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PRINTED IN JAPAN

GAME BOY ADVANCE

AGB-AG0E-JSA

Zotia[®]
THE RUINS OF LORE



INSTRUCTION BOOKLET

ATLUS[®]

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

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

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

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

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

⚠ WARNING - Repetitive Motion Injuries

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

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

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

**Use of Alcohol
Mild Violence**

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

PROLOGUE

The legendary battle over the fate of the world had drawn to a close.

Although on Doom Island victory had been claimed over the forces of evil, it was not without the effort of the valiant heroes and the power of the ancient treasures of the gods.

As time wore on, all record of these treasures was lost.

Lured by the promise of godly power, Hunters have begun to explore the Ancient Cave and other forgotten ruins in search of these mystic relics.

The power of the gods... Where will it lead those who seek it?

The path to prosperity... or the road to destruction?

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CHARACTERS

Eldin (Main Character)

A high-spirited boy who lives alone with his mother in Parcelyte. His father, a treasure hunter, left in search of ancient treasure, but never returned. Now that he's 14, Eldin decides to leave with his friend Torma to obtain a Hunter's License of his own.

Rami

One of Eldin's close childhood friends. She's clever and convincing. Just ask her how she got her Hunter's License!

Torma

Another childhood friend of Eldin's. Hot-tempered and stubborn, he has earned a reputation in Parcelyte as a troublemaker.

Bau

A cowardly boy who is picked on for not being able to return to his original form after installing a monster.

Rubius

A priestess of Nazare, the Clan of Silence. Bound by tradition, she has lived most of her life for the sake of the clan. She is strong-willed, but inflexible at times.

Dekar

A warrior who fought alongside Maxim in the legendary battle on Doom Island. He claims to be the strongest fighter to have ever lived in Bound Kingdom.



CONTROLS

L BUTTON

Change Character
(Only in dungeons)

R BUTTON

Change Direction
(Only in dungeons)

CONTROL PAD

Move Character/
Select Commands

A BUTTON

Talk/Search
Read/Confirm

START

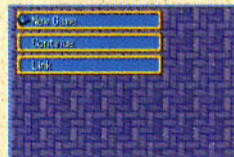
Suspend Game

B BUTTON

Character Action/Cancel

SELECT

Open Camp Menu/Quick Help



New Game

Pick this to start a new game from the beginning of the story.

Continue

Pick this to continue from a previously saved game. To resume play from where you last saved in a church, select "Continue from Save." To resume play from elsewhere, select "Continue from Quick-Save."

Link

Pick this to trade Disc Monsters or to play with friends (2-4 players) in the Ancient Cave. *The Ancient Cave - Page 20, Trading DMs - Page 23*

THE WORLD

Locations that can be visited will be displayed on the World Map. The World Map will appear once you exit a town or dungeon, and then you can select your next destination.



World Map

Select the area you want to travel to and press the A Button. The screen will then change to show the Area Display.



Area Display

Within the Area Display, choose the town or dungeon that you would like to visit.



Town or Dungeon

TOWNS & DUNGEONS



In towns...

There are plenty of facilities such as stores and churches that will be of use during your adventure. Also, by talking to the townspeople, you may get information valuable to your quest. In towns and dungeons you will only be able to control the main character.



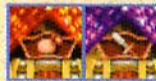
Church

You can save here. A priest will remove a curse or stop the effects of poison for a price.



Inn

You can pay to stay here and recover your party's HP and AP.



Item & Weapon Shops

You can buy items and weapons in these shops, or sell things that you don't need.



Keepers Association

You can store DMs and apply for an apprenticeship here. *Disc Monsters – Page 16*
Apprenticeships – Page 19

DUNGEONS



Dungeons contain dangerous traps and vicious monsters. Using your characters' skills will be necessary to survive.

NOTE: You can only control one member of your party in a dungeon, but by pressing the L Button, you can change between characters. To use a character's unique skill, press the B Button.

COMMON SKILLS



Push

By pushing blocks and crates, you can sometimes clear a path for yourself or use them to activate switches.



Pick Up

Some light objects such as pots can be picked up and carried around.

SPECIAL SKILLS



Knife (Eldin only)

Eldin's knife can be used to cut grass or ivy that is in your way, or to destroy objects like pots.



Rope (Torma only)

Using Torma's rope will enable you to cross ravines and pull levers that would be otherwise unreachable.



Flint (Rami only)

Rami's flint can be used to light torches, melt ice, and burn trees and grass.



Hammer (Bau only)

Bau's hammer can be used to break walls and rocks, or to drive stakes into the ground.

NOTE: These are not the only cool actions that will be available to you.

CAMPING



Pressing SELECT when in towns or dungeons will bring up the Camp Menu.

- 1 Party members' HP and AP.** The top row contains the members who will participate in battle (up to 4), while the row beneath that includes your backup characters.
- 2 Play time and money.**
- 3 Various commands that can be selected.**

CAMP MENU OPTIONS

Items

Select a normal item to use and the character it will be used on. Also, unwanted items can be discarded.

Special (Items)

Select and use items which are related to the main story.

Skills

Use a character's special skills or magic.

Monsters

View your DMs and set which skills they will use.

Status

View your party members' status and job rank. (L or R Button to switch characters)

Equip

Equip characters with weapons.

Change

Select which party members will be active in battle.

Options

Change the message speed or cursor position. You can also view books called compendiums, which contain descriptions of the monsters and items you've found.

NOTE: If you press SELECT by the name of an item or skill, a description will be displayed.

NOTE: If you press START while on the field, you can suspend the game and return to the Title Screen. If you choose "Continue" from the Title Menu and then "Continue from Quick-Save", you will begin the game from where you suspended your data. Please note that once loaded, your suspended data will be deleted.

STATUS INFORMATION

LV

Level. Increases as you earn experience points, in turn raising your stats.

EXP

Experience points. Earned by fighting enemies.

NEXT

Number of experience points needed for the next level.

HP

Hit points. If your hit points reach 0, you will fall unconscious.

AP

Ability points. These points are needed to use special skills or magic.

ATK

Attack power. This stat can be affected by the items and weapons you use or carry.

DEF

Defense. This stat can be affected by the items and weapons you use or carry.

AGL

Agility. The higher this stat is, the quicker a character's turn will come in battle, and the easier it will be for him or her to dodge enemies' attacks.

INT

Intelligence. This stat affects the strength of a character's magic.

MGR

Magic resistance. This stat affects how susceptible a character is to enemies' magic.

IP

Install points. These points are accumulated when a character takes damage. They are needed to install monsters.

ABNORMAL STATUS

A character's status may change if he or she is hit with a special attack during battle. You can cure abnormal statuses by using items, magic, skills, or by visiting a church. If poisoned or burned, the affected character loses HP every turn. This state continues even after battle.

Fear

Your character will be unable to act for one turn.

Blindness

It is more difficult to hit the enemy while in this state.

Confusion

A character acts randomly while confused. Hitting him/her can end this state.

Sleep

A character will fall asleep for a short while. Hitting him/her or using Awaken can end this state.

Paralysis

Your character will temporarily be unable to act while paralyzed.

Burns

Every turn, the affected character loses HP. This state continues even after battle.

Poison

Every turn, the affected character loses HP. This state continues even after battle.

Deadly Poison

Every turn, the affected character loses HP. This state continues even after battle.

Frozen

Your character will temporarily be unable to act while frozen.

Unconsciousness

State resulting when a character's HP reach 0. Can be cured by visiting a church or using appropriate magic.

BATTLE



By touching a monster lurking inside of a dungeon, you will enter battle. Depending on which side you made contact with the monster, you may be able to initiate a surprise attack against it, or you may find yourself the target of a surprise attack. You can also avoid monsters if you do not feel like fighting.

- Battle Commands** Select which action you'd like a character to take.
- HP - Hit Points** If your hit points reach 0, you will fall unconscious.
- AP - Ability Points** These points are needed to use special skills or magic.
- IP - Install Points** These points are accumulated when a character takes damage. They are needed to install monsters. *Installing DMs – Page 18*

NOTE: If all of your human characters become unconscious during battle, the game ends, even if you have DMs that are still alive.

BATTLE COMMANDS

To select a battle command, press the +Control Pad in the direction of the desired command and press the A Button.



Switch

Replace characters active in battle with backup party members.



Combat Options

Select this to display your combat options.



Attack

A direct attack. Select a target using the sword cursor. Members of your own party may also be targeted.



Magic

Use magic. Select a spell to cast and a target to cast it on.



Item

Use an item. Select an item to use and a target to use it on.



IP

Use install points. When your IP meter is full, you can install a monster.



Defend

Defend yourself. Lowers the amount of damage taken from an enemy's attack.

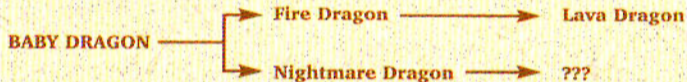


Run

Escape from battle. Your attempt to run away may or may not be successful.

DISC MONSTERS

By capturing enemy monsters in discs, you can turn them into powerful allies, Disc Monsters. Discs can be found or purchased throughout your journey. Disc Monsters will evolve into more powerful creatures if they are given certain types of fruit. DMs will fight alongside you in battle, but they will act according to their own will. Each Disc Monster is characterized by its family (F) and element (E).



When evolving, monsters may acquire characteristics associated with one of six elements: fire, water, earth, wind, light or darkness!

NOTE: Only Eldin, Torma, and Rami can have DMs. (Those who own DMs are known as "Keepers.")



Catching Monsters

By throwing a blank disc at a monster during battle (select "Item"), there's a chance you will capture it. Weakening the monster first may increase the odds for success. Also, certain types of discs will be more effective for catching particular monsters.

Switching Monsters

A Keeper may only carry one DM with him or her. The rest of his/her monsters will automatically be sent to the Keepers Association. If you want to change the DM you are carrying, go to the Association to do so.



Transferring Skills

At the Association, you can have one DM teach a skill to another. This way you can have a monster acquire a skill it cannot otherwise learn. However, the DM that teaches the skill will vanish after the transfer is complete.



INSTALLING DISC MONSTERS



During battle, a character's IP meter will rise as he or she takes damage from enemies. If it reaches the maximum and if the Keeper's DM is also in battle, you will be able to "install" the DM into the Keeper. By joining together, they may be able to perform stronger attacks.

When a Disc Monster has been installed into its Keeper, that character will become invincible and cannot lose HP or AP, even when attacked. New monsters may have skills that the original DM or Keeper did not. After a few turns, the Keeper will change back to his or her normal form, and his or her IP will return to 0.

NOTE: Only Only a DM with at least a 2-star rating can be installed.



APPRENTICESHIPS



While traveling through towns and visiting the Keepers Association, there are 11 masters which you may encounter. If you agree to be an apprentice, they will teach you many special techniques. To become the apprentice of certain masters, there may be conditions that first must be met.

SAMPLE OCCUPATIONS

Fighter

Learn powerful physical techniques.

Swordsman

Learn fierce sword-wielding techniques.

Priest

Learn mainly healing spells and holy magic.

Bishop

Learn mainly healing spells and holy magic. *To become a bishop you must first master being a priest.*

- Only Eldin, Torma, and Rami can become apprentices.
- If you don't become an apprentice, you will not learn new skills or magic, even if you level up.
- Once you're an apprentice, you will learn new skills and magic based on the experience points that you earn.
- If you are already an apprentice and want to change masters, you can do so at the Keepers Association. Changing masters is a good way to learn a variety of skills and magic.

THE ANCIENT CAVE



A mysterious cave created by an ancient culture exists near the town of Gruberik. This maze full of treasures changes every time you enter it, so a new adventure always awaits you here. You can also use the Game Boy® Advance Game Link® Cable to play with up to 4 players at once. Make sure everyone's Game Link® Cable is connected properly, and from the Title Screen press START, select "Link" and then choose "Ancient Cave". (See P. 28 for more detailed instructions on connecting the Game Link® Cable.)

The Ancient Cave goes down deep into the earth, and each floor has a boss. You cannot proceed deeper into the cave unless you defeat the Floor Master.

Before entering the Ancient Cave, you will need to select which items your character will bring along. All other items will be stored. In this particular dungeon, you will only be able to bring up the Camp Screen after you defeat a Floor Master, so take full advantage of that before going on to the next floor.

The only item that can be used outside of the Camp Screen is Providence, which is used by pressing SELECT. This item will instantly return you to the town of Gruberik.

NOTE: Only the main character (and his DM) can enter the Ancient Cave. This is the case for every participant when playing with 2-4 players.

BATTLE

Single Player

You have only the main character and his DM to rely on. Experience is earned just as in the main game.

2-4 Players

If one player touches an enemy, everyone cooperates to win the fight. An unconscious character will not be included in the battle. This mode gives you the opportunity to defeat enemies that would be difficult to beat alone. All participants receive experience points.

In Case of Defeat

Unlike the outcome at other locations, the game does not end when all party members have fallen unconscious. However, whatever items each character brought in, along with the items and money they found in the cave, will be taken away.



SPECIAL CAVE FEATURES

In the Ancient Cave, there are certain features that you may discover which can only be taken advantage of by particular characters.

Examples:



Shrine

Praying here will heal the party and cure any afflictions. Can be used by any character.



Ogre Rock

If a swordsman cuts this rock, the powers within will be released and raise his max HP.



Dried-up Pond

If a priest prays at the foot of this pond, water will begin to flow. By drinking it, a character will recover his HP.

SAVING

Although you cannot save in the Ancient Cave, once you have returned to town and saved there, you will be able to begin on any floor you've conquered the next time you visit. Even floors completed in a 2-4 player game can be reentered in 1 player mode.

NOTE: Experience points, money and items found in the Ancient Cave will be carried over to the main game.

TRADING DISC MONSTERS

TRADING DISC MONSTERS

A Game Boy® Advance Game Link® Cable can be used to trade Disc Monsters with other players. After both ends of the Game Link® Cable have been properly connected, Player 1 should select "DM Trade". (See Page 28 for more details on connecting the Game Link® Cable.)

First, players choose which DMs they would like to trade. Once their selections have been made, the trade must be confirmed before the monsters are swapped.

- Only DMs stored at the Keepers Association can be traded.
- Traded DMs retain their stats and abilities.



SPELLS

Name	Target	Effect
Flash	1	An electric shock attack
Bolt	1	A strong lightning bolt attack
Thunder	1	Calls forth the Thunder Beast
Cinder	1	A fireball attack
Blaze	1	An intense flame attack
Firebird	All Enemies	Calls forth the Firebird
Squall	1	A pounding water attack
Whirlpool	1	A powerful whirlpool attack
Flood	1	Calls forth the Water Dragon
Frost	All Enemies	A bitter frost attack
Blizzard	All Enemies	A heavy snowstorm attack
Ice Storm	All Enemies	Calls forth the Ice Queen
Destroy	1	Chance of instant death
Obliterate	1	Good chance of instant death
Banishment	All Enemies	A strong burst of holy light
Divine Ray	All Enemies	An all-powerful flash of holy light
Explode	All Enemies	A small explosive attack
Blast	All Enemies	A forceful explosive blast
Sunder	All Enemies	A massively powerful explosion
Heal	1	Recovers a small amount of HP
Heal Plus	1	Recovers a large amount of HP
Heal Full	1	Recovers HP completely

SPELLS

Name	Target	Effect
Heal All	All Allies	Recovers HP completely
Antidote	1	Cures poison and deadly poison
Rally	1	Revives one fallen ally and restores 1/4 of HP
Valor	1	Revives one fallen ally and restores all HP
Awaken	1	Wakes up a sleeping target
Release	1	Cures paralysis
Defrost	1	Thaws a frozen target
Soothe	1	Cures a burn victim
Doze	All Enemies	A thin cloud of sleeping gas
Sleep	All Enemies	A thick cloud of sleeping gas
Enfeeble	1	Lowers the target's DEF
Mute	1	Prevents the use of magic
Silence	All Enemies	Prevents the use of magic
Confuse	1	Causes confusion
Absorb	1	Drains AP from the target
Feint	1	Raises the target's AGL
Empower	1	Raises the target's ATK
Protect	1	Raises the target's DEF
Fortify	1	Raises the target's DEF a lot
Mirror	1	Reflects magic
Shield	1	Raises the target's MGR
Escape		Exit from a dungeon

ITEMS

Name	Description	Name	Description
Rapier	A long, thin sword	Leather Shield	A shield made of cowhide
Knife	An ordinary knife	Buckler	Round shield equipped on the arm
Leather Whip	A whip made from strong leather	Pointy Hat	A hat with a pointed top
Mace	A staff with a heavy, blunt end	Cloth Helm	A helmet made of layered cloth
Wooden Mallet	A hammer made of wood	Simple Ring	An ordinary ring with a red stone
Boomerang	A wooden boomerang	Potion	Restores 30 HP
Iron Claw	Sharp claws worn on the hands	Antidote	Cures poison
Cloth Tunic	A simple, unassuming cloth outfit	Wake-Up Call	Cures sleep
Leather Armor	Armor made from deer hide	Sanity Pill	Cures confusion
Cloth Robe	An outfit often worn by magicians	Mysterious Pin	Cures paralysis
Scale Plate	Breastplate made from tough scales	Vitamins	Temporarily raises ATK
Tray	Silver tray often found in restaurants	(Name) Stone	A stone with ancient writing on it

SKILLS

INDIRECT ATTACK

Name	Target	Effect
Fireball	All Enemies	Shoots out balls of flame
Twister	All Enemies	Attack with blades of air
Dragon Breath	All Enemies	A flaming dragon breath attack

DIRECT ATTACK

Name	Target	Effect
Knuckler	1	A fearsome punch attack
Risky Hit	All Enemies	A close attack that may hurt you
Cover	1	Block for an ally with under 20 HP
Chance Hit	1	Causes a random amount of damage
Raging Fist	1	A devastating one-two combo

SUPPORT

Name	Target	Effect
South Wind	All Allies	A warm breeze that cures the frozen
Bright Wall	All Allies	Protects against status ailments

RECOVERY

Name	Target	Effect
Holy Light	1	Cures all status ailments
Angelic Melody	All Allies	A beautiful song that recovers HP

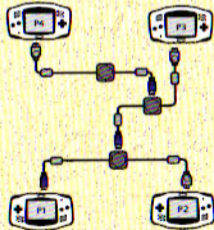
GAME LINK CABLE



LINKING THE GAME BOY® ADVANCE LINK® CABLES

HOW TO CONNECT

1. Make sure that the POWER switches of all Game Boy® Advance systems are turned OFF. Then insert Lufia game Paks into each system.
2. Connect the Game Boy® Advance Game Link® Cable(s) to the socket on each system as shown.
3. Turn the POWER switch ON on each system.
4. Each player should press START at the Title Screen and then choose "Link".



4-PLAYER GAME

NOTE: "DM Trade" is for 2 players only, while "Ancient Cave" is for 2-4 players. See page 23 for more information on trading DMs.

WARRANTY

ATLUS warrants the original purchaser of this ATLUS product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. ATLUS agrees for a period of ninety (90) days to either repair or replace, at its option, the ATLUS product. You must call (949) 788-0353 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the ATLUS product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ATLUS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND ITS FITNESS OF A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ATLUS BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE ATLUS PRODUCT.

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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 above. 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 installing or operating our products or for general product questions. Representatives are available Monday-Friday, 9:00 am to 5:30 pm Pacific Time.

GAME HINTS!

1-900-225-5285 24 hours a day, 7 days a week. This call is \$1.25 per minute. Must be at least 18 years old or have parents permission to call. Touch Tone phone required. Call to listen to helpful hints that can help you master Lufia!

For more information on any of our other products, you can visit our website at www.atlus.com or e-mail us at webmaster@atlus.com

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