PHANTASY STAR™ ONLINE

EPISODE I & II plus

Great Offline split-screen action for up to four players!

EmuMovies

SEGA

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button   R Button

Control Stick   C Stick

1-4 Player Simultaneous
THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

Memory Card
THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Game Boy Advance compatible
THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.

M Modem
THIS GAME IS COMPATIBLE WITH THE NINTENDO GAMECUBE MODEM ADAPTER.

B Broadband
THIS GAME IS COMPATIBLE WITH THE NINTENDO GAMECUBE BROADBAND MODEM.

Thank you for purchasing Phantasy Star Online Episode I & II™. Please note that this software is designed only for use with the Nintendo GameCube™. Be sure to read this instruction booklet thoroughly before you start playing.

Note: "**Phantasy Star Online Episode I & II™**" will hereafter simply be referred to as "**PSO**."

CONTENTS

■ **PASSWORD (MEMO)**

Apart from the Serial Number and Access Key, a self-created Password is required to play online. Write down your Password here for safe keeping.

HARDWARE SETUP

PSO is a one to four player game. Connect the Nintendo GameCube™ Controllers to the Controller Socket 1, 2, 3 and 4 (depending on the number of players participating) in order. You will not be able to play properly with the controller connected out of order.
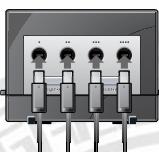
USING PROGRESSIVE SCAN TV

The Nintendo GameCube™ Component Video Cable is available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700. This software is compatible with progressive scan video output, using the Component Cable (sold separately). Please refer to the instruction manual of Nintendo GameCube™ for the direction on how to connect.

❶ Connect your TV set and Nintendo GameCube™ with the Component Cable.
❷ Place the PSO Game Disc inside the GameCube™, close the Disc Cover, and press the POWER Button.
❸ After the Nintendo GameCube™ logo is displayed, press and hold the Ⓑ Button.
❹ You will be asked whether to display in Progressive Mode. Select "Yes" and the game will be displayed with Progressive Scan output.

Once the Progressive Mode is selected, unless the video cable is changed, the Display Mode Select screen will be displayed each time the power is turned on, without pressing the Ⓑ Button. Also, depending on the type of television set you are using, the horizontal/vertical ratio of the screen may be changed.

SAVE FILES

PSO is a Nintendo GameCube™ Memory Card compatible game (Memory Card sold separately). There are 6 types of save files, some being created automatically on the first time PSO Game Disc is started up. Never turn OFF the Nintendo GameCube™ power or remove the Memory Card while the game data is being saved. Please also note that, when you erase either the System File or the Character File, you may not be able to use all remaining save files.

■ SAVE FILES THAT ARE CREATED AUTOMATICALLY
(Can be used only with the Memory Card inserted to Memory Card Slot A.)

System File	3 blocks
Character File	11 blocks
Guild Card File	10 blocks

■ SAVE FILE FOR NETWORK SETTINGS
SEGA Network Info.	4 blocks

■ OTHER FILES
Snapshot File	**15 blocks** (Can be used only with the Memory Card inserted to Memory Card Slot B.)
Download Quest Files	**Size vary according to the size of the Quest.**

Ⓛ Button
Control Stick
+ Control Pad
START/PAUSE

Ⓡ Button
Ⓩ Button
Ⓨ Button
Ⓧ Button
Ⓐ Button
Ⓑ Button
C Stick

■ TITLE SCREEN/GAME MENUS/MENU ITEM SELECTIONS

START/PAUSE	GAME START
Control Stick/+ Control Pad/C Stick	SELECT
Ⓐ Button	GAME START
Ⓑ Button	CANCEL
Ⓛ/Ⓡ Button	SWITCH BETWEEN PAGES

■ VISUAL LOBBY/WITHIN THE CITY/IN BATTLE

START/STOP / Ⓩ Button	DISPLAY THE MAIN MENU
Control Stick	MOVE CHARACTER
+ Control Pad/C Stick	SELECT
Ⓐ Button	ENTER/USE CENTER ACTION MENU
Ⓑ Button	CANCEL/USE LEFT ACTION MENU
Ⓧ Button	USE RIGHT ACTION MENU
Ⓨ Button	DISPLAY SOFTWARE KEYBOARD
Ⓛ Button	CAMERA VIEW/SWITCH BETWEEN PAGES
Ⓡ Button	SWITCH BETWEEN PAGES/TOGGLE ACTION MENU

Anytime during the gameplay, simultaneously press and hold the Ⓑ Button, Ⓧ Button, and the START/PAUSE to return to the Title Screen.

✻ For detailed description of the controls, see each section, starting with p.18.
✻ The functions of the Ⓛ/Ⓡ Buttons can be switched via Button Config under Options of the Main Menu (→p.51).

Chatting during the game play can be performed by entering messages using the Software Keyboard.

+ Control Pad/C Stick	SELECT LETTERS/CHARACTERS
Ⓐ Button	ENTER SELECTED LETTER/CHARACTER
Ⓑ Button	DELETE A LETTER
Ⓧ Button	CHANGE CHATTING METHOD
Ⓨ Button	SHOW/HIDE SOFTWARE KEYBOARD
Ⓛ/Ⓡ Button	TOGGLE BETWEEN LETTERS & SYMBOLS
ESC	DELETE WHOLE SENTENCE
DEL	DELETE SELECTED LETTER
OK	SEND MESSAGE
SPACE	ENTER SPACE
BS	DELETE A LETTER
EXIT	CANCEL CHAT (HIDE SOFTWARE KEYBOARD)

■ SOFTWARE KEYBOARD IN NON-ENGLISH LANGUAGE

If you set the Language Setting in the Options to language other than English, you will be able to type in letters and characters not available in English Software Keyboard. Also, with Language set to Japanese, some Software Keyboard keys have special functions in addition to functions shown above. In any language, use the Ⓛ/Ⓡ Buttons to toggle between the input modes. Have fun talking to players all over the world!

SPACE . . . . Convert word(s).
OK . . . . Enter converted word(s).
F6 . . . . Convert into hiragana.
F7 . . . . Convert into katakana.

WHAT IS PSO?

PSO is a network role playing game, where the actions take place aboard the starship "Pioneer 2" and on Planet Ragol. Online you will meet a variety of people from all over the world. Overcome language barriers by using the five language "word select" feature that enables communication with users whose language is different from your own. Organize a team to play the game online or embark on Hunter's Guild quests, all the while chatting to exchange information. Of course you don't have to be online to play PSO. There is also an offline mode. Online or offline, we hope you will enjoy the exciting world of PSO.

STARTING UP PSO FOR THE FIRST TIME

On the first time you start up PSO, the Terms of Agreement Screen will be displayed. Select **Agree** to proceed. Next, you will be asked to adjust the calendar setting of the Nintendo GameCube™. If the calendar is set correctly, select **NO** to continue with startup, or select **YES** to switch to the Calendar Screen for adjustment.
Note: You will not be able to purchase the Hunter's License (→p.15) if the calendar/clock is not adjusted correctly.

SAVING

A Memory Card is required to save PSO game data. Without a Memory Card you will not be able to play this game. Please see p.4 for the types of Save Files. **To save game data, online or offline, select Quit Game (→p.51) from the Main Menu to save.** Never turn OFF the Nintendo GameCube™ power or remove the Memory Card while the game data is being saved. Doing so will corrupt the game data, making it unable to be played the next time the game is started up (in such situations, a warning message will be displayed).

STARTING A GAME

During the Title Screen, press START/PAUSE to display the Game Menu. Use the + Control Pad ▲▼ to select the mode to play, and press the Ⓐ Button to start the game.

ONLINE GAME

The first time you select this mode, you will need to configure your Network ISP settings. Follow the setup procedure and save the settings to your Memory Card. After configuring your network ISP settings, it is suggested that you purchase the required Hunter's License before returning to the PSO Main Menu. Please see the section "Purchasing a Hunters License" (→p.15) for more information. If your network ISP settings are already configured and you have purchased a Hunter's License, select the **Return to the game** link to return to the Title Screen. Select **ONLINE GAME** to create/select a character, and follow the instructions to connect online.

■ FLOW TO STARTING THE ONLINE GAME

SELECT ONLINE GAME DURING THE TITLE SCREEN

FIRST TIME PLAY	HAVE PLAYED BEFORE (SAVE DATA EXISTS ON MEMORY CARD)

NETWORK SETUP SCREEN (P.10)

PURCHASE HUNTER'S LICENSE (P.15)

CHARACTER SELECT SCREEN (P.18)

PURCHASE HUNTER'S LICENSE REMINDER SCREEN (P.19)

ENTER SERIAL NUMBER/ACCESS KEY/PASSWORD (P.19)

START ONLINE PLAY!
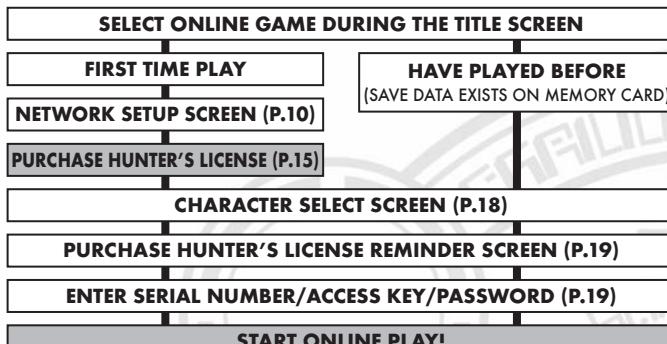
OFFLINE GAME

Play the game without connecting online. There are two modes available: **SINGLE MODE** (play by yourself) and **MULTI MODE** (play with up to 4 players). See p.33 for details.

OPTIONS

Change game settings. Use the + Control Pad ▲▼ to select the menu item, and press the Ⓐ Button to enter. Next, use the + Control Pad ▲▼ to select the desired setting, and press the Ⓐ Button to change. Press the Ⓑ Button to return to the previous screen.

Language Modify the language setting of the PSO.

Sound Set the sound output to **Stereo**, **Monaural**, or **Dolby Surround PRO LOGIC II**.

⧉ DOLBY SURROUND PRO LOGIC II HOW TO ENJOY GAME WITH DOLBY SURROUND PRO LOGIC II

Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.
This game is presented in Dolby Surround Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic II, and select "Dolby Surround Pro Logic II" in the Options Screen of the game to experience the excitement of surround sound.

BGM TEST Listen to the BGM (background music) tracks used in PSO. Use the + Control Pad ▲▼ to select music, and press the Ⓐ Button to play, and press the Ⓑ Button to stop. Press the Ⓑ Button again to return to Options Menu.

Sound Balance Adjust the volume balance. Use ▲▼ to select either **BGM** or **SE** (sound effects), and ◄ ► to adjust the levels.

Snapshot Selects whether to use the Snapshot function. To use, a Memory Card with 15 blocks of free memory space must be inserted to Memory Card Slot B to create a Snapshot File. Afterwards, the snapshot taken during the game can be viewed by accessing this menu item.

■ HOW TO TAKE A SNAPSHOT

Press the Ⓛ Button of the Controller connected to the Controller Socket 4 to display the finder. Use the following controls to take snapshots.

Ⓐ **Button**	Take a snapshot of the screen inside the finder.
Ⓧ **Button**	Take a snapshot in scale-down size.
Ⓩ **Button**	Hold while taking a snapshot to make it monochrome.
Ⓛ **Button** + Ⓡ **Button**	Zoom the camera in (press the Ⓡ Button)/out (release the Ⓡ Button).
Control Stick	Rotate camera.
C Stick	Move the finder.

Note: You can only take one snapshot per Memory Card. If you attempt to take a snapshot with a Memory Card containing a snapshot file, you will be asked whether to overwrite.

Network Option Change the network settings, or purchase a Hunter's License.

UDP Option Set the UDP Option to **Auto**, **UDP ON**, or **UDP OFF**. **Note**: Unless you have difficulties connecting to the network or your ISP has advised you not to accept UDP packets, it is suggested that you DO NOT modify this setting.

Provider Option Select this option to setup or change your ISP configuration.

Buy a HUNTERS LICENSE In order to play PSO with other players online, you MUST first purchase a Hunter's License. To do so, select this option.

Serial Number/ Access Key/ Password Select this option to view your registered Serial Number, Access Key, and Password. If you have never entered this data, **No Info** will be displayed.

Exit Save the Options settings to the Memory Card, and return to the Game Menu Screen.

WEBSITE

Select **WEBSITE** to purchase a Hunter's License, view/configure your existing PSO account, get help, or access the PSO Bulletin Board. If you have not previously configured your network ISP settings, you will be prompted to do so before connecting to the PSO Website.

PREPARATION FOR CONNECTION

In order to play PSO online (→p.20), view PSO website, or purchase Hunter's License (→p.15), you must first set up the network settings. Here is a step-by-step explanation for network setup.

NETWORK SETUP CONTROLS

Control Stick	MOVE CURSOR
+ Control Pad	SELECT MENU ITEM
Ⓐ Button	ENTER SELECTION

Menu items can be selected either by moving the cursor using the Control Stick over to the desired menu item, or by using the + Control Pad to highlight desired menu item. Press the Ⓐ Button to enter selection.

SOFTWARE KEYBOARD

Network information is entered using the Software Keyboard. Move the cursor over the input field, and press the Ⓐ Button to display the Software Keyboard. The Keyboard controls are different from the one used in the main game of PSO.
∗ **For Software Keyboard used in the main game, please see p.6.**

Control Stick	MOVE CURSOR/SELECT LETTERS/CHARACTERS
+ Control Pad	SELECT LETTERS/CHARACTERS
Ⓐ Button	ENTER SELECTED LETTER/CHARACTER
Ⓑ Button/DEL/BS	DELETE A LETTER
Ⓧ Button / Ⓩ Button / START/PAUSE / END	HIDE SOFTWARE KEYBOARD
Ⓨ Button/SPACE	ENTER SPACE
Ⓛ/Ⓡ Button	TOGGLE BETWEEN LETTERS & SYMBOLS
ESC	CANCEL ENTRY

❶ PREPARING YOUR NETWORK DEVICE

Depending on your networking environment, attach either the Nintendo GameCube™ Modem Adapter or the Nintendo GameCube™ Broadband Adapter. Please read the Instruction Booklet of the respective device for instructions on how to attach.

CAUTION

Never remove the Nintendo GameCube™ Modem Adapter or Nintendo GameCube™ Broadband Adapter while your Nintendo GameCube™ is turned on.

❷ CREATING THE SEGA NETWORK INFORMATION FILE

You will next create a save file **SEGA Network Information**, which contains the network settings. This can be created when you select either **ONLINE** or **WEBSITE** for the first time from the Main Menu. Select the Memory Card Slot with the Memory Card that you wish to create the SEGA Network Information file in. Do not remove the Memory Card while creating the save file. From here on, the network settings will be overwritten on this file. A caution message will be displayed to notify such action. Select **Yes** and press the Ⓐ Button.
∗ **The remainder of the network setup deals with your ISP configuration. If you do not know your ISP settings, it is suggested that you consult your ISP or have a parent or guardian complete the rest of the network setup. For further information about the PSO Network, please read the sections "Cautions on Network Connection" on p.17 and "Terms of Agreement" on p.58.**

❸ NETWORK SETUP MENU

When the Network Setup Menu is displayed, select **Network Setup** to proceed or select **Return to the game** to exit.
The steps for the Network Setup vary according to your network environment. The game will automatically detect which device is connected (Modem Adapter or Broadband Adapter), and display the appropriate setup screen.
∗ **Throughout the ISP network setup process, if there are any options you do not understand, move the cursor over the underlined word(s) and press the Ⓐ Button to display more detailed information in the bottom window.**

❹-A MODEM ADAPTER SETUP

① The Select network information settings Screen will be displayed. Move the cursor over the box with ISP name, and press the Ⓐ Button to display the list of available ISP profiles (by default, **Provider 1~3** will appear). If you have already configured any of the three provider profiles, the Profile name you chose will appear in the menu. To modify or create a new ISP profile, select one and choose **Edit menu** to advance to the next screen.
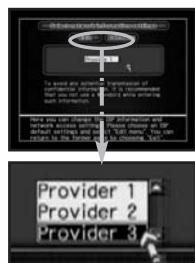
② Next, the Edit ISP name Screen will be displayed. You have the option to change the name of this setting. It is recommended that you enter a name that is easily recognizable, such as the name of the ISP you are contracted with. When done, select **Next** to advance.

③ Next, the Modem settings Screen will be displayed.
How to dial
Select **Tone** or **Pulse**. Consult your phone carrier if you are not sure which type your phone line requires.
Outside line
Most phone lines do not require an outside line prefix to dial out. However, in some cases such as a company or dormitory phone line, an outside line prefix is necessary. If so, enter the number in the space provided.
Line timeout
While connected to the Internet, if the game does not receive a response (i.e. the controller has not been touched) for the amount of time specified in Line timeout field, the phone line will automatically be disconnected.

By selecting **Details**, you can enter detailed modem settings (additional AT commands), but it is not required unless a particular situation requires it. When done, select **Next** to advance.

> **From here on, read the network settings provided by your ISP, and enter where necessary.**

④ Next, ISP settings 1 Screen will be displayed. Enter information provided by your ISP. Depending on the ISP, the **User ID** may also be called **Login ID**. If you do not enter **Password** here, you will be asked to enter each time you connect to the network. You must enter User ID and at least one Phone number. If these are not entered, you cannot advance to the next step. When done, select **Next** to advance.

⑤ On the ISP settings 2 Screen, you must select the **Automatic** or **Manual** DNS server address setting. It is suggested that you choose Automatic unless you know how to configure your DNS settings manually. When done, select **Next** to advance.

⑥ On the Browser settings Screen, you can enter a Proxy server address and port number if you use one to connect to the Internet. If you are not sure, it is suggested that you leave both fields blank. When done, select **Next** to advance.

The network settings for the Modem Adapter are now complete. Select **Save** to save new settings to the SEGA Network Information file. Select **Cancel** to start over. While saving, please do not remove the Memory Card.

❹-B BROADBAND ADAPTER SETUP

① The Select network information settings Screen will be displayed. Move the cursor over the box with ISP name, and press the Ⓐ Button to display the list of available ISP profiles (by default, **Provider 4~5** will appear). The game will connect to the network using the ISP setting selected here. If you have already configured either of the two provider profiles, the Profile name you chose will appear in the menu. To modify or create a new ISP profile, select one and choose Edit menu to advance to the next screen.

② Next, the Edit ISP name Screen will be displayed. You have the option to change the name of this setting. It is recommended that you enter a name that is easily recognizable, such as the name of the ISP you are contracted with. When done, select **Next** to advance.

> **From here on, read the network settings provided by your ISP, and enter where necessary.**

③ Next, Ethernet settings Screen will be displayed.
Connection Settings
Select from one of the following three settings.
•**Automatically obtain an IP address (DHCP)**
Select this to automatically acquire an IP address from your broadband router or modem. Please see your router or modem documentation for details on configuring DHCP. This is the most common setting.
•**Manually set an IP address**
If you have a static IP address from your ISP, please select this. Contact your ISP for details

Connection Settings (Cont'd)

• **Use PPPoE**
If you connect directly to an ADSL modem that requires authentication, select this. Contact your ISP for details.

✳ **If you turn the Nintendo GameCube's power OFF or disconnect the ethernet cable while connected to PPPoE, you may not be able to reconnect to the network for a while.**

Line timeout (minutes)
While connected to the Internet, if the game does not receive a response (i.e. the controller has not been touched) for the amount of time specified in Line timeout field, the phone line will automatically be disconnected.If you don't want your broadband adapter to automatically disconnect, select" Do not automatically disconnnect." After making your selection, select Next to advance.

④ Next, enter information according to the selected Connection settings.

IP address auto-settings
Enter DNS server addresses and DHCP hostname. If neither is specified by your ISP, you do not need to enter.

IP address manual-settings
Enter values provided by your ISP.

PPPoE settings
Enter User ID and password necessary to connect to your ISP. IF DNS server address is not specified by your ISP, you do not need to enter anything.

⑤ Finally, the Browser settings Screen. Enter proxy server address and proxy port number. If there is no specification by your ISP, you do not need to enter anything. When done, select **Next** to advance (end).

The network settings for the Broadband Adapter are now complete. Select **Save** to save new settings to the SEGA Network Information file. Select **Cancel** to start over. While saving, please do not remove the Memory Card.

❺ **END OF SETUP**

After you have configured your network settings, you may proceed to **Purchase a Hunter's License** or **Return to the game**.

PURCHASING A HUNTER'S LICENSE

In order to play PSO online, you must purchase a Hunter's License. Here is an explanation of how to do so from your Nintendo GameCube.

① Once you have configured your network settings (→p.10), select **WEBSITE** from the Main Menu. Alternatively, you may select **Buy a HUNTERS LICENSE** under the Options Menu (→p.8).

② Confirm which memory slot holds your network information file. **Important: Do not remove the Memory Card at any time during this process. Doing so could corrupt your PSO files.**

③ At the PSO Episode I & II website splash page, press the Ⓐ Button to access the website.

④ Confirm (select **Yes**) to gain access to the network through your network access device (modem or broadband adapter).

⑤ From the Home Page, select **Create Account** and follow the steps to purchase your Hunter's License.

You must be 18 years old or have a parent sign up for you in order to purchase a Hunter's License.

PHANTASY STAR ONLINE EPISODE I & II WEBSITE

The Phantasy Star Online Episode I & II website also has the following sections:

① **Home Page**
Displays server status messages and notices of New Quest Downloads.

② **Edit Account**
Use this section to update your account information (including contact and billing info), restore a previously expired account, or view your transaction history.

③ **Help**
Use this section to read Frequently Asked Questions, contact SEGA for more help or have your username and password sent to you.

You may also access this website and all of its features, including the purchase of a Hunter's License, from a PC at:
http://www.sega.com/pso_gcn

WARNING!!!
After entering your Serial Number and Access Key for the first time, you will be prompted to create a password before connecting online. This password is tied directly to your Serial Number and Access Key and MUST be used any time you create a new PSO character. The password can be stored on your memory card so that you don't need to re-enter it every time you go online, but it's suggested that you write it down and store it in a safe place so that it can be retrieved later if necessary. If you choose to save the password to your memory card, it can be viewed along with your Serial Number/Access Key information by selecting "Options" from the PSO Main Menu.

BROWSER CONTROLS

Here is the explanation of browser controls for viewing PSO web pages.

MENU BAR

Press the **Y** Button to display Menu Bar at the bottom of the screen. For more information, move the cursor over each icon and press the A Button to select the option.

❶ ONLINE/OFFLINE DISPLAY

Indicates whether you are currently connected to the network (ONLINE) or not (OFFLINE). Move the cursor over the indicator, and press the Ⓐ Button. When ONLINE is displayed, the game will disconnect from the network; when OFFLINE, the game will reconnect to the network.

❷ ELAPSED TIME OF CONNECTION

Indicates how long you have been connected to the network.

❸ SECURITY

Whenever you enter a page where the information being transmitted is protected, a locked icon will be displayed (the date/time setting needs to be correct).
∗ **This browser supports Secure Socket Layer (SSL) Ver. 2 and Ver. 3.**

❹ MENU BAR ICONS

	Return to previous page in memory.		Return to the home (default) page.
	Advance to the next page in memory.		Jump to Network Setup Screen (→p.10).
	Stop loading a page.		Quit browser and return to the Main Menu.
	Restart loading a page.		

LINKS

On any PSO webpage, any text that appears underlined or any graphic that changes color when highlighted will link to a specified page when selected by pressing the Ⓐ Button.
The browser built into PSO can only connect to web pages that pertain to the PSO online game. It is not possible to manually type in a URL and surf the internet as you would with a PC Browser.

> While using the built-in browser, do not remove the Memory Card that contains "SEGA Network Information" If removed, all controls will be terminated until the same Memory Card is re-inserted.

16

ABOUT THE CHARGES

● Upon playing the **ONLINE GAME**, apart from Hunter's License, there may be telephone charges for connecting to your ISP. Please check with your telephone company/ISP regarding any possible charges and to make sure you are using a local number.

NETWORK BEHAVIOR

● **Avoid a user name or a TEAM name that may be offensive to other users.**
When playing in the **ONLINE GAME**, you can set a user name or a TEAM name freely. However, it is possible that any user playing the **ONLINE GAME** may see them. Therefore, avoid creating a name that can be considered inappropriate.

● **Do NOT make remarks that may hurt other users.**
Chat and Simple Mail are letter communication tools that enables user to enjoy talking with each other. It may be the case that some words may contain the spelling of words that could be considered offensive, and if so, the word(s) may be shown as symbols (ex. #$@). Make sure to be considerate of others when chatting online.

● **Keep your personal information confidential.**
A great number of users may view your conversations in the **ONLINE GAME**. Keep your personal information such as an address or a phone number confidential. Also, do **NOT** make any statements that run contrary to public order and standards of decency, or that break the law
WARNING! If you are entering personal information while using the Nintendo GameCube™ Wireless Controller (WAVEBIRD), there is a possibility that information is being picked up by another WAVEBIRD receiver. It is strongly recommended that you do not play PSO with a WAVEBIRD.

● **Do NOT reset a game or disconnect a line in the middle of a gameplay.**
The Visual Lobby and each game are common places for players to enjoy a gameplay in the **ONLINE GAME**. Keep in mind that games are played between you and other "actual" players, not computers. Also, do **NOT** disturb other users playing PSO by resetting a game or disconnecting a line without advance notice, as these actions may cause harm or inconvenience to others.

We reserve the right to terminate your user account, in the case of repeated offenses to other users or gameplay with cheated (falsely modified) data during the ONLINE GAME.

17

SELECT CHARACTER

To play PSO, you must create a character. On one Memory Card, you can create up to four Characters. During the Character Select Screen, use the Control Stick/+ Control Pad to select the character to use, and press the Ⓐ Button to enter. Press the Ⓑ Button to return to the previous screen.

CREATE A CHARACTER

A character data with "**NO DATA**" display indicates that there is no Play Character saved onto that selection. When you select this, you will be asked whether to create a new Play Character. Select **YES**, and after a brief movie sequence of prologue, the game moves onto character creation. Select **NO** to cancel.

SELECT PLAY CHARACTER

A character data containing created character displays the character's name and his/her character level (LV). Select it, and a menu will be displayed, asking what to do with it.

|	
Confirm	Play the game with selected character.
Cancel	Cancel selection.
Recreate	Delete the selected character and create anew.

HOW TO CREATE A CHARACTER

SELECT A CHARACTER TYPE

Before you create a character, select a profession (3 available), then select the character type (4 available from each profession). Read the detailed description of each character type (displayed at lower right side of the screen) to select the type you wish to use.

CREATE A CHARACTER

You create your original character by customizing his/her appearance. Select the Modification Items (the selections vary according to the character type selected), and modify as you desire. During the character creation, you can rotate the view of the character with the Ⓛ/Ⓡ Button. Once you select **OK**, your character will be assigned one of the 10 available SECTION ID's. Press the Ⓐ Button to continue (at this point, it is not possible to cancel).

SECTION ID
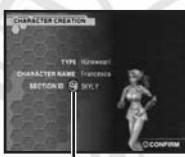
FACE	Select a facial type.

18

HAIR	Select a hair (or hat) style. You can change the color of hair by adjusting the amount of red, green, and blue (R, G, B).
HEAD	Select a head type (Androids only).
BODY	Select a body color (Androids only).
COSTUME	Select an outfit color.
SKIN COLOR	Select a skin color.
PROPORTION	Use ▲▼ to adjust the height, and ◄ ► to adjust the body size.
CHARACTER NAME	Input a name for your character. Press the Ⓐ Button to display the software keyboard (→p.6). Note that you cannot select **OK** to proceed without inputting a name.
AUTO	Press the Ⓐ Button to automatically create a character at random. Press again to create a different one.
OK	When done, select this to register created character.

PURCHASE HUNTER'S LICENSE REMINDER SCREEN

When you select the Character, the Purchase Hunter's License Reminder Screen will be displayed. If you have already purchased a Hunter's License, select **Agree** to continue. Select **Disagree** to return to the Title Screen.

ENTERING SERIAL NUMBER, ACCESS KEY & PASSWORD

The first time you play the ONLINE GAME, you must input the Serial Number, Access Key, and Password. Enter the Serial Number and Access Key printed on the label correctly. For Password, enter your choice of alphanumeric characters, up to 8 characters long.

✻ **It is important to remember your password. We strongly recommend saving your password. If you choose not to, be sure to write it down. There is a space provided on the Contents Page (→p.3).**

After inputting all necessary information, a Confirmation Screen will be displayed. Verify the Serial Number/Access Key, and proceed. Next, the game will ask whether to save the Password onto the Memory Card. Select **Yes** to save. Select **No**, and the game will ask you to enter Password each time you play the ONLINE GAME. After transmitting the registered contents to the server, if the certification is completed successfully, they will be saved onto the System File. From then on, you do not need to reenter the Serial Number, Access Key, and Password (if saved). Note also that you cannot change the Password, once it is registered to the data file.

The password can consist of numerals (0~9), upper case letters (A~Z) and lower case letters (a~z), case sensitive. When entering, make sure to read and enter correctly.

19

When you select ONLINE GAME to connect to the network and are successfully authenticated, a Notice Window will be displayed, followed by the SHIP Select Screen. This is the gateway to the world of PSO.

IMPORTANT
If you open the Disc Cover or remove the Memory Card during Online play, the game will be disconnected from the network.

BASIC MENU CONTROLS

Control Stick/+ Control Pad/C Stick	SELECT MENU ITEM*
Ⓐ Button	ENTER SELECTION
Ⓑ Button	CANCEL (WHERE APPLICABLE)
Ⓧ Button	VIEW INFO (WHERE APPLICABLE)

* With some menus, only the + Control Pad and C Stick are used for menu selection, as the Control Stick is also used to move the character. Where there are different button functions, it will be explained separately.

SHIP & BLOCK SELECTION

In order to go on a quest, you must first select the SHIP, then the BLOCK to join. Select **Ship Select** to proceed. For **Download**, please see p.27.

IMPORTANT
During the SHIP/BLOCK selection, you will not be able to join if the number of players currently joined has already reached the maximum capacity. Try looking for the SHIP/BLOCK with vacant spaces or try again later on.

Select the SHIP, then the BLOCK to join in. In each menu, press the Ⓧ Button to view the information (number of players/teams currently present) of the selected SHIP/BLOCK. When selected, you will be transported to the Visual Lobby of the selected SHIP/BLOCK.

VISUAL LOBBY

Once inside the visual lobby you can move around and chat with other users within the same block in real time. Press the Ⓡ Button to change the display above your character from Character Name→Name & LV→Battle Record→Challenge Mode Title→No Display.

INFORMATION COUNTER

Go to the Information Counter to organize a team (join existing team or create one) or to change the SHIP/BLOCK. Talk to the counter, and make your selection.

ORGANIZE TEAM

You need to belong to a team in order to investigate the planet of Ragol. To do so you can either join an existing team or create one of your own. After selecting **Organize TEAM** at the Information Counter, select what to do.

JOIN A TEAM

Select this to display list of the teams available in the BLOCK you are currently in. Select and enter a team to join in, and you will be transported to the city in the field where that team is currently playing. A lock mark will appear next to teams that require a password to join. If you do not know the password, you will not be able to join that team. While making selection of the team to join, press the Ⓧ Button to view the team's information.

CREATE A TEAM

Select this to create your own team and become its leader. A maximum of 4 players can join your team. Once 3 other players have joined, the team will become automatically locked. Provided that any one member is still connected online, that team will remain available for play. However, if all members of a team return to the visual lobby or disconnect from the network, that team will disappear.

■ STEPS TO CREATE A TEAM

First, select either **EPISODE 1** or **EPISODE 2**. If you are playing Challenge Mode, it is recommended that you select this from **EPISODE 1**. Next, input the necessary information for the team (shown below). Select **Registration**, and you will be transported to the city.

Team Name
Input a name for your team.
Password
Set a password to limit access to your team. Leave it blank if you wish to make your team open to anyone.
Play Mode
Select a mode to play in: **Normal**, **Challenge** (→p.31), or **Battle** (→p.28). In Challenge/Battle Mode, if you leave the game, you will not be able to re-enter.
Difficulty
Set a difficulty level of **Normal**, **Hard**, **Very Hard** or **Ultimate**. Note that, depending of the level (LV) of the team leader, it is possible that difficulty settings can not be selected. Also, there are not any difficulty settings for CHALLENGE mode.

TRANSPORT

After being transported to the Visual Lobby, if you wish to move to a different SHIP or BLOCK, select TRANSPORT at the Information Counter. If you wish to move from lobby to lobby, use the Teleporter in each lobby. In each case, select the destination to transport yourself. With teleporter, you merely step into it to display the list of destinations, and step off of it to cancel.

TRANSPORT

TELEPORTER

CHANGE MARKER

If you are in lobby 14 or 15, you have additional option to set a triangular marker above your character. Select **Change marker**, then select from four available colors (or **None**). Once you leave the lobby, the marker will disappear.

CHATTING IN THE VISUAL LOBBY

The Visual Lobby is where you can interact with other players of PSO. You can chat with anyone who is in the same visual lobby. When playing the game or while on quests you will only be able to chat with those players on your team. The messages will be displayed inside balloons. You can also send Simple Mail to other players.

CHATTING CONTROLS & METHODS

+ Control Pad	SELECT MENU ITEM
Ⓐ Button	ENTER SELECTION
Ⓑ Button	RETURN TO PREVIOUS (CANCEL)
Ⓧ Button	CHANGE CHATTING METHOD
Ⓨ Button	ENTER/EXIT CHAT MODE (DISPLAY SOFTWARE KEYBOARD)
Ⓛ/Ⓡ Button	SCROLL THE LIST (WORD SELECT)

To chat, first press the Ⓨ Button (by default, the Software Keyboard may be displayed). Next, press the Ⓧ Button to change the chatting method.

BALLOON CHAT

Type in a message, using the Software Keyboard, to communicate with balloons appearing over each character's head.

SYMBOL CHAT

Communicate using a simple picture to express a feeling or action. From a list of registered Symbol Chat data, select one to display it. For more, see p.46. **WARNING: We reserve the right to terminate your user account for the use of inappropriate symbols while online.**

WORD SELECT

Communicate by constructing simple sentences from a number of pre-selected phrases. This system is with 5 languages (English, French, German, Spanish and Japanese), so all messages created and sent will be automatically translated into the language setting designated by each player.

HOW TO USE WORD SELECT

Message Under Construction

Send/Return/EXIT

Form/Phrase Selection Menu

❶ With the Software Keyboard displayed, press the Ⓧ Button to toggle to the Word Select menu.
❷ Select a "Form."
❸ Press the Ⓛ/Ⓡ Buttons to scroll the list (if any), and select a phrase. Depending on the form, selection may continue.
❹ Select a target and the constructed message will be displayed. Use the + Control Pad ▶ to move between selection menus. Select **Send** during message construction to display the message (or partial message) without designating a target. Select **Return** or press the Ⓑ Button to return to the previous menu. Select **EXIT** or press the Ⓨ Button to close the Word Select menu.

NOTE: Regardless of the language setting at the receiving end, the messages created in modes other than Word Select will not be translated.

LOBBY ACTION

Inside the Visual Lobby, by pressing either Ⓐ or Ⓑ Button while holding down the Ⓧ Button, you can have two different sitting actions on the Photon Chair. Press the Ⓑ Button to stand up.

GO GO BALL

Inside the Visual Lobbies 14 and 15, you can enjoy Go Go Ball. When a ball appears, kick it towards the goal. There are no rules to the game. You play by your own rules.

THE CITY

The city in PSO is a safe haven with shops where you can buy or sell items, a medical center where you can revive your HP/TP and the Hunter's Guild where you can sign up for quests to earn rewards. In front of each staff person, press the Ⓐ Button to display a menu. Follow the on-screen messages for your selections. To cancel and close the menu, press the Ⓑ Button.

THE CITY SHOPS

In the city shops you can buy or sell weapons, armor, technique disks and various tool items. Approach the counter, press the Ⓐ Button to display the current amount of money (Meseta) you have and the "**Buy/Sell**" menu. Select **Buy** or **Sell**, then select the item to buy/sell. Depending on profession the weapons and armors that can be equipped differ. These can be identified by the color.

White	. . . . Item can be equipped.
Gray	. . . . Item cannot be equipped at current experience level.
Green	. . . . A speciality item with slot usage, Photon efficiency, etc.
X	. . . . Item with this mark can NEVER be equipped (or used).

MONEY (MESETA)

Used to purchase goods (weapons, tools, armor, etc.) and services (HP/TP recovery) in the city, money can be obtained during gameplay by picking up the yellow container or as reward money for quests. If you do not wish to carry it around, you can deposit your money at the Check Room (→p.26) where it can be accessed at any

MEDICAL CENTER

Visit here whenever you need to restore your HP (Health Points)/TP (Technique Points) levels or cure any abnormalities in your status.

TEKKER BOOTH

If you find an item labeled "**???**" while playing PSO, bring it here to have the item appraised. Approach the counter and select the item. The fee you must pay to have the item identified will appear. Select **Yes** to continue or **No** to cancel. If you agree to appraise the item, you will then be asked whether you choose to agree with the resulting judgement. Select **Yes** or **No** accordingly. Note that if you select **No**, the item will return to an unidentified state and your Meseta will not be refunded.

THE PRINCIPAL (EPISODE 1)/THE LAB (EPISODE 2)

These are the first places you will visit when you start your adventure with the respective episodes of the Offline Game. They will help you find out the details of your mission.

THE PRINCIPAL   **THE LAB**

CHECK ROOM

Deposit items or money here to be held for you. Approach the counter and press the Ⓐ Button to display the "**Deposit/Take**" menu.

DEPOSIT

Select either **Meseta** or **Item** to deposit. If you select **Meseta**, the amount you currently have will be displayed. Select the amount you wish to deposit, and enter. If you select "Item," all the items you have will be displayed. Select an item to deposit, and select **Yes** or **No** from the displayed menu.

CAUTION

It is strongly recommended that you deposit Meseta and items periodically, such as after a quest or before you quit the game.

TAKE

Select either **Meseta** or **Item** to withdraw. Then select the amount of money or items you wish to withdraw.

MAIN TRANSPORTER

This is the main transporter used to travel back and forth between the planet Ragol and the City. Position your character in the center of the transporter and a menu listing possible destinations will appear. Select the destination and press the Ⓐ Button to be transported there. To cancel, move your character off of the transporter.

OTHER TRANSPORTER TYPES

There are different types of transporters located throughout the game, such as WARP transporters used to move around in the same area, large boss transporters that will move you and your team to a boss's lair, etc. To use each type, position your character inside and press the Ⓐ Button. With boss transporters, you will be asked to select which team members to transport.

WARP **BOSS TRANSPORTER**

To fight against the boss as a team, all team members must use the boss transporter together. Unlike other transporters, if one or more players on your team has already used it to travel to the boss lair, it will be unavailable for use until those players return.

HUNTER'S GUILD

The hunter's Guild is a place where you can undertake quest missions for rewards. You can also use this place to begin Battle and Challenge Modes. The reward amount differs depending on the content of the mission. It is possible to quit a quest mid-mission, but if you do you will be unable to claim the reward offered.

UNDERTAKING A QUEST

Approach the counter and speak to the representative. A list of available quests will be displayed. Select a quest. You will then meet with the client who has commissioned the quest and find out further details about your mission.

UNDERTAKING A QUEST IN ONLINE GAME

You cannot undertake a quest unless all members of your team are present at the counter. The team leader is responsible for quest selection.

UNDERTAKING A QUEST IN OFFLINE GAME

As soon as you select the desired quest, a scene where you meet your client will be played. Listen to him/her, and begin your quest.
Note: In order to select Download Quest, it is necessary to first connect to the network and download a file.

ENJOY NEW QUESTS FROM DOWNLOAD

During the SHIP Select Screen, select **DOWNLOAD** to download new quests from the network. When the download screen is displayed, select the download item. Next, a list of available files from the selected item will be displayed. Select the file to download. Finally, select the Memory Card to save to, and the downloading will begin.

QUEST REWARDS

If you complete a quest successfully, you will be eligible to claim a reward. To do so, return to the Hunter's Guild and speak to the representative there. Online Mode or Offline Mode, you are paid reward according to the quest. The amount paid does not change according to the number of players in the Online Game.

PHANTASY STAR ONLINE EPISODE I&II

PHANTASY STAR ONLINE EPISODE I&II

In Battle Mode, you can set a trap or attack other players. Players battle one another by the rules set by the leader. This mode can be played in either Online or Offline Game, but you cannot join in a game already in progress.

HOW TO PLAY

SELECT BATTLE MODE

When you create a team in the Visual Lobby, select **BATTLE** for Mode. Enter necessary information and register. You will then be transported to the Hunter's Guild in the City. The player who created the team becomes the leader. For steps on creating a team, see p.21.

GATHER TEAM MEMBERS

Battle Mode cannot be played alone. There must be 2 or more team members in order to play. Also, all team members must participate. When all team members gather in front of the counter at the Hunter's Guild, have the team leader talk to the representative of the Hunter's Guild.

SET RULES AT GUILD COUNTER

The team leader is responsible for setting the rules. Select the battle from the displayed list. The rules for the selected battle will be displayed. Select **YES** to be transported to the battlefield.

START THE BATTLE

The rules set by the team leader will be displayed, and each player will be positioned at one of four starting locations. And the battle begins.

BASIC RULES

● The players compete for the number of opponents defeated and the number of times defeated within the time limit.
● Basically, all contestants are enemies. But be warned the player can heal opponents as well. There are also Team Battles.
● Depending on selected rules, weapons, items, equipment, MAGs, and techniques may not be used.
● The player falls when his HP drops to 0. Within the time limit, the fallen player will restart from his/her starting location.
● The game is over when the time expires, and the result will be displayed.
● Other detailed rules differ according to the rule selected by the leader.

BATTLE MODE DISPLAY

1. **STATUS SUMMARY**
2. **OPPONENT'S CURRENT HP/LV & PLAYER COLOR**
3. **PLAYER CONDITION (→p.51)**
4. **TIME LIMIT**
5. **CURRENT GAME MODE**
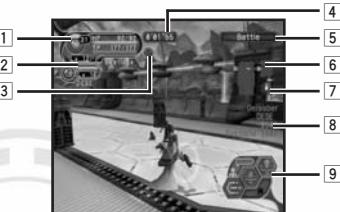
6. **RADAR MAP**
   Displays positions and directions of opponent players. ▲'s indicate the players (in each color), and ●'s indicate the enemies.
7. **COMPASS**
8. **WHEN ONE OF THE PARTICIPANT'S HP DROPS TO 0: CURRENT TOTAL POINTS**
9. **ACTION MENU**

✱ For detailed contents of Status Summary and Action Menu, see p.40.

SETTING A TRAP

During the battle, the player can set a trap in the battlefield. You are given fixed number of traps (the number varies according to the selected rule) at the beginning of the battle. Also, you cannot pick up traps or hand them to other players.

HOW TRAPS WORK

● A few moments after the trap is set, it will come to function. When one of the player enters the area, it explodes, damaging or giving adverse effects to all players nearby.
● When a trap explodes, if there are other traps nearby, they will be induced to explode.

HOW TO SET A TRAP

Switch to the Main Menu, and select a trap from the Item List, and **Set** to set the trap where you are standing. You can also set the trap from the Short Cut Window (→p.38).

TRAP TYPES & EFFECTS

Damage Trap . . . . Gives a certain amount of damage.
Slow Trap . . . . Slows down the movement of player(s) for a certain amount of time.
Freeze Trap . . . . . . Freezes player(s) for a certain amount of time.
Confuse Trap . . . . . Causes the player to walk in randomly different directions from the Control Stick entered for a certain amount of time.

SONAR

As with traps, a fixed amount of sonars are given at the beginning of the battle. When used, it will notify the distance of the closest opponent by the length of the sound interval. As you approach your opponent, the sound interval becomes shorter.

POWER UP

The player being defeated will be powered up a certain number of levels on his/her restart, making him/her a little advantageous. The number of level varies according to the rules.

RESULT

When the time reaches 00'00, the duel is over. A Result Window will be displayed. Press the Ⓑ Button to close the Result Window. Press the Ⓧ Button to verify the result again.

CHATTING AFTER THE BATTLE

After closing the Result Window, until team leader selects in the Retry Window (below), the team members can chat or move around. Use this occasion to discuss whether to play again with/without rule changes. For more on chatting, see p.22.

RETRY WINDOW (TEAM LEADER ONLY)

After closing the Result Window, press the Ⓐ Button to open the Retry Window. Select and enter Yes/No/Lobby. Only the team leader can make the selection.
Yes . . . . Retry with same rules.
No . . . . Close the Retry Window.
Lobby . . . . All team members to return to the Visual Lobby.

ABOUT DATA TO BE SAVED

The Battle Mode data that will be saved are Win/Loss Result data (displayed in the Result Window) and the number of times the line has been cut off. Please note that any change in player's parameters as well as the items picked up **after the Battle Mode Rules are given** will not be saved.

EXPLORING RAGOL IN THE BATTLE MODE

In Battle Mode, apart from dueling, you can explore Ragol as if you are playing the Normal Mode. Saves can be performed regularly. One difference is that your attacks can harm your team members. It is necessary to keep the fellow members' locations and conditions in mind, so you can enjoy adventures with a higher degree of difficulty.

In Challenge Mode, you begin the game with predetermined status, and venture deeper into the area. Unlike other modes, there aren't any difficulty settings. It can be played in both Online and Offline Games. However, you cannot join in an adventure already in progress or play alone by yourself.

SELECT CHALLENGE MODE

When you create a team in the Visual Lobby, select **CHALLENGE** for Mode. Enter necessary information and register. You will then be transported to the Hunter's Guild in the City. The player who created the team becomes the leader. For steps on creating a team, see p.21.

SELECT THE STAGE TO PLAY

Talk to the representative at Hunter's Guild to select the stage to play. The available stages will be based on the player with least number of cleared stages. Select the stage to play in, and the team members will be transported to the starting location of the selected stage.

IMPORTANT

IN CHALLENGE MODE, THE DATA OF THE MAIN GAME IN YOUR SAVE FILE WILL NOT BE REFLECTED.

BEGIN YOUR CHALLENGE!

As soon as the whole team is transported to the starting location of the selected stage, the Challenge Mode begins. Cooperate with one another, and clear as many areas as you can.

BASIC RULES

● When you start, all your status will be reset to his/her default value.
● You cannot return to the City unless the selected stage is cleared. Usage of Telepipe or Ryuker technique is not possible.
● Usage of Reverser technique, Moon Atomizer, or Mag to revive fallen teammate is not possible. The effect of Scape Doll, however, is possible.
● The mode is over when HP of one of the participating member drops to zero. The whole team will be sent back to the Hunter's Guild.

CHALLENGE MODE DISPLAY

1. **STATUS SUMMARY**
2. **TEAM MEMBER'S CURRENT HP/LV, PLAYER COLOR**
3. **ELAPSED TIME**
4. **CURRENT AREA/WHOLE AREA**

CLEARING THE STAGE

If you explore all the areas of the selected stage, you clear the stage. You can retry any stages you have cleared before.
If you clear all the stages, you are awarded a prize. It will be saved on to your character file.

IMPORTANT

When you receive your prize, please leave a space on items in possession (permanent data). If you already carry the maximum (30), you will not be able to receive your prize.

FAILING IN YOUR CHALLENGE

Whenever the HP of one of the participating members drops to zero, the whole team fails the Challenge, and all members will be sent back to the City. The location where the team reached will be saved onto your game file. When you retry the Challenge Mode, a Grave-Post will be established on that point. When you approach it, the information of the fallen player will be displayed.

VERIFYING YOUR TITLE

You can verify the title you earned in the Challenge Mode of the Online Game in the Status Window.

Offline Game is a mode in which you can enjoy the adventure without having to connect to the network.

GAME MODE SELECT

Select the mode to play in, **SINGLE MODE** or **MULTI MODE**.

SINGLE MODE

In Offline Mode, apart from the Main Story you play along, you can enjoy various quests which you undertake at the Hunter's Guild, just as in Online Game. Basically you play by yourself, but some quests may contain scenarios where a non-player character (NPC) may join you. Build your character's experience and make his/her debut online.

SELECT PLAY CHARACTER

Select the character to use. See p.18 for details on how to select.

SELECT EPISODE

Select the episode to play, EPISODE 1 or EPISODE 2.

GAME DIFFICULTY

The first time you play PSO with the selected character, the **NORMAL** level is automatically selected. After you clear the game at this level, this screen will appear the next time you play with the same character. Select either **NORMAL** or **HARD**. Likewise, clear the game in **HARD** to earn the right to attempt **VERY HARD**, and finally — **ULTIMATE**.

MULTI MODE

Multi Mode is an Offline Game played with 2 to 4 players simultaneously. Apart from the Main Story, you can enjoy Battle Mode, and Challenge Mode.

SELECT PLAY CHARACTER

Select the character to be used, in order from the Player 1. The selected character will be indicated as "**PLAYER** O(number)." When all participating players selected his/her character, press the START/PAUSE to advance.

SELECTING FROM MAIN CHARACTER DATA

From Main Character Data, select either the available character or the blank data (**NO DATA**). When you select **NO DATA**, you will create a character from scratch. For the direction on character creation, please see p.18.

SELECTING FROM TEMPORARY CHARACTERS

Select a character from TEMP CHARACTERS data.

IMPORTANT

In Multi Mode, you can use the characters saved onto the Memory Card other than the main one (inserted into Memory Card Slot A). However, to use the characters from other Memory Cards, you must first move (transfer) the character data to your main Memory Card. The character data transferred will be called Temporary Characters data. Note that the original character data which has been transferred as Temporary Characters data cannot be used as Main Character data until the data have been returned.

```
Memory Card          Move Main Character      Memory Card
  Slot A             Data.                       Slot B
┌─────────┐ ┌─────────┐  ───────────>        ┌─────────┐
│  Main   │ │  Temp   │                       │  Main   │
│Character│ │Character│  <───────────         │Character│
└─────────┘ └─────────┘                       └─────────┘
                     Return Temp Character
                     Data to its original Game
                     File.
```
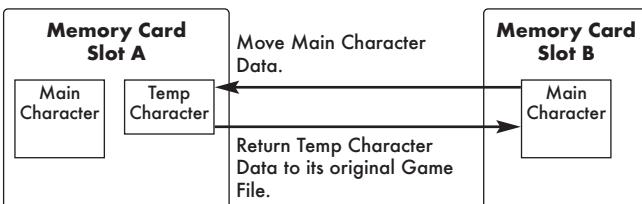
If you delete the Temporary Character data, you will not be able to return it to its original Memory Card. Also, if you cancel the "transferred" status on the original Memory Card, **all items possessed by that character will be lost**. Please be cautious.

SELECTING TRANSFERRED CHARACTER

Select the character transferred to the Temporary Character data, a menu window with a list of what to do with the selected character will appear.

Play with this . . . . . Select as your play character.
Return to Slot B . . . Return selected character data to its original Memory Card (inserted to Memory Card Slot B). It will be deleted from the Temporary Character data.
Delete . . . . Delete the selected Temporary Character data.
Cancel . . . . Cancel selection.

SELECT "NO DATA" TO TRANSFER CHARACTER DATA

Select **NO DATA** from Temporary Character data, and a list of characters from the PSO Save File stored onto the Memory Card inserted into Memory Card Slot B. Select a character, and you will be asked whether to move (transfer) the character. Select **YES** to transfer, and it will be selected as your play character. Select **NO** to cancel.

VERIFY CHARACTER

The play characters selected by participating players will be displayed. If confirmed, press the Ⓐ Button (all players) to advance. Press the Ⓑ Button to cancel and select different character.

GAME OPTION

Next, set the Game Option. Select the Game Option Item, and change settings. When done, select **GAME START** to start the game.

GAME DIFFICULTY	Select the game difficulty level. The available selections vary according to the character levels of participating characters.
GAME MODE	Select the game mode to play in: **Normal**, **Battle**, or **Challenge**.
EPISODE	Select the story to play in: **EPISODE 1** or **EPISODE 2**.
START GAME	Start the game.

MULTI MODE DISPLAY

Player 1 Display | Player 2 Display
AREA MAP (Ⓨ BUTTON TO SHOW/HIDE)
Player 3 Display | Player 4 Display

The screen will be split into the number of participating players (above is for four-players). The basic display setup and status are same as those of the Online Game. Please see p.40 for the basics on how to view display. Each player's status can be viewed by selecting **Status** from the Main Menu.

BASIC RULES

● Some functions, such as chatting, cannot be utilized.
● The Transporter (→p.26) transports when all players are aboard.
● Whenever one of the players is fallen and asked whether to return to Pioneer 2, if he/she selects **YES**, all players will be transported back to the City.
● While playing either Battle or Challenge Mode, you will not be able to deposit/take meseta or items. Instead, you have an option to **Delete** item(s).

QUITTING THE GAME

When you select **Quit Game** from the Main Menu, you will be confirmed your action. Select **YES**, the characters' status will be saved, and returns to Game Option/Change Character Screen. Select **NO** to cancel.

CHANGE GAME MODE/CHARACTER & PLAY AGAIN

Apart from simply quitting the game, if you decide to change the game mode or the play character during the middle of normal adventure, you can reconfigure from here.

CHANGE GAME MODE . . . Switches to Game Option Screen (→p.35).
CHANGE CHARACTERS . . . Switches to Select Character Screen (→p.34).
QUIT GAME . . . . If a character from Temporary Character data is used, the game advances to the Save Character Data Screen (see below). If not, the game returns to the Title Screen.

RETURNING CHARACTER DATA TO ITS ORIGINAL MEMORY CARD

If a character from Temporary Character data is used, Save Character Data Screen will be displayed. Here you can return the Temporary Character Data to its original Memory Card (inserted to Memory Card Slot B). The control will be done by Player 1. You will be asked whether to do so or not. Select YES, and the Temporary Character Data will be returned to its original Memory Card. The character, now back on its original Memory Card, can be used again as one of main characters.

Play in the main story or quests either Online or Offline is controlled with your Action Menu which you will need to customize before heading into battle. Note that the controls cannot be used in the City or Visual Lobby.

CONTROLS IN THE FIELD

MOVE AROUND

Use the Control Stick to move around. If there are any enemies nearby, your character will walk slowly and with his/her weapon drawn. If the camera view becomes off center when walking and turning around, simply press the Ⓛ Button to return the camera to the default view facing forwards from behind the camera.

ATTACKS

There are three basic forms of attack: Attack, Heavy Attack, and Extra Attack. Assign them to each button via Action Menu (Customize, →p.45). If you can time three attacks just right you can achieve a successive chain attacks that is overall slightly faster and more accurate than executing each attack separately. This can be especially effective when attacking enemies that are hard to hit, because the third hit is more likely to find its mark. Also, when attacking, the cursor will be set to the closest target in the direction you are facing.

Attack when the cursor appears!

GRAY Ⓧ **Button**
RED Ⓑ **Button**
GREEN Ⓐ **Button**
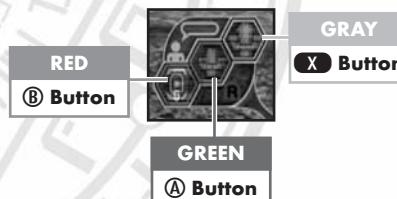
The colors of the controller buttons correspond to the colors of the bands that surround each of the three Action Menu spaces.

CHAT (ONLINE)

It is possible to chat with your team members during gameplay. There are various methods, such as inputting messages using Software Keyboard, or by combining pre-selected phrases (Word Select, →p.23).

TOOL ITEMS

Tool items can be used to recover HP/TP as well as return the character to a normal state when affected in some way. Items will disappear when they are used. Up to 10 units of any one item can be carried by the player at one time.

TECHNIQUE

There are a variety of different technique types that can be used in different ways, such as to attack enemies, recover HP/TP levels, teleport to the City, etc. Attack Techniques will hit targeted enemies. With Recovery Techniques, essentially only the player using the technique is affected. However, Recovery Techniques of a certain level can effect other members within range when used.

USING ITEMS & TECHNIQUES

Items and techniques can be used by setting one on Action Menu (→p.45), selecting from Short Cut Window (see below), or selecting from **Item** list of **Item Pack** (→p.41) or **Technique** list (→p.45) in the Main Menu.

SHORT CUT WINDOW

The Short Cut Window can be used to quickly switch weapons or use items and techniques during the battle, or select traps while playing the Battle Mode.

HOW TO USE SHORT CUT WINDOW

While holding down the Ⓡ Button, press the Ⓨ Button to open the Short Cut Window. As you press the Ⓡ Button, the contents inside the window changes from weapons→items→traps→techniques. Except when the techniques list is displayed, press the Ⓧ Button to show/hide the window showing details. When the techniques list is displayed, press the Ⓧ Button to switch the order of two selected techniques. Select to change weapons/use. Press either the Ⓑ Button or the START/PAUSE to cancel and close the Short Cut Window.
In normal adventure, only the androids can use traps, but they cannot use the techniques. In the Battle Mode, however, all characters, regardless of their races, can use the traps.

ABOUT CHARACTER LEVELS

You earn experience points for defeating an enemy. If your experience points reach a predetermined amount, you reach a new level, raising some of your parameters. Also, all your HP and TP will be restored.

PHOTON EFFICIENCY

In the World of PSO, all weaponry is powered by Photon Energy. The effectiveness of a weapon used to attack an enemy will vary according to that weapon's Photon efficiency level. Different types of enemies have different attributes and the amount of damage you can inflict on each type will vary according to the suitability of the weapon used to attack it. Also, the Photon efficiency of weapons will vary, even among weapons with the same name.
To check the Photon efficiency of a weapon, select the weapon in question from the **EQUIP** or **ITEMS** menu under **ITEM PACK** on the Main Menu, and use the Ⓛ/Ⓡ Buttons to toggle the right window. Also, a weapon name will appear in green if it has a Photon efficiency other than the value 0%.

Native . . . . Increase/decrease in efficiency against native creatures.
A.Beast . . . Increase/decrease in efficiency against altered beasts.
Machine . . Increase/decrease in efficiency against machine types.
Dark . . . . . ??? (Unknown).

WHEN YOUR HP LEVEL REACHES ZERO...

In the event you are felled in battle, you will be asked if you wish to return to Pioneer 2. If you select **YES**, your character will be sent to the medical center and revived so that you can restart. Note that all your money (Meseta) will be lost, and the weapon will be in unequipped state. If you select **NO**, you will remain where you fell. You can still chat, so it is possible to call someone with reviving item/technique for help.

JOINING IN MID-PLAY

When playing online, it is possible to join a team already in the field, provided there are less than four players already in that team. If a password has been set, the joining player must input the password in order to join, but if no password has been set, anyone can join in. Whenever a new player joins, the game will temporarily pause and a message will be displayed to indicate this. As soon as the new character appears, gameplay will resume.

CAUTION: THIS GAME CANNOT BE PAUSED!

Because pausing a network online game can cause inconvenience to other players, **it is not possible to pause this game either ONLINE or OFFLINE**. If you need to temporarily interrupt and discontinue gameplay, it is recommended that you select **Quit Game** (→p.51) from the Main Menu and then restart gameplay later. When playing online, rejoin your team by selecting **Join Team** at the Visual Lobby Information Counter.

Essentially the game displays used for the online and offline modes are the same. However, because the online mode has a few additions, the online mode game display is explained here.

1 STATUS SUMMARY

❶ Photon Blast Gauge
It builds up during the battle. When it reaches 100%, it is possible to activate. see (→p.43) MAG
❷ Player Color
❸ Current Level
❹ Current HP/ Maximum HP
❺ Current TP/ Maximum TP
❻ Player Name

9 ACTION MENU
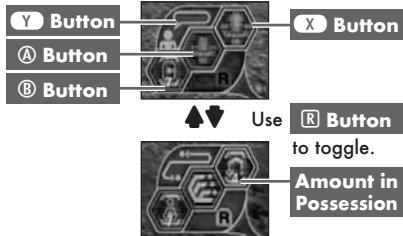
Y Button
A Button
B Button
X Button

▲▼ Use R Button to toggle.

Amount in Possession

1 **PLAYER'S STATUS SUMMARY**
2 **TEAM MEMBER'S CURRENT HP/TP, PLAYER COLOR**
3 **PLAYER CONDITION (→p.51)**
4 **ENEMY NAME/ATTRIBUTE or ITEM NAME**
5 **MAIL**
6 **MODE YOU ARE CURRENTLY PLAYING (BATTLE/CHALLENGE)**

7 **RADAR MAP**
▲'s indicate players (color representing each). Yellow ●'s indicate the enemies.
8 **COMPASS**
9 **ACTION MENU**
Actions assigned to the Action Menu can be performed by corresponding buttons. They can be assigned via **Customize** in the Main Menu (→p.45).

MAIN MENU

Press either the START/PAUSE or the Z Button to display the Main Menu used for a variety of actions such as equipping weapons, using items, customizing your Action Menu, etc. You can also view detailed status at bottom right portion of the screen. Use the + Control Pad/C Stick to select menu item, and press the A Button to enter. Press the B Button to close the Main Menu (or return to previous menu). **Note that gameplay does not pause while the Main Menu is displayed. All menu operations take place in REAL TIME.** You can monitor gameplay via the reduced sized game display that appears in the upper right portion of your screen.

40

1 **PLAYER'S STATUS SUMMARY**
2 **MAIN MENU ITEMS**
3 **EXPLANATION WINDOW**
4 **DETAILED PLAYER STATUS**
Press the L/R Buttons to toggle between pages.
5 **PLAY TIME/INTERNET TIME**

6 **SHIP/BLOCK CONNECTED TO (ONLINE)**
When playing the Online Game, PLAY TIME/INTERNET TIME and SHIP/BLOCK CONNECTED TO alternate.

INTERNET TIME

This globally compatible format for telling time is based on Internet Time Units called .beats (24 hours divided into 1000 beats), developed by Swatch. It is especially useful when arranging meeting times with PSO players from around the world.

ITEM PACK

Use the Item Pack Menu to equip weapons or armor, utilize tool items, take care of your **MAG** (→p.43), view a map of the area you are currently in, review quest information, etc. Your Item Pack can hold a maximum of 30 total item types (including weapons and armor) at a time. Use the + Control Pad/C Stick to make selections, and press the A Button to enter. Press the B Button to return to the previous menu.

EQUIP

Select this item to equip your character with weapons or armor. A list of available weapons/armor you can equip will be displayed. The weapons/armor with Photon efficiency will be displayed in green.

PARAMETERS

Displayed in orange if there is an increase in ability value, blue where there is a decrease.

ITEMS

Select this to use/equip, discard or sort the items in your Item Pack. Select from displayed list of items you currently possess to display the Purpose menu. Select your purpose to take your action. Press the B Button to cancel.

41

| USE | Select this to use the item right away. |

| EQUIP | If selected item is a weapon/armor, select this to equip. |

| REMOVE | If selected item is a weapon/armor you have already equipped, select this to remove (un-equip) it. |

| DROP | Select this to discard the item. After closing the Main Menu, you can pick up the discarded item again by pressing the Ⓐ Button. |

You can only place up to 50 items in the game, such as in the City. You cannot place 51 or more. Be cautious, as if you try to place a 51st item, the previously placed items, oldest first, will disappear.

| SORT | Select to sort the items in your pack. Then select to do so **Automatically** or **Manually** (item by item). Press the Ⓑ Button when finished sorting manually to return to the Item list display. |

| SET | If selected item is a trap, sets it where you stand. This option is available only with the androids or when playing the Battle Mode. |

INTRODUCTION TO ITEMS FOUND IN PSO

In addition to purchasing at the shops of the City, items, weapons, and armor can be found (and picked up) inside the boxes, with their colors showing the types. Each weapon requires certain amount of ability value to equip, and armor requires certain character levels (LV). You cannot equip if required ability value or character level is not met.

■ **WEAPONS (Orange Boxes)**
There are three main categories of weapons. In general, **blade** weapons are used by **Hunters**, **gun-type** weapons are used by **Rangers** and **cane-style** weapons are used by **Force**. When equipped, your **ATP** (attacking power) and **ATA** (accuracy) will increase.

■ **ARMOR (Blue Boxes)**
There are various types of armor and shields that are used to protect from enemy attack. Of the two main classes or armor protection, **frames** can be used by all professions, however **armor** can only be used by **Hunters** and **Rangers**. Similarly, of the two main classes of shield protection, there are **barriers** that can be used by all professions and **shields** that can only be equipped by **Hunters** and **Rangers**. When equipped, your **DFP** (defensive power) and **EVP** (rate of defensive evasion) will increase.

■ **TOOL ITEMS (Green Boxes)**
There are wide varieties of useful tool items available that will assist you in your adventures. Item names ending in **mate** indicate items which are used for **HP** recovery while item names ending in **fluid** are used for **TP** recovery. Items starting with **anti** are used to return those affected with poison or paralysis to normal. Techniques are acquired via items called **technique disks**. Use **telepipes** to create temporary teleport gates to the City. If you happen to have an item called **scape doll**, you will be resurrected automatically if you are felled. Items will disappear when they are used.

MAG

Every player has a mysterious little protector unit called a **MAG**, floating behind your character's shoulders. By feeding items, it will grow, and eventually acquire an attack technique called a Photon Blast that you can utilize in battle. When you select **MAG** from the Main Menu, a list of available MAGs will be displayed. Select to enter which MAG to take care. Press the Ⓛ/Ⓡ Button to toggle between status screens.

| GIVE ITEMS | Select an item from the displayed list to give to your MAG. |

| PHOTON BLAST | View the available Photon blast actions your MAG has acquired. |

PHOTON BLAST GAUGE

MAG

Except for its level, MAG's parameters increase or decrease when certain items are given.

Level . . . . Level of your MAG. Increases when one of four gauges reaches maximum.

Synchro . . . . . . Attachment between the player and Mag. Decreases as time passes.

IQ . . . . Intelligence of MAG.

DEF . . . . Defensive quality of MAG. If you are equipped with MAG with high **DEF** value, your defense ability increases.

POW . . . . Offensive quality of MAG. If you are equipped with MAG with high **POW** value, your attack ability increases.

DEX . . . . Accuracy quality of MAG. If you are equipped with MAG with high **DEX** value, your attack ability increases.

MIND . . . . Mental quality of MAG. If you are equipped with MAG with high **MIND** value, your spiritual strength increases.

When your MAG has developed to a certain level, it will be able to save up Photon power discharged when you attack enemies. The rate of storage is indicated by the yellow Photon blast gauge. Once this gauge reaches 100% you can utilize the saved power in the form of Photon Blast actions. To do so, press the Ⓡ Button to toggle the Action Menu to display the available Photon Blast actions. Then press the corresponding controller button.

PHOTON BLAST ACTION

TRADE WINDOW

While in the City, you can trade more than one item, one-on-one with other members in your team. You can trade up to 30 items at once.

TRADE WINDOW is available only with the ONLINE GAME. It can only be selected inside the City. Also, the trading cannot be done inside the Hunter's Guild.

After selecting **Trade Window**, select the player to trade items with. A proposal to trade will be received by the selected player. When he/she agrees to your proposal, the trading begins. Select your action from the Purpose Menu.

Add items for trade
Add item to trade from your list of items in possession. The candidate item will be placed in the Trade Window.

Cancel Candidate
Delete selected item from the Trade Window. Deleted item will be returned to your possession.

Verify items
View description of the candidate items the other player has placed.

Confirmed
If the items to trade have been decided, select this. Until the other player confirms, you can cancel confirmation.

Cancel trade
When either of the players selects this, cancels trading.

After the items to trade have been confirmed, when both players select **Final Confirmation**, you will be asked to make final confirmation. Select **YES** to trade.

AREA MAP

Select this item to view an overhead map of the entire area you are located in. Only the areas in which you have entered will be displayed. Use the + Control Pad/C Stick to move the map, and press the Ⓛ/Ⓡ Buttons to zoom in/out.

QUEST BOARD

When you are undertaking a quest, select this to review details about your mission.

CUSTOMIZE

Select this to customize your Action Menu.
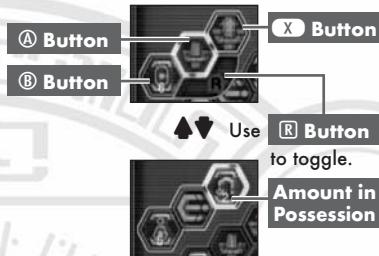
Ⓐ **Button**
Ⓑ **Button**
Ⓧ **Button**
🔼🔽 Use Ⓡ **Button** to toggle.
Amount in Possession
Action Menu   **Action List**

A total of six actions, 3 to each of the two menus available, can be assigned to your Action Menu. With the Action Menu displayed, press the Ⓡ Button to toggle between the two menus. Use the + Control Pad/C Stick ◀ ▶ to select an action space, and press the Ⓐ Button to display the Action List. Then use the + Control Pad/C Stick to select an action and press the Ⓐ Button to have it replace the action currently assigned to the Action Menu. If you attempt to replace the same action to an action space where that action is already assigned the setting will be cleared and no action will be assigned. When you are finished customizing your Action Menu, press the Ⓑ Button to close the Action Menu and return to the Item Pack Menu.

TECHNIQUES

Select this item to utilize your character's **TP** to perform a technique. **The android types, which cannot use the techniques, do not have this selection.** Use the + Control Pad/C Stick to first select a Technique Type, then select a technique from available options. Techniques are acquired or learned via items called "Technique Disks" that can be found in the field or purchased at the tool shop in the City. Once you obtain a technique disk, select it from the Item List and then "use" it in order to enable usage.

CHAT

Here you can modify your chat settings, Guild Cards, send Simple Mail, etc.

SHORT CUT

Select this to create and assign (or delete) a chat balloon to each of the + Control Pad directions or Software Keyboard **F** keys that can then be easily displayed during gameplay. When selected, a list will be displayed. Use the Ⓛ/Ⓡ Buttons to toggle between the pages, + Control Pad/C Stick 🔼🔽 to select the location (key). Next, select either **Register** or **Delete**. If **Register** is selected, type in the message, and confirm to register.

SYMBOL CHAT

Here you can create and register Symbol Chat messages to the Symbol Chat list (up to 12 can be registered). Each Symbol Chat message can be composed of face parts to create an expression and object parts.

CONTROLS

+ Control Pad/C Stick	SELECT/MOVE PARTS
Ⓐ **Button**	ENTER/SET PARTS
Ⓑ **Button**	RETURN TO PREVIOUS SCREEN
Ⓛ **Button**	REVERSE VERTICALLY
Ⓡ **Button**	REVERSE HORIZONTALLY
Ⓧ **Button**	ARRANGE TWO PARTS EVENLY
Ⓨ **Button**	CHANGE COLOR OF FACE/OBJECT PARTS

＊ Depending on parts, there are controls that are enabled (displayed in white) and those that are disabled (displayed in gray). Verify with Control Commands Window shown at the bottom right portion of the screen.

REGISTERED SYMBOLS

When selected, a list of Registered Symbols will be displayed. Select **Not in use** to create a new message, or existing message to edit. The data **Untitled** represents a message currently in creation.

FACE PARTS

Select the contour of the face.

Change . . . . . . Change the face. Select from four available types. Press the Ⓨ Button while making selection with cursor, you can change color.

Copy . . . . You can copy the registered data to another data. If selected, a list of Registered Symbols will be displayed. Select the location to be copied to. Be warned that if you specify already registered location as destination, the previous data will be overwritten.

Capture . . . . . . You can capture a newly displayed Symbol Chat symbols and copy them. If you capture a symbol, it will be titled **Capture** (the name can be changed with **Symbol Registration**). However, the displayed symbol must be permitted to capture (set to **TRUE** in Capture setting) by the player transmitting it.

NEW PARTS

Select the parts that represents the message, Face Parts or Object Parts. Next, select a part to be used from the displayed list.

Face Parts . . . . Select from eyes, noses, mouths and hands.

Object Parts . . Select from various messages and symbols.

PARTS EDIT

Select to move parts around or delete them. Next, select a part to move/delete from the list of all parts used.

Move Parts . . . Move the part.
Delete Parts . . Delete a part.
Delete All . . . . . Erase all parts.

CHANGE SE

Change the sound effects. A list of sound effects will be displayed. When selected, you will be asked to confirm. Answer **YES/NO**, and proceed.

CAPTURE

Set to permit/forbid other people to capture your symbol. Select **TRUE** to permit; **FALSE** to forbid. Press the Ⓑ Button to exit.

REGISTER SYMBOLS

When done, select to register your symbol. Enter a name for your symbol, and the registration is complete.

GUILD CARD

Guild Cards are a simple form of communication that you can trade with other **PSO** players. Also, you can search other player's information to send a simple mail or meet them if they are present at the lobby.

MY CARD

You can create and edit your own card, and select the destination to send it. To edit your own card, select **Write Comment** and input a message. To send your card to another player online, select **Send** and then select a player from the displayed list.

PHANTASY STAR ONLINE EPISODE I&II

CARD LIST

You can view or delete the cards you received from other users. Also, it is possible to search the current location of the selected player.

❶ A list of players you exchanged cards with will be displayed. Select a card. Press the Ⓛ/Ⓡ Buttons to toggle pages. While making selection, press the ⊗ Button to view memo.

❷ Next, select from one of the available actions.

Search . . . . Search for selected player. When selected, an icon will appear moments later to notify that the result is ready.

View Comment . . . View the memo written down on the card.

Write Comment . . . Write a memo to the card sent to you.

Sort . . . . Sort the registered players. Select two players to rearrange.

Delete . . . . Delete the card. (Once deleted, you cannot restore it.)

❸ Select Search Result to display result. Depending on the current location of the player searched, the Search Result may differ.

SEARCH RESULT

You can verify the result of search on the player you selected. If the player searched is currently online, you have the options to **Send Mail** or **Meet the User**. For sending a mail, see **Simple Mail** (→p.49). If you select to meet the player, you will be transported to the Visual Lobby where the player you searched currently is located. Note, however, that the option to meet is not available to select, if you currently belong to a team.

CHOICE SEARCH

You can search for other **PSO** players inside the **SHIP**, according to the requested category. From each category, such as levels, set up the category which the player falls under, and start searching. A list of players found will be displayed, so select and enter the player. Next, select from **Send Mail/Meet the User**. For sending a mail, see **Simple Mail** (→p.49). To meet, see **Search Result**.

CHOICE SETTING

By declaring the condition of searches and setting them here, you will enable yourself to be searched by **Choice Search**. By default, it is set to **OFF**. By setting it **ON**, the categories for settings will be displayed. Select from the prepared categories. Next, when the contents to be set are displayed, select and enter. To end, press the Ⓑ Button.

BLOCK SENDER

Against malignant harassment using the mail or meeting function of the Guild Cards, it is possible to block mail or invitations from specific players.

Blocked Sender List. A list of blocked senders will be displayed, and lift blockage. Select the player to lift blockage, and you will be confirmed. Select **YES** to delete entry and lift his/her blockage.

Add to the list . . . . Add a player to the list of blockage. Select from **Add by Guild Card/Add online player/Add from Mail**. Next, a list of player will be displayed. Select a player to block, and you will be asked to add to the list. Select **YES** to confirm.

> It is possible to search the player you have traded the Guild Card before, even if the player has since changed his/her character. Note that in such case, the name to be searched may be changed.

SIMPLE MAIL

You can input and send a mail message of up to 80 characters to another player, or read a mail you received and send a reply. If you have no mail coming, you cannot select **Received Mail**.

SEND MAIL

Create a message and send it. When selected, you will select the person to whom you send the message. Press the Ⓛ/Ⓡ Button to switch pages. After you select the player to send the mail to, enter messages, using the Software Keyboard. After entering your message, a verification screen will be displayed. To cancel letter entry, select and enter **ESC/EXIT** from the Software Keyboard. Also, press the START/PAUSE to end **Send Mail**.

RECEIVED MAIL

You can view, reply, or search the mail you received. After selecting Received Mail, the mail you received will be displayed on the list of messages. Select the mail, and then select your action with it.

Reply . . . . Write reply to the mail you received. The method of writing and sending are the same as in **Send Mail**.

Search . . . . Search for the information of the player who sent the mail. The contents searched can be verified with **Search Result** of the Guild Card.

Delete . . . . Delete the mail. Once deleted, the mail cannot be restored.
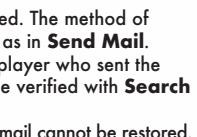
ANSWER SERVICE

Whenever you receive mail, you can automatically return a reply with preselected response message. The first time this is selected, you will be asked to enter a message to be used.

Answer ON/OFF . Enable/disable the Answer Service.

Change Response . Change the message for the Answer Service.

INFO BOARD

This is a self introduction board. Select either **View the board** or **Board: Write**.

VIEW THE BOARD

View the Info Board of the player in the Visual Lobby or on the team. A list of Info Boards of available players will be displayed. Select and view. The players without messages on their Info Board will have their name displayed in gray.

BOARD: WRITE

Write a message on the Info Board.

LOG WINDOW

With Log Window displayed, you can see the chat messages of everyone in the same lobby, not only in the Visual Lobby, but also at the City or during your adventure. Select **Log Window** from the Chat menu to display the Log Window on the left half of your display. Open the Software Keyboard (the Log Window will now appear smaller), and enter your message.

STATUS

You can view the Player Status. Select from **Player Parameter/Online Score/Offline Score**, and the status will be displayed. Press the L/R Button to switch pages. The Player Parameter will also be displayed during the Main Menu Screen.

OPTIONS

Select Options from the Main Menu to modify various game settings.
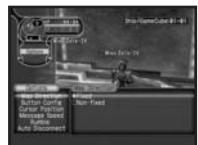
Map Direction	Set whether to fix the map position relative to your movements.
Key Config	Select the preferred L/R Buttons settings.
Cursor Position	Set whether to save the cursor to the last position used.
Message Speed	Select a speed at which the messages are displayed.
Rumble	Select whether to enable the Rumble Feature.
Auto Disconnect	Set a time limit at which to automatically save the current game data and disconnect from the network in the event that you remain idle (e.g., if you leave the controller untouched) for the amount of time set.

QUIT GAME

Select this to disconnect from the network (if playing online), save your current game data, and exit the game. For more on saving, see p.7.

PLAYER'S CONDITIONS

The following icons appear when there is a change is condition, such as poison or confuse. Except for Freeze, these can also be cured with Sol Atomizer.

POISON	Abnormal State	Slowly lose HP until cured. Can be cured with Antidote/Anti LV1.
SHOCK	Abnormal State	Unable to attack/use technique for a given time. Can be cured with Anti LV2.
PARALYSIS	Abnormal State	Unable to attack/use techniques. Can be cured with Antiparalysis/Anti LV3.
CONFUSE	Abnormal State	Unable to walk properly for a given time. Can be cured with Anti LV4.
SLOW	Abnormal State	Slows down movement for a given time. Can be cured with Anti LV6.
ATP DOWN	Abnormal State	ATP lowered for a given time. Can be cured with Anti LV6.
DFP DOWN	Abnormal State	DFP lowered for a given time. Can be cured with Anti LV6.
FREEZE	Abnormal State	Frozen for a given time. Can be cured with Anti LV7.

Note: ATP DOWN is displayed in red; DFP DOWN in blue.

HUNTER

Proficient with bladed weapons, Hunters can also use a wide variety of other weapons. Although lacking in accuracy, they gain high attack power. Suitable for beginners.

HUmar

Hunter/Human/Male
Excels in close-range combat. Has the most balanced growth potential. Has some recovery and attack techniques.
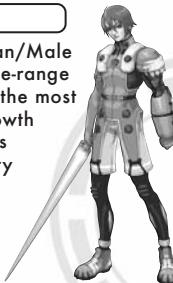
HUnewearl

Hunter/Newman/Female
Has very strong techniques as well as being adept at close-range combat. Has the Lowest HP of the Hunter Class.

HUcast

Hunter/Android/Male
Expert at close-range combat, HUcasts have the strongest attack power potential of any class. Unable to use techniques, but can use traps.

HUcaseal

Hunter/Android/Female
Close-combat expert with excellent reflexes that give her high accuracy and evasion. Unable to use techniques, but can use traps.

RANGER

Proficient with guns, Rangers have excellent accuracy that allow them to hit from a distance, but lack attack power. Suitable for mid-level players.

RAmar

Ranger/Human/Male
Excels in ranged combat. Has the most balanced set of abilities, and the highest accuracy potential. Has some recovery and attack techniques.

RAmarl

Ranger/Human/Female
RAmarls have low HP, but their high mental strength compensates for it by providing strong attack techniques to support them in ranged combat.

RAcast

Ranger/Android/Male
RAcasts have the greatest attack power potential out of the Ranger classes. Unable to use techniques, but can use traps.

RAcaseal

Ranger/Android/Female
RAcaseals have the greatest defensive power potential out of the Ranger classes. Unable to use techniques, but can use traps.

FORCE

Proficient with techniques, Forces are excellent as support. Their powerful abilities make up for their low HP. Suitable for advanced-level players.

FOmar

Force/Human/Male
With low defensive power and low HP, FOmars are challenging to use. Their combination of techniques and quickness in combat make them unique.

FOmarl

Force/Human/Female
Besides excelling in support techniques, FOmarls are competent with weapons. This gives them a more balanced growth potential.

FOnewm

Force/Newman/Male
FOnewms are well balanced, and excel in numerous techniques. They distinguish themselves with their powerful attack techniques.

FOnewearl

Force/Newman/Female
FOnewearls have limited combat skills, but excel in both attack and support techniques. They have the highest mental strength /TP potential of any class.

ACTIONS IN PSO

The following describes some of the actions you can take in PSO. For description on Action Menu, see p.40 and p.45.

PLAYER ACTIONS

During the adventure, it is possible to make various actions, such as picking up items on the ground or chat with other players. Basically, except for CHAT command which is always available, the action for the Ⓐ Button changes automatically according to the situations surrounding the player.

TALK	Action		LOOK	Action
Talk to people			**Look at an object**	

CHAT	Action		PRESS	Action
Chat with team members			**Press an object**	

PICK UP	Action		TELEPORT	Action
Pick up an item			**Teleport yourself**	

ATTACKS

There are three levels of attacks.

ATTACK	Standard Attack		EXTRA ATTACK	Special Attack
High accuracy rate, but low damage			**Low accuracy rate, but can use special attack when used with certain weapons**	
HEAVY ATTACK	Strong Attack			
Low accuracy rate, but high damage				

TECHNIQUES

The five types of techniques found in PSO are basic attack, intermediate attack, advanced attack, healing and support. Each technique requires a certain level of MST in order to be acquired or used.

FOIE	Attack		SHIFTA	Support
Hurls a fireball at one enemy			**Raises a team member's ATP**	
BARTA	Attack		DEBAND	Support
A penetrating linear ice attack			**Raises a team member's DFP**	
ZONDE	Attack		JELLEN	Support
Lightning strike on one enemy			**Lowers the enemy's ATP**	
RESTA	Healing		ZALURE	Support
HP recovery			**Lowers the enemy's DFP**	
REVERSER	Healing		RYUKER	Support
Revives a fallen team member			**Opens a teleport gate to the City**	
ANTI	Healing			
Normalizes a player's condition				

Note: SHIFTA and JELLEN are displayed in red; DEBAND and ZALURE in blue.

TRAPS

Traps can be set by android types only.

DAMAGE TRAP	Trap w/ attribute to fire		CONFUSE TRAP	Trap w/abnormal status
Explodes and damages nearby enemies			**Confuses approaching enemy**	
FREEZE TRAP	Trap w/ attribute to ice			
Traps enemies in ice and damages them				

TOOL ITEM ACTIONS

You can purchase items from the Tool Shop, or pick up an item box dropped by fallen enemies. You can use tool items by assigning them to the Action Menu or by selecting from the Items Menu of the Item Pack. Once used, the used item will be gone.

MONOMATE	Recovery		MOON ATOMIZER	Revive
Restores small amout of HP/TP depending on level			**Revives a fallen team member**	
ANTIDOTE	Recovery		MONOFLUID	Recovery
Neutralizes poisons			**Restores small amout of HP/TP depending on level**	
ANTIPARALYSIS	Recovery		TELEPIPE	Recovery
Removes paralysis			**Opens a teleport gate to the City**	
			TRAP VISION	Recovery
			Reveals hidden traps	

CHARACTER PARAMETERS

ATP	Attack Power	EFR	Elemental Resistance to Fire
DFP	Defense Power	EIC	Elemental Resistance to Ice
MST	Mental Strength	ETH	Elemental Resistance to Lightning
ATA	Attack Accuracy	EDK	Elemental Resistance to Dark
EVP	Evasion Power	ELT	Elemental Resistance to Light
LCK	Luck		

If you clear a specific quest, Online Game or Offline Game, you will be able to download a corresponding mini-game. For detailed information on each mini-game, see the explanation screen inside the game. Mini-games will be posted one after another.

HOW TO DOWNLOAD

Basically, the method of downloading is the same. Whenever you clear a quest which relates to a specific mini-game, you will receive a mini-game data. Go to the City and touch the Download Machine. You will be asked whether to download the mini-game. Select YES to start downloading. Once downloaded successfully, you may disconnect the Nintendo Game Boy® Advance from the Controller Socket.

IMPORTANT

● Make sure that the Nintendo Game Boy® Advance's power is turned ON. If it is turned OFF, you may not be able to download.
● Make sure to connect the Nintendo GameCube™ Game Boy® Advance Cable to **Controller Socket 4**. You may not be able to download if it is connected to Controller Socket other than Controller Socket 4.

SLEEP

To interrupt gameplay of the mini-game, press the START Button and select SLEEP MODE, in order to save battery life. To resume game, simultaneously press the START Button and the Ⓐ Button. SLEEP MODE is an energy-saving mode, but since the GameBoy® Advance's power is left ON, the battery power will be consumed slowly.

IMPORTANT

Please note that the Game Boy® Advance with downloaded mini-game is turned OFF, the mini-game data will be erased as well.

ERROR MESSAGES

If you encounter any problems during gameplay, the following error messages may be displayed on the screen. See below for the solutions.

[**Message**] GBA Cable may not be connected properly. Reconnect the GBA Cable and download again.
[**Solution**] Displayed either when the GBA Cable is disconnected or when there is an error on communication. Make sure that the GBA Cable is connected properly, and try downloading again.
[**Message**] Game data was not downloaded correctly.
[**Solution**] Displayed when downloading was not completed. Try downloading again.

How to connect the Nintendo GameCube™ and Nintendo Game Boy® Advance

■ **Required Items**
● **Nintendo Game Boy® Advance** 1
● **Nintendo GameCube™.** 1
● **"Phantasy Star Online Episode I & II"**
  Nintendo GameCube™ Game Disc 1
● **Nintendo GameCube™ Game Boy® Advance Cable.** 1

■ **How to connect**
1. Connect the Nintendo GameCube™ Game Boy® Advance Cable (GBA Cable) to Nintendo GameCube™.
   ＊ Refer to the diagram below for the location to connect to.
2. Connect the GBA Cable to the Nintendo Game Boy® Advance.
3. For controls afterwards, see description on previous page.

＊ Please do not connect unused the Nintendo Game Boy® Advance and GBA Cables to Nintendo GameCube™.

■ **Caution on Link Play**
On the following conditions, the game may not be able to communicate, or may malfunction.
● When linking with a cable other than Nintendo GameCube™ Game Boy® Advance Cable (GBA Cable).
● When the GBA Cable is not connected all the way in.
● When the GBA Cable and Nintendo GameCube™/Nintendo Game Boy® Advance are not connected properly.
● During communication, when the GBA Cable is disconnected/reconnected.
● During communication, when either the Nintendo GameCube™/Nintendo Game Boy® Advance is turned OFF, or the RESET Button of the Nintendo GameCube™ is pressed.

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PHANTASY STAR ONLINE EPISODE I&II

PHANTASY STAR ONLINE EPISODE I&II

PHANTASY STAR ONLINE EPISODE I&II

COMMON TO MODEM ADAPTER/BROADBAND ADAPTER

Q. I forgot my password. What should I do?
A. If your password has been saved, unless the save file is deleted, you can verify it from the Options Screen. There is space on this instruction booklet (pg. 3). Make sure to write down your password.

MODEM ADAPTER

Q. Why does the line cut off, or the display speed of character movement/ message slow down?
A. Depending on the signal level over the telephone line or mixture of noises, there is a possibility of slow down, or even disconnection, in communication with the server. Please check the following:
● Try using the modular cable included with the Modem Adapter.
● If an AC cable of a home appliance is placed parallel to, crossed over/under, or bundled in a loop near the modular cable, the possibility of the noise mixing in becomes higher. Please keep the AC cables of home appliances as far away as possible from the modular cable. The possibility of noise mixture may also become higher if the modular cable is placed near home appliances such as a microwave oven or refrigerator.
■ **Slow down/disconnection due to the use of a two-way modular socket.**
The use of a two-way modular socket (to split two modular cables) may also lead to the possibility of slow down/disconnection in communications. This is due to the fact that the two-way modular socket creates more noise. This is also the case with splitting a line with a FAX machine or a telephone. Line extension sockets may also cause the same effect. Please refrain from using two-way modular sockets.
■ **Slow down/disconnection due to the customer's home environment.**
Depending on wiring in your household environment, communication may slow down or you may be disconnected. This may be due to the wiring or natural deterioration over a long period of time. Naturally, modular cables deteriorate over a period of time, and when they do, they can cause extraneous noises. Also, depending on the house blueprint, the wires may be crossed behind the wall, which may cause extra noise. Please contact your telephone company or administrator of your home if you have problems.
■ **Slow down/disconnection due to lightning.**
If lightning strikes near your environment, this may also cause slow down/disconnection. For your safety, please do not touch the Nintendo GameCube™ or the AC Adapter until the lightning stops.
■ **Slow down/disconnection due to ISDN TA or dial-up router.**
The usage of the Modem Adapter via ISDN TA is not guaranteed.
■ **Slow down/disconnection due to ADSL splitter.**
Basically, the usage of the Modem Adapter via ADSL is not guaranteed.
• **We recommend you keep it away from home appliances such as your PC.**

BROADBAND ADAPTER

Q. Will the communication speed increase if I use the Broadband Adapter with CATV or ADSL? What are the advantages?
A. Compared to the Modem Adapter, the communication speed will increase. However, this will not be an advantage in the online play, as the game synchronizes internally to absorb speed differences. The merits, compared to the game play with the Modem Adapter, are that the connection is generally more stable.
Q. I was able to connect with the Modem Adapter, but I can't when I switched to the Broadband Adapter.
A. The network setting of the Broadband Adapter must be made separately from the Modem Adapter. Also, please verify the settings of the device (ADSL modem, router, etc.) you are using to connect. The settings and/or device may vary according to the service you are contracted with. Please verify settings according to the ISP provided reference materials and the device manual.
✳ It is not possible to change settings of the broadband router from the Nintendo GameCube™. Please change router settings with your PC.