La Pucelle
TACTICS

EmuMovies

MASTiFF

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.
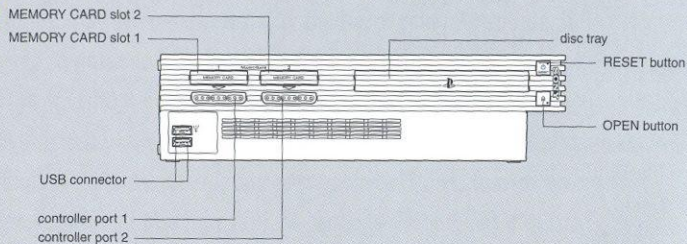
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

CONTENTS

GETTING STARTED

MEMORY CARD slot 2
MEMORY CARD slot 1

disc tray

RESET button

OPEN button

USB connector

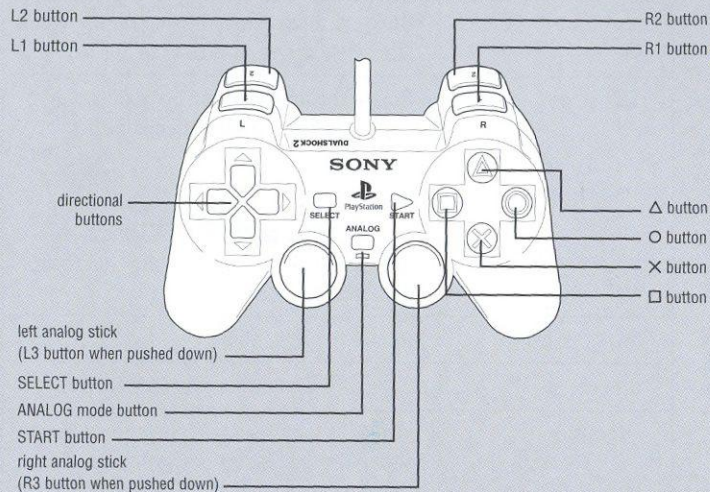controller port 1
controller port 2

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 *La Pucelle: Tactics* 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.

La Pucelle: Tactics uses real voices to augment the text in some of the game dialogues. Don't worry if you only hear voices some of the time. If you can hear music and other sound effects, the game sound is working fine.

STARTING UP

DUALSHOCK®2 analog controller

L2 button
L1 button

R2 button
R1 button

directional buttons

SONY

△ button
○ button
✕ button
□ button

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

To select menu options, use the ↑ and ↓ directional buttons to navigate the menu options. Highlight the desired option and press the ✕ button to accept. To select a menu option, follow the on-screen button prompts and press the ✕ button to accept and the ○ button to go back.

La Pucelle: Tactics supports the DUALSHOCK®2 analog controller. When the MODE INDICATOR is on, the left analog stick works the same as the directional buttons.

directional buttons	Move characters and the cursor
✕ button	Select; go to next text message
◯ button	Cancel
△ button	Bring up the command menu on the World Map, Field Map and Area Map
☐ button	Rotate the area affected by purification (see page 22) and special abilities (see page 15)
	When on the Area Map, move the cursor onto a character and press ☐ and a directional button to make the character face that direction
L1/R1 buttons	Rotate the Area Map
L2 button	Zoom in/zoom out on the Area Map
R2 button	When on the Area Map, move the cursor to the next character not yet assigned an action
left analog stick	(When enabled) move characters and the cursor
ANALOG mode button	Switch between digital and analog modes
LED	Indicates that analog mode is enabled, allowing use of the left analog stick*
	* The LED will turn red when you press the ANALOG mode button. However, this game does not make use of the right analog stick or the controller's vibration feature.

THE LEGEND OF THE DARK PRINCE

Legend warns that one day the Dark Prince, beloved and powerful servant of the fallen Angel Calamity, will rise to cover the world in darkness. But where there is darkness, so must there be light. When the Dark Prince appears, so too will a girl known as the Maiden of Light, servant of the Goddess Poitreene and worker of miracles...

STARTING THE GAME

When you start the game, the title screen appears with three options to choose from. To start a new game from the beginning, select **Start**. To continue a game that you played earlier, select **Continue**. To set the game options, such as whether to hear the characters' voices in English or Japanese, select **Options**.

Note: This game requires approximately 40 seconds to load before the title screen appears.

SAVING AND LOADING GAMES

Saving

To save your game, first press △ on the World Map to bring up the Command menu. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. Select the slot where you want to save your game, and your progress up to that point will be saved.

You can also call up the Save screen by pressing △ on the Area Map Selection screen.

Loading

By loading a game, you continue a game where you left off. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. Select **Continue** from the title screen and choose the game you want to load from the list of saved game data.

- A memory card (8MB) (for PlayStation®2) is required to save your game. You cannot use original PlayStation memory cards.

- If you turn off the main system power, press the reset button or remove the memory card (8MB) (for PlayStation®2) while saving or loading game data, the data may be lost.

MAPS

In *La Pucelle: Tactics* you guide your characters through several different map types. Each type of map has a different purpose and a different set of commands that can be used.

THE WORLD MAP

The World Map is a large-scale map of the entire game world. It's used to jump between small-scale maps like Area Maps and Field Maps (see below). Select your destination with the cursor and press the ✕ button to travel to that location. The number of places that you can travel to increases as the story unfolds.

Every time you visit the World Map, your characters' Hit Points (HP) and Special Points (SP) are restored. You can also save your game and check the status of your characters here, so it's a good idea to return to the World Map frequently.
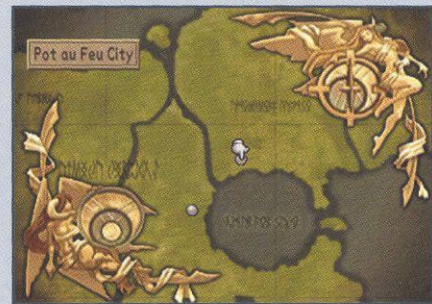

World Map Commands

Press the △ button on the World Map for the following commands:

- *Items* – Equip or discard items.

- *Status* – Check the status of your characters.

- *Train* – Train monsters you have converted over to your side.

- *Change Order* – Arrange your characters with the human characters first, the monsters first or by level.

- *Options* – Access the sound settings and switch between Japanese and English dialogue.

- *Save* – Save your game.

FIELD MAPS

Locations such as towns, churches, castles and villages in *La Pucelle: Tactics* are called Field Maps. Field Maps are 2D maps where you can buy items and collect information by talking to people. Sometimes collecting information on a Field Map can be the key to an investigation.
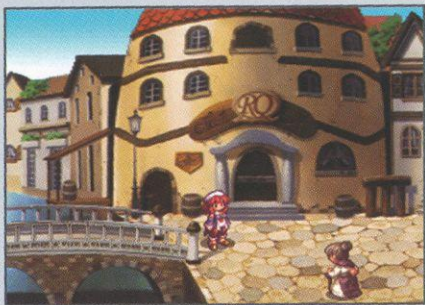
Controlling Your Character

Use the directional buttons to move your character right and left on the Field Map. When you approach another person on a Field Map, a green triangle appears above them. Press the ✕ button to talk to the person. You can move to other locations in the Field Map by pressing ✕ when the name of the location is displayed at the top of the screen.

Tip: Make your character run by pressing ◯ while moving left or right with the directional buttons, or by using an analog controller's left analog stick to move. Running allows you to get through areas you've already explored more quickly.

Shopping

You can buy and sell items by talking to a shop clerk or merchant on a Field Map. To buy items, you need Prica, the currency of the Kingdom of Paprica. When you buy an item, it disappears from the store. When you go shopping, you'll sometimes be asked to respond to a store's survey. Depending on how you answer the questions, different kinds of items will be brought in to replace those you bought.

Note: Items that no character has equipped are stored in a communal inventory. You can have up to 256 items in your inventory, which can be viewed on the Field Map's Item screen. If you have exactly 256 items in your inventory, items that characters un-equip will disappear, so be careful.

Field Map Commands

Press the △ button on the Field Map for the following commands:

- *Items* – Equip or discard items.
- *Status* – Check the status of your characters.
- *Train* – Train monsters you have converted over to your side.
- *Change Order* – Arrange your characters with the human characters first, the monsters first or by level.
- *Options* – Access the sound settings and switch between Japanese and English dialogue.
- *Save* – You cannot save on the Field Map, so the Save command is disabled.

AREA MAPS

Area Maps are 3D maps where combat takes place. All encounters with enemies take place on Area Maps, so they are central to *La Pucelle: Tactics*. On an Area Map, you and the enemy take turns. First you move your characters and give them orders, then the enemy units move.

Placing Characters On The Map

Move the cursor to the map's Base Panel and press ✕ to display a list of the characters you can place on the map. Use the ✕ button to select a character and then select **Move**. The glowing squares indicate that character's range of movement. You can move the character anywhere on the glowing squares. Place characters on the map one by one, up to a maximum of 8 characters.

Tip: Use the R1 and L1 buttons to rotate the Area Map to get the best view of the action.

When the rotation icon in the upper right corner of the screen shows 0°, you cannot rotate the map.

Tip: The number next to "dm" (decimeter) in the lower right corner shows the height of the spot where the cursor's pointing. Your attacks become more powerful when you attack from a higher position. So when possible, move your characters to a higher spot by referring to the dm number.

Giving Commands to Characters

On every turn, each character Moves once and then can Attack, use a Special Ability, Purify or use an Item. All commands except for Attack commands are carried out immediately. To carry out Attack commands, choose End Turn or Begin Battle from the list of Area Map commands.

Move

When you select **Move**, the character's range of movement is displayed. Move the character anywhere within this range, and then press the ✕ button to confirm. If you want to cancel a Move command, select **Cancel** or press the ○ button when the cursor is on the character.

Note: A character can't move again after an Attack, Special Ability, Purify or Item command.

Attack

Select **Attack** to see a character's attack range. This range varies depending on the character. Select an enemy to be the target of an attack to give a character an attack order. However, nothing will happen right away. Press the △ button to bring up the list of Area Map commands and choose **Begin Battle** to carry out all attack orders. You still have a chance to give orders to other characters. To carry out your characters' attacks and immediately end your turn, choose **End Turn**. To take back an Attack command, select **Cancel**.

Special Ability

Select **Special Ability** to see a list of a character's special abilities. Choose the ability you want to use and the target, and the ability will be executed immediately. Using special abilities costs Special Points (SP). For more information, see *Special Abilities* on page 15.

Purify

Characters with demon hunting skills and well-trained monsters can use the **Purify** command. It can be used to close off Dark Portals or to convert enemies over to your side. Purify commands are carried out immediately after a target is selected. For more information, see *Purification* on page 22.

Item

Use, equip, un-equip or discard items.

Status

Check a character's status screen.

Cancel

Choose **Cancel** to cancel commands you've already given to a character. You cannot cancel commands for characters that have already fought (using the Begin Battle command) or characters that have already used Special Ability, Purify or Item commands.

Characters who have been given commands (including Attack commands) are marked with an E. You can change where a character faces at any time, even after they've been given a command.

Tip: You can use the Cancel command to your advantage. For example, if you have characters that need to be healed, you can move them within range of a spellcaster, get them healed and then cancel their moves. They'll still be free to move elsewhere or use other commands. You can also use this technique to set up traps using Dark Energy (see Using Dark Energy To Attack Enemies on page 22).

Area Map Commands

Press the △ button on the Area Map for the following commands:

- *End Turn* – Ends the turn for all your characters. When you end your turn, all characters that have been given Attack commands and have not yet fought will fight. Then it'll be the enemy's turn, so don't select End Turn until you're finished giving commands to all the characters for that turn.

- *Begin Battle* – Use this command to allow some characters to fight without ending the turn. When selected, all characters that have been given Attack commands so far will begin fighting. You can give commands to other characters after the battle.

Battle Scenes

After you give your characters **Attack** orders and choose **Begin Battle** or **End Turn**, the screen changes to a battle scene where you can watch your characters fighting the enemy. If more than one character has been given a command to attack the same enemy, they will all attack at once.

Game Over

You can order attacks from up to 8 characters on an area map, but you don't necessarily have to give attack orders to all 8 characters. For example, you could order 4 characters to attack and send more if those characters get knocked unconscious. However, if 8 of your characters are knocked unconscious on a map, the game is over. (If you have fewer than 8 characters all together, having them all knocked unconscious will also end the game). Try the battle again from your last saved point.

Map Selection

If you visit an area after clearing it, you'll go to the Map Selection screen. Move the cursor up and down to choose the map you want to go to, then press the ✕ button to confirm. You can skip the maps you've already cleared, but if you want to try playing a map again, select it and choose **Yes**. You can also save your game while on the Map Selection screen by pressing the △ button.

On the Map Selection screen you'll see the number of times you've cleared a map, the number of monsters you've killed on that map and your total Purification Bonus for that map. And the Dark Energy Index? You'll have to discover what that means for yourself...

Tip: It can sometimes be to your advantage to play a map more than once. You can replay the easier maps to build up your characters' experience points, and you can sometimes find secrets by replaying maps you've already beaten.

CHARACTERS

Characters in *La Pucelle: Tactics* have "attributes"— scores that show the physical and mental abilities of each character. You can check your characters' attributes by using the Status screen, and attributes are displayed when giving a character a command on an Area Map.

Attributes

LV – The character's level.

MV – Range of movement. A value of 4 means the character can move 4 map squares.

JM – Jumping ability. A value of 4 means the character can jump 4 decimeters. For more information on elevation, see page 21.

HP – Hit points, a measure of physical stamina and health. When a character's HP reaches 0, that character is knocked unconscious and cannot continue to fight. HP are restored when you visit the World Map.

SP – Special points. Using a special ability costs SP. SP are restored when you visit the World Map.

ATK – Attack strength.

DEF – Defensive strength.

INT – Intelligence. This affects the power of some special abilities, such as elemental magic.

SPD – Speed. Affects the character's ability to avoid being hit.

HIT – Hitting ability. Affects how often the character can hit an enemy.

RES – Magic resistance. Affects how well a character can resist enemy magic.

EXP – Experience points. Experience points are gained by defeating enemies, and allow characters to go up in level.

NEXT – The number of experience points the character needs to get to the next level.

Elemental Alignments

Many things in *La Pucelle: Tactics* have an elemental alignment including enemies, items (see page 18) and magic spells (see page 15). Remembering the strengths and weaknesses of each alignment can be the key to victory against many kinds of enemies. Below is a table showing the strengths and weaknesses of each alignment. In general, alignments are strong against attacks of the same alignment. Note that Blue and Light Blue are separate alignments.

Alignment of Magic

	RED	GREEN	YELLOW	BLUE	PURPLE	LIGHT BLUE	WHITE
RED	O	X	–	X	–	X	–
GREEN	X	O	–	X	X	–	–
YELLOW	O	O	O	X	–	–	–
BLUE	X	X	X	O	–	–	–
PURPLE	O	X	–	O	O	–	–
LIGHT BLUE	X	O	–	O	–	O	–
WHITE	–	–	–	–	–	–	–

Character Alignment

O = Resistant   X = Weak   – = Neither

CHARACTER DEVELOPMENT

Part of the fun of *La Pucelle: Tactics* is seeing your characters grow stronger and gain skills. One way to make your characters stronger is to improve their attributes. Whenever a character defeats an enemy, the character gains experience points. Once a character gets a certain number of experience points, the character goes up a level and most of their attributes go up, too.

It's also possible to improve attributes individually by using certain items. See *Items* on page 18 for more information.

Tip: All the characters that take part in a battle receive experience points—even those that didn't get a chance to fight at all. If you know that you'll be defeating a major enemy (like a boss), try to have all your characters participate in the battle!

Special Abilities

Characters can also learn special abilities as they gain experience. There are two kinds of special abilities: unique abilities and elemental magic. Unique abilities are abilities that are unique to one character, and they generally reflect that character's personality. Elemental magic, on the other hand, can be learned by anyone.

Elemental Magic

Learning Elemental Magic

Some items have an elemental alignment (see *Elemental Alignments* on page 14). By equipping items of a particular elemental alignment, a

character can use elemental magic that matches that alignment. For example, if a character equips a staff with a **Blue** alignment, that character will be able to use **Blue** elemental magic (magic that involves ice or cold). The number after the elemental alignment icon on the item's status screen represents the strength of that alignment's magic. If a character equips more than 1 item of the same alignment, these numbers will be added together, allowing the character to access more powerful magic. The total power of a character's elemental alignments is listed on their status screen. Note that a character must have a total power of 2 or more in a particular alignment to gain access to that alignment's magic.

However, spells learned this way start out at level 0. This means that if the character un-equips the item, that character will no longer be able to use that spell. To permanently learn a spell, a character must raise the spell to level 1. Every time a character uses a spell, the spell will get 1 experience point. Once a character has enough experience points to raise the spell to level 1 or higher, the character will have permanently learned the spell, and can un-equip the item with no ill effects. The more times a character uses a spell, the more experience points the character will get for it, and the higher the spell's level will get. This makes the spell more powerful and also increases the size of the area of effect for many spells.

When choosing which elemental magic spells to use, remember that each alignment has its strengths and weaknesses (see the table on page 14 for details). It's much more effective to use **Red** elemental magic against an enemy with a **Blue** alignment than it would be to use the same spell against a **Red** aligned enemy.

Special Abilities Icons

- **Red S:** Attack any character in an adjoining space.
- **Green M:** Attack any friend or foe within a few spaces.
- **Yellow L:** Attack multiple characters. The range and power of this special ability will increase as abilities value increases.

Tip: It's a good idea to have several characters learn healing magic. You never know when it might come in handy!

Skills

A skill is an ability that a character gains when his or her attributes get to a certain level. Unlike special abilities, a skill is not something that you can choose to use. Some give permanent bonuses to things like purification power or movement, while others go into effect automatically and at random during combat. Below are some examples of skills and the attributes you need to develop to get them. Some skills require improvement in only 1 attribute, while others require several different attributes.

Examples of skills that are used randomly:

Tiny Power	Temporarily increases attack strength	ATK
Deep Breathing	Recovers HP	HP
Tiny Critical	Allows the character to perform a critical hit	ATK/DEF/HIT
Tiny Break	Temporarily reduces the enemy's defense	DEF/SPD

Examples of skills that are always in effect once learned:

Purify Power +1	Increases the character's purification power by 1	INT
Purify Range +1	Increases the character's purification range by 1	SP
Jump +2	Increases character's jumping power by 2	SPD
Movement +1	Increases the character's movement range by 1	SPD/HIT

There are many more kinds of skills. If you improve your characters' attributes enough, it's possible to learn them all.

ITEMS

You can buy items from shops or merchants, or get them by defeating certain enemies. Every item has a set of attributes, just as characters do. These values are added to the attributes of any character that equips the item. For example, if a character equips an item with an HP of 10 and an ATK of 20, the character's HP will go up by 10 and the ATK will go up by 20. However, this only lasts while the character has the item equipped. As soon as the character switches to a different item, the bonus will be removed.

Improving Items

You can improve an item's attributes. When a character successfully closes a Dark Portal (see *Purification* on page 22), some of the energy from the portal goes into the items that the character has equipped. This energy is similar to experience points—when it gets to a certain point, the item goes up in level and so does its attributes. Also, if a character closes a Dark Portal with the same elemental alignment as one of that character's items, the item will get even more energy than usual. However, there's a limit to how much an item can be improved. It's better to improve items that were strong to begin with than to spend a lot of time trying to improve weak items.

Character Development Using Items

If you look at an item's status, you'll see icons such as ATK and DEF displayed below the item's attributes. These icons show which attributes the item helps to develop. If a character defeats an enemy while using an item with an ATK icon, experience points will be added to the character's ATK characteristic. When a character's ATK characteristic goes up a level, the ATK score permanently increases.

This allows you to improve attributes individually so you can control whether your character develops into a strong fighter, a strong magician or an overall balanced character.
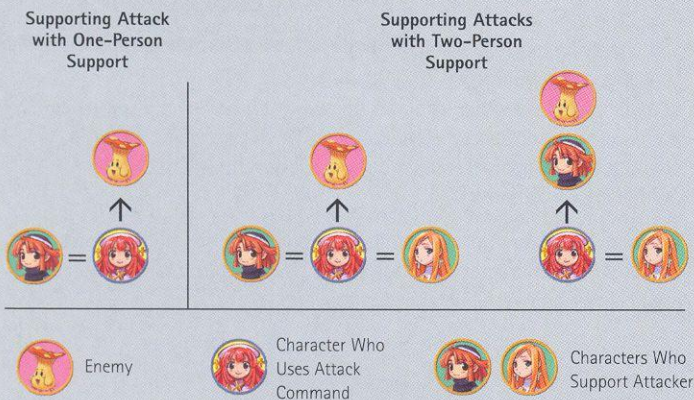
COMBAT

The most basic type of combat in *La Pucelle: Tactics* is a one-on-one fight between a single character and a single enemy, but there are many more advanced strategies that you can use to gain the upper hand.

Multiple Attacks

To execute a multiple attack, just command more than 1 character to attack the same enemy. Having more than 1 character attacking is generally a good idea, since it swings the odds in your favor.

Supporting Attacks

To execute a supporting attack, place characters to the left, right, front or back of a character that has been given an **Attack** command. Supporting attacks are similar to multiple attacks, because in both cases you have several characters attacking 1 enemy. But characters doing a supporting attack can be given other commands (like using a special ability) and still participate in battle. However, they don't do as much damage as they would if they had been given an **Attack** command.

Supporting Attack with One-Person Support

Supporting Attacks with Two-Person Support

Enemy

Character Who Uses Attack Command

Characters Who Support Attacker

The placement of your characters can greatly affect the outcome of a battle. Just remember that the enemy can also use supporting attacks, so don't get one of your characters trapped in the middle of many enemies.

Elevation

Elevation in *La Pucelle: Tactics* is measured in decimeters (1/10 of a meter). You'll do more damage attacking an enemy from a higher position, and you'll take more damage if attacked by an enemy higher than you. It's always to your advantage to be on a higher level than your enemies.

Attack Direction

You'll do more damage attacking an enemy from the sides or rear than when attacking from the front. And when you're attacked by an enemy, you'll take more damage if you're attacked from the sides or rear. Use elevation and attack direction to minimize the damage you take while maximizing the damage you do to your enemies.

Elemental Effects

Don't forget that all enemies have an elemental alignment, which means that they'll be resistant to some kinds of attacks, and vulnerable to others. If you keep an eye on your enemies' alignments and use items or spells they're vulnerable to, you'll be much more successful in combat. See *Elemental Alignments* on page 14 for more information.

PURIFICATION

The purification system is one of the most unique aspects of *La Pucelle: Tactics*. You can use purification to close Dark Portals, to attack enemies and to convert enemies over to your side.

Purifying Dark Portals

Dark Portals are doorways into the Dark World on each Area Map. They emit Dark Energy, which temporarily reduces the attributes of any character that stands on them. They sometimes allow new enemies to cross over onto the map as well, so it's a good idea to try and close as many of the portals as you can.

Use holy power to purify enemies and portals.

To purify a Dark Portal, give a **Purify** command to a character that has the ability to purify (a human character or a well-trained monster). The character's purification strength will be subtracted from the portal's HP, and if the portal's HP reaches 0, it'll close. Some portals have high HP, so you may need to purify them several times before they'll close.

Using Dark Energy To Attack Enemies

Dark Energy weakens your characters, but it can also be used to attack your enemies. The first thing you need to know about using Dark Energy as a weapon is that if a

character or enemy stands on a Dark Portal, the energy will flow in the direction they are facing. Use this feature to control where Dark Energy flows. If you force Dark Energy to flow onto your enemies and then purify the Dark Portal that it's flowing from, the enemies standing on the Dark Energy take damage.

The kind of damage caused to enemies when you purify a Dark Portal depends on the portal's alignment.

- *Red Energy* – Causes fire-based damage to enemies.
- *Green Energy* – Causes wind-based damage to enemies.
- *Yellow Energy* – Causes lightning-based damage to enemies.
- *Blue Energy* – Causes ice-based damage to enemies.
- *Purple Energy* – Damages enemies and changes their status.
- *Light Blue Energy* – Heals friendly units, purifies enemies.
- *White Energy* – Uses holy power to cause great damage to enemies.

Hand-to-hand combat is the most common form of combat in La Pucelle: Tactics, but Dark Energy can also be useful. It allows you to attack enemies that are far away, and also lets you attack many enemies at once.

Tip: If two or more colors of Dark Energy overlap, they'll combine to form different colors of energy. You can use this to create more unusual colors of energy or to form the color that'll cause the greatest damage to your enemy.

Miracles

Miracles are very powerful spells that can be created using Dark Energy. If you make a circle of Dark Energy that covers 15 or more map squares and then purify the Dark Portal,


Ragnarok

you'll create a miracle. The alignment of the Dark Energy determines the deity that appears to perform the miracle and the kind of damage done to enemies in the circle. Any enemies caught within the circle will take a great deal of damage, and depending on the alignment of the energy, there may be other effects as well. For example, using Light Blue Dark Energy to create a miracle heals all your characters on the map. Experiment with all the colors of energy to find out what effects they have.

Converting Monsters

If you purify an enemy before defeating it, there's a chance that it'll convert to your side. The more times you purify an enemy, the greater the chances that they'll convert. However, there are a few types of enemies (bosses, etc) who'll never convert, no matter how many times you purify them. Converting monsters is a great way to strengthen your forces.

Training Monsters

Train the monsters you've converted by pressing △ and using the **Train** command on the World Map, Field Map or Area Map Selection screens. Select the monster you want to train and then select the type of training. Training helps increase the monster's characteristics when it goes up a level and changes the monster's happiness level. Keep an eye on your monsters' happiness levels. If you train them too hard without any playtime, they might decide to leave you!
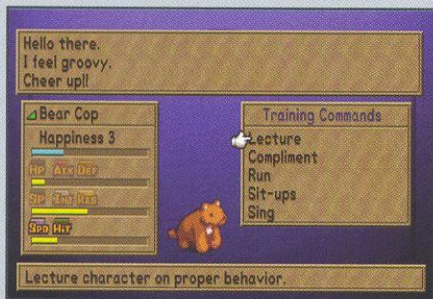
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NOTES

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