmation screen and press the ⊗ button to halt the battle and return to the title screen. Selecting *No* will bring you back to the battle. Load the one *Intermission* type-battle save file using the *CONTINUE* option on the title screen, or the *LOAD* system command. You can only make one intermission save. A new *Intermission*-type save will always overwrite the existing one.

☁ Clear Game Bonus ✨

After clearing the main game once, you will be able to make a cleared game data file as a bonus. Thereafter, when you start another *NEW GAME*, you will be able to bring over some things you have already acquired from the previous playthrough like Summon Clusters, party skills, etc.

🦢 Game Flow ✨

The game progresses by alternating between Adventure mode and Battle mode. The story is divided into episodes, and at the end of most episodes, there will be a Night Conversation where you can build affinity with party members.

Adventure Mode

In this mode you can move around on the world map, meet characters, and advance the story. You may also buy things from shops, play a mini game, or reinforce equipment or Life Resonance Stones at the blacksmith.

Battle Mode

In Battle mode, you will encounter and fight against enemy units. Once the minimum winning conditions are met, the battle is over. Conversely, meeting the defeat conditions results in GAME OVER.

Night Conversations

At the end of most *Chapters*, you can choose to have one of these private talks with just one character who is allied with you. That character will, in turn, gain affinity points toward you.

To The Next Episode

⭐ ADVENTURE MODE

🦢 Conversations ✨

The Adventure mode segments move the story forward by means of conversations. You can scroll through messages by using the ◎ button or ⊗ button. To scroll quickly through the messages, press the R button + ⊗ button. Press the R button + START button for auto-scrolling.

❶ Name of conversation partner
❷ Conversation message

⦿ Normal Conversations

Conversations begin as you move around from point-to-point on the world map and select characters you want to converse with.
During certain conversations you may have to make choices from menus. In those cases, move the directional buttons up and down to select an option and confirm with the ⊗ button. The story may change according to the choices you make.

⦿ Night Conversations

This conversation automatically occurs at the end of most *Chapters*. Move the directional buttons left or right to select one conversation partner. Replying *Yes* to the screen that pops up at the end of the conversation will add the "night conversation" with that selected partner to the gallery to review later.

⦿ Backlog

❶ Message log
❷ Cursor
❸ Scrollbar

While in a conversation, you can bring up what's happened in the current conversation so far with the ◎ button, then use the up and down directional buttons to review all the prior scene dialogue.

World Map

Moving to points on the world map and interacting with the people there or using the marked facilities will advance the story.

❶ Main character

❷ Another interactive destination

❸ Special location marquee

❹ Identity of location the character is currently standing on

Moving to Locations

The main character can be moved on the world map using the directional buttons or analog stick to walk from point-to-point. They can also jump from point-to-point by pressing the L and R buttons. Once at a marked location, use the ⊗ button to begin interaction there. Finally, pressing the ⊡ button on the world map is a quick way to move the main character to special red or *SYSTEM* markers.

World Map Types

Central Savorle

The central area of Savorle City is the main stage for most of the story and home to the Eucross Headquarters.

Savorle Outskirts

The portals to the outskirts of Savorle are marked by red markers on the world map. This is where the individual Otherworld districts, ports, ruins, and other places are located.

Location Types

As the story progresses, you will encounter a number of different location markers. They are color-coded for easy recognition.

|		
	Yellow Locations	This location has something for you to do (shop, speaking, event, etc.).
	Green Locations	Townspeople can be spoken with at this location.
	Red Locations	This location is linked to another location.
	Gray Locations	Locations where events to advance the story have already been triggered will be grayed-out. You cannot visit a grayed-out location.

Special Location Marquees

SYSTEM &SHOP	System & Shop	Displayed when the main character's *Personal Room* and the *Owner's Shop* (where you can buy & sell items, check affinity and drain levels) are available.
BLACKSMITH	Blacksmith	This is where the blacksmith forge for enhancing equipment and Life Resonance Stones is located.
FISHING	Fishing	Play the fishing mini-game here for fun and prizes.
EUCROSS	Eucross	Otherworld Mediation Bureau Headquarters. Here, you accept new missions or retry old ones.
EVENT	Event	This is displayed over locations where special events will occur.
NEW	New	This appears over locations that have just been added.

Controls Within Location Points

Location points have characters you can speak with and shops, etc. to use.

❶ MENU : Displays the people you can talk to or places you can enter.

❷ TALK : Characters you can converse with. New conversations are marked as "NEW." Characters with yellow backgrounds indicate a normal conversation related to the advancing of the story. Characters with green backgrounds indicate a conversation with the townspeople.

❸ EVENT : This will trigger an event when selection is confirmed. Yellow events advance the story, while red events trigger battles.

❹ CURSOR : The cursor can be moved with the directional buttons to select the items on the menu. Press the ⊗ button to confirm choice.
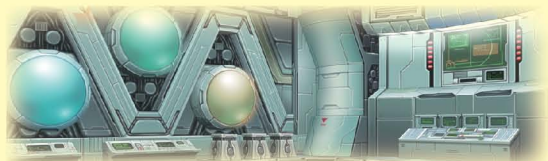
✔ Personal Room

You'll be able to save, load, and change unit settings in the house (*SYSTEM*) located in Central Savorle. Use the L or R buttons to move to the shop.

❶ Command menu
❷ Shortcut to other locations
❸ Available money
❹ Current Brave Level

ALLY : Adjust the skills, levels, class, etc. of allies in your party here.

P·SKILLS : Obtain party skills (*GET*) or change (*SET*) which party skills to activate during battle. ▶

ITEMS : Check your item list. ▶

GALLERY : Look at illustrations, listen to sound files, and look back on night conversations or endings already achieved.

OPTIONS : Adjust game settings like BGM levels and dialogue speed.

TUTORIAL : Review the copious hand-holding tutorials.

SAVE : Save game data. ▶

LOAD : Load game data. ▶

◐ Allies

Look up an ally's skill, level, class, equipment, Summons, standby state setting, etc.

❶ Selected character. Rotate the character with the analog stick for a different view
❷ Current allies/party members
❸ Status summary of selected character

Select a character and press the ⊗ button to display the character's status screen. For the Crosses of other Eucross Summoners, or summons from the Summon Cluster, you will only be able to check their skills.

❶ Character parameters ▶
❷ Character sub-item review menu
Select the menu and press the ⊗ button to display the settings / review screen for that character's sub-item.

✔ Skills

Character skills can be reviewed, obtained, or enhanced on this menu. Skills refer to special abilities that produce unique effects in battles. Skills are divided into **common skills** that produce effects no matter what class the character is, and **class-specific skills** that only produce effects when the character is set as a specific class.

❶ Obtain new skills or enhance existing ones here
❷ Color coded attribute/level

1	Machine	1	Yokai
1	Spirit	1	Beast
3	None		

❸ Skill type ▶
❹ Skill name (Abbreviations: [AE] Awakening Enhancement / [P] Possession)
❺ MP required

Select *Acquire Skill* to move to the skills acquisition screen. You will need to use a fixed amount of experience points per skill to acquire or enhance them (skill level growth).

❶ Current available experience points.
❷ Description of skill effect for selected character
❸ Skill name and skill level
❹ Level stages
The maximum level of a skill may differ depending on the unit and class. Any limit on the maximum skill level of a unit or class is indicated with a Lock Icon. These skills will only produce effects up to their restricted level.

❺ Experience points required for acquisition or enhancement
Red text indicates insufficient experience points. Mastered skills are indicated with the MASTER label.

Move the directional buttons left and right to change pages between common and class-specific skills. Select the skill you wish to acquire or enhance and select *Yes* at the skill acquisition confirmation window that pops up to acquire or level-up that skill. You can acquire more new skills by acquiring new classes.

SUMMON NIGHTS

⦿ Skill Types

Ongoing Type

These skills have a constant, ongoing effect and fall into two categories:

Powerup Proficiency

Command Type

These skills require action on the player's part to activate them. Some will require MP as well.

Physical Magic Special Skill Healing Move Additional

Special Standby States

Standby states are divided into two main categories of standby, **Counter** and **Defensive** standby states.

Counter Defensive

Party Skills

These skills are divided into **Command** skills, that require user activation, and **Automatic** skills, which do not.

Command Automatic

⦿ Skill Mastery

Master skills by using experience points gained in battle to max out all a skill's levels. Some skills have stronger effects when at maximum level.

⚐ Levels

Experience points gained during battles are distributed among characters who took part in the battle. Use these experience points to level-up characters individually. You can do this on the *Ally* status screen at any time outside of battles. If you accumulate enough experience points, you can advance a few levels at once. Select *Level* from the *Ally* sub-menu, then press the ⊗ button, and a small level-up window will pop up over the brief status window.

LEVEL UP WINDOW

Use the left/right directional buttons to increase/decrease the desired level by one, or the up/down directional buttons to increase/decrease by ten. Level amounts are limited by available experience. Confirm with the ⊗ button, then select *Yes* to move to bonus points distribution.

⦿ Bonus Points

❶ Bonus points available for distribution
❷ Stats that can be modified
❸ Current stat value
❹ Desired amount of points to distribute
❺ Max bonus points to distribute to this stat

Three bonus points are awarded for every level gained. Bonus points can be distributed among the stats shown to raise the character's ability values. Select the stat to raise and distribute the bonus points one at a time with the L and R Directional Buttons or the ⊗ button. Holding the ◎ button at the same time will advance by 10 at a time, if points are available and the limit for that stat is not exceeded.

Once all points are distributed, press the ⊗ button and the confirmation dialog box will pop up. Select *Yes* to finish distributing the bonus points. ***NOTE:There is a maximum limit to the number of bonus points that can be distributed per level, depending on the class.***

✔ Class

Characters attain new classes when they do things like - get past a certain level, or distribute a certain amount of bonus points. Obtaining a class by itself yields no effects until the character is changed to that class. On the *Ally* sub-menu, select *Class* to display the list of obtained classes the character can be changed to. Obtainable classes differ from unit to unit.

❶ Parameter balance graph

   Blue: Selected class Red: Current class

❷ Displays character status after class change

   Blue Text : Increase

   Red Text : Decrease

❸ Available classes

The character's current class is indicated in blue text. Select the class you'd like to change to, to see how it will change the character's status values. Press the ⊗ button to set the character to the selected class. Classes can be changed at any time outside of battles at the *Ally* status screen. A unit's abilities change accordingly after changing classes, as does its skill structure.

✔ Equipment

Check and change equipment like weaponry and accessories. Select *Equipment* to display the window showing available equipment.

❶ Stats of selected equipment

❷ Equipped weapon

❸ Equipped accessory

Select equipment to change and press the ⊗ button to display a list of available equipment. Select the one you wish to equip from the list and confirm with the ⊗ button to change equipment. If you choose *Remove Equipment* from the top of the listing, the equipped accessory will be removed. Accessories with grayed-out names are already equipped by other characters.

✔ Summons

Review the skills of your Cross and Summon Cluster here. Select *Summon* to display a list containing your Cross and Summon Cluster allies. Select a Cross or Summon Cluster ally with the cursor and press the ⊗ button to display a list of usable Summon Magic.

❶ Effect of selected Summon Magic

❷ Summon Magic list

❸ MP required

Select a Summon Magic from the list to check its effects.

✔ Standby State

Standby states, which are the times before or after a character's turn in battle, can be changed to increase battle success. A standby state listed in blue on this screen indicates the character's current standby state. Select a desired **Wait Type** with the cursor and press the ⊗ button to change the standby state to that.

✔ Condition

An overview of the condition changes attached to a unit. It only displays effects and abnormal status during a battle. Party skills with automatic effects will also appear under sub menu. ▶P44

✔ Party Skills (P·Skills)

Party skills (P·Skills) are special skills that affect the entire party, and can give you an advantage during battles or add a bonuses after a battle. They are divided into two categories — skills that are activated via commands, and skills that are automatically in effect once set.

⊙ Set Party Skills

If you do not set desired party skills beforehand, they will not have an effect during a battle. You will need Party Points (PP) to set up your party skills. Party skills can be added to the limit of party skill slots or PP possessed by your party. You can add more party ability slots by exchanging Brave Medals for them at the bottom of the *Get* party skill listing.

Select *Set* to enter the Party Skills settings screen.

❶ Slots available

❷ BP required for use

❸ PP required

❹ Current/Max Party Points

◎ Setting Party Skills

Select a slot and press the ⊗ button to display the party skill list.

When setting a new skill, select the *Add Party Skill* option. Selecting an already set party skill overwrites it.

❶ Selected party skill effect

❷ Character with displayed party skill

❸ Current party skill set

❹ Brave Points required for use

❺ Party Points required to set

Select the desired party skill and confirm with the ⊗ button to set it in the selected slot. To remove a party skill, select *Remove* from the top of the Party Skill character listing. If you set a character's party skill but deploy that character into battle, this party skill loses its effect. Put the character in reserve for the party skill to take effect.

◎ Acquiring Party Skills

You can exchange Brave Medals for party skills. Select *Get* to enter the Party Skill acquisition screen.

❶ Selected party skill effect

❷ Displays party skills already acquired

❸ Brave Points required for use

❹ Party Points required to set

❺ Brave Medals required to obtain

❻ Current Brave Medals

Select the party skill you wish to acquire and press the ⊗ button to display the confirmation screen. Select *Yes* to obtain the skill if you have enough Brave Medals.

Besides exchanging Brave Medals for party skills, some skills are also acquired when a character joins your party with their own party skills.

✎ Inventory

Check the items you have on hand with the *Item* menu choice. Switch between **Accessories** (Ring Icon) and **Items** (Bag Icon) with the L and R buttons.

❶ Current money on-hand

❷ Description of selected item

❸ Item type

❹ Items list

Select an item from the list to display its description.

Owner's Shop

The Owner's Shop is the place to buy and sell accessories. You can also check your affinity with other party members, check the main character's karma, and conduct level drains.

Shop

From the Owner's Shop menu, select *Shop* to buy or sell accessories and items. The accessories and items available will become stronger and more numerous as the story unfolds.

TRY-ON : Try on accessories before you buy.

BUY : Buy accessories or items.

SELL : Sell accessories or items.

ITEMS : Check items in your current inventory. ▶P21

ALLY : Examine or change Ally settings. ▶P14

Adding Cooking Items

Bringing the shop owner, Lorah, **recipes** you receive during the course of the game will allow her to cook those items for you to use later. Those items will also have better effects than regular recovery items. Cooking items count toward battle Brave Conditions, too.

Try On

❶ Current money
❷ Character who will try on accessories

Select a character to try on accessories and confirm with the ⊗ button to advance to the actual *Try-On* menu.

❶ Current money
❷ Selected accessory stat changes
❸ Character you're trying things on
❹ Available accessories to try on
❺ Number of selected accessory equipped/owned
❻ Price

Select accessories to see how each one might affect the chosen character's stats. To purchase an accessory and immediately equip it to that character, press the ⊗ button and select *Yes* when the purchase confirmation window appears.

Buy/Sell

❶ Current money
❷ Item description
❸ Item type
❹ Items available in shop
❺ Items unequipped/total owned
❻ Item price

Select the type of item to buy (or sell) with the L and R buttons. Select the item you wish to buy (or sell) from the list and press the ⊗ button to bring up the confirmation window.

❶ Item description
❷ Amount to buy/sell. Up/down directional buttons increase/decrease amount by 1, while left/right directional buttons increase/decrease by 10
❸ Total quantity to purchase or sell

Decide on the amount of items to buy with the directional buttons and select *Yes* to pay and purchase. When selling, the selling price displayed will be added to your total money. Items you do not have sufficient funds to purchase yet are grayed out and cannot be bought. For selling, items currently equipped are grayed out and cannot be sold. Remove the equipment from the character before trying to sell it.

Fortune Telling

Check the affinity or karma points for characters.

❶ Character listing
❷ Affinity points, displayed as hearts 🧡

You can see the character's unique ending if there are more than three hearts by the end of the game.

❸ Main character's earned karma points, displayed as diamonds ◈

The main character always shows karma points. All other characters show affinity points, which is how much they like the main character.

Karma Points

These points accumulate whenever a party unit becomes incapacitated, and could cause changes to events or the ending itself.

Life Redo (Level Drain)

Life Redo/Level Drain is where you reset character levels. Draining levels will allow you to redistribute the bonus points you received during a level-up, potentially unlocking other skills or attributes. The price is one **Fiend Potion** each time you want to do this.

❶ Total number of **Fiend Potions**

❷ Character that can be level drained

Select the character whose levels you wish to reduce and confirm your choice with the ⊗ button to display the Level Drain window on their simple status.

❶ Level Drain simple status window

Set the level to reduce with the directional buttons. The left/right directional buttons changes levels by ones and the up/down directional buttons changes by tens. Press the ⊗ button to display the confirmation window. Select *yes* to complete the operation and also salvage 70% of the reduced levels' experience points.

The character's stats will go down when you do a Level Drain, but obtained skills and skill levels remain unchanged.

Bargain Buys

Lorah keeps some of her best stuff (for special customers like you) in her *Bargains* area. You can buy items there using the Brave Medals obtained in battle. Some items can only be bought in *Bargains*.

❶ Brave Medals on-hand

❷ Medals required to purchase

Similar to the Shop's *Buy* function, you exchange the required amount of Brave Medals for the item.

Smithing Foundry

Weapons and Life Resonance Stones can be augmented and strengthened here. Money and/or materials are required to do the operations here.

WEAPON+: Enhance weapons.
STONE+: Enhance Life Resonance Stones.
ITEMS: Check items on hand. ▶P21
ALLY: Adjust or change character settings. ▶P14

Weapon Enhancement

Weapons can be enhanced three ways: Improve function, acquire attack skills, and attach accessory ability. For raw materials, you will need raw materials like ore or Summonite Stones to acquire attack skills, and an available accessory to attach accessory ability. Once the enhancement is done, the raw material chosen is consumed in the process. Select the weapon of the character you wish to enhance and confirm with the ⊗ button to move to the enhancement screen.

❶ Money available

❷ Name/abilities of weapon

❸ Name of the skill gained from attaching an accessory

❹ Stats that can be enhanced

❺ Description of enhancement

❻ Raw materials required for improvement operation

Selecting an enhancement item will display the necessary materials and money to make the enhancement. Select *Add ability* to display a list of accessories to use as raw material. Select the accessory with the ability you wish to use.

❶ Skill gained by attaching the selected accessory

❷ List of accessories

Life Resonance Stone Refining

Select the character whose Stone you wish to refine and confirm the selection with the ⊗ button to open up the refinement screen.

❶ Money available

❷ Selected Stone's name and abilities

❸ Obtainable enhancement items

❹ Description of selected item

❺ Money and materials necessary for enhancement of selected item (needed / on-hand)

❻ Items already enhanced to max level

Select Summons or Skills to enhance from the item list to display the amount of Summonite Stones and money necessary for enhancement. Once used for enhancement, the Summonite Stones are consumed. Press the ⊗ button and select *Yes* at the confirmation screen to enhance the Life Resonance Stone by spending the necessary amount of Summonite Stones and money.

About Life Resonance Stones

A brilliant crystal created when two souls resonate and become each other's Cross through a pledging ceremony. It embodies the magic and power of the soul bond of two people and comes in various shapes.

Eucross Headquarters

Here you can have event battle rematches or take missions under certain special conditions.

REMATCH: Replay any event battle that's already cleared to improve the outcome and Brave Conditions.

MISSION: Sharpen your skills and improve stats by taking on training or side missions.

ALLY: View or change character settings. ▶P14

Rematch

You can retry any event battle you have already cleared to obtain Brave Medals you may have missed out on the first time around, due to unfulfilled Brave Conditions. *NOTE: You do not obtain Medals for fulfilling a Brave Condition after the first time.*

❶ Chapter where battle occurred

❷ Stage rank

❸ Battle opponent

❹ Brave level

❺ Available experience points

Select the stage to retry and answer *Yes* on the confirmation screen to begin the selected battle. Pressing the △ button during the selection process brings up battle information. For event battle rematches, you may Retreat in the middle of the battle, but at the expense of all Brave Conditions you may have already met during that battle. The experience points and money awarded for clearing a rematch are 50%.

Missions

Engage in battles with certain special conditions. New mission stages are added when certain special conditions are met. Clearing a mission could allow you to obtain new party skills or a character's ultimate move. Some missions are also free-style battles with no special conditions.

1 Stage rank
2 Mission name
3 Trial level
4 Total obtainable experience points
5 Displayed on cleared missions

Pressing the Ⓨ button during mission selection will display the battle information.

Select the stage to try and answer *Yes* at the confirmation screen to start the battle.

During a mission, you may choose *Retreat* from the SELECT button menu to leave, but the mission will be considered aborted, and you will not receive a reward for clearing the mission.

Example of Special Mission Conditions

★ Entire party has defeated more than 50 enemies using Machine attribute Summon Arts.

★ Abert has obtained and enhanced more than 15 skills.

Fishing Mini-game

As the story progresses, the area in Lakeside Park will open and a fishing mini-game will become available. Once opened, the map will have a marker that says "FISHING" on it.

To fish, go to the marker on the map near the Eucross, hit the ⊗ button, select *Fishing*, and hit the ⊗ button again. When asked what you want to do, select "...going to fish a little" then hit the ⊗ button.

At the instructional marquee, press the START button or ⊗ button to start fishing!

NOTE: Additional fishing rods and bait can be earned from the side training missions at the Eucross Headquarters.

BATTLE MODE

Battle Occurrences

Types of Battles

Event battles : Compulsory story battles. Selecting any red "EVENT" label causes these battles to occur. You cannot retreat from these battles, it's win or die.

Rematch / Missions : Arbitrary battles like rematches of cleared event battles and missions. These can be accessed on demand at the *Eucross Headquarters*. You can retreat from these battles.

Flow of Battle

Victory / Defeat Conditions

At the start of every Brave-type battle, *Victory Conditions*, *Defeat Conditions*, and *Brave Conditions* will be displayed.

Deployment

In Deployment mode, select characters (units) that will join the battle. Adjust their equipment and check enemy unit stats on the battle map.

Start of Battle

Once the battle begins, you will take turns with the enemy to mobilize party units on the battle map to attack each other.

End of Battle

The battle ends when victory or defeat conditions are met.

Victory

Experience points are shared among all units that have been deployed at least once during the battle. Incapacitated units are left out of the experience point-awarding party.

Defeat

When defeat conditions are met, it's Game Over, man! Hit a button to be returned to the *Title Screen* where you can load a save to try the whole, tedious battle all over again.

Story progresses

Deployment

At the start of a battle, **Battle Conditions** are displayed to make you aware of the victory and defeat conditions. Use the **Deployment Selection** mode to select units to deploy, adjust their equipment, level them up, change classes, and other related activities. After configuration, hit the START Button or select *START* from the **Command menu** to begin the battle.

Cursor Position	On a Unit	Somewhere Else
⊗ Button	Change positions	Battle preparations
⊕ Button	Display status window	Unit overview
⊚ Button	Change direction	Battle conditions ▶P39
SELECT Button	Battle preparations	Battle preparations
START Button	Begin battle	Begin battle

Battle Preparation

SORTIE : Select units to deploy. Character settings can also be changed here.

P-SKILLS : Check, Set, or Get Party Skills here. ▶P19

INFO : Check Battle Orders, Unit Info, Inventory, or Tutorials.

OPTIONS : Change game settings. ▶P8

LOAD : Load saved game. ▶P9

SAVE : Save game. ▶P9

RETREAT : Retreat from battle.

START : Begin battle.

Deployment Selection

❶ Units Deployed / Max Units

❷ List of units

Select character/unit to deploy and press the ⊗ button. Once selected, an "ENTRY" tag is displayed next to the character. Characters not participating are held in reserve. The number of allowed participants changes from battle to battle. Pressing the ⊕ button while selecting characters will display their status screen, where you can change their settings.

Types of Labels

ENTRY	Gold	Mandatory inclusion in current battle.
ENTRY	Silver	Guest unit for SPOT entries.
ENTRY	Bronze	Optional unit selected to participate.

Battle Information

ORDERS : Show the Victory/ Defeat conditions and Brave Conditions for Brave Battles.

UNITS : Show status of units.

ITEMS : Check items on-hand. ▶P21

TUTORIAL : Review the tutorials.

Change Positions

❶ Squares available to start on

❷ Unit in position

❸ Selection cursor

Deployed units can be positioned on any empty blue square. To move one, select the unit with the Directional Buttons, then press the ⊗ button to allow the unit to be moved. Move the unit with the directional buttons where you would like it to be placed, then confirm with the ⊗ button. Repeatedly pressing the ⊚ button while the cursor is over a unit changes the direction it's facing.

👆 Status Screen

The status screen is where you can check a character's (unit's) status, equipment, abnormal status and other things. The status screen can be brought up at deployment with *Sortie*, and by pressing the Ⓨ button with the cursor on a unit when on the battle map. ▶ P30 During the adventure mode, it can be brought up with the *Ally* system command.

❶ Brief status window
❷ Description of selected item
❸ Stat/Parameter window
❹ Sub-Window menu

🎯 Brief Status

❶ Current level
❷ Character Name
❸ Current weapon / standby mode
❹ Current/Max HP/MP
❺ Status changes and remaining turns

Parameters

HP	Stamina of unit. Unit becomes incapacitated when it reaches 0.
MP	Magic of unit. Used for Summon Magic and some skills.

🎯 MP Increase and Decrease

MP increases during battle when a unit receives damage, defeats an enemy, evades attack, or blocks an attack, up to a maximum of 200MP. The amount of MP recovered fluctuates according to the level difference between the unit and the enemy. When the unit defeats an enemy with an attribute the enemy has negative resistance to, the unit receives a bonus increase.

Also, when either the main character or their Cross receives an MP increase, half the amount of that increase will be added to the other, as well.

Units in reserve recover MP at the rate of 10 MP per member per turn, up to 100MP. MP is depleted every time a unit uses Summon Magic or certain skills.

👆 Parameters Window

❶ Current Class
❷ Stats/Parameters
❸ Mobility
❹ Current experience points
❺ Experience bonus
❻ Summon rank by class and attribute resistance

Parameters

AT	Physical attack power. Affects weapon-based attacks.
MAT	Magic attack power. Affects attacks like Summon Arts and such.
DF	Physical defense power. Affects weapon-based damage.
MDF	Magic defense power. Affects damage caused by Summon Arts, etc.
TEC	Dexterity. Affects trigger/success rates of critical hits and evasions.
LUC	Luck. Affects outcome of interactions in many ways.

🎯 Types of Weapons

None	Dagger	Sword	Broadsword
Axe	Katana	Staff	Knuckles
Claws	Spear	Projectile	Bow
Gun	Hammer	Chains	Rapier
Pistol	Khakkhara	Rod	Gloves
Life Resonance Knuckles	Life Resonance Katana	Life Resonance Bow	Life Resonance Hammer
Life Resonance Axe	Life Resonance Spear	Special	

Standby State

This refers to the unit's method of handling attacks from enemies while waiting for their turn in battle. The most basic wait types are *Counterattack* and *Defend*. A number of other wait types can be gained, though some consume MP. Obtain these special standby states via *Acquire Skill* on the *Ally* sub-menu, then enhance their effects by leveling up the skills.

Basic Standby States

	Counterattack	Counterattacks after receiving a physical attack, if attacker is within attacking range.
	Defend	Reduces physical damage by 25%.

Special Standby States

★ **Preempt** : Possibility of preemptive counterattack before being attacked by the enemy.

★ **Strike Back** : Definitely counterattack when attacked within attacking range. The lower the current HP, the higher the counterattack RATE.

★ **Magic Resist** : [Defend] effect with magical damage reduction. May also prevent adverse possessions or status changes.

★ **Perceive** : [Defend] effect with increase in normal attack evasion rate.

Mobility

Each unit has a limited amount of squares and levels they can traverse with the *Move* command per turn. There are two types of movements: walking and floating.

MOVE 4 STEP ❶ ⬆ 2 h ❷ ⬇ 2 h ❸

❶ **STEP** : Number of squares the unit can traverse per turn.

❷ ⬆ : Number of levels the unit can climb up per turn.

❸ ⬇ : Number of levels the unit can climb down per turn.
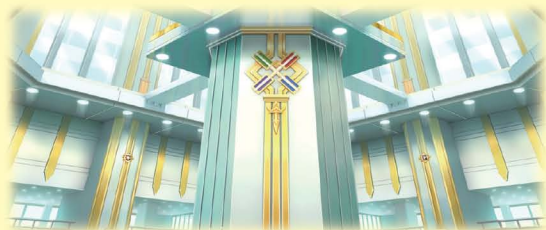
Summon Rank and Attributes

❶ Attributes. The five attributes are:

- ⚙ Machine
- 👻 Spirit
- 💀 Yokai
- 🐾 Beast
- ✖ None

❷ Summon Rank (A-D and S)

❸ Attribute resistance value

RANK		RESIST	
⚙	A		0
💀			0
👻			10
🐾			0
✖			0

Summon Rank

Each unit and summon magic has a **Summon Rank**. A unit cannot utilize a summon magic that ranks above their own Summon Rank. The five Summon Ranks are: S, A, B, C, and D.

Accessory-based Summon Ranks

Some accessories have **Summon Ranks**. Putting on these accessories will also give units that are not Summoners a Summon Rank, and they will be able to summon help from the Summon Cluster.

Attribute Resistance

Attribute resistance refers to a character's resistance against attacks / spells of the five attributes.

Resistance is indicated by numbers. The higher the number, the higher the unit's resistance against that attribute. The higher the resistance against a certain attribute, the less damage the unit receives when attacked by spells or physical attacks of that attribute.
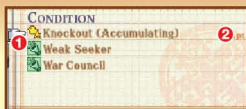
The attribute resistance value may change via skills, Summon Magic, and certain accessories.

Sub-Window

Condition Window

1 Abnormal status and effects

2 Accumulated value of effect or remaining turns

Skill Window

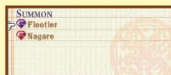Displays skills available to current character.

Equipment Window

Check currently equipped weapon and accessories. Some units can change weapons. ▶P43

Summon Window

Check the Cross and Summon Cluster allies the character can summon. The icon that appears to the left of the Cross or Summon Cluster ally indicates their attribute.
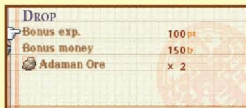

Machine	Yokai	Spirit	Beast	None

Standby State Window

View or change standby state/wait type. ▶P19

Unit's standby state can't be changed during a battle.

Enemy Unit Sub-Window

The enemy status menu has a sub-window called *Drop* which will show what items can be obtained by defeating them.

Battle Map

1 Unit commands

Move the cursor to the unit you want to examine or command and press the ⊗ button to bring up the Unit Command menu. Press the ⊗ button on a square with no units to display the Battle System Command menu.

2 Brief status window

Displayed when cursor is moved onto a unit.

3 Terrain height at current cursor position

4 Brave Points ▶P47

5 Description of selected command

6 Cursor

Battle Map Cursor
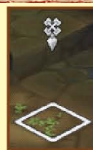
Available to move here	Impassable	Party unit	Enemy unit
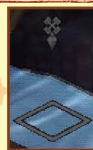
Status Number Colors

The numbers displayed when attacking or healing can be differentiated by their colors.

 Yellow HP recovery

 Purpinkle HP damage
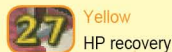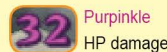
 Green MP recovery

Battle Condition Display

Press the ◎ button on a square with no units to display HP and status of the units on the battlefield and see who the leaders are. ▶P39

Units Overview

Press the ⊕ button on a square with no units to display the units overview. Move the directional buttons left and right to change between allies and enemies. Select a unit name and press the ⊗ button to move the cursor to that unit.

Camera Control

On the battle map, use the L and R buttons to rotate the camera. Push the analog stick up to zoom in, down to zoom out. Pushing the analog stick to the right and left will make the cursor skip between party units on the map.

Control Commands

Battle mode controls can be executed via the **Battle System Command menu**, which is used to check battle progress and party unit conditions, as well as the **Unit Command menu**, which is used to control individual units.

Battle System Commands

Press the ⊗ button on top of a place on the battle map with no units to bring up the Battle System Commands.

- **TURN** : Finish party turn.
- **P·SKILLS** : Use party skills that consume BP.
- **INFO** : Access sub-menu.

    ORDERS : Display battle conditions.
    UNITS : Display overview of unit status. ▶P37
    ITEMS : Check items in inventory. ▶P21
    TUTORIAL : Review tutorials.

- **OPTIONS** : Adjust system options like BGM levels, etc. ▶P8
- **LOAD** : Admit you suck and load previously saved game.
- **SUSPEND** : Save the battle as it is and resume later.
- **RETREAT** : Retreat from battle (not available in event battles).

Unit Commands

Select a unit with the cursor and press the ⊗ button to bring up the Unit Command menu.

- **MOVE** : Moves the unit.
- **ATTACK** : Execute an attack.
- **SUMMON** : Use Summon Arts.
- **SKILLS** : Use special skills.
- **ITEMS** : Use items.
- **WAIT** : Change standby state. ▶P19

Moving

Select *Move* from the Unit Command menu, press the ⊗ button, and squares around the unit that it can be moved to will be highlighted in blue.

❶ Movement range (blue area)
❷ Cursor

Move the cursor to the desired destination square and press the ⊗ button to move the unit there. Movement range differs from unit to unit and will be affected by ZOC and skills (special skills).

Levels

If there is a big difference in the height of the adjacent square, the unit may not be able to move to that square even if it is within movement range. How many levels a unit can climb up or down differs from unit to unit.

ZOC

This refers to a skill that creates an ongoing effect hampering enemy (and also ally) unit movements on squares adjacent to the enemy/ally unit. With a ZOC skill, squares with ZOC effects (colored purple) cannot be passed through in one turn.

Checking Battle Conditions and Actions

You can check a unit's actions state in the Battle Conditions screen during a battle.

To access the Battle Conditions screen, press the ⊚ button on an empty square during battle. Press the ⊚ button again to hide the remaining HP bar and display only the actions check.

❶ Leader unit
❷ VIP unit

A square with a unit will display their remaining HP and an actions check icon.

Party unit   Enemy unit

A large unit may take up multiple squares. The length of the bar indicates their remaining HP.

Actions Check Icon

❶ Attack action check (sword)
❷ Movement action check (shoe)

A darkened icon indicates the unit has finished this action.

Attack

Select *Attack* and press the ⊗ button to bring up the menu with the attacks this unit is capable of launching. Select the attack to use and confirm with the ⊗ button. Squares within attack range are then highlighted in red. Attack range is determined by the unit's equipped weapon. However, if an ally is standing between the unit and their attack target, you may not be able to designate that unit as the attack target.

Hover the cursor over a target within attack range and the content of the attack will be added to the unit's brief status window.

❶ Attack chosen
❷ Attacker's offensive stat
❸ Damage to be dealt
❹ Hit rate and counterattack represented with arrows
❺ Attack target's defensive stat
❻ Attack target's standby state
❼ Attack target's brief status

Use the ⊗ button to execute the attack on the selected target.

◉ Direction of Attack

Damage dealt, hit rate, and counterattack rate changes according to the direction the attack target is facing. Attacking from the target's side or back is more advantageous than a frontal attack.

◉ About RATE

This value indicates how much the power of an attack will vary due to adjustment from skill effects and other modifiers. 100% indicates that there will be no variation at all. Anything above 100% indicates more power than usual, and anything below indicates a less efficient attack.

Adjustment From Attack Range

NOTE: When attacking units larger than one square, the RATE increases if the attack has an effect on more than one square the unit is on.

◉ Changing Weapons

Some units can wield two types of weapons. Change weapons by using the *Skills* command ▶P43 on the Unit Command menu. Changing weapons does not consume a command turn, so switch to your heart's content.

Summoning

Summon is an ability that uses Summon Magic to summon Crosses or Summon Cluster allies to help with battle efforts.

◉ Crosses and the Summon Cluster

Besides Crosses, there are Otherworld residents who render assistance to the Eucross. Like Crosses, Summon Cluster allies possess Summon Magic. Summoners can use a Summon Cluster's magic as if it were their own. Crosses have a one-on-one relationship with Summoners, and no Summoner can summon a Cross that is not theirs, but as long as they have the **Summon Rank** for it, they can summon anyone from the Summon Cluster.

◉ Summon Magic

To use Summon Magic, select *Summon* from the Unit Command menu, then press the ⊗ button to display a list of the Cross and Summon Cluster allies the character can summon.

Select the Cross or Summon Cluster ally to summon from the list and confirm with the ⊗ button to display a list of Summon Magic that can be used.

Select the Summon Magic to use and press the ⊗ button to display the spell's effective range on the battle map.

Move the cursor to the target within the range displayed and press the ⊗ button to execute the effect of the spell. A fixed amount of MP is required for every Summon spell.

◉ Effective Range

Summon Magic can only be used on targets within an **effective range**, which differs from spell to spell. You can check the effect and range of Summon Magic on the Status screen.

NOTE: Attack spells with a large effective range may hit not just enemies but allies as well. Be careful - "friendly fire" can negatively affect the main character's Karma.

Types of Summon Magic

	Attack Magic	Deals HP damage to the target. MDF (Magic Defense) level reduces damage.
	Recovery Magic	Recovers target's HP.
	Healing Magic	Cures abnormal status effects like Knockout / Confusion / Seal / Poison / Sleep and restores unit to normal state. Some spells also heal status changes and restore unit to normal state.
	Recovery/ Healing Magic	Recovers from status effects and heals at the same time.
	Support (good effect)	Puts target in a favorable state.
	Support (bad effect)	Puts target in an unfavorable state.
	Possession Summoning	Possesses target and puts them in a special state.

Summon Assist

Allows units preparing to use Summon Magic to borrow strength from surrounding units, enhancing the effect. Once selected, other units within a three-square range from the activating unit will be able to take part in the assist.

Select units to join in the assist with the ⬡ button and confirm selection with the ⊗ button. Effects gained from a Summon Assist are contingent on the number of people joining in the assist. The bonus effects of the assist are shown in the box at the lower right of the screen as each party member joins in.

Once the party members joining the assist have been chosen, press the ⊗ button to confirm.

Effects an assist can unlock:

Reduce MP Consumption : 5% reduction of MP consumption per assist.

Power UP : Increase of 5 in Summon Magic power.

Range UP : Increase of 1 in range horizontally and vertically.

Summon Rank UP : Increase of 1 in Summon Rank.

Select Summon Magic to you wish use and confirm with the ⊗ button to put the assist effects into use. Assisting units can be units that have already completed their actions for their turn. The Summoner uses the MP necessary to activate the spell, and all assisting units use 10 MP as well.

Special Skills

The *Skills* menu option is where you use command-type skills that have been obtained. For units that can wield two types of weapons, this is also where the *Weapon Exchange* command can be accessed. Select the skill to use and confirm with the ⊗ button to activate the skill. Skills in gray are ones that cannot be used due to insufficient MP.

Weapon Exchange

From the Skill sub-menu, select *Weapon Exchange* and confirm with the ⊗ button to enter the weapon exchange window. Blue text indicates currently equipped weapon.

❶ Current weapon

❷ Cursor

Select the weapon to change to with the cursor and press the ⊗ button to select a different primary weapon.

Seize / Rob

Units with the Sieze or Rob skills can seize accessories equipped on some enemy units. Obtainable accessories names are displayed in green on the enemy's item status screen.

Items

Select *Items* and press the ⊗ button to display a list of items in your inventory that may be used during battles.

Select the item to use and press the ⊗ button to display the item's range of usage.

Move the cursor over the unit you wish to use the item on, then press the ⊗ button to execute the item use.

Condition Changes

When a unit is inflicted with a special status from certain attacks, skills, or Summon spells, it is known as a **condition change**. There are two types of condition changes: abnormal status and possession/status changes. Condition changes can only happen one at a time, but it is possible to accumulate both types over time after repeated successful status attacks. These condition changes can be removed by waiting a fixed number of turns (or using items or Summon Magic). Condition changes are indicated with an icon above the affected unit.

Types of Condition Changes

Accumulation Type

Every time the unit is hit with something that comes with an abnormal status effect, it raises the accumulation value, and when the value hits 100, the unit is inflicted with that effect. If the accumulation value has not hit 100 yet, it goes down by 5 every turn.

	Knockout	Unable to carry out any action. All standby state and ZOC effects are lost.
	Poison	Inflicts character and damages them each round of battle until healed or poison dissipates.
	Sleep	Unable to carry out any action. All standby state and ZOC effects are lost. Recovers 1 HP every turn. Attacks wake characters.
	Nether Control	Treated as an enemy unit and no longer can be affected by abnormal status, possession, or status changes. Unless the unit is cured with Life Cleansing Brilliance, this effect will continue until the end of the battle. It's Game Over if all deployed units are afflicted with Nether Control.

Probability Type

Unit will be affected based on a fixed probability when hit with actions carrying the abnormal status effect. The probability can be reduced using the *Magic Resist* standby state or by using certain accessories.

	Confusion	Unable to follow commands. Attacks nearest unit regardless of whether it's a friend or foe.
	Seal	Unable to carry out any action that consumes MP.

Special Abnormal Status

	Awakening Enhancement	Enhances abilities of character or their weapon for a fixed number of turns. The main character's Awakening Enhancement transforms their equipped weapon and their Cross.

① Number of turns Awakening Enhancement is in effect

② Brief status window during Awakening Enhancement

Once the effect wears off, the unit will be unable to launch an Awakening Enhancement again for a number of turns. You need at least 100 MP (Awakening Condition) fto launch an Awakening Enhancement.

Main Character's Awakening Enhancement and Cross Miniaturization

For the main character to execute Awakening Enhancement, their Cross must be on the battle map and both of them must be in Awakening Condition.

Once executed, the Cross changes into weapon form and is then wielded by the main character. Each Cross transforms into a different weapon, and their range of attack differs, as well. The Cross is miniaturized during Awakening Enhancement and their AT, DF, MAT, MDF, and TEC goes down by 20%. If the Cross is incapacitated in this form, the Life Resonance is terminated. Units in Awakening Enhancement cannot be switched ▶P48 into reserve.

Crosses in mini form can only use attack spells that do not consume MP, single-unit HP recovery spells, and special skills only usable in mini-state. They also cannot counterattack in miniature form.

Life Resonance Arts / Inscribed Promise

Each character has a special attack skill known as *Life Resonance Arts* or *Inscribed Promise* that can only be used in an Awakening Enhancement state. It consumes a large amount of MP, but is powerful enough to be an ultimate move for a character.

Possession / Status Changes

These are mainly condition changes that affect the character's parameters. Although the effects are the same, **Possessions** have higher priority than **Status Changes** and thus, a possessed unit cannot be affected by Status Changes.

Possessed units cannot be affected by other Possessions or Status Changes, but units with a Status Change can still be affected by a Possession.

Within Status Changes, negative effects take priority over positive effects. If both Status Changes are negative, the one that was cast first takes priority.

Field Icons

UP	DOWN	Possession UP	Possession DOWN

Treatment Method

Possessions are dispelled after a number of turns or with the Summon Magic *Purification Rite*. Status Changes are dispelled after a number of turns or with the Summon Magic *Reset Earth*.

Some Types of Possessions / Status Changes

AT UP	Physical attack damage dealt increased.
MDF UP	Magic attack damage received reduced.
Magic Barrier	Magic attacks negated once.
STEP UP	Move distance increased.
AT DOWN	Physical attack damage dealt reduced.
DF DOWN	Physical attack damage received increased.
MAT DOWN	Magic attack damage dealt reduced.
MDF DOWN	Magic attack damage received increased.
STEP DOWN	Only able to move one square

There are many other types of Possessions and Status Changes as well.

Other Condition Changes

Near-death	Units with less than 25% of their maximum HP are considered to be near-death. They receive a penalty of a 20% RATE reduction when attacking and a 20% increase in damage received from attacks. However they do get a teensy 5% boost in their critical hit rate.
Incapacitated	Units are incapacitated when their HP reaches 0 and they are removed from the battle map. They are required to chill in reserve for the remainder of the battle.

Brave Battles

The Brave Battle system is a system where you can gain **Brave Medals** by fulfilling the **Brave Conditions** stipulated in each event battle. You can check the progress of these conditions by looking up Battle Information during a battle. Some Brave Conditions are commonly shared among all the event battles. There will also be one to three stage-specific conditions at every event battle. Each stage has a Brave level. The Brave level displayed in your Personal Room is an indication of the Brave level of the next event battle. The Brave level indicates the most suitable level you should be in for that battle. If you fail to fulfill a Brave Condition, you can always try for it again as many times as you need in a *Rematch*.

Common Stage Conditions

★ First attack (be the first from both parties to land an attack)

★ Execute Life Resonance Awakening or Inscribed Promise Awakening

★ Defeat two enemy units at once

★ Use three items or less

★ Win without anyone being incapacitated

Brave Medals Usage

The Brave Medals you obtain can be used to exchange for party skills, accessories, or items.

Brave Points (BP)

Brave Points (BP) is a numerical value that indicates the morale of your party during battle.

Command-type party skills will use up BP. Some party skills are affected or enhanced based on current BP value.

You start with 50 BP and can be boosted to a maximum of 200 every time Brave Conditions are fulfilled, enemies are defeated, or BP-boosting items are used.

Brave Points go down when they are consumed for party skills or when a party member becomes incapacitated.

Also, for stages with Brave Battles, when a unit defeats an enemy that is of a lower level, there is a slight reduction of BP as well.

Brave Points are closely connected to defeat conditions. When they are depleted in battle, it's **Game Over.**

Command-type Party Skills and BPs

Some party skills are used as commands. These command-type party skills can be used from the *P·SKILLS* command from the Battle System Command menu. Brave Points are required for their usage. Command-type party skills can be used once per turn, but if you have exactly enough BP to execute that skill, you won't be able to use it, because using it would lead to an immediate Game Over, due to an empty BP gauge.

Switching Units

If the *Swapout* party skill is set, you will be able to spend some BP during a battle to switch a deployed unit with a unit in reserve. Select *P·SKILLS* from the Unit Command menu and then *Swapout* from the Party Skill listing to enter the units in reserve selection screen. Select a unit from there to return to the battle map, then select the unit to switch with to complete the switch.

If the unit that was switched out has yet to move or take any action, the newly deployed unit will be able to start taking action from that turn on.
On the other hand, if the unit that was switched out has already moved or taken action, the newly deployed unit will not be able to take action that turn.

Units in reserve recover 10% HP and 10 MP every party turn. The maximum amount of MP they can recover in reserve is 100. If a unit with more than 100 MP is put in reserve, they will not recover MP, but do retain their current MP.

Switching Conditions

★ Units can be switched onto an empty deployment square, but you cannot put a unit into reserve without bringing one out to replace it.

★ You cannot switch out compulsory units or SPOT units.

★ You cannot switch out units with an abnormal status. Units affected by possessions or status changes will have these effects removed the moment they are switched into reserve.

End of Battle

Fulfilling victory conditions or selecting *Retreat* from the Battle System Command menu will end the battle. After the "Battle Clear" message, the number of Brave Medals you have obtained and a tally of fulfilled Brave Conditions will be displayed.

❶ Number of Brave Medals per Brave Condition
❷ Conditions met (green check) or failed (red x)

Press the ⊗ button on this screen to advance to a display containing experience points, money, and items received from the battle.

Defeat and Retreat

If defeat conditions are fulfilled during battle, **Game Over** is achieved. Retreating from an event battle Rematch or from a Eucross Mission battle, you will receive as reward the items and amount of money and experience points earned up to the point you retreated. So if defeat looks imminent, Retreating is a strong strategy to preserve at least some of the spoils of that battle.

Localization Notes

Summon Night 5 is an enormous game. The Japanese source was over 600,000 Japanese characters! With two main characters, four Crosses and two bonus cameo characters, one playthrough will only let a player see a small fraction of the text we localized, making repeat plays a must! As the fifth mainline game in the series that's never had a main installment outside Japan, it also came with a big, weighty responsibility to "get it right" for western players who will have their first exposure to the rich worlds and backstory of this great series.

So, first of all, we tried to keep the character names as close as possible to the Japanese versions. There were some small divergences, like the Bar/Cafe Owner and Landlord. Her name translates to "Laura," but that seemed a very plain and not-fantastical spelling at all, especially for someone of her mysterious stature, so we romanized her name as "Lorah." Sounds the same, but looks a lot more fitting.

You've probably also noticed that the awesome opening animation is in English! A veteran of our Working Designs past, Kathy Emma, handled the vocals and did an amazing job! However, for those who prefer the Japanese song, or just want to check it out, holding the Ⓐ button just before the animation loads will play the Japanese opening instead. Double Animation Bonus!

For those wondering about the text-only, unspoken dialogue in the game, the sales for this PSP® title were too small to afford dubbing the game dialogue. We can fix that for future titles by growing the fanbase, so please help spread the word!

The one thing we were bummed we had to leave out was the secret alternate uniforms for Folth and Arca. If you played the Japanese *Summon Night 3* and *4* and had entered a code and had a *SN3/SN4* save for them, you could choose alternate dress for your character. Unfortunately, we didn't have complete source files for this addition, so we had to leave it out.

One big technical change we made will be welcomed by players who like to save a lot so they have access to almost anywhere in the story. We upped the limited saves in the Japanese version to 100 in the English version. There are now 99 game saves and the one battle suspend save, for 100 saves total! The only negative effect of this performance-wise only shows up when you choose to start a new game if you already have a lot of saves. In that case, the initial scan of the saves you have takes a little while, but the tradeoff is well worth it!

We're out of space, so it's time to wrap this up with a heartfelt thanks for your support! Tell your friends about this game and our work so we can do bigger and better games for you to enjoy! It really is true - we're nothing without you!

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