



Arttonelico

MELODY OF ELEMIA

EmuMovies

NIS
America

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

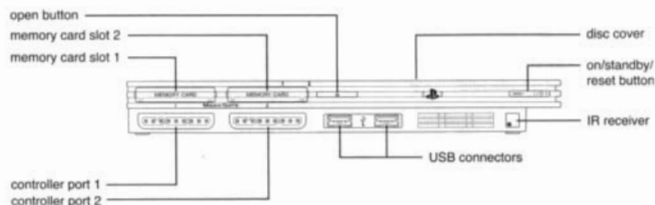
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

There is only one tower and two floating islands left in the world of Sol Ciel.
A deadly sea of clouds below and a ceiling of plasma called the Blastline, isolates this small world in the sky.
And thanks to the legacy of an ancient civilization, the Tower of Ar tonelico, life was peaceful.
Long ago, when this world still had its lands and skies, the people had constructed a great civilization under the goddesses, the Trio of Elemia.
But now, so much has changed...

CONTENTS

Story	01
Setting Up	02
Starting Up	03
World View	04
Characters	07
How to Begin	13
Field	14
Action	15
World Map	16
Town Map	16
Menu Screen	17
An Intro to Diving	20
Recrystallization	21
Intro to Grathmelding	22
Facilities	24
Install	25
Battle System	26

Setting Up



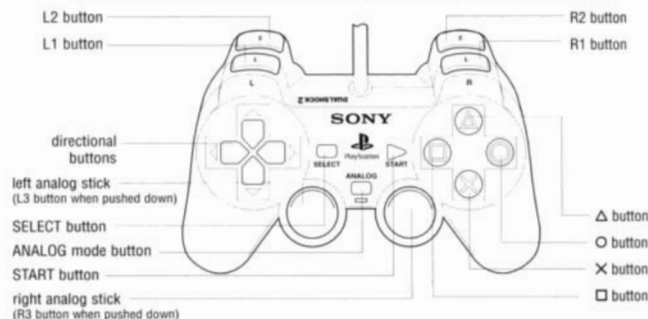
Set up your PlayStation(R)2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the **Ar tonelico™ : MELODY OF ELEMIA** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Random encounters while moving



Battle Screen

- | | |
|---|----------------------|
| directional buttons & left analog stick | : Select Command |
| × Button | : Confirm |
| Δ Button | : Reyvateil Commands |
| ○ Button | : Cancel |



Field Map Screen

- | | |
|---|-------------------------------------|
| directional buttons & left analog stick | : Move Main Character |
| × button | : Talk/Examine |
| Δ button | : Go to Main Menu |
| □ button | : Action |
| ○ button | : Jump |
| ⓧ button | : Select Action (Clockwise) |
| ⓧ button | : Select Action (Counter-clockwise) |
| ⓧ button | : Simple Map Display |

Exit out of screen



World Map/Town Map Screen

- | | |
|---|--------------------------------------|
| directional buttons & left analog stick | : Navigate Map |
| × button | : Enter City/Town |
| Δ button | : Go to Main Menu (Only in Town Map) |

× button on the selected town



Menu Screen

- | | |
|---|------------------|
| directional buttons & left analog stick | : Make Selection |
| × button | : Confirm |
| Δ button | : None |
| □ button | : None |
| ○ button | : Cancel |

Push Δ button



Push Δ button



World View

Reyvateil

There is a rare species of people in this world known as Reyvateil. The heroines in this game, Aurica and Misha, are different kinds of Reyvateils. Aurica is a Third Generation, which is a mixed breed between Humans and Reyvateils. Not all mixed children become Reyvateils, and only the ones who are born with those abilities can ever develop powers. Also, Reyvateils are always born female. Their characteristics include a very short life span, and a tattoo called an Installer port that appears somewhere on their body. On the other hand, Misha is a Pureblooded B-type, a genuine Reyvateil. They are similar to the Third Generation, except that they have a very long life span, and remain youthful until they are destroyed. They also have a tremendous amount of power, incomparable to those of the Third Generation.

Tenba & the Elemia Church

In the isolated world of Sol Ciel, people live on a floating island called the Wings of Horus. There are two major organizations on this island: The Tenba Conglomerate, who try to use the lost technology found on the Tower to improve the people's lifestyle, and the Elemia Church whose goal is to revive the Trio of Elemia to lead the people to happiness. They take care of Reyvateils and use their power to help people, and improving their lifestyles that way.



The two disasters that lead the world to destruction

In the past, Sol Ciel has experienced two major disasters that almost led to the end of the world. The land and sky were lost in the first disaster; the super civilization was lost in the second. It is now the Third Era, the dawn of a new age. A time where people must cling to the Tower of Ar tonelico for their very lives.

Wings of Horus

A continent that floats on the outer walls of the Tower, most inhabitants of Sol Ciel live here. The Tower has granted them a technology called Grathmeld. People worked on this skill, and though their civilization was not highly advanced, they were able to enjoy a modest prosperity. During the second disaster, one wing of the Tower had been destroyed. Along with many people, it disappeared into the rubble of the Sea of Death. Currently, only one of the Wings of Horus still exists.

Virus

They are born from the Altar of Apostles, but should not actually exist in physical forms. Most have the intent to cause harm to people. In the upper levels of the Tower, the administrator, Shurelia, and her Knights of Elemia work to exterminate them, but they also appear in the lower levels and the Wings of Horus as well, troubling the residents. The knights of the Elemia Church and the mercenaries of Tenba have their forces to fight back against these outbreaks.

Apostles of Elemia

People who live in the upper levels of the Tower, in the city of Platina, are called Apostles of Elemia. The administrator, Shurelia, leads these people, the descendants of those who created the Tower of Ar tonelico in the past. Their role is to maintain and preserve the operations of the Tower, and exterminate virus outbreaks from the Altar of Apostles. Lyner, the main character, becomes a Knight of Elemia to guard Shurelia.

Cosmosphere

In this world, "sound" exists as a natural wave that can be found anywhere. And through this, all Reyvateils are unconsciously connected to the Tower. Each Reyvateil has a Standard Spiritual Frequency, and those who have similar values can synchronize better (such as get along better, or think the same way). Based on a spectrum that uses this frequency wave, each Reyvateil's Logic (ie. algorithms of programs, AI of robots) creates their consciousness and way of thought, which then shapes the individual. It is therefore, very important to keep maintenance of this Logic. During the era when Reyvateils were created, it was said to be possible to completely change their personality and consciousness with maintenance. But controlling the personality and memories would only occur in an extremely special case (since there was a time when people fought for Reyvateils' rights). So in reality, the process was mainly to [craft Songs = make magic]. The Reyvateils' Logic is referred to as a Cosmosphere, and is called the soulspace in the Third Era.

So the Cosmosphere, whether near or far, is always connected to the Tower, and is also connected to other Reyvateils.

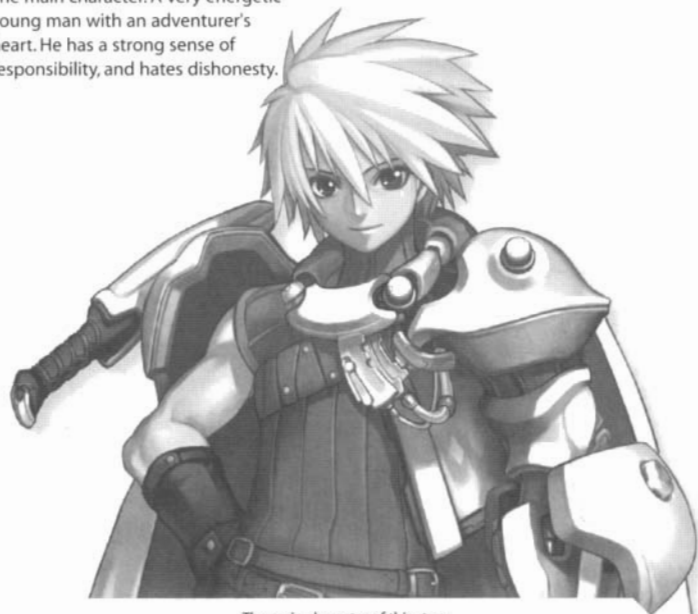
Hymn Crystal (Hymns)

Hymns are songs that can control the Tower. Normally, these Hymns are sealed within a crystal. When they are installed, a control key called the Hymn Code can be retrieved and used to activate its powers. In this story, Aurica and Misha use these Hymns to overcome many obstacles during their adventure.

LYNER • BARSETT

"Hey, can't we just stop fighting? It's such a small world."

The main character. A very energetic young man with an adventurer's heart. He has a strong sense of responsibility, and hates dishonesty.



The main character of this story.

Although he often overreacts, he is hesitant when it comes to relationships (or rather just indecisive), and does have a strong sense of responsibility, and is an energetic young man.

He was born in a city called Platina in the upper levels of the Tower. His father is a political official (currently the Commander of Platina), and so is taught the ways of politics. But he has no interest whatsoever, and decides to pick up a sword and join the Knights of Elemia in search of adventure.

He was acknowledged for his natural potential, and was selected to become a Knight of Elemia, who protect Shurelia, the administrator of the Tower.

He continues to follow Shurelia and defeats the Viruses (enemies) of the Tower.



AURICA NESTMILLE

"I want to live alone. I don't want to get hurt, and I never plan on trusting anyone anymore..."

A Reyvateil, a girl with the ability to change songs to magic.

One of the heroines of this story. She used to be a cheerful and kind person, but because of the many traumas in her past, her expressions tend to be sad and gloomy. She is a Reyvateil, a person who has the power to change songs into magic. More specifically, she is a mix between a Reyvateil and a Human, known as a Third Generation Reyvateil. Her parents passed away a few years ago during an attack on Skuwat Village. She then joined the Elemia Church, who enshrined the Trio of Elemia. She decided to work there as a candidate for the Holy Maiden. But because she was not very talented, she did not fare very well. She still admires Claire, the young lady who always played with her when she was a child.

MISHA ARSELLEC LUNE

"Hey Lyner... If I wasn't myself anymore, would you still..."

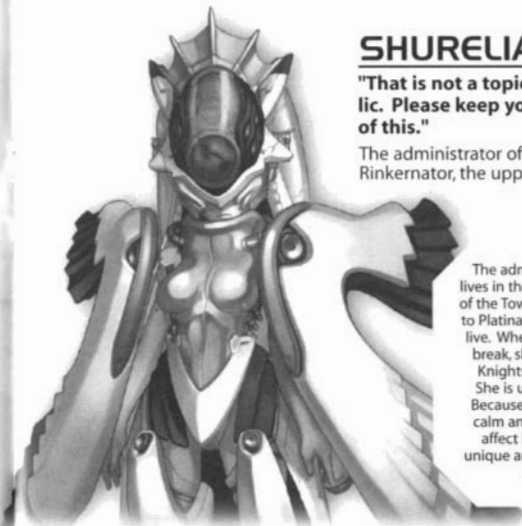
A highly skilled Reyvateil.
Pureblooded B-type.

One of the heroines of this story. She's an honest, and single-minded girl at heart. Though she acts more mature than she looks, you can't deny that she's quite childish. But, she is quite knowledgeable, and will use complicated words sometimes.

She is a Reyvateil, a person who has the power to change songs into magic. More specifically, she is a very rare kind, called a Pureblooded B-type. Because of this, she has very strong, innate powers.

Despite her looks, she is bright and intelligent, and is actually good at cooking. With her ability to calmly analyze her surroundings, she can do anything skillfully, but she has horrible physical reflexes (she's a klutz). Plus, she's also afraid of heights.

She was born in Platina, a city located in the Upper World of the Tower, but due to certain reasons, is currently living in the Lower World. She seems to know Lyner...



SHURELIA

"That is not a topic to be discussed in public. Please keep your personal feelings out of this."

The administrator of the Tower who lives in the Rinkernator, the upper most part of the Tower.

The administrator of the Tower, who lives in the Rinkernator, the highest part of the Tower, but she often comes down to Platina, where the Apostles of Elemia live. When there is a serious Virus outbreak, she takes Lyner and the other Knights of Elemia to destroy them. She is usually covered in her armor. Because of her role, she must remain calm and never let personal matters affect her decisions. She truly is a unique and mysterious person shrouded in a veil of armor.

AYATANE MICHITAKA

"I will protect you. So you have nothing to worry about, Mother..."

Lyner's best friend, and also a member of the Knights of Elemia.

He joined the Knights at the same time that Lyner did.

He is very sophisticated, sensitive, and kind. A talented young man who can cook, clean and take care of everyone, he is always smiling, and always looks out for Lyner.

No matter what happens, he is optimistic that he can solve the problem.





JACK HAMILTON

"You can't protect anyone if you keep playing it cool. If you're serious, who cares what you look like."

A wandering gunman. No one knows where he came from or what he's up to.

He travels the world, working for anyone who will hire him. That's probably why he knows so much about different places and events around the world.

Jack seems to have his own goal for his journey, but he hasn't told anyone about it. But for some reason, he actually tries to hang around Lyner.

He loves women, and even Lyner is amazed at how straightforward he is about it. He is a dependable, big brother type, to the point where he will do whatever it takes to protect his friends during his travels.

RADOLF SCHNEIZEN

"There are more important things than the Goddesses' descent, right in front of us!"

A priest warrior of the Elemia Church.

A resident of the Lower World, and a Cardinal of the Elemia Church, his skills are among the top in the Church, especially with his spear.

Sympathizing with the Church's beliefs that "people should live in peace and harmony," he joined the Church at age 16. He had a natural talent with the spear, and in five years, climbed to the highest rank of commander (Cardinal) within the knights of the church.

A serious guy who takes pride in the happiness and protection that the Church's missions bring to the people, he can be stubborn at times. He won't go back on his word. Unlike most other executives of the Church, he doesn't believe that the Goddesses' descent is a priority.



KRUSCHE ELENIA

"If I can cross the Blastline, I don't care what I'll find up there."

A Grathmeld engineer from Firefly Alley.

She knows a lot about airships and Grathnode items. Her dream is to cross the Blastline and go to the top of the Tower.

She was born into a large family, and grew up unsupervised. Although she doesn't like dressing up too girly, she secretly admires it. She is kind of self-ish, and is no nonsense when it comes to money. She occasionally blurts out pretty mean jokes, but it's always in good fun.

Either way, she is only interested in airships and she'll keep researching until she makes her dreams come true.

One of the few people Misha opened her heart to (in other words, friends.) She has a habit of saying "Alright, that's 100 Leaf".

CLAIRE

"Have you ever thought about what the power of songs really are?"

A young woman who owns the bar in the airport city of Nemo.

A young woman who owns the bar in the airport city of Nemo.

She is actually a Class-B Reyvateil. Since she doesn't affiliate with neither Tenba nor the Church, she buys her Tranquility with the money she makes by working at the bar. She sings healing Songs using her power as a Reyvateil.

She has many fans in Nemo, and she gets new customers everyday. Claire believes that songs should be sung for the common people, and will never sing Songs that will harm others. She wants her songs to touch the heart of people.



Characters



BOURD RADE

Tenba's second-in-command. Formerly, just a strong warrior and an expert in searching ruins. He was hired for his skills, and became a member of Tenba's Ruins Search Team.

BISHOP FALSS

The head priest (Bishop) of the Elemia Church. He is the leader of all the Churches of Nemo and the other floating islands.



LEARD BARSETT

A resident of the Upper World, he is the Commander of Platina. A skilled politician, he climbed straight up the political ladder to achieve his current position. He has a solid popularity among the people of Platina.

TASTIELLA

Being the gatekeeper of the Pheyna Gate and the maintenance administrator of the Frozen Eye, she has many things to do.



How to Begin

Turn on the PlayStation®2 and insert the disc. After the opening sequence, press the START button on the title screen. The following options will be displayed. You can skip the opening sequence by pressing the START button or X button.



★New Game

Play the game from the beginning.

★Load Game

This will load a saved game so that you can continue your game. A list of all the saved data will be displayed, so you can select the file you wish to play and press the X button to confirm.

◆ Saved data will not be displayed unless the Memory Card (8MB)(for PlayStation®2) with this game content is inserted in the memory card slot.



★Extra

This option will only be displayed after you have completed the game. You will be able to enjoy various bonus materials.

◆ Bonus Material will not be displayed unless the Memory Card (8MB)(for PlayStation®2) with this game content is inserted in the memory card slot.



★System

This will allow you to change your gameplay settings.

- Message Speed : Changes the speed that the message is displayed in the message window.
- Vibration : Switch between vibration ON or OFF.
- Voice : Turn ON or OFF the voices during the event.
- BGM : Control the BGM volume.
- Sound Effects : Control the sound effects volume.
- Sound : Select from Stereo, Dolby Sound, and Dolby Prologic II. Please set this to the sound system you are using.
- Language : Choose between English & Japanese character voices.

◆ You can bring up this [System] menu in-game by selecting the [System] command on the main menu screen.

Field

When you enter a town or dungeon, you will switch to the field map screen. Move the main character with the directional buttons or the left analog stick. You can talk with people and gather information, go shopping, or obtain items. If you are in a dungeon, you will encounter enemies while moving.



Encounter Bar

Field Map Screen

directional buttons & left analog stick	: Move Main Character
X button	: Talk/Examine
△ button	: Go to Main Menu
□ button	: Action
O button	: Jump
L1 button	: Select Action (Clockwise)
R1 button	: Select Action (Counter-clockwise)
RB button	: Simple Map Display

★Talk/Examine

In a town, face a person and press the X button to talk to them. You can talk to shop keepers across the counter to buy or sell. If you find a treasure chest on the field, you can also press the X button to examine them.



★Run

Move with the directional buttons or tilt the left analog stick farther to run.



★Jump

You can jump by pressing the O button.



★Encounter Bar

On fields such as a dungeon, where enemies will appear, you will be able to visually see the probability of encountering an enemy. The bar will change from blue to red as you walk around, red being the higher chance of an encounter with an enemy. There is a set number of enemies that will appear on each field map. As you defeat each enemy, the bar will decrease, and when it becomes empty, no more enemies will appear.



Action

As the story progresses, and the Reyvateil in your party learns a support type magic called Green Magic, Lynér will become able to use Actions on the Field Map.

Action Dial



There are 5 types of Actions in total that you will be able to use on the field. You can light a candle to make a room brighter, or use lightning to supply power to a machine... There are many small events you must solve. In order for a Reyvateil to learn Green Magic, you must Dive and have them craft the Song for you.

★Types of Green Magic

Thunder Shot (Lightning)



Break the walls with lightning, or shock a little electric power to open up a gate.

Glacial Ball (Ice)



Freeze things, or open doors that react to ice.

Sonic Shot (Sound)



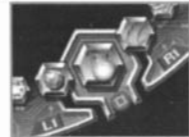
Activates gimmicks that react to sound.

Gale Shot (Wind)



Blow things away, and get rid of obstacles.

Fire Shot (Fire)



Burn the obstacles, or destroy them with fire.

World Map

Move to towns and dungeons through the World Map. Use the directional buttons or the left analog stick to select your destination. You will not encounter enemies on this map.

The name of the place you can enter by pressing the X button.



Points out the town or dungeon.

World Map

directional buttons & left analog stick	: Select Destination
X button	: Enter
Δ button	: None
□ button	: None
O button	: None

★Enter Town•Dungeon

The world map is displayed in 3D. The name of the place you are currently at is displayed in the middle of the screen. By pressing the X button, you can enter that location. Once you enter the town, you will move to the Town Map screen.

Town Map

The name of the place you can enter by pressing the X button.



The name of the town you are currently in.

Town Map Screen

directional buttons & left analog stick	: Move Main Character
X button	: Enter
Δ button	: Go to Main Menu
□ button	: None
O button	: None

★Enter Shops•Maps

In the Town Map, the locations you will be able to go to will be displayed as commands in the upper right of the screen. Select a place and press the X button to enter that location.

Menu Screen

In the Menu Screen, you can use items, equip weapons and armor, and check various settings.

You can bring up the Menu in the Field Map by pressing the Δ button at any time.

★Main Menu

Individual Command Menu:

See p17-20 for an explanation on each command.

Character Window:

Displays the simple status of a character.



How much money you currently have.

Current total playtime.



Dive Point (DP)

Menu Screen

directional buttons & left analog stick	: Make Selection
X button	: Confirm
Δ button	: None
□ button	: None
O button	: Cancel

Talk Window:

As you progress through the story with the Reyvateil, there are times when the character face graphic will light up. Go to an inn when this happens, and you will enter an inn conversation event.

[Character Window]

Character Name

LV : Current level

HP : Amount of health displayed as current amount/max amount.

NEXT : Experience needed to get to the next level.



★Command: Item

A list of items that Lyner has obtained at one point, or has some knowledge about. Items that he knows about, but currently does not have, are displayed as 0 items.

ING

Ingredients that you currently have for synthesis. You can see the item name and how many you have.

Use

Use the item that you have selected. In case of healing items, select a target to use the item on.

Equip

By selecting the item you currently have, equip your selection.

Event

Look at the list of items you have obtained through events.

GNode

See the list of Grathnode Crystals that you currently have.



Menu Screen

★Command: Song Magic

Check the different Song Magic that the Reyvateil in your party has.

[Song Magic Window]

Switch Character Name of Song Magic



View List of available Song Magic:

Select the Song Magic with the directional buttons to see the name of the magic and how many times you can use it. The window to the right shows the install situation for the Song Magic.

GD(p.25) and Burst Incline:

GD and the selected Song Magic's Burst incline is displayed. If you switch through the magic levels with the \square button, you can see the animation for each level of the Song Magic.

Magic damage and explanation for selected Song Magic:

The damage of the magic for each level is displayed. You can see a detailed explanation if you press the \triangle button to switch the page.

Field Map Screen

directional buttons & left analog stick

- Up/Down : Select Song Magic
- Left/Right : Switch Character
- X Button : Confirm
- \triangle button : Switch Page
- \square button : Switch Magic Level
- O button : Back

★Command: Equipment

You can change the equipment on your characters. Select your favorite item from weapons, armor, and accessories. Only Reyvateils do not have equippable weapons, but they have costumes which you can make them wear.



Switch Equipment

Change the currently equipped weapon, armor, or accessory.

Enhance

Customize the items that you currently have equipped. Depending on the Grathnode Crystal, you can customize to a max of level 4.

Costume

Equip the costume you have selected.

★Command: Status

You can check the status of the characters in your party. You can also see their equipped weapons and character profiles. For Reyvateil characters in your party, you can also check the completion rate of their Cosmosphere.



★Command: Card Collection

View a list of all the cards you have obtained in your adventure as a collection.



Item

Check the details of each item.



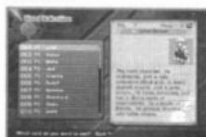
Monster

Read the details on the monster card.



Person

Read the details on the person card.



Secret Info

You can look for info about game strategies and tips such as hints on hidden paths and how to defeat a boss.

★Command: Formation

You can change how the party members stand (front line/rear line). If you have more than 3 party characters, select which character you want to include in the battle, and which will wait outside the battle.



Front Line

For the front line, you can select characters that have normal and skill attacks that would guard the Reyvateil in the back. If you have more than three party characters, select which ones will actually join the battle.



Rear Line (Reyvateil)

Select the Reyvateil that will take the rear support. If you have more than one Reyvateil, select which one you want to use in the battle.

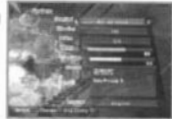
★Command: Help

You can see tips and tutorials during the game. There will be more help topics as you progress through the game, so you may want to check once in a while.



★Command: System

You can change the settings of gameplay. This is the same as [System] in the title screen menu. See p.13 [System] for the details.



An Intro to Diving

You will be able to [Dive] into a Reyvateil's soulspace from the Dive Shops that exist in this world. It is necessary to Dive in order for the heroine to learn new magic, and to get costumes to use in battle. Diving is also key to deepen the relationship of the girl with the main character.

★Dive Shop

In order to Dive into a Reyvateil's Cosmosphere, you must pay money at a Dive Shop, which are located throughout the world.



★Soulspace (Cosmosphere) Map

A Reyvateil's Cosmosphere is another different kind of world than their real world. Here, you will need Dive Points (DP) to enter any event. You can obtain Dive Points by fighting battles, much like experience points.

Cosmosphere Level



Info on the Point

A Reyvateil's Cosmosphere consists of levels from the Surface Thoughts to their deep subconscious. The level will increase as you go deeper into her subconscious.

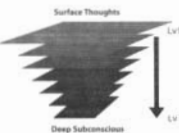


Inside the Cosmosphere, the story progresses through an adventure, and sometimes, certain conditions and choices can change the story.

Song Magic Info Screen

directional buttons & left analog stick : Move Main Character
X button : Enter Point
△ button : Go to Main Menu
O button : Exit Soulspace

Point you can move to.
Select with the directional buttons or left analog stick.



★Paradigm Shift

In each level of the Cosmosphere, the Reyvateil may have issues or trauma that they suffer with subconsciously. By resolving their problems with them, the Reyvateil will grow up spiritually. This spiritual growth is called a [Paradigm Shift]. In order to obtain costumes, you must make this Paradigm Shift happen (there are some exceptions).



Recrystallization

★Recrystallization

In a Dive Shop, not only can you Dive into a Reyvateil's Cosmosphere, but you can also extract and recrystallize a Grathnode Crystal in an item to re-use it for Grathmelding (p.22).

◆ Recrystallization will become available only after going through the [Recrystallization Event].



Recrystallization can be done at a Dive Shop



Select the item you wish to recrystallize. You may be able to get valuable Grathnode Crystals from unexpected items.



Complete.
A recrystallized Grathnode Crystal can be used to Grathmeld, Install, or Enhance.



[Setting up Dolby Surround Sound]

This game is presented in Dolby® Pro Logic II® surround sound with Dolby® Digital cinematics.

Connect your PlayStation®2 to a sound system with Dolby Digital surround sound using a digital optical cable. DIGITAL OUT (OPTICAL) should be activated on the PlayStation®2 system settings when using a digital optical cable. Your sound system will automatically detect Dolby Digital during select movie scenes and Dolby Pro Logic® II during gameplay. If not, please refer to your sound system's instruction manual.

You may need to enable Dolby Digital and / or Dolby Pro Logic II in the audio options menu of the game. The audio from the analog stereo cables of the PlayStation®2 may be disabled during Dolby Digital.

Intro to Grathmelding

★Command: Grathmeld

As the story progresses, Lyner will learn how to [Grathmeld]. Grathmelding can only be done in inns and camps.

You will need to obtain a Recipe for the item you wish to create when Grathmelding.

The recipe for an item can be obtained in events, or by buying them. There are also times, though rare, that an enemy may drop a recipe.



- 1 Select the item you wish to create by Grathmelding.



- 2 In the case that the item requires a Grathnode crystal as an ingredient, select the Grathnode crystal you wish to use.



- 3 Confirm how many of that item you wish to create. Use the directional buttons to adjust how many you want.

Ingredient

Items that will become ingredients for Grathmelding. It may not have a use on its own, but it will be used to create another item.

Use

Items, such as healing items, that are useable in battle or on the field.

Equipment

Items, such as weapons and armor, that can be equipped.

Event

Items that you will need in events during the game.



If you need a Grathnode crystal as an ingredient, select the crystal to use. Depending on the crystal you choose, different effects can be gained.

CHECK!

For items like Tranquility used to recover the Reyvateils' MP, which are used quite frequently, you should make as many as you can in one synthesis. Since you can only Grathmeld in certain places, make sure you don't run into a situation where you need it, but you don't have any.



- 4 Create the item. Depending on the item that is being created, the character will do different actions.



- 6 Select what you would like to do with the newly synthesized items.



- 7 If a Reyvateil is in your party, she will give your item a name.



- 5 Item Complete

You can do the following three things to a completed item.

Mix the old and new items

This will mix an old item with the new one. You will have more in number, but the quality will all be averaged out.

Sell the old items

In the case that the item was made before, you can sell all the ones made before and only keep the new item.

Sell the new item

If you don't like the item you have created, you can sell it there.

When you have a Reyvateil in the party, you can have her pick out a name for that item. If there are two or more Reyvateils in your party, the one who has been in the battles will have priority.

If you don't like the name that the Reyvateil came up with, you can leave it with the original name.

If you change the item name, all the item names in the shops will also change to the new name.

Facilities

★Camp Circle

There are circles on the field map called [Camp Circles]. If you press the X button while you are in the circle, a menu will be displayed. You can do many things, such as record the details of your adventure, check your current objective, and heal your HP. You can also Grathmeld, the item synthesis system to this game.



There are two types of Camp circles: blue, and green. You can Rest at the blue circles.

Rest

Recover the party's HP and Song Magic use. You can also have conversations with the Reyvateil in your party to deepen your relationship.

Grathmeld

You can Grathmeld here.

Install

You can Install here.

Save

You can record game data here.

Current Objective

You can check your current objective here.

Load

You can load saved game data here.

★Facility

There are many facilities in town where you can go shopping or rest. Here is an explanation of how to use these certain facilities. In the shops in town, you can buy and sell items and tools by talking to the owner across the counter. Products may differ from town to town, and the selection will also change as the game progresses, so be sure to check often.

Inn

In an inn, much like a Camp Circle, you can record your adventure, check your current objective, and recover HP. You will also be able to synthesize items with Grathmeld and customize Song Magic by Installing.

General Store

You can buy and sell items that you need for your adventure at the General Store.

Buy a product

You can buy an item from the shop list by selecting and confirming the item you want.

Sell your own items

You can sell an item that you have from your list by selecting and confirming that item, same as with [Buy].

Trading Card Shop

You can buy and sell items at the Trading Card Shop.

Buy a product

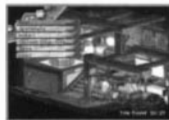
You can buy an item from the shop list by selecting and confirming the item you want.

Sell your own items

You can sell an item that you have from your list by selecting and confirming that item, same as with [Buy].

Dive Shop

You can Dive into a Reyvateil at a Dive Shop. You can also Recrystallize.



Install

As the story progresses, you will become able to Install to make Song Magic stronger. You will Install a Grathnode Crystal, which is painful to the Reyvateil. Although the Song Magic becomes stronger, the Reyvateil will carry a heavier burden, and the MP consumption will increase while using magic.

★Install

You can Install in a town facility or a Camp Circle. Select [Install] from the Main Menu. In order to Install, you must progress through certain events.



Select Character

If there is more than one Reyvateil in the party, select which character you would like to Install to.



Select Song Magic

When you select a Song Magic, a screen like this will appear.



Select Level

Select the Song Magic you wish to make stronger. Song Magic can be customized to that level.

Level of Song

By crafting their Songs during battle, a Song Magic can level up a max of 4 times. Installing allows you to customize each level of the song. For example, a level 1 activation and a level 4 activation for the same Song could have different effects. Add effects to the level of the Song according to the frequency of use.



Select Grathnode Crystal

Select the Grathnode crystal you wish to use to strengthen the Song Magic.

You will be able to do different upgrades depending on the crystal. But you will only be able to install red Grathnode crystals into offensive attack Red Magic and blue crystals into support type Blue Magic.

GD (Grathnode Damage)

GD is a value that allows you to see how much MP will be consumed when casting a Song Magic.

When you upgrade a Song Magic by Installing, the amount of MP consumed while singing will increase accordingly. If the Reyvateil runs out of MP, the Song Magic you have been building up will go out of control, so be careful of that.

Battle System

When you encounter an enemy in a dungeon or a field map, you will switch to a battle screen. Here is an explanation of rules and how to look at a battle screen.

★Battle System

Action Order Card:

You can see the order of your ally and enemy attacks. It moves from left to right. You will be able to do an action when the icon reaches the far right.



Harmonics Gauge:

The Harmonics Gauge will increase as the characters become excited during battle. The blue part of the gauge is the party member's emotional state, while the red is for the Reyvateil.

Battle Command

You can select the command for the character whose turn is up. Depending on the circumstance, the command may not show, or there may be commands that you cannot select.



[Attack]

Attacks the enemy with your current weapon.
♦ The name will be different for each character.



[Item]

Use an item you currently have. Select from the item list window.



[Wait]

You will wait without doing anything for a certain amount of time.

Battle Command:

A command to select & confirm the actions of the character who's turn is up (the character with the target icon)

Battle Screen

Directional buttons & left analog stick	: Select Command
X Button	: Confirm
△ Button	: Reyvateil Commands
O Button	: Cancel

Battle Status:

The status of characters who are in this battle. From the top, it lists the character name, current HP/max HP, and current MP/max MP.

Reyvateil Command

You can bring up the commands for the Reyvateil by pressing the △ button. This can be done at any time between actions.



[Escape]

You can run away from battle, but it can fail. This command may not be available all the time, such as for boss fights.



[Cancel]

Cancel a command.



[Sing a Song]

Only Reyvateil can do this. She can always start it by pressing the △ button in battle. Select the song from the selection window. This will start building up the Song Magic.



[Activate Song]

This will activate the Song Magic and destroy the enemy. (This command will only show when a Song Magic is active.)

Change Song

A command that will only show when a Blue Magic is activated. You can always start the magic by pressing the △ button during battle. Select a different song from the selection window. This will change the Song Magic.

★Basic Rule to Battle

You can gain victory by defeating all the enemies, or lose by having all of your ally characters unconscious (=when HP is 0).

Victory

When you defeat all the enemies that you encountered, you will win. By winning, the characters will receive experience points, leaf (money), and items.

♦ If the character is unconscious when the battle ends, they will only receive half the experience.

In the Battle Result screen, information about how much experience and money you have received will be displayed. If you level up, there will be a Level-up screen.

Loss

If all of your characters who participated in the battle run out of HP, it is Game Over.

★Action Order Card



As the green bar fills, the card moves to the right, and when it reaches the [ACTION] box, it will be the character's turn to attack.

Battle Result	EXP	Leaf	Item
Level	1000	1000	1000
Exp	1000	1000	1000
Leaf	1000	1000	1000
Item	1000	1000	1000
Drop Point	1000	1000	1000
EXP	1000	1000	1000
Max Storage	1000	1000	1000
Total	1000	1000	1000



Battle System

★Front Line Attacks

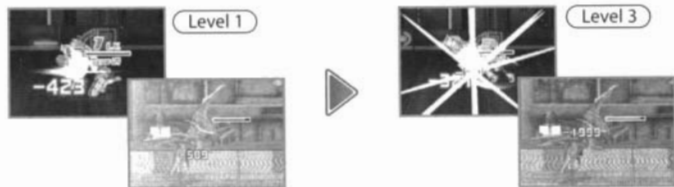
The battle in this game is not turn based, but a battle system where the order of attacks are mixed between friend and enemy.

Also, as a unique system, Reyvateils are considered the rear defense, while all of the other party members are in the front line. The front line must help the rear defense, and at times, sacrifice themselves to save them. As rear backup, the Reyvateil must continue to sing songs while being protected by the front line, and destroy the enemy with strong magic that they store up.

Ambience Field System (Normal Attacks)

The Ambience Field is a field system that is created from normal attacks. Being emotionally moved by the guys up in the front line, the Reyvateil tries harder to increase the effectiveness of their Song Magic. The Song's attack power (level) will increase according to how hard the front line is trying. If the front line is only attacking one enemy, the Ambience Field will only increase for that single enemy, but if they attack all enemies evenly, the Ambience Field will increase over the whole area.

◆ Max level is 3.



Harmonics System (Skill Attacks)

The Harmonics System is like a bond that is created between the characters when both the front line and the Reyvateil cooperate to achieve their goal, victory. When the Reyvateil sings and the front line attacks the enemy with a skill, the Harmogauge will increase more than with a normal attack. When the Harmonics Gauge increases and the Sync rate heightens, Songs will fill up quicker and the attack power will increase.

Harmonics affects the Battle result!!

Harmocrystal Limit Gauge



Harmogauge

When a Reyvateil attacks with a Song, the limit gauge will increase. When it is filled up, you will gain 1 Harmocrystal and the Harmolevel will level up by 1. If Harmonics occurs in this state, the situation becomes a level 2 Harmonics, and the useable skills will level up as well as the items that the enemy drops at the end of the battle. The items you can receive at the end of the battle have 4 grades of quality. The number of Harmocrystals you were able to light up will affect the deciding factor.

◆ Even if the Limit gauge is full, you cannot gain Harmocrystals unless it synchronizes with the Harmogauge.

★Guard a Reyvateil

Some enemies may go straight for the Reyvateil in their attack. If a Reyvateil is directly damaged, the Song that has been building up will be lost. Also, Reyvateils are physically very weak, so they can be very badly hurt with just one hit. It's not rare that they can even be knocked out in one hit.



Guard Command

In order to directly attack a Reyvateil, 1 turn to store the attack is needed. If an enemy goes into store attack mode, be sure to immediately guard the Reyvateil.

Some stored attacks cannot be guarded by just one person. In that case, guard the Reyvateil with as many characters as you can.

The number of red markers indicates how many people are needed to guard the Reyvateil. There are attacks that can be guarded by one person, and stronger ones that require up to 3.



★Counter Attacks

When you are successful in protecting a Reyvateil from an enemy's direct attack, you will be able to counter attack the enemy who just attacked you. Counter attacks can be joined by those who were part of the [Guard], so a max of 3 people can all counter together.



When all three characters do the counter attack, the character to do the last attack will do a Super Move. The battle strategy changes greatly by the order you do the counter.

◆ In order to activate a counter attack, you need a Harmocrystal to be lit.

When you succeed in guarding a Reyvateil, you will see a screen like the one here. The buttons represent the positions the front line characters are in, and the characters will begin their counter in the order you press those buttons.



Ex) If you want Lyner to attack 3rd, you press the button last.

You must press the buttons to activate the characters' counters before the blue bar disappears. If you don't push the buttons in time, the counter attack fails.

Battle System

★Song Magic

Song Magic can be sung/activated by selecting the Reyvateil Command during battle by pressing the Δ button. The order does not matter for Reyvateil commands, so you can bring them up whenever you want.

This means that you must press the Δ button for their turn to come up. If you never press the Δ button, the battle will end without the Reyvateil ever being able to sing.

Sing Song Magic



Press the Δ button, anytime in battle.



Select the Song Magic you wish to sing.



Song Magic builds up with time.

Level Up a Song Magic

As you continue singing the Song Magic, the appearance and power of the Song Magic will level up after building it up to a certain percentage. The percentages are different depending on the Song type, so try to get a grasp of each Song's traits. Song Magic can level up to a max of 4.



Level 1



Level 4

Activate Song Magic

In order to activate a full Song Magic, press the Δ button again to bring up the Reyvateil command. The [Activate Song] command will now appear, so you can select this to activate the Song.

Since you can bring up a Reyvateil command at any time, you can activate the Song Magic whenever you like.

Type of Song Magic





[Red Magic], mentioned above, is an attack magic that can level up 4 times, while Blue Magic is a healing and support type magic. Unlike Red Magic, Blue Magic will recover HP after a certain period from the moment the Song is activated.

Limit to how many times it can be used

Except for the Red Magic that you know from the start, Song Magics have a limit to how many times they can be used. Once it is used, it will not be available until you have fought a certain number of battles. Also, Songs will continue to consume the Reyvateil's MP while singing. When MP reaches 0, the Song Magic will activate on its own. If you stop singing for a while during battle, MP will automatically recover.

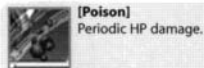
★Skill

The main characters' basic attacks and skills that are available at the beginning of the game.

Character	Skill Name	Explanation
 Lyner	Dive Slash	Applies little physical damage by flipping the sword and slashing the target. (Normal Attack)
	Full Stomp	Moderate physical damage by jumping and swinging down the sword into the target. (Normal Attack)
	Impulse	Moderate physical+wind damage with a shockwave from a quick swing of the sword. (Skill Attack)
 Jack	Single Shot	Quick shots that apply little physical+fire damage to the target. (Normal Attack)
	Gatling Shot	Medium physical+fire damage applied in continuous firing mode. (Normal Attack)
	Gunfire	Shooting within a certain range that applies large physical+fire damage to random targets. (Skill Attack)
 Krusche	Chain Smash	Applies little physical damage by bashing the target with a chain saw. (Normal Attack)
	Chain Tackle	Applies medium physical damage by charging into the enemy with the chain saw. (Normal Attack)
	Overcook Burner	Applies medium fire damage to a single target with a jet of flames from a blowtorch. (Skill Attack)
 Radolf	Strike of Belief	A traditional spear skill of the Knights; a single strike that does little physical damage. (Normal Attack)
	Honest Blow	Medium physical damage from a heavy blow with all weight on the weapon. (Normal Attack)
	Bolt of Divine Punishment	A huge physical+lightning damage by attacking from above while wielding lightning. (Skill Attack)

★Status Effects

There are times in battle when you receive a status abnormality such as Poison or Sleep from special attacks or items. Some effects remain even after the battle ends, so it is best to know all the effects.



[Poison]
Periodic HP damage.



[Sleep]
All commands are unable to use until woken up. You will wake up if you are attacked.



[Paralyze]
A 50% chance of being unable to act.



[Curse]
All attacks received will become criticals.



[Unconscious]
This happens when HP reaches 0, and you are no longer able to participate in the battle. You will recover after the battle ends, but will only receive half the experience points for that battle.



[Blind]
The accuracy of your attacks become 50%.

Most of these effects will recover naturally after a certain number of turns in battle, but you can use a recovery item to immediately wipe away the effect. If you leave it alone, it can cause unexpected casualties, so try to recover as soon as you can.

**Ar tonelico ~Melody of Elemia~
North American Version**

Localization Team

[LOCALIZATION PRODUCERS]

Tadanobu Inoue
Haru Akenaga

[LOCALIZATION DIRECTORS]

Akira Tsuchiya
Jack Niida

[PROJECT COORDINATORS]

Satoshi Otsuka
Yoshihisa Kanesaka
Atsunori Kawachi

[PROGRAMMING]

Takashi Kawasaki

[LOCALIZATION SUPPORT]

Jason Shuai
Satomi Aihara
Phoenix Spaulding

[TRANSLATION]

Rieko Russell
Satomi Aihara

[SCRIPT EDITOR]

Steven Carlton

[VOICE DIRECTOR & ENGINEER]

Keith Arem

[DIALOG EDITORIAL]

Jesse Kovarovics
James Vance

[RECORDED AT]

PCB Studios, California

[PRODUCTION DIRECTOR]

Hiroko K. Nelson

[PACKAGE, MANUAL & AD DESIGN]

Hiroko K. Nelson

[MOVIE TRAILER]

Mizuki Kamoda

[WEB DESIGN]

Lisa La

[PR & MARKETING]

Nao Zook
Jack Niida
Johanna Hirota
Mitsu Hiraoka

[QUALITY ASSURANCE]

Jim Conrad
Vinh Bui
Zach Chow
Bryan Yang
Miyuki Mitsuhashi
Franz Worth
Kevin Shuai
Roman Marotte

[SPECIAL THANKS]

Laura Ford (SCEA)
Michael Foster (SCEA)

WARRANTY

NIS America, Inc. warrants to the purchaser of this product that the medium on which this program is recorded is free from material defects for ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this 90 days warranty period, NIS America will replace the game CD, at its option, free of charge.

This warranty will be void if the defect in this product has arisen from neglect, abuse or any attempt to use the product other than as specified in this manual.

WARRANTY SERVICE

1. Send in Registration Card.
2. Save the sales receipt and UPC code found on the game package.
3. If the game is covered under a store warranty, return the game to the store at which the game was purchased.
4. If the game is not covered by a store warranty, notify NIS America by emailing support@nisamerica.com or call the customer service dept. at (714) 456-1763, between the hours of 10 a.m. to 5 p.m Pacific Standard Time, Monday through Friday.

TECHNICAL SUPPORT

Please contact customer Service by e-mail at Support@NISAmerica.com.



NIS America, Inc. 1231 E. Dyer Rd., Suite 270 Santa Ana, CA 92705

©2006 GUST CO.,LTD. ©2006 BANPRESTO CO., LTD. All rights reserved.
Licensed to and Published by NIS America, Inc. Distributed exclusively by ATLUS U.S.A.