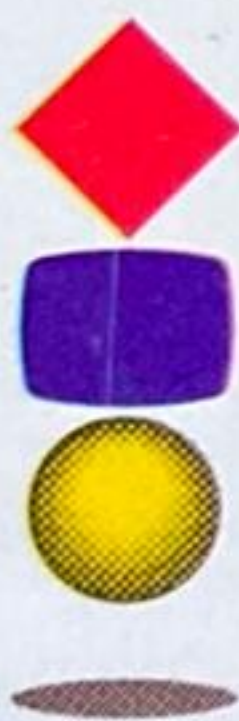**COMPACT disc**

Panasonic®

A legendary story from unknown worlds beyond our time. The adventures of little sorceress Lucienne is a tale in the making...your own making. Work with Lucienne and her friends to defeat Death Shadow.
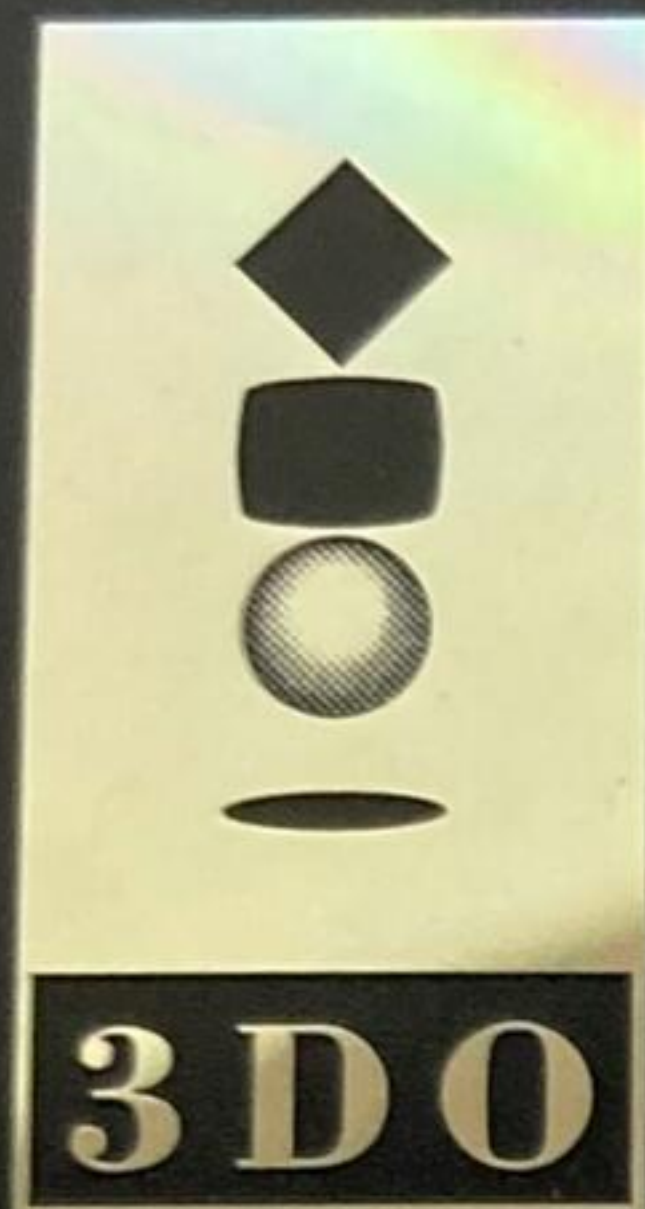
MICRO CABIN

Distributed by Matsushita Electric Corporation of America.

English translated by JC RESEARCH INC.

3DO

Printed in U.S.A.

Lucienne's Quest

3DO

MICRO CABIN

COMPACT disc

FZ-SM0251

Panasonic®

Made in U.S.A.

Lucienne's Quest is a legend of stories from unknown worlds beyond our time, later to be known as the adventures of the little sorceress, Lucienne, and her friends.

Ago:
an unfortunate warrior who turns into a wolf man at night.

Lucienne:
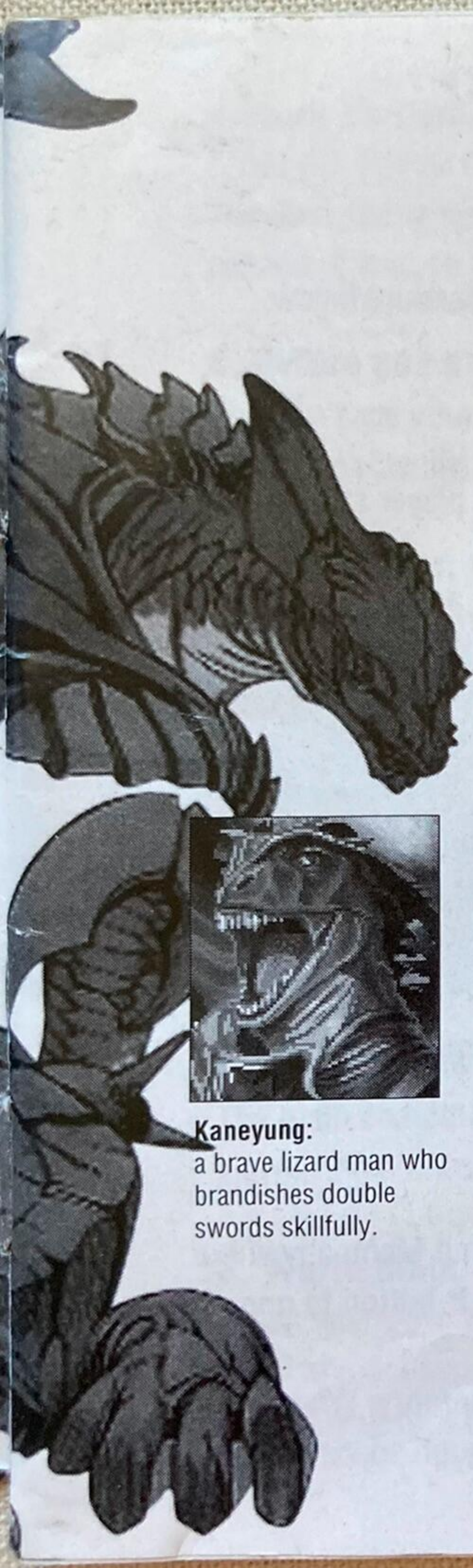a girl who is learning sorcery from the great sorcerer Kokindo.

Miminaga:
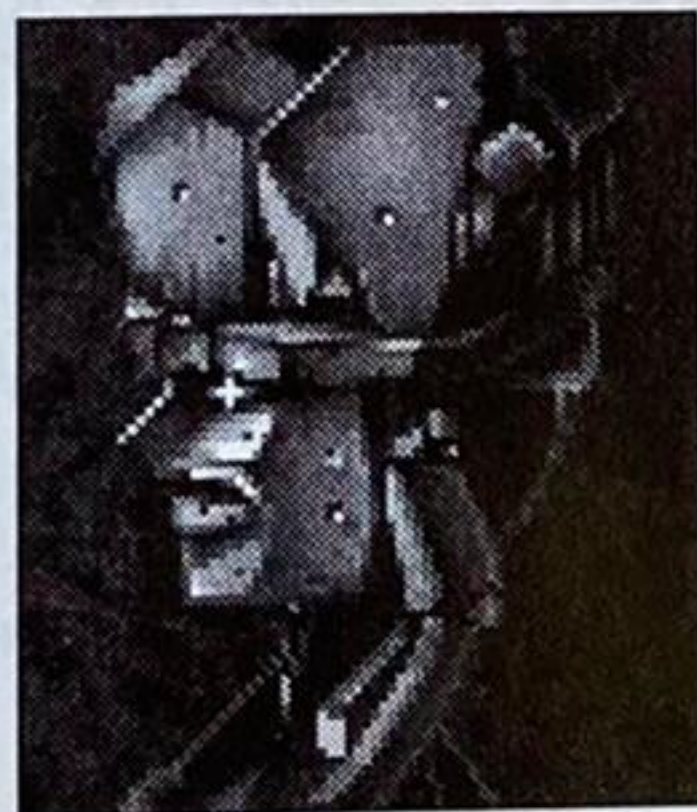a coward, but a strong mole-bear warrior.

Be-o-Melda:
a crab shelled Tramak warrior who is proud of his extraordinary physical strength.

Kaneyung:
a brave lizard man who brandishes double swords skillfully.

Golem
a powerful companion that Lucienne can create with her magical powers.

C O N T E N T

How to start and end the game:

1. Start the game:

To play Lucienne's Quest(LQ), set up the CD following the procedure below.

1-1 Turn on the 3DO interactive multiplayer.

1-2 Open the disk tray and insert the CD with the label side up.

1-3 Close the disk tray. The access lamp comes on and the player starts reading the program data. DEMO starts in a moment.

1-4 Push the P button on the Control pad during the DEMO and the Start Menu appears.

2.Start Menu:

The Start Menu has two commands:<Load>and<New Game>. <Load> reads the saved data from the previous game, and restarts the game from the saved position. When you select <Load>, the list of saved data will appear. Move the cursor to the game you want to Load, then push the A button. The message, "Are you sure?" appears on the screen to confirm your choice. Select <Yes> or <No>, then push the A button. When you select <New Game>, the game starts with the introduction.

3.Save:

You can save the game by using the Save command in the Camp Menu anywhere except for the inside of a dungeon, town or building. Push the B-button to open the Camp Menu.

You can save a maximum of 4 games when you have empty memory. When data from other software is taking up space and you don't have enough space in

memory, the Delete Game Menu appears on the screen after you insert Lucienne's Quest CD. Follow the instructions on the screen and delete unwanted games. The Save Game file name for Lucienne's Quest is MC_SS_J. Once a data file is deleted, it is gone forever, so be cautious when you delete saved data files.

4. Before you end the game:
You can save your game before you turn off the player. Later, you can continue to play the game again by selecting <Load> from the Start Menu.

5. Game Over:
When the HP of all the companion characters fighting with you becomes zero during a battle, the game is over. In this case, you can restart the game from the entrance of the town or the dungeon you just entered, or from the spot you last saved the game.

Outline:

1. The purpose of the game:
The main character Lucienne, an apprentice sorceress, is embarking on a long journey on a quest to overthrow the evil Death Shadow.

2. World Map:
When you move between places, for example, from one town to another, or from a town to a dungeon, this movement is shown on the World Map. Just imagine you are walking on a map. Note: The scale of the map is not same as that of the

character (i.e, not 1:1). On the World Map, as you walk, time elapses from morning to night, and battles against monsters takes place.
You can run all the Camp Menu commands from the World Map.

3. Field Map:

The Field Map shows the inside of the towns or buildings. On the Field Map, battles against monsters will not occur except on very special occasions. Also, there is no time lapse on the Field Map. In a town, there are various shops such as an armory shop and a hardware shop where you can purchase items you will need for your adventure. You can also get information from any resident in a town. When on the Field Map, you can't take a rest or save the game.

4. Dungeon Map:

The Dungeon Map shows the inside of the dungeons. As you walk on the map, you will encounter monsters and battles may take place. You may see treasure boxes that open as you move into them. When on the Dungeon Map, you can't take a break or save the game.

How to operate the Control pad:

*Field

Turns pages on the Camp Menu.
Changes the point of view on the field.

Destroys the items that can be destroyed, and cancels the items on the Camp Menu

Brings up the Camp Menu, and cancels the selection of items on the Camp Menu.

Confirms the selection of items on the Camp Menu.

Moves the characters around and selects the commands on the Camp Menu.

Skips the demonstration screen. (OP)

*Battle

Turns pages on the Battle Menu.

Not used.

Cancels the selection of items on the Battle Menu.

Confirms the selection of items on the Battle Menu.

Moves the characters around and selects the commands on the Battle Menu.

Not used.

About the pictures

1. World Map:

On the World Map, you can move around freely except for some areas such as mountains or the ocean. You will meet monsters and there is a time lapse as you move on the World Map.

The World Map is displayed on the screen when you move from town to town, or from a town to a dungeon.

❶ The main character, Lucienne. Even when she gets more companions, only Lucienne is displayed on the screen.

❷ Reduced map
This shows the whole map you are on in a reduced size. The blinking point shows where the main character is.
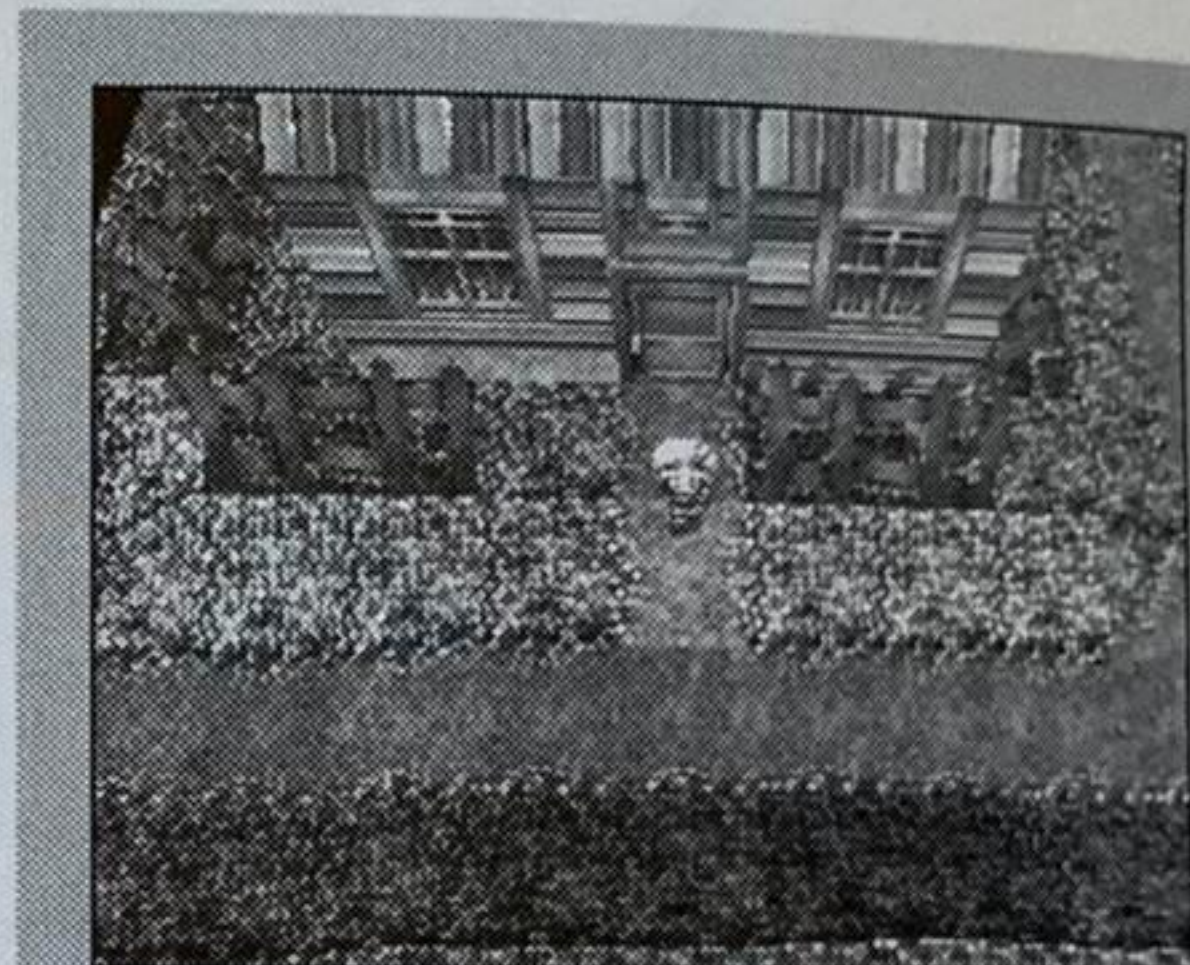
2. Field Map:

You can move around freely on the Field Map which mainly shows the inside of a town. Here on the Field Map, you won't meet monsters, and time will not lapse. When you move to a door, it will open and let you go into the building. But there are some doors that will stay closed unless you have some special keys or other required items.

3. Dungeon Map:

You can move around freely on the Dungeon Map which shows the inside of a dungeon. You will meet monsters, but there will be no time lapse on the Dungeon Map. When you move to a door, it will open, and le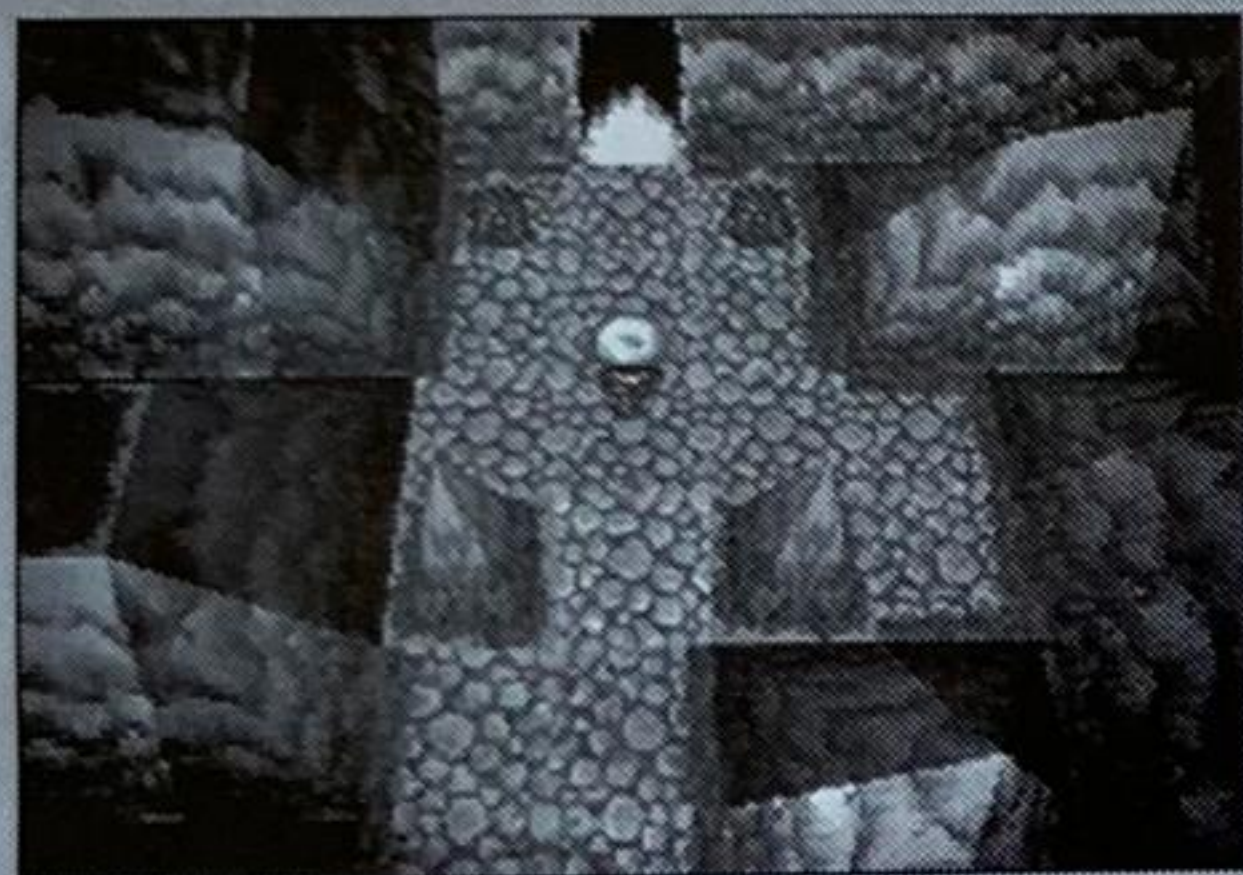t you go into the building. But there are some doors that will stay closed unless you have some special keys or other required items. Also, if you move into treasure boxes, you can get the treasures inside.

About the Camp Menu:

To open the Camp Menu, push the B button on the World Map or the Field Map. Select the item on the Camp Menu with the direction key, confirm it with the
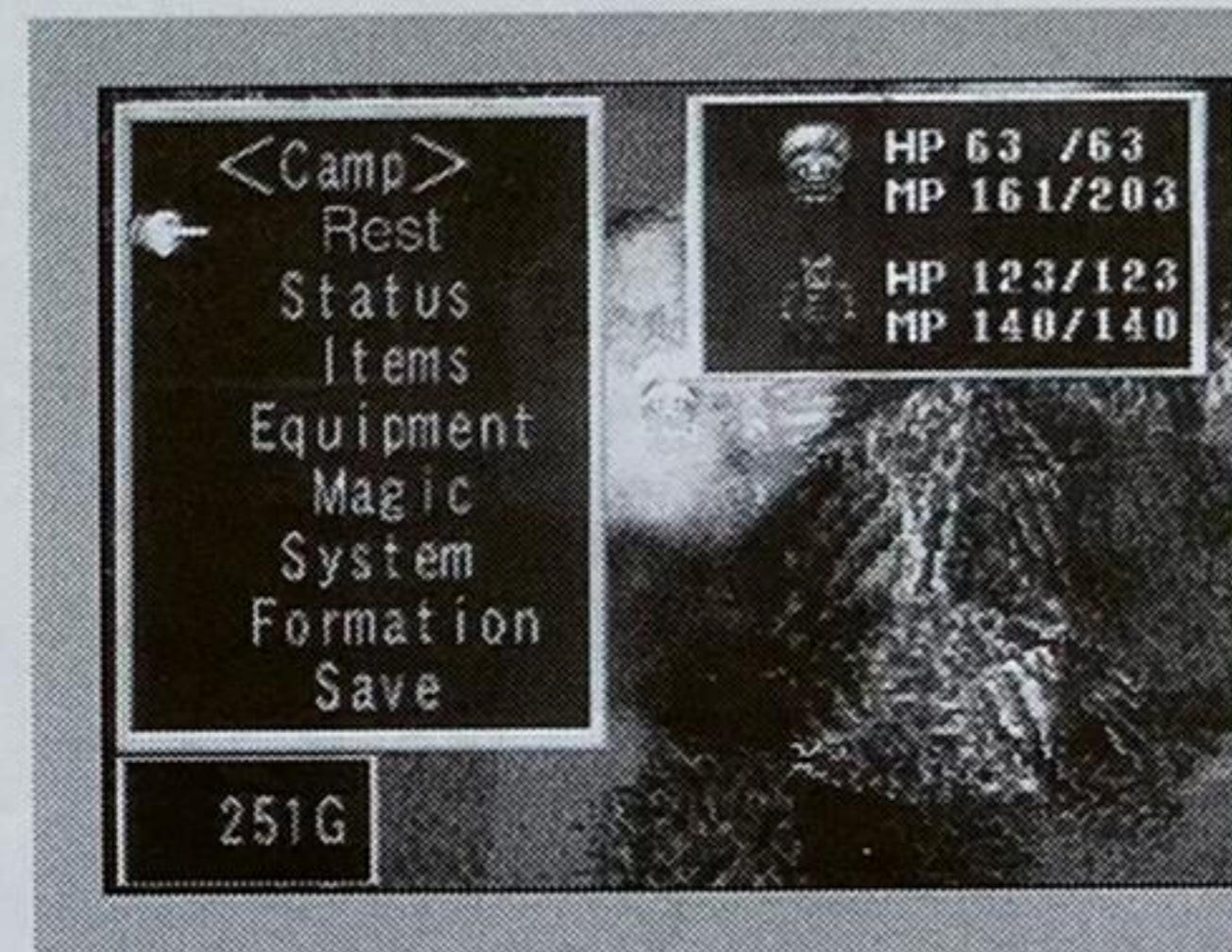
A button, and cancel it with the B button. When there are many items that cannot be displayed on one page, you can select <Turning pages>, or by using the L/R button, you can see the further items.

The Camp Menu has the following 8 commands, that will be explained in each chapter below: Resting, Status, Item, Equipment, Magic, System, Formation and Save.

1. Resting

Use <Rest> command to recover from the shortage of HP due to the battles. When you select <Rest>, the HP will increase up to the maximum value. After <Rest>, the time lapses to the next morning. At night time, all the residents will go back into their homes, so there will be no pedestrians on the streets. In order to get information from them, you need to select <Rest> outside the town, or spend a night at an inn and wait for the next morning.

To recover MP to the maximum value, you need to stay one night at an inn or use the item required. <Rest> can only recover MP up to half of the maximum value.
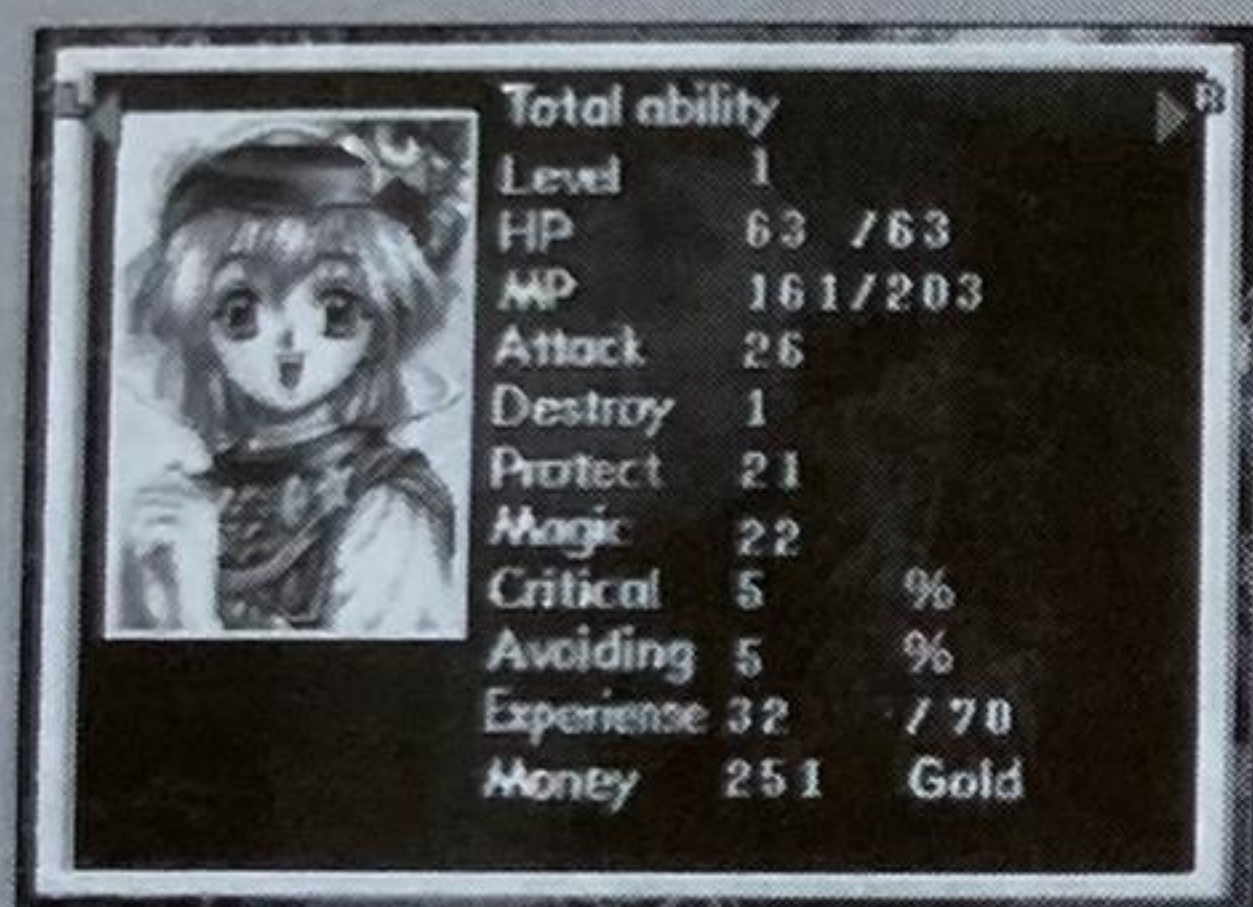
<Rest> is not available inside a dungeon or a town.

2. Status:

Select <Status> in the Camp Menu, and move the cursor to the character you want to check, then confirm it with the A button. You will then get information about overall and basic abilities. The A button will help you switch from the overall ability to the basic ability, or vice versa, while the L/R buttons help you get information about the different characters. Notice that Ago changes his shape between daytime and night time, so the image of this character will also change on the screen.
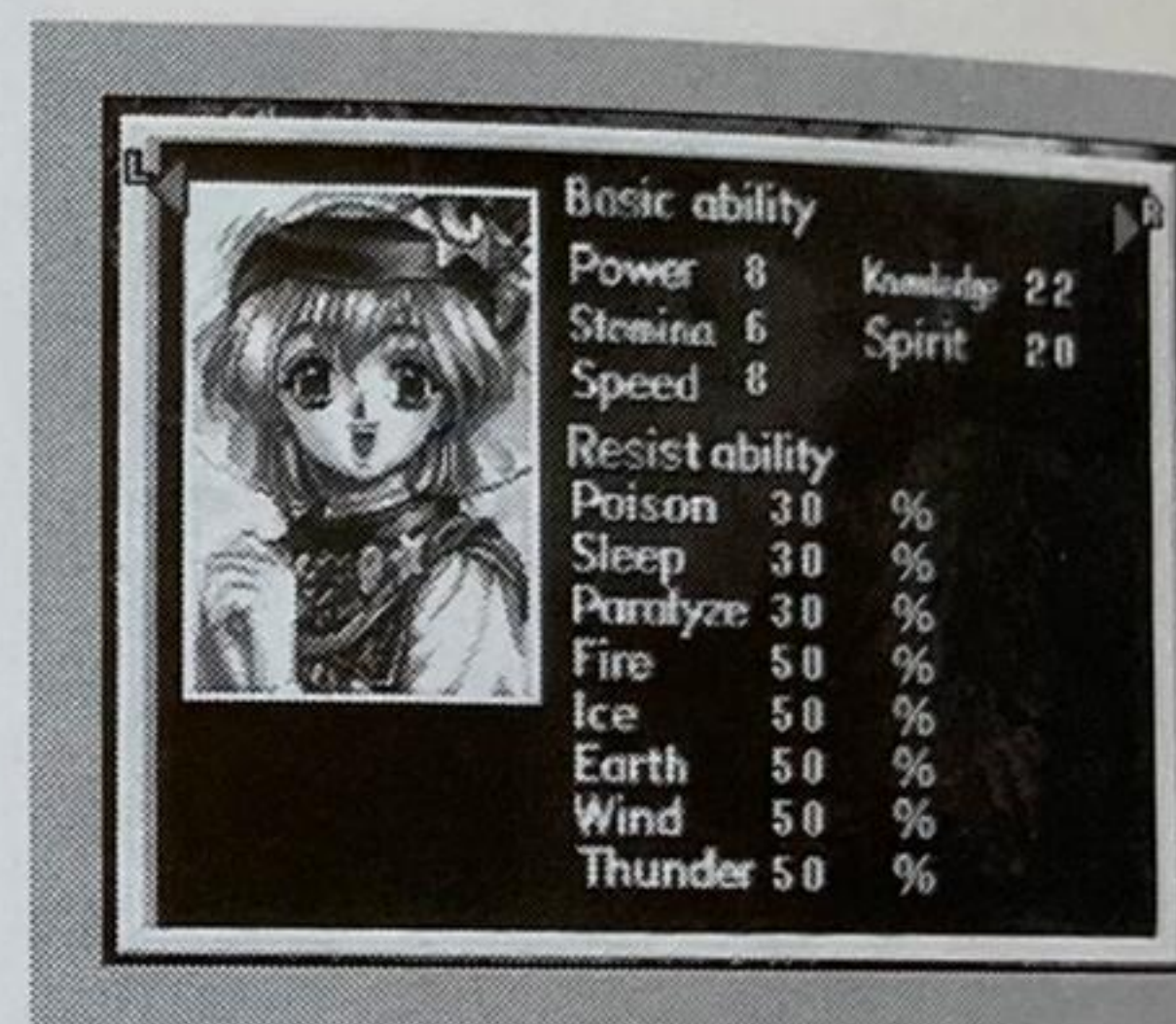
3. Item:

<Item >displays the list of the various items each character has. One character can have up to 99 items and they are displayed like "HP Recovery Medicine 99". When

the list of the items exceeds more than 1 page, you can turn pages to view further items by moving the cursor to the Turn Pages and confirming it with the A button. A number follows the Turn Pages, for example 1/1. The first number shows the page you are looking at, and the second number shows the maximum number of pages that the item can have. At the beginning, you own few items, so it will be described as 1/1. If the number becomes 1/2, that means you are looking at the first page of two pages. For turning the pages, you can also use the L/R button, too. You can only use items you possess.

Move the cursor to the item you want to use, then confirm it with the A button. Next, select the character who will use that item from the Select Character window by moving the cursor, then confirm it with the A button.
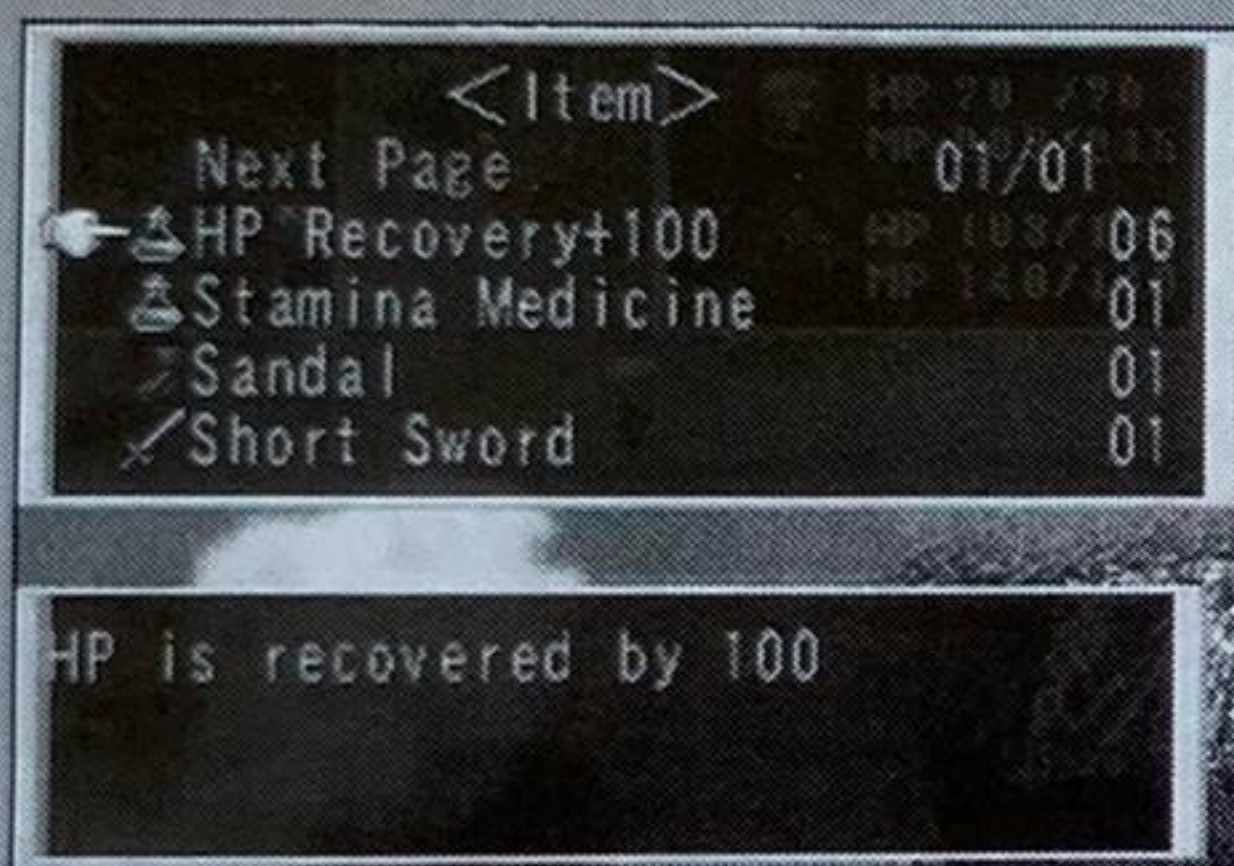
When you move the cursor to one of the items, a brief explanation will be given. For the weapons and protectors, for example, the character who can utilize them, his attack and Protection Power will be displayed. Notice a small green triangle appears next to the character. If the triangle points up, that means the character can intensify his Attack and/or Protection power by using the weapon or the protector. On the other hand, if the triangle points down, it means that the weapon or the protector will weaken his Attack and/or Protection Power. You can sell the items you don't need at the hardware shop or the armory shop.
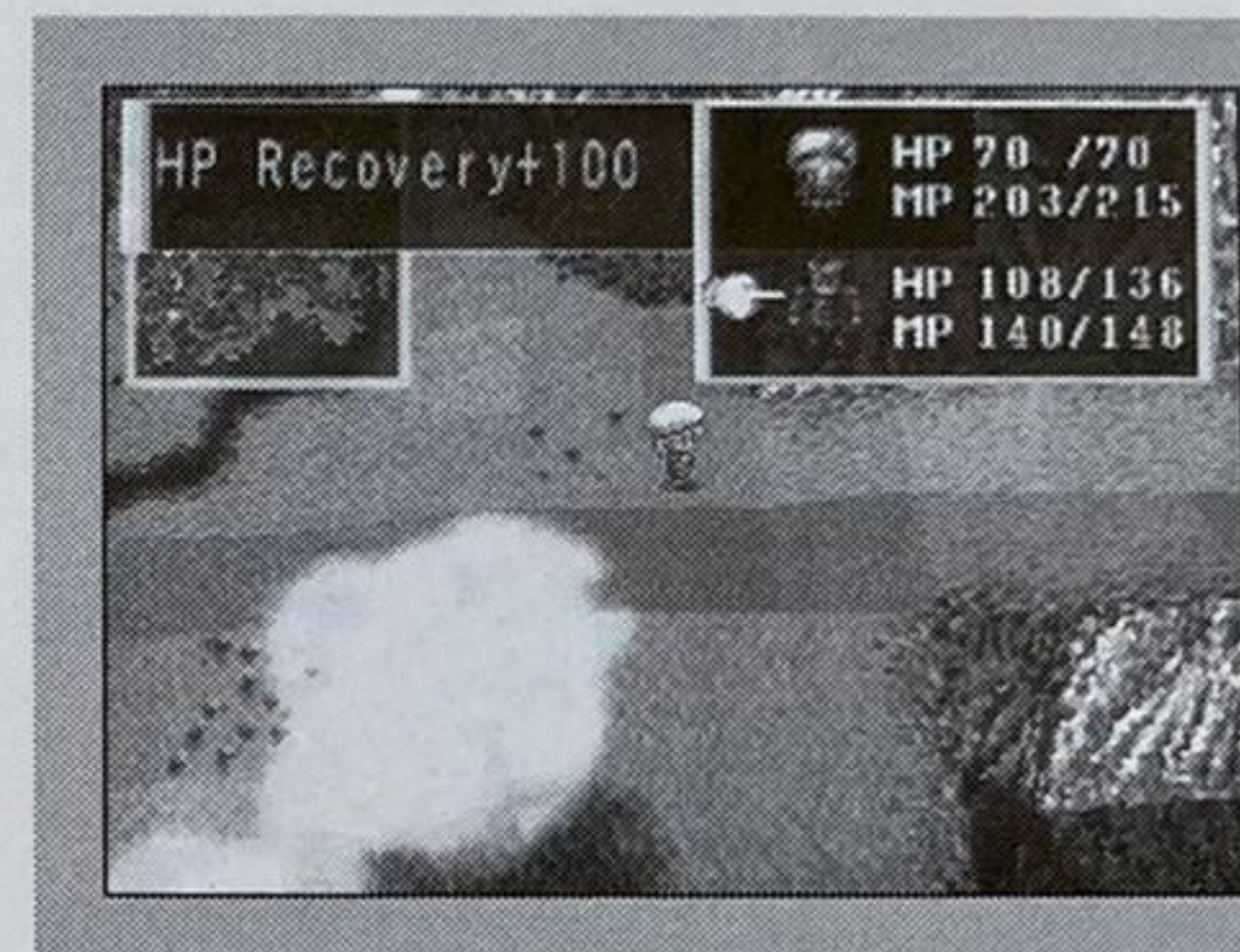
4. Equipment:

After you select <Equipment> in the Camp Menu, move the cursor to the character whose equipment you want to change, then confirm with the A button.

There are 6 items in <Equipment>. They are: Weapons, Shield, Head, Torso, Arm and Leg.

Since the character named Kaneyung, who will join the main character in the middle of the game, is a fighter with double swords, he is equipped with two weapons instead of a weapon and a shield. If he is equipped with a weapon, such as a magic cane that has a special effect, he can use the weapon but not the special effect.

Also, the character named Be-o-Melda, who will join the main character in the middle of game, has a body that is covered with hard scales as if wearing armor. You can only choose a weapon and a shield for him.
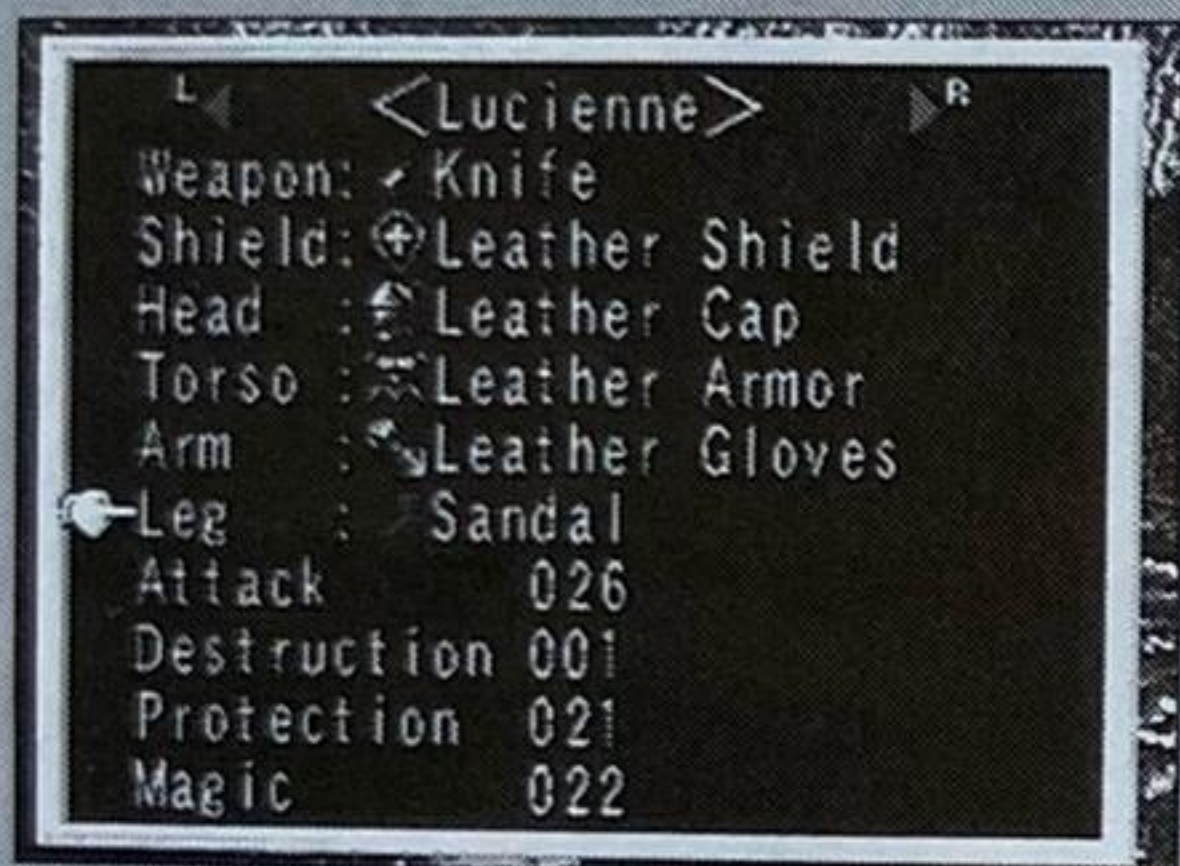
Move the cursor to the equipment item you want to change, and confirm with the A button. The <Equipment Menu> appears. Again, move the cursor to the weapon and the protection you want to change, and push the A button. For turning pages, you can also use the L/R button. When you move the cursor to one of the items, brief information such as the name of the character who can install the equipment, his Attack and/or Protection Power will be displayed. Here, too, you will see a small green triangle next to a character. If the triangle points up, that means the character can intensify his Attack and/or Protection power by using the weapon or

the protection. On the other hand, if the triangle points down, it means that the weapon or the protection will weaken his Attack and/or Protection Power.

Each weapon has a Destruction Power as well as an Attack Power. The greater the Destruction Power becomes, the harder the obstacle the weapon can destroy. If you see a mysterious object that blocks a path inside the dungeon, for example, you may be able to destroy it by selecting the weapon that has the highest Destruction Power and pushing the C button. But you may not succeed if the shield of the object exceeds the destruction power of the weapon. As you walk inside dungeons or towns destroying these objects, you may find something wonderful unexpectedly. The maximum value of Destruction Power of a weapon is 7. For the items that are not designed to be an object for destruction, a message "This stuff wont break" will be issued when you push the C button. However there are some places that will not display this kind of message although they are not destructible.

5. Magic

When you select <Magic>, it will bring up the magic selection menu. Move the cursor to the magic you want to choose and push the A button.

You can only choose the magic that is available during camp. Magic displayed in red is unavailable. When you move the cursor to a magic item, the effect of the
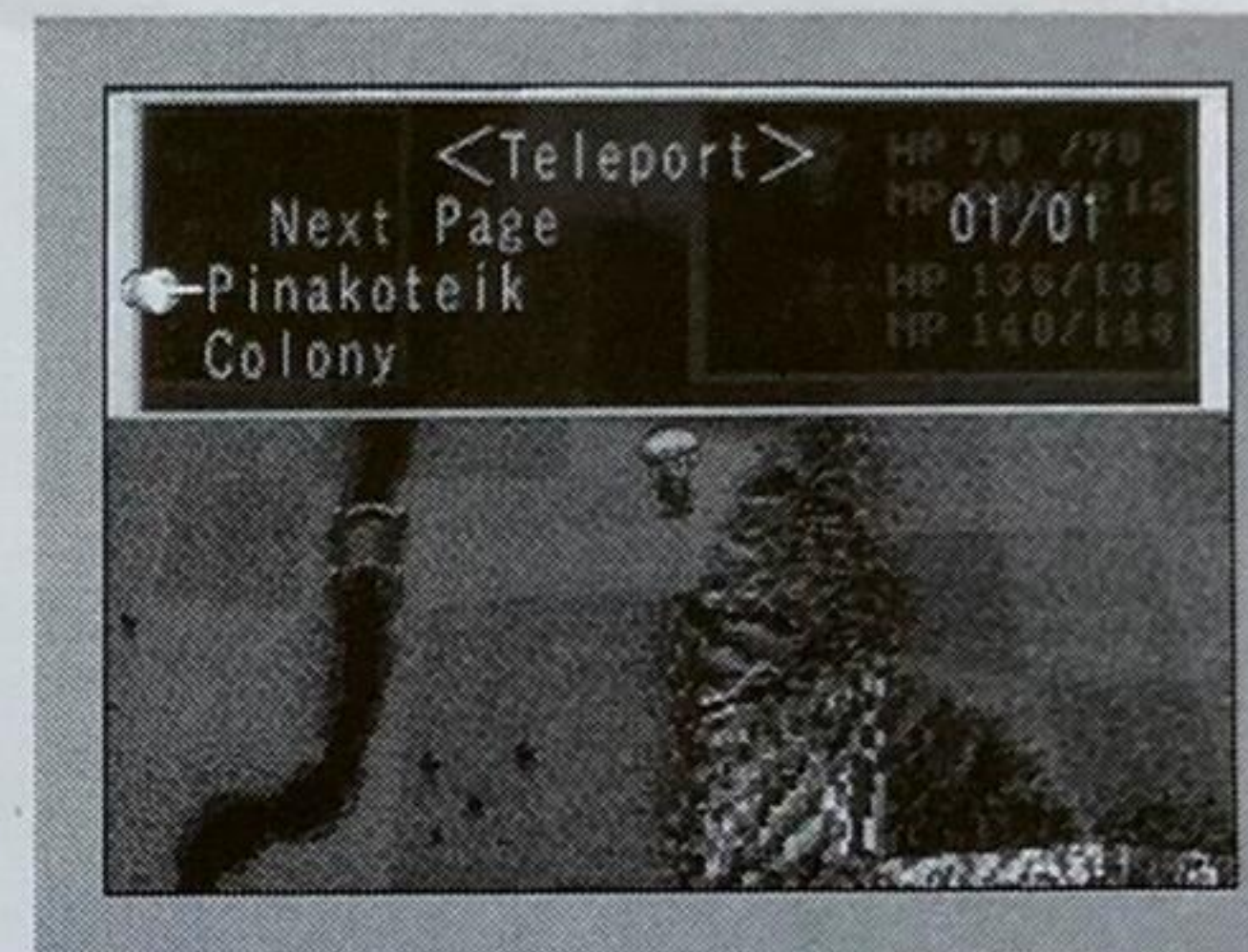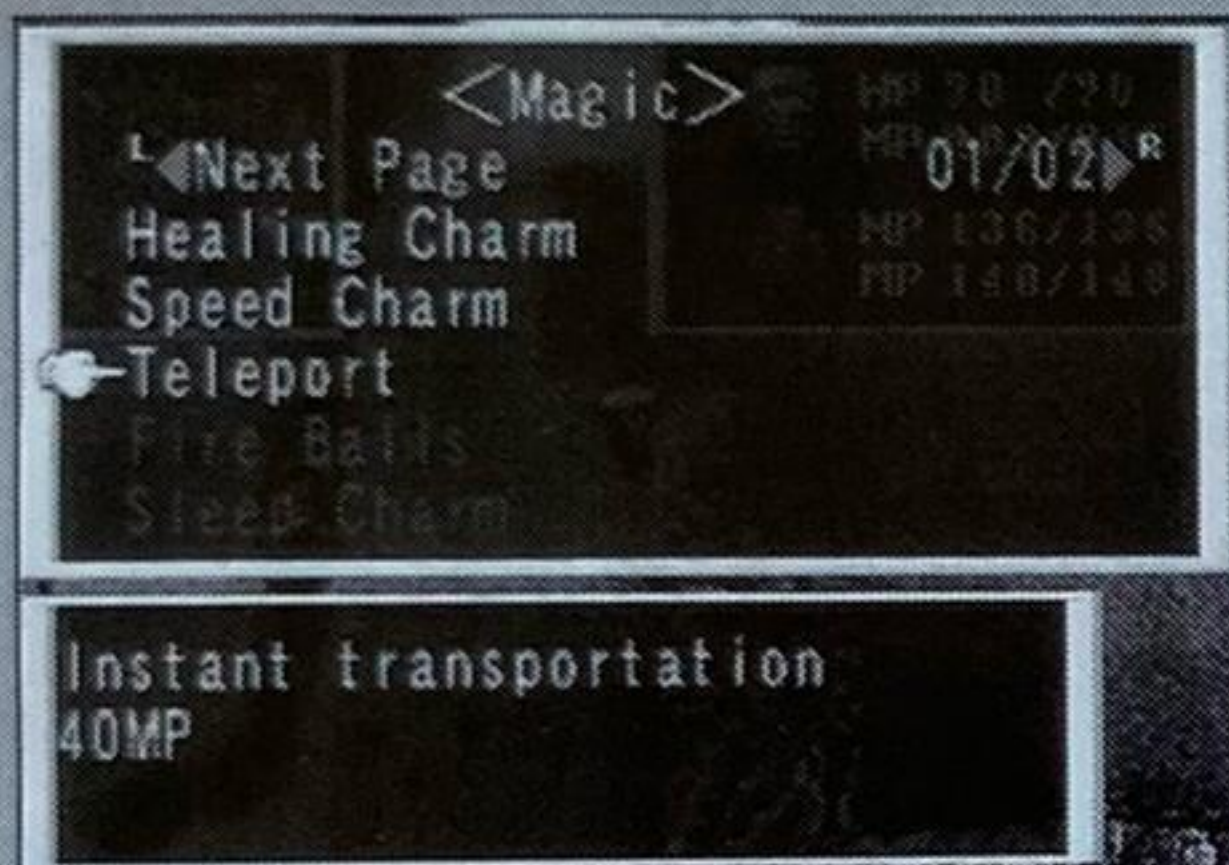
magic and its Minimum Consumption MP will be displayed.

The magic that is available during camp is: Healing Charm, Universal Healing Charm, Speed Charm, Teleport, and Golem

After you move the cursor to a magic item and push the A button, you are going to select a character you want to cast the spell on, then, confirm it with the A button.

For both Heal-wide and Speed Charm, all the companion characters at that time will be automatically selected.

For Teleport, you should select a name of a place you want to teleport to, not a name of a character.
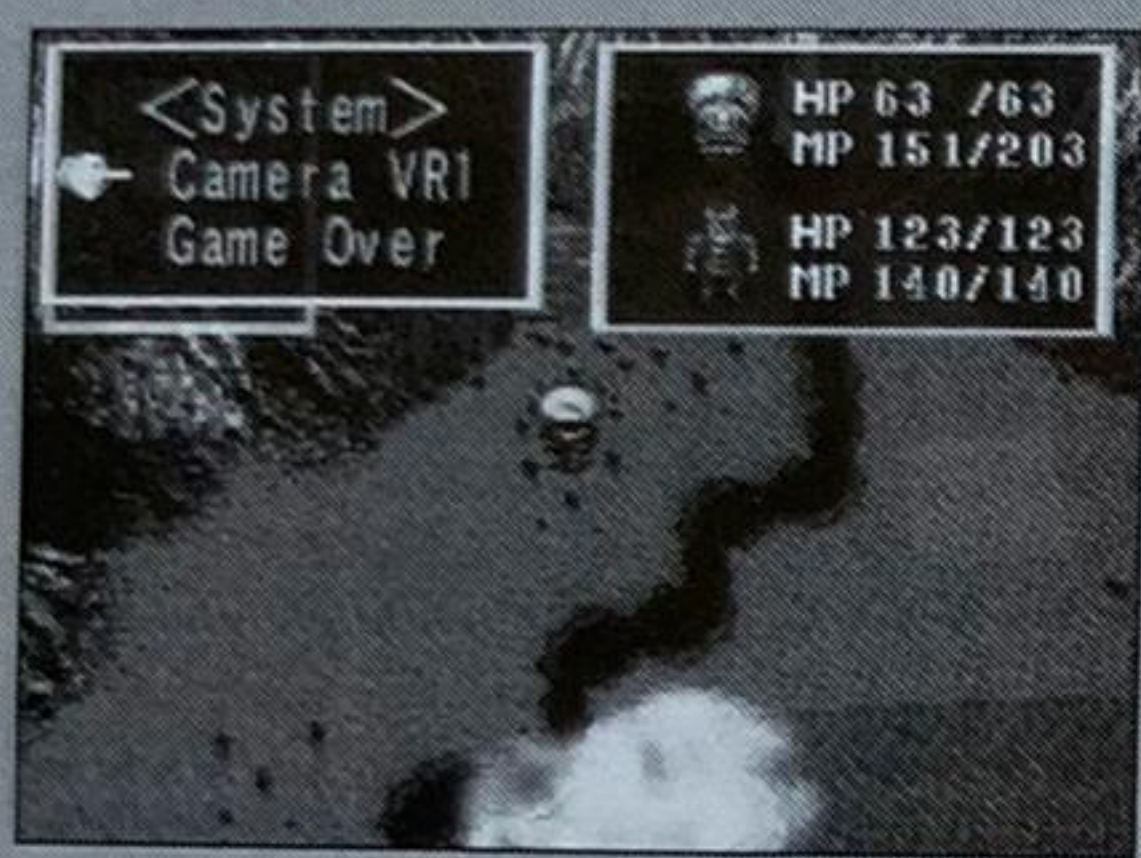
Golem is a magic that creates golems.

The golems you create will be your companions and they will fight with you. The more experience they have, the more skillful they become. However you cannot change their equipment, and even if their HP gets damaged, neither magic nor items can recover it. Anything created will break someday. That is the law of nature.

6. System

<System> has 4 types of items about the Camera Eye Position. The Camera Eye Position literally means the position of a camera. For the ways to change your point of view when you move the character around, 4 positions are available. They are: Fix Camera position, Camera VR1, Camera VR2 and High Speed Camera.

The game always starts from Fix Camera position. You may change it as you like.

7. Formation

<Formation> allows you to change formation. Formation is an arrangement of characters during a battle. You can arrange up to three characters horizontally on the Front Row and the Rear Row. We recommend that you place Lucienne on the Rear Row, and place dependable characters like Ago who is impervious to most attacks, and those with actual weapons on the Front Row, so that they can effectively shield Lucienne in the back.

Select <Formation> and open Characters arrangement window. The blinking character is the one you are changing. Arrange the character with the Direction Pad. After you confirm it with the A button, the next character starts blinking.
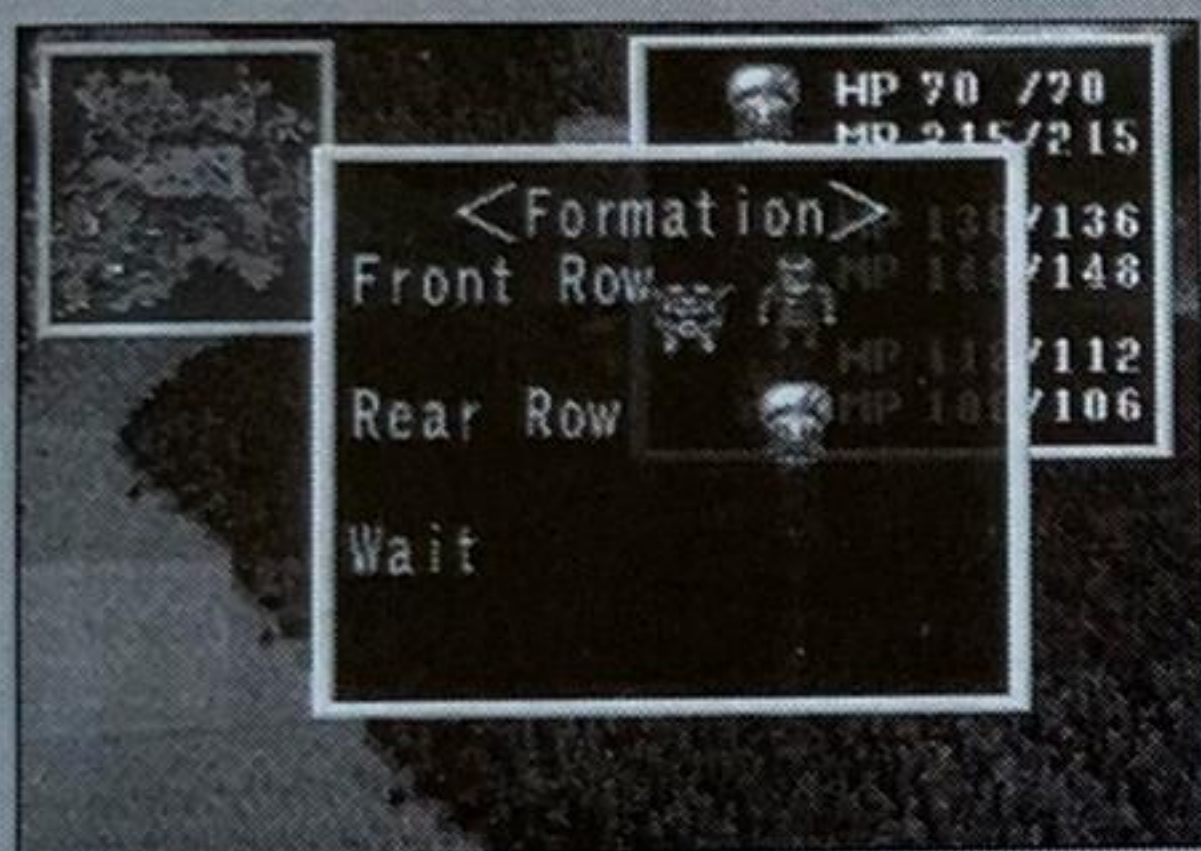
The B button ends the <Formation> command.

The maximum number of characters who can participate in a battle is 4.

8. Save

By selecting <Save>, you can save the current game in up to 4 locations. You can save the game anywhere except the inside of a town or the inside of a dungeon.
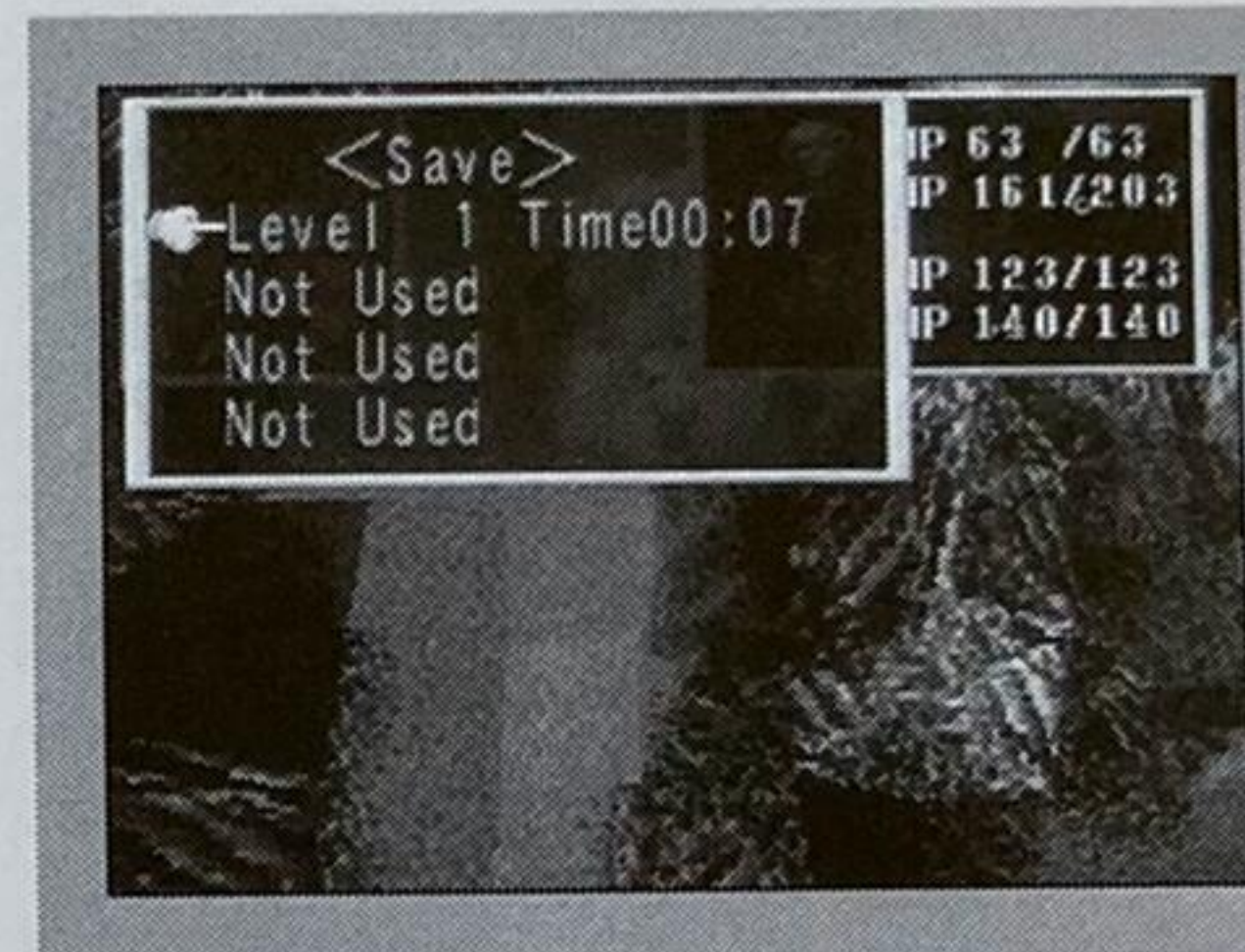
About the shops:

1. Inn

At an inn, you can recover HP and MP.
When you move to the counter of an inn, you will be asked if you are going to stay.
If you want to stay, move the cursor to <Yes> and confirm it with the A button. The
charge is 10 Gold and this is the same in any town. Remember that <Rest> in the
Camp Menu can only recover MP up to half of the maximum value.

2. Armory shop

You can purchase weapons at
weapon shops. When you move
to the counter of a weapon shop,
you will be asked to "SELECT". If
you want to buy some new
weapons, move the cursor to
<Buy>, and if you want to sell the
weapons you already have,
select <Sell>, then push the A button.
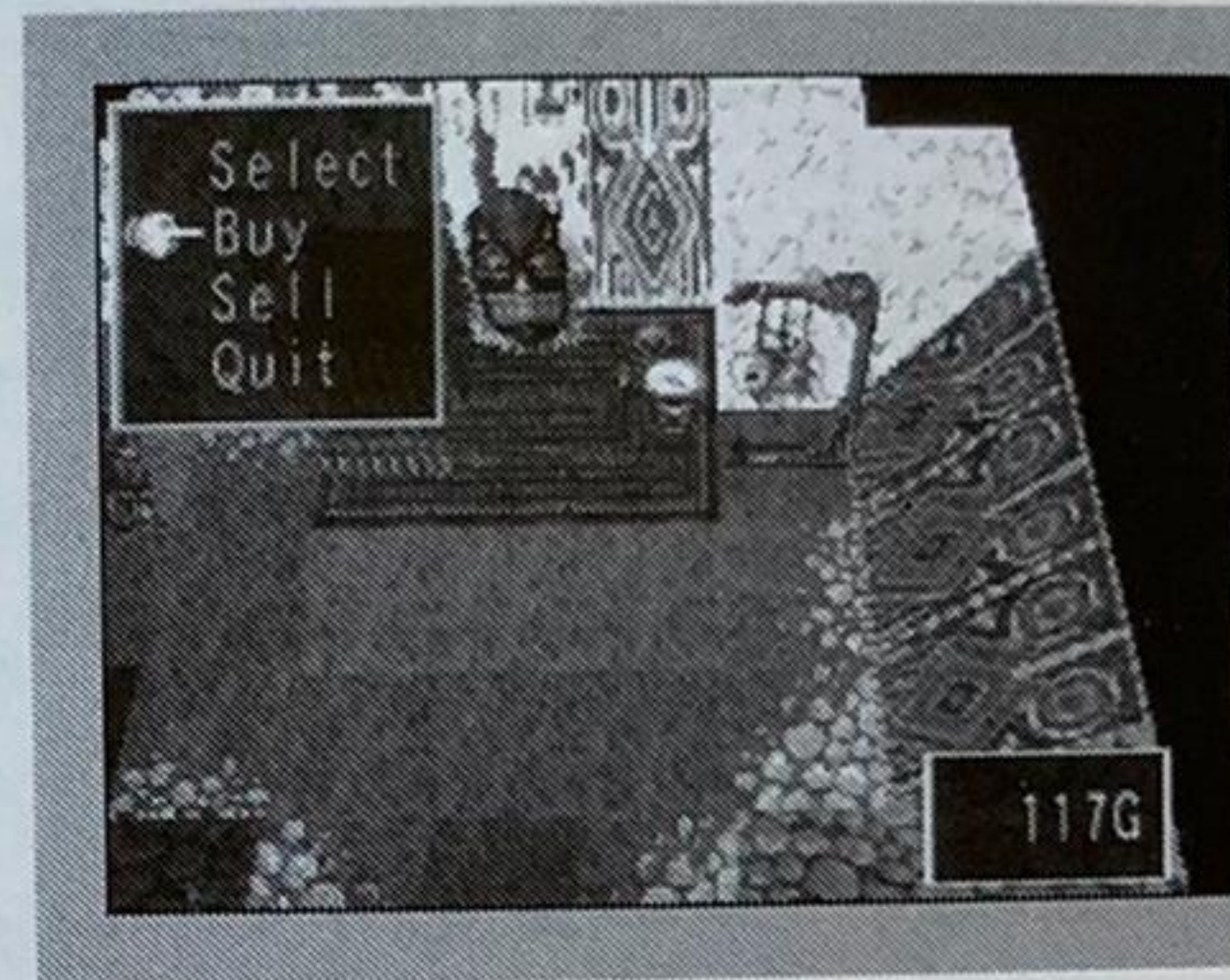
<Buy>

If you select <Buy>, the Item Selection Menu appears. This is a list of all the
weapons you can buy at the shop. When the list of the items exceeds more than 1
page, you can turn pages to view more items by moving the cursor to the Turn
Pages and confirming it with the A button. You may also use the L/R button to
view further pages.
When you place a cursor on one item, the number of its Attack Power and

Destruction Power will be both displayed. Displayed below the name of the character is the amount of increase or decrease by eqipping the character with the item. A small green triangle on the right side of character shows the increased attack power if it points up, and the decreased attack power if it points down.

Move the cursor to the item you want to buy, and push the A button. The following information will be displayed; Attack Power, Destruction Power, character who can use the weapon, number of weapons, total cost of the purchase, and current total amount of money on hand. Below the information, you will see the next 4 commands: <Buy>, <Increase Number>, <Decrease Number> and <Quit>.
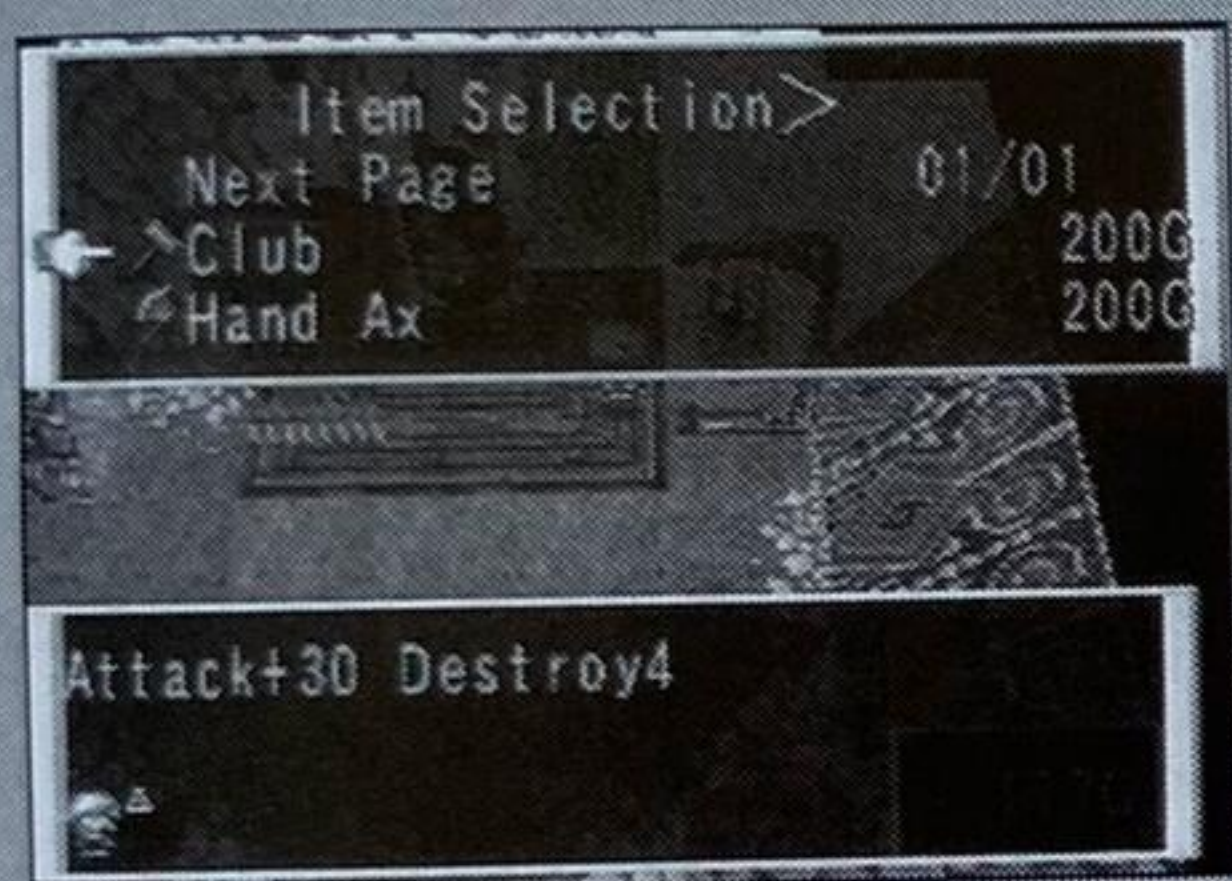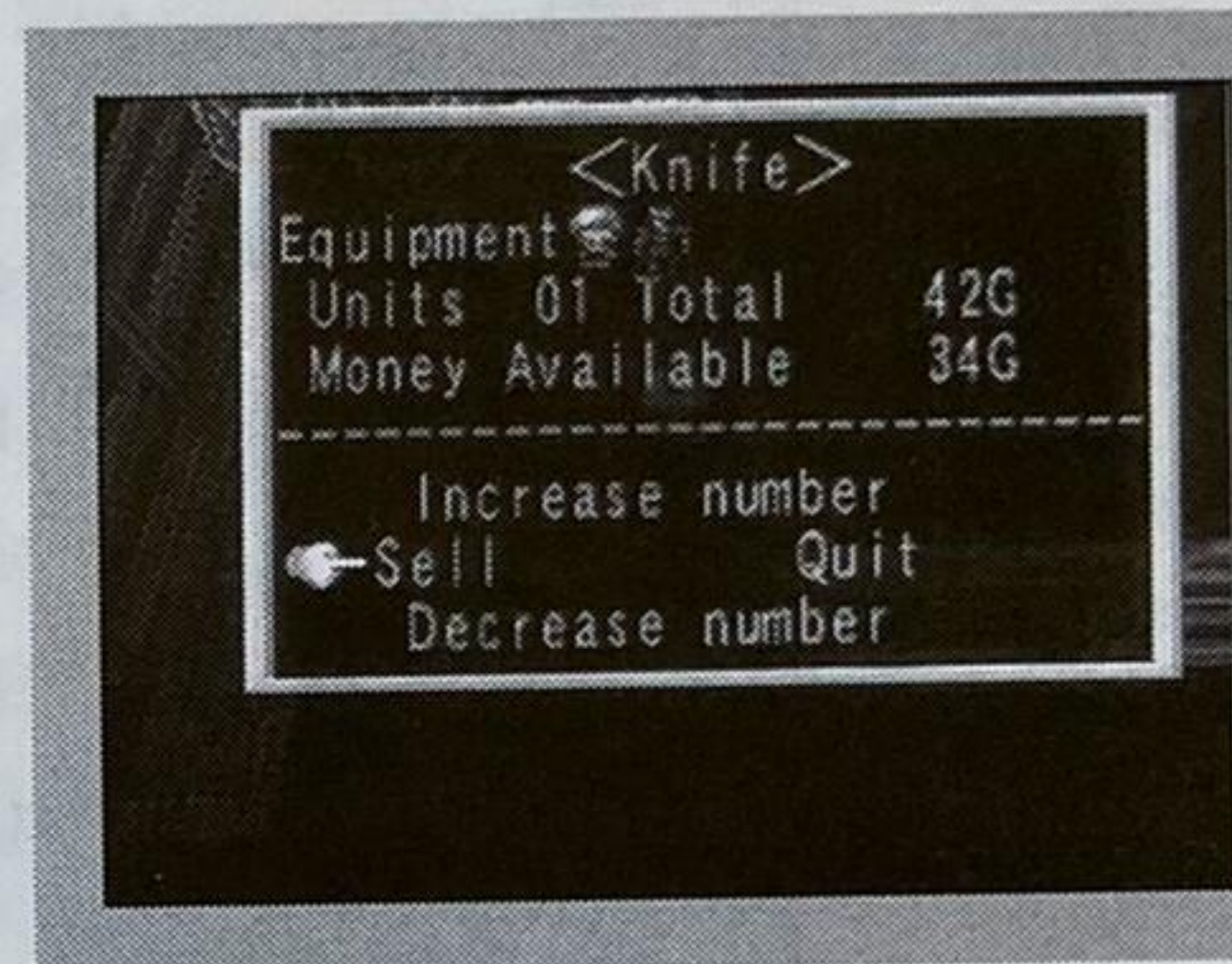
For <Buy> and <Quit>, move the Direction key to right or left, and push the A button. For <Increase Number> and <Decrease Number>, move the Direction key up or down and push. If you push <Increase Number>, the number of the items that you are going to buy will increase by one. If you push <Decrease Number>, the number will decrease by one.

<Sell>

If you select <Sell>, it will display the list of the weapons the character already has. Move the cursor to the weapon you want to sell, and push the A button. The following information will be provided: Attack Power, Destruction Power, character who can use the weapon, number of weapons, total amount of the sales, and

current total amount of money on hand. Under the information above, you will see the next 4 commands: <Sell>, <Increase Number>, <Decrease Number> and <Quit>. For <Sell> and <Quit>, move the Direction key to right or left, and push the A button. For <Increase Number> and <Decrease Number>, move the Direction key up or down and push. If you push <Increase Number>, the number of items you are going to sell will increase by one. If you push <Decrease Number>, the number will decrease by one.

<Quit>
<Quit> ends the Item Selection Menu.

3. Hardware shop
At a hardware shop, you can buy protection such as shields or armor as well as the items that recover HP and MP.
When you move to the counter of a hardware shop, you will be asked to SELECT. If you want to buy some new items, select <Buy> and push the A button. If you want to sell any items you already have, select <Sell> and push the A button.

The procedure for buying and selling hardware is the same as the procedure for buying and selling weapons.

About the Battle Menu:

1. Outbreak of battles

As you walk on the World Map or the inside of a dungeon, monsters appear and battles take place.

There are some other monsters such as the Boss Monster, who always appear in the same spot and start a battle. Every time you win a battle, you can achieve a higher Experience Level and receive Gold.

2. Select the destination

Once a battle takes place, a character you can move starts blinking. You can only move a character within an area 2 blocks by 9 blocks. Use the character who has higher Protection Power to protect the ones with less Protection Power.

Notice you cannot move a character to a spot that is already occupied.

When you move a blinking character, the battle map blinks and moves along in front of the character. This battle map shows that objects such as rocks or trees are on the blinking line, and that they will be obstacles for an attack. However, those objects could work as shields when you are being attacked by an enemy. You must think well and take advantage of these objects.

3. Battle Menu

After you have selected the character's destination and have confirmed your selection with the A button, the Battle Menu will appear.

3-1 Attack

Attack enemies.

If the character is equipped with an item that makes a special attack possible, you can select Special Attack when you choose <Special Attack> Command.

Select <Attack> and you will see a triangular cursor above the enemy. Move the cursor to the enemy you want to attack, and push the A button. When there are objects such as rocks and trees between the character and the enemy, you should attack the objects first. You may not be able to destroy them if the weapons lack enough power.

3-2 Defense

<Defense> against enemies.
<Defense> increases Protection Power temporarily, so that a character will sustain less damage from enemies. However, he can only defend until he has another turn to attack.

Wolf

3-3 Special Attack

Miminaga, Kaneyung and Be-o-Melda are able to do special attacks. Miminaga has a special skill called <Earthquake>. By using this skill, he can create an earthquake which damages enemies and obstacles. Kaneyung uses a special skill called <Blow Fire>. He literally blows fire and damages enemies and obstacles.
By using the skill called <Throw>, Be-o-Melda attacks enemies by throwing obstacles at them.
They can use these special skills without spending MP.

3-4 Magic

Magic is Lucienne's special skill.
When you select <Magic>, a list of magic appears. Move the cursor to the magic you want to use, and push the A button. When you move the cursor to each
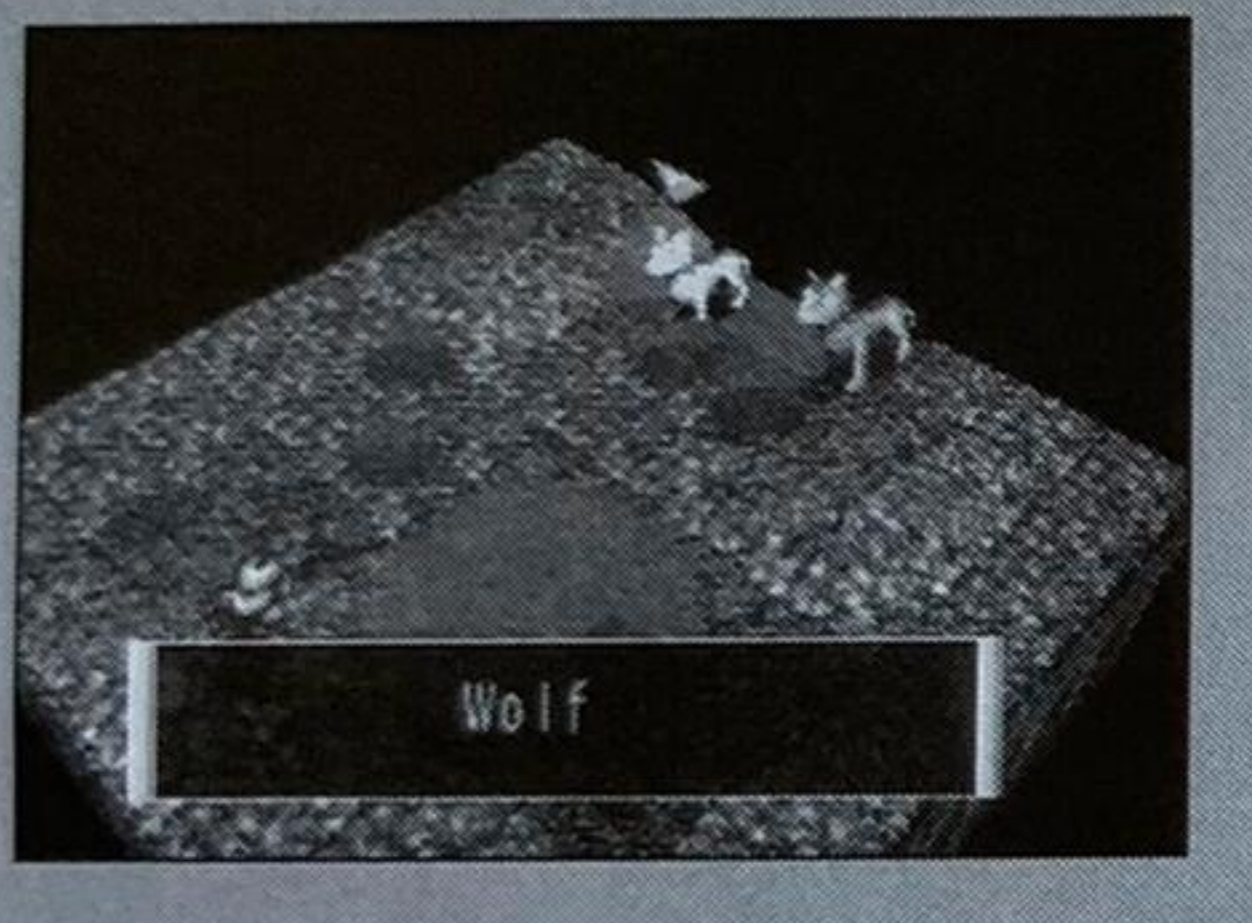
item of magic, a small window opens under the list and displays information about the magic.

example: Freeze
Freezes Enemies   8MP

Minimum Consumption MP of the magic then follows the information. In this example, a minimum of 8MP will be spent without expanding the effective area of the magic.
When you select one magic item, you have to decide the effective area of the magic.
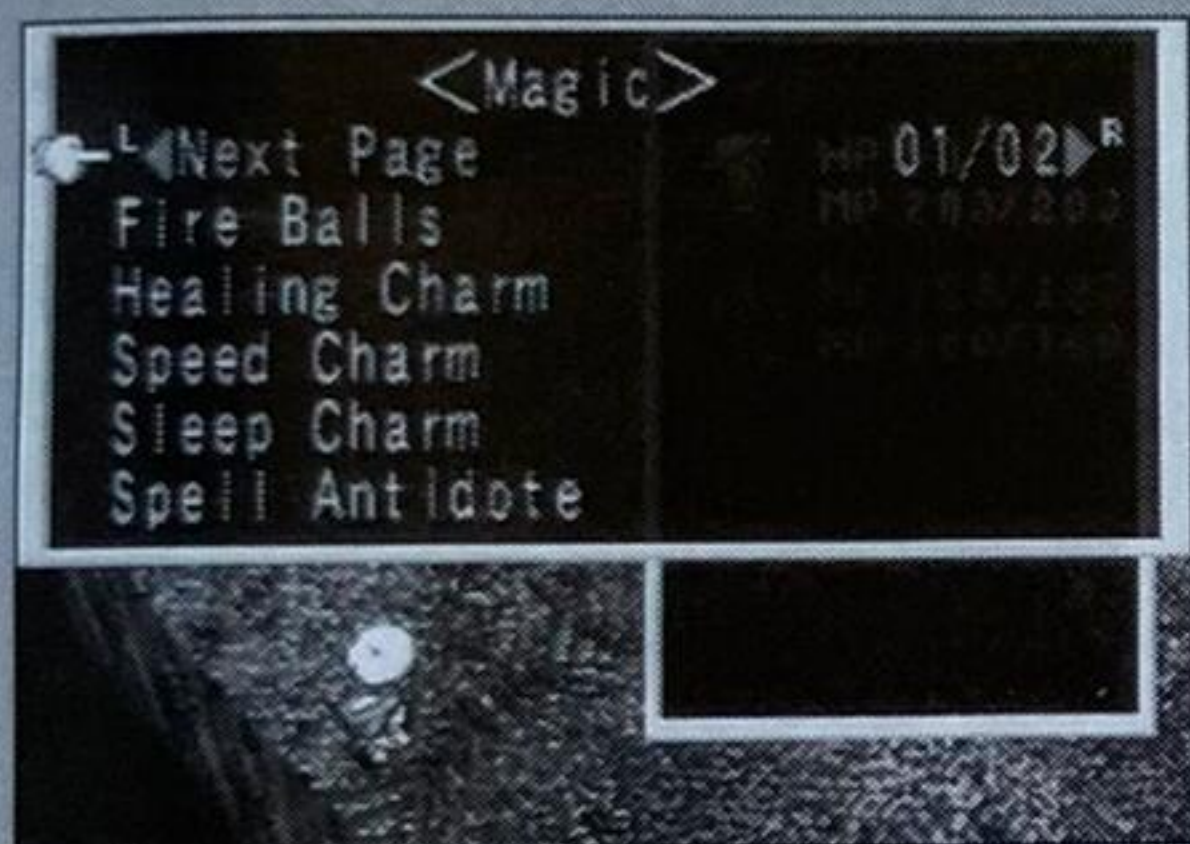
When you use the magic you can expand its effective area, expand the area 1 row at a time horizontally by putting Lucienne in the center. When Lucienne is standing at the center of the battle map, you can cover the whole map under the effective area by expanding the maximum limit. However, if Lucienne is standing far from the center of the map, the effective range will not cover the whole map. Since the magic does not reach enemies outside this effective area, take a good look at the enemy's formation and use the magic effectively. You cannot learn new magic yourself, simply because you become skillful. You must learn magic from somebody who can teach you. For Lucienne, mastering magic does not have anything to do with her level. However, using high level magic consumes more MP, and expanding the effective area of magic also requires higher MP consumption. Therefore, some magic will be used only when the MP amount is accumulated to a certain level.

3-5 Item

You can use only items you possess.
If you select <Item>, Item Menu appears. Move the cursor to the item you want to use, and push the A button.

3-6 Weapons

You can change the weapons and shields you possess. If you select <Weapon>, a list of the weapons and the Armor you are currently equipped with appears. Move the cursor to the item you want to change, and push the A button. You will see the Equipment Menu next. Move the cursor to the item you want, and push the A button.
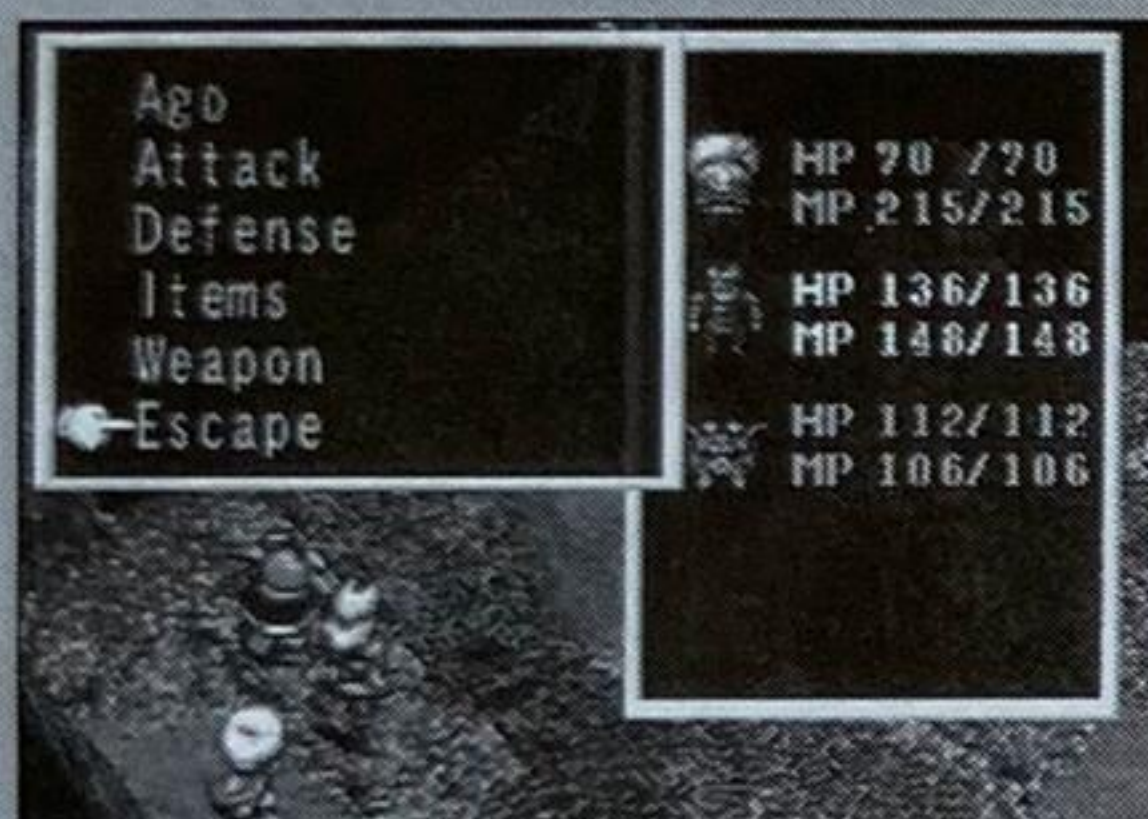
3-7 Escape

Select <Escape> when you want to give up the battle and escape. However, you are not always guaranteed that you can escape. When you choose to escape, you cannot obtain Experience Level or Gold.

4. Obstacles

Sometimes you see obstacles such as rocks or trees on the battle map. You may not be able to destroy them if the weapons are not strong enough. This also applies to attack from enemies. Therefore, you can beat the enemy without getting any damage if you make good use of these obstacles when enemies attack you.

5. Companion characters with zero HP

When the HP of the companion characters becomes zero, you can use items or magic to recover HP. By using these items, you can recover HP about one quarter of the expected recovery. The characters on the screen start looking exhausted when their HP is getting low. Some may be kneeling on one knee. When you see this, try to recover HP before it becomes zero.

If you have a companion who is not participating in the battle, and they still have HP left, they will automatically replace any character who has ran out of HP. This replacement takes place during his turn to attack.

The game will be over when the HPs of all the companion characters become zero. Therefore, you must make a decision quickly and escape before it will be too late.

5-1 Special conditions during a battle

These are some Special conditions of "Poison" and "Confusion" that characters can experience in battle:

All the conditions except the Possesed condition disappear when the battle is over.

Paralyzed condition
Indication ... kneels down + vibration
Effect ... decreases Attack Power

Extremely paralyzed condition
Indication ... falls down + vibration
Effect ... unable to move

Poisoned condition
Indication ... kneels down + foams at the mouth

Effect ... damage + unable to move

Extremely poisoned condition
Indication ... falls down + foams at the mouth
Effect ... damage + unable to move

Frozen condition
Indication ... covered with frost
Effect ... damage + unable to move + The amount of damage 1/2

Sleeping condition
Indication ... displayed as "zzz"
Effect ... unable to move

Confused condition
Indication ... displayed as "?"
Effect ... unable to move

Possesed condition
Indication ... kneels down + haunted by ghosts
Effect ... damage + unable to move

Speed
Indication ... the character is running
Effect ... attacks enemies first

Shield
Indication ... the character is blinking

Effect ... Increases protection against magic

Magic eater
Indication ... displays "eater"
Effect ... MP absorbed by "eater" when the character uses a magic.

Unable to fight
Indication ... falls down
Effect ... HP recovery falls to one quarter

```
16 Experience Level
10 Gold
Obtained.
```
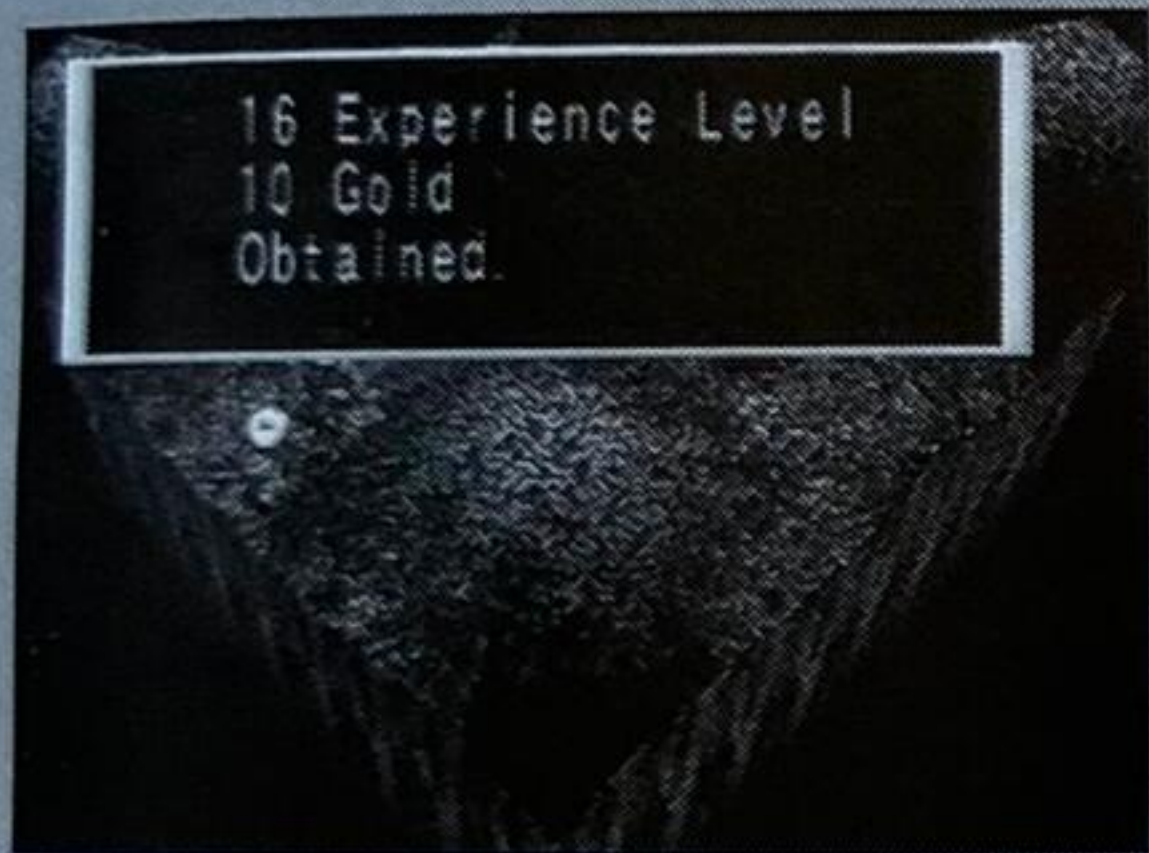
The conditions marked with <Circle> can be recovered by Healing Charm or the items that can recover HP.
The condition marked with <Star> can be recovered by Spell Antidote.

6. The end of a battle

The battle is over when you beat the enemy, when either the enemy or allies escape, or when the allies are totally destroyed.

Every time you defeat the enemy, you receive Experience Points and Gold. Even if several enemies escape, you can get Experience Points and Gold depending on the number of the enemy characters you beat. When you defeat enemies, some may drop their weapons or items. Some of these items cannot be found in shops and you may be able obtain them. If your companion characters escape, or if all the companion characters are totally destroyed, you cannot receive an Experience Point or Gold.

When all the companion characters are destroyed, you can restart the game from the entrance of the town or the dungeon you just entered, or from the spot you last saved the game.

7.Level up

If you have accumulated Experience Points, the Level increases. If your Level increases, your Ability Level, HP and MP also increase. You cannot learn new magic yourself by becoming skillful. You must learn magic from somebody who can teach you. For Lucienne, mastering magic does not have anything to do with her level. However, using high level magic consumes more MP, and expanding the effective area of magic also requires higher MP consumption. Therefore, some magic will be used only when the MP amount is accumulated to a certain level.

Introduction to Weapons

Name of Item	Price	the Affected Character					Description
		L	M	A	K	B	
Knife	60	Y	N	Y	N	N	a knife
Dagger	200	Y	N	Y	N	N	a short knife
Kris Knife	800	Y	N	Y	N	N	a knife made of aerolitic
Iron Short Sword	100	Y	N	Y	Y	Y	a short sword
Gladius	500	Y	N	Y	Y	Y	a short sword which has greater power than Short Sword
Wind Cutlass	1000	Y	N	Y	Y	Y	a short sword with a curved blade
Club	200	Y	Y	N	N	N	a club
Blazion	not for sale	Y	Y	N	N	N	a club which is reinforced with spikes.
Iron Hammer	not for sale	Y	Y	N	N	N	a huge iron hammer
Spear	110	Y	N	N	N	Y	a spear
Javelin	500	Y	N	N	N	Y	a powerful spear
Trident	1000	Y	N	N	N	Y	a trident spear
Hand Ax	200	Y	Y	N	N	Y	a small sized ax
Tomahawk	800	Y	Y	N	N	Y	a primitive ax
Lightening Ax	2000	Y	Y	N	N	Y	an ax which creates lightening
Bow	80	Y	Y	Y	N	N	a bow
Long Bow	300	Y	Y	Y	N	N	a long bow
Cross Bow	1000	Y	Y	Y	N	N	a mechanized bow
Curved Steel Blade	150	N	N	Y	N	N	a gigantic scythe
Naginata	580	N	N	Y	N	N	a long stick with a short sword on its top
Guerrilla Warfare	1200	N	N	Y	N	N	a weapon that resembles a spear and a scythe

L : Lucienne, M : Miminaga, A : Ago, K : Kaneyung, B : Be-o-Melda

Introduction to Armors

Name of Item	Price	Place	the Affected Character					Description
			L	M	A	K	B	
Leather Cap	60	head	Y	Y	Y	Y	N	a leather cap
Leather Helmet	180	head	Y	Y	Y	Y	N	a hard leather helmet
Leather Armor Helmet	800	head	Y	Y	Y	Y	N	a hard leather helmet reinforced with iron.
Iron Helmet	1800	head	Y	Y	Y	Y	N	an iron armor helmet
Leather Gloves	80	arm	Y	Y	Y	Y	N	a pair of leather gloves
Heal-Power Ring	2000	arm	Y	Y	Y	Y	N	recovers HP automatically.
Lucky Ring	2000	arm	Y	Y	Y	Y	N	a ring that increases the Critical rate
Amulet	2000	arm	Y	Y	Y	Y	N	an amulet that increases the Avoiding rate.
Leather Shield	100	shield	Y	Y	Y	Y	N	leather shield
Small Shield	400	shield	Y	Y	Y	Y	N	a small wooden shield
Round Shield	800	shield	Y	Y	Y	Y	N	a round wooden shield
Tower Shield	2000	shield	Y	Y	Y	Y	N	a big square wooden shield
Leather Armor	150	torso	Y	Y	Y	Y	N	a leather armor
Chain Mail	600	torso	Y	Y	Y	Y	N	a clothe woven from metal chain
Ring Mail Armor	1200	torso	Y	Y	Y	Y	N	an armor of iron rings on leather
Metal Plated Armor	3000	torso	Y	Y	Y	Y	N	iron armor
Sandal	50	leg	Y	Y	Y	Y	N	leather sandal
Leather Boot	100	leg	Y	Y	Y	Y	N	a pair of leather boots
Shin Guard	200	leg	Y	Y	Y	Y	N	a pair of reinforced leather boots
Magical Boot	800	leg	Y	Y	Y	Y	N	a pair of boots reinforced with magic

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Introduction to Items

Name of Item	Price	Effect
HP Recovery Medicine + 100	30	HP is recovered by 100.
HP Recovery Medicine + 400	300	HP is recovered by 400.
HP Full Recovery Medicine	1000	HP is fully recovered.
MP Recovery Medicine + 50	300	MP is recovered by 50.
MP Recovery Medicine + 200	1000	MP is recovered by 200.
MP Full Recovery Medicine	3000	MP is fully recovered.
Strength Medicine:*	not for sale	strength + 1
Speed Medicine*	not for sale	speed + 1
Medicine of Intelligence*	not for sale	Intelligence + 1
Wit Medicine*	not for sale	wit + 1
Stamina Medicine*	not for sale	stamina + 1

*unavailable during a battle

List of Spirits

Name of Spirit	Effect
Spirit of Fire	burns enemy.
Spirit of Water	recovers HP of companion characters.
Spirit of Wind	Wind attacks enemy.
Spirit of Earth	attacks enemy with an earthquake.
Spirit of Lightning	attacks enemy with thunder.
Spirit of Ice	freezes enemy.
Spirit of Blade	slashes enemy.
Spirit of Gold	lends you Gold.
Spirit of Purchase	trades items.

Introduction to Magic

Name of Magic	MP Consumption		Object	Effect
	during camp	during a battle		
Flame	unavailable	8-40	1-9 rows of enemy	attacks with fire emission.
Fire Balls	unavailable	8-40	one enemy	attacks with fire balls.
Freeze	unavailable	8-40	1-9 rows of enemy	freezes enemies.
Freezing Wind	unavailable	8-40	one enemy	attacks with blizzard.
Tornado	unavailable	8-40	1-9 rows of enemy	attacks with a tornado.
Wind Knife	unavailable	8-40	one enemy	cuts enemies with Wind.
Earth Eater	unavailable	8-40	1-9 rows of enemy	consumes Earth.
Ground Blast	unavailable	8-40	one enemy	blasts the ground.
Lightning Bolt	unavailable	8-40	1-9 rows of enemy	attacks with lightning.
Plasma Burst	unavailable	8-40	one enemy	attacks with Electric Ball.
Magic Vulcan	unavailable	8-40	1-9 rows of enemy	shoots with magic bullets.
Magic Grenade	unavailable	8-40	one enemy	shoots with magic bombs.
Wall	unavailable	12-60	1-9 wall	generates a protective wall.
Shield	unavailable	16-80	1-9 rows of ally	increases the protection against magic
Magic Eater	unavailable	10-50	1-9 rows of enemy	consumes enemies' magic.
Sleep Charm	unavailable	12-60	1-9 rows of enemy	causes enemies to sleep.
Slow Charm	unavailable	8-40	1-9 rows of enemy	slows enemies' speed.
Speed Charm	unavailable	8-40	1-10 rows of ally	increases allies' speed.
Spell Antidote	unavailable	12-60	1-9 rows of ally	recovers from enemies' spell
Teleport	40	40	all the ally	transports instantly./escapes during a battle.
Golem	60	60	one	creates soldiers out of clay.
Healing Charm	10	10-50	one ally	recovers HP of one companion character.
Heal-Wide Charm	36	12-60	1-9 rows of ally	recovers all members HP in the effective area.

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