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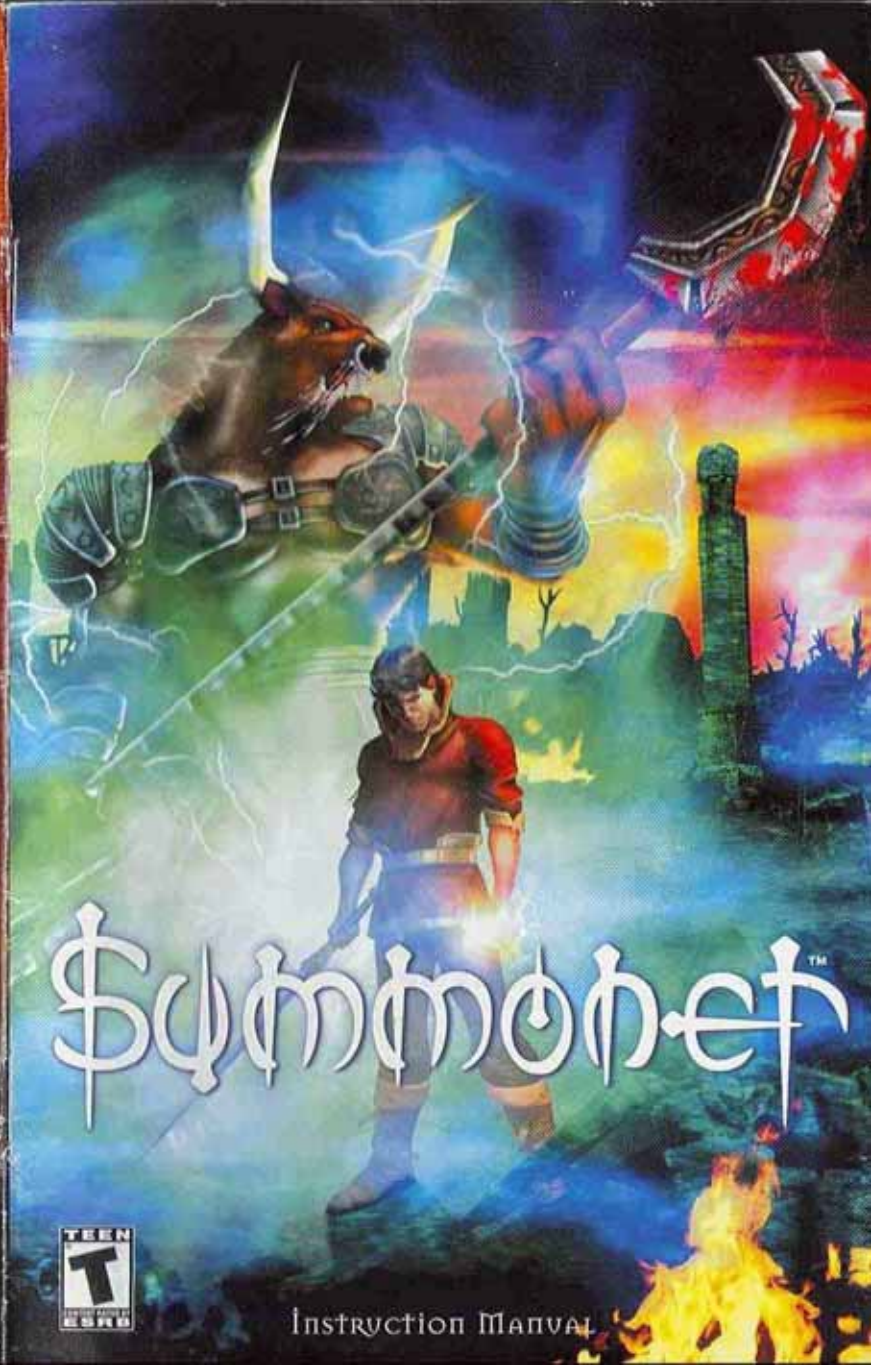

Summoner™

TEEN T

CONTENT RATED BY ESRB

Instruction Manual

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 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.

Summoner™ Tips and Hints

1-900-370-HINT (4468)

Must be 18 years of age or have parental permission
Touch phone required. $.95/min. (automated)

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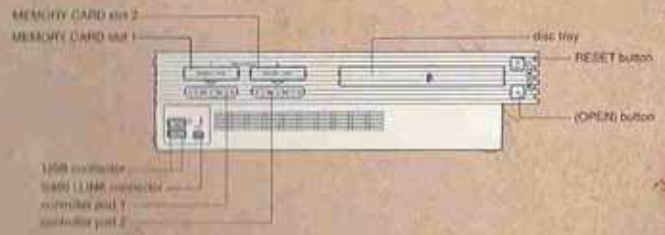
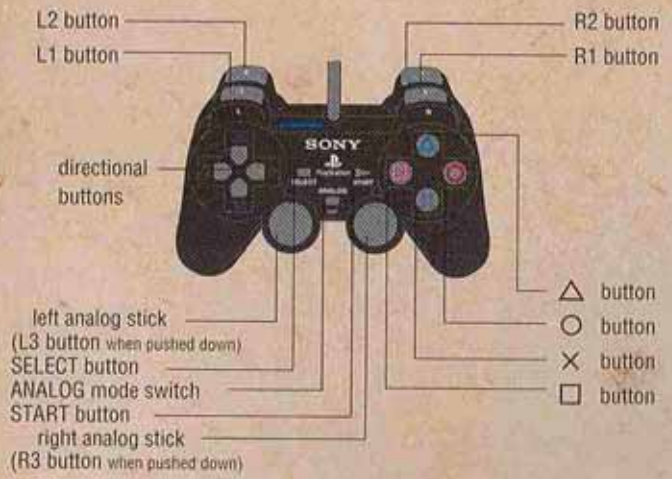
GETTING STARTED



Set up your PlayStation 2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ***SUMMONER***™ 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.

THE CONTROLS



MENU SCREEN CONTROLS

Left Analog Stick	Highlight Options Pan Map (Map Screen)
⊗ Button	Select Options
○ Button	Toggle Armor/Magic (Inventory Screen)
△ Button	Cancel Return to previous menu
L1 Button	Switch Menus
R1 Button	Switch Menus
L2 Button	Switch Characters View map layers (Map Screen)
R2 Button	Switch Characters View map layers (Map Screen)

continued on page 4

Continued from page 3

In Game Controls

Left Analog Stick	Move currently selected character
Right Analog Stick	Control the Camera
⊗ Button	Select Talk to characters Pick up items
■ Button	View the Skills Menu
△ Button	View the Pause Menu
● Button	View the Spells Menu
L1 Button	Draw/Sheath weapon
R1 Button	Solo Mode selection toggle
L2 Button	Cycle between party members
R2 Button	Cycle between party members
L3 Button	Toggle Camera Modes
R3 Button	Reposition Camera behind currently selected character
SELECT Button	Quick Access to the Map screen
START Button	Pause the Game

Combat Controls

⊗ Button	Attack an enemy
Left Analog Stick	Select an enemy to attack
■ Button	View the Skills Menu
● Button	View the Spells Menu
△ Button	View the Inventory Menu
Directional Button ↑	Chain Attack – Added Blow
Directional Button ↓	Chain Attack – Desperation, Kick, or Icy Touch
Directional Button ←	Chain Attack – Confusion, Leg Swipe, Bless, or Mend
Directional Button →	Chain Attack – Push, Desperation, or Confusion

Main Menu

From the Main Menu, you can begin a new game, change the options, or Load a previously saved game. Use the Directional Buttons or Left Analog Stick to highlight an option, then press the ⊗ Button to confirm.

Continue Game—Load a previously saved game from a Memory Card. You must have at least one saved game to see this option. See SAVING AND LOADING on page 27 for more information.

Start New Game—Begin a new game of *Summoner*.

Options—Adjust the game settings.

Credits—Display the credits.

Options

Customize your gameplay experience with the Options Menu. Use the Directional Buttons or Left Analog Stick to highlight an option, then press the ⊗ Button to toggle the settings.

Audio

Press ←/→ to increase or decrease the audio settings.

Sound Volume—Increase or decrease the volume of the sound effects.

Music Volume—Increase or decrease the volume of the music.

Visual

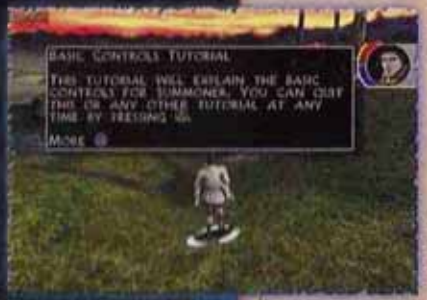
Camera Rotation—NORMAL is the default camera setting. By pressing → on the Right Analog Stick, the camera will rotate clockwise around Joseph. INVERTED changes the camera controls to rotate counterclockwise when pressing → on the Right Analog Stick.

Gameplay

Vibration—Turn the vibration function ON or OFF.

Chain Attacks—You control the Chain Attacks with the NORMAL setting. Choose AUTOMATIC if you want the computer to execute Chain Attacks. Note: The Automatic Chain Attack setting will not perform as well as if you controlled it yourself.

Solo Mode Confirm—Select ON to activate a pop-up window each time you choose to enter solo mode. To enter Solo Mode without a pop-up window, select OFF.



PLAYING THE GAME

Joseph begins his adventure in the farming village of Masad. When beginning a new game, a tutorial is available to help you become accustomed to the game controls. Also, the tutorial will help explain how to talk to other characters, how to find items, and how to engage the enemy in battle.

It is highly recommended to use the tutorial to learn how to play *Summoner*. You can bypass any of the tutorial screens, however, by pressing the △ Button.

The Game Screen

The game screen provides important information for each character in your party. You will also be able to view the surrounding environment containing Non-Player Characters (NPCs) to talk with, enemies to battle, and items to find.

Player Characters
Along the right side of the screen are pictures of each character in your party. Press the L2 or R2 Buttons to switch between party members.

Health Points Bar (HP)
To the left of each character's portrait is a red Health Points Bar. This shows how much health (HP) a character has left. Watch this meter closely when in combat and heal characters that have low HP. When the red bar disappears, the character is incapacitated.

Action Points Bar (AP)
Beneath the character's HP Bar is a blue Action Points Bar. This displays how many Action Points (AP) a character has remaining. Action Points are spent to cast spells, attempt chain attacks, and use active skills. When a character has spent all of his AP, he is unable to cast spells, attempt chain attacks, or use active skills available to him. AP will slowly regenerate over time.

Dialogue

While traveling through the villages, towns, and castles of Medeva and Orenia, you can talk to any of the characters you meet. Approach a character and press the ✕ Button to begin the dialogue. If several characters are nearby, use the Left Analog Stick to select the NPC you would like to talk to. The selected character has a dialogue bubble over his or her head. Press the ✕ Button to begin the dialogue.

If a character has something important to say, the dialogue bubble shows two exclamation marks (!!). These characters often possess critical information regarding Joseph's quest, or they might offer optional adventures to embark on. Some characters may need to be visited more than once before they give you critical information.

Joseph will also come across characters talking to each other. When Joseph can hear the conversation, you will see a smaller text box above the two NPCs. The character with an asterisk above his head (*) is the NPC currently talking in the conversation.

The dialogue window contains two areas. The top half of the window displays what the NPC is saying. The bottom half lists the available questions or responses. When the NPC's speech is too long for the dialogue window, the word MORE will be displayed. Press the ✕ Button to read the rest of the text.

Sometimes Joseph has many questions to ask a character or has multiple responses to their questions. When more than one question or response is displayed, use the Left Analog Stick to select a phrase and press the ✕ Button to talk to the NPC. When the discussion for that topic has been completed, it is

removed from the Topic List. New topics will be added to the list as more information is revealed.

To exit the dialogue at any time, press the △ Button. Otherwise, select FAREWELL to end the discussion. Important conversations cannot be aborted.

Combat

Joseph will encounter many hostile characters and monsters while traveling through the lands of Medeva and Orenia. Even as the adventure begins, Orenian soldiers have destroyed Masad, Joseph's village, and they are searching the area for survivors. Learn to use the combat techniques below to save yourself and your party members from the enemies and monsters that roam the world of *Summoner*."

The Combat System

A hybrid system of real-time and turn-based combat is used for all battles in *Summoner*." In battle, opponents take turns attacking each other. Combat begins when either character takes the first action.

The Chain Attack system enables you to extend your turn. Every time a new attack is added to the chain, you gain one additional attack. When you finally fail to add an attack to the chain, your turn is over. See page 9 for more information on Chain Attacks.

This turn-based system occurs in real time, which means you do not have to wait for the enemy's attack before moving or targeting a new opponent. You can move the party members around the battlefield at any time, gaining a height advantage on higher ground if available. You can also press the ✕ Button to target a new enemy, or you can run away from combat if your HP is too low.

Initiating Combat

Try to surprise an enemy by approaching it from behind or out of view. This will give you an advantage on your first attack. When within combat distance, press the ✕ Button. If more than one enemy is within range, choose your target with the Left Analog Stick. The red cursor points to the currently selected enemy, with a red bar above each enemy's head. The red bar represents their HP. Attack the selected enemy by pressing the ✕ Button.

Once a foe is selected, Joseph engages in combat, continuing to fight until you give him another command or until he or his opponent runs out of HP. You can reposition Joseph by using the Left Analog Stick, or you can run away from the battle if your HP is low.

Enemies always fight to the death. If you run away from combat, your opponents will pursue.

Damage

During combat, numbers appear above each character's head. The numbers represent how much health has been subtracted from a character's HP. White numbers indicate the damage done to enemies, while yellow numbers show how much damage Joseph and his friends have sustained.

Combat Advantages

In addition to receiving a bonus for a surprise attack, Joseph and his party can gain positive or negative combat modifiers. The numbers in blue show the percentage modifiers (if any) for a character's attack. Attacking from higher ground adds a bonus, while attacking from lower ground results in a penalty. Combat modifiers affect the damage inflicted against opponents as well as the damage sustained from enemy attacks. You also receive a bonus by attacking a creature from behind.

> Note: Press the ✕ Button at any time to view the creature's red health bar.

Chain Attacks

During combat, Joseph has the ability to perform a chain of special attacks against the enemy. While attacking the creature, a chain symbol appears over Joseph's head. Chain Attacks can be executed only while the symbol is visible.

When the symbol appears over Joseph's head, press the Directional Buttons to begin the Chain Attack. For each additional attack, press a different Directional Button until you are unable to continue. For each successful Chain Attack, you get the chance to perform another one. With each successive chain attack, your timing needs to be more precise in order to continue the chain. As long as you continue the Chain Attack, your opponent cannot strike. When the chain is broken, your opponent's turn begins.

Each Chain Attack you perform must be different from the previous one. If you press the Directional Button too quickly or are unable to press it in time, the Chain

Attack fails and the text TOO FAST or TOO SLOW is displayed on the screen. Try to adjust your timing to master the Chain Attack.

Joseph's default Chain Attacks are listed below. Each party member has a different combination of Chain Attacks.

- **UP**—Added Blow Attack—Inflicts additional, normal damage to the enemy.
- **DOWN**—Desperation Attack—Inflicts damage equal to the HPs the selected character has lost. The lower his health, the more damage he inflicts upon the enemy.
- **LEFT**—Confusion Attack—Drains APs from the enemy.
- **RIGHT**—Push Attack—Pushes the enemy backwards, enabling Joseph more time to perform the next Chain Attack.

By performing Chain Attacks frequently, your characters can gain new Chain Attacks to add to their arsenal. These can be assigned to the Directional Buttons by using the Skills Menu. See page 17 for more information.

> Note: Chain Attacks are only available during melee combat and cost Ability Points to perform. Use faster weapons to perform longer Chain Attacks.

After Combat

When the enemy has been killed, you can pick up any gold and items that were dropped during battle. Press the ⊗ Button to select the nearest item. Use the Left Analog Stick to highlight a different item in the area. Now press the ⊗ Button to pick up gold and/or view the Contents Menu.

You can choose to take everything right away by selecting the top option PICK UP SELECTED. To be more selective about the items, use the Left Analog Stick to highlight an item and press the ⊗ Button. You can now view information on the item by choosing INFO, or you can leave the item by selecting LEAVE ITEM. The item remains on the list, but is shaded out. If you decide you would like to take the item after all, select it again and highlight GET ITEM. When finished, choose PICK UP SELECTED and press the ⊗ Button to take the highlighted items.

Interface Screens

Press the △ Button to pause the game and view a list of interface screens and memory card options. Highlight an option and press the ⊗ Button to confirm the selection. To learn more about Saving and Loading a game, see page 27. Select QUIT to return to the Main Menu without saving your game.

> Note: While viewing an interface screen, press the L1 or R1 Buttons to scroll through the others.

Inventory

The Inventory screen displays all of the items and gold your party has collected and equipped. From this screen, you can equip any of the characters with new items, or you can unequip unwanted items. Switch characters by pressing the L2 and R2 Buttons.

Selected Character—The left side of the screen shows the selected character. The weapons and armor he or she has equipped are shown in the boxes around the character.

Equipped Items—Use the Left Analog Stick to highlight an item and press the ⊗ Button to view the Inventory Options for that item.

- **Identify**—Some magical items need to be identified before they can be equipped. Only characters with the Appraise skill can identify items.
- **Info**—View the relevant information for the selected item. Skills and skill levels required to equip weapons and armor are listed in Item Info.
- **Unequip**—Remove the item from the character's body.
- **Destroy**—Permanently destroy the item.
- **Cancel**—Return to the Inventory screen.

Party Items—The right side of the screen displays a list of Party Items. These are the items you have either found on your adventures or have purchased from a merchant. Press the ○ Button to view the different types of items in your inventory.

- **Weapons**—All of the equipped and unequipped weapons are listed here.

- **Armor**—Everything you own from footwear to headgear is shown on this list.
- **Magic**—Potions, draughts, and tonics are listed.
- **Misc**—All other miscellaneous items owned by the party appear on this list.

Available Gold—The amount of money you possess is shown on the bottom of the screen, next to a pile of gold. The number represents how many Gold Pieces (GP) you currently have. You can use GP to purchase weapons, armor, potions, rings, and other items.

Skills

The Skills screen shows the primary Skills for each character. Press the L2 or R2 Buttons to switch characters.

- **Selected Character**—A portrait shows the face of the Selected Character. All the information displayed is for this character only.
- **Character Information**—Beneath the portrait is a list of primary statistics.
  - *Level*—As you gain Experience Points (Exp), your level increases.
  - *Exp*—This lists your current experience points. You earn experience by defeating opponents in combat as well as completing quests and tasks.
  - *To Next*—The number of experience points needed to gain the next level is displayed.
  - *HP*—The character's Health Points are displayed here. You earn more HP with each level gained.
  - *AP*—This shows your current Ability Points. Without AP, you cannot use Chain Attacks, spells, or active skills.
  - *Speed*—The higher the Speed percentage, the better your chances of successfully completing a Chain Attack.
  - *Damage*—The higher the Damage modifier, the more damage you will inflict on an enemy. As you gain more experience and find better weapons, this Damage modifier increases.
  - *Protection*—A higher Protection modifier reduces the amount of damage you sustain from enemy attacks. Equip better armor and gain levels to increase your Protection modifier.
- **Skills**—To the right of the screen is the Skills column. As you gain experience, you can increase the modifiers, awarding points to each character at your discretion. Below are Joseph's beginning skills. This list will grow as Joseph progresses through his adventure.
  - *Sword Weapons*—Increase this number to improve Joseph's swordsmanship.
  - *Dodge*—Raise the Dodge modifier to better avoid attacks during combat.
  - *Assess*—The ability to view an enemy's AP is very useful when leading a party into battle.
  - *Summon*—Increases the power assigned to the summoning rings and enables Joseph to summon more creatures. Joseph does not start out with the Summon skill.
  - *Heal*—Increases the amount of HP that can be restored by casting a Heal spell.
  - *Chain Attacks*—Joseph gains new Chain Attacks as you progress through *Summoner*." You cannot assign skill points in the Chain Attacks section, but you can assign the Chain Attacks to different Directional Buttons. Use the Left Analog Stick or the Directional Buttons to highlight the desired Chain Attack, then press the ⊗ Button to select it. Now press a Directional Button to bind the Chain Attack to that button. You may assign one Chain Attack to each of the four Directional Buttons .

Status

The Status screen displays a character's Resistances and Status Effects and shows his or her main combat objective.

- **Resistances**—The percentages to the right indicate how resistant a character is to each type of attack.
  - *Slashing*—A higher percentage reduces the amount of damage sustained from slashing weapons, such as swords.
  - *Piercing*—The higher this modifier, the less damage a character sustains from piercing weapons like daggers.
  - *Blunt*—This reduces the damage taken from blunt weapons like war hammers.
  - *Fire*—Decrease your HP loss from Fire-based spells.
  - *Ice*—Decrease your HP loss from Ice-based spells.
  - *Energy*—Reduce the damage sustained from Energy-based spells.

- *Magic*—Increase your ability to avoid Magical attacks altogether.
- **Status Effects**—Whenever a character is afflicted, the affliction appears in the Status Effects list. Once the effect has been cured or has worn off, it disappears from the screen.

While viewing the Resistances and Status Effects screen, press the ⊗ Button to alter the Artificial Intelligence (AI) script for each party member. This changes their primary combat objective—the way they engage the enemy during battle while you are controlling another character.

AI Scripts:

- **Melee**—Send the character in for hand-to-hand, hack-and-slash style combat. The character picks the closest enemy and begins attacking.
- **Support**—Support characters attack creatures that are not being attacked by anyone else. When any ranged attacker (i.e., using ranged weapons or spells) is directly attacked, a support character will attack that enemy.
- **Range**—Useful for characters who have a ranged weapon, like a bow. The character shoots enemies that are being attacked by others. This lessens the chance that the enemy will divert its attention to the ranged attacker.
- **Healer**—A character set to Healer will heal the other party members when they're low on HP. If there is no one to heal, a healer acts as if given the Melee command.
- **Caster**—A character set to Caster avoids any sort of Melee combat and will stay behind the front lines, casting offensive and defensive spells.
- **Healer/Caster**—A combination order set, this character casts combat spells until a party member is low on HP, at which point he or she casts healing spells. Be careful to watch your AP! A Healer/Caster is bound to use a lot of AP casting combat spells and could run out when a party member needs to be healed. However, AP won't drop below a minimum level.

Quest Journal

Every time Joseph is asked to complete a task, it is added into his Quest Journal. The journal is separated into a QUEST section and a DESCRIPTION section.

- **Quest**—As Joseph gains more tasks, they are listed here.
- **Description**—When you highlight a Quest, its description appears in the Description section. Each Quest's description reminds you of the tasks needed to accomplish it. Descriptions are updated when new information is gained.

Map

As Joseph and his party explore new areas, the areas become visible in the Map screen. When you look at the Map, you see three important details.

- Your current position is highlighted with a white cone on the screen. You are standing at the point of the white cone, where the cone indicates the direction of the camera. Press the ⊗ Button at any time to center the map around your current position.
- Explored areas can be seen as soon as you view the Map screen. Use the Left Analog Stick to view other areas of the map.
- Areas you still need to explore are blacked out and mysterious. Pinpoint yourself on the map by pressing the ⊗ Button, then head toward the blackened areas to explore more.

If the current area has more than one level (layers), press the L2 and R2 Buttons to view the other explored layers. You cannot view a layer's map until you've actually explored that layer.

Switching Characters

As more people join your party, you can control them individually during the adventure or in combat. You can also scroll between their Skills and Status interface screens. Simply press the L2 or R2 Buttons to switch characters. The selected character's portrait, on the right side of the screen, becomes highlighted and the circular icon is now beneath his or her feet.

Solo Mode

You can have any of the characters leave the party at any time to continue adventuring on their own. To do

this, first make that character the active character, then press the R1 Button from the Game Screen. Now you can control the active character individually without the others following. You can still select the other characters by using the L2 and R2 Buttons.

Pressing the R1 Button again takes the character out of Solo Mode and the entire group rejoins the active character.

Levels and Experience

Experience is gained by defeating enemies and completing quests. When a character has accumulated enough experience points, he or she attains the next experience level.

Each time a character "levels up," his or her maximum HP and AP stats increase. Additional skill points are also gained. A flashing "+" symbol appears on a character's portrait if he or she has skill points to distribute.

To distribute skill points, press the △ Button and choose the Skills option from the menu. Now use the Left Analog Stick to highlight the skill you would like to increase. Finally, press the ✕ Button to increase that skill by one point. No skill level can be raised higher than the character's current experience level.

Note: Once assigned, the skill points are permanent. Choose wisely before selecting a skill to increase.

Spells Menu

Press the ○ Button to gain access to the Spells Menu. Here, you can select any spell a character has learned and cast it against an enemy or on a party member.

Along the top of the menu are the six different categories of spells. Move the Left Analog Stick ←/→ to scroll through the six categories of spells. Press the L2 or R2 Buttons to select a different party member's spells.

- **Heal**—These spells heal and cure your party members.

- **Dark**—Spells in the Dark circle, such as the Blind spell, are typically used against the enemy.
- **Energy**—Energy spells draw their power from the surrounding air to cast powerful magic. Lightning is an example of an Energy spell.
- **Holy**—The spell caster calls upon the gods to help cast Holy spells. These are mainly used to protect or bless the party.
- **Fire**—Fire spells include such attacks as Fireball, Meteor Storm, and Inferno.
- **Ice**—These spells damage your opponent with ice projectiles (e.g., Icicle and Blizzard) or paralyze them with freezing attacks (e.g., Icy Sleep and Ice Coffin).

To cast a spell, first select one within a circle by pressing ←/→ on the Left Analog Stick. Press either the ✕ Button or the ○ Button when the spell is highlighted to begin casting the spell. A cursor appears on an enemy, party member, or the ground (depending on the type of spell chosen). A spell that helps Joseph and his allies can be used only on them. An offensive spell can target only the enemy. Scroll through the targets with the Left Analog Stick and press the ✕ Button to complete the spell.

Casting a spell reduces a character's AP, as shown by the blue bar next to his or her portrait. Characters recover AP slowly over time.

As a character's skill in a spell circle increases (see LEVELS AND EXPERIENCE on page 16), he or she gains access to more powerful spells within that circle. Higher-level spells cost more AP than lower-level spells.

Skills Menu

Just like the Spells Menu, you can access the Skills Menu from the Game Screen. Press the □ Button to view the list of available skills for each character.

Along the top of the menu are six different categories of skills. Use the Left Analog Stick to scroll between the six categories. Press the L2 or R2 Buttons to access other party members' Skills Menus.

- **Combat**—These skills include the ability to Backstab, Dodge, or Parry when in battle.
- **Stealth**—Some of the characters can choose to sneak or hide by using their Stealth skills.

- **Creation**—Joseph summons creatures using the Creation skill.
- **Examination**—Depending on the character, this skill enables you to assess a potential enemy's HP or to look at a door to see if you can pick the lock.
- **Weapons**—The Weapons category shows the types of weapons each character can use in combat.
- **Spells**—This displays the type of Spells a character can cast.

There are two types of skills: Active and Passive.

Active Skills

Active skills are employed like spells. Using an active skill costs Ability Points, represented by the blue bar next to a character's portrait. Early on, characters do not have many active skills. More skills become available to the party as they gain experience levels.

Passive Skills

Passive skills are automatically activated in the appropriate situation. You can see the status of passive skills in the Skills menu, but they are never selectable.

The skills in the Weapons and Spells categories represent each character's proficiency with those weapons or spells. At level 1, Joseph has a low proficiency with Sword weapons. This means he can wield swords but is not particularly skilled in their use. Skills are rated from 1 to 10, with 1 being the lowest.

For more information on assigning skill points to your skills, see INTERFACE SCREENS on page 11.

Traveling to Other Cities and Locations

When Joseph needs to travel significant distances, he does so in the World Map view. The World Map is an overhead view of the world of *Summoner*, showing neighboring towns and villages. Prior to traveling, NPCs will give Joseph information on how to get to the next location. World Map view is initiated when Joseph crosses an area marked with a yellow line. While in the World Map view, a compass will indicate which direction Joseph is traveling. Use the Left Analog Stick to move the party to the next town, village, forest, or dungeon.

Summoning

Joseph was born with the ability to summon creatures. However, there is only one way a Summoner can release creatures into the world—through the use of summoning rings. Joseph will have to find these summoning rings in order to use his unique and powerful skill.

Each summoning ring you obtain enables you to summon a different creature.

1. To summon a creature, open the Skills Menu by pressing the ● Button.
2. Highlight the Creation category.
3. You now see the SUMMON skill, with your assigned skill points next to it. Press the ✕ Button to view a list of creatures to summon.
4. Highlight a creature and press the ✕ Button to confirm.
5. Now a cursor appears. Use the Left Analog Stick to find a safe place for the summoned creature to appear. If the cursor is red, there is not enough room for the creature to appear. Move the cursor until it turns blue.
6. Press the ✕ Button to begin the summoning.
7. The summoned creature becomes a member of the party and can be controlled as a normal party member. It can also complete Chain Attacks on the enemy.

The experience level of the summoned creature depends on how much power the corresponding ring has accumulated. Although you do not need to be wearing a summoning ring to summon the corresponding creature, the ring gains power only while you have it equipped.

As Joseph gains experience, any summoning rings he has equipped will increase in power. The amount of experience acquired by these rings depends on Joseph's Summon skill. The higher his Summon skill, the more power his summoning rings gain.

While trying to summon creatures into the world, be aware of the following rules:

- Creatures cannot be summoned in town.
- Once you leave a level, any creature Joseph has summoned is removed from the party.
- If Joseph loses all his HP and is rendered unconscious while a summoned creature is alive, he loses control of the summoning. If Joseph is revived, he cannot summon a new creature until the old one is killed.
- It costs life to give life. Joseph will lose points from his Maximum HP whenever he summons a creature. The Maximum HP he used to summon is returned to him only when he banishes a summoning or exits an area. If the summoning is killed in battle, Joseph will have lost those Maximum HP points forever.

ITEMS

As Joseph explores the continents of Medeva and Orenia, he will come across various items to either use, equip, or sell. Sometimes, NPCs will ask Joseph to find a particular item of interest and bring it back for a reward.

- **Weapons**—You can find Blunt, Piercing, Slashing, or Ranged Weapons in stores or after combat. Sometimes a faster weapon is better than a weapon that causes more damage because Chain Attacks are easier with a faster weapon. Be sure to equip the most appropriate weapon according to each character's list of skills. Skills and skill levels required to equip a weapon are listed in Item Info.
- **Armor**—Armor helps protect characters from attacks. Some characters can wear only light armor, while others can wear heavier, more encumbering armor. Equip the best armor for each member of the party. Skills and skill levels required to equip a weapon are listed in Item Info.
- **Rings and Necklaces**—Aside from the summoning rings, other rings and necklaces exist that can alter a character's protection rating, spell casting abilities, or combat abilities. Be sure to view a ring's information before giving it to a party member.
- **Potions**—Potions, scrolls and tomes can restore or increase a character's HP and AP.
- **Miscellaneous**—Joseph needs to find other items and bring them back to NPCs to gain rewards for his trouble.

Aside from finding items after defeating an enemy, items are also scattered throughout the world of *Summoner*. Barrels, boxes, and wells might contain anything from gold coins to armor and weapons.

To search for items, press the ✕ Button. If an item is hidden, a cursor appears over the item. Press the ✕ Button again to open a window that lets you know what you've found. Gold is picked up automatically, and the Contents Screen lists any other items found in the container. See AFTER COMBAT on page 10 for more information on the Contents Screen.

THE WORLD OF SUMMONER

In the mythology of *Summoner*, Ghuval the Maker of All Things created the world, Khosos. Urath, god of the Sudani, struck the earth with his sword and split Khosos into many continents and islands. *Summoner* takes place on two of those continents: Orenia and Medeva.

THE KINGDOM OF MEDEVA

Thirteen kings once ruled over the realms of Medeva. The princes of the Rhunari clan unified these kingdoms over the course of a 300-year war known as the Medevan Conquest. The calendar of Medeva is reckoned by the first year of the Conquest (1 VM, or "Vorhno Medeva"). *Summoner* begins in the year 596 VM.

Bellias VI now rules the Kingdom of Medeva. As a youth, Bellias distinguished himself at the battle of Tormannen, a victory that rallied the armies of the crown in the civil war of 577. The following year he married Queen Galienne, daughter of the late Duke of Tarhimun, a

marriage that secured the power of the monarchy and brought peace to his troubled realm. Bellias' brother, Prince Somehan, helps the king govern Medeva through his network of spies and informants.

Some places of interest in Medeva:

Masad
Masad is a farming village on the Darhu River, north of Lenele. Joseph lives in Masad, and he begins the game here.

Lenele
A city on the Darhu River, Lenele was built on the ruins of the City of Gods. The Palace of King Bellias VI and the High Temple of Urath are located here. Lenele has four major quarters: the docks, the marketplace, the Old City slums, and the wealthy Crown district.

Iona
Iona is an island monastery off the eastern coast of Medeva. An esoteric order of mage-priests guards the divine tomes of the Great Library. These tomes are written in Aosi, the language of the gods, in which all of Creation has been written.

Khosani Stronghold
Known to its denizens as "Saanavarh," or "Mountain of the Wise," this is the last refuge of the Khosani, children of the earth god Vadagar. Twelve thousand years ago, the sea god Amasido destroyed their cities in a great flood.

Ikaemos
The ruins of an empire that flourished near the end of the Chaos of Ten Thousand Years, the palace of the Priest-Kings of Ikaemos now lies hidden within a vast swamp.

The Empire of Orenia

Murod the Usurper rules the empire of Orenia, a realm far to the north across the Sea of Khadim. Formerly the leader of the imperial priesthood, the Society of the Jade Temple, Murod seized the throne of Orenia in the year 574 VM, murdering the Emperor Gaodi II and his entire family.

Murod executed the priests of the Jade Temple after they prophesied that one born with the Mark of the Summoner would destroy him. Now the Society survives as a rebel army fighting against Murod's tyranny. Their leader is a mysterious woman named Aoqi.

In 596, the year that *Summoner*™ begins, Murod invades the Kingdom of Medeva, searching for the one born with the Mark of the Summoner.

Some places of interest in Orenia:

The Tower of Eleh
A siege tower built by the gods to storm the gates of Heaven, the original tower was destroyed in the Chaos of Ten Thousand Years. Murod has enslaved his people to rebuild the tower and install himself as the Emperor of Heaven and Lord of All Creation.

Wolong
A village on the Lake of Sorrows, Wolong is a stronghold of the Jade Temple's rebellion and home of the Gatherers, a sect of healers. In the legends of the village, a dragon's tears formed the lake. The people of Wolong offer sacrifices and festivals to keep the dragon happy.

Liangshan
Lost within a forest of evil spirits, the Shrine of Liangshan is a sanctuary devoted to Dai, the Dragon of the Forest.

Jade Temple
For centuries the Jade Temple has served as the seat of imperial power, built by the First Emperor following his victory in the Battle of Nine Sparrows. The priests of the temple, now in hiding, lead the rebellion against Murod.

The Mark of the Summoner

The Summoners' inheritance is a power greater than magic. With ancient rings, they call forth demons and golems, supernatural servants and elemental creatures. Summoners have toppled empires and challenged gods. They are venerated as saviors and feared as destroyers. The chosen are born with a mark on their hand, but the origins of this gift were forgotten long ago.

Joseph now fears his power more than death itself. As a child, Joseph tried to save his village from attackers, but the demon he summoned slaughtered the villagers while Joseph watched in horror, his misguided heroics causing the deaths of those he loved. Exiled and ostracized, Joseph vowed never to summon again.

THE CHARACTERS

Joseph

Role: Farmer; Summoner

Born: 577 VM (19 years old)

After the massacre of Ciran, Joseph exiled himself to Masad, a village on the Darhu river. Though he has tried to forget the horror unleashed by his power, Joseph must learn to master his gift and confront the Emperor of Orenia.

Rosalind

Role: Novice of the Order of Iona; Spellcaster

Born: 579 VM (17 years old)

Rosalind is the estranged daughter of Yago, a former monk of the Order of Iona. Under mysterious circumstances, Rosalind came to Iona as a child and is now a novice of the Order. She has begun her study of Aosi, the divine language in which all of Creation has been written.

Flece

Role: Thief

Born: 574 VM (22 years old)

Flece grew up in the quarter of Lenele known as the "Old City," the slums on the Darhu's east bank. The daughter of a prostitute, Flece was orphaned when her mother was knifed to death in the Alley of Dogs. Flece works for Tancred, the "King of Fleas" who controls all illicit commerce in Lenele.

Jekhar

Role: Warrior

Born: 575 VM (21 years old)

Joseph's childhood friend, Jekhar lost his family when Joseph destroyed Ciran nine years ago. Jekhar swore on their graves that if Joseph ever crossed his path again, he would have his vengeance. Jekhar now lives in Lenele, capital of Medeva, where he serves in the army of King Bellias VI.

Murod
Role: Emperor of Orenia
Born: 532 VM (64 years old)
Formerly the leader of the Society of the Jade Temple, Murod betrayed the emperor, murdered his family, and seized the throne of Orenia. Murod has enslaved his people to rebuild the Tower of Eleh and install himself as the Emperor of Heaven. Because of the Jade Temple's prophecy, Murod has invaded Medeva to find the Summoner.

Yago
Role: Joseph's Teacher; Counselor of Prince Sornehan
Born: 546 VM (50 years old)
A former monk of the Order of Iona, Yago left the monastery to find the child born with the Mark, but his efforts to teach Joseph failed when the boy destroyed Ciran. After Joseph renounced his gift, Yago traveled to Lenele, where he now serves as counselor to Prince Sornehan, brother of the king.

The Four Riders
Role: Minions of Murod
Born: Unknown
No one but Murod knows the names and origins of these sinister warriors. They are believed to be minions of Laharah who served her in the Second Araenugeth, the "War of the Gods" fought eons ago. Searching for the Summoner, the Riders lead the Orenian invasion of Medeva. Each rider has unique abilities and attacks.

King Bellias VI
Role: Ruler of Medeva
Born: 556 VM (40 years old)
Bellias has ruled the Kingdom of Medeva for sixteen years. His marriage to Galienne secured the power of the monarchy and brought peace to his troubled realm. Bellias is heir of the Rhunari princes who unified the thirteen kingdoms in the Medevan Conquest.

Aoqi
Role: Leader of the Society of the Jade Temple
Born: Unknown
The mysterious "woman in white," Aoqi is the leader of the Society of the Jade Temple. Once the priesthood of the Orenian emperors, the Society prophesied that one born with the Mark would destroy Murod. The Emperor responded by having the priesthood executed. The survivors went into hiding, and now they lead the rebellion against the Usurper.

Tancred
Role: Flece's Guardian; Leader of Lenele's Thieves
Born: 560 VM (36 years old)
The infamous "Prince of Beggars" and "King of Fleas," Tancred controls a network of smugglers, thieves, spies, and assassins. Tancred became Flece's guardian after the death of her mother, and he taught her the arts of stealth and deception.

SAVING AND LOADING

Summoner™ enables you to save data during a game with the use of a memory card (sold separately). Insert a memory card into Slot 1 or Slot 2 of the PlayStation 2 computer entertainment system before you start a game.

Each saved game file uses 300k on the memory card. The number of games you can save is limited by the size of the memory card.

Saving
Press the △ Button to view the Pause Game Menu. Now use the Left Analog Stick to highlight the SAVE GAME option. If two memory cards are inserted into the PlayStation 2 computer entertainment system, press → or ← to highlight the one you would like to save to. Now select a file to save. You can choose NEW GAME SAVE to create a new saved game file, or you can highlight a previously saved game to save the new file over it. Make your selection and press the ✕ Button.

Note: You cannot save your game during combat. Saving is also prohibited in some areas.

Loading
To load a game from the Main Menu, select CONTINUE GAME and press the ✕ Button. Select a memory card to load a game from by pressing ←/→. Now choose a game file to load by pressing ↑/↓ on either the Directional Buttons or the Left Analog Stick. Press the

⊗ Button. When prompted, select YES and press the ⊗ Button to confirm the load.

To load a game from within the realm of *Summoner*,* press the △ Button to view the Pause Game Menu. Now highlight LOAD GAME and press the ⊗ Button. Select a memory card and a game file, then press the ⊗ Button (this wipes out the current game, unless you have previously saved it).

HINTS/TIPS

1. Check all barrels and crates. You will occasionally find valuable items.
2. Have your party attack the same enemy target if possible. It is better to quickly defeat one enemy than to attack multiple targets at the same time.
3. Before you equip a new item, make sure it is better than the item you have currently equipped.
4. Always try to position your character above the enemy if at all possible. Your character gains attack bonuses when on higher ground so take advantage of this.
5. Check the character portraits often during battle. The portraits flash when that character is taking damage or is almost dead.
6. Be sure to talk to the people with "!!" displayed over their heads. These people have important things to say to Joseph.
7. Chain attacks can increase in power the more you use them.
8. When using a summoned creature make sure to keep Joseph healthy. If he falls unconscious, the summoning will turn on you.
9. Some creatures are more resistant to certain types of attacks. Experiment to see which weapons work best on which creatures.
10. Check the Quest Journal often to keep up with any new updates.
11. Miniquests and random encounters offer many opportunities to gain experience, gold, and items. Though most of these quests and encounters are optional, use them to build up the strength and resources of your party. You will be better prepared to confront the more difficult challenges you must face later in the game.

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