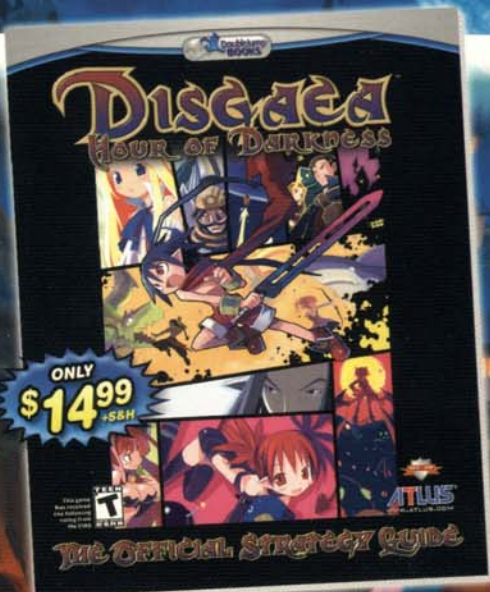


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DISGAEA™

HOUR OF DARKNESS



GAME MANUAL

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- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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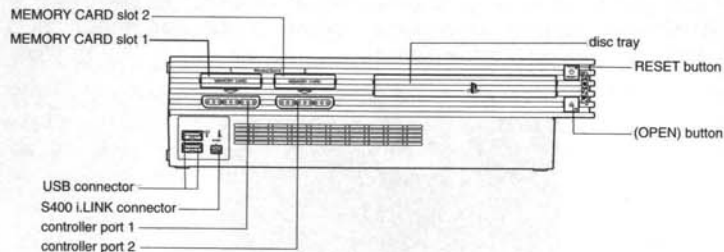
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Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **DISGAEA: HOUR OF DARKNESS™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



STARTING THE GAME

When you insert the game and turn on the PlayStation®2 computer entertainment system, you will be taken to the Title Screen. If you are starting from the beginning, please select "Start". If you are continuing from a previously saved game, please select "Continue".

* In order to make gameplay smooth, this game takes approximately 20 seconds to load up in the beginning.

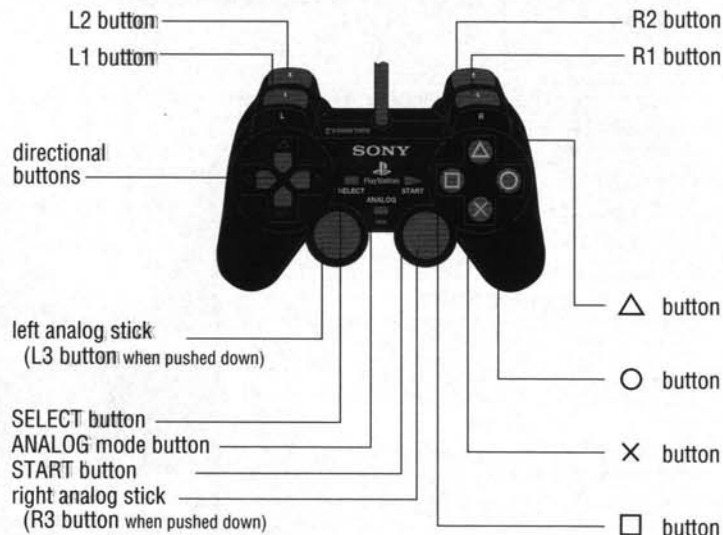
SAVING YOUR PROGRESS

[Saving to a Memory card (8MB)(for PlayStation®2)]

By pressing the Δ button in the Overlord's Castle, a menu will appear and you can select "Save". Make sure you have a memory card (8MB)(for PlayStation®2) with at least 377KB of free space inserted into MEMORY CARD slot 1. Select the space where you want to save and you will be able to record your progress.

* In order to save, a memory card (8MB)(for PlayStation®2) is required. You cannot use a PlayStation® memory card.
 * Please do not do the following while saving:
 • Turn the MAIN POWER switch off
 • Press the RESET button
 • Remove the memory card (8MB)(for PlayStation®2)
 Doing any of the above may result in loss of data.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



directional buttons	Move character/cursor
○ button	Cancel
× button	Confirm, skip message
Δ button	Open menu
□ button	<i>Area Map:</i> When the cursor is pointing to a character, holding the □ button while pressing one of the directional buttons will change the direction he/she faces. <i>Status Screen:</i> Change page
L1 button	Rotate area map clockwise
R1 button	Rotate area map counterclockwise
L2 button	Zoom in/out on the area map
R2 button	Move cursor to characters who have not yet moved
SELECT button	Turn Geo Effect Display on/off
ANALOG mode button	Switch between Analog Mode and Digital Mode
LED	<i>Red Light On:</i> Left analog stick can be used in place of the directional buttons

*This game does not use the vibration function.



The Flow of the Game

This section will explain the general flow of the game. The chart below shows how the game progresses.

Ex.

Episode Start

Event

Objectives revealed

Overlord's Castle

Shops/Hospital/Gather Info/
Assembly/Item World/Save

Area Map Selection

Select destination

Area Map

Battle/Event

Episode End

Objectives completed!
On to the next episode...

The Overlord's Castle

Shops/Hospital/Gather Info

Here you control Laharl and can talk to your vassals or buy items.

Controlling Laharl

Use the directional buttons to move Laharl. If you press the × button near a vassal, you can talk to him/her.



The Command Menu

By pressing the Δ button in the Overlord's Castle, a menu like the one below will be displayed.



Item	View the items that your characters are carrying, or transfer them to and from the Warehouse.
Equip	View or change characters' equipment.
Status	View the status of each of your characters.
Rearrange	Rearrange the list of party members manually, or sort them automatically by level, with humanoids first, with monsters first, etc.
Help	Learn the basics of battle.
Settings	Change the cursor mode and/or sound output.
Quit	Return to the Title Screen.*
Save	Save your progress.

*If you have not saved, your progress will be lost.

There are 14 episodes in all. However, the final ending will depend on how you play.



Shops

Talk to the cashier at the Rosen Queen Co., Netherworld Branch, and you'll be able to buy and sell items. The currency used in the Netherworld is known as "Hell" (HL). All available items are on display, and only one of each is in stock. Every time you visit the shop, the item selection may be different, or the items' stats may have changed, so it's best to drop by frequently.

You can submit proposals to the Dark Assembly requesting changes to the store's selection.



Netherworld Hospital

You can recover lost HP and SP at the Netherworld Hospital. The cost will vary depending on the amount of HP/SP restored.

Special Promotion!

At the Netherworld Hospital, you can earn prizes for receiving treatment. The more you get hurt, the more prizes you can earn!



Other Places to Visit

The Dark Assembly and the entrance to the Item World are also located inside the Overlord's Castle. Visit them to create characters and strengthen your items.

See p.15 regarding the Dark Assembly. See p.18 regarding the Item World.



Selecting a Destination

Area Select

Through events and conversations in the Overlord's Castle, new areas will become available for you to visit.

Each area contains sub-areas which will be referred to as area maps. After choosing a particular area, you can select the area map you would like to go to. Progress is made in the game by clearing area maps.



Area Map

A 3D map like the one pictured to the right is called an area map. All battles (turn based) are carried out on area maps. Using a turn-based battle system, the player and the computer alternate taking turns issuing commands to their units.



Dispatching Characters

If you point the cursor at the Base Panel on the area map and press the \times button, a list of characters available to be dispatched will be displayed. You can dispatch a character by selecting him/her and pressing the \times button. You can only dispatch one character at a time, and remember that you may only have 10 characters on the map at any given time.

Character Commands

To battle the enemy, select each of your allies and give him/her orders from the Character Command Menu. During a single turn, each character may move once and also perform an action, such as attack, use a Special Technique, lift and throw an object, or use an item.

*The commands "Equip" and "Status" can be selected as many times as you please. (Note that you cannot change equipment once you have performed an action.)





Move

When this command is selected, the character's movement range will be displayed in red. Select the spot where you want the character to move to within this range. Point the cursor at the character and press the **O** button to cancel a movement.

Attack

When this command is selected, the character's attack range will be displayed in blue. The range will vary depending on the weapon equipped. Once you've selected a target, the order to attack will be completed. In order to commence the attack, open the Area Map Menu by pressing the **Δ** button and select "Execute" or "End Turn". Press the **O** button to cancel the order to attack.

Special

When this command is selected, a list of the character's Special Techniques will be displayed. The following will be included:

- Techniques specific to that character
- Techniques that have been mastered with the currently equipped weapon
- Magic

Once you've selected a technique and a target, the command will be completed. In order to execute the order, bring up the Area Map Menu by pressing the **Δ** button and select "Execute" or "End Turn". Press the **O** button to cancel the command. Remember, SP are required to perform Special Techniques.



Item

Items in the party's inventory can be used by selecting this command. Be sure to note an item's effect and range to use it wisely.



Lift / Throw



When "Lift" is selected, a character can pick up an ally or enemy adjacent to him/her. If there is no one near the character, this command cannot be used. Although the character being lifted cannot perform any actions, he/she cannot be attacked either. Once a character has been picked up, selecting "Throw" and choosing a direction and distance will allow you to throw him/her. There are many uses for the "Lift" and "Throw" commands, so be sure to experiment!

Defend

When "Defend" is selected, a character's DEF will temporarily be increased. However, his/her ability to counter will decrease.

Equip

This command allows you to change a character's equipment. It is a good idea to change weapons based on a character's abilities and his/her distance from the enemy.

Status

This command can be selected to view a character's status.

- If you point to a character with the cursor and press the **O** button, you can cancel any action you've assigned. You cannot, however, cancel actions that have already been executed.
- A character that has completed his/her turn has an "E" displayed over his/her head. The direction the character is facing can still be changed, though.
- To change the direction a character is facing, hold down the **□** button and press one of the directional buttons.



Area Map Commands

By pressing the Δ button on the area map, you can open a menu with the following commands:

Execute

Used to commence all assigned attacks.

End Turn

Used to end your turn. It will then become the enemy's turn.

Bonus

When this choice is selected, the bonuses you can earn for the area map will be displayed. The list corresponds to the Bonus Gauge located at the bottom-right of the screen. For example, when the Bonus Gauge reaches 1, you'll earn the bonus listed under the "1" heading. In general, you can build up the Bonus Gauge just by attacking.

Character

A list of all characters on the map (allies and enemies) will be displayed when this choice is selected.

Help

Choosing this option will allow you to review the basics of battle.

Quit

Select "Quit" to return to the Title Screen. Note that if you have not saved, your progress will be lost.

Settings

When this is selected, you will have the option of changing the cursor mode and/or sound output.



Character Stats & Battle Results

Character Stats

LV	Level
COUNTER	Number of counters the character can perform
MV	Number of panels character can move across in a turn
JM	Jumping ability. The character can climb the displayed number of DM
HP	Life. A character will be killed if his/her HP reach 0. HP can be recovered with items, magic, or at the hospital
SP	Needed to use Special Techniques. SP can be recovered with items or at the hospital
ATK	Attack power
INT	Intelligence. Affects magic power
DEF	Defensive strength
SPD	Speed. Affects ability to dodge
Hit	Accuracy
RES	Resistance to enemy magic
EXP	Experience points accumulated
NEXT	Experience points needed to level up



Leveling Up

By defeating enemies and gaining experience, your characters can level up. When a character's level goes up, his/her stats will increase. Some characters may also learn Special Techniques at that time.

Winning Condition

In order to clear an area map, you must kill all enemies on the map.

Game Over

If all 10 of your dispatched characters are killed, the game is over. You will need to restart from a saved game.



Netherworld Military Strategy

Combat Techniques

Team Attacks

When a character attacks an enemy, if there are allies next to him/her, there will be times when a Team Attack will occur.

The conditions for a Team Attack are as follows:

- The initial attacker must be next to the target.
- The support characters must be next to the initial attacker.



As long as they are next to the initial attacker, characters who have already finished their actions may participate in Team Attacks. Team Attacks will not occur if the initial attacker uses a Special Technique or attacks from long range using a spear, bow, or gun. Depending on the level of affinity between the adjacent allies, the "Chance of Team Attack" will vary. If the "Chance of Team Attack", which is displayed in the top left corner, is low, then a Team Attack will most likely not result when the selected character attacks the enemy.

Ex. 1: Team Attack with 1 ally



Ex. 2: Team Attack with 2 allies



Ex. 3: Team Attack with 3 allies



As you can see, you can use the positioning of characters to your advantage.. Enemies can also use Team Attacks, so be careful...

Important!

A long-range attack like the one pictured will not result in a Team Attack!



Combos

If you attack the same enemy consecutively during one turn, it is considered a "Combo".

For example...



This will be a 3-Hit Combo (the 1st hit is not counted).



As the Combo Count goes up, so does the amount of damage dealt to the enemy. Using this technique along with Team Attacks, you will be able to defeat many strong foes.

On top of that, Combos also build up the Bonus Gauge faster than normal attacks. They are great for racking up high bonuses.

combo count
total damage

Important!

In order to do a Combo, you must attack the same enemy consecutively. It doesn't matter if normal attacks or Special Techniques are used, but the order the attacks are assigned does make a difference. If a different enemy is attacked by any character, the Combo Count will reset.



Height and Direction

The success of an attack will be heavily influenced by the direction from which a character attacks, as well as the relative height of that character to the target. In this game, height is measured in DM (tenths of a meter). If you attack the enemy from a higher position, you can deal major damage. But if you attack from a lower position, you will most likely deal less damage. The same is true for enemy characters. In other words, whoever has the high ground has the advantage.



The direction a character attacks from can also affect how much damage is dealt to an opponent. While an attack from either side will deal more damage than from the front, an attack from behind will be the most devastating. This applies to both allies and enemies. Remember, by taking advantage of your environment, you can gain the upper hand.

Important!

If the difference in height between two combatants is too great, attacking may not be possible.

Ailments

There are times when a character may be afflicted with an ailment caused by magic or a Special Technique. Ailments can be cured with items, magic, or at the Netherworld Hospital.

PSN	Poison. Lose HP every turn
SLP	Sleep. Cannot perform any action (will automatically recover with time)
PAR	Paralysis. Cannot move, but actions can still be taken
FGT	Forget. Cannot use Special Techniques
DPR	Depraved. Will not gain any experience



Netherworld Military Strategy

Two Major Assets

This section explains two important features of the game, The Dark Assembly and the Item World.

The Dark Assembly

What is the Dark Assembly?

At the Assembly, there are two important things you can do: create characters and submit proposals. For simple requests, the Assembly will not need to debate, but for important proposals, you'll need the Assembly's approval. Don't ignore the Dark Assembly, or life in the Netherworld will not be easy.

Mana and Building Mana



In order to summon the Assembly, you must build up Mana (energy). Mana is gained by defeating enemies. The stronger the enemy, the more Mana your character will gain. Only the character who deals the final blow to an enemy will receive Mana, so a character that hasn't defeated anyone will not be able to summon the Assembly. Keep that in mind when deciding who will finish off the enemy.



Creating Characters

By creating characters at the Assembly, you can add allies to your party, regardless of where you are in the story. At first, only characters of basic classes can be created.

Also, only low level capabilities can be selected for these characters. A character's overall capability is related to his/her basic abilities and rate of growth.

There are several ways of increasing the variety of classes and capabilities of characters available to you. One way is by leveling up your characters. When they reach a certain level, a new class may appear.

There are many hidden classes. See if you can discover how to unlock them on your own...



Take the Promotion Exam

If you select "Promotion Exam" when visiting the Assembly, you will be thrown into battle. Only the character taking the exam may participate in this battle. If you pass the exam, your "Rank" will go up. As your Rank goes up, there will be more proposals you can present, and Senators with greater "Influence" will begin to participate in the sessions. It is to your advantage to get Senators with high Influence on your side, but be careful not to get on their bad side.

Important!

If you fail the Promotion Exam, it's game over! Don't push your luck!

Presenting Proposals to the Assembly

More proposals become available to you as your Rank increases. For proposals that require the approval of the Assembly, the Senators will hold a vote. The weight of a Senator's vote is based on how much Influence he/she has, so it is not just a matter of majority rules. When you are ready for the Senate to begin voting, open the menu by pressing the Δ button. If the difference in points between the Yeas and the Nays is equal to or greater than the Mana required to present the proposal, then the proposal will pass.

Simply put, for the proposal to pass, the following equation must hold true:
Points for Yeas - Points for Nays \geq Mana required for proposal

Think carefully before you submit a proposal, or you may end up wasting Mana.



Of course, if the proposal is rejected, you can always "Persuade by Force", but that is not recommended early in the game. (If you lose, it's game over.)

Item World

What is the Item World?

The Item World is the world inside all items. There are many troublesome "Residents" dwelling inside the Item World. It might be best to subjugate them. Be careful, though, because some are quite strong. If you don't level up before challenging them, you will probably face a humiliating defeat.

To enter the Item World of an item you have equipped, you must first unequip that item. Keep in mind that you cannot take that particular item with you because you are going inside of that item. Don't forget to equip something in its place.

Leveling Up Items

With each floor that you clear, the item will gain a level. The farther down you go, the stronger the enemies become. You can only exit the Item World after every 10th floor. Make sure that you are prepared before entering.

Find the Specialists!

There are good Residents, too. They are called "Specialists". If you press the button at the Item Status Screen, you may see a job title such as "Gladiator" or "Sentry" displayed on the screen. That means that somewhere in that Item World there is a Specialist with that particular job -- a Specialist that can raise one of the item's stats. When you encounter Specialists in the Item World, they act as neither friends nor foes. If you are able to defeat them, they will submit to Laharl and power up the item they inhabit.

Moving Residents

Once you defeat Specialists, you can move them from one item to another, transferring their abilities/bonuses too. There is a limit to the size of the population for each item, however. When transferring Specialists, you cannot exceed this limit. If, for instance, the description of an item reads "Pop. 5/12", that means that currently there are 5 Residents living in the item, and the item can hold a maximum of 12. The population limit is determined by the item's "Rarity".

Combining Residents

When the population reaches its limit, you can combine Residents to make more room. Select "Combine Residents", and then choose an item. Combining Residents only works when more than 1 Specialist of the same job are inhabiting a particular Item World. Doing so will allow you to reorganize your Residents and further power up an item, as new Residents can be moved in... By repeating this process, you can make powerful items.

Rarity

The rarer an item (the lower its Rarity), the more valuable it is. The rarest items are called "Rares" and "Legends". Rares and Legends are powerful items that allow for large populations. Their Item Worlds also have more floors than normal items, which means their levels can be increased higher. They are extremely handy to have.

Netherworld Military Strategy

Geo Tactics

Geo Panels

Geo Panels are the flashing panels on the area map. By placing Geo Symbols on them, you can cause a variety of effects.

Geo Symbols

Geo Symbols are the pyramid-like objects that are on the area map. You can destroy them by attacking them or using Special Techniques.

Geo Effects

Example: If a Geo Symbol (ATK+50%) was placed on top of a yellow Geo Panel, all yellow Geo Panels would have the effect of ATK+50%, and any characters on them would be affected.

Destroying a Geo Symbol

By destroying a Geo Symbol, you can change the color of corresponding Geo Panels or nullify them. When all Geo Panels have been destroyed, a Panel Termination Bonus is awarded.



RED	If destroyed on a Geo Panel, all panels of the same color will turn red.
GREEN	If destroyed on a Geo Panel, all panels of the same color will turn green.
BLUE	If destroyed on a Geo Panel, all panels of the same color will turn blue.
YELLOW	If destroyed on a Geo Panel, all panels of the same color will turn yellow.
PURPLE	If destroyed on a Geo Panel, all panels of the same color will turn purple.
NULL	If destroyed on a Geo Panel, all panels of the same color will disappear.

Nullifying All Geo Panels

Go for the Panel Termination Bonus!

Beginner Lesson: One by One!

Let's start off by nullifying the Geo Panels one by one.

- 1) Check all the Geo Symbols on the map.
In this case, there are 3 Geo Symbols.
- 2) Press the Δ button to see which type of Geo Panels are present. This area map has red, blue, green, and yellow Geo Panels.
- 3) Compare the Geo Panels with the Geo Symbols.
In this case, there are no yellow Geo Symbols. That makes yellow a good color to destroy first.
- 4) Place the red Geo Symbol on a yellow Geo Panel and destroy it.
All yellow Geo Panels will turn red, and yellow will be gone for good.
- 5) Now put the blue Geo Symbol on a red Geo Panel and destroy it.
The red Geo Panels will become blue, and only blue and green Geo Panels will remain.
- 6) Put a green Geo Symbol on a blue Geo Panel and destroy it.
All remaining Geo Panels will be green.
- 7) Lastly, if you destroy the Null Geo Symbol on a green Geo Panel, you will receive the Panel Termination Bonus.



Intermediate Lesson: Color Chains!

Once you can easily terminate all Geo Panels using the method described in the Beginner Lesson, then you will be ready for the Intermediate Lesson.

- 1) Check all the Geo Symbols on the map.
This map has a red, a green, and a Null Geo Symbol.
- 2) Press the Δ button to see which type of Geo Panels are present. Imagine that there are red, green, and blue Geo Panels.
- 3) Compare the Geo Panels with the Geo Symbols.
There are no blue Geo Symbols, so start with blue.
- 4) Place the green Geo Symbol on a blue Geo Panel and select "Attack".
The blue Geo Panels will turn green once the symbol is attacked, but for the moment, do not execute the command.
- 5) Place the red Geo Symbol on a green Geo Panel and select "Attack".
The green Geo Panels will turn red after the red Geo Symbol is attacked. However, you should again wait to execute the order.
- 6) Lastly place the Null Geo Symbol on a red Geo Panel and select "Execute".
- 7) The attacks will be carried out in the order that you assigned them. In this scenario, the Geo Symbols will be attacked in the following order: green, red, Null. When the green symbol is destroyed, the blue panels will become green. When the red symbol is destroyed, the green panels will turn red. Lastly, when the Null Geo Symbol is destroyed, the red panels will be destroyed and you will be awarded the Panel Termination Bonus. On top of that, the Bonus Gauge goes up quicker when you use Color Chains. Try it out!

Advanced Lesson: Use Your Brain!

It is not always necessary to attack each and every Geo Symbol individually to destroy all the Geo Panels. If you utilize the damage that the panels deal when they change colors to destroy other Geo Symbols, you can create an impressive Color Chain. Just use your brain!

Weapon Mastery

Every character has an ability level with each of 7 weapons (fists, swords, spears, bows, guns, axes, and staves). By equipping a weapon and having a character fight with it, you can raise his/her experience with that type of weapon. As the character's level of Weapon Mastery rises, he/she will learn Special Techniques specific to that weapon. The higher his/her level of Weapon Mastery is for a certain type of weapon, the more the character's stats will be raised when that kind of weapon is equipped.



Important!

Special Techniques cannot be learned when staves or monster-only weapons are equipped. While monsters can equip a few special weapons, they cannot improve their level of Weapon Mastery. However, when a monster reaches a high enough level, equipping a weapon will provide a greater increase to the monster's stats.

Extra Gain

A new character created with the permission of the Assembly and the character who created him/her are connected by a strong bond. For example, if Laharl were to create a Warrior, the Warrior would be Laharl's pupil, and Laharl would be the Warrior's mentor. A mentor gains bonus points as his/her pupil grows. Also, if a mentor is next to his/her pupil on the map, the mentor will be able to use any magic the pupil has learned at magic level 0. If the mentor uses the pupil's magic enough and reaches level 1 or higher for a particular spell, then he/she will learn that magic and be able to use it at any time. This relationship between mentor and pupil is known as "Extra Gain".





Notes

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