Romancing SaGa

SQUARE ENIX™
www.square-enix.com
Published by Square Enix, Inc.

EVERYONE 10+

E

10+

CONTENT RATED BY
ESRB

SQUARE ENIX

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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.
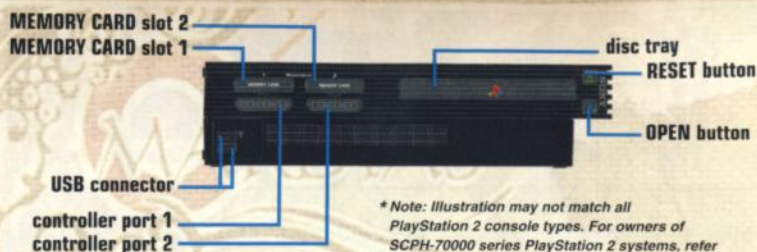
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Contents

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
OPEN button
USB connector
controller port 1
controller port 2

* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

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 ROMANCING SAGA™ 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 to the controller ports. Follow on-screen instructions and refer to this manual for information on using the software.

Starting the Game

New Game

Start a new game from the very beginning. After you choose a character (see pp. 9-10) and configure your settings, the game begins.

Load Data

Pick up from where you left off using a previously saved game. Select data to load from the list. You can save up to 15 games as long as there is enough space on your memory card (8MB)(for PlayStation®2).
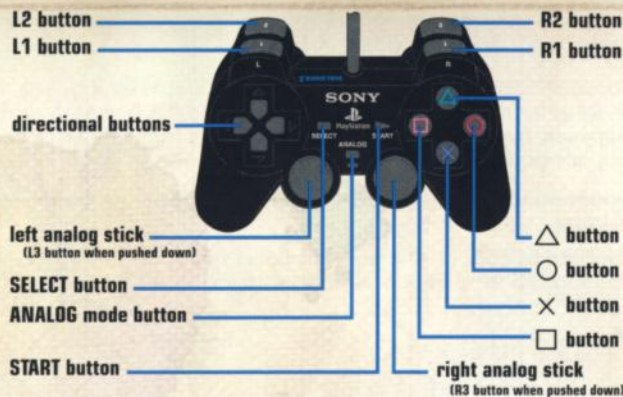
Continue

Resume your game from a quicksave (see p. 28). You can have only one quicksave at a time, and it is not overwritten until you create a new one. You can keep using the same one if you wish.

Saving your Game

Save your game by visiting inns in town (see p. 14). Make sure you have a memory card (8MB)(for PlayStation®2) with 250KB of free space or more inserted into MEMORY CARD slot 1 before you begin playing. To create a quicksave, select "Quicksave" (see p. 28) from the main menu anywhere in the game. Remember, your quicksave will remain saved until you make another one.

Note: Although quicksaves can be created anywhere, there are some situations where you cannot progress in the game. For example, you might run out of life points (see p. 19) but need to use a proficiency (see p. 27) to return to town, or defeat a powerful enemy to escape. To prevent this, we recommend you also create regular saves as often as possible.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

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

The controls differ depending on the situation. The following explains the default controls, which you can change by selecting "Button Config" in the Options menu. Note: This game may be incompatible with controllers other than the DUALSHOCK®2 analog controller. Only controller port 1 can be used.

The controller in Romancing SaGa will always be in analog mode, enabling use of the left analog stick. Press the L1 button, R1 button, START, and SELECT buttons together to perform a soft reset, returning the game to the start menu.

Controls in the Wilderness, Dungeons, and Towns (See pp. 12 to 17)

directional buttons	Move character (walk) / Move cursor
left analog stick	Move character (walk or run) / Move cursor
○ button	Cancel / Use proficiency (See p. 13)/ Exit vehicle / Skip dialogue and events
✕ button	Confirm / Talk / Inspect / Ride vehicle
△ button	Leave room / Exit to world map (in town) / Compare current equipment (only at shops)
□ button	View main menu / Cycle item details (at shops)
START button	Pause / View minimap (See p. 13)
SELECT button	Cycle displayed objects / View quick help (at shops)
L1 button/R1 button	Cycle proficiencies (dungeons and wilderness) / Cycle characters (at shops)

Controls in the Main Menu (See pp. 18 to 19)

directional buttons	Move cursor
left analog stick	Move cursor
○ button	Cancel / Close main menu
✕ button	Confirm
△ button	Change modes (See p. 22) / Synthesize spells (See p. 23) / View trade window (See p. 24)
□ button	View detailed status of weapons and armor (See p. 22)
START button	View quick help
L1 button/R1 button	Cycle characters
L2 button/R2 button	Turn menu pages

Controls in Battle (See pp. 29 to 33)

directional buttons	Select action category/Select action
left analog stick	Select action category/Select action
○ button	Cancel
✕ button	Confirm
△ button	Change modes
□ button	Toggle battle order (See p. 29)

THE WORLD OF ROMANCING SAGA

Mardias was created by the god Marda. Long ago, war raged between three wicked gods–Death, Saruin, and Schirach–and the lord of all gods, Elore. At the end of that long conflict, Death and Schirach were stripped of their powers. And at last Saruin was imprisoned through the might of the ten Fatestones and the hero Mirsa's ultimate sacrifice.

A thousand years passed, and the Fatestones were scattered throughout Mardias. All this time the powers of evil festered.

Now, eight adventurers answer the call of destiny to embark on a journey. But only one person can decide how their stories will unfold across the vast realm of Mardias. That person is you.

Eight Characters

All eight main characters grew up in different places, have different backgrounds, and are journeying for different reasons. The story of Romancing SaGa begins once you choose one of them. Of course you might run into some of the other seven as you adventure across Mardias, and you may be surprised by what has become of them.

Ten Regions of Mardias

Mardias, the world where your adventures take place, is made up of ten major regions. Each is home to different cultures and climates. You will start from one of these places, and grow in strength through contact with other people. Come, gather allies to your side and embark on a journey across the vast realm of Mardias!

Albert

"May Justice Rule"

A Noble's Son

The son of Lord Rudolf of Rosalia, master of Isthmus Keep. As Rudolf's heir, he was strictly trained from childhood in both academia and swordcraft. He believes in justice and dreams of becoming a royal knight, but he also has a naive side.

Aisha

"Strength for the Future"

A Maiden from a Nomad Tribe

A member of the Taralians, a tribe of nomads who wander the Steppes of Galessa. She lost both parents at a young age, and was raised by her grandfather Nizam, elder of the tribe. Growing up among peace-loving and pure-minded people, she developed a curious and cheerful personality.

Jamil

"Ambition to Climb Higher"
A Thief from the City

An ambitious youth operating in Estamir, capital of Kjaraht. He grew up an orphan, but is optimistic and carefree. Although a lowly thief, he dreams of someday snatching the ultimate prize: a Fatestone.

Claudia

"A Secret Long Hidden"
A Ranger of the Forest

A guardian of Mazewood, located in the south of the Bafal Empire. She was raised by the witch Eule, a longtime dweller of the forest. She has a warm personality and loves nature and peace, and the animals of the wood honor her. It is said that a great secret surrounds her origins.

Hawke

"A Soul on Fire"
A Pirate

The captain of the pirate vessel Lady Luck. This sea dog trusts nothing but his own skill and luck. He has gained many followers due to his refusal to kill meaninglessly, and has amassed much notoriety among the buccaneers who sail from Pirate Coast.

Sif

"Valor Unyielding"
A Warrior from the Hinterlands

Valhalland is a realm far to the south, covered in perpetual snow. Sif hails from Gato's Village, a place near its borders. She followed in her parents' footsteps to become a warrior, and now helps defend the hamlet. Still, she has never ventured beyond the marches of her homeland.

Gray

"Total Freedom"

An Adventurer

An accomplished adventurer who travels the world for love of treasure. Countless brushes with danger have toughened his mind and body. He is swayed by neither riches, power, nor appeals to morality. And if the situation calls for it, he does not hesitate to kill.

Barbara

"Dancing with Sincerity"

A Traveling Dancer

A member of a band of entertainers who make a living performing all over the world. She regards her chosen profession seriously, and practices with great fervor. Yet she is also versed in the ways of the world, and can defend herself well should the need arise.

Select a Character

Choose your character from eight protagonists. Your choice will determine where your story begins. Choose wisely, for once your choice is made, it cannot be revoked.

Compare Characters

First pick a character to play. See page 21 for information on the starting statistics shown on the left side of the screen.

Name your Character

Enter the name you wish for your character. Once finished, select "Confirm" or press the START button.

directional buttons / left analog stick	Select letter
✖ button	Enter letter
▲ button	Delete one letter

Select Starting Class

Here you can choose the starting class for your character. Classes are similar to occupations, and they help define your character's strengths. For more information, see "Changing Classes" on p. 16.

Enter Player's Name

Enter your name here. The input method is identical to that of naming your character. The name you enter here will appear under the "Notes" section of the main menu (see p. 26).

Choose Gender

Enter your gender. You can select "male," "female," or "unknown." Your gender does not affect your character's attributes.

Vibration Feature

Select whether to activate the vibration feature of the DUALSHOCK®2 analog controller. Use the directional buttons or push the left analog stick left and right to make your selection and confirm by pressing the ⊗ button. You can always change this setting by opening the main menu and selecting "Options" (see p. 28).

Final Confirmation

Here you can review the information you entered. If everything is correct, press the ⊗ button to begin the adventure. If you would rather make changes, press the ⊙ button to return to the previous screen. Keep in mind that the information you enter cannot be changed once you start your game.

GAMEPLAY SUMMARY

There are six main ways to interact with Romancing SaGa. Each is summarized below. For more information about each facet, see the explanation for each outlined in later pages.

Dungeons   Pp. 12-13

Out in the wilderness, dark and sinister places abound where one can find treasure chests and monsters. Some dungeons are ruled by a single powerful foe.

Wilderness   Pp. 12-13

Most adventures take place in the wide-open wilderness. Be sure to explore every stretch thoroughly.

Battle   Pp. 29-33

You can spot groups of monsters in dungeons, towns, and the wilderness before fighting them. If you run into them, combat begins. Also, certain events can trigger a battle.

Towns   Pp. 14-17

Escape from the wilderness by entering a town. There you can speak to its citizens to learn clues. You can also stay at inns to rest and save your game.

Main Menu   Pp. 18-19

Press the ⊙ button anytime you're in a dungeon, the wilderness, or in town to view the main menu. Here you can do things like change your equipment and view your characters' status.

World Map   P. 12

Press the ⊗ button when the indicator is displayed to view the world map. You can move from place to place by selecting the region and destination you wish to visit.

Many of your adventures will take place out in the wilderness. There you will find enemies, traps, and entrances to towns and dungeons. Some dungeons are ruled by a powerful creature deep inside.

The Interface

Your character moves in the direction in which you point the left analog stick. Press it slightly to walk and fully to run. You can walk (but cannot run) with the directional buttons.

1. Proficiency

Activated proficiencies (see p. 27) are displayed here.

2. Enemy Symbol

This represents a group of monsters. If you make contact with it, a battle will ensue (see pp. 29-33).

3. Compass

Indicates your current heading.

4. Location

The name of your current location. It displays whenever you come to a stop.

The World Map

You can view the world map by exiting a wilderness area or by pressing the ○ button while in a town's streets (see pp. 14-17). Switch between the world map and the regional map by pressing the ○ button. At the start of the game you can only view it, but as you progress in the game, you can use the world map to return to any place you have visited. Keep in mind that you can't move anywhere from the "World Map" option in the main menu.

Talking to People and Other Actions

Press the ⊗ button when next to people or things to talk to or examine them. You can open treasure chests with the ⊗ button, and also board vehicles by pressing the ⊗ button.

Using Proficiencies

You can gain proficiencies by paying money at a mentor (see p. 16). These include skills like Jump and Find Chests. For more information on proficiencies, see p. 27. You'll see "● Proficiency" whenever you're at a place where you can use them. If several proficiencies are available, you can cycle them by pressing the L1 and R1 buttons.

Proficiencies are usable only a set number of times, but you can recharge them completely by staying at an inn (see p. 14). Also, you can use proficiencies when no uses are available, but all your party members will suffer a loss of 1 life point (see p. 19).

Enemy Symbols

Combat begins when you make contact with an enemy symbol. A yellow exclamation point appears when they find you, and they always pursue. They will give up if you outrun them, so try to avoid them if you don't want to fight. Also, you can gain first strike if you touch their backs, and they can gain first strike if they attack you from behind. Lastly, a melee can sometimes result, where all combatants are close together, and deal greater damage. Be careful whenever you are close to an enemy!

Pausing and Minimaps

Press the START button to pause the game. When paused, the game shows a simple "minimap" of the area you're in, but only if you possess one. Minimaps of towns are gained from members of the Volunteer Brigade (see p. 35), and others are gained from treasure chests in dungeons and other places.

Villages, fortresses, and great capitals are all considered towns. There you can do things like find new friends and purchase new equipment. If you're ever unsure of what to do next, ask people in town for hints.

When in Town

Towns give you a chance to talk to people, buy things, and advance the story. Walking through town is similar to moving through dungeons or across the wilderness. Remember, you can exit your current location by pressing the ● button any time you see the "Exit" option on the bottom of the screen.

Inns

Here you can save your game, restore LP (see p. 19) and DP (see p. 20), regain uses of your proficiencies and first-aid kits, and also repair damaged weapons. Different classes of rooms convey different benefits, so choose the room that best fits your needs and budget. Remember, weapons that have been tempered (see p. 17) by a blacksmith can no longer be repaired at an inn.

Shops

Shops carry all sorts of items, like weapons, armor, and medicine. Shops in Mardias either belong to one of the three trade consortiums, or are independent. To learn more about these consortiums, see p. 15.

	Crystal Cartel	A trade organization headquartered in Crystal City, it developed vernie, an alloy good for tempering light arms.
	Draconian Merchants	A long-established guild based in the Bafal Empire, they developed garal, an alloy suited for tempering heavy arms.
	Maritime Imports	A company that targets coastal and outlying regions, they carry a wide variety of goods but are prone to shortages.

Using the Shop Menu

Many kinds of stores do business in town. You must learn to recognize them and their inventories to use them effectively. Remember, you can toggle the item's information display by pressing the ● button. Press the ▲ button to compare the shop's item with the one you currently have equipped.

Inventory

Your Clout

Money
The total amount of gold your party currently carries.

Price
If a level is displayed instead of price, it means that you don't have enough clout at that shop.

Details
Information on the merchandise currently selected, like type and attributes.

Inventory Status
View things like how many items the character can carry, and the count of the selected merchandise currently in your inventory.

Quick Help
Press the SELECT button to view quick help.

Vendor Ratios and Your Clout

There are three trade consortiums in the world of Romancing SaGa, and every store there does business with at least one of them.

Each time you purchase an item from a shop, you increase the gauge that corresponds to the consortium that place does business with. Then, when you completely fill the gauge, you gain a new level with that consortium. When that happens, all shops that do business with that consortium start to offer you better prices and a wider selection of goods.

Your clout represents your standing at the shop you're currently visiting. It reflects your vendor levels and the ratio of the business the shop does with each vendor. Because of this, it's generally a good idea to choose one consortium early and to do all your shopping with its affiliate stores.

Mentors

Three forms of education are available at mentors: training in your class, changing classes, and learning proficiencies.

Train in Your Class

Here you can spend jewels (see p. 18) to hone skills and learn new ones. For example, if you train as a swordsman, you will gain the first level in the long sword, foil, and two-handed sword skills. You will perform "glimmers" (see p. 30) in battle easier, thereby learning new techniques. And you will also slightly reduce the amount of durability points you spend. When you complete more training in the same class, your skills will rise further, letting you perform even greater techniques and further reduce the expenditure of BP.

Change Classes

You can qualify for a new class by combining the skills gained in previous classes. Your expenditure of BP and DP can change depending on which class you choose. Also, you may gain greater magic or attack power or even become more able to execute combinations (see p. 30) in battle. Remember, there is no cost for changing classes.

Learn Proficiencies

Instruction in proficiencies is purchased with money. Press the L1 and R1 buttons to select the character you want to learn proficiencies, and press the ⊗ button to confirm. Remember, when you increase the level of the proficiency's category, the maximum number of uses of that proficiency rises.

Skills

Whenever characters learn new skills and raise their levels, they become more able to gain glimmers in battle. There are three main types of skills: Combat skills include foil and martial arts, schools of magic like hydrology, and adventuring skills include search and survival skills. These skills are gained and further honed at mentors in town. Skills can only be purchased at mentors, so whenever you reach a new town, don't forget to check the local mentor.

Martial Arts Masters

Here characters can change the mode (see p. 22) of martial arts techniques they know, like Punch. Whenever they gain multiple modes, you can use the ⊕ button to change modes in battle.

Magic Shops

Here your characters can purchase and learn skills in the different schools of magic. Press the L1 and R1 buttons to select the character you want to learn magic, and press the ⊗ button to confirm. There are ten schools of magic, and characters who cast spells of one school cannot use spells from its opposite school (like pyrology and hydrology) in the same battle.

Pyrology	↔	Hydrology
Aerology	↔	Terrology
Illusions	↔	Demonology
Cosmology	↔	Sorcery
Bewitchery	↔	Necromancy

Blacksmiths

Here you can improve your weapons and armor, temper them with new materials, and change their modes. You can cycle through your characters by pressing the L1 and R1 buttons, and then choose the weapon or piece of armor to temper. You can view details on your weapons and armor by selecting them. Then you can choose which service to request.

Apothecaries

Here they can mix the herbs you gathered in the wilderness or gained in battle. They can also create mixtures of various effects. Depending on their level and the mixture of herbs, they can sometimes concoct potions of incredible power. Lastly, you can recharge your first-aid kit's DP by bringing them herbs you don't need anymore.

THE MAIN MENU

Wherever you go, indoors or out, you can access the main menu by pressing the ● button. From here you can equip items, switch positions, quicksave your game, and fine-tune a multitude of other settings and preferences.

Overview

Menu — See detailed information on the various headings listed elsewhere in this manual.

Money and Jewels — Money can be obtained by numerous methods in town or out in the field. Jewels can be earned in battle, but are mostly to be gained by completing quests. Money can be used for shopping, and jewels can be exchanged for skills through training with a mentor.

Location — Where you currently are.
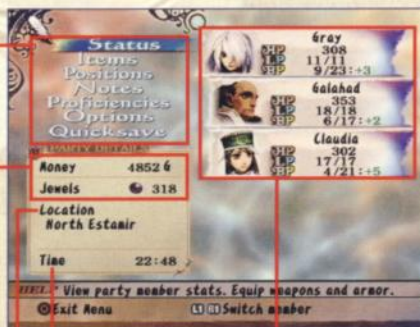
Time — Indicates total playing time.

Party Members — Lists all current members of your party.
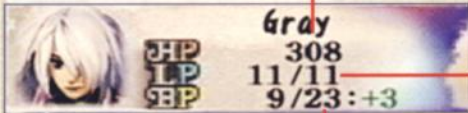
HP — Represents a character's hit points, a measure of remaining endurance.

LP — Tallies life points, the basic unit of a character's vitality.

BP — Shows the battle points available to a character. Some actions require BP to perform.

Gray
308
11/11
9/23 :+3

Hit Points (HP)

This value indicates the current physical fortitude of a character. Damage in battle causes the loss of HP with each attack received. If HP should reach 0, the character is incapacitated and cannot fight until some HP is restored. Balms and healing spells can be used by other party members to revive a fallen comrade. HP automatically regenerates to maximum level at the end of a battle.

Life Points (LP)

Life points are the fundamental measure of a character's vitality. If this number falls to 0, the member is removed from the party or, in the case of the playable character, the game is over. Unlike HP, LP is not restored at the end of a battle and can only be replenished by staying at an inn.

A party member loses LP when that character:

- is attacked while fallen.
- performs a technique or spell beyond his or her skill level.
- retreats from an enemy.
- takes a critical hit.
- is the victim of a trap.
- uses a proficiency with no remaining uses. (All party members lose 1 LP in this case.)

Battle Points (BP)

Battle points are consumed when certain techniques, spells, or other actions are performed. BP are displayed as current BP/maximum BP +amount of BP regenerated each turn. Battles always begin with base BP and add the +BP each turn regardless of BP use. Performing high-level actions may require a character to save up BP over two or more rounds. Saved BP cannot be carried from one battle to another, except in the case of chain battles (see p. 30).

Overview
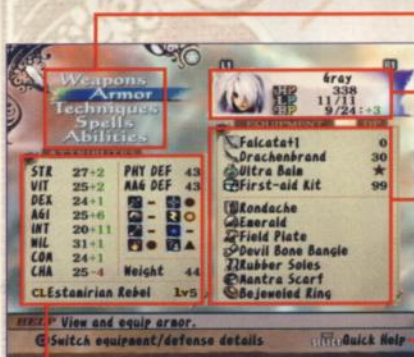
Menu

Select an entry to view relevant details.

Character

View a character's current HP, LP, and BP.

Equipment

See a list of a character's currently equipped weapons, items, and armor.

Quick Help

Press SELECT to access explanations of game references.

Status Window

Check a character's current attributes (see p. 21). Symbols located next to icons indicate the level of protection against that element.

★ ○ ● — △ ✕

Best ◀ ◀ ◀ ◀ ▶ ▶ ▶ Worst

Durability Points (DP)

Weapons and items like first-aid kits have limited durability. As a weapon or item is used, it loses DP and becomes unusable when its DP reaches 0. Depending on your objects and their purposes, you can visit inns, blacksmiths, or apothecaries to replenish DP.

In the status, items, and positions menus, you can press SELECT for easy access to Quick Help and explanations to related concepts.

Attributes

The status menu lists the following attributes for each character:

Strength	Affects weapon attack damage.
Vitality	Affects resistance and recovery (see p. 33).
Dexterity	Affects foil, bow, and LP attacks.
Agility	Affects turn order and evasiveness.
Intellect	Affects magic attack damage.
Willpower	Affects resistance to magic.
Compassion	Affects magic recovery effects.
Charisma	Affects illusions and charm.
Physical Defense	Defense against physical attacks. See below for details.
Magic Defense	Defense against magic attacks. See below for details.
Equipment Weight	Affects turn order and damage from throws. The greater it is, the greater the damage dealt by throws. Using weapons heavier than one's strength can support lowers accuracy.
Class	Indicates a character's class. One can attain a class by receiving training in its required skills from a mentor (see p. 16).

A character's defenses can be divided into three types:

Physical defense

Slash attack protection	Affects resistance to edged slash attacks.
Blunt attack protection	Affects resistance to blunt and crushing attacks like punches.
Projectile attack protection	Affects resistance to missiles and piercing attacks.

Magic defense

Fire protection	Affects resistance to fire-based attacks.
Cold protection	Affects resistance to cold-based attacks.
Electrical protection	Affects resistance to electrical-based attacks.
Energy protection	Affects resistance to energy-based attacks.

Other defense

Status ailment protection	Affects resistance to status ailments.

Weapons

Equip and unequip weapons from this menu. First move the cursor to the slot where you would like to equip a weapon. Press the ✗ button to access the weapons list to the right. Select a weapon and press the ✗ button again. Certain items like first-aid kits may also be equipped in this manner. You can toggle between characters with the L1 and R1 buttons. Use the ● button to toggle item information on any weapon or item.

Armor

Pieces of armor, including shields and accessories, can be equipped in the same manner as weapons.

Techniques

View battle techniques each character has acquired either through glimmers or weapons. Use the directional buttons or the left analog stick to navigate through the lists of various skills and related techniques. You can toggle between characters with the L1 and R1 buttons. Press the ✗ button to switch modes.
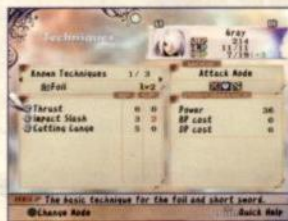
Modes

Every weapon has a set mode that will affect the techniques you acquire through glimmers during battle. You can change weapon modes at a blacksmith and change martial arts modes at a martial arts master. Consider battle strategy and a character's skills and attributes when selecting modes.

Attack mode Makes learning powerful techniques easier.

Defense mode Increases your chances of deflecting enemy attacks.

Trick mode Makes learning rapid techniques easier.

Spells

View lists of acquired magic spells. Use the directional buttons or the left analog stick to navigate through the various types of magic and related spells. You can toggle between characters with the L1 and R1 buttons.

Synthesizing Spells

Certain designated classes are permitted to combine spells they have acquired to create new synthesized spells. For instance, Hellfire could be mixed with elements from another type of magic to produce a stronger Hellfire with added effects. One class can even combine three spells at once.

Select the spell you wish to use as a base by pressing the ✗ button. Then add a second spell.

You can also undo or "deconstruct" a spell by highlighting it and pressing the ● button.

Abilities

View the various abilities and skill levels attained by each of your characters. Use the directional buttons or the left analog stick to navigate through battle skills, magic skills, proficiencies, and certified classes. You can toggle between characters with the L1 and R1 buttons.

Organize your items with this menu. Select an item and press the ⊗ button to enter the Sort menu, where you can select your sorting method or discard an item. Press the ⊙ button to view the trade window.

Sorting and Discarding

Among the selections in the sort menu are auto and manual sort functions as well as an option to discard an item. You can sort weapons, armor, or other items first to organize items for easy reference. When discarding items, keep in mind that once they are thrown away, they are gone for good.

Trade Window

Use the trade window to exercise your Trading proficiency by exchanging items with monsters who can trade. Keep items you wish to exchange in the trade window for future opportunities. Use the directional buttons to toggle between your inventory and trade window. Remove an item from the window by placing the cursor next to it and pressing the ⊗ button.

Set your battle lineup or positions of your characters to put their collective strengths to best advantage. Positions affect both offensive and defensive power, and they influence the occurrence of vortexes. Strategize and organize your troops effectively!

Switching Positions

Use the directional buttons or the left analog stick to navigate through and set the battle positions—front, middle, or rear—of your party members. You can switch members' positions by highlighting one and pressing the ⊗ button and then selecting another and confirming the switch by pressing the ⊗ button again.

Front, Middle, or Rear?

A character's attack power and turn order varies by position. The more stars placed next to a character's weapon, the greater the added effectiveness of that attribute. Certain weapon types are better suited to certain position. Bows, for example, work best from the rear. Study up and find out what works where.

With these you can follow your progress in the game. In the notes menu, you may select one of the three options, using the directional buttons or the left analog stick.
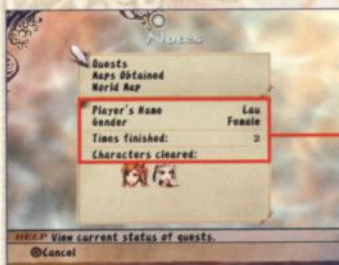
Player Information

This includes some of the information you entered at the start of the game and keeps track of how many characters and games you have completed.

Events

Here you can scroll through notes regarding the events, quests, and other experiences you have had so far. You may find this very useful in recalling significant details of your adventures.

Maps Obtained

See a list of maps currently in your possession. You can get some of these minimaps by talking to the locals or as a reward for doing someone a favor. You can view your map by pressing the START button after you enter the corresponding area.

World Map

View the world map by pressing the ⊙ button. Check regional maps of Mardias by pressing the ⊙ button or the ⊗ button. Although you can view the world map here, you will be unable to travel anywhere.

The set of abilities known as "proficiencies" can be activated in cities and towns for use in the field (see p. 13). By pressing the ⊗ button, you can access a proficiency and then move it to the activated list on the left. Up to five proficiencies can be activated at a time. By placing the cursor next to an activated proficiency, you can view how many members have that proficiency and what is the highest level held in the party.
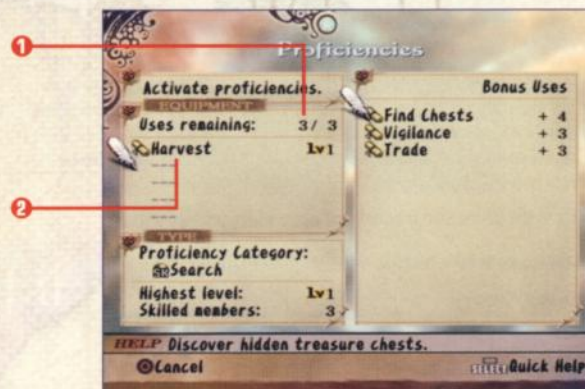
1. Remaining Uses

This indicates the remaining (and maximum) number of times you can use your proficiencies. The total is determined by the levels and number of proficient party members. Uses can be allocated to any activated proficiency.

2. Proficiency

See your currently activated proficiencies.

Sample Proficiencies

Proficiency	How to Use	Result	Raise level to...
Find Chests	Press the ⊙ button at the spot indicated.	Find hidden chests.	Discover other chests.
Move Silently	Stand still and press the ⊙ button.	You cannot be detected by sound.	Extend the length of the effect.
Ambush	Press the ⊙ button when encountering foes.	Gain the first strike even if you meet head-on.	Increase your chance of striking the first blow.

Options

In the Options menu you can configure game features by using the directional buttons or the left analog stick. Confirm your selections by pressing the ✕ button.

Sound

Select your preferred form of audio output: monaural, stereo, or Dolby Pro Logic II.

When selected, the Stereo (Dolby Surround Pro Logic II) soundtrack will output from both the DIGITAL OUT (OPTICAL) and the AV MULTI OUT (ANALOG) of the PlayStation®2. The soundtrack may be played back in 5-channel surround sound on an audio system that features Dolby Pro Logic II decoding, and in 4-channel surround sound on an audio system that features Dolby Pro Logic decoding. The soundtrack may also be played back in 2-channel stereo.

If necessary, please refer to the instruction manual that came with your audio system.

DD DOLBY PRO LOGIC II Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

Vibration Function

Set the vibration function of your DUALSHOCK®2 analog controller on or off.

Main Button Help

Use this feature to display or hide the DUALSHOCK®2 analog controller button icons at the bottom of the screen. You can also display or hide them by pressing the SELECT button from the main screen.

Adjust Screen Position

Using the X and Y coordinates, you can adjust the positioning of your television or monitor screen to give you the optimum viewing area.

Button Config

Move the directional buttons or the left analog stick to set the buttons on the DUALSHOCK®2 analog controller to any configuration you choose.

Quicksave

Temporarily save your current game. Select CONTINUE from the start menu to pick up the game where you left off.

Battles are on a turn-based system, where the characters and most monsters have one turn each round. Fighting continues until one side is completely depleted of HP.

Party Members
This indicates the status of all party members. Their action order may also be displayed. (See the battle order feature below.)
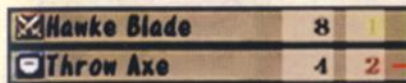
Commands
Select an action for the character to perform.

Modes
This icon represents the mode of a technique or weapon. Combining similar modes yields greater results.

BP/DP/LP Consumption
These values show how much BP, DP, or LP is required to perform an action. Values in red will be consumed, those in yellow may not.

Battle Order

At the outset of a battle, press the ● button or the ✕ button to view the battle menu. First you must decide your party's battle order. In fixed battle order, characters take action in the order you set them. In free battle order, the order of action will be determined automatically, based on speed. Use the ● button to toggle between the two options.

Command Options

You determine what each character does each round. Using the directional buttons or the left analog stick, scroll left or right through the various categories, then up or down to find the technique, spell, or action you want the character to perform. After confirming your selection, you will choose a target. Battle begins after you have confirmed all party members' actions.

Way to Grow!

Victory is yours when you reduce all of the enemy's HP to 0. Sometimes at the end of battle you will see that certain attributes of some characters have risen as a result. Characters grow not through levels or experience points but by increasing their attributes through battle.

Suffering Defeat

When all party members run out of HP or if the main character's LP falls to 0, the game ends and you are returned to the main menu. It is important to stay aware of your party's HP levels. In some battles against tougher opponents you may be able to continue with your game even if you lose.

Glimmers

When wielding a familiar weapon against a powerful enemy, at times you may unconsciously unleash a new technique. This is known as a "glimmer." The higher your skill level for the weapon you use, the greater the possibility that you can acquire a powerful technique.

Combinations

When party members are able to combine their attacks in quick succession against a foe, the result is called a "combination" and can deal much greater damage than when executed separately. Factors such as the order in which you enter commands and the characteristics of the actions themselves play a part in determining when and how combinations occur.

Chain Battles

At a certain point in the game, you will discover that running into monsters close to each other causes a "chain" reaction. This means that you will be forced to face them in battle in succession and without the benefit of a rest or the opportunity to retreat. The secret to surviving multiple battles is to keep close watch on your party's HP and BP levels.

Other Battle Effects

Besides glimmers and combinations, you will encounter many battle effects in the course of fighting. Know the meaning and benefits of each as you unravel their secrets.

Surges

At times, a combatant who is highly skilled with his or her weapon can rush towards the opponent in a blinding "surge." Such an attack cannot be dodged.

Reverses

After attaining skill in a weapon, you can sometimes unleash a second strike upon your enemy in a move called a "reverse." The mightier the first strike, the more damaging the second.

Fulcrums

Some spells and techniques can maintain their effects throughout a combination, increasing the impact of the overall attack and the possibility for more combos.

Surge Reverses

Under certain conditions, using certain techniques, expert fighters can sometimes perform a surge and a reverse simultaneously.

Vortexes

When combatants unleash a combination from a certain formation, they can summon incredible strength and perform a special, sustained combination with dramatic and devastating effect. This is called a "vortex."

Benedictions

In rare instances, depending on place and circumstance, the devoted are blessed by miraculous assistance from their patron god. These "benedictions" can turn the tide of battle in your favor.

Shield

Characters who have equipped shields and are not using two-handed weapons will sometimes spontaneously protect themselves in battle with this defensive tool. Those having a higher shield skill level and a shield with greater maneuverability exhibit this move more frequently. Of course, the ability to fend off certain attacks varies from shield to shield.

Deflect

By brandishing a weapon in a protective stance, characters can sometimes deflect an enemy's attack. Using weapons in defensive mode increases the opportunity to perform this successfully. A character may also leap in front of an ally to deflect an attack on a party member. When using Martial Arts, a melee attack may be countered rather than deflected, turning the attack back upon the attacker.

Using Battle Points

Strategic use of BP is critical in battles against strong opponents. At times, a series of quick, light moves may be most effective; at others, one powerful attack might do the trick. And the right combo at the right time could deliver the final blow.

Characters will differ in their initial allotments of BP. Some have a high maximum BP while others have a higher BP recovery rate. Take this into consideration when organizing your party members and in deciding who should have which magic skills.

Status Ailments

During battle, attacks may deal damage beyond a reduction of HP, producing reactions known as status ailments. Remember the signs and effects of status ailments to use them to your advantage in battle.

Darkness Greatly lowers accuracy in inflicting physical damage.	**Unconsciousness** Causes immobility. Low probability of recovery at round's end.
Poison Gradually inflicts damage each round.	**Petrification** Causes temporary immobility.
Sleep Causes immobility. May cease at round's end or if victim is attacked again.	**Phobia** Sometimes causes paralysis from fear.
Nightmare Same effects as Sleep. Causes confusion upon awakening.	**Confusion** Causes unexpected actions.
Stun Cancels actions planned for that round.	**Charm** Causes favorable actions toward opponents.
Shock Cancels magic attacks planned for that round.	**Curse** Greatly lowers all attributes.
Snare Cancels lunging attacks planned for that round.	**Berserk** Increases attack power but prevents the use of magic.
Paralysis Causes immobility. Some chance of recovery at round's end.	**Inactive** Party member has fallen. Cannot obey commands. Loses LP when attacked.

Attribute Effects
Small icons appearing next to characters during battle indicate changes to their attributes. ATK (Attack power), DEF (Defense), STR (Strength), VIT (Vitality), DEX (Dexterity), AGI (Agility), INT (Intellect), WIL (Willpower), COM (Compassion), and CHA (Charisma) may increase or decrease, depending on the type of attack or spell cast.

ADVENTURING TIPS

There is more to this game than just fighting. As you progress through the story, you will find the following basic principles quite useful.

Hot Tip No. 1: Earn as many jewels as you can.

Jewels play an integral part in your character's development. You will need them to raise your skill levels. In addition to battling adversaries, you can obtain jewels by fulfilling certain quests, using proficiencies or sometimes even finding them in chests.
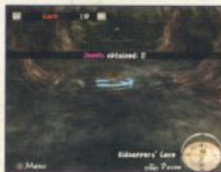
Hot Tip No. 2: Get yourself some skills.

Proficiencies and skills are not gained in battle. You'll need to visit the town mentor to buy proficiencies and to exchange jewels for weapon, magic, and adventuring skills. By learning a skill in a particular weapon type, you increase your chances of learning new techniques or particular weapons in a "glimmer" during battle. Having more skills translates to more opportunities for success both in battle and in the field.

Hot Tip No. 3: Raise your skill levels.

When you give a mentor jewels to train for a class, you raise the level of the skills associated with that class. As you train and move up one level at a time, the amount of BP required to perform related techniques is reduced, and you become more talented at your proficiencies, allowing you to overcome more obstacles on your adventure.

Hot Tip No. 4: Talk to lots of people.

In town you will find a variety of people, some with requests and others with useful information. It's a good idea to talk to everyone you meet in a new town. This could lead to new quests and access to new areas of the world map for you.

Hot Tip No. 5: Look for markers.

If you see an exclamation point, it means that you can interact with something nearby. Use the applicable proficiency to uncover what's there.
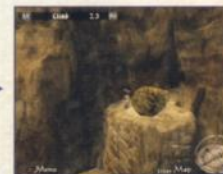
Hot Tip No. 6: Be aware of traps.

In your travels, you will encounter obstacles and devices you will need to figure out. In many cases your proficiencies will help you overcome these challenges. Failure to resolve some traps may cost you LP, so stay alert.

At first glance, a cliff may seem insurmountable, but...

If your Climb skill level is high enough, you can scale it.

Watch out for falling rocks from above.

Hot Tip No. 7: Weigh your options.

You will be asked to make decisions during the course of the story. No matter which option you choose, the story will continue. However, the progress of the story will vary depending on the choices you make, so choose wisely.

Hot Tip No. 8: Ask the Volunteer Brigade for help.

Young volunteers are stationed near the entrance of each city and town to lend assistance to new adventurers. They can explain the ins and outs of making one's way through the world of Mardias. Take advantage of their services to get answers to your questions.

A Final Tip: Make use of the game's many features.

Classes, modes, proficiencies, tempering, concocting, and synthesizing are just some of the interesting elements of Romancing SaGa's gameplay. Armed with a full understanding of these features, you will be able to strengthen your characters in the manner you choose and develop strategies that work best for you.

Menuett

Words and music by Masayoshi Yamazaki

The clouds above scatter off to the heavens
To reflect in the water below

Birds soaring high above all, confident ne'er to fall
The farthest edge of nowhere their home

If only I could take the form of the wind's veiled guise
Skimming o'er the mountaintops and the seas and the skies

But what would I bring to most precious of all
To the only one who I love?
I'd want nothing more than to sit by her side
By the side of the one who I love

Those who gaze ahead through their endless tears
Through a vicious season barren and cold
The wilderness forsaken hides darkest fears
What quest shall the future behold?

Devoid of hope, all the sorrow continues
The sun sinks low and the heavens give chase
What is a soul to seek but the warmth of Mother's cheek
And the peace of her loving embrace

Even when the night falls and does naught to subside;
Even when I find my words to be bottled inside

All that I yearn for, for richer or poorer
is to be the light that you see
All that I yearn for, for richer or poorer
is to be the peace that you feel
All that I yearn for, for richer or poorer
is to fill your heart on my own.

Image Illustrator — Tomomi Kobayashi
Composer — Kenji Ito
Art Director — Yusuke Naora
Battle Director — Hiroshi Takai

Planners
Battle Planner — Kyoji Koizumi
System Planner — Junichi Shinomiya
Menu Planner — Yuichi Ninagawa
Map & Event Planners — Kazuyuki Shindo
Wataru Ueda
Tatsumaro Tezuka
Taku Watanabe
Coordinator — Norihisa Iwasaki

Programmers
Main Programmer — Takaaki Tonooka
Character Programmer — Yukio Ishii
Battle Programmer — Eiichi Hasegawa
Map Programmer — Kei Yokohama
Tsuyoshi Sonoda
Takashi Morio

Character Designers
Lead Designer — Yasushi Suzuki
Satoshi Ohtani
Sawako Kobayashi
Megumi Tamagawa
Konomi Ishizuka
Yuichi Shiota
Yosuke Asahara
Naoko Yamashita

Monster Designers
Lead Designer — Yusuke Mogi
Noriko Sasaki
Makoto Sawano
Kei Naruse
Atsushi Toshinaga
Toru Nakazawa

3D Field Designers
Lead Designer — Kimihiko Miyamae
Takahiro Kumagai
Yoshiko Hiyama
Mitsuhiro Asami
Sho Okamura
Shinpei Sakata
Teruki Suganuma
Kaori Iwata
Ai Hamanaka

2D Field Designers
Lead Designer — Mizushi Sugawara
Yuko Abiru
Yoko Tamai
Misako Tsutsui
Yuuki Takita
Keisuke Wakaba
Special Event Designer — Masayo Asano
Menu Designer — Takuma Matsunaga

Effects Designers
Lead Designer — Yoshimitsu Inagaki
Kazue Kudo
Ryota Nozoe
Akiko Yamaguchi

Motion Designers
Lead Designer — Yusuke Tanaka
Yoshiyuki Oku
Kanji Nishida
Takeshi Oda
Atsushi Inuzuka
Yoshiaki Iizuka
Hiroyuki Yamaji
Toshiaki Watanabe
Akie Ohgaki
Hidekazu Kato
Satomi Tsuchida
Takeshi Kanda

Event Movie
Director — Koji Kobayashi
Takuji Yasuda
Naoya Shigematsu
Takaomi Moto

Opening Movie
Director — Takeshi Tateishi (Visual Works)

Sound Division
Sound Director — Yoshitaka Fujita
Additional Arranger — Tsuyoshi Sekito
Synthesizer Operator — Hirosato Noda
Sound Programmer — Tatsuya Shoji
Sound Tool Programmer — Satoshi Akamatsu
Supervising Dialogue Editor — Yuji Isogawa
Dialogue Editor — Hideki Uchimura
Sound Editors — Kenichi Saito
Masayuki Yui
Yuki Hirose
Production Manager — Masayuki Tanaka
Production Assistants — Masashi Kitagawa
Rie Tsukamoto
Special Thanks — Kenichiro Fukui

US Dialogue Recording
English Language Version Producers — New Generation Pictures, Inc.
Reiko Matsuo
Jonathan Klein
English Language Version Voice Director — Jonathan Klein
Recording Engineer — Collin McQueen
Recording Studio — Magnitude 8 Post

Theme Song
"Menuett" ©2005 Augusta Publishing & Square Enix Co., Ltd.
Vocals — Masayoshi Yamazaki
Composer — Masayoshi Yamazaki
Lyrics — Masayoshi Yamazaki
Arranger — Masayoshi Yamazaki
Acoustic Guitar — Masayoshi Yamazaki
Programming — Masayoshi Yamazaki
Accordion / Keyboard — Dr. KyOn
Recording Engineer — Kouta Kiryuu
Assistant Engineers — Kentaro Kikuchi
Tsuyoshi Yamada
Recording Studio — Crescent Studio
Mixing Studio — Baybridge Studio

Office Augusta Co., Ltd.
Director — Taro Hokari
Chief Artist Manager — Ryoji Chimura
Artist Manager — Jun Uemura

Recording Section
Composer & Orchestrator — Kenji Ito
Conductor — Koji Haishima
Strings — Masatsugu Shinozaki's Group
Flute — Hideyo Takakuwa
Oboe — Hiroshi Shibayama
Clarinet — Tadashi Hoshino
Horns — Otohiko Fujita
Masato Abe
Takahito Saijyo
Trumpets — Masahiko Sugasaka
Hitoshi Yokoyama
Koji Nishimura
Trombones — Masanori Hirohara
Wataru Ikegami
Bass Trombone — Gen Chida
Tuba — Kiyoshi Sato
Percussion — Tomoko Kusakari
Midori Takada
Harp — Yo Saito
Piano — Kenji Ito
Electric Bass — Tomohito Aoki
Scat — Kazuko Kawashima
Vocals — Kyoko Kishikawa
Chorus — Tokyo Philharmonic Chorus
Morinoki Children's Choir
Recording & Mixing Engineer — Toshiyasu Shiozawa
(Columbia Music Entertainment, Inc.)

Recording & Mixing Studio — Avaco Creative Studio, Inc.
Recording Coordinator — Fumio Tanaka
Mixing Studio — Kenji Nakai (KGN Productions, Hollywood)
Mixing Studio — Sonic Lodge Studios, Hollywood
Mixing Engineer — Toru Kamekawa

Post Production
Mixing Studio — 408 THX Suite (THX pm3 certified)
at Sony PCL, Inc.
Mixing Engineer — Kazutaka Someya
Assistant Engineer — Yuri Hasegawa
Post-production Manager — Chiaki Ikejima

DOLBY PRO LOGIC II   THX pm3

Motion Actors — Masanori Tomita (AC Factory)
Junko Kimura (AC Factory)
Alimi Hamamoto
(Flamenco Estudio Mezquita)

Visual Works
Motion Capture Collaborators — Shuntaro Furukawa
Junichi Hayashi
Tomoya Suzuki
CG Editor — Keiichi Kojima
Engineering Support — Kotaro Beppu
Production Manager — Norimichi Kurosawa
Coordinator — Hazuki Fujimoto

Quality Assurance
QA Coordinator — Hiromitsu Sato
QA Assistant Coordinators — Takafumi Matsui
Norikazu Naoi
Yoko Kagaya
QA Technical Engineer — Kazuya Okamoto
QA Technical Assistant — Yusuke Sadamasa
QA Team — Masakazu Noda
Yusuke Kitamura
Takashi Kaneko
Kenichi Ishikawa
Susumu Kurihara
Daigoro Yoshino
Shinya Kawamura
Hiroshi Kaneoka
Hiroyuki Kishi
Sayaka Harada
Kazuki Warita
Mei Ito
Kazuki Yasuda
Chikako Okada
...and many others
QA Manager — Yukihiro Shibuya
General Manager — Koji Yamashita

Development Administration
Ratings Advisors — Hiroko Hamada
Reiko Kondo
Sueko Kogai
Yumiko Azeyanagi

Localization
Localization Director — Satoko Kondo
Localization Assistant — Miki Hamasaki
Editor — Colin Williamson
General Manager — Masashi Hiramatsu

Legal & Intellectual Property — Ayako Hino
Hiroshi Harada

General Manager — Michihiro Sasaki

Promotion
Publicity Producer — Michio Okamiya
Publicity Staff — Rei Kawano
Assistant — Kentaro Sato
General Manager — Koji Taguchi

Product Development Division-2
Production Manager — Nobuyuki Ueda
Management Staff — Fumie Chiba
Rie Saito
Hitomi Watanabe

Additional Development Support — Tomohiro Kayano
Hiroshi Arai
Mitsuhiro Uehara
Eri Ogawa
Toshiaki Matsumoto
Mihoko Kato
Yusuke Kodama
Shingo Toya
Sho Numakura
Toru Minoda
Kenta Morioka

Special Thanks — Yoshinori Kitase
Hiromichi Tanaka
Yasumi Matsuno
Toshiro Tsuchida
Takashi Tokita
Koichi Ishii
Yu Miyake
Yosuke Saito
...and all Square Enix staff

Executive Producers — Yoichi Wada
Keiji Honda

Producer — Akitoshi Kawazu

Square Enix, Inc.
Quality Assurance Manager — David "Ribs" Carrillo
Assistant QA Manager — Mohammed A.C. Wright
Senior QA Coordinator — Aaron J. Adams
QA Associate — Jason Sanders
QA Coordinator — Keith P. Martz
Assistant Coordinator — Carmelo Cabezo
QA Team — Cheryl Baker
Michael Caloz
Isagani Camangian
John Clark
Cassidy Hammermeister
Vanit Juthakuajitmate
Casey Kwock
Steven Ray
Matt Sanchez
Lila Shin
Julie Wanamaker
QA Translators — Arthur T. Kawamoto
Kazuo M. Tanaka
Localization Specialists — Brody Phillips
Laurie Spillane
Localization & QA Director — Yutaka Sano
Public Relations — Sonia Im
Kumiko Hakushi
Frederick K. Hashi
Product Marketing — Fernando Bustamante
Felice V. Wu
Philip Ser
Dais Kawaguchi
Marketing Communications — Patrick H. Cervantes
Jonathan Cooperson
Tim Law
Sales — Alaine C. de Leon
Traci Jones
Shundea K. Brooks
Executive Director, Sales & Marketing — Shinji Futami
Senior Vice President — Shinji Hashimoto
Legal Counsel — Neal Black
President & COO — Daishiro Okada

The following warranty and support information applies only to customers in the United States and Canada, and only to original consumer purchasers of products covered by this warranty.

LIMITED WARRANTY

Square Enix, Inc. ("**SEI**") warrants to the original purchaser of the enclosed product (the "**Product**") that the media containing the Product (which includes any replacement media provided under this warranty) will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase (the "**Warranty Period**"). SEI's entire liability and your exclusive remedy under this limited warranty shall be, at SEI's option, repair or replacement, without charge, of the whole or affected portion of any Product that proves to be defective in material or workmanship during the Warranty Period.

EXCLUSIONS FROM WARRANTY

This warranty applies only to defects in factory materials and factory workmanship. Any condition caused by abuse, unreasonable use, mistreatment, neglect, accident, improper operation, destruction or alteration, or repair or maintenance attempted by anyone other than SEI is not a defect covered by this warranty. Parts and materials subject to wear and tear in normal usage are not covered by this warranty.

IMPLIED WARRANTIES AND INCIDENTAL AND CONSEQUENTIAL DAMAGES

Under state or provincial law, you may be entitled to the benefit of certain implied warranties. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WILL CONTINUE IN FORCE ONLY DURING THE WARRANTY PERIOD. Some states and provinces do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

NEITHER SEI NOR YOUR RETAIL DEALER HAS ANY RESPONSIBILITY FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES RELATING TO YOUR USE OF THE PRODUCT, INCLUDING, WITHOUT LIMITATION, ANY DAMAGES FOR LOSS OF DATA OR LOSS OF PROFIT, OR FOR ANY INCIDENTAL EXPENSES, LOSS OF TIME, OR INCONVENIENCE. As some states and provinces do not allow the exclusion or limitation of incidental or consequential damage, the foregoing limitation or exclusion may not apply to you.

HOW TO OBTAIN WARRANTY SERVICE

To obtain warranty service, please send the defective Product, together with a copy of your original sales receipt, your return address, name and telephone number, should contact be necessary, and a brief note describing the defect to SEI at the following address: Square Enix, Inc., Customer Warranty, 6060 Center Drive, Suite 100, Los Angeles, CA 90045. THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE. The shipping costs for sending the defective Product to SEI is a sole responsibility of the Customer. SEI will not be liable for any damage or loss that occurs during shipping. To minimize loss during shipping, you may opt to use a trackable shipping method.

If you have warranty questions, you can also contact our Customer Warranty department at (310) 846-0345 during its hours of operation, Monday – Friday, 8:00 am – 12:00 pm and 1:00 pm – 5:00 pm, Pacific Standard Time.

CUSTOMER SUPPORT

For customer support and technical support questions, please call (310) 846-0345 during the following hours of operation: Monday-Friday 8:00 am – 12:00 pm and 1:00 pm – 5:00 pm, Pacific Standard Time.

For information and services by Square Enix, Inc., go to www.square-enix.com