



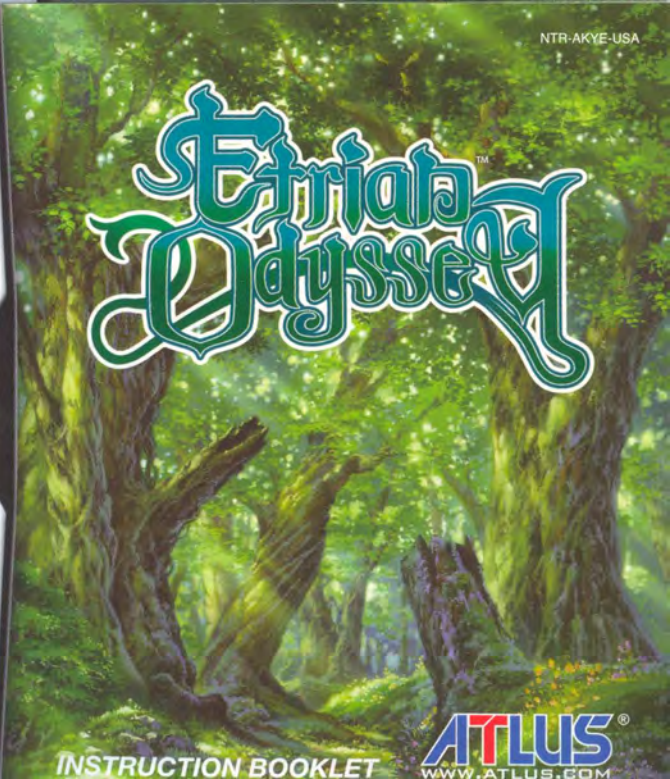
ATLUS[®]
WWW.ATLUS.COM

Atlus U.S.A., Inc.
15255 Alton Parkway
Suite 100
Irvine, CA 92618
PRINTED IN JAPAN

NINTENDO DS[™]

NTR-AKYE-USA

Estriata Odyssey[™]



INSTRUCTION BOOKLET

ATLUS[®]
WWW.ATLUS.COM

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

▲ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



ATLUS[®]
WWW.ATLUS.COM

Atlus U.S.A., Inc.
15255 Alton Parkway Suite 100
Irvine, CA 92618

LICENSED BY



NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2006 NINTENDO. ALL RIGHTS RESERVED.

Etrian Odyssey™

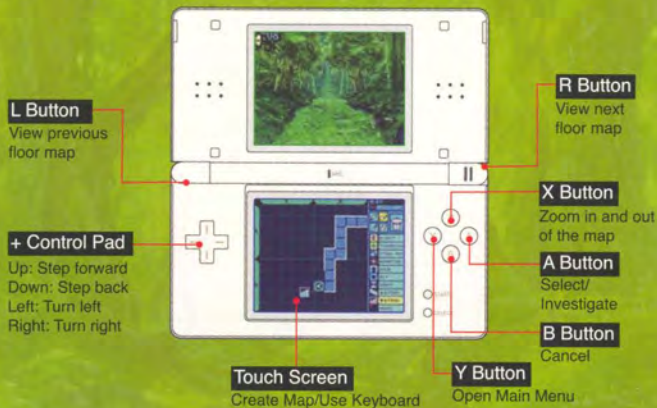
- | | |
|------------------------|--------------------|
| 6....Starting the Game | 20...Status |
| 8....Basic Controls | 22...Battle |
| 10...Party Formation | 27...Songbook |
| 12...Game Flow | 28...Story |
| 13...Labyrinth | 30...Town of Etria |
| 14...Drawing the Map | 32...Classes |
| 18...Main Menu | 38...Credits |

Basic Controls

Controls are different in town and in the Labyrinth. Below are the Labyrinth controls. Make sure you understand them before venturing inside.

Town Controls

+Control Pad: Move Cursor
A Button: Select
B Button: Cancel



Using the Touch Screen

The Touch Screen is used when typing words or when drawing the dungeon map.



■ Typing with the Keyboard

When you have to enter text, the Touch Screen will become a keyboard. Type letters and numbers by tapping them with the stylus. Tap the BS (Backspace) key to delete a letter.

■ Drawing the Dungeon Map

When in the Yggdrasil Labyrinth, you can map your surroundings. Look at the upper screen to see the layout, before you then draw a corresponding map on the lower screen. For more details, see P.14.



Party Formation

At the Explorers Guild in town, you can register new guild members and organize your own guild. At the start of a new game, you will create a party here.



Register

Create new characters here. First, name the character, then choose a class and portrait. Newly created characters can be put into the party from the Formation menu.



Organize

Organize your guild here. You can Dismiss, Retire, or Rest guild members here. Dismissed or Retired members cannot be brought back, so be careful when choosing one of these options.

Dismiss

Dismiss a character from the guild. You will lose these characters and any equipment they are wearing forever.

Retire

Retire a character and receive a new character in exchange. The new character will start at Lv. 1, with bonus skill points.

Rest

Characters who Rest lose 10 experience levels, but will be able to reallocate their skill points.

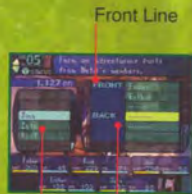


Forming a Party

A party consists of up to 5 guild members. You will need to form one in order to enter the Labyrinth.

The Front and Back Lines

While forming a party, you will place characters on either the front or back lines. Once you're satisfied with the formation, select Confirm to create the party.



Front Line

Back Line

Registered Character

Choose the Proper Placement

Characters on the front line are more likely to be attacked in battle than those on the back line. It's generally good to put warrior-type characters like landsknechts and protectors in front, and magic-type characters like medics and alchemists in back.



Game Flow

In this game, you will constantly go back and forth between the town of Etria and the Yggdrasil Labyrinth.



Town of Etria

Make preparations, such as healing, managing your party, and buying equipment in town, then enter the Labyrinth via the Forest Entrance or Geomagnetic Field.



Labyrinth

When you become weak in the Labyrinth, use a Warp Wire or the Geomagnetic Field to return to Etria.

Labyrinth

Aspects of the Field Screen



- 1 Icon showing the time of day.
- 2 The in-game clock. Time passes while moving.
- 3 Information window listing any context-sensitive commands.
- 4 Proximity gauge. How close you are to enemies is shown by the gauge's color.
Blue = Low chance of battle
Red = High chance of battle
- 5 Cartography icons. See more details on P.15.
- 6 Map screen. Tap the full map to zoom in on the area you tapped. You can only draw on the zoomed-in view.
- 7 Coordinate tabs. Tap these tabs to move the map in that direction.

Map Screen Guide

The function of the stylus changes according to which icon you choose from the menu on the right side of the Touch Screen.

▶ Draw Walls

Draw lines with the stylus to show the dungeon walls.



▶ Paint the Floor

Use this to show the navigable areas of the Labyrinth. Either tap individual squares or slide the stylus across the Touch Screen.



▶ Erase

Erase drawn walls or floors with the stylus. Touch an Eraser icon, then touch or slide across the area you wish to erase.



▶ Place Icons

These icons can be dragged and placed onto the map.



▶ Erase Icons

Simply drag an icon already on the map into the trash can.



▶ Annotation

Drag the memo icon onto an existing icon, then type a message using the Touch Screen.



Types of Icons



Pen

Use the pen to draw walls on the map.



Brush

Use this to paint floors on the map.



Wall Eraser

Use this to erase the walls drawn on the map.



Floor Eraser

Use this to erase the floors drawn on the map.



Trash Can

Use this to delete icons on the map.



Event

Put this icon anywhere you encounter an event.



Treasure

Place this icon to mark treasure in the dungeon.



Item Point

Use this to note item collection spots.



Monster

Remember the location of dangerous monsters.



Door

Use this icon to show doors on the map.



Pit

Note the location of traps and pits with this.



Warp

Use this icon when there is a warp point on the map.



▲ Stair

Mark staircases leading to the previous floor.



▼ Stair

Mark staircases leading to the next floor.



Memo

Annotate the map with specific messages.

Cartography Tips

Paint the Floor

Check the top screen to see how the floor is laid out. (Choosing AUTO MAP from the options will automatically paint the spaces you walk over.)



Draw the Walls

If you don't draw the walls, you won't be able to tell dead ends from open spaces. Draw lines on either side of the walkway to show the walls.



Marking Crossroads

If you come to a crossroads, you might want to draw walls or floors for a square in the other directions to remind yourself to come back and explore those branches.



Placing Icons

Place Icons Wherever You Like

There are icons for all purposes on the right side of the Touch Screen. Find the one you want and drag it onto the appropriate square of the map. You can use icons however you want.



Connecting Rooms

Rooms next to each other have 1 square in between, so it's best to put a Door icon between them to ensure the map's integrity.



Make Frequent Use of Memos

You can place memos on top of other icons. If there's anything important you want to be reminded of, place a memo just to be safe.



M Main Menu

Press the Y Button to access the Main Menu. There are seven commands here:

▶ ITEMS

Use an item in your inventory. Select an item, press the A Button to use it, then select a target to use it on.



▶ SKILLS

Use skills the party has learned. Select a skill, then press the A Button to use it. Using skills costs TP.



▶ STATUS (P.20)

Check each party member's status. Press the A Button on the status screen to view the character's skills.



▶ EQUIP

Equip items in your inventory. Select a slot to equip the item, then choose a piece of equipment from the list.



▶ CUSTOM

Learn new skills or level up learned skills by spending skill points. Press the A Button on a grayed-out skill to see what other skills are required before you can learn it.



▶ PARTY

Change the party's formation. Select a character from the list on the left and place it in either the front or back lines. Press the A Button to confirm.



▶ QUESTS

Check information about quests here. You can view currently active and completed quests and missions.





status





You can see a character's details here. A guide to the various components:



- 1 Current level.
- 2 Character's class.
- 3 Current HP out of the maximum HP.
- 4 Current TP out of the maximum TP.
- 5 Experience needed for the next level.
- 6 The character's skill points.
- 7 The lowest point reached in the dungeon.
- 8 Current boost points.
- 9 Character's stats. Each one affects various things:
 - ◆ ATK: Sum of STR and the weapon's attack value.
 - ◆ DEF: Sum of VIT and the armor's defense value.
 - ◆ STR: Affects attack power.
 - ◆ VIT: Affects HP and defense.
 - ◆ AGI: Affects turn order and evade rate.
 - ◆ LUC: Affects chances of finding items.
 - ◆ TEC: Affects TP and skill strength.
- 10 Current equipment.

Status Ailments

While in the Labyrinth, characters may receive various status ailments.

-  **DEATH**
When HP drops to 0, or when attacked by an instant-death skill.
-  **SLEEP**
While asleep, you can't act and will receive more damage. Once struck, you will wake up.
-  **CONFUSE**
While confused, a character cannot be controlled and may attack its comrades.
-  **POISON**
While poisoned, you will receive damage at the end of each turn.
-  **CURSE**
While cursed, any damage you deal will be reflected back to you.
-  **BLIND**
While blinded, your accuracy will be greatly decreased.
-  **STONE**
While petrified, your motionless status will receive more damage.
-  **PARALYSIS**
While paralyzed, you cannot move.
-  **TERROR**
While afraid, a character might not follow orders. Terrorized characters will follow the caster's orders.
-  **BIND ARM**
While thus bound, you won't be able to use skills requiring the arms.
-  **BIND HEAD**
While thus bound, you won't be able to use skills requiring thought or voice.
-  **BIND LEGS**
While thus bound, you won't be able to use skills requiring the legs.

Battle

Here are the basic tenets of battle, including an explanation of the commands.

Basics of Battles

Battles are turn-based, where every character's action takes up one turn. There are six different commands in battle. (P.24)



Enemy Encounters

When you encounter an enemy in the Labyrinth, you enter the battle screen. Normal enemies cannot be seen, but select monsters known as FOEs visibly move around the map. FOEs take one step for every step you take; if they catch you, you will enter battle.

Front and Back Lines

Battles will begin using the formation set by the player. The front line is generally targeted by enemies more often than the back line. Enemy groups have no front or back line.

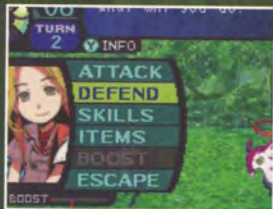


Battle Screen Guide



- 1 Icon showing the time of day.
- 2 The in-game clock.
- 3 The message window.
- 4 Indicator of how many turns have elapsed.
- 5 Battle commands. Their functions are explained on P.24.
- 6 Boost gauge. When it reaches MAX, you can use the Boost command. The gauge increases whenever a character attacks or is attacked.
- 7 The character's HP in bar and numeric form.
- 8 The character's TP in bar and numeric form.

Battle Commands



Boost Gauge

The six commands to the left are your options in each turn of battle. Use them wisely, according to the situation. When the boost gauge is full, the Boost command will be available.

▶ ATTACK

To attack with your equipped weapon, select Attack, then highlight a target and press the A Button. Characters can attack from the front or back line.



▶ DEFEND

The damage received will be decreased for that turn.



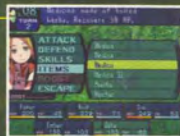
▶ SKILLS

Use a skill you have learned. Select a skill to use from the list and press the A Button. You cannot use skills without TP.



▶ ITEMS

Use items in your inventory. Select an item to use from the list and press the A Button, then choose a target to use it on.



▶ BOOST

When the boost gauge is full, you can use the Boost command. Using this increases the damage dealt on your next turn. After using it, the boost gauge resets to 0; it increases again each time the character attacks or is attacked.



▶ ESCAPE

Flee from battle. If any party member succeeds in escaping, the entire party will run.



Gaining Levels



Result

Character	LV	EXP	EXP
Faber	LV 30	EXP	12
Paul	LV 30	EXP	14
Tau	LV 30	EXP	14
Esther	LV 30	EXP	14
Ezra	LV 30	EXP	14

Posher
Bare Tail

Once you gain enough experience from battle, your characters will level up, at which point their statistics will increase. For each level gained, you also gain one skill point. Spend skill points to learn new skills or level up existing skills.

Earning Money



UB
HLL
Self accumulated money

692.00

Soft Hat	8
Soft Hat	9.6
Soft Hat	9
Soft Hat	9
Soft Hat	9
Soft Hat	9
Soft Hat	9

Soft Hat
Soft leather lined from beehs.

In this game, you will not earn money in combat. However, you will sometimes receive items in battle, which can be sold for money. Once you sell a certain number of items, the store will have new goods available for purchase.

The Songs of Rodsay Ormund, Troubadour



An Etrian Elegy

Listen now, about a town
That found itself under great renown
I tell you now of that small town
The town that was called Etria.

There it stood, the fearsome wood
The wood of which people wondered, "Should
we go in? 'Twould be a sin?
To go into that fearsome wood?"

Word did spread, and rumor led
To dreams that took hold in people's heads
See how that town flourished
When travelers came pouring in.



Thus they came, to seek their fame
The bold, the proud, and the mystic lame
All hoped they could make their name
By conquering the Labyrinth.

I was one, and had my fun
The green halls filled with phenomenons
It was worth the risks we'd run
On our Etrian Odyssey!



Orientation Song (Sung to Nobices)

Come, take a tour of
The Verda Plaza
So many things to see!

Down at the inn the
Rooster is crowing
Waking you from your sleep!

Wake in the morning?
Wake in the evening?
Leave it to the innkeep!

Apothecary
Doctors get nary
One coin less than their fee!

They'll fix you up when
You have been wounded
Next time buy Nectar III!

Still, it's not all bad
Forget you were sad
Look at the cute trainees!

Shilleka's goods shop
Just got a new crop
For one and all to see!

Quality weapons,
And shiny armor
But it won't come for free!

She'll always buy your
Found bric-a-brac for
Crafting a brand new piece!

Off to the Golden
Deer, come and stroll in
Prop up your weary feet!

Hear all the requests
Try and do your best
Make those people happy!

When you have done, re-
Turn to the pub and
Collect your well-earned fee!

Explorer's Guild is
Where you can dismiss
The dregs of your party!

Register new blood
Hope they won't be duds
Down in the depths we'll see!

Here, too, leaders will
Reset their men's skill
Soon they'll see victory!

At Radha Hall fun
Comes from their missions
Great for added prestige!

Library books to
Sit down and page through
More than a man could need!

That's it for the tour
Now how 'bout a pure
Glass of delicious mead!



Ballad of the Explorers

Come listen to my story of the classes nine
Brave warriors who went forth in armor that shined
Each one of them with knowledge and powers so fine
I'll tell you of each one in this ballad of mine



The Landsnknecht had a sword that could cut you in twain
His powerful might was known as the monster's bane
With sword or axe, he caused the foul demons much pain
From the front line he lost count of the monsters slain

Survivalists were masters of the woodland lore
You'd mark them by the hats and the scarves that they wore
Their specialty was firing the arrows that soared
The Labyrinth explorers sought them for their corps



Protectors bore a shield in their holy quest
Under its aegis did her companions rest
This noble knight was up to the hardest of tests
No enemy could tarnish that virtuous crest

Dark Hunters were the mistresses of sword and lash
Their binding skills could sway the tide of any clash
Their blades carried affliction with every slash
The monsters they faced reduced to cinders and ash





The medics healed their wounded comrades in need
The poison stings and the injuries that bleed
At great expense did they perform their kind deeds
Their frailty prevented them taking the lead

The learned ones with magic were the Alchemists
The elements they controlled by flicking their wrists
Their magic made up for the weakness of their fists
Without one in the party their presence was missed



Now Troubadours, my own kind, brought cheer and gave mirth
Both menfolk and ladies were the salt of the earth
Our songs boosted the party and proved our own worth
In returning the Labyrinth's beasts to the earth

From foreign lands the mysterious Ronin hail
Their skill with swords came also from that unknown vale
They'll fight down to the last man with tooth and with nail
And flay the beasts' hide empty of stinger and scale





The rarely spotted Hexer controls with a word
The curses he lets fly with are the last things heard
By his command, monsters to suicide are spurred
When recruiting, placement on the back line's preferred

The nine of them down into the Labyrinth went
By Radha Hall the mighty warriors were sent
But little did they know just what this mission meant
Or what lay in store at the end of their descent



Biography

Though possessed of mediocre talent, Mr. Ormund was a popular figure in Etria with the explorers who made regular excursions into the Yggdrasil Labyrinth. His affable and charming demeanor made him well-liked at the famed Golden Deer Pub, where he spent a sizable portion of his life both before and after his retirement as an explorer.

At one time or another Ormund was a member of seven different sub-guilds within the Explorers Guild, most famously with the Ash-Handle Guild. By his own admission, the furthest he ever penetrated into the Labyrinth was the second floor of the Azure Rainforest stratum, on the very same fated excursion that led to the dissolution of the Azalea Guild.

Despite his unremarkable career as an explorer and his meager abilities as a troubadour, Ormund is worth noting as one of the first to set his compositions to parchment. These examples of his legacy are therefore of some cultural value as glimpses into Etria's milieu during the period.



Credits

Japanese Staff

Director: Kazuya Niinou

Scenario: Shigeo Komori

Character Design: Yuji Himukai

Monster Design: Shin Nagasawa

Composer: Yuzo Koshiro

Chief Planner: Kazuya Niinou

Planners: Shigeo Komori, Masaru Watanabe, Sawao Kato, Kenichi Goto, Masahide Takaya, Mayuko Matsumoto, LANCARSE Co., LTD, Kentaro Abe, Tsubasa Fujikawa, Masaaki Aburaya, Kana Okamura

Battle Advisor: Daisuke Kanada

Chief Programmers: LANCARSE Co., LTD, Mitsuhiro Hoshino

Programmers: LANCARSE Co., LTD, Atsushi Motouchi, Shunsuke Nakajima, Kotarou Yamada, Takayuki Ishido, Sunao Matsumoto, Makoto Tsubota

Chief Designer: Yukari Yokoro

Designers: Meri Matsumoto, Asaka Yamazaki, Akiko Kotoh, IMAGE EPOCH Co., LTD, Shinji Takei, LANCARSE Co., LTD, Asumi Takiguchi, Yoshiko Ishida

Image Board: Bihou Co., LTD, Masaru Sato, Jun Okabe, Hiroshi Kato, Yoshinari Shiozawa

Font Design Cooperation: FONTWORKS JAPAN, Inc.

Sound Design: Ancient Co., LTD, Yuzo Koshiro, Takashi Arai

Special Advisor: Katsura Hashino

Cs Division Manager: Atsushi Morita

Production Managers: Naoto Hirooka, Hirohito Shindo

Test Play Cooperation: DIGITAL HEARTS CO., LTD., Kaoru Kigawa, Yutarou Sakamoto, Nobuyuki Asama, Hikaru Kogiri, Ei Nishizawa, Ryuichi Araki, Yasuhiro Kasai, Hirokazu Hashii, Miki Chida, Nanako Ito, Syun Ashida, Ryo Imakurusu, Satoshi Matunaga

Promotion: Atsushi Morita, Ikuya Kobayashi, Junichi Mori, Yohsuke Uda, Hiroaki Mukai, Megumi Yamada

Sales: Yoshikazu Tanaka, Satoshi Koike, Masashi Nakagawa

Licensing: Atsushi Morita, Jyunichi Mori

Art Work: Masao Nagashima

Project Support Engineers: Hideki Obata, Atsushi Yagi

General Manager: Shigeru Igari

Executive Producer: Kouzou Itagaki

US Localization Staff

Atlas U.S.A., Inc.

Executive Producer: Shinichi Suzuki

VP of Production & Bus. Development: Sonoko Saito

VP of Sales & Marketing: Jim Ireton

Project Lead: Nich Maragos

Project Coordinators: Hiroyuki Tanaka, Mai Namba

PR Coordinator: Amy Barklow

Creative Designers: Jeremy Coil, Michiko Shiikuma

Translators: Mai Namba, Alex Britton

Editor: Nich Maragos

QA Lead: Rob Stone

QA Testers: Gerald Rempis, Jeff Beaudoin, Kevin Boggs

Limited Warranty

ATLUS, at its sole option, will refund, repair or replace at no charge any defective ATLUS products within ninety (90) days of purchase with proof of purchase date, so long as the defect is not caused by misuse and neglect of the purchaser. EXCEPT FOR THE FOREGOING LIMITED WARRANTY, ALL EXPRESS, IMPLIED AND STATUTORY WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT OF PROPRIETARY RIGHTS, ARE EXPRESSLY DISCLAIMED. ATLUS SHALL NOT BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, CONSEQUENTIAL OR OTHER DAMAGES, EVEN IF DAMAGES RESULT FROM THE USE OF ATLUS PRODUCTS IN ACCORDANCE WITH ATLUS manual instructions. In some jurisdictions, some of the foregoing warranty disclaimers or damage limitations may not apply.

Repair/Service After Expiration of Warranty

If your ATLUS product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Customer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

ATLUS Customer Service Department/Technical Support Line: (949) 788-0353

Call this number for help in operating our products or for general product questions. Representatives are available Monday - Friday, 9:00 am to 5:30 pm Pacific Time.

ATLUS[®]
www.ATLUS.COM

15255 Alton Parkway
Suite 100
Irvine, CA 92618

