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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.

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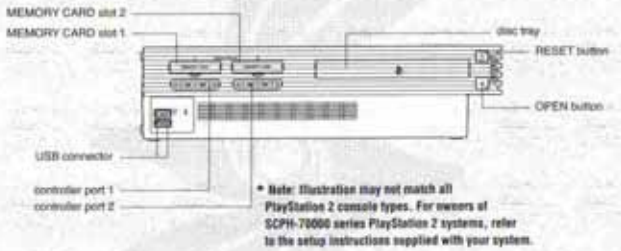
STARTING THE GAME



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 MAGNA CARTA™ 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.

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.

GAME CONTROLS	
START button	N/A
SELECT button	Display the Chi available in the surroundings
Directional buttons	Select item
Left analog stick	Move character
Right analog stick	Control camera angle (only in certain fields)

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

*Magna Carta: Tears of Blood is a 1-player game which only utilizes controller port 1. An analog controller such as the DUALSHOCK®2 analog controller with an analog stick is required to play the game.

*ANALOG mode cannot be turned on/off; it will always be on. (The LED will be red.)

GAME CONTROLS	
○ button	Cancel / Enter button commands (Battle)
× button	Confirm selection / Open treasure chests / Talk / Swing sword / Enter button commands (Battle)
□ button	Rest / Cancel rest / Organize items / Activate Trinity Drive (Battle)
△ button	Field Menu / Battle Menu (Battle)
R1 button	Change movement mode / Page scroll (Field Menu) / Change character (Battle)
R2 button	Change target (Battle)
L1 button	Page scroll (Field Menu) / Change character (Battle)
L2 button	Change target (Battle)

THE WORLD OF MAGNA CARTA

A MAN WHO DESPISES THE YASON...
A WOMAN WHO LOVES ALL LIVING CREATURES...

THE GREAT MIGRATION

600 years ago, a strange disease spread across the land, turning its victims into stone. A war ensued, raging for several hundred years and continuing to this day. Tired of the fighting, one group set sail in hopes of finding a new place to live. After countless weeks at sea, the four boats landed on the continent of Efferia. The immigrants saw that the land had been blessed by nature, and so they decided to settle there and begin a new life—a fresh start for those who had lost faith in humanity.

THE FIGHT WITH THE YASON

In Efferia, there was a race—the Yason—that closely resembled humans. Though not narrow-minded, they were not prepared to welcome these new settlers with open arms. The Yason and the humans maintained a respectable distance from each other, and went on with their daily lives. Though as time passed, they began to intermingle. However, the human population expanded rapidly, and marginalized the Yason. The Yason's hatred for humans grew until war finally erupted. Initially, the humans had the advantage because of their experience with war. But, before long, the physically superior Yason had turned the tables. After 30 years of fighting, the possibility for a peaceful resolution had vanished.

Calintz, the leader of a small, elite mercenary unit, the Tears of Blood, took up arms to avenge the destruction of his home. To end the war, the humans mounted a massive magic attack on the Yason's base, and Calintz's team played a key part. But, the attack was a failure, as the powerful Queen of the Yason was able to deflect the magic. Awakening after the attack, Calintz finds himself alone in the woods with a mysterious girl, Reith, who has lost her memory.

LITTLE DOES HE KNOW, THIS CHANCE ENCOUNTER WILL CHANGE THE FUTURE FOR ALL OF EFFERIA...

CHARACTERS

Calintz

The Captain of the elite mercenary group the Tears of Blood. His village was destroyed by the Yason when he was young, and he has harbored his hatred for them ever since. Because he usually buries his emotions, he can come across as rather cold and calculated. But, he cares for his comrades and is willing to put his life on the line for them, thus earning their trust.

Reith

Even though she has amnesia, when she finds Calintz injured, she heals him. From then on, she travels with him and the other members of the Tears of Blood. She's always cheerful and speaks her mind directly. She hates fighting and will help anyone in need, without discriminating between humans and the Yason.

Azel

Calintz saved him from a Yason attack when he was younger, and he's been with him ever since. He's proud to be a member of the Tears of Blood, and strives to repay his debt to Calintz. He's friendly and polite, and always thinks of others. Though he's often treated like a kid, he's very responsible for his age.

Eonis Milan

A highly educated mage who serves the Tears of Blood, she's intelligent, level-headed, and rational. Because she is like a caring older sister to the other members of the Tears of Blood, she gets along with just about everyone. Both of her parents were killed by the Yason, but rather than seeking revenge, she fights in hope of ending the war.

Haren

A member of the Tears of Blood, he is simple-minded and quick to fight. His fists are his weapons of choice. He's loyal to his comrades, although he's not good at expressing his emotions, so often he's mistaken as being rude. Because his fiancee was killed by the Yason, his hatred of them is stronger than anyone's.

Maya

From the shock of witnessing the murder of her family members by the Yason, she became aphasiac (unable to talk) at the age of 10. Born with the ability to use healing magic, she now fights as a member of the Tears of Blood. She doesn't trust people easily, but thanks to Chris, she has started to open up.

Chris Arcway

An archer as well as an inventor, he names his creations rather colorfully, although most end in failure. He's carefree and a bit of a player, always trying to make conversation with the ladies. At times, the other members of the Tears of Blood see him as a nuisance. He cares for Maya like a father, although they are not related.

Agreian Jei Owen

The General of the Alliance Army, he gives assignments to the Tears of Blood. He's also the son of the Great Priestess of Amabat, Mistress Ladrinne. He's an effective commander with a kind heart, having earned a great deal of respect from both civilians and soldiers. He and Calintz consider each other friends. He trusts Calintz and goes out of his way to assist him when he's in trouble.

Justina Born

A Priestess of Amabat, she has strong divine power and heals those who are hurt. She helps Reith during her quest to recover her memory. She's strong-willed and rational, and is good at explaining things. People often mistake her for being condescending, but she's actually just trying to be responsible and caring.

Rianna

An ex-mercenary, she's more than just a little rough around the edges. She's impatient and temperamental, but rarely holds a grudge. She wears her heart on her sleeve and likes taking care of others, like a big sister. Recently, she's been wandering the land alone looking for someone, but decides to continue her search while helping Reith.

Lehas

The Director of Operations for the Tears of Blood, she makes sure everything runs smoothly at Headquarters. She's responsible and hard-working, and always considers the welfare of her comrades. She feels a great deal of guilt for not being able to join the others on the battlefield.

Raul

A wandering swordsman who looks to be in his mid-30s, he's generally optimistic and doesn't let trivial things bother him. He's always joking around, so it's difficult to know how he's really feeling. He might look unreliable, but he's very dependable in a pinch.

Amila

The Queen of the 7 tribes of Yason-Roven, she comes from the tribe of Chief Shinen. Cool and stern, she hides her face behind a mask. Showing no sign of emotion, she commands utter loyalty from her subjects. Because of her personality, she is known as the "Ice Queen."

Astal

A traveling merchant who appears all over Efferia, even in the most battle-ridden areas, he's always got a smirk on his face, no matter where you bump into him. His rare merchandise will come in handy for the Tears of Blood.

Orha Duren

Yason-Roven's strongest warrior, he's fiercely loyal to Queen Amila and leads both the Blast Worms and The Four Warriors. He rarely reveals any emotion, so no one knows what he's thinking.

Roxy Midka

She is unbelievably strong in battle, and the most agile of The Four Warriors. She doesn't enjoy talking to others, so she only says what needs to be said. She likes Orha, but shows no outward signs of it.

Carian Lore

The most beautiful member of The Four Warriors, she is well educated and trained in weapon use. She knows her strengths and won't hesitate to seduce others to get her way. Although she might appear to be harmless, beneath the surface she's capable of almost anything.

Azhadi Zoren

Possessing the greatest raw physical strength among The Four Warriors, he's easily irritated and loves violence. He can be cruel, selfish, twisted, and spiteful. He and Carian share similar goals, though their exact intentions are not known.

START MENU

Turn on your PlayStation®2 computer entertainment system and insert the Magna Carta: Tears of Blood disc. Pressing the START button during or following the opening movie will display the Start Menu. There, you can select between "NEW GAME" and "LOAD GAME." To load a game, you must have previously saved Magna Carta: Tears of Blood data to the Memory Card (8MB)(for PlayStation®2) inserted in MEMORY CARD slot 1.

NEW GAME

Select this option if you wish to play Magna Carta from the beginning or if you do not have any saved data. Note that if the start menu is left idle for a few minutes, the opening movie will replay.

LOAD GAME

Select this option to continue your progress from a previously saved game. Make sure you have a Memory Card (8MB)(for PlayStation®2) inserted into MEMORY CARD slot 1. There are 16 slots available for saving, and at least 80KB of free space is required to save.

SAVE GAME

Before you end your game play session, be sure to save your game at a save point or inside an inn. Saving will enable you to continue your progress at a later time. Note that if you are defeated in battle, the game will end.

FLOW OF THE GAME

At the start of Magna Carta: Tears of Blood, you will control the main character, Calintz. The game consists of cut scenes, conversations, field movement, and battles. Note that the controls are different for field movement and battles. Be prepared to fight through battles and unravel mysteries as the story unfolds.

CUT SCENES/CONVERSATIONS

Cut scenes and conversations will appear at critical moments in the game. These sequences relay important developments, provide background information and clues, and are crucial to the progression of the story. Be sure to pay close attention to what is said.

FIELD MOVEMENT

In cities and villages, you will be able to walk around, purchase items, and gather information. Battles will take place in areas called dungeons. You will also need to accomplish certain tasks there. Dungeons are treacherous and filled with traps, so be sure to save often.

MOVING BETWEEN FIELDS

As the game progresses, you will be able to move from place to place by various means, without necessarily having to walk to your destination. When you leave certain areas, the Destination Screen will be displayed. Here, the Party Leader Icon indicates your present location and the yellow circles indicate possible destinations. Select a destination and confirm your choice by pressing the ×button. Then, you will be taken to the chosen location.

BATTLE

Battle will ensue when you encounter an enemy. In battle, you will use the skills Calintz and his party members have learned to take on your opponents. Experience Points (EXP) are gained by winning battles. Once your characters have earned enough experience, they will level up and become stronger.

EXPLORING THE WORLD

FIELD MOVEMENT (continued)

There are two types of fields in the game: cities/villages and dungeons (areas where monsters roam). Use the left analog stick to move your character, and press the × button to talk to someone or open a treasure chest. Moving to certain areas on the field will initiate cut scenes and conversations.

SPECIAL FIELD COMMANDS	
△ button	Display Field Menu (P.21)
□ button	Rest and restore party's HP (P.16)
R1 button	Change movement mode (P.16)
SELECT button	Display the Chi available in the surroundings

VIEWING THE FIELD SCREEN

1. The Field: This is where the locations you can explore are displayed.
2. Player Character: The character the player controls.
3. Mini Map: A map of the surrounding area which displays save points, treasure chests, and other notable features. The range of the viewable area will change according to the movement of the player character.

FIELD FEATURES

Building/Door — There are many structures on the field—some you can enter, others you cannot. For those you can gain entry into, simply approach the door and the screen will change.

Treasure Chest — Chests contain various items that can be obtained by pressing the × button. Some treasure chests require keys.

Save Point — Pressing the × button will take you to Camp Mode (P.26), where you can save your game and restore party members' HP.

Communication Sphere — Communication Spheres can be used to talk with characters across great distances. They also enable you to switch between parties.

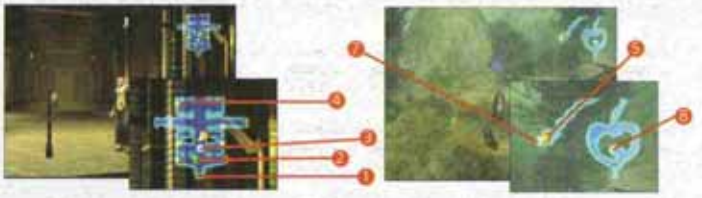
NPC — Including shopkeepers, these are the locals that you'll encounter in cities and villages. Press the × button to speak with them.

Monster — Monsters will attack when the player character is within sight. Note that it is also possible for you to attack first.

Lantern — Lanterns are sources of Chi in the surroundings. To change what Chi is available from a particular Lantern, use a Talisman on it.

Sign — Signs indicate directions to various locations.

VIEWING THE MINI MAP



1. Entrance: Place where you can enter/leave an area.
2. Save Point: Location where you can save your progress.
3. Communication Sphere: Used to communicate with characters located elsewhere.
4. Shop: Indicates an item shop, equipment shop, fortune teller, or dojo.
5. Player Character: Indicates your party's current location. The direction the arrow is pointing is the direction the character is facing.
6. Monster: The red cone indicates the enemy's range of vision.
7. Lantern: Source of Chi.
8. Treasure Chest: May contain a useful or valuable item.

MOVEMENT MODES

While you explore each area, some things will be outside of your character's field of vision, which is represented as a glowing gold circle. Monsters and treasure chests beyond this ring will not be displayed on the mini map. The character's field of vision will vary depending on which mode you are using. There are two types of movement available to you: Detect Mode and Dash Mode.

Detect Mode

- Walk
- Large field of vision

Dash Mode

- Run
- Small field of vision

DETECT MODE

In this mode, you won't be able to move very fast, but your field of vision will be larger, making it easier to detect monsters and find treasure chests. Encountering a monster on the field will result in a battle, but if you sneak up on it without it noticing you, you can get the first attack in by pressing the × button.

DASH MODE

In this mode, you can get around faster, but your field of vision will be smaller, making it more difficult to detect monsters and find treasure chests. If a monster catches you off guard, it will be able to do a surprise attack, putting you at a disadvantage.

REST MODE

If you press the □ button, your character will kneel down and take a rest. As time passes, the party's HP will be restored. Note that while you are resting, your field of vision will be limited, and you'll be vulnerable to attacks. Press the □ button again to exit Rest Mode. You can also open the Field Menu in this mode by pressing the △ button.

LANTERNS

Every Lantern has a particular Chi (P.38). However, it can be changed using a Talisman. Use this to your advantage. Press the × button at a Lantern to bring up a window displaying the Talismans you currently possess. Use the up/down directional buttons to select a Talisman, and press the X button to confirm your choice. The Chi of the Lantern will change to the Chi of the Talisman used. However, if a contradictory Chi is used, the Lantern will explode.

Mountain Chi Lantern — Use Fire Talisman →

Fire Chi Lantern

Mountain Chi Lantern — Use Celestial Talisman → Explosion

FACILITIES

In cities and villages, there are various facilities where you can purchase items and learn new styles. Use these opportunities wisely.

INN

Inside an inn, you can enter Camp Mode, where you'll be able to restore HP, talk with party members, and give your allies gifts. Please refer to (P.26) for more details.

ITEM / EQUIPMENT SHOP

Shops enable you to buy and sell items and equipment. Use the up/down directional buttons to select the item you would like to buy or sell, and the left/right directional buttons to choose a quantity. The L1/R1 buttons can be used to change the quantity by multiples of ten. When purchasing equipment, your characters' stats will be displayed on the right side of the screen. You can press the △ button to toggle between their current stats and the resulting stats if the item is equipped.

ITEM / EQUIPMENT SHOP COMMANDS	
BUY	Buy items, weapons, or equipment.
SELL	Sell items, weapons, or equipment.
LEAVE	Leave the shop and return to the game. (Pressing the ○ button does the same.)

FORTUNE TELLER

When you talk to a priestess in a city or village, she will ask you if you would like to know your fortune. You can also create new Talismans or have unknown items appraised, for a price.

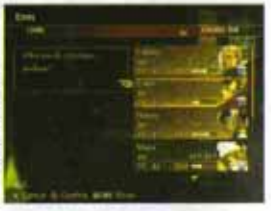
FORTUNE TELLER COMMANDS	
FORTUNE	Predict a character's luck.
UNDO	Nullify the results of a fortune telling.
COMBINE	Create a new Talisman by combining two existing ones.
APPRAISE	Appraise an unknown item to find out what it is.
LEAVE	Leave the shop and return to the game. (Pressing the ○ button does the same.)

FORTUNE

When you select this option, the priestess will tell the character's fortune. Use the up/down directional buttons to select a character and press the × button to confirm. The luck predicted for that character will temporarily affect his or her chances of gaining EXP, evading surprise attacks, obtaining money, learning new skills, and escaping. There are four possible outcomes: very lucky, lucky, unlucky, and very unlucky. Be aware that the character cannot have his or her fortune retold during the time the luck icon is displayed.

LUCK ICONS

UNDO



By selecting this option, you can have the results of a fortune telling nullified. Use the up/down directional button to select a character and press the × button to confirm your choice. You can undo both good and bad fortunes. Remember, characters cannot have their fortunes retold immediately after a telling has been undone.

COMBINE TALISMANS

To combine Talismans, use the L1/R1 button to toggle through the Talismans in your inventory. Use the directional buttons and the × button to select the first Talisman you want to use, followed by a second one. Note that the Talismans used will be lost, even if the combination fails. Your success will depend on the compatibility of the Chi.

EXAMPLE		
W: A Small Thank You	H: Meandering Cloud	A: Run Like the Wind

APPRAISE

An unknown item can be appraised to discover what it is. Select the "Appraise" command and a list of items displayed as "???" will appear. Use the up/down directional button to select the item you wish to appraise, and then press the × button. The cost of the appraisal will vary, depending on the item.

DOJO

By practicing with all five trainers in a dojo and passing each of their tests, a character can learn a new style. Dojos can be found in many locations, and different styles can be learned depending which ones you visit. However, there are certain conditions limiting which styles a character can study, and training is not free.

DOJO COMMANDS	
TRAIN	Challenge a trainer.
EXPLANATION	Learn the requirements for training and passing.
LEAVE	Leave the dojo and return to the game. (Pressing the ○ button does the same.)

TRAIN

There are five training levels: Beginner, Intermediate, Advanced, Expert, and Master. Use the up/down directional button to select a character to train, and confirm your choice with the × button. The battle with the trainer will begin immediately. You must defeat that trainer to advance to the next level. Once you've defeated the Master, you will be awarded a style scroll.

BLACKSMITH

By visiting a blacksmith, you can upgrade your equipment and undertake quests to obtain special items. You can also purchase rare items that cannot be obtained anywhere else.

BLACKSMITH COMMANDS	
BUY	Buy equipment such as weapons, armor, and accessories.
UPGRADE	Upgrade your equipment for a price.
QUEST	Undertake a quest in order to obtain special equipment.
LEAVE	Leave the shop and return to the game. (Pressing the ○ button does the same.)

UPGRADE

When you select "Upgrade," a window listing equipment that can be upgraded will be displayed, along with corresponding prices and required materials. By pressing the L2/R2 button, you can check the stat effect your current selection will have on the character when the upgraded item is equipped. Press the × button if you would like to proceed with the upgrade.

QUEST

Certain equipment can only be obtained by undertaking quests offered by blacksmiths. When you select "Quest," a list of possible rewards will be displayed. The requirements for the selected quest will be shown in the window to the right. To accept the quest, press the × button.

FIELD MENU

Press the △ button when you are on the field to bring up the Field Menu. In the Field Menu, you can change party members, use items, and view various pieces of information. You can also change the game settings from this menu. Press the ○ button to return to the game.

VIEWING THE FIELD MENU

1. Options: The commands available in this particular menu.
2. Location: Your current location and total game time.
3. Money: The amount of Sid you have.
4. Record: The largest amount of damage you've dealt in a single attack.

COMMANDS	
PARTY	Change which party members will participate in battle.
ITEM	Use an item.
EQUIP	Change the weapons/armor your characters have equipped.
STYLE	View style descriptions and select a style to use in battle.
INFO	View Talismans, monster descriptions, and characters' statuses.
SETTINGS	Change the game settings.

PARTY

Select this option to organize your battle party. To change members, first select a character to remove, and then choose a character to replace him or her. You can also set the order in which the members will engage the enemy in battle.

ITEM

Using the up/down directional buttons, select the item you would like to use and press the × button to confirm your choice. Then, select which character(s) you would like to use the item on. Press the □ button to sort the list by item type. Items listed in grey cannot be used at that time.

ITEM AND EQUIPMENT ICONS

ITEMS

GIFT	Giving a gift to a party member will either increase or decrease his or her loyalty and trust. Also used to increase character stats.
TALISMAN	Can be used to alter Chi during battle and to restore HP.
SCROLL	Obtained by training at a dojo while learning a new fighting style. Some scrolls can be acquired elsewhere, though.
QUEST ITEM	Related to quests and equipment upgrades.
UNAPPRAISED ITEM	Must be appraised by a Fortune Teller in order to be identified (P.21).
EVENT ITEM	An important item needed to advance the story. Cannot be sold.

EQUIPMENT

SWORD		GLOVE		ROD		WAND	
BOW		CLOTHES		ARMOR		ROBE	
RING		EARRING		BRACELET		NECKLACE	

EQUIPMENT

Select this option to change a character's equipment. First, select a character. Then, choose the equipment you would like to add/remove. Any changes in your character's stats will be displayed. Green indicates an increase, while red indicates a decrease. Pressing the □ button will remove the character's current equipment. Note that not all equipment can be used by every character.

STYLE

Select this option to change a character's fighting style. First, select a character. Then, select a style. Styles that appear in grey cannot be used by that character. The skills that the character has learned for each style will be displayed as you cycle through the choices. To deselect a style, press the □ button. Note that you must have a style set before you can leave the selection screen.

VIEWING THE STYLE SCREEN

1. Weapon Icon: Weapon used with the style.
2. Name: Style name.
3. Chi: Chi associated with the style.
4. Perceived Skills: Number of skills the character has perceived. Once all skills in the style have been perceived, "M" (mastered) will be displayed.
5. Modes: Modes available with the style. The grey icon indicates that a mode cannot be used.
   Mode Icons: Standard, Combo, Counter, Unavailable
6. Shield: Number of times the character can guard in a fight.

INFORMATION

Select this option to view your characters' statuses, your current location, the Talismans you have obtained, and information about the monsters you have encountered.

COMMANDS	
STATUS	Info about your characters such as their current stats and equipment.
LOCATION	The party's current location.
TALISMAN	The Talismans you have obtained.
MONSTER	Information about the monsters you have encountered.

VIEWING THE STATUS SCREEN

1. Name: Character's name.
2. Stats: Affect how the character performs in battle.
3. Equipment: Weapons, armor, and accessories equipped.
4. Style: Fighting style the character is using.
5. Graphic: Character portrait.
6. Comment: Character's comments about the current situation.

STATS	
HP	Character's health (current/maximum).
LV	Character's current level.
EXP	Current experience acquired. Once the meter is full, the character will level up.
ATK	Physical attack power.
DEF	Physical defense.
MAG	Magic attack power.
RES	Magic resistance.
CHARISMA	Character's charisma. Affects the Leadership Meter.
TRUST	This is the level of trust the character has toward the leader. There are five levels: Distrust, Friendly, Camaraderie, Trust, and Respect. Each character other than the leader will have an icon indicating his or her level of trust.

TRUST ICONS

LOCATION

Your current location will be indicated, along with the adjacent areas. Locations that you have not yet visited will be represented by question marks.

TALISMAN

A book of the Talismans you have obtained. You can change pages by pressing the L1/R1 button. Use the directional buttons to select a Talisman and press the × button to display its description. The Talismans are grouped according to their Chi.

MONSTER

View information about the monsters you have encountered thus far in the game. Use the up/down directional button to select a monster, and press the × button to display its picture and details.

SETTINGS

Select this option to change various game settings. First, use the up/down directional button to select the setting you'd like to change. Then, use the left/right directional button to change it.

COMMANDS	
WINDOW	Adjust the transparency of the text box.
SOUND	Choose between MONO and STEREO.
BGM VOLUME	Adjust the volume of the background music.
SE/VOICE VOLUME	Adjust the volume of voices and sound effects.

CAMP MODE

You can enter Camp Mode at either an inn or a save point. Press the × button to go to the Camp Mode screen, and press the ○ button to exit it. In Camp Mode, you can save your progress and restore your party's HP. You can also increase (or decrease) the trust and loyalty of party members by talking with them and giving them gifts. Note that improved relationships due to gift-giving will eventually return to normal.

COMMANDS	
SAVE	Save your progress on a memory card (8MB)(for PlayStation®2).
GIVE A GIFT	Give a gift to a party member to change his or her level of trust.
TALK	Talk with a party member to change his or her level of trust.
SPEND THE NIGHT	Restore the party's HP.

GIVE A GIFT

You can attempt to improve the main character's relationship with other party members by giving them gifts. If you're successful, it will give you an advantage in battle. To give a gift, first select a recipient. Then, select a gift. The recipient's trust in the leader will either increase or decrease depending on the gift you select.

TALK

You can also increase party members' trust in their leader by selecting "Talk." While talking to a party member, you will be prompted to select from various things to say. Depending on the response you choose, the character's level of trust will increase or decrease. Occasionally, other characters will join in a conversation.

TRUST ICONS

INCREASED GREATLY

INCREASED

DECREASED

DECREASED GREATLY

PARTY SEPARATION

During the game, there will be times when your party will be separated into two smaller parties: Calintz's party and Reith's party. Until a certain point is reached, each party will proceed separately.

COMMUNICATION SPHERES

Communication Spheres will allow you to talk with characters that are located elsewhere, enabling you to obtain information from them. Spheres can also be used to switch between parties. Additionally, using Communication Spheres may initiate events that advance the story.

OBTAINING INFORMATION

When using a Communication Sphere, a window will pop up displaying a list of characters. Available characters will be listed in white; unavailable characters will be listed in grey. Use the up and down directional buttons to select the character you would like to talk to, and press the × button to begin a conversation.

SWITCHING PARTIES

While your party is separated, you can talk to the other party leader using a Communication Sphere. If the necessary conditions have been met, you can also switch between the two parties.

BATTLE SYSTEM

When you encounter an enemy on the field, whether you have first strike or are surprised, you will enter into battle. During battle, you will control all the actions of your party members, including moving, attacking, and using Talismans. The following section will explain the battle system.

VIEWING THE BATTLE SCREEN

1	Chi:	The eight types of Chi and their relative strengths in the area.
2	Enemy:	Your opponent(s).
3	Trinity Circle:	The button commands necessary to use an attack skill.
4	Character Status:	The status of the character currently in use.
5	Ally Status:	The statuses of other party members in battle.
6	Trinity Drive:	The current amount of power accumulated in the Trinity Drive.
7	Characters:	The party members participating in the battle.
8	Range:	The range of the attack.
9	Leadership Meter:	The top bar is the enemy's meter and the bottom bar is your party's meter.
10	Turn Marks:	A character's turn occurs when the Leadership Meter reaches a turn mark (▲ or ▼). The position of the ally marks (▲) will change according to your party's total Charisma, the enemy's total Charisma, and the level of trust among your party members.

BATTLE MENU

Pressing the Δ button during battle will bring up the Battle Menu. There are three commands to select from: "Style," "Item," and "Run." Remember that when you select "Run," whether or not you are successful, the Trinity Drive will decrease to 0%.

STYLE When the Leadership Meter has reached a certain level, you can change styles by using the left and right directional buttons.

ITEM This command allows you to use Talismans during battle. The Talismans displayed in blue will have positive effects on the party, those in green will increase Chi or the Trinity Drive, and those in red will have negative effects on the enemy. Note that you can switch between characters by pressing the L2 or R2 button.

RUN Choose this command to attempt an escape. The fuller the Leadership Meter is, the better your chances are of succeeding.

STATUS AILMENT

During battle, some enemy attacks will inflict status ailments. You can use certain Talismans to cure status ailments or simply wait until the battle is over. While most status ailments have negative effects, some have positive effects.

POISON The character is poisoned and will take damage at intervals.

PARALYSIS The character is paralyzed and cannot move.

STONE The character has been turned into stone and is easily targeted by the enemy.

CONFUSION The button commands on the Trinity Circle will appear as question marks.

POWER UP Attack power is increased by 50%.

DEFENSE UP Damage taken is decreased by 50%, but the character is easily targeted by the enemy.

DEATH This occurs when a character's HP reaches 0, and he or she is no longer able to fight. Characters can be revived using certain Talismans. When the HP of your entire battle party reaches 0, the game will end.

THE FLOW OF BATTLE

A battle is over once the party defeats its enemies or when an attempt to run is successful. During certain fights, the battle may end once a particular condition has been met.

ENEMY ENCOUNTER

DEFEAT ENEMY OR RUN

END OF BATTLE

ENTERING BATTLE

Encountering an enemy on the field will result in a fight. Depending on how you approach the enemy, you can gain the "First Strike," or be subject to a "Surprise Attack." First Strike will give you the advantage, enabling you to attack first. If you are surprised by the enemy, you'll be at a disadvantage, because your enemy will get to make the first move.

FIRST STRIKE

While in Detect Mode, the enemy will blink red when approaching. Press the × button to attack and gain First Strike.

SURPRISE ATTACK

The enemy catches you off guard. This is more likely to occur while you are in Dash Mode, so be careful.

CHARACTER ACTIONS AND THE LEADERSHIP METER

During battle, you must wait until the Leadership Meter has reached the ▲ mark before you can use an attack skill or Talisman. The Leadership Meter will fill automatically as time passes. The Leadership Meter will change according to the amount of Charisma enemies and allies possess, so the faster you can defeat your enemies, the greater your advantage will be. Be aware that when the enemy's meter has accumulated to the ▼ mark, your turn will end and the enemy's will begin.

MOVING DURING BATTLE

You can move your characters during battle by using the left analog stick. Depending on the situation, you may want to fight from afar, or move in close. By pressing the L1 or R1 button, you can toggle between the characters under your control. Note that while a character is standing still, the Leadership Meter will accumulate slowly.

ATTACKING THE ENEMY

Attacking the enemy will drain a certain amount of the Leadership Meter. Depending on what style a character uses, his or her attack range and the button commands for his or her attacks (P.32) will vary. The character's turn will occur when the Leadership Meter is filled to the ▲ mark. The location of the ▲ mark on the Leadership Meter will change depending on the party members' level of trust in the leader.

FLEEING FROM BATTLE

Select "Run" from the Battle Menu to attempt an escape. The fuller the Leadership Meter is, the higher the probability that your party will be successful. You can also avoid battles by moving slowly on the field and evading enemies.

VICTORY

After defeating the enemy, you will receive money and EXP. "GET" indicates the amount of EXP the character earned. EXP is necessary for a character to level up, and money can be used to purchase items. Certain enemies will also drop rare items. Additional EXP will be awarded every time a character sets a new record for the highest amount of damage dealt in a single attack.

LEVELING UP

All characters who participate in a battle will receive EXP. An EXP bar will be displayed for each character. Once his or her EXP bar is filled, a character will level up. Leveling up increases a character's stats as well as his or her overall strength. Note that lower level characters will usually receive more EXP.

TRINITY CIRCLE

The Trinity Circle displays the button commands necessary to use attack skills. In order for the Trinity Circle to be displayed, you will need to have the target within attack range. The attack range is represented by a circle with the character at the center. The attack range varies, depending on the style the character is using.

RANGE & STYLE

CLOSE RANGE

Styles that use physical attacks have a close range. Characters must be near their enemies to deal damange.

LONG RANGE

Styles that use magic, healing, or a bow have a long range. Characters using these styles can help party members or attack enemies from a distance.

RANGE AND PROXIMITY

RANGE

All characters within range will be targeted.

PROXIMITY

All characters in proximity of the chosen target will be affected.

BUTTON COMMAND ENTRY

When the Leadership Meter reaches the ▲ mark, the Trinity Circle will appear and attacking will be possible. To execute a move, press the ○ button and/or the × button according to the button prompts displayed. If you "MISS" even one of the button presses, then your attack will fail. The more accurate your timing, the more damage you will deal.

MATCH THE PROMPTS!

THE ATTACK IS SUCCESSFUL!

THE ATTACK FAILS AND THE LEADERSHIP METER IS DEPLETED.

POSSIBLE RESULTS

- GREAT...The correct button is pressed, and the timing is perfect.
- GOOD...The correct button is pressed, but the timing is slightly off.
- FAIL...The timing is good, but the wrong button is pressed.
- MISS...The timing is off, and the wrong button is pressed.

TRINITY DRIVE

When you execute an attack by entering three "GREAT" button presses, the Trinity Drive will gain 5%. When it reaches 30% or higher, it can be activated by pressing the □ button. Activating the Trinity Drive and successfully matching the button prompts during an attack will increase the damage done to an enemy by the current percentage of the Trinity Drive. However, if you fail to successfully enter the button commands, no damage will be done and the Trinity Drive will be reduced to 0.

HOW IT WORKS

USE THE TRINITY CIRCLE TO ATTACK AND RECEIVE 3 "GREATS."

RAISE THE TRINITY DRIVE TO 30% OR HIGHER.

PRESS THE □ BUTTON TO ACTIVATE THE DRIVE.

USE THE TRINITY CIRCLE SUCCESSFULLY.

ATTACK.

DEAL ADDITIONAL DAMAGE DEPENDING ON THE TRINITY DRIVE %.

GAME OVER

When all of your party members have been defeated in battle, the game will end. If you press the × button on the Game Over Screen, the opening movie will play. Choose "LOAD GAME" from the Start Menu to continue from your last save point.

FIGHTING STYLES

Various fighting styles will be available for your characters to learn and use, including ones that focus on physical attacks, and others that focus on support magic. Each character begins the game with a particular style and will learn higher level skills as he or she gains experience.

VIEWING STYLE INFORMATION

1. Current battle mode
2. Current skill in use
3. Style name

STYLES AND CHI

Each skill you use is associated with a particular type of Chi. The same is true for enemies' skills. If you use a skill associated with a type of Chi contradictory to the one your opponent is using, you will deal greater damage. You will know that your skill is contradictory to your enemy's if the arrow pointing at your target moves more rapidly than normal.

CHI AND SKILLS

Every time you successfully complete an attack, a certain amount of the corresponding Chi will be drained from the surroundings. If you drain the entire reserve, then skills that require that particular Chi will be unusable until it has been replenished. Thus, it may be to your advantage to use up the Chi that your enemies require to do their skills. But, be careful to leave Chi for your own characters to use.

REPLENISHING CHI

USE A SKILL.

CHI DEPLETED.

PERCEIVING A NEW SKILL

At the start of the game, characters will be able to perform a limited number of skills for each style. They can perceive new skills by doing three consecutive "GREAT" button presses while using the highest level skill available to them for that style. Be aware that the chances of perceiving a new skill are not high. However, you can increase the odds by receiving a favorable fortune telling.

HOW IT WORKS

3 CONSECUTIVE "GREAT" BUTTON PRESSES.

"!!" IS DISPLAYED.

A NEW SKILL IS PERCEIVED!

USING A NEWLY PERCEIVED SKILL

A newly perceived skill will be added to your list of skills, but you will not be able to use it immediately. To use it, you must first use the skills that precede it, starting with the most basic one. For example, if the new skill is added to the list in the fourth position, you must use the first, second, and third skills, in order, before you can use it.

REQUIREMENTS FOR USING HIGH LEVEL SKILLS

- When you learn a new style, only one skill will be available for you to use.
- Do three consecutive "GREAT" button presses to perceive a new skill.
- You cannot use your newly perceived skill immediately.
- You cannot use a skill until you have used the one(s) before it.
- The appropriate Chi must be available for you to use a skill.
- Use the left or right directional button to return to a previous skill.

LEARNING A NEW STYLE

Characters can learn new styles by training at dojos or by obtaining style scrolls from treasure chests.

BATTLE MODES

A style may allow up to three different battle modes (Standard Mode, Combo Mode, and Counter Mode). You must perceive all the skills for Standard Mode before a more advanced mode becomes available. Note that there are some styles which do not offer mode changes.

CHANGING MODES

The Leadership Meter must be filled to the ▲ mark before you can change modes. Use the up or down directional button to change modes. If certain conditions are not met, or if you are using a style which only allows Standard Mode, then you will not be able to change modes.

STANDARD MODE

This mode features the most basic attacks for a particular style. The button presses for the Trinity Circle are easy, so it's a good mode to use when you are learning a new style at a dojo. Note that red magic, blue magic, and bow skills only allow Standard Mode.

PROS	CONS
• Easy Trinity Circle timing • Easy to manage consumption of Chi	• Deals relatively limited damage

COMBO MODE

This mode features an aggressive attack that combines all the skills within a style into a single combo attack. However, you must enter the appropriate button presses for each individual move, one at a time, until all of them have been successfully completed. If a single one is missed, then the entire combo attack will fail.

PROS	CONS
• Can deal greater damage • Can defeat an enemy in one strike	• Depletes a large amount of Chi • Cannot guard (no SHIELD icons)

COUNTER MODE

This mode enables you to counterattack without depleting the Leadership Meter. When the enemy attacks, a Trinity Circle will appear, only the button icons will be replaced with question marks. If you can successfully guess your opponent's button combination, then you can counterattack.

PROS	CONS
• Strong counterattack without depleting the Leadership Meter • If you know the enemy's button combination, you can exploit it repeatedly	• Can't attack first • Difficult if you don't know the enemy's button combination • Cannot guard (no SHIELD icons)

GUARDING / SHIELD ICONS

Guarding reduces the damage sustained from attacks by the enemy. However, most enemies can also guard. The number of times a character can guard will depend on the mode and style he or she is using. Damage is reduced proportional to the number of SHIELD icons that character has. It is a good idea to move party members that can guard less often away from the enemy. Note that guarding only reduces damage inflicted by physical attacks, not by magic.

The number of times a character may guard.

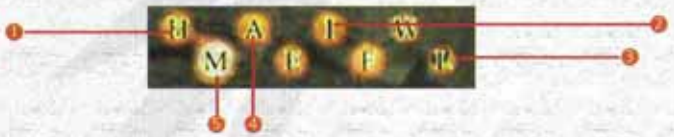
THE DIFFERENCES BETWEEN MODES

- Standard Mode...Can guard against attacks
- Combo Mode...Can deal greater damage, but cannot guard (no SHIELD icons)
- Counter Mode...Strong counterattack, but cannot guard (no SHIELD icons)

CHI

The elemental power of nature known as Chi permeates the world of Magna Carta. There are eight types of Chi: Celestial, Wind, Ice, Water, Mountain, Earth, Fire, and Lightning. Affinities exist between these different types of Chi and affect their relationships to each other. For example, Wind Chi is complimentary to Celestial, but it is contradictory to Mountain and Earth. It is very important to understand these affinities and their effects when using Talismans or attacking enemies.

VIEWING CHI



1. Icons representing the eight types of Chi.
2. Ice Chi icon when the Chi is mostly full.
3. Lightning Chi icon, when 1/3 of the Chi is remaining.
4. Wind Chi icon. (NOTE: "A" = air).
5. Icon representing Mountain Chi when it is fully replenished.

CHI AFFINITY TABLE

	CELESTIAL	WIND	ICE	WATER	MOUNTAIN	EARTH	FIRE	LIGHTNING
CELESTIAL								
WIND								
ICE								
WATER								
MOUNTAIN								
EARTH								
FIRE								
LIGHTNING								

= Complimentary = Semi-Complimentary = Contradictory = Semi-Contradictory

THE RELATIONSHIP BETWEEN THE FIELD AND CHI

The strength of Chi in an area reflects the natural surroundings. For example, Fire Chi would predominate in a volcanic area, while Mountain Chi would predominate in a mountainous region. It's a good idea to include one character in your party who uses a type of Chi contradictory to the Chi in the area, because that character will most likely be able to deal greater damage on the local enemies. You can view the Chi available in the surroundings by pressing the SELECT button.

USING A TALISMAN ON A LANTERN

Talismans can be used on Lanterns to affect the available Chi. Using a Talisman on a Lantern will either strengthen the existing Chi, or change it into the same Chi as the Talisman. Enemies will most likely use the type of Chi the Lantern naturally provides, so changing the Chi of the Lantern may be to your advantage. Note that if you use a Talisman on a Lantern with contradictory Chi, the Lantern will explode and cease to provide Chi.

EXAMPLES

EFFECTS OF USING AN EARTH TALISMAN ON AN EARTH LANTERN

- Earth Chi increases
- Strengthens Earth-based enemy powers
- Strengthens Earth-based attack powers

EFFECTS OF USING A CELESTIAL TALISMAN ON AN EARTH LANTERN

- Celestial Chi increases
- Weakens Earth-based enemy powers
- Earth Chi decreases
- Strengthens Celestial-based attack powers
- The Lantern explodes

THE FUNDAMENTALS OF CHI

- The eight types of Chi have affinities: complimentary and contradictory.
- When you use a skill, the Chi it is associated with will decrease.
- The depleted Chi will replenish over time.
- When a particular type of Chi has been completely drained, skills associated with it cannot be used.
- Greater damage can be dealt by using a contradictory type of Chi against the enemy.
- The available Chi can be changed by using Talismans on Lanterns.
- By changing the Chi of Lanterns, you can weaken your enemies.
- Using a Talisman with a contradictory type of Chi will destroy a Lantern.

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