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.

Contents

- Contents .................................. 1
- Getting Started .......................... 2
- Starting Up ................................ 3
- Story Line ................................ 4
- Character Introduction .................. 4
- Starting the Game ....................... 5
- Saving your Progress .................... 5
- Flow of the Game ....................... 5
- Phantom Island .......................... 6
- World Map ................................ 7
- Area Map / Battle Field .................. 7
- Combat Techniques ...................... 13
- Random Dungeon ....................... 14
- Memo ..................................... 15
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 Phantom Brave™ 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 peripheral, 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.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

<table>
<thead>
<tr>
<th>Phantom Island</th>
<th>Area Map</th>
</tr>
</thead>
<tbody>
<tr>
<td>direction buttons</td>
<td></td>
</tr>
<tr>
<td>○ button</td>
<td>Move cursor (Command)</td>
</tr>
<tr>
<td>△ button</td>
<td>Move cursor (Menu)</td>
</tr>
<tr>
<td>■ button</td>
<td>Cancel/Jump</td>
</tr>
<tr>
<td>□ button</td>
<td>Confirm, Skip message</td>
</tr>
<tr>
<td>△ button</td>
<td>Open command menu</td>
</tr>
<tr>
<td>□ button</td>
<td>Open menu</td>
</tr>
<tr>
<td>L1 button</td>
<td>Move cursor (Menu)</td>
</tr>
<tr>
<td>L2 button</td>
<td>Move cursor (Menu)</td>
</tr>
<tr>
<td>R1 button</td>
<td>Cancel/Jump</td>
</tr>
<tr>
<td>R2 button</td>
<td>Confirm, Skip message</td>
</tr>
<tr>
<td>ANALOG mode</td>
<td>Open command menu</td>
</tr>
<tr>
<td>LED</td>
<td>Open menu</td>
</tr>
<tr>
<td></td>
<td>Status screen: change page</td>
</tr>
</tbody>
</table>

*This game does not support the vibration function.
Story Line

In the year 921, in a world called Ivoire, lives Marona, a 13 year old orphaned girl with a special ability to communicate with phantoms. Her ability brings resentment from others, but cheerful and optimistic Marona is not bothered. Marona believes in her parents' teachings that people will one day come to like her as long as she stays compassionate and kind. Now Marona travels throughout Ivoire with her guardian, "Ash the Phantom", to resolve disputes around the world.

Character Introduction

Ash
Guardian of Marona. He is a kind young man with a strong sense of justice. Before his death Ash worked as a chroma with Marona's parents.

Marona has a unique ability to communicate with phantoms. Her abilities enable her to work as a chroma, but her powers are despised by others.

Starting the Game

When you turn on the PlayStation®2 computer entertainment system and insert the Phantom Brave disc, you will be taken to the title screen. If you wish to start from the beginning, please select New Game. If you wish to continue from a previously saved game please select Continue.

Saving Your Progress

By pressing △ button at Phantom Island, a menu will appear and select Save. Please make sure you have a memory card (8MB)(for PlayStation®2) with at least 303KB of free space inserted into MEMORY CARD slot 1. Select the space where you wish to save.

*(8MB)(for PlayStation®2) memory card is required. You can not use a PlayStation® memory card.
*Do not do the following while saving.
- Turn off the main power.
- Press the reset button.
- Remove the memory card.
All of the above may result in loss of data.

Flow of the Game

This is an example of the game flow.

Episode Start
- Story begins
- Objective revealed

Phantom Island
- Gather Info
- Create Characters
- Prepare for battle

World Map
- Select destination
- Some events may occur

Area Map
- Battle / event

End of Episode
- Objective completed
- Go on to the next episode

*Total of 20 episodes.
**Controlling Ash**

You will control Ash in Phantom Island. Please use the left analog stick for movement.

- Pressing the X button next to a character allows you to talk to the character.
- You can jump over an object or your own character by pressing the 0 button.
- You can rotate the screen by pressing the L1 and R1 buttons.
- You can zoom into/out of the screen by pressing the L2 button.
- You can attack your characters by pressing the R2 button.

**Caution:** When you land on your own character by pressing the 0 button, you will damage the character.

**Move characters where you want to.**

- Stand next to a character and press the □ button to lift up.
- Press the □ button once again and your throwing range will be displayed by a yellow circle.
- Choose where to throw by moving the left analog stick.
- Press the □ button to throw.

Other characters may catch thrown characters.

**Caution:** Characters thrown will not necessarily land where you choose to. Landscape will affect the actual landing site.

**Make Characters (Summon Phantoms)**

You can create your own character in Phantom Island.

Talk to Marona and select create. Always summon phantoms you wish to use during battle to Phantom Island or they may not join the battle. In the beginning, types of creatable characters are limited, but additional characters will be available as you defeat more enemies.

**Caution:** Characters you wish to dispatch in battle need to be summoned to Phantom Island. The number of characters and items available to be summoned to Phantom Island are displayed as POP in the bottom right hand corner of the screen.

---

**Command Menu**

By pressing the △ button in Phantom Island, the command menu will be displayed.

- **Equipment:** View items that are equipped by your characters. Equipped items can be used during battle.
- **Status:** View status of your characters.
- **Order:** Change the display order of your characters/items in the status screen.
- **Battle Help:** Learn the basics of battle.
- **Settings:** Change the game settings.
- **Reset:** Return to the title screen.
- **Save:** Save your progress.

**Prepare for Battle**

When you have a merchant summoned to Phantom Island, you can buy/sell items. You may recover lost HP & SP by talking to a summoned healer. Items can be equipped by selecting equip in the command menu.

**Mail Box**

Access the mail box to go to the world map.

---

**World Map**

**Selecting a Destination**

Through events and conversations, new areas become available for you to travel. Within the world map there are sub-areas that are referred to as the area maps. Progress is made in the game by clearing area maps.

**Area Map**

**Battle Field**

All battles are carried out on 3D maps called area maps. The player and the computer will take turns issuing commands depending on the speed of the character. The faster the character, the quicker your turn comes around.
Dispatching Characters

Characters will be dispatched by confining (combining) available characters to items on the area map. To dispatch characters you will have to select an available item on the area map and press the X button and select Confinement. A list of characters available to be dispatched will be displayed. Choose the character you wish to dispatch and press the X button to confirm your selection.

Character Commands

Move/Attack/Skill Type/Lift (Throw)/Out of Bounds/Confinement/Protection/Status/End Turn

To battle enemies, select your ally character and give him/her orders from the character command menu. During a single turn, each character can move as many times as they can and perform one action, such as attack, special technique, lift and use object, or use an item.

Move

Select this command and the character's movement range will be displayed as a red circle. Select the location where you wish to move within the red circle.

Attack

When this command is selected, the character's attack range will be displayed. Attack range will depend on the weapon equipped. You can move after your attack depending on how much movement you have left.

After you select your target, select your attack move.

Elemental Resistance

Every character and item will have elemental (Fire, Wind, Ice) resistance. Elemental resistance is the character resistance to hostile skills and some specific magic attacks. Higher the resistance percentage the less damage you take and vice versa.
Lift (Throw)

Select Lift to pick up an ally, enemy, or an object adjacent to your character. Lifted ally, enemy, or an object can be thrown or used as weapons. To throw, select Throw and move the cursor where you wish to, and press the X button to select. Special Techniques can be performed with an object. You can Steal an object from your enemy.

Caution: During battle, lifting an object and throwing it is considered as a single action. Held enemies can apply damage to you when their turn arrives. Be aware of what you hold when you end your turn.

Out of Bounds

During battle you can throw your friendly characters, enemies, and items out of bounds. Out of Bounds is any where on the area map where a terrain does not exist. Enemies and characters tossed out can not return to the battle. The final remaining enemy may not be tossed out.

Caution: For each enemy tossed the rest will become stronger.

Confine

Select this command to summon your allies onto the area map. Select an object on the area map and choose confine from the command menu to summon your characters. Confine range is displayed as a white circle.

Protection

Certain objects on the battle map can receive additional protection status from other key objects. Bonus status can range from additional attack points to invincibility. To eliminate the protection effect you must destroy the source objects that are applying the effects. You can take advantage of the protection system by confining to objects that are receiving the effects.

Status

Select this command to view a character's status. Refer to Character Status. (page 18)

End Turn

Used to end your turn.

Character Status

<table>
<thead>
<tr>
<th>REMOVE</th>
<th>Number of actions the character can perform before they return to its original state.</th>
</tr>
</thead>
<tbody>
<tr>
<td>L V</td>
<td>Level</td>
</tr>
<tr>
<td>H P</td>
<td>Life points. Character will die if his/her HP reaches 0.</td>
</tr>
<tr>
<td>S P</td>
<td>Needed to use special techniques. SP can be recovered by the healer.</td>
</tr>
<tr>
<td>ATK</td>
<td>Attack power.</td>
</tr>
<tr>
<td>DEF</td>
<td>Defense Strength.</td>
</tr>
<tr>
<td>INT</td>
<td>Intelligence. Affects magic power.</td>
</tr>
<tr>
<td>RES</td>
<td>Resistance to enemy magic.</td>
</tr>
<tr>
<td>SPD</td>
<td>Speed. Affects action sequence.</td>
</tr>
<tr>
<td>EXP</td>
<td>Experience points accumulated.</td>
</tr>
</tbody>
</table>
Leveling Up

You will level up by defeating enemies and gaining experience points. When a character levels up, his/her Status will increase.

Area Map Commands.
Press the △ button to access the area map commands.

<table>
<thead>
<tr>
<th>Battle Help</th>
<th>Choose this option to view the basics of battle.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Settings</td>
<td>Choose this option to change the game settings.</td>
</tr>
<tr>
<td>Reset</td>
<td>Choose to go back to the title screen.</td>
</tr>
<tr>
<td>A list of Characters</td>
<td>Choose to list all the characters and items that are on the map.</td>
</tr>
</tbody>
</table>

Winning Condition
You must defeat the entire enemy to clear the map.

Game Over
Game over if all friendly characters are defeated. You will restart from where you saved.

Combat Techniques

Remove
After a certain numbers of actions, characters on area map will return back to their original form.

Lift Techniques
- You can attack with held items.
- Hold other characters to create combo moves.
- Hold an enemy up to use their special techniques. Throw enemies onto other enemies to restrict their actions.
- Eliminate enemies by throwing them out of the area map.

Caution: For every enemy eliminated, the rest of the enemy will level up.

Protection
- There are certain objects on the area map that provide bonus status to enemies/objects.
- By confining into items that are influenced by the protection object, you will receive the protection bonus.
- The effects of protection bonus varies.

Abnormal Status
When hit by a skill, a character can receive an abnormal status effect. Abnormal effects can be cured by using the "Espoir" skill, or by waiting until after the battle.

<table>
<thead>
<tr>
<th>Poisons</th>
<th>Damage is taken every time the character takes a turn.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sleep</td>
<td>The character skips their turn.</td>
</tr>
<tr>
<td>Paralyzed</td>
<td>The character's body is frozen: Speed and Movement decrease.</td>
</tr>
<tr>
<td>Amnesia</td>
<td>The character forgets how to perform all but the most basic skills.</td>
</tr>
<tr>
<td>Dazed</td>
<td>The character picks up no EXP.</td>
</tr>
<tr>
<td>Gamble</td>
<td>The next attack will either kill the character, or miss entirely.</td>
</tr>
</tbody>
</table>
Skill Effects

Each skill has a variety of characteristics.

<table>
<thead>
<tr>
<th>Icon</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>🌟</td>
<td>Absorb enemy's HP.</td>
</tr>
<tr>
<td>🌟</td>
<td>Unequip the user.</td>
</tr>
<tr>
<td>🛠</td>
<td>Unequip target.</td>
</tr>
<tr>
<td>🌟</td>
<td>Knock away the target.</td>
</tr>
<tr>
<td>🌟</td>
<td>Transport to change user location.</td>
</tr>
</tbody>
</table>

Icons that indicate which status that skill relies on.

- **HP** - Damage relies on HP.
- **ATK** - Skill relies on attack, and will become more effective as attack increases.
- **DEF** - Damage relies on defense.
- **INT** - Damage relies on INT.
- **RES** - Res determines a character's damage for skills which rely on INT, RES, or SPD.
- **SPD** - Damage relies on SPD

Random Dungeon

Enter a random dungeon to discover rare items, to level up, and to gain new titles.

Random Dungeons are dungeons that are randomly created. Every dungeon will have different monsters and landscapes. Some random dungeons have their own rules.

Access the random dungeon by talking to the Dungeon Monk. The Dungeon Monk can uncover dungeons, erase dungeons, or access the dungeons.

Access to a random dungeon will cost you. You will have to pay a fee to the Dungeon Monk to create your dungeon. The maximum number of dungeons you can build is 32. If you wish to build more you will have to erase existing dungeons to make space for the new.

For more manual information, please visit our official site!!

www.NISAmerica.com
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.