

# FATAL FRAME II

CRIMSON BUTTERFLY



[www.fatalframe2.com](http://www.fatalframe2.com)



TECMO | 100% GAMES

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

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

#### WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

#### USE OF UNAUTHORIZED PRODUCT:

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

#### HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

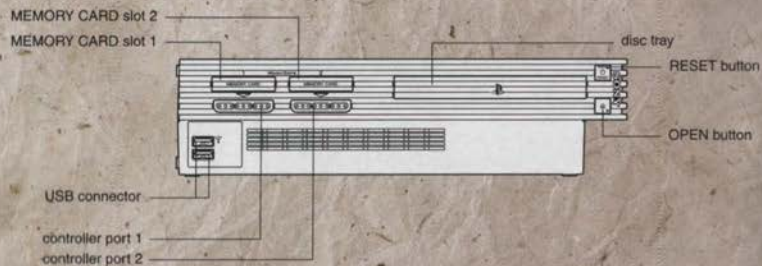
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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

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This game is at its best played through headphones.

## GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Fatal Frame™2: Crimson Butterfly disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## STARTING UP

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## PROLOGUE

Mio and Mayu, twin sisters, are visiting their childhood home. This spot, a secret hideaway for the pair, is due to be swallowed by a lake come the end of the summer.

Lost in her memories, Mio finally raises her head to find that Mayu has vanished. Looking around, Mio spots her sister following a crimson butterfly deeper into the forest.

Mayu runs through the forest, as though led on by the fluttering insect. As she runs, her fleeting form begins to be overlaid with that of a woman dressed in white.

Chasing after her sister, Mio suddenly finds herself alone on a foggy mountain road.

Carried on the wind, a sad song floats to her ears. Then, she starts to see lights through the gaps in the trees.

As though accepting their unspoken invitation, Mio follows the rows of festival-lights.

However, when the dense forest opens into a clearing, it is Mayu who is standing there, alone, surrounded by countless crimson butterflies.

"...Mayu?"

Responding to Mio's call, Mayu slowly turns. The crimson butterflies dance away, as one.

"The Lost... village..."

Spreading there before the twins, crouching in fog and darkness, lays a mysterious village...



## THE GAME SETTING

The vanished village, All God's Village.

This village is said to have once stood in the forest, deep in the mountains. This forest is now due to be lost with the creation of a new dam.

The story goes that, on the eve of a special festival, the village just suddenly vanished, leaving the forest wreathed in thick fog.

Many also say that, if you should happen to get lost in this forest, you will be spirited away to this lost village.

The village where the crimson butterflies dance. The village held forever in the grip of a never-ending night.

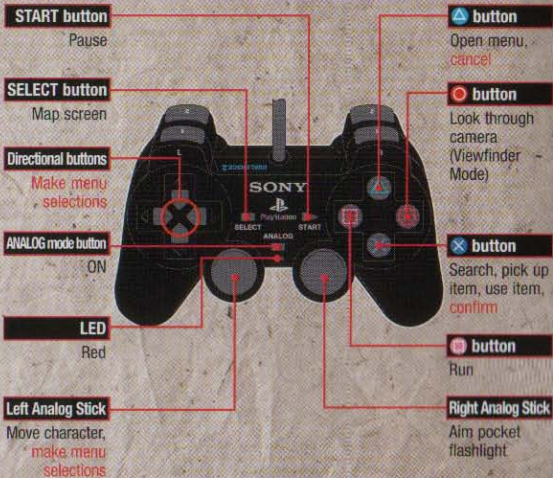


# CONTROLS

You can choose from a number of button configurations > p19 (Options Screen)  
The following description is based upon the default settings.

## Field Mode

In this mode, Mio (the player) is displayed on the screen, and you have direct control of her actions.



\* Controls written in red correspond to the Menu Screen

## Viewfinder Mode

In this mode, you look through the camera and can take pictures of the scenery or ghosts. You can only use the Viewfinder Mode after you have found the Camera.





\* Controls written in blue will become available as the Camera powers up.

- \* This game must be played using a DUALSHOCK®2 analog controller. Only Controller Port 1 is supported.
- \* You cannot turn the ANALOG Mode ON or OFF During the game, Analog Mode is always ON (Mode indicator is red).
- \* The vibration function can be turned ON or OFF on the Options screen. -> p19 (Options Screen.)
- \* During the game, pressing the START button, SELECT button, L1, L2, R1 and R2 buttons at the same time, and holding them all for 2 seconds will reset the game to the title screen.

# GETTING STARTED

After correctly loading the game into the PlayStation®2 computer entertainment system, the title screen will appear.



Pressing either the START button or  button on the title screen will display the title screen menu. Use the left analog stick to highlight a selection and press the  button to confirm it.

## New Game

Start a new game from the beginning. Select this option when playing the game for the first time. -> p9 (A New Game)

## Load Game

Load and continue a previously saved game. -> p22 (Loading Game Data)

## Album


View and edit photos saved as Album Data. You can also copy data between albums here. -> p23 (Album Mode)

## Options

Alter various game options, including controller configuration and screen and sound settings. -> p19 (Options Screen)

## New Game

First select [New Game] from the title screen menu.

Then push the left analog stick left or right to select a difficulty (Easy / Normal) and press the  button. The game opening will then begin.



Before starting the game, you may wish to first alter controller and other settings under [Options]. -> p19 (Options Screen)

## Continuing a Previous Game

Selecting [Load Game] from the title screen menu will allow you to restart from a previously saved position.



For more details on handling game data, see p20 (Load and Save).

\* A memory card (8MB) (for PlayStation®2) with at least 250KB of free space is required in order to save game data. Please start the game with a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1.

\* A memory card (8MB) (for PlayStation®2) with at least 970KB of free space is required in order to save Album Data. Album data can be saved to either MEMORY CARD slot 1 or MEMORY CARD slot 2.

# GAME BASICS

The aim of the game is to take control of the main character, Mio, and along with her sister Mayu escape from the vanished village. Take up the Camera Obscura, that has the power to photograph ghosts, and solve the mystery of this forbidding village.

## Exploring the Village

In order to escape from the village, you must search for clues that will help you solve its dark riddle. Pressing the **X** button inside houses, or in various places in the village, will allow you to search that location.



You may also find hidden items!

## Using the Camera

There are some things you can only see through the camera's viewfinder, or in a photo.

Sometimes, even if the filament is not responding, there is still something to find. Be aware of the sounds around you, and the vibrations in your hands, and take photos until you are satisfied that you have missed nothing.  
-> p13 (Finder Mode)



Since Type-14 films and above have a limited number of uses, use the unlimited Type-07 film when searching an area.

\* When the filament is reacting, or you can hear some kind of noise, be sure to use the camera and take lots of pictures. There are many things that cannot be found just by searching.

## Ghosts

### Fighting Ghosts

Some types of ghost will attack you, and others will not.

The filament will react by turning red if a violent ghost draws near. You must then use the camera to fight the ghost.

-> p26 (Strategies for Fighting Ghosts)



### Messages from Ghosts

Many of the actions taken by the ghosts who wander the village contain some kind of meaning. Investigate the houses or roads to which they lead. What is more, the words that they speak or the files lying around contain many useful messages. If you lend your ears to these messages, you may well gather more clues on the best way to proceed.



Not all ghosts will attack you, and some will even give hints on how to proceed.

## Mayu

### Mayu's Actions

At most times, Mayu will follow Mio (the player) around. However, she may stop if something catches her attention, or call to Mio to come and look. At these times, there is likely to be a hint located close to Mayu's position.



### Mayu and Death

Mayu cannot fight off a ghost's attack on her own. If she is attacked for too long then she will die, so be sure to use the camera to save her from ghost attacks.



## Game Over

If Mio (the player) runs out of health, or if Mayu is attacked by ghosts for an extended period of time and dies, the game is over.

# THE GAME SCREEN

Advance through the game, changing between Field Mode and Viewfinder Mode as circumstances dictate.

Viewing the map or using items during the game takes place on the Menu Screen.

## Field Mode

During this mode, you control Mio directly and explore the village and its houses.



### Filament

A camera function that responds by glowing in the location and proximity of ghosts and hints.

The color of the glow will tell you to what it is responding to.

Red - A violent ghost is in front of you.  
Blue - A non-violent ghost or a hint is in front of you.


\* The filament will only be displayed after you have picked up the Camera.

### Health meter

Displays Mio's remaining health. If the blue bar runs out, the game is over.

\* Although not normally displayed, this bar appears if you are attacked by a ghost or when your remaining health is low.

## Viewfinder Mode

Look through the camera, and take pictures of ghosts and scenery. Pressing the  button during Field Mode will enter Viewfinder Mode.

### Capture Circle

This circle displays the area that will be captured in a photo. If the ghost or hint that you wish to take a photo of is not within this circle, it will not appear clearly, or at all, in a photo. The capture circle will turn blue if a non-violent ghost or hint is within it, and red if a violent ghost is within it.

### HP gauge

The HP (hit points) of enemy ghosts.

### Filament

Responds by glowing in the location and proximity of ghosts and hints.

Red - A violent ghost is in front of you.

Blue - A non-violent ghost or a hint is in front of you.

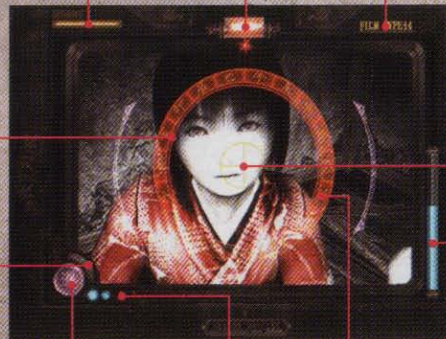
### Film Type / No. Remaining

The type of film you are currently using, and the number remaining. You can change film on the Camera screen.

### Lock Circle

Indicates the location of the center of a ghost.

This is displayed if a ghost or hint is within the capture circle. Use it as a guide when taking your pictures.



### Spirit Power Stock Meter

Displays your spirit power, required to use Power-Up Lenses.

Increases each time you are attacked by a ghost, and when it fills up your stocked spirit power increases by one.

### Power-Up Lens

The currently equipped Power-Up Lens. Will be lit when it can be used. Power-Up Lenses can be equipped or changed on the camera screen. > p16 (Camera)

### Stocked Spirit Power

Current number of stocked spirit powers.

The number of blue spheres is the number of stocks you have. Using a Power-Up Lens requires spirit power.

### Spirit Wave Gauge

Displays the damage that will be caused to an enemy during battle. The higher this gauge, the higher the damage caused. > p26 (Strategies for Fighting Ghosts)

### Health meter

Displays Mio's remaining health. If the blue bar runs out, the game is over.



## Camera

On this screen you can power up your camera, attach parts to give it new functions, and load films.

\* You can only view this screen after you have obtained the Camera.



### Function Upgrades

Check the current power up status of your camera, and the currently equipped Power-Up Lens. Press the **X** button to go to the power up screen.

### Upgrades Screen



#### Basic Functions

Increase the strength of the camera's basic functions.

#### Power-Up Lens

You will obtain these special Lenses as you progress through the game. There are numerous types, and each will effect ghosts in a different way. You must employ stocked spirit power in order to use them.

#### Levels

The basic camera functions and Power-Up Lens all start at level 0, and can be raised to a maximum of level 3.

**Equip:** Select a Power-Up Lens to equip.

If you find a certain part during the game, you will be able to equip up to 3 Lenses at once.

**Add Spirit Orb:** Use of the Spirit Orb increases the level to which the camera's basic functions and Power-Up Lenses can be raised to. You cannot select this option if you do not currently have a Spirit Orb. They must be collected during the game.

**Power Up Functions:** Use the points obtained when you photograph ghosts to raise the level of the camera's basic functions or of a Power-Up Lens. However, you can only raise the level as high as the number of Spirit Orbs you have used on the camera. Also, you must have obtained enough points to pay for the power up.

\* See p25 "Functions to Power Up" for more details.

### Film

The currently equipped film is displayed. Use left and right on the left analog stick (directional buttons) to change the equipped film.

## Additional Functions

The Additional Function Parts currently in your possession will be displayed here. You only have to pick these parts up and their functions are added to the camera. Use left and right on the left analog stick (directional buttons) to move the cursor and read the description of each part.



## Equipped Functions

The Equipped Function Parts currently in your possession will be displayed here. These parts must be equipped in order to add their functions to the camera. You can also remove currently equipped parts.

Use left and right on the left analog stick (directional buttons) to move the cursor, and press the **X** button to equip the selected part. Pressing the **X** button when selecting a part that is already equipped (its name will be glowing) will remove that part.



## Photos

Here you can view and keep or discard the photos you have taken during the game. 16 photos are saved, after which they will be deleted in order of age as new photos are taken. Selecting a photo and pressing the **X** button will open the following menu.



**Protect:** Selecting Protect from the menu will mean that this photo will not be deleted, even if you take more than 16 new photos. A white mark on its border indicates that the photo will be kept. You can select to keep up to 15 photos.

**Delete:** Delete the selected photo.

**Arrange:** Rearrange the order in which the photos are displayed. (Protect / Time / Points)

#### !! Warning !! Saving Photos

Having taken a photo does not mean that it is saved. If you then stop playing the game, all photos you have taken will be lost. In order to save a photo forever, you must select "Album" on the save screen. -> p21 (Album)

## File

Here you can look at the messages, photos and maps that you have collected during the game. This information will often provide vital hints as to how to continue, so if you get stuck, check here for clues.



Files that you have not yet looked at are marked in red.

**Notebook:** View the messages you have come across during the game.

**Scraps:** View the newspaper clippings and other scraps you have collected during the game.

**Old Books:** View the old books you have collected during the game.

**Photos:** View the photos that you have collected and the mysterious photos that you have taken during the game.

**Maps:** View the maps you have collected during the game.

## Memo

Here, Mio will automatically make notes of important information learned during the course of the game.

These memos may well offer some vital clues to better understanding the world into which you have been thrown.

Check back here every now and then. Some new information may have been added.



## Radio

You can find spirit stones, or get them by defeating ghosts.

\* **Selecting the charm stone that Mayu always carries will allow the radio to relay Mayu's voice. This voice will undergo certain changes depending upon Mayu's circumstances...**



Selecting [Options] from the title screen menu will bring you to the Options Screen.

Here you can alter various game options, including the controller setup screen and sound settings.

The changed settings will be saved when you save the game, and then remain in effect when you next restart the game.



**Control Options:** Change the controller set up.

**Movement:** Select Mio's movement type, from 2D (subjective) or 3D (objective). Default : 3D

**Look:** Decide how up / down will be handled during Viewfinder Mode.

**Switch L/R Analog Stick:** Switch the roles of the two analog sticks in Viewfinder Mode.

**Button Configuration:** Select the configuration of buttons. Default : Type A.



**Vibration:** Turn vibration ON or OFF. Default : ON

**Brightness:** Adjust the brightness of the screen.

**Subtitles:** Turn subtitles during the game ON or OFF. Default : OFF

**Sound Output:** Select mono or stereo output. Default : Stereo

**Volume:** Alter the volume of the sound during the game.

**Restore to Default:** Return all options to their default settings.

# LOAD AND SAVE

Here you can save your game and photo data.

## Save Screen

Pressing the **X** button in front of a red lantern (Save Point) during the game will take you to the Save Screen.



## Save

Save the game in progress.

Use the left analog stick (directional buttons) to select the data you wish to overwrite, and press the **X** button to save the game.

You can save up to 5 games on a single memory card (8MB) (for PlayStation®2)



\* A memory card (8MB) (for PlayStation®2) with at least 250KB of free space is required in order to save game data.

Please start the game with a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1.

## Album

Save the photos you have taken during the game onto a memory card (8MB) (for PlayStation®2). Photos are saved in a special file called Album Data.

Each Album Data file can hold up to 16 photos, and a single memory card (8MB) (for PlayStation®2) can hold up to 5 Album Data.



\* A memory card (8MB) (for PlayStation®2) with 970KB of free space for each Album Data file that you wish to save is required.

Album Data can be saved to either MEMORY CARD slot 1 or MEMORY CARD slot 2.

## Saving Photos

- 1 Select [Album] at a Save Point.
- 2 The album screen will appear. At the top of the screen are your current game photos, and at the bottom are the spaces in the album data for photos to be inserted.  
Use the L1 and L2 buttons to move the cursor between these two areas.



If you want to add to a previous saved album, before copying any photos across press the **O** button in the lower half of the screen to open the menu, select [Load], and then the Album Data that you wish to use.

- 3 In the upper half, use the left analog stick (directional buttons) to select the photo you wish to save, and when the menu opens select [Copy] to move the photo to the lower half.
- 4 Opening the menu on the lower half and selecting [Save] will save your Album Data.



## Return to Game

Leave the Save screen and return to the game.

## Loading Game Data

Selecting the [Load Game] option from the title screen menu will take you to the load screen. Select the MEMORY CARD slot that you wish to load from, and then use the left analog stick (directional buttons) to select the data you wish to continue, and press the **X** button to confirm.



## Save Data Information

### File No.

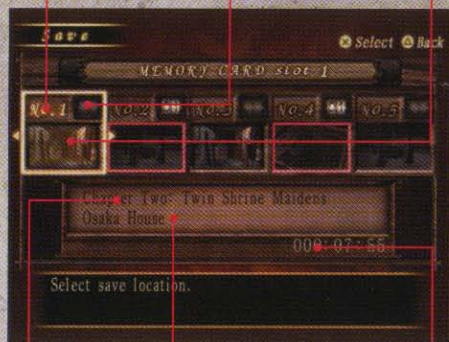
The save data's file number.

### Clear No.

The number of times the game has been cleared on that file.

### Snapshot

A photo of the location in which the game was saved.



### Chapter

The chapter in which the game was saved.

### Location

The name of the location in which the game was saved.

### Play Time



The length of time for which that file has been played.

## Album Mode

Selecting the [Album] option from the title screen menu will take you into the album mode. Here, as well as viewing your saved photos, you can move and copy them among numerous Album Data files.



## Copying Photos

- 1 When you first enter album mode, the screen will be split into two separate Album Data areas, both of which will start empty. Use the L1 and L2 buttons to move the cursor between these two areas.
- 2 Use the **Start** button to open the menu in each area, and select [Load] and then an "Album Data" to load into that area. If you wish to create a completely new Album Data file, only load an album into one area and leave the other one empty.
- 3 Use the left analog stick (directional buttons) to select the photo you wish to copy, and then select [Copy] from the menu. If you select a photo from the top area then you can copy it to the bottom, or select a photo from the bottom area and copy it into the top.
- 4 You can save the Album Data in each area by opening the menu there and selecting [Save].

**\* If you wish to save the data in both areas then you must open the menu and select [Save] in both areas, rather than in just one of them.**

# PLAYING ADVICE

Here is some helpful advice for those who are a little stuck, or who want to understand the game better.

## Powering Up

Using Spirit Orbs and points on the camera will power it up. Take a look at the power up items you will find during the game, and the camera functions that can be powered up.

### Items Required to Power Up

#### Spirit Orbs

Using a Spirit Orb, which you will come across during the game, will raise the maximum potential level of the camera.



\* Even if you have enough points, you cannot raise a level without having first used the corresponding number of Spirit Orbs.

#### Points

Points are earned by photographing ghosts. The better you photograph, the more points you will receive.



The better the picture of a ghost, the more points you will earn.

## Functions to Power Up

### Basic Functions

Improve the basic functions of the camera. A fixed amount of points is required to upgrade each level.

**Range:** Increases the size of the camera's Capture Circle.

**Accumulation:** Increases the number of stocked spirit power you can have, and thus the maximum number of uses of Power-Up Lenses.

**Sensitivity:** Increases the camera's sensitivity to ghosts (= damage), as well as increasing its range.



### Power-Up Lenses

You will obtain these special Lenses as the game progresses.

There are various types, and by equipping and then using them they will affect ghosts in various ways. However, they require stocked spirit power in order to be used.

The amount of spirit power required depends on the type of Lens.

Power-Up Lenses, just like the camera's basic functions, require Spirit Orbs and points to be powered up.

**Slow:** Photographing a ghost with this Lens equipped will reduce its speed for a short time.

**Blast:** Allows you to take a powerful photo that will push a ghost away. Using this Lens in conjunction with a shutter chance will cause even more damage.



Power-Up Lenses allow you to slow a ghost down, or to cause massive damage.

### Additional Functions

The function of these parts is added to the camera just by picking them up. The effect of each is represented by a single Kanji (Japanese) character.

**Indicator** - The flashing of a red lamp will alert you to a Fatal Frame, that vital instant hidden within a shutter chance.

### Equipped Functions

The functions of these parts can be added to the camera by equipping them. The effect of each is represented by a single letter. You can remove them again after equipping them.

**Measure** - With this equipped you will be able to see the health points of ghosts.

## Strategies for Fighting Ghosts

The following is an explanation for fighting ghosts. First, take a look at the basics of camera combat.



### Fundamental Fighting

#### 1 Find a Ghost

The filament will react strongest if a ghost is in front of Mio. Use the reaction of the filament to locate ghosts.

You will also hear any noises made by the ghost coming from the direction in which they are in, so you can also use sound to locate a ghost.



Filament

A red filament means that a ghost is near!

#### 2 Observe

When you find a ghost, first watch its movements carefully, looking for the moment in which the Ghost Wave Gauge is highest.



#### 3 Aim for a Shutter Chance

A shutter chance is when the Ghost Wave Gauge turns red. Taking a photo now will have the added effect of pushing the ghost back.



When the Ghost Wave Gauge turns red, shutter chance!

#### 4 Take Photo

Then, you just need to take a photo! A clean, well-timed photo will damage the ghost.



## Advanced Strategy

#### 5 Lower the Camera and Run

If a ghost gets close to you while you are still in Viewfinder Mode, you will quickly be overwhelmed.

When a ghost gets too close, the controller will vibrate strongly. Look for an opening, lower the camera and quickly put some distance between you and the ghost. This will help you to avoid taking damage.



#### 6 Use Power-Up Lenses

Put the various features of the Power-Up Lenses to good use.



#### Slow [Some ghosts against which Slow is effective]

- Ghosts with tricky movement patterns, or that move quickly.
- Ghosts on which you just can't seem to get a shutter chance.

[Effect] Slows down the ghost's movements and makes it easier to keep them in the viewfinder. Also, lengthens the ghost's shutter chance time by the same amount that they have been slowed, making a shutter chance easier to snap.

#### Blast [Some ghosts against which Blast is effective]

- When surrounded by numerous ghosts.
- Against powerful enemies with high HP.

[Effect] With the ability to knock back ghosts, Blast can help create an escape route if you are surrounded. Also, if used in conjunction with a shutter chance you can cause even more damage. This is great for dealing quickly with an enemy that has high HP.

#### 7 Aim for the Fatal Frame

During shutter chance, the red lamp will sometimes come on. This instant is known as the Fatal Frame.

The timing of the Fatal Frame is different for each ghost. For some, it only comes after they have missed an attack.

If you take a photo during this instant, the ghost will be severely knocked back and you will receive a large number of points.

Also, as they are being hit backwards, you may find the chance for a further Fatal Frame! A certain Power-Up Lens will make this instant easier to spot...



#### 8 When Grabbed by a Ghost

If a ghost gets hold of you, wriggle the left analog stick as fast as you can. This will shake the ghost off faster, and reduce the damage that you receive.

# CHARACTERS AND ITEMS

An introduction to the characters and items that appear during the game.

## Character Introductions

### Mio Amakura

The main character

The younger of the twins. Has a bright and outgoing personality. Her desire to always protect Mayu comes from the responsibility she feels for an accident that injured Mayu when they were children.

By taking her hand, she can sometimes see the "unbelievable" scenery that her sister does, but overall she is not as sensitive to the paranormal as Mayu.



### Mayu Amakura

Mio's sister

Gentle, withdrawn and thoughtful. Physically quite weak, and relies heavily on her sister Mio. Fell from a mountain path when playing with Mio as a child, leaving her legs weak.

Due to this, she rarely runs. Although she is very sensitive to the paranormal, she has little resistance to it, and is often used by ghosts as a medium.





## Itsuki Tachibana

A boy with white hair whom Mio meets in the village.

He is a prisoner, and gives advice to Mio through a small window in his cell.



## Seijiro Makabe

An expert in folklore, he comes to the vanished village in order to research its mysterious customs.

Using a strange photographic device, he wants to record the village and its customs.



## Items

Items are hidden in many places. As well as those in plain sight, search cupboards, desks, and anywhere that looks suspicious:

### Camera Obscura



An old camera that you will find during the game.

It has the power to display the "impossible," and capture the lingering thoughts of ghosts or seal them away.

As well as being used to fight ghosts, it will also help you find hints to aid your progress.

### Type-07 Film



An old film, its surface is weakened and it has low effectiveness against ghosts. However, it will never run out, no matter how much it's used.

### Type-14 Film



A slightly more effective film than the Type-07. Has a limit on the number of times it can be used.

### Herbal Medicine



Old pills. Using them will recover a little health.

### Sacred Water



Purifying water. Using it will restore your health to the maximum.

### Stone Mirror



This stone gives off a strange light. If you should die while holding it, it will save your life just once.

### Spirit Stone Radio



A radio that can hear the voices of various ghosts.