

More Fullmetal Alchemist Coming!

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NINTENDO DS™

Alchemy Manualbook



FULLMETAL
ALCHEMIST
OF
DUAL SYMPHONY

INSTRUCTION BOOKLET


DESTINEER

Funimation's Lab

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND 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 blackouts triggered by light flashes or patterns, 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

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

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 - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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

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Rev-D (1)



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Starting the Game

1. Please ensure that your DS is turned off, then insert the "Fullmetal Alchemist: Dual Sympathy" Game Card until you hear the catch make a clicking noise.
2. You may now switch on your DS; once you have read the health and safety warning, please tap the Touch Screen to continue.
3. Tap the "Fullmetal Alchemist: Dual Sympathy" panel on the DS Menu Screen to begin the game.
4. *Note that if you have set your DS's Start-up settings to Auto-Mode, the above steps are unnecessary. Please refer to your DS manual for more details.



CAUTION - Stylus Use

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

Winnings Lair

Contents

FULLMETAL ALCHEMIST

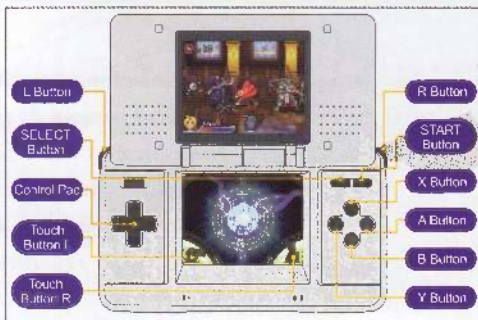
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Story

FULLMETAL ALCHEMIST

Edward and Alphonse lost their beloved mother when they were very young, and sought to use the forbidden alchemy technique of "human transmutation" to bring her back to life. However, the transmutation failed; Edward lost his left leg, and Alphonse lost his entire body. Edward sacrificed his right arm to affix his brother's soul to a suit of armor. He was successful, but the price paid was high. In order to regain all that they had lost, the brothers set off on a journey, seeking the immense power of the Philosopher's Stone.

Because of his auto-mail prosthetic limbs, Edward became known as the "Fullmetal Alchemist".



Settings: Cut Scene

- + Control Pad: Selection
- START: Skip the cut-scene
- A Button: Make a selection/Advance the dialogue (or tap the Touch Screen)
- B Button: Cancel

Action

- + Control Pad: Move Character
- START: Pause Menu
- A Button: Attack
- B Button: Jump

Transmutation Screen

- Touch Button L: Touch to use an alchemy attack
- Touch Button R: Touch to use alchemy defense

Please ensure that your Nintendo DS is turned off before inserting the "Fullmetal Alchemist: Dual Sympathy" Game Card. When you press the Power Button the DS Startup Screen will appear. Tap the Touch Screen or press any button to continue to the DS Menu Screen. Tap the panel that reads "Fullmetal Alchemist: Dual Sympathy" to proceed to the game's title screen. Press START or tap either the transmutation circle or the words "Press Start" to begin the game.



MENU SELECTION

Tap the desired menu option to select it. To return to a previous menu, touch the symbol.

- Continue: Resume from a saved game.
- New Game: Start the game from the beginning. You may select from Story Mode (which follows the TV series), or Character Mode (which lets you use the character of your choice) by tapping the appropriate option. Character Mode is available only after Story Mode has been completed.
- Bonus Mode: Libraries and Galleries are available for your enjoyment in Bonus Mode. (See p. 16)
- Mini-games: Multiple Touch Screen games become available upon completing Story Mode. (See p. 15)
- Options: Various game settings can be changed here. (See p. 18)



upper screen



lower screen

Story Cut-Scene

Story Cut-Scenes

- ▼ Each stage has a story associated with it; press the A Button or tap the Touch Screen to advance through the dialogue.
- ▼ You can press START to skip the story cut-scene.

Action

- ▼ Action stages scroll horizontally.
- ▼ Play using characters from the anime.
- ▼ The requirements for clearing the stage will be displayed. (See p.9)

Battle

- ▼ Use a character from the anime to fight a boss character.

Mini-Game

- ▼ Use the stylus to play various mini-games. (See p.15)

Story Cut-Scenes

- ▼ See the story relating to the next page.

upper screen



lower screen

Mini-Game

upper screen



lower screen

Action

upper screen



lower screen

Battle

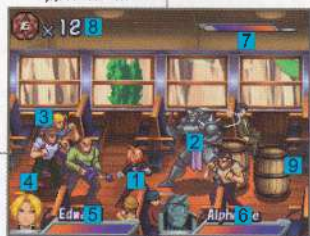
A horizontally scrolling action stage.

UPPER SCREEN

This is where you defeat the enemies as they appear.

- **Player Character:** The character controlled by the player.
- **Partner Character:** Supports the player by attacking enemies, but cannot be controlled by the player.
- **Enemy Character:** These enemies appear one after the other, attacking the player's character. Some of them have ranged weapons.
- **Condition:** The character's condition is displayed as either "Good" or "Poor," depending on the situation.
- **Player Health:** Goes down when the character is hit by enemy attacks, and when it reaches zero the game ends.
- **Partner Health:** This is reduced when the partner character is hit by attacks, and when it reaches zero that character is immobilized.
- **Enemy Health:** When this bar is reduced to 0 the enemy will disappear.
- **Enemy Count:** Number of Enemies in the Field that must be defeated in order to advance.
- **Barrel:** When broken, these provide "Alchemy Material," or "Beef" that restores some health.

upper screen



lower screen



Good



Poor



Alchemy Material



Beef

LOWER SCREEN

This is where you will choose and perform your alchemy.

- 1 **Touch Button L:** Alchemy Attack
- 2 **Touch Button R:** Wall/Map Transmutation
- 3 **Alchemy Material:** This can appear when you break a barrel or defeat an enemy. When touched, it becomes a transmutation icon.
- 4 **Transmutation Icon:** This represents the energy necessary to use alchemy. The more you have, the bigger the alchemy effects you can use.
- 5 **Transmutation Circle:** Tap to display a transmutation book. This is used to change the type of alchemy used. (See p. 13)



Transmutation books are gained at the ends of stages, and sometimes by finding hidden rooms.

Take Note!

If you tap a character's face on the screen, their expression will change.



ACTION

Attack (A Button)

Press the A Button with the proper timing to deliver several attacks in a row and do a combo.

Jump (B Button)

With this you can leap over obstacles, do jumping attacks, etc.

Jump Attack:

Press the A Button while jumping to do a jump attack.



Dash (Press the + Control Pad twice)

Press the + Control Pad twice to dash. Let go of the button to stop.

The functions of the A and B Buttons can be changed in the Key Setting menu.

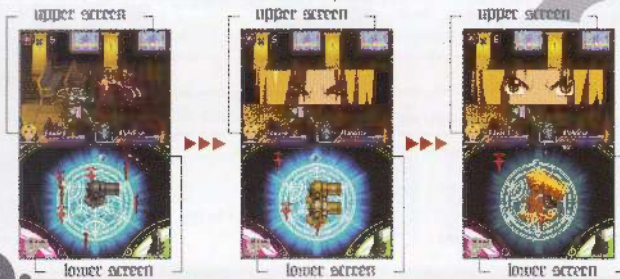


ALCHEMY



Power Up

Hold the Touch Button to raise the character's power.



Enemy Selection

1

Tap Transmutation Circle

2

Display Transmutation Books

3

Tap the Transmutation Book You Wish to Use.

Use the new alchemy with the Touch Buttons L or R.

New transmutation books can be obtained at the end of a stage or in hidden rooms.



PAUSE MENU

When you press START, the game will temporarily stop, and the Pause Menu will appear.

- **Continue:** Return to the game
- **Return to Title:** End the game, and return to the Main Menu.



GAME OVER

When your Health reaches zero, you'll go to the Continue Screen, where you can choose to either continue or return to the Main Menu.


If you decide to return to the Main Menu, the game will end.



Mini-Games

When you begin a mini-game, its rules will be displayed. Press the A Button or tap the  icon to start.

Artistic Wood Chopping

Before Major Armstrong brings his arms down, use the stylus to align him above the correct place on the log. Each time you fail, you'll lose a , and when you lose all of them the game ends. As you proceed, the game becomes faster and more challenging.



Arm-Wrestling

Slide the stylus in the direction of the arrows to win an arm-wrestling match.



Trap

Tap the Left and Right foot icons at an appropriate tempo, and get Ed as far away from the giant iron ball as you can. If the iron ball catches him, the game ends.



Play with mini-games and accessories. Use the stylus to select from the menu.

Media Library

This is a library of all the demos you've cleared in Story Mode. Tap the icons to select a stage, and just like during the normal game, tap to proceed through the dialogue.



Sound Library

Here you can listen to the music, voice samples, and sound effects from the game. Each time you finish Character Mode more sounds will become available. Tap the icons to choose a number, the icon to play, and the icon to stop.

Character Gallery

Here you can learn about the various characters of Fullmetal Alchemist. Tap the icons to scroll, and the icons to scroll by pages. Tap a character to see that character's profile on the upper screen.



Character Clock

This is a clock that will have your favorite character's voice to wake you up. Set the desired time, and choose a character.

Alarm Settings

1. Tap a character's name.
2. Tap the voice icon in the upper left corner of the screen.
3. Slide the icon on the edge of the clock to set the alarm time.
4. Tap the alarm icon to finish.



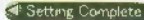
Fortune-Telling


This will tell your fortune for today. Tap Start to start the roller, and Stop to stop it and get your fortune. Your fortune, and some advice relating to health, love, etc. are displayed.



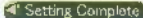
Change the settings for the controls, sound, etc. Use the stylus to make selections.


Key Settings

Here you can change the settings for the A and B Buttons. Use the stylus to select A or B, and tap  when you're done.

Regardless of what settings you change, if you tap  your changes will be cancelled.

Sound Settings

Tap to turn the game's BGM (Background Music) ON or OFF, and tap the  icon to keep the changes.

Regardless of what settings you change, if you tap  your changes will be cancelled.

Erase Data

This will erase your game data and return the game to its original state. Tap "Yes" to erase your data.

Menu Character Setting

This lets you change the character that appears on the menu screen.



EDWARD

Transmute a cannon to attack!



ALPHONSE

Transmute a giant cat cannon to attack!

MUSTANG

Transmute a flaming whirlwind to attack!

ARMSTRONG

Transmute stone spikes to attack!



Get the latest info on Destineer's website!

<http://www.destineerstudios.com>

Destineer Technical Support

For questions about this game, call the technical support desk, M-F (except holidays), 10 a.m. to 6 p.m. CST (Central Standard Time).

Telephone #: 763-231-8055

Please call during the technical support hours. Technical support is for North America only.

To Our Valued Customers

If you have concerns about this product, please inquire at our customer consultation center. Please include your name, address, and telephone number.

Destineer Customer Service
13755 First Ave. N, Suite 500
Plymouth, MN 55441

Manufacturing

The planning, production, and preparation of this product is done with great care, but as the contents are very sophisticated, it is possible for problems to arise. In the event that a malfunction should occur, please contact our consultation center.

For sale and use in the US and Canada only. Commercial use, unauthorized copy and rental are prohibited.

Warning_ Backup Function

This DS Game Card is equipped with a backup facility that allows it to save the game's results and other data. If you excessively turn your DS on/off, insert or remove the Game Card while the power light is still on, or the charger has dirty contacts, it is possible for your game data to be erased, in which case it cannot be recovered. We thank you for your understanding.

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Romí Paku

Alphonse Elric:
Rie Kugimiya

Winry Rockbell:
Megumi Toyoguchi

Roy Mustang:
Toru Okawa

Alex Louis Armstrong:
Kenji Utsumi

Izumi Curtis:
Shouko Tsuda

Scar:
Ryoutaro Okiayu

Dante:
Yumi Kakazu

US VOICE CAST

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Alphonse Elric:
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Winry Rockbell:
Caitlin Glass

Roy Mustang:
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Production:
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