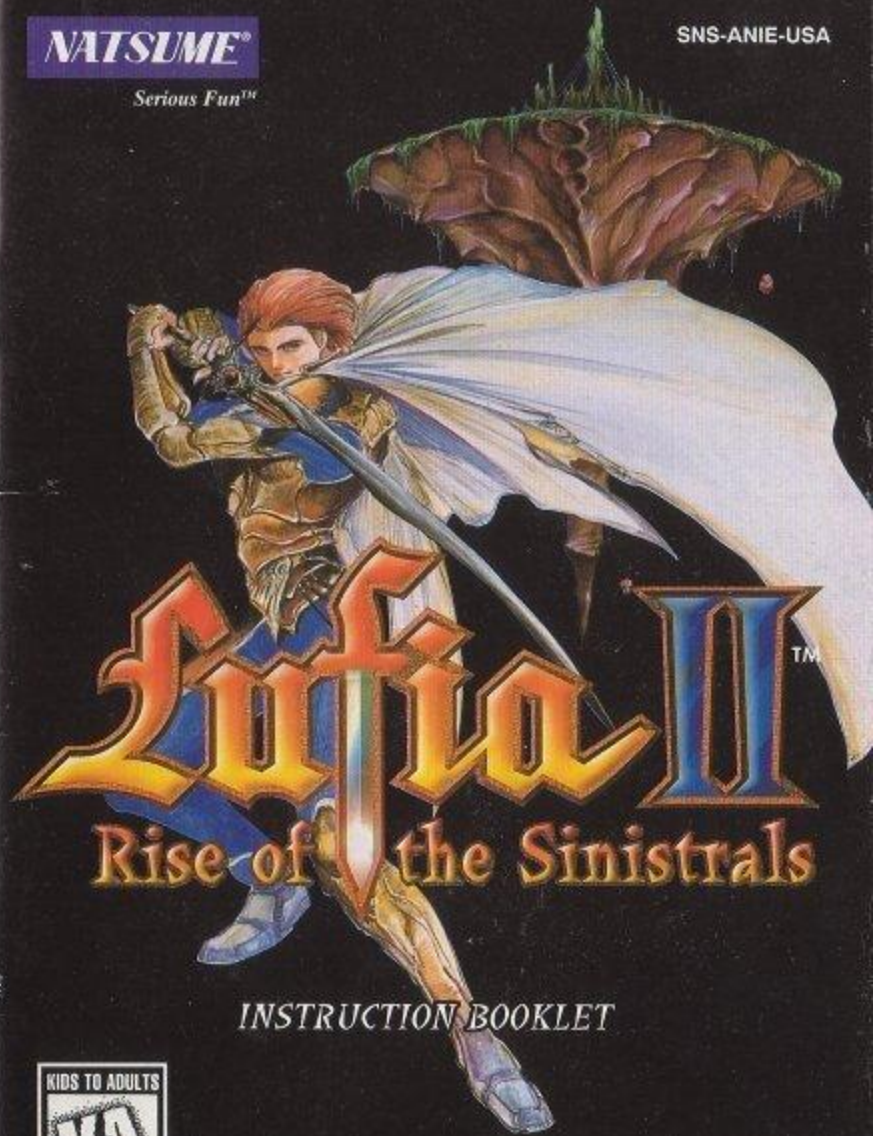


NATSUME®

Serious Fun™

SNS-ANIE-USA



Lufia II

TM

Rise of the Sinistrals

INSTRUCTION BOOKLET



<http://www.replacementdocs.com>

SUPER NINTENDO
ENTERTAINMENT SYSTEM

contents

- 4 Prologue
- 6 Characters
- 8 Play Control
- 10 Getting Started
- 12 Game Screen
- 20 Special Skills
- 22 Battle System
- 28 Capsule Monsters
- 32 Special Travel
- 33 Casino Games
- 34 Helpful Hints
- 36 The Adventure Begins
- 39 Warranty

Sufia IITM

Rise of the Sinistrals

NATSUME

Serious FunTM

Licensed from Taito Corporation.
Taito and Lufia II: Rise of the Sinistrals are
trademarks of Taito Corporation.
© 1996 Taito Corporation
© 1996 Natsume Inc.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO[®] HARDWARE SYSTEM OR GAME PAK.

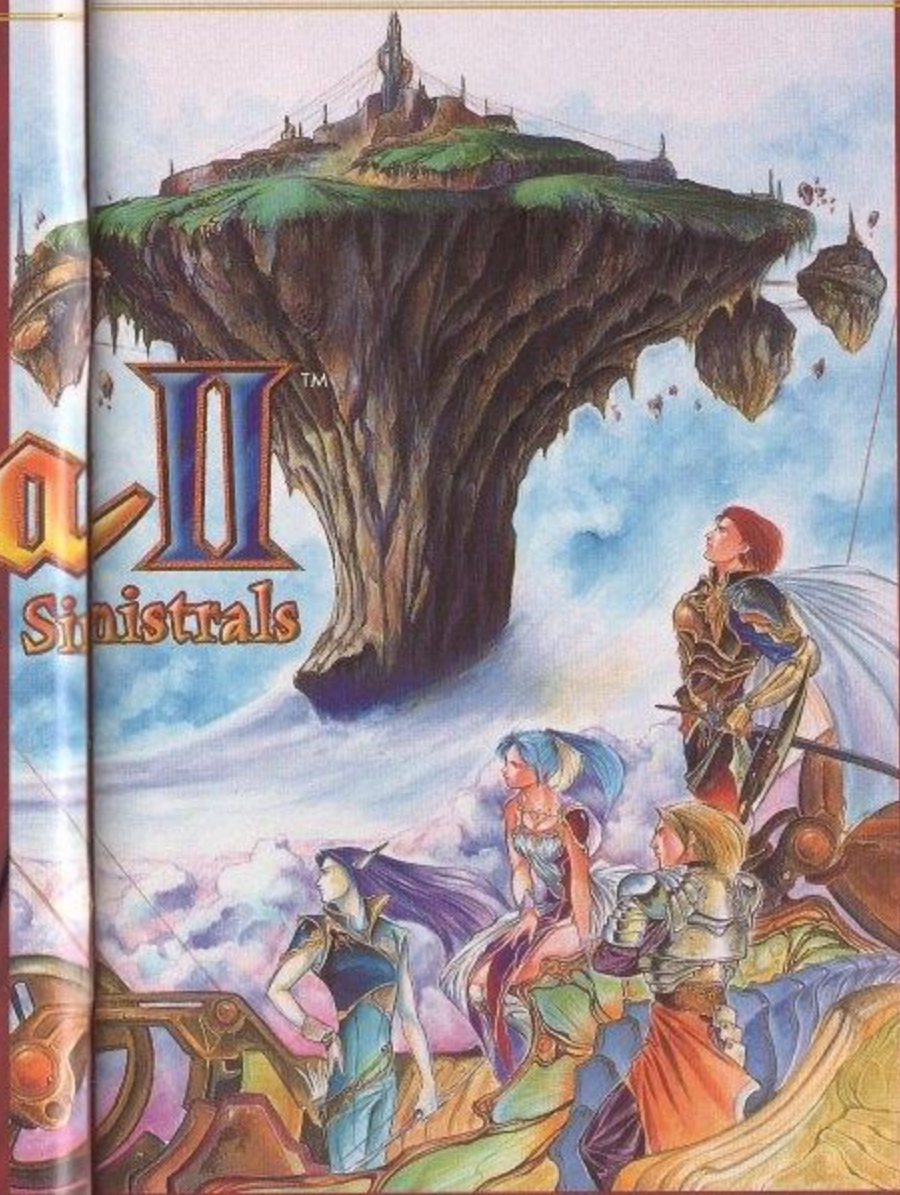
THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

LICENSED BY

Nintendo

NINTENDO, SUPER NINTENDO
ENTERTAINMENT SYSTEM
AND THE OFFICIAL SEALS ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR
ASSURANCE THAT NINTENDO HAS
APPROVED THE QUALITY OF THIS
PRODUCT. ALWAYS LOOK FOR THIS
SEAL WHEN BUYING GAMES AND
ACCESSORIES TO ENSURE
COMPLETE COMPATIBILITY. ALL
NINTENDO PRODUCTS ARE
LICENSED BY SALE FOR U.S.
ONLY WITH OTHER AUTHORIZED
PRODUCTS BEARING THE OFFICIAL
NINTENDO SEAL OF QUALITY.



HISTORY PAST

In its long history, the land of Lufia, like most civilizations, has experienced both the devastation of war and the prosperity of peace. According to Lufian legend, the ultimate disaster was averted generations ago when four brave heroes saved their people from certain destruction at the hands of villainous creatures known as Sinistrals. Although the courage and fame of these bold warriors has been passed down through the ages in legend and myth... it was not the first time they rescued their homeland from the threat of total destruction. Now the complete history of their brave heroics will unfold for all to see.



POWER AND GLORY

There are many reasons for war: greed, a difference in beliefs, or a hunger for power. The Sinistrals started a war for the most selfish of reasons. They simply wanted the land of Lufia for their own. And they knew that the time to strike was when the Dual Blade, a sword of great power, was resonating. Arek, the leader of the Sinistrals, could read the signs. The Dual Blade would be his key to victory. The poor, pitiful Humans of the land would soon know the power of the Dual Blade. And Arek would have victory for once and for all.



TIME FOR HEROES



The Sinistrals may have the upper hand with knowledge of the Dual Blade's power, but the Humans are not done yet. If the monster hunter, Maxim, has anything to say about the future of the world, the Sinistrals will not have their wish. His story has begun. Now he will find others who will join his revolution against the Sinistrals.

Now he will find the source of the war on the world. And, now his band of warriors will rise triumphantly over the Sinistrals. At least, that's the plan. Victory does not come to **Maxim and the heroes of Lufia** prepare for battle!



HEROES OF LEGEND

The heroes of Lufia come from near and far. Some specialize in the power of weapons; swords, spears and bows. Others use magic to conquer their enemies. Together, these heroes will fight to prevail.

Maxim

Monster Hunter

The fate of this young warrior is strong and true. He will fight the evil forces that have struck the land. And, if he lives up to his potential, he will win. Maxim begins his journey in the town of Elcid, where a fortune teller fills him in on his mission.

Tia

Fighter in Training

While Tia is the owner of the weapon shop in Elcid, she is still only learning the techniques of battle. Her first weapon is a Frypan. She'll soon know how to cook up a victory with this and many stronger tools.

Guy

Swordsman

This master of the blade has a personal reason to fight the Sinistrals and their evil armies. He believes that they are responsible for kidnapping his sister. He will not stop fighting until she is free.

Selan

Magician

Selan is the Royal Commander of the Army in Percelyte. She is a master of magic and sword fighting. Her strength and leadership will prove to be key in the battles ahead.

Lexis

Inventor

Lexis is almost as clever and inventive as he claims to be. His gadget's will allow for the band of heroes to travel across the land in search of the Sinistrals. He will soon master air and water travel.

Dekar

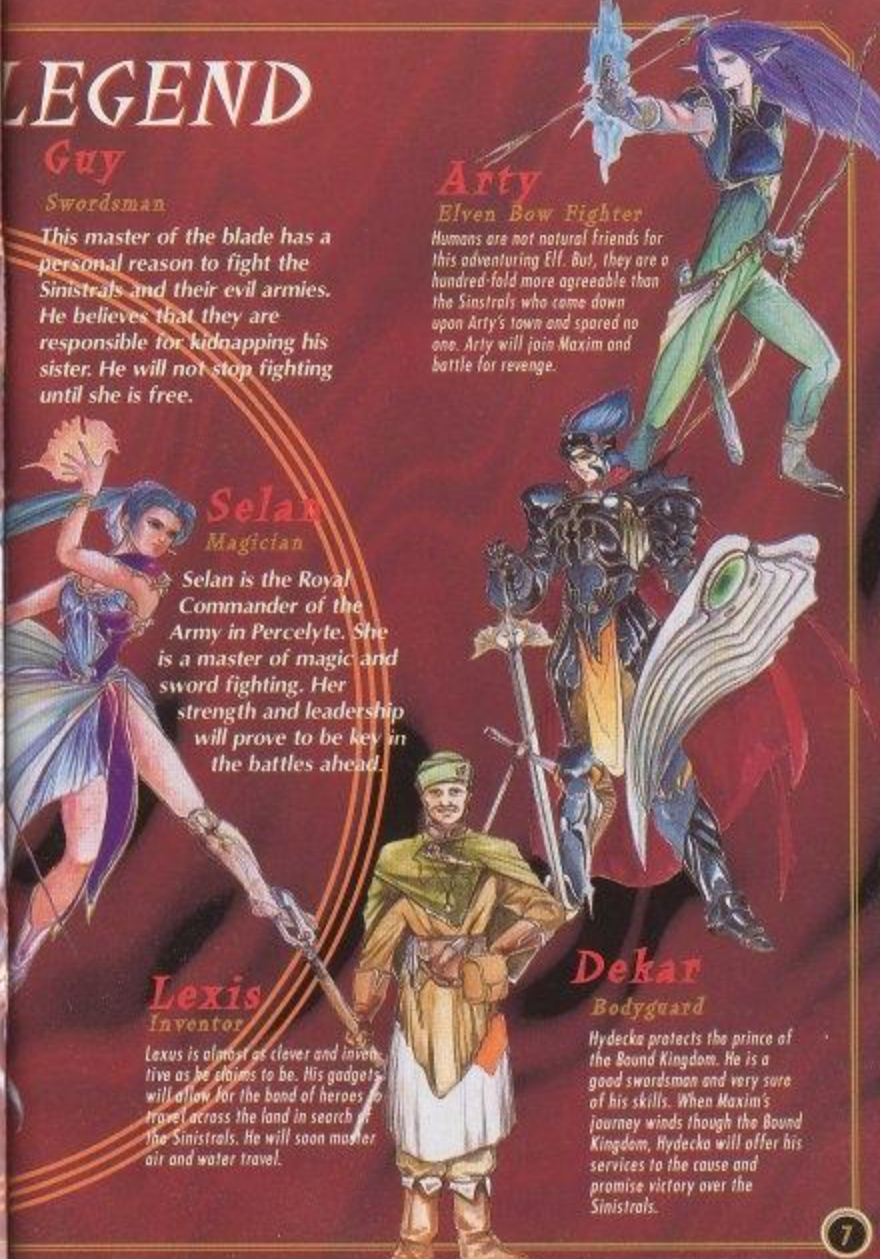
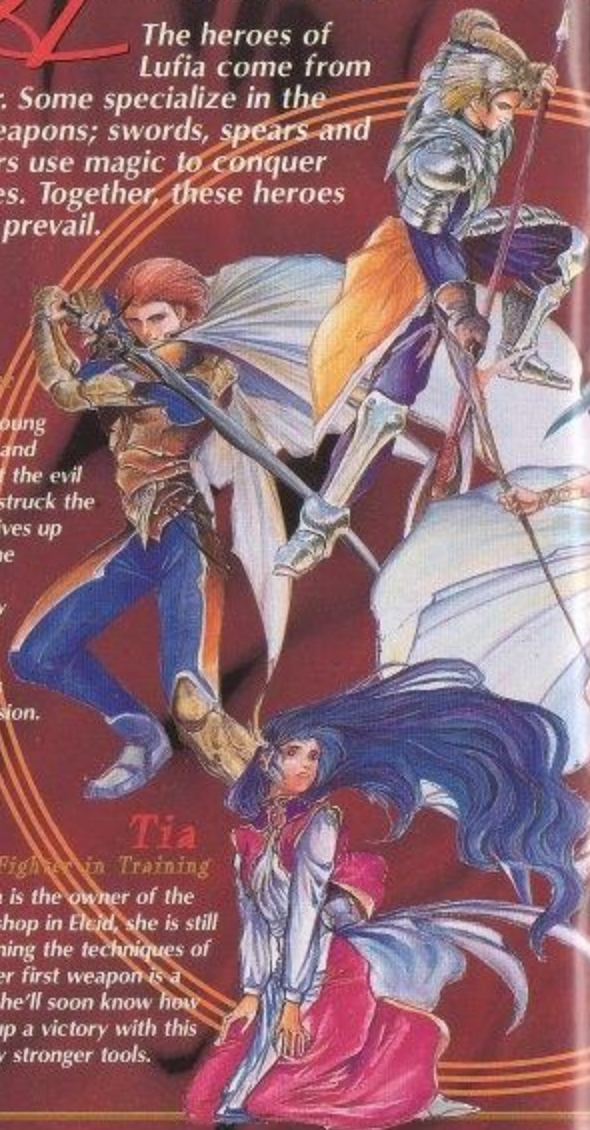
Bodyguard

Hydecka protects the prince of the Bound Kingdom. He is a good swordsman and very sure of his skills. When Maxim's journey winds through the Bound Kingdom, Hydecka will offer his services to the cause and promise victory over the Sinistrals.

Arty

Elven Bow Fighter

Humans are not natural friends for this adventuring Elf. But, they are a hundred-fold more agreeable than the Sinistrals who came down upon Arty's town and spared no one. Arty will join Maxim and battle for revenge.



PLAY CONTROL

The journey begins with you. Here's how you can guide Maxim and his fellow fighters to victory. The Start Button begins the game. The other controls are as follows.



FIELD/TOWNS

Play control is virtually the same in the field as it is in towns. See Page 12 for more details.



+ The Control Pad moves the lead character North, South, East, West and diagonally.

A Position your character near villagers and press the A Button to hear what they have to say.

X A tap of the X Button calls up the sub screen for playing options.

L-BUTTON Holding the L Button has the same effect as pressing the A Button repeatedly.

BATTLE

Your fight against the forces of the Sinistrals will involve the use of weapons, magic spells and special items. There are many ways to win. See Page 22 for more details and strategies.



+ Use the Control Pad to move the cursor so that it highlights the icons of choice.

A Press the A Button to select the highlighted option.

B Press the B Button to go back one step so that you can re-think your strategy.

X A tap of the X Button will bring up information on the highlighted item, weapon or spell.

L-BUTTON Holding the L Button performs the same function as hitting the A Button quickly in succession.

R-BUTTON If the current weapon or spell can hit multiple enemies, the R Button will select all targets.

DUNGEONS

While enemies will ambush the party in the field with no warning, you can see them coming in the dungeons and other interior fighting scenes. You can also hit enemies with arrows from a distance in order to stun them. See Page 15 for more details on dungeon fighting.



+ Use the Control Pad to move the lead character, and the cursor when appropriate.

SELECT The Select Button brings up the special skills menu. See Page 20 for details.

A This action button allows you to choose the high-lighted icon or engage in battle with an enemy.

B Press the B Button to swing the sword of the lead character.

X A tap of the X Button will bring up the sub screen when you are not fighting monsters.

Y The Y Button allows you to use special skills. See Page 20 for details.

L-BUTTON Press the L Button for rapid use of the A Button function.

R-BUTTON A tap of the R Button turns the character that is under your control.

SUB SCREEN

The sub screen allows you to manage the status of your fighting party. You can heal them with potions, equip them with weapons and study their items. See Page 18 for more information.



+ The Control Pad allows you to move the cursor to various sub screen icons.

A Press the A Button to select the highlighted icon.

B The B Button allows you to back up one step and cancel your selection.

X Press the X Button to bring up information on the currently selected option.

L-BUTTON Use the L Button to scroll up through the list of options.

R-BUTTON Use the R Button to scroll down through the option list.

GETTING STARTED

The journey begins now. As you adventure through the land of Lufia, you can save your progress with the game's battery back-up. If you stop playing for a while, you can pick up where you left with your last saved game.

NEW GAME

The Game Select Screen shows four places where saved games are stored. Saved game information is displayed on the screen. In order to start a new game, move the cursor to the word "Start" using the Control Pad, then press the A Button or the Start Button.



Place the cursor on "Start" and press the A Button to begin. Even if all four saved game slots contain game information, you can still start a new game from the beginning of the adventure.

ENTER NAME

While the default name of the main character is Maxim, you can customize your game and change his name. Press the B Button to erase the letters, one at a time. Then move the cursor to highlight the desired letters and press the A Button to select them. The name cannot exceed five letters.



You can use Maxim as the name of the lead character or change his name for a more personal playing experience. The maximum length for the name is five letters. If your own name is too long, you can use your initials.

SAVING

You'll find a special shrine in every city and castle where a wise man waits to save your progress, revive the perished members of your party and return all other states to normal. You should save your progress whenever you have the opportunity. Be sure to save in more than one file.



Select a file and press the A Button. The old man will ask you to confirm your choice. When you do, your progress will be saved.

SAVING OVER DATA

When all four of the saved game slots are filled, you can save over a previously saved game. This progress does erase the previous file, so make sure that you don't save over a file that you want to keep. Move the cursor to the appropriate slot and press the A Button to proceed.



When you save over a file, the old file will be erased. Don't save over games that you want to keep.

CONTINUE

When you're ready to continue a saved game, turn on the power and press the Start Button to move to the screen that displays the information regarding saved games. Then, select the appropriate file by moving the Control Pad and press the A Button to resume the play.



Use the Control Pad to highlight the game that you wish to resume, then press the A Button. You'll start where you last saved your game.

GAME SCREEN

The various types of game play are presented on different types of game screens. The following pages describe the game screens and explain how to use them while playing.

SHOP SCREEN

Shops are located in villages. If you want to do business, position your character in front of the merchant and press the A Button. The merchant will present you with several options to choose from.

MERCHANT

Some merchants offer different goods than others. Prices for similar items are quite close.

ENTER/EXIT

Shops have doors which lead to other parts of the villages. Some shops also have stairs. Make sure to explore.

Hello. How can I help you?



YOU

The lead character does all of the buying, selling and talking for your party. You control his actions.

The Control Pad allows you to move the cursor to various shop options.

Press the A Button to select the highlighted option or item.

Press the B Button to go back one step and cancel your selection.

A tap of the X Button will allow you to see information on the selected item.

L-BUTTON The L Button allows you to scroll through a list of available items.

R-BUTTON The R Button also allows you to scroll through the item list.

SELLING THE SURPLUS

If you have more items than you need, you can sell off your surplus stock. You'll receive about half of the going rate for each item that you sell. There are no options for bargaining with the merchant when you are selling items.



SHOP AROUND

BEFORE YOU BUY

As you scroll through the lists of armor and weapons, you can see how each item will affect the members of your party. The arrows indicate a loss or gain of their attributes. You can also tell which characters can equip various items.



POWERS REVEALED

When you press the X Button, you'll see information on the selected item. The letters "IP" next to the name of an item will show that the item has special IP powers. Press Right on the Control Pad for information on that special power.



See page 24 for details on IP. It pays to know about the various strengths that IP can bestow upon your weapons, armor, rings and stones.

FIELD SCREEN

Action in the open road centers on your lead character. Even if there are other warriors in your party, only the lead character is represented in the field screen. Monsters cannot be seen until they ambush your party and engage in combat.

TOWN

Towns are represented by icons. When your party moves over a town icon, they'll enter that area.



UN-CROSSABLE

Your party cannot walk over obstacles, such as mountain ranges and rivers.

PLAY AREA

Guide your party through the field and be prepared for monster ambushes.

YOUR PARTY

The lead character represents the entire party in field screens.

TOWN

When your party enters a town, the name of the town appears on the screen for a few moments. You'll see your entire party in town screens. Move them into position to talk to townspeople and press the A Button. You can also enter buildings and climb up and down stairs.

TOWN FOLK

Position your lead character to face a townsman and press the A Button to talk.



DOORS

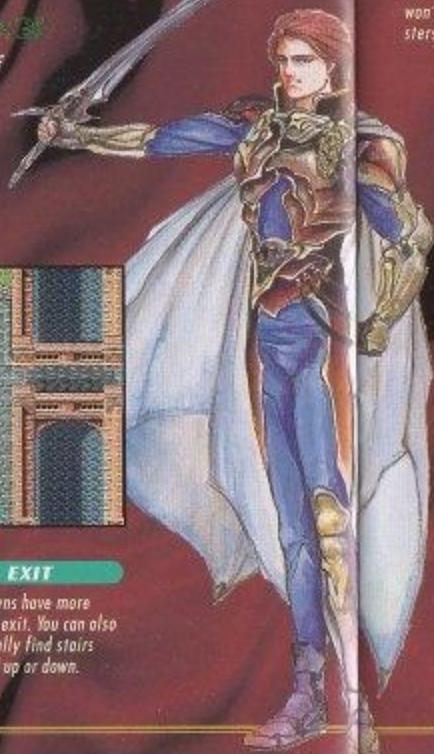
Some doors are tricky to find. When you see them, move your party through them to enter the next scene.

YOUR PARTY

The full party is shown here. Guide them through the town for information, rest and goods.

EXIT

Some towns have more than one exit. You can also occasionally find stairs that lead up or down.



DUNGEON SCREEN

Dungeons are full of traps, puzzles and monsters. The monsters are in full view here. They are very cautious, only moving when your party moves. You can either avoid them or confront them. You can also find secret passages in dungeons sometimes by pushing against walls and statues.

YOUR PARTY

Guide your party through the dungeon, making sure to explore all of the passages.

SWITCH

Fall on this switch from a Weak Point in the level above to open a door.



MONSTER

You can attack or avoid monsters. Some doors won't open until all monsters have been defeated.

Switches

Switches sometimes open doors or trigger bridges and ladders to extend in other areas. You can flip switches by moving your lead character into position and pressing the A Button.



Picking up Objects

Some objects, like vases, can be picked up. Position your character in front of the item and press the A Button to pick it up. You can walk around with the item, then set it down with another tap of the A button.



Jump Down Arrow

Some carvings on the floor indicate spots where your party can jump from one level of a dungeon to another. Guide your lead character to the arrow and move in the direction that the arrow is pointing for him to jump.



Pushing Blocks

You can move blocks and statues in dungeons. Position your lead hero so that he is pressing up against a block, then push the A Button to move the obstacle.



Keys

There are keys in treasure chests in almost every dungeon and tower. Your character will use keys automatically when you have them.



Hint Signs

Hint Signs give important clues. Guide your character in front of one of these plaques and press the A Button to read them.



Cut the Grass

Your sword often comes in handy where there is foliage. Press the B Button to swing the sword to cut away grass and moss. You may find a hidden switch or passage.



Weak Points

Dungeons are rickety places. Some have broken walls that can be blasted with bombs. Others have weak floors. If your character walks onto a weak section, he'll fall through to the lower floor.



Arrow Switches

Some switches are hard to reach. You can hit these switches with arrows. You may have to move some blocks out of the way for a clean shot.



PUZZLE ROOMS

Many dungeon rooms present puzzles that must be solved in order for you to move on. Puzzles involve switches, keys, blocks that can be pushed and other subjects discussed in the previous pages. If you find a hint sign on the wall, make sure to read it for an important clue.



HELP IS HERE

Just when you need them the most, you will find icons with which you can save your progress, restore Hit Points and restore Magic Points. These icons are often hidden deep in the darkest dungeons. Guide your lead character over the icons. This will give you the option to save and restore. Then you can move on with confidence.



The HP icon indicates that this is the place to restore Hit Points. Move your lead character onto the icon and your points will be back to their max.



The MP icon works just like the HP icon. When your character steps onto this section of the floor, the Magic Points for all magic users will be restored.



It's important to save your progress often because, if your party perishes, you can continue your game at your last save point. Step on this icon to save.

SUB SCREEN

If you need to check on an item, equip a weapon, use a spell or change the order of the characters in your party, you can perform those functions, and more, in the sub screen. Press the X Button to bring up the sub screen, then survey the screen for the options of choice.

PARTY MEMBERS

This area shows the members of your current party and their vital statistics.



CATEGORIES

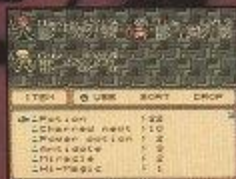
Use the Control Pad to single out a category, then press the A Button to select it.

GAME STATS

This option allows you to check your total game time played and your current gold reserves.

Items

Press up or down on the Control Pad to scroll through the items in your inventory. Press the B Button to switch to the item bar, then press left or right to choose between the Use, Sort and Drop options.



Spells

When you select spells, a blue bar will appear under one of the characters. Move the bar to the appropriate character and press the A Button. Spells that you can use will be shown in color.



Equip

It's important to make sure that your characters are using the right equipment. You can equip items individually or select the "Strongest" option to automatically give your hero the strongest equipment available.



Status

The Status selection allows you to see the character's name, current level, Hit Points, Magic Points, attributes and equipped items. You can also see how much experience they need in order to reach the next level.



Character Order

This option allows you to change the order of your party members. Press the A Button to select a member of the party, then move the cursor and press A again to change that character's position.



Capsule

Use the Control Pad to move between the Feed, Change and Name options. Then press the A Button to choose the selected option. You'll find more information on capsule monsters on Page 28.



Config

The Control Pad allows you to select various game configuration options. Press the A Button when you've arrived at an option that you would like to change.



Scenario

The Scenario option shows you a list of the keys that you have collected. You can use these keys to enter doors in dungeons. Just walk up to the doors and your hero will use the appropriate keys automatically.



SPECIAL SKILLS

Dungeons are packed with puzzles that require special skills on the part of the hero in order to be solved. Press the Select Button to survey your skills. You'll start with the Arrow option and earn others as you progress.

SPECIAL ITEMS

Press left and right on the Control Pad to scroll through the list of available items.



MAGIC ITEMS

Press up and down to scroll through this list. Then press the A Button to use the selected item.

ARROWS

Arrows can be used to hit switches from a distance and stun enemies. Move your hero into position, select the arrow from the list of available items and press the Y Button to shoot. The arrow will fly straight and true, and hit the target every time.



BOMBS

You can use bombs to blast through weak sections of walls. The weak sections are indicated with cracks and a different texture from the other wall sections. When you've selected a bomb, press the Y Button to drop it. When your character has walked six paces, the bomb will explode.



HOOKS

When you've earned your grappling hook, you can use it to pull your party over gaps and obstacles. Move your lead character into a position where he is facing a grappling hook target. Then, press the Y Button to send the hook flying. When the hook hits its target, your party will move to the target area.



FIRE ARROW

Fire arrows can hit switches and stun enemies in the same way as their non-flaming equivalents, but they do more. They can also burn away grass and other foliage. Move your hero into position, then press the Y button to fire away.



HAMMER

The hammer allows you to move some obstacles, crash rocks and break through certain weak walls. It will not hit switches. You can use the hammer in the same way that you use all of the other special items. Move the hero into position and press the Y Button to swing.



RESET

You can get yourself into some situations where a puzzle can no longer be solved. You might, for example, push a block into a corner where it can be pushed no more. This option allows you to reset the dungeon room so that you can start over with all of the monsters and obstacles in their starting positions.

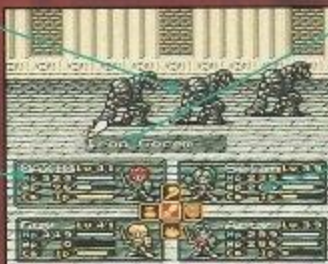


BATTLE SYSTEM

When the monsters attack, you've got to be ready to fight back. Every member of your party will receive their assignments from you, one turn at a time.

MONSTERS

These ghouls are who you are up against. They may out-number you.



MONSTER NAME

The monster that you are currently targeting is called out by name here.

CHARACTERS

The current character under your control is highlighted with a blue box.

CHARACTER STATS

Keep an eye on the status of your party members so that you can heal them when they are hurt.

BATTLE OPTIONS

When a battle begins, you'll be faced with three main options: Trade Places, Attack or Escape. If the monsters have surprised your party, they'll go through one round of attacks before you can select any options.

Trade Places

This option allows you to reconfigure the formation of your heroes. Fighters in the front tend to be the first targets. Make sure that your strongest fighters are there.



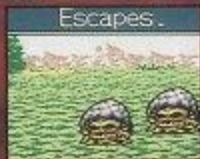
Attack

The Attack option brings up five more choices for the various types of attack. These choices are explained on the following page.



Escape

Sometimes, you're just not ready for a fight. If your party is down and out, use this option to escape from the battle.

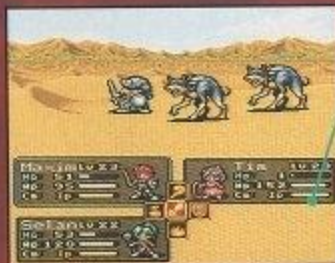


FIVE WAYS TO FIGHT

When you select the Attack option, you'll be faced with five new options. You can use an item, use a magic spell, use the power of IP, defend yourself, or simply lash out with your fighter's currently selected weapon. Once you've survived a few fights, you'll formulate a good battle strategy.

IP POWER

When your character has been hit, his or her IP value climbs. Read more about IP on Page 24.



Attack

You can attack any, and sometimes all, of the monsters in the attacking party. Move the cursor to the monster of choice and press the A Button.



This option brings up a list of available magic spells for the character in question. Some spells heal party members. Others hit monsters.

Use Magic

Defend



If a hero is low on Hit Points, he or she might do best by defending. This option will put the hero in a defensive posture so that he or she takes less damage when hit.

Use Item



By selecting this option, you can choose from a list of available items. Some items heal members of the party. Other items can be used as weapons.

Use IP



Several weapons, armors, rings and stones have IP enhanced abilities. This option allows you to take advantage of those special properties.

ALL ABOUT IP

The CM meter for every member or your party indicates his or her available IP. This special power relates to the number of times that this character has been hit in combat. More hits give the hero more IP. Many items demonstrate special powers when IP is used. If an item has IP powers, you'll see the letters "IP" next to that item's name in the weapon, armor, ring and stone lists.

The CM meter shows the current amount of IP for every member of your party.



When you've highlighted items that can use IP, press the X Button to find out about the special power.

MAINTAINING GOOD HEALTH

The members of your party can be hit with a variety of afflictions. You'll benefit greatly by making sure that you have plenty of items and spells that will correct those conditions. If the conditions go on uncorrected, your fighters won't live up to their full potential.

Poison

When a member of your party has been poisoned, he or she will take damage with every step. Use an Antidote to remove the effect of the poison, then restore your character's lost Hit Points.



Sleep

Some enemies have the ability to send your party members to sleep for several turns in battle. You can remedy the situation with an item, or just wait it out.



Paralyze

Heroes who have been paralyzed cannot move or fight. Their condition will be normalized at the end of the fight, or with the use of the Mystery Pin.



Confusion

Confused heroes often inflict damage on their own adventuring party. It's a good idea to bring heroes out of their confused states with items and spells as quickly as possible.



Disabled

When a member of your party loses all of his or her Hit Points, this adventurer is considered to be "disabled." You'll need a Miracle in order to remedy the situation.



VITAL SIGNS

There are a number of statistics that indicate the various strengths of your heroes. These numbers will increase when the character rises in experience levels and when he or she equips with certain items. You'll know if attributes rise or fall when particular items are equipped by looking at the equip screen. An arrow pointing up indicates a rise in that attribute. An arrow pointing down indicates a fall.



When you're equipping the members of your party with armor, weapons, stones and rings, you'll know how their stats will be affected by taking a look at the numbers.



Before you purchase items in shops, you can get an indication as to how the items for sale will affect the attributes of your party members.

HP

HP stands for Hit Points. This is the most crucial stat to keep track of. If a warrior runs out of Hit Points, he or she will be incapacitated.

MP

Magic Points are important for magic users. Every spell requires Magic Points in order to be cast. The numbers next to each spell on the sub screen indicate how much it costs you each time.

ATP

The Attack Power indicates the amount of damage that your hero can inflict with his or her currently equipped weapon. Stronger weapons bring a higher ATP.

DEF

Defensive power is a product of armor and the toughness of the hero in question. Heroes with high DFP will be able to withstand more damage and lose fewer Hit Points.

STR

This statistic describes the strength of the character. It will increase as that character's experience level increases.

AGL

AGL accounts for an adventurer's agility. A high agility will allow for that hero to avoid attacks successfully. You can increase agility by equipping your character with light armor.

INT

It pays to have a high intelligence in battle situations. Brains will always win out over brawn. Certain stones contribute to the added intelligence of your fighters.

GUT

Guts indicate the base instincts and strength of a hero. It also will increase the effect of the IP of any weapon or item. Guts increase with experience and certain equippable items.

MGR

This statistic indicates the ability to avoid being hit by enemy spells. MGR will increase when the character is equipped with a variety of stones.

EXP

Heroes gain Experience Points with every victory. Experience Points ultimately contribute to the experience level of the hero. A higher experience level will bring a rise to all statistics.



The "Strongest" option in the equip screen will automatically equip the hero with the best equipment available.

CAPSULE MONSTERS

While most monsters intend to harm the members of your party, there is a group of monsters that has good intentions. Capsule monsters can be found in treasure chests throughout the land. They'll fight for you.

CAPSULE MONSTER

Capsule monsters fight alongside your party. They are independent and cannot be controlled.

ELEMENT RING

Each of the seven capsule monsters is connected to one of the seven elements.



MONSTER INFO

This area describes the selected monster's name, tribe and other points of interest.

EXPERIENCE

Capsule monsters increase in experience points with every victory, just like the members of your party.

NAME/LIKENESS

Capsule monsters may not be pretty, but they provide a lot of help in battle situations.

ITEMS

You can choose to feed your capsule monster with a variety of items from your inventory.



GROWTH METER

This meter indicates how much your capsule monster has grown from eating fruit and other items.

CRAVING

Your capsule monster's current craving is described in this window.

FILL IT UP

Capsule monsters will eat virtually anything. Some items make monsters grow more than others. You'll get an indication for exactly what item your monster craves as you feed it.



CLASS CHANGE

When a capsule monster's growth meter tops out, that monster will experience a change in class. With every class change, that monster becomes a better and stronger fighter.

MONSTER MUTATION

A change in classes brings on a physical change in every capsule monster. When they mutate, they acquire new skills and strengths that will help them assist you in battle.



LEVEL-UP

When a capsule monster earns enough experience point, it rises in its experience level. This makes it stronger and more effective in combat.



ELEMENTAL DIFFERENCES IN CAPSULE MONSTERS

Every one of the seven types of capsule monsters is associated with a different element. These elemental affiliations affect their fighting power and techniques.



Neutral

The first capsule monster that you will find has a neutral elemental affiliation. It relies strictly on physical attacks, rather than on any special abilities. It's fighting specialties are punches and head butts.



Light

While this monster starts with a low attacking ability and is slow to grow, it eventually becomes a powerful ally. It uses Holy Light as a weapon, has a high intelligence and can move quickly. Eventually, it learns to heal party members.



Wind

This monster is quick; quick like the wind. It uses wind power as a weapon and has a high DFP. Since this monster has a low gut level, it often escapes in the middle of important battles.



Water

This monster is available near the beginning of the adventure. It will learn quite a few special abilities and magic spells. It is, however, slower than most capsule monsters and tends to escape from battles often.



Dark

The attack power and magic abilities of the Dark capsule monster are quite high. Magic DFP and guts are, however, quite low. This monster proves to be one that is only good in certain situations.



Fire

This monster battles enemies with a blistering fire attack. It has average attack power, defense power and Hit Points. It also tends to run from battles if they take a long time.



Earth

This sturdy beast is the strongest of the capsule monsters and the least likely to run from a battle. It does, however, have very little resistance to magic and low agility.



MONSTERS GROW

Capsule monsters grow in experience level when they reach new heights in experience points. They also grow with every class change. A change

in class will, in fact, make the capsule monster into a whole new creature. Since there is potential for each of the seven capsule monsters to grow to a fourth class during the course of a game, you may see as many as twenty eight different capsule monsters.

SPECIAL TRAVEL

There are several different ways to get around in the land of Lufia. The first mode of transportation is simply putting one foot first in front of the other. You'll discover more sophisticated modes later.

WARPING

The warping item and spell allow for your party to warp to any village that you have already visited in Lufia. You cannot warp to a place that you have never seen. This makes backtracking a snap when all you need to do is get from Point A to Point B.



SPECIAL MACHINE

The inventive hero, Lexus, has created this gadget for a variety of travel experiences. It can float, dive and, eventually, fly. When the machine is complete, it will allow for your party to go to virtually anywhere in the land without the risk of enemy ambush.

Boat

The Special Machine begins as a boat. Lexus

uses it to float across bodies of water that were previously uncrossable.



Sub-Marine

The sub-marine upgrade allows for

the special machine to dive into lakes and rivers that it could, previously, only float over.



Blimp

The last Special Machine upgrade allows for it to fly. The blimp can carry your party to practically any Lufian destination in a few minutes.



Use the Control Pad to move the Special Machine to the North, South, East, West and diagonally.



The A Button has two functions. It allows you to enter and exit, and to fly or dive from the surface.

CASINO GAMES

If you're feeling lucky, you can try to win some extra cash in a basement casino on a small island. You may even earn some very rare items.

PACHINCO SLOT

You can bet up to three coins at a time in this machine. Stop the three wheels individually from spinning, from left to right, with the Y, X and A Buttons. Or, stop them all with a tap of the R Button.



BLACK JACK

This high stakes game allows you to bet as many as 99 coins at once. Press the A Button if you want an additional card. Press the B Button if you'd like to hold.



SLOT MACHINE

There are slot machines in several locations on Lufia. They're called "one-armed bandits" for a reason. You should only bet as much as you can afford to lose.



STUD POKER

You'll need a V.I.P. card in order to join this power game. The stakes start at ten coins and increase quickly as you play.



ACTION BINGO

This game challenges you to complete a horizontal, vertical or diagonal line. You can bet as many as 99 coins per board.



HELPFUL HINTS

The challenge of the land is before you. Lufia needs your help. Before you go, listed below are four hints that should help make you a master. Follow this advice for adventurers and you will go far.

HINT 1 Make Maps

It's easy to get lost in all of the towers and dungeons of Lufia, especially when you're searching for keys. Use a pen and a piece of paper to make maps of the more maze-like areas. Then, when you return with the keys, you'll know your way around.



HINT 2 Experiment

It's easy to get into a monster-fighting rut. You might find yourself always using the default fighting commands. Then, you won't be prepared for the tricky battles in late stages of your adventure. Make sure to experiment with special abilities and IP in the early stages. Then, you'll be able to take on more advanced monsters with ease.



HINT 3 Watch Your Party

You control the fighting actions of every character in your party. Some party members have special strengths and weaknesses. Make sure that you are aware of these differences. There are spells and items that will help to strengthen party members where they may be naturally weak.



HINT 4 Build Levels

The most important rule of adventuring is to build experience levels so that you won't be caught in advanced situations with a weak party. There are a few monsters that offer an incredible amount of experience, and very little gold, to the victorious adventurer. The monsters and the area they appear are shown in the photos. Fight them and build fast.



THE ADVENTURE BEGINS

The people of Lufia need your help. The Sinistrals are fast approaching and heroes are hard to come by. Here are ten steps that you can take at the beginning of your adventure to get started on the right foot.

STEP ONE

You'll begin the adventure with Maxim, alone, in the village of Elcid. There are several citizens to talk to for items and information. Guide Maxim over to Tia's shop first. Buy and equip a small shield. Then, explore the rest of the town.



STEP TWO

When you begin to leave Elcid, an old adventurer will flag you down and tell you to meet him at the special skills cave, south of Elcid. He'll take you through a training session. The lessons will include sessions on fighting enemies and basic puzzle-solving.



STEP THREE

Journey north of Elcid and cross the bridge. Then fight lizards and jellies until your experience is up to Level 4, at least. Next, return to Elcid, have dinner with Tia, buy a Rapier and equip it. If you have completed all of these steps, you're doing well. Keep up the good work.



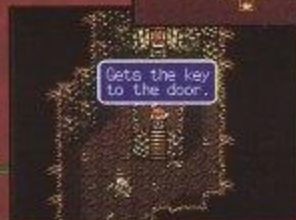
STEP FOUR

As you leave again, the townspeople will alert you to a new problem. A monster has stolen the key that leads to Sundletan. They need an adventurer to fight this beast and return the key. You fit the bill. Before you go, stay at the inn and visit the shrine to save your progress.



STEP FIVE

The lizird man is in the cave to the north. You'll meet this beast after a short series of puzzles. If you can do away with him, you'll earn the key. You should be up to the task if you're at Level 4 and you have at least five HP restoring Potions. After you win, you'll meet Iris. She'll provide some important information.



STEP SIX

Now that you have the key that allows for you to go to Sundletan, you can open the Sundletan door. Before you go much further, though, you should talk again to the townspeople of Elcid. They will have some good advice. Once you've had an earful, you can move on.



STEP SEVEN

The people of Sundletan have experienced a series of recent earthquakes. You can help them solve the mystery of the quakes. But first, you should prepare for the adventure. Build your experience to Level 6 and save 400 gold. Then, buy a Dagger, go back out into the field and earn enough cash to buy a Cap.



STEP EIGHT

You'll learn that the lake cave is the source of the earthquakes. There, you'll find a series of new puzzles to solve and a cave full of tough enemies. You should be able to take care of this challenge if you've reached Level 7 in experience. Take your time and don't give up.



STEP NINE

With the mystery of the lake cave solved, you can go to the shrine in the Alunze Kingdom, where the bridge is out. You'll discover that a woman has been looking for you. You'll find this woman surrounded by monsters when you return to the lake cave. After you save her, she'll join your party as Tia.



STEP TEN

Go back to Sundletan for items and information, and make sure to get the best armor and weapons for both Maxim and Tia. When you leave town and return to the Alunze Kingdom Shrine, the bridge will be repaired. That's your signal to cross.



GO OUT AND CONQUER!

You're on your own from here. Remember to build your levels and search for the best items and spells. With some thought and patience, you'll be sure to succeed. The people of the world are counting on you. With your help, Maxim and his fellow adventurers will become heroes of legend!



WARRANTY

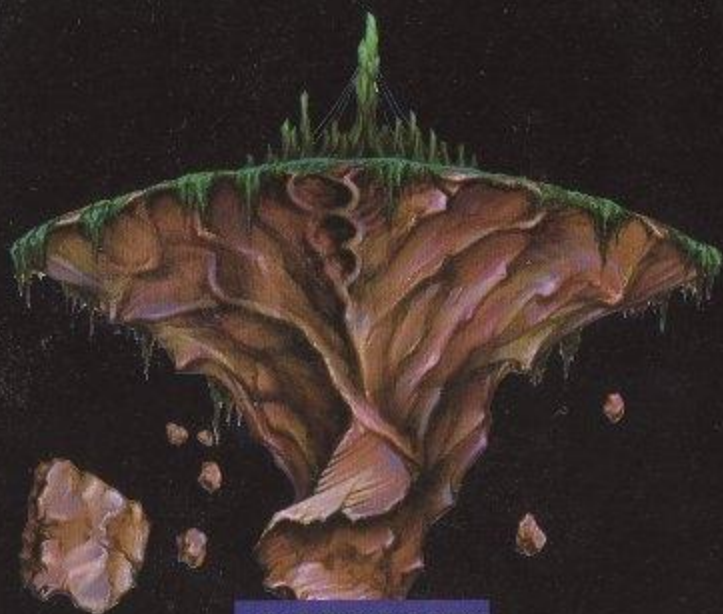
NATSUME LIMITED WARRANTY

Natsume Inc. warrants to the original purchaser of this Natsume product that this game pak is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Natsume product is sold "as is" without expressed or implied warranty of any kind, and Natsume is not liable for any losses or damages of any kind resulting from the use of this product. If a defect covered by this warranty occurs during this 90-day warranty period, Natsume will repair or replace the game pak, at its option, free of charge. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Natsume 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 NATSUME. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL NATSUME BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

NATSUME INC.
1818 Gilbreth Road, Suite 229
Burlingame, CA 94010
Tel: (415)692-1941



NATSUME®

Serious Fun™

NATSUME Inc.
1818 Gilbreth Road, Suite 229
Burlingame, CA 94010

Information Hotline
(415)692-6737

Distributed by
SVG Distribution
8411 S. La Cienega Blvd. Inglewood, CA 90301

Licensed from

TAITO®

PRINTED IN JAPAN