Xenosaga™

EPISODE I

Der Wille zur Macht

EmuMovies

namco®

TEEN

T

CONTENT RATED BY
ESRB

namco®

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.

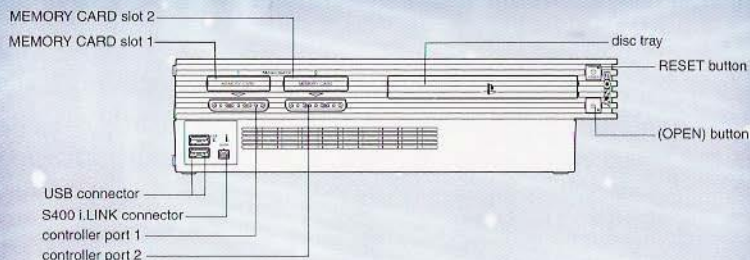## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

TABLE OF CONTENTS

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
(OPEN) button
USB connector
S400 i.LINK 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 *Xenosaga™ Episode I* 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.
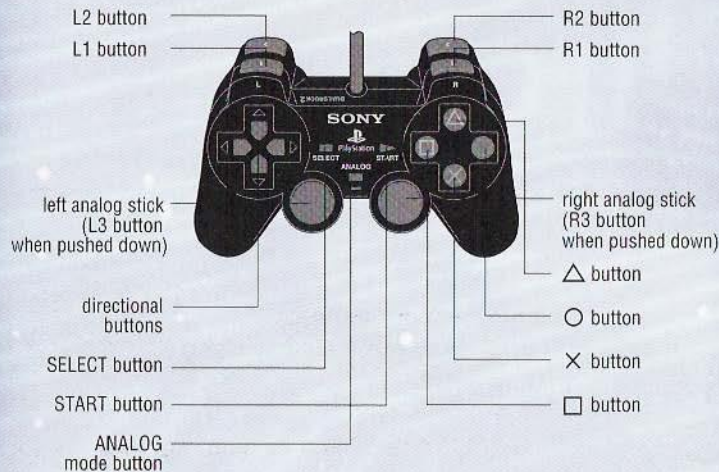
MEMORY CARDS

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of your PlayStation®2. You can load saved game data from the same card, or from any memory card containing previously saved games. At least 165 KB of free space must be available on the memory card in order to save game data. If less than 165 KB of free space exists, delete old data before saving.

Do not remove the memory card or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do.

DUALSHOCK®2 Analog Controller Configuration

L2 button
L1 button
R2 button
R1 button
left analog stick
(L3 button
when pushed down)
right analog stick
(R3 button
when pushed down)
△ button
directional
buttons
○ button
SELECT button
✕ button
START button
□ button
ANALOG
mode button

QUEST SCREEN

left analog stick / directional buttons	Move Character
◉ button	Confirm / Talk / Investigate
✖ button	Cancel
▲ button	Main Menu
⬛ button	Destroy Target
L1 button / R1 button	Select Target
left analog stick / directional buttons + R2 button	Walk
START button	Pause

GAME CONTROLS

BATTLE SCREEN

left analog stick / directional buttons	Select Target (Enemy)
● button	Confirm / Tech Attack / Sub-weapon
✕ button	Cancel / Display Battle Menu
△ button	Attack
▣ button	Attack
L1 button / L2 button	Cycle Button Control Windows
R1 button / R2 button	Boost

MENUS

left analog stick / directional buttons	Move Cursor
● button	Confirm
✕ button	Cancel / Previous Menu
△ button	Sort Items (in the Items Menu)
▣ button	Change Lead Character (in the Character Select Menu)
L1 button / R1 button	Cycle Between Pages

CINEMATIC EVENTS

START button   Pause

*You can skip Cinematic Events if you press the △ button while the game is paused. Otherwise press the START button again to resume the Cinematic Event.

Thousands of years into the future, mankind has abandoned Earth and exists only in deep space. Having used their advanced technology to unlock the secrets of the universe, humanity hopes to do the same with the Zohar, a powerful and mysterious artifact reputedly existing since the dawn of time. But a hostile alien life form, the Gnosis, brutally attack at every turn. Why? Unbeknownst to mankind, the race to unlock the final mystery, and to embrace an uncertain destiny, has begun.

On the Title Screen, the following menu is displayed. Use the left analog stick or the directional buttons ⬆ / ⬇ to select a menu item and press the ⊙ button to confirm your selection.

NEW GAME

Select this menu item to start a new game. After a few Cinematic Events you will go through a tutorial where you will learn things like battle controls through actual game play.

CONTINUE

This menu item will be selectable if there is *Xenosaga™ Episode I* data on a memory card (8MB) (for PlayStation®2) in one of the two MEMORY CARD slots. To continue playing from previously saved data, select Continue and press the ⊙ button to confirm your selection. Next, select a MEMORY CARD slot to load from and press the ⊙ button to confirm your selection. Then, select the data you wish to load and press the ⊙ button to confirm your selection. You will be asked if you want to load this data. Select YES and press the ⊙ button to confirm your selection.

SAVING YOUR GAME

If you touch a gold U.M.N. pillar and press the ⊙ button, the Save Screen will be displayed and you will be able to save your progress. In order to save, you will need 165 KB of free space on a memory card. Use the left analog stick or the directional buttons ⬆ / ⬇ to select a MEMORY CARD slot. Then select a spot you would like to save with the left analog stick or the directional buttons ⬆ / ⬇ and press the ⊙ button to confirm your selection. You will be asked if you want to save data at that spot. Select YES and press the ⊙ button to confirm your selection. Be sure to save your game often!
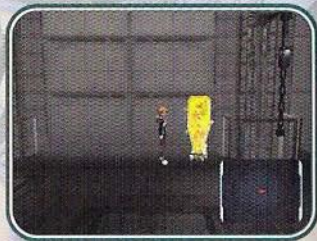
Xenosaga™ Episode I consists of: Quest Mode, Battles, and Cinematic Events. The story will unfold as you progress through the game. Please take note that the controls and game play differ depending on which aspect of the game you are in.

QUEST MODE

In Quest Mode you can explore your surroundings and talk to NPC's (Non-Player Characters). Depending on the area you are in, you will also encounter enemies. See page 19 for more on Quest Mode.

BATTLES

A battle will ensue if you come into contact with enemies during Quest Mode. The battle will end when you have destroyed all the enemies. By defeating enemies, your characters will receive experience points and in some cases Tech points, Ether points, and Skill points. You may also be awarded money and items. If all of your party members become incapacitated during battle, the game will be over and you will have to restart from your last save. See page 22 for more on Battles.

CINEMATIC EVENTS

Much of the *Xenosaga™ Episode I* story is revealed through Cinematic Events. Many of these events will be activated after talking to certain people, defeating specific enemies, or entering an area. You will not have control over your characters while an event is being played out.

You can access the Main Menu by pressing the △ button in Quest Mode. You can do a lot of important things in this menu, such as using and equipping items, setting your Tech Attacks and Skills, checking your character's status, and adjusting your game settings. Use the left analog stick or the directional buttons to move the cursor around and press the ◎ button to confirm your selection. Press the ✕ button to cancel your selection or return to a previous menu.

MAIN MENU

Displayed is an overview of your character's basic stats, as well as a list of menus. Press the ✕ button from this screen to return to Quest Mode.

CHARACTER STATS

❖ **Lv (LEVEL)** - The character's overall strength.

❖ **Hp (HIT POINTS)** - The character's health. This number will decrease when taking damage in combat. Current Hp is on the left, Maximum Hp is on the right.

❖ **Ep (ETHER POWER)** - Ether power is expended when a character uses an Ether, sub-weapon, or an A.G.W.S. weapon requiring Ep. Current Ep is on the left, Maximum Ep is on the right.

❖ **NextLv** - Experience points needed to attain the next level.

❖ **Exp** - Total experience earned from battles.

MENU LIST

See the rest of the Main Menu section for details on each menu item.

RESERVE

Characters displayed here are in your party but do not participate in battle. Reserve characters earn experience from battles even though they are not combatants. However, the experience they earn is less than what the fighting characters earn, and they do not receive Tech, Ether, or Skill points. For more information on switching characters in and out of the reserve, see the Battle Formation section on page 17.

TIME

This shows the total time playing the game.

MONEY

This is the amount of money held by your party. Money can be used to purchase items, weapons, accessories and upgrade your A.G.W.S.

ITEMS

Here, you can use items in your inventory and look through your special items, weapons, and accessories. You can cycle through the item lists by using the **L1** button and **R1** button. If you press the △ button when an item list is being displayed, you will be able to sort the items by Category, Amount, and Alphabet.

❖ **Recovery items. Some of these can only be used in battle.**

❖ **Special items such as keys, passports, and cards.**

❖ **Weapons currently unequipped.**

❖ **Accessories currently unequipped.**

❖ **Ammo.**

❖ **A.G.W.S. weapons currently unequipped.**

❖ **A.G.W.S. accessories currently unequipped.**

❖ **A.G.W.S. weapon ammo.**

ETHER

The Ether Menu allows you to use Ether, set Ether, and allocate Ether Points (E.Pts) you earn in battle to either learn a new Ether or transfer an Ether from one character to another.

ETHER MENU SUMMARY

USE

Here, you can select an Ether and a character that you want to use it on. Some Ether can only be used during battle. The cost in Ether power (Ep) is displayed on the right. To use an Ether on a character, use the left analog stick or directional buttons ⬆ / ⬇ to select an Ether, then press the ◉ button to confirm. Next, choose a character on the left to use the Ether on and press the ◉ button.

SET

In this menu you can set and remove Ether. There will be a check mark next to an Ether that is already set. Press the ⬛ button to cycle through your currently set Ether. Press the ◉ button to set or remove an Ether. Your character's current Ether Weight (Wt) and maximum Ether Weight (Wt) capacity are shown above the Ether list.

USE E.PTS

Here, you can evolve your Ether by distributing Ether Points (E.Pts). You can also transfer Ether to another character. The amount of Ether Points (E.Pts) you have available is displayed above the Ether list.

HOW TO USE ETHER

First, select a character whose Ether you wish to adjust.

To learn a new Ether, you must evolve an old Ether into a new one. An Ether will become available for evolution once you have earned enough E.Pts. In general, the more powerful an Ether is, the more points it takes to evolve it.

Open the E.Pts Menu and select an Ether you wish to evolve. Once you have an Ether selected, you can choose to either evolve it into a new Ether or transfer the Ether to another character.

To evolve an Ether, select the Evolve option and choose a new Ether for it to evolve into. In some cases, an Ether can be evolved into more than one new Ether. The new Ether will now be available for the character to use, and the old Ether will still be available for use.

To transfer an Ether to another character, select the Transfer option and then choose a character to transfer the Ether to. Transferring Ether costs 1/2 the total E.Pts listed. The Ether will now be available for the other character to use. Don't forget you must first set an Ether in the Set Menu before it can be used.

TECH ATTACKS

Your characters will learn powerful new attacks called Tech Attacks as they increase in level. Here, you can set your Tech Attacks and upgrade them by distributing Tech Points (T.Pts) you earn in battle. In order to use Tech Attacks during combat, you will need to have set them in this menu beforehand. You will not be able to use Tech Attacks that have not been set.

All Tech Attacks begin at Low (LW) speed. Thus, they can only be set to a LW Slot such as ◢, ◢ and ⬛, ◢. In battle, you will need 6 AP (Attack Points) in order to launch a low-speed Tech Attack; 2 AP for each normal attack, and another 2 AP to launch the final Tech Attack. Once you have upgraded a Tech Attack's speed to High (HI), it can be set to a HI Slot. In battle, you will only need 4 AP to execute a high-speed Tech Attack. High-speed Tech Attacks can still be set to a LW Slot. For more information on how Tech Attacks are used in battle, see page 24.

Note: There are short-range and long-range Tech Attacks. Short-range Tech Attacks can only be set to a slot containing a ⬛ attack and long-range Tech Attacks can only be set to a slot containing only ◢ attacks. Jr. is the only exception to this rule.

TECH ATTACK MENU SUMMARY

SET

Set and remove Tech Attacks. Select the slot then a Tech Attack from the list to set, and press the ◉ button to confirm your selection. The number of slots a specific Tech Attack is set to is displayed to the right of the Tech Attack. You can set a Tech Attack to more than one slot.

USE T.PTS

Upgrade your Tech Attacks by distributing the Tech Points (T.Pts) you earn from battles. The amount of T.Pts you have available is displayed above the Tech Attack list. You can evolve an attack's Tech (how powerful it is), Speed (how fast it is), and Wait (the down time after using a Tech Attack). Lv is the current level of the Tech Attack, and T.Pts are the number of Tech Points needed to upgrade it further.

SKILLS

Here, you can extract Skills from your accessories and set each character's Skills. Accessories sometimes have hidden Skills that prevent status abnormalities or improve your attributes. In order to set and make use of these effects, you must first extract the Skills from your accessories. An accessory must be unequipped in order for a Skill to be extracted from it. Each Skill has a Skill Level (S.Lv) requirement in order to be extracted. If your character's Skill Level (S.Lv) is not high enough, he or she will not be able to extract that Skill. You can increase a character's Skill Level by extracting lower level Skills and working your way up to higher level ones. Extracting a Skill also requires a certain amount of Skill Points (S.Pts), which are awarded after battles. Once you have extracted a Skill, you can set that Skill to your character.

EXTRACT

You can extract Skills from accessories by expending Skill Points (S.Pts). Select an accessory on the list from which you would like to extract a Skill. S.Lv is the level of the Skill, and S.Pts are the points necessary to extract the Skill. If your character's Skill Level is high enough and you have enough S.Pts, the accessory will be highlighted in white, indicating that its Skill can be extracted. Press the ● button to confirm your selection. You will be asked if you want to extract the Skill. Select YES and press the ● button to confirm. The Skill will now be available in the Set Menu.

SET

This will allow you to set a character's Skills. You will be able to set up to 3 Skills for each character. A check mark will appear next to a Skill that has already been set. Press the ■ button to cycle through your currently set Skills. Press the ● button to set or remove a Skill.

CHARACTERS

In this menu you can equip your characters with weapons and accessories, as well as strengthen your characters' attributes. While on the Character Select Menu, if you press the ● button while the cursor is on a character, it will change the lead character that is displayed in Quest Mode. Press the ● button to select a character.

CHARACTER STATUS SCREEN

Use the L1 and R1 buttons to switch the character displayed.

CHARACTER POINTS:

- ◇ **T.Pts**   Tech Points, for upgrading Tech Attacks and attributes.
- ◇ **E.Pts**   Ether Points, for evolving and transferring Ether.
- ◇ **S.Pts**   Skill Points, for extracting Skills from accessories.

CHARACTER ATTRIBUTES:

- ◇ **Str**   Strength, effects the amount of damage you do in combat.
- ◇ **Vit**   Vitality, effects the amount of damage you receive in combat.
- ◇ **Eatk** Ether Attack, effects the power of your Ether.
- ◇ **Edef** Ether Defense, effects your ability to resist Ether attacks.
- ◇ **Dex**   Dexterity, effects accuracy in hitting the enemy.
- ◇ **Eva**   Evasion, effects how often an enemy hits you.
- ◇ **Agl**   Agility, effects initiative at the start of battle and how often you can attack.

EQUIP

Here, you can equip characters with weapons and accessories. You can equip up to 3 kinds of accessories.

UNEQUIP

In this menu, you can remove the accessories that are equipped on characters.

USE T.PTS

Here, you can strengthen your characters' attributes by distributing Tech Points (T.Pts). Select an attribute to raise, then use the left analog stick or the directional buttons ↑ / ↓ to increase or decrease how much you want to raise an attribute. (Agl / Agility cannot be improved.)

A.G.W.S. / ANTI-GNOSIS WEAPON SYSTEM

In this menu you can equip and remove weapons and accessories from your A.G.W.S. You can also assign the pilot for each A.G.W.S. here. See page 31 for more on A.G.W.S. and how to use them in battle.

A.G.W.S. ATTRIBUTES

❖ **FHP** Frame Hit Points, the amount of damage the A.G.W.S. can receive before becoming inoperable.

❖ **DPOW** Dynamic Power, the amount of physical offensive strength as determined by weapons equipped and generator strength.

❖ **PARM** Physical Armor, effects how much damage the A.G.W.S. receives from physical attacks.

❖ **EARM** Ether Armor, effects how much damage the A.G.W.S. receives from Ether attacks.

❖ **AGL** Agility, effects how often you can attack.

❖ **WAGL** Weapon Agility, effects recovery time between turns as determined by weapons equipped.

EQUIP
Equip your A.G.W.S. with weapons and accessories. You can equip up to 3 weapons and 3 accessories.

UNEQUIP
Here, you can remove weapons and accessories that are currently equipped on your A.G.W.S.

PILOT
A pilot must be assigned to an A.G.W.S. in order to use it in battle. Characters available to pilot the A.G.W.S. that you've selected are highlighted in white. The character currently piloting the A.G.W.S. will have a check mark next to their name. If a character is already piloting an A.G.W.S., that character will not be available to pilot another A.G.W.S. until he or she is removed from their current A.G.W.S.

BATTLE FORMATION

This menu is used to change the battle formation of your party. When your party consists of 4 or more people, you can switch characters in or out between the battle party and the reserve using the Battle Formation Replace Menu.

FORMATION
Change the formation of your party in combat.
Select a character you wish to move, then select a position to move them to. Characters in the front attack and receive damage as usual. Characters in the back cannot attack, but they take less damage from enemy attacks and can still use Ether and Items. Press the ◎ button to confirm your choice.

REPLACE
Here, you can change the characters that will participate in battle. This may not be selected when your party consists of less than 4 people.

U.M.N. / UNUS MUNDUS NETWORK

Here, you can read and send email, check the Database on Gnosis and Keywords, and use the EVS (Environmental Simulator). You will be able to use the Database and EVS once you have obtained specific plug-ins.

MAIL
You can read the emails you have received and reply to them. You can also download files that come attached to the emails.

DATABASE
Within this menu you will find a database on Gnosis you have defeated in battle, as well as an index of Keywords and technical terms found throughout the game.

PLUG-IN MODULE
Here, you can look through your plug-ins. Plug-ins are sent as attachments to emails. You will obtain them when you save the email.

EVS

With the EVS, you can revisit areas you have already cleared. To operate the EVS, step into any gold U.M.N. pillar that has the blue EVS plate above it, then press the ⓐ button to open the Main Menu and proceed to the EVS. Select the area you wish to revisit and press the ⓞ button. You will then be taken to the starting point of that area. Feel free to explore the area and fight the enemies within. Be forewarned, though, these battles are just as dangerous as the real thing. If you lose a battle in the EVS, you will have to restart the game from your last save.

GAME OPTIONS

You can adjust your game configuration with this menu. Use the left analog stick or the directional buttons ⬆ / ⬇ to select the setting you would like to change and press the ⓞ button to confirm your selection. Next, choose the setting you want with the left analog stick or the directional buttons ⬆ / ⬇ and press the ⓞ button to confirm your selection.
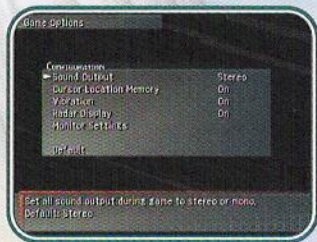
SOUND OUTPUT

You can set the Sound Output to either Stereo or Mono.

CURSOR LOCATION MEMORY

If you set this to On, when opening a new window the cursor will be displayed on the item that was selected last time the window was open.

VIBRATION

You can set the Vibration function to On or Off.

RADAR DISPLAY

You can set the Radar Display to On or Off.

MONITOR SETTINGS

You can adjust the position of the screen on the TV display with the left analog stick or the directional buttons. Then press the ⓞ button to confirm the new position of the screen and return to the Game Options Menu. Press the ⬛ button to return the screen to the default position. Press the ✖ button to cancel any changes you made and return to the Game Options Menu.

DEFAULT

This will reset all the settings to the original default settings.

In *Xenosaga™ Episode I*, much of the game is spent in Quest Mode, where you can explore your surroundings and talk to people. In some places you can find shops to purchase items and equipment from, as well as inns and other safe places at which to rest and recover. Other places are filled with enemies who will try to stop you in your endeavors. The story will advance depending on your actions during Quest Mode.

During Quest Mode, you will be able to take the following actions:

RUN / WALK

Use the left analog stick or directional buttons to move your character. To walk, hold down the R2 button and press the left analog stick or directional buttons. Walking slowly will sometimes allow you to sneak past enemies.

TALK / INVESTIGATE

If you get close to an NPC (Non-Player Character) and press the ⓞ button, you will be able to talk to that NPC. If you want to pick up an item or open a door, also get close to it and press the ⓞ button. If you are ever stuck or don't know what to do, try talking to NPCs. Often they will have valuable information that could help point you in the right direction.

DESTROY TARGET

There are some fixed objects in the maps that can be destroyed, and by destroying them, you will be able to obtain items or advance further in the map. You can destroy these fixed objects once you have obtained the Vaporizer Plug-in.

If you approach a fixed object that can be destroyed, it will be marked with a light blue targeting cursor. Press the ⬛ button to destroy it. If there are multiple targets within range, the selected target will be marked with a light blue targeting cursor, while the other targets that can be selected will be marked with a dark blue cursor. Press the L1 button or the R1 button to switch between targets.

QUEST MODE

QUEST MODE

RADAR
The radar that is displayed on the bottom right of the screen will allow you to see the rough locations of enemies and NPCs. It is very useful for finding NPCs to talk to and evading enemies.

▲ Player's Character ▲ NPC
▲ Enemy ▲ Enemy that has spotted the Player

BUYING AND SELLING ITEMS
Certain NPCs will sell you items, weapons, and accessories if you talk to them. You can sell most items to them as well. You will also be able to buy and sell items if you touch a silver U.M.N. pillar and press the ⊙ button. Use the left analog stick or the directional buttons ⬆ / ⬇ to select an item you wish to sell or purchase, and press the ⊙ button to confirm your selection. Next, a sub-window will be displayed. Use the left analog stick or the directional buttons to specify the quantity and press the ⊙ button to confirm your selection.

UPGRADING YOUR A.G.W.S.
Some NPCs will not only sell you items, but they will also upgrade your A.G.W.S. for a fee. In the Shop Menu, select the A.G.W.S. Tuning Menu option and press the ⊙ button. A new menu will appear allowing you to upgrade your A.G.W.S. Frame Hit Points (FHP), Physical Armor (PARM), generator power, and repair your damaged A.G.W.S.

TO UPGRADE YOUR A.G.W.S.:
1. In the A.G.W.S. Tuning Menu Screen, use the left analog stick or directional buttons ⬆ / ⬇ to select either Buy Frame or Buy Generator and press the ⊙ button to confirm your selection.

2. Use the left analog stick or directional buttons ⬆ / ⬇ to select an available upgrade from the list. On the right side of the screen you will see highlighted the A.G.W.S. which can use this upgrade. A.G.W.S. which cannot use this upgrade will be shaded. Press the ⊙ button to confirm your selection.

3. Use the left analog stick or directional buttons ⬆ / ⬇ to select an available A.G.W.S. to upgrade and press the ⊙ button to confirm your selection.

4. A prompt will appear asking you if you want to buy the upgrade. Select YES and press the ⊙ button to upgrade your A.G.W.S.

TO REPAIR YOUR A.G.W.S.:
1. In the A.G.W.S. Tuning Menu Screen, use the left analog stick or directional buttons ⬆ / ⬇ to select the Restore FHP option and press the ⊙ button to confirm your selection.

2. Use the left analog stick or directional buttons ⬆ / ⬇ to select an A.G.W.S. to repair. Damaged A.G.W.S. will be highlighted. Undamaged A.G.W.S. will be shaded. Press the ⊙ button to confirm your selection.

3. A prompt will appear asking you if you want to repair this A.G.W.S. Select YES and press the ⊙ button to repair your A.G.W.S.

Battles will ensue if you come into contact with an enemy. There are no random battles in *Xenosaga™ Episode I*. You will be able to see your enemies in Quest Mode before fighting them. It's also possible to sneak by some enemies, avoiding battle entirely. Once you come into contact with an enemy, the Battle Screen will appear.

BATTLE SCREEN

The Battle Screen provides a great deal of important information vital to the success of the battle. The effects of the Event Slot especially affect your advantages and disadvantages in battle, so be sure to pay attention to the current state of the Event Slot (see page 29). The Battle Screen is the same for both Character Battles and A.G.W.S. Battles.

1 TURN
A blue frame will blink slowly, highlighting the character currently in action.

2 HP
Hit Points. The character will be unable to fight if this number reaches 0. When aboard an A.G.W.S. (see page 31), the A.G.W.S.' Frame Hit Points will be displayed instead.

3 EP
Ether power. When this number reaches 0, you will no longer be able to use Ether or weapons that require Ep to operate.

4 AP
Action Points. Every action a character takes in battle requires AP (see page 23).

5 BG
Boost Gauge. The gauge will fill as you use normal attacks and Tech Attacks, and when the gauge reaches 1 or more, you will be able to do a Boost (see page 30).

6 TARGET INDICATOR
The target of your attack currently selected. When there are multiple possible targets, you can switch between them by using either the left analog stick or the directional buttons ◀ / ▶.

7 BUTTON DISPLAY
The character's attacks that correspond to each of the ■, ▲, and ● buttons. The ✕ button is for either displaying the Battle Menu, returning to the button display, or ending a turn.

8 CHARACTER BOOST
When a Boost is possible, pressing either the R1 button or the R2 button will display the characters that can be boosted (see page 30).

9 EVENT SLOT
This displays the situational effect on the character's actions (see page 29). The Event Slot starts on a random effect when the battle begins.

10 GTW (GROUP TURN WINDOW)
Displays the turn order of your party and the enemy for that round. The characters that get to act during that round are displayed in order from left to right.

BATTLE BASICS

Battles are built around the basic system described below. There are some aspects of combat that can be manipulated to your advantage, so make sure to understand how everything works.

AP (ACTION POINTS) AND ACTIONS

During combat, all actions require AP (Action Points). Each action has a set number of points assigned to it and taking that action will reduce your AP by that amount. If the amount of AP you possess does not satisfy the required number of points, you will not be able to take that action. AP will recover by 4 points at the beginning of the character's turn. If any AP is left when a character's turn is over, the remaining AP will carry over to the character's next turn.

NORMAL ATTACKS

By pressing either the ■ button or the ▲ button, you will be able to perform a Normal Attack. Each Normal Attack costs 2 AP. For example, if you have 4 points of AP, you will be able to perform a maximum of 2 Normal Attacks in a row. In general, the ■ button is for short-range Physical-type attacks and the ▲ button is for long-range Ether-type attacks.

TECH ATTACKS

Tech Attacks can be performed by first priming the Tech Attack with Normal Attacks. Tech Attacks that have not been upgraded can only be used after two Normal Attacks. The Tech Attack itself costs 2 AP, so you will have to have 6 points of AP total in order to launch a Tech Attack; 2 AP for each of the two Normal Attacks, and 2 AP for the Tech Attack. Therefore, please remember that you will need to carry over 2 or more points of AP from your previous turn in order to use a Tech Attack.

TO LAUNCH A TECH ATTACK:

1. Press the ■ button or ▲ button to launch the first Normal Attack.

2. Press the ■ button or ▲ button again to launch the second Normal Attack.

3. Press the ● button to launch the final Tech Attack.

If you spend Tech Points (T.Pts) to upgrade the speed of your Tech Attack, you will be able to use that Tech Attack after only one Normal Attack. Just press either the ■ button or the ▲ button, and then press the ● button. Since this only requires 4 AP total, you can launch a Tech Attack every turn! If you would like to check or change the Tech Attack commands, please go to the Tech Attack Menu (see page 13). Remember, a Tech Attack must be set to a slot in the Set Menu in order to be available for use in battle.

DIFFERENCES IN EFFECT DUE TO POSITION

If you use the Move command in the Battle Menu (see page 31), you will be able to change a character's position during combat. In the vanguard, a character will be able to use all of his or her combat commands, but in the rearguard, he or she will only be able to use the Battle Menu commands (see page 30). However, being in the rearguard has the advantage of receiving less damage from enemy attacks.

ABOARD AN A.G.W.S.

An A.G.W.S. (Anti-Gnosis Weapon System) is a combat machine that can be used in battle. Normally, you would control a character on foot and fight the enemy, but if you select the A.G.W.S. command from the Battle Menu (see page 30), you will be able to pilot an A.G.W.S. However, there are some characters that cannot pilot an A.G.W.S.

SUB-WEAPON

This is a technique available only to the characters that cannot pilot an A.G.W.S. It requires 6 points of AP to activate. Once you have accumulated 6 AP, you will be able to select the ● button from your first set of attack options to activate this technique. Note that there is a limit to the number of times that you can use this attack, and once you have reached that number, you will not be able to use this attack until the next battle.

DEFENSE

Whenever a character in your party is attacked by an enemy, there is a chance that the character will successfully defend against the attack. If you select the Guard command from the Battle Menu (this takes up 2 points of AP), then the chance to successfully defend against an enemy attack is significantly increased. Defending an attack will reduce the amount of damage taken.

ESCAPE

There is no Escape command in *Xenosaga™ Episode I*. If you wish to run from the enemy, you must use either the item Escape Pack or the Ether Goodbye. (There are some battles you will not be able to escape from.)

STATUS EFFECTS
CHANGES IN STATUS

Sometimes, a character's or A.G.W.S.' status may change by receiving damage from specific attacks or Ether. Though the icon displayed on the screen may be the same, the details of the status may be different, so please make sure to look through the list below.

Also, please note that the types of status changes differ between Character Battles and A.G.W.S. Battles, and the effects and time to recover may be different, even though the status may be called by the same name.

CHARACTER BATTLE STATUS ABNORMALITIES

Name	Effects
Incapacitated	Cannot take any actions whatsoever
Stop	Cannot take any actions whatsoever
Sleep	Cannot take any actions whatsoever *1
Confusion	Confused and attacks both friend and foe indiscriminately *2
Poison	Receives damage of 20% of Max Hp every turn
Ether Bomb	Damage received from Ether Attacks is doubled
Reverse	Recovery and damage are reversed
Hp Half	Hp recovery is halved
Curse	You will receive the same amount of damage that you inflict when you attack
Ep Half	Ep recovery is halved
Ep Over	Ep expenditure is doubled
Slow	Character turn comes around 50% slower
Dexterity Down	Dexterity down 50%
Evasion Down	Evasion down 50%
Physical Attack Down	Strength down 25%
Physical Defense Down	Vitality down 25%
AP Half	AP recovery for every turn is halved
Ether Attack Down	Ether Attack down 25%
Lost	Cannot use Ether commands
Boost Seal	Cannot use Boosts
Attack Disable	Disables use of an attack

*1: The character will recover if he or she takes damage
*2: The character has a 15% chance of returning to normal if he or she takes damage

CHARACTER BATTLE STATUS AIDS

Name	Effects
Physical Attack Up	Physical Attack goes up by 20%
Physical Defense Up	Physical Defense goes up by 20%
Focus Physical Attack	Physical Attack goes up by 25%, Physical Defense goes down by 25%
Focus Physical Defense	Physical Defense goes up by 25%, Physical Attack goes down by 25%
Dexterity Up	Dexterity goes up by 25%
Evasion Up	Evasion goes up by 25%
Focus Ether Attack	Ether Attack goes up by 25%, Ether Defense goes down by 25%
Focus Ether Defense	Ether Defense goes up by 25%, Ether Attack goes down by 25%
AP MAX	Every turn, you get 6 points of AP
ST Lock	Shuts out all status changes
Speed 25	Character turn comes around 25% faster
Speed 50	Character turn comes around 50% faster
MOMO Guard	When MOMO is in the rearguard, attack and defense both go up
Recovery X 2	Recovery is doubled
Ep X 2	When using Ether, the effects and the amount of Ep you spend is doubled
Veil	Ether-type damage and recovery by Ether are both reduced by 25%
Anti-veil	Ether-type damage and recovery by Ether are both increased by 25%
Safety	When you have delivered a finishing blow, you will survive with 1 Hp
Chivalry	When there is a female character in the rearguard, you will revive upon death

A.G.W.S. BATTLE STATUS ABNORMALITIES

Name	Effect
Incapacitated	Cannot take any actions whatsoever
Drive Suspension	Cannot take any actions whatsoever
Pilot Unconscious	Cannot take any actions whatsoever *3
Pilot Asleep	Cannot take any actions whatsoever *4
Pilot Confused	Confused and attacks both friend and foe indiscriminately *5
CRTC Mark	Enemy attack becomes a critical hit
Slow	Character turn comes around 50% slower
Dexterity Down	Dexterity down 50%
Evasion Down	Evasion down 50%
AP Half	Every turn, your AP is halved
Power Loss	Attack down 25%
Armor Loss	Defense down 25%
Junk-heap	A 20% chance of having your action cancelled

*3: The character has a 50% chance of recovering if he or she takes damage

*4: The character will recover if he or she takes damage

*5: The character has a 25% chance of recovering if he or she takes damage

A.G.W.S. BATTLE STATUS AIDS

Name	Effect
Ether Shield	Ether-type damage is reduced by 25%

EVENT SLOT

With the exception of a couple commands, a character's actions are affected by a situational effect as determined by the Event Slot. There are four kinds of situational effects, as listed below, and they will change in the order that the arrows indicate every time a character's turn ends, whether that character is friend or foe. The starting effect is determined randomly at the beginning of the battle.

NO EFFECT

CRITICAL HIT RATE UP - The chance that your attacks will cause critical damage is increased.

BG INCREASE RATE UP - Your Boost Gauge will increase more after every attack you make.

POINT BONUS - If you defeat an enemy during the Point Bonus effect, the amount of T.Pts, E.Pts, and S.Pts you receive at the end of a battle will be multiplied X2, X4, or X10.

BOOST

Boosting means moving a character who is not currently displayed in the GTW (Group Turn Window), and who also has a Boost of 1 or more, next into line to take action. After the character that is currently in action finishes his or her turn, it will then be the boosted character's turn. You can Boost one of your characters during an enemy's turn as well as during another character's turn. Now, there are two kinds of Boosts: Normal Boost and Counter Boost, and when both are activated at the same time, Counter Boost will have priority.

NORMAL BOOST

The face icons of the characters that can boost will be displayed while you press and hold the **R1** button or the **R2** button. The color of the icons' rims will correspond to the color and location of the ☐ button, ▲ button, and the ⃝ button. By pressing and holding the **R1** or the **R2** button and choosing the button that corresponds to the character, you will be able to activate a Boost for that character.

COUNTER BOOST

The character or enemy that was just attacked will forcibly cut into line to be the next one to take action. Counter Boosts take priority over Normal Boosts.

BATTLE MENU

If you press the ✕ button at the beginning of a character's turn, you will be able to open the Battle Menu. In this menu you can use Ether and Items, move your character's position, get on and off your A.G.W.S., and use the Guard command. Please note that the commands that you can use in this menu differ between Character Battles and A.G.W.S. Battles.

CHARACTER BATTLES

During Character Battles, the Battle Menu will have the following 5 commands. Using Battle Menu commands requires AP, just like normal and Tech Attacks do. If a character is not able to pilot an A.G.W.S., that character will not be able to select the A.G.W.S. command.

ETHER / AP REQUIRED: 4 POINTS

This will allow you to use Ether that you have already acquired by spending E.Pts. Remember that you must set the Ether in the Set Menu first before it can be used. The amount of Ep you expend will depend on the Ether that you use.

ITEM / AP REQUIRED: 3 POINTS

This will allow you to use an item in your possession.

MOVE / AP REQUIRED: 2 POINTS

You can change the position of a character during battle.

A.G.W.S. / AP REQUIRED: 4 POINTS

This will put you aboard the A.G.W.S. that you've been assigned to. When you select this command, a cursor will appear. Use either the left analog stick or the directional buttons to select a location to place the A.G.W.S., and press the ⃝ button to confirm your selection.

GUARD / AP REQUIRED: 2 POINTS

This will allow you to defend against enemy attacks and lessen the damage you receive.

A.G.W.S. BATTLES

The Battle Menu while you are piloting an A.G.W.S. is displayed below. Please note that the commands in the Battle Menu during A.G.W.S. Battles are different from Character Battles. When you are piloting an A.G.W.S., you will not be able to use Ether or Items. However, your Hp will be increased substantially. Try to make effective use of both Character Battles and A.G.W.S. Battles.

W-ACT / AP REQUIRED: 6 POINTS

The W-ACT is a special attack that is only possible when you are equipped with the same weapons in both hands. You cannot use this attack when you have different weapons in your hands or when you are equipped with weapons that do not allow for a W-ACT.

ITEM

Cannot be used while piloting an A.G.W.S.

MOVE / AP REQUIRED: 2 POINTS

This will allow you to move the position of an A.G.W.S. currently in battle.

A.G.W.S. / AP REQUIRED: 4 POINTS

You will get off the A.G.W.S. that you are piloting. When you select this command, a cursor will appear. Use either the left analog stick or the directional buttons to select a location to place the disembarked character, and confirm your selection with the ⃝ button.

GUARD / AP REQUIRED: 2 POINTS

This will allow you to defend against enemy attacks and lessen the damage you receive.

VICTORY SCREEN

Upon winning a battle, you will be presented with the Victory Screen. Fighting and winning battles is the key to improving your characters.

CLEAR TIME
The total duration of the battle.

MONEY
The amount of money awarded.

EXP / EXPERIENCE POINTS
The amount of Experience Points earned.

T.Pts / TECH POINTS
These can be used to upgrade your Tech Attacks (see page 13) or to strengthen your character's attributes (see page 15).

E.Pts / ETHER POINTS
These can be used to evolve Ether. By evolving your Ether, you will become able to use new Ether (see page 12).

S.Pts / SKILL POINTS
These points are necessary to extract the Skills in your accessories (see page 14).

Shion Uzuki
FEMALE - 163 CM (5'4") - 48 KG (106 LBS) - 22 YEARS OLD

Chief Engineer of the KOS-MOS Project General Operation System Research Center, Vector Industries First R&D Division.

When the story opens, she is assigned on a twofold mission: to assist in the investigation of a planetary disappearance which is somehow related to the "Zohar Project" – a plan developed jointly between the government and private industry – and to test KOS-MOS.

●	KNUCKLE
▲	FIRECRACKER
●, ●	POWER KICK
●, ▲	STUN SHOCK
▲, ▲	CHERRY BOMB
▲, ●	SPIN KICK

KOS-MOS
FEMALE - 167 CM (5'6") - 92 KG (203 LBS) - LOOKS ABOUT 18 YEARS OLD

A female, armored battle android developed by the interstellar conglomerate, Vector Industries. She is comprised entirely of mechanical parts, a rarity in an age of advanced Realian technology. "KOS-MOS" is not her personal name, but rather the name of the complete battle system designed to combat Gnosis.

▣	PUNCH
▲	BLASTER
▣, ▣	S-SAULT
▣, ▲	SWORD
▲, ▲	BLASTER
▲, ▣	NEEDLE

Ziggy
MALE - 191 CM (6'3") - 98 YEARS SINCE BODY RECYCLING (LOOKS 30)

A combat cyborg assigned the task of recovering and protecting MOMO, the prototype 100-Series Observational Realian.

Instead of embracing the fact that he was once human, Ziggy is constantly tuning his body, eliminating his organic parts in order to erase his own existence and reduce himself from a "person" to a mere "object."

▣	HIGH KICK
▲	LASER BLADE
▣, ▣	JACK KNIFE
▣, ▲	IGNITION
▲, ▲	LASER SWING
▲, ▣	JACK BLADE

MOMO
FEMALE - 141 CM (4'8") - 36 KG (79 LBS) - LOOKS ABOUT 12 YEARS OLD

A prototype 100-Series Observational Realian (synthetic human) developed to observe and contact Gnosis, an alien life form that can only be detected by a "special sense." MOMO is short for Multiple Observative Mimetic Organicus.

She was created by Joachim Mizrahi, a scientist renowned throughout the galaxy, and his wife, Juli Mizrahi.

●	STARDUST
▲	MELODY RAY
●, ●	TWIN STARS
●, ▲	DREAM WHIRL
▲, ▲	FLOWER STORM
▲, ●	COSMIC FLIP

chaos
MALE - 169 CM (5'7") - 53 KG (117 LBS) - LOOKS ABOUT 16 YEARS OLD

A slender, young boy who appears 16 years old but whose true age is unknown. His perpetually melancholic expression, as well as the depth and scope of his conversations, give the impression that he hails from a higher plane of existence. His translucent blue eyes and silver hair are his particularly distinguishing features.

As he volunteers no information whatsoever about his past other than his name, everything about him, including whether he even has any memory of his past, is unknown.

●	TORNADO FLASH
▲	ARROW
●, ●	SERAPHIM RUSH
●, ▲	ELECTRO UPPER
▲, ▲	ANGEL SHOT
▲, ●	STAR THRUST

Jr.
MALE - 140 CM (4'7") - 38 KG (84 LBS) - LOOKS ABOUT 12 YEARS OLD

One of the directors of the Kukai Foundation, a special organization based on Second Miltia (an autonomous state in the Galaxy Federation).

Despite his seemingly carefree attitude, Jr. is actually quite wise and will occasionally make statements, cutting right to the heart of things.

■	CROSS SHOT
▲	SOUTHPAW
■, ⬟	TRICK SHOT
■, ▲	COIN SNAP
▲, ▲	CROSSFIRE
▲, ■	HIP SHOT

LOCALIZATION PRODUCER
Noriko Wada

LOCALIZATION
Mayumi Matsumoto
Nao Higo
Hiroshi Tanaka
June Honma
Taiki Homma
Tomoko Shintani

QUALITY ASSURANCE MANAGER
Brian Schorr

QUALITY ASSURANCE SUPERVISOR
Daryle Tumacder

PRODUCT COORDINATOR
James Guirao

LEAD ANALYST
Jesse Mejia

ASSISTANT LEAD ANALYST
Tim Johns

CQC TEAM
Mike Peterson
Chris Stanley
Matt Peterson
Raymond Chung
Gene Bang
Chester Vergara

TESTERS
Ryan Chennault
Ray Barrera
Erick Lenfers
James Barron
Mark Brown
Raymond Chung
Mike Stevens
Adrian Escultura

Levi Hill
Dan Tovar
Cory Carey
Greg Kawamura
Robert Ely
Phil Musil
Phil Cohen
Doug Uno
Dan Hernandez
Bethany Wolfson
David Macias
Andrew Patania
Geoffrey Smith
Robert Hamiter
Scott Pendleton

DIRECTOR OF MARKETING
Stacey Hirata

PRODUCT MARKETING MANAGER
Jeff Lujan

PUBLIC RELATIONS
Hugo Reyes

LOCALIZATION PROJECT SUPERVISOR
Yas Noguchi

SPECIAL THANKS:
Nobuhiro Kasahara
Robert Ennis
Yoshi Homma
Garry Cole
Berry Kane
Dai Matsumoto
Ayumi Baba
Lee Hsiao
Allen Goulart
Cang Truong
Shigeru Kitsutaka

NAMCO'S TOP SECRET INFO LINE
1-900-737-2262

$.99/minute for automated tips.
$1.25/minute for live counseling.
Pricing subject to change without notice.
Live Counselors available 9am-5pm Monday-Friday Pacific Time.

All the secrets, tricks and cheats!
Under 18, please have your parent's permission.
Touchtone phones only.

For Guncon or Guncon2 support or for information not found on the 900 line, write to:

Namco Hometek Inc.
ATTN: Customer Service
2055 Junction Avenue
San Jose, CA 95131

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above or via e-mail at Support2@namco.com. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

Namco Online: http://www.namco.com
Visit our Website to get information about our new titles.

LIMITED WARRANTY

Namco Hometek Inc. warrants to the original purchaser that this Namco Hometek Inc. game pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek Inc. will repair or replace the defective game pak or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.