NOW AVAILABLE!

ATELIER IRIS 2
THE AZOTH OF DESTINY

- Every Alchemy recipe listed
- All alchemy component descriptions to help you boost your recipes
- Complete walkthrough reveals every hidden item and chest
- Battle tactics to ensure victory over your many foes
- Character breakdowns with information on all special skills
WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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

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

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

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

STORY

The World of Eden, a paradise free of war and strife, populated by alchemists and Mana spirits. But, when a crisis cripples Eden, two orphans answer the call to restore the land. Felt volunteers to go to the mysterious world of Belkhyde to investigate. Meanwhile, Viess puts her alchemy skills to work in order to aid Felt on his journey. Over the course of his investigation, Felt befriends the locals and joins them in their fight against tyranny.

CONTENTS

Contents ........................................ 01
Getting Started ................................. 02
Starting Up ....................................... 03
Characters ........................................ 04
Starting the Game ......................... 05
Saving and Game ............................. 06
Dual Scenario .................................. 07
World Map View ................................ 08
Field Map View ................................. 09
Item Synthesis ................................. 12
Menu Screen ..................................... 14
Battle Screen ..................................... 17
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Atelier Iris 2: The Azoth of Destiny disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.
**Characters**

**Fei Blachimont**
The main hero of this story. In order to find out the reason for Edel's destruction, he travels alone to the foreign world of Belkheda. An alchemist in training, but he himself thinks swinging swords is more in his nature.

**Vie Blachimont**
The other main character. She is Feli's childhood friend, and stays in town to support Feli's safe travels in Belkheda. She is the mysterious girl Iris hidden, and develops moody emotions for him.

**Fee**
A fairy who lives in Feli. Fee ended up in the foreign land of Belkheda and fell in love with Vie at first sight.

**Mokkii**
A member of the anti-imperial league. Mokkii has a heart of gold, and helps out in the desert. He has a soft spot for Feli and his involvement in the battle against the empire.

---

**Starting the Game**

When you power on your PlayStation® 2 computer entertainment system, please insert the disk. After the opening sequence, press the START button. You may also skip the opening movie by pressing the START button.

---

**NEW GAME**

**New Game**
Select to play the game from the beginning.

---

**CONTINUE**

**Continue**
Select to play a previously saved game. Use the directional pad to select a game, then press the X button to confirm.
* This game requires a memory card (4MB) for PlayStation®2 in memory card slot 1 of your machine.

---

**BONUS**

**Bonus**
You may unlock bonus features by completing the game.
* This feature requires that you have a completed game saved on a memory card (4MB) for PlayStation®2 in memory card slot 1.

---

**OPTIONS**

**Options**
Change options affecting gameplay.

**SHW TXT:**
Selects the speed at which the messages are displayed in the message window.

**Quiver:**
Turns controller vibration on and off.

**Voice:**
Turn on or off the dialog sound.

**BGM:**
Adjust the sound volume.

**Sound:**
Choose from Stereo, Dolby Surround Sound, and Dolby Pro Logic II.

**Language:**
Choose the language for the voice overs.
Saving & Loading

To save in this game, press the X button at any game diary in the Field View. Continue by choosing "continue" at the title screen.

Saving Game Data

Selecting "Save" will bring up the Save Menu. From here, select the location you want to save and press confirm to save. Use the Up and Down keys to scroll through your records.

*When saving for the first time, please make sure that you have a memory card (64MB for PlayStation®2) with 384KB of free space. You can save up to 12 games in that box.

Continuing your game

Select "Continue" from the title to access the Load Menu. Select the data you wish to continue from and press confirm.

- To save and load in this game, you must have a memory card (64MB for PlayStation®2).
- Please make sure your memory card (64MB for PlayStation®2) is on memory card slot 1 of your console. You will not be able to save or load with a memory card in memory card slot 2.
- While saving and loading, please do not power off or reset your console, or remove your memory card (64MB for PlayStation®2). Doing so will corrupt your data.

Setting up Dolby Surround Sound

This game is presented in Dolby® Pro Logic II® surround sound with Dolby® Digital cinematics.

Connect your PlayStation®2 to a sound system with Dolby Digital surround sound using a digital optical cable. DIGITAL OUT (OPTICAL) should be activated on the PlayStation®2 system settings when using a digital optical cable. Your sound system will automatically detect Dolby Digital during select movie scenes and Dolby Pro Logic® II during gameplay. If not, please refer to your sound system's instruction manual.

You may need to enable Dolby Digital and/or Dolby Pro Logic II in the audio options menu of the game. The audio from the analog stereo cables of the PlayStation®2 may be disabled during Dolby Digital.

Dual Scenario

This game features a unique dual scenario situation, where you can switch between two main characters in order to proceed in the story.

Chapter Breakdown

- Chapter 1: Both main characters united
- Chapter 2: Fell's Chapter
- Chapter 3: Vieze's Chapter
- Chapter 4: Fell's Chapter

Switching Between Characters

You can switch between characters anytime! Just locate a character changing point (P10), and select "Character Change." Vieze does the alchemy, and Fell searches for ingredients.
**World Map View**

Traveling from towns to dungeons is done in this view. Use the directional keys or the left analog stick to move your character. There are no battles in this view.

- **Pressing the X button** now will take you to the named location.
- **The Dots that will lead you to the places.**

---

**Field Map View**

When you enter a town or dungeon, you enter the Field Map. The directional buttons and left analog stick move your character. You can talk to people, buy items, and find items in this view. You can also battle enemies in dungeons.

---

**TOWN/DUNGEONS**

**Entering Towns and Dungeons**

Towns and dungeons on the world map are shown with icons. The names of the location you are at and the locations near you are shown. Pressing the X button on a location will take you into the Field View.

---

**Talking, Searching**

While facing people on the street, press the X button to talk to them. Walk up to the counter to talk to the store clerks. You can also open treasure boxes and search in barrels by pressing the X button while facing them.

---

**Dashing**

You may run by moving the left analog stick or pressing the directional button.

---

**Camp Circle**

On the field you will often find “Camp Circles.” When you press the X button while standing on them, you will enter your tent. Here you will find a game diary where you can save your game progress. You can also talk to your party members and prepare for your next battle.
**Field Map View**

**Actions**

- **Jump**
  The first action that you start with, allows you to reach higher areas.

- **Elemental Extraction**
  Press the button for elemental extraction. You can extract mana power from items around the world to use in synthesis.

**Gimmick Action**

Around the field, you will often find objects where you can press the X button. If you have the appropriate item, you can interact with it. You can use these actions to gain items to synthesize more items and continue with the game.

- **Sprouts and Plants**
  Once you synthesize an "Abnormal Grow" type item, you can use them on plants to generate new items. There are even plants which you can take from sprouts to plants to bushes.

- **Ore Deposits**
  Using a "Play Hammer" or a "Flame" type item will either get rid of annoying rocks or get you new items.

- **Stone Lithographs**
  Use the "Rainbow Cloth" to read words that you cannot understand.

- **Cragging Hook**
  Using the "Grasping Hook" can get you to high places you couldn't get to before.

**Facilities**

There are various facilities around towns where you can buy items or rest. Here is a short explanation on how to use these facilities:

- **Vies and Felt**
  Each have their own base. Vies's is her atelier, and Felt's is in his camp. In it, you will find a save book and can speak with your party members. In addition, you will find the following functions in your base:

  - **Full HP heal**
    Entering your base will fully heal your characters, but it also resets the "Encounter Gauge" (P11).

  - **Switch Main Characters, Save and Load games**
    In the Game Diary, you can choose from Saves, Load, and "Change Character."
**Item Synthesis**

**Item Synthesis (Viese)**

As a True Alchemist, Viese has the ability to combine items. Furthermore, she can take advantage of all the materials, items, and recipes that Felt has passed through the Share Ring. Item synthesis requires recipes. You cannot make an item without its recipe.

1. Select the item you wish to synthesize from the item list. The items to the right of the list are the materials used for the synthesis.

2. When you open the item synthesis menu, you have three options: "Substitute Materials," "View Property Reviews," and "Synthesize." If you don't have the matching recipe, you cannot synthesize the item.

3. Switch items.

4. Start Synthesis!

You can change the items you use in a recipe. Exchanging items can give different properties to an item, and in some cases create a completely new item.

If items have the same review card, it will be upgraded. However, you can only have up to 8 review cards.

5. Item complete.

6. Initialize

Synthesized Mana Items will automatically be initialized. After you initialize an item, you can easily duplicate it.

**Property Reviews**

Every harvested item has at least one Property Review, such as "Increased Effect Radius." That is the extra effect of that item. By using items with property reviews for synthesis, you will be able to create items with other effects in addition to the original effect of the item itself. You can have up to 4 property reviews on one item, and combining items with the same property reviews will enhance the reviews, creating an even more powerful item.

**Weapon Synthesis (Felt)**

During the game, Felt will gain the ability to do weapon synthesis. With this ability, he can use the items that Viese synthesizes with Mana to strengthen his party members' weapons.

1. Refine Mana Crystal

Select the character whose weapon you wish to strengthen. Then select the weapon you wish to synthesize.

2. Add to weapon

Select the weapon you wish to synthesize from the weapon tree. You can make any weapon adjacent to your current weapon.

Begin mixing the materials. The weapon will possess the property reviews of the item you mixed with it.

You can make any weapons you have made before. If the weapons are connected in the tree, you can synthesize it.

**Secret Factor**

As the story progresses, you can use the "Secret Factor." Secret Factors are skills you can learn from Felt's synthesized weapons or Viese's synthesized items.

**Learning Skills**

Skills are acquired through obtaining Skill Points (SP) through battles. After you have mastered a skill, you will retain it even after you have unlearned the item. For a skill, should you continue using a weak item until you learn it? Or should you equip a stronger item with a worse skill? It's up to you on how you wish to develop your characters.
From the menu you can use and create items, equip weapons and accessories, and change various configurations. To access the menu, press the \( \Delta \) button from the world or field map.

**Main Menu**

- **Commands**
  - See pages 15-17

- **Character Window**
  - A simple summary of the character's status. To change the display type, press the \( \Delta \) button.

- **Current Total Play Time**

- **Current Money**

**Command: Item**

- **Mana Item**
  - Displays all battle and field usable items.
  - Pressing the \( \Delta \) button displays the current item's recipe.
  - Selecting and pressing the X button will also allow you to use the item or synthesize more.

- **Use**
  - Use the selected item. In the case of a recovery item, select the target after you select "use."

- **Mana Synthesis**
  - Synthesize any initialized mana items using elements. If you have the required elements, you can easily synthesize any mana item you need.

**Accessory**

Displays the accessories in your inventory. On the accessories that Viese created, you can press the \( \Delta \) button to display the recipe with which it was made. You can also equip an accessory by selecting it and pressing the X button.

**Alchemy Item**

Displays the items that Viese synthesized. Pressing the \( \Delta \) button displays the recipes used.

**Harvested Item**

Displays items that you have found.

**Key Item**

Displays story related and other important items.

**Equipment**

**Command: Equip**

In the equip menu, you can equip up to two (2) accessories. Equipping accessories will grant you increases to your stats.

**Synthesized Item**

After activating the secret factor, you can also equip up to 2 synthesized items. Equipping these items will allow you to learn various skills. To check what skills you can learn, check the right window.

**Command: Formation**

Arrange your party's formation (front, middle, and back). You can only have three (3) characters battling at once; however, you can arrange the order in which characters will be replaced should any fall during battle.
**Menu Screen**

**Command: Reference**

- **Letters**
  In the game, you can read through the correspondences between Felt and Viese. This can provide you insight into where you need to go and what you need to do at that point in the story line.

- **Item List**
  View information on all items you have collected.

- **Skill List**
  View all skills you have practiced and learned.

- **Monster List**
  View all monsters you have defeated.

- **People List**
  View profiles of all major characters you have met.

- **Review List**
  View all of the reviews for items you have received.

**Command: Status**

Allows you to view your party member's status. You can also view their weapon and skill status.

**Command: Help**

Allows you to view in-game help. You will gain more help files as the game goes on, so it might be beneficial to read them sometimes.

**Command: Options**

Edit the game play options. This command gives you the same options as the "Options" command from the title screen. Please refer to page 5 for details.
**Rules of the Battlefield**

The battle is ended when either all of the enemies are defeated, or all of your party members are dead (LIFE = 0).

**Victory**

Victory is achieved by defeating all the enemies in an encounter. When you win, you gain experience, Cole (money), and occasionally items.

- Defeated characters only get half experience after battle.

After battle, the battle results screen will show information on your acquired experience and money. When you win, the number of your character's Life will increase.

**Game Over**

It is Game Over when all of your characters' Life becomes 0.

---

**Active Cost Time Battle**

Rather than using a turn-based battle system, this game uses an Active Cost Time Battle System. Rather than preparing for your action, the battle goes on in real time.

**ACTB Bar**

Character order is determined by their position on this bar. Character icons can start at any point in the bar and proceed toward the right. When the icon reaches the red ball at the end of the bar, it is their turn to act. The movement speed is determined by each character's speed. Furthermore, when a character is hit by a break attack, their icon will be shifted left, thus slowing them.

**Break System**

The "Break Attack" attempts to push enemies back into the orange section of the ACTB bar. When an enemy is put into the broken status, you will see the amount of hits and damage that you deal. The more damage and hits that you deal, the more experience bonuses you will receive.

**Skill Gauge**

When you hit an enemy with a "Charge Attack" or get hit by an enemy attack, your skill gauge will increase. The skill gauge is necessary for all the skills that your party has.

- "Charge Attacks" let you use damage attack such as "Break Attachi," let you do chains, so plan out your strategies!

---

**Skills**

An introduction to the skills you can use in the beginning. These skills can be used by equipping weapons. You can also master skills by accumulating skill points (SP).

<table>
<thead>
<tr>
<th>Character</th>
<th>Skill Title</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mana Strike</td>
<td>Attack a single enemy with a mana charged blow.</td>
<td></td>
</tr>
<tr>
<td>Mana Wave</td>
<td>Attack group of enemies using the Azoth.</td>
<td></td>
</tr>
<tr>
<td>Strike Edge</td>
<td>Several attacks within a single moment with the Azoth.</td>
<td></td>
</tr>
<tr>
<td>Force Blast</td>
<td>A powerful aura blast, hits through enemy defense.</td>
<td></td>
</tr>
<tr>
<td>Combo Attack</td>
<td>Knocks the enemy into the air then slams them down again.</td>
<td></td>
</tr>
<tr>
<td>Heal Breeze</td>
<td>A gentle breeze heals all allies a little.</td>
<td></td>
</tr>
<tr>
<td>Holy Blade</td>
<td>A holy blade that deals a lot of damage to enemies with high dark resistance.</td>
<td></td>
</tr>
<tr>
<td>Twin Dragon</td>
<td>Combo attack with both swords</td>
<td></td>
</tr>
<tr>
<td>Fire Breath</td>
<td>Deals fire damage to enemies</td>
<td></td>
</tr>
<tr>
<td>Air Slicer</td>
<td>Combines her two scythes and attacks like a boomerang</td>
<td></td>
</tr>
<tr>
<td>Divine Drain</td>
<td>Drains enemy attack power and increases her own</td>
<td></td>
</tr>
<tr>
<td>Divine Stun</td>
<td>Upgraded break attack</td>
<td></td>
</tr>
<tr>
<td>Funny Bullet</td>
<td>Special bullet that damages and gives enemies random status effects</td>
<td></td>
</tr>
<tr>
<td>Poe Dynamite</td>
<td>Blows the enemy up with dynamite</td>
<td></td>
</tr>
<tr>
<td>Poe Missile</td>
<td>Attacks a group of enemies with carpet bombing</td>
<td></td>
</tr>
</tbody>
</table>

**Status Effects**

During battle, character status can be affected through special attacks and items.

- **Poison**
  - For a period of time you will take some damage every turn during battle.

- **Sleep**
  - Causes the character icon on the ACTB bar not to move.

- **Paralysis**
  - Lowers your damage through attacks and skills.

- **Curse**
  - You cannot heal.

- **Incapacitated**
  - When your LIFE reaches 0, then you become incapacitated and cannot participate in battle. You will be automatically revived after battle, however you will only get half the amount of experience.

You can heal most of these effects during your turn using items or skills. However, if you leave them, they will have a negative influence on your battle so try and get rid of them as fast as possible.
WARRANTY

NIS America, Inc. warrants to the purchaser of this product that the medium on which this program is recorded is free from material defects for ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this 90 days warranty period, NIS America will replace the game CD, at its option, free of charge.

This warranty will be void if the defect in this product has arisen from neglect, abuse or any attempt to use the product other than as specified in this manual.

WARRANTY SERVICE

1. Send in Registration Card.
2. Save the sales receipt and UPC code found on the game package.
3. If the game is covered under a store warranty, return the game to the store at which the game was purchased.
4. If the game is not covered by a store warranty, notify NIS America by emailing support@nisamerica.com or call the customer service dept. at (714) 456-1763, between the hours of 10 a.m. to 5 p.m Pacific Standard Time, Monday through Friday.

TECHNICAL SUPPORT

Please contact customer Service by e-mail at Support@NISAmerica.com.