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ハーフリング  
間

鳥の陣

秩序  
盗混

NINTENDO DS™

# THE DARK SPIRE™

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INSTRUCTION BOOKLET



**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, and this may occur while they are 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 their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions**  
Altered vision

**Eye or muscle twitching**  
Involuntary movements

**Loss of awareness**  
Disorientation

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

### **▲ WARNING - 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. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort 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.

### **Important Legal Information**

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ONLY WITH THE NINTENDO DS™  
VIDEO GAME SYSTEM.

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that this product is licensed or  
manufactured by Nintendo. Always  
look for this seal when buying  
video game systems,  
accessories, games  
and related  
products.*



Nintendo does not license the sale or use of products  
without the Official Nintendo Seal.

### ⚠ 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.



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# Prologue

Outside a peaceful town lie the Woods of Mist, a foreboding place obscured by thick fog. One fateful day, the mist suddenly parted, and an enormous tower rose from the ground: the Dark Spire. Sinister times began to descend upon the kingdom...

The treacherous Archmage Tyrhug, once the King's most trusted advisor, betrayed his liege by stealing the most precious of royal treasures. Without warning, he snatched the mysterious necklace known as "The Fairy's Tears" from around the Queen's neck and disappeared into the night. The wicked sorcerer fortified himself deep within the Dark Spire, surrounding himself with hordes of foul creatures eager to attack anyone who dares enter.

The King has requested the assistance of any and all adventurers to defeat Tyrhug and recover the stolen treasure. Whoever accomplishes this will be granted a great reward.

Warriors from across the land have flocked to the small town to heed the King's call to arms. Four strangers ascend the steps of the local chapter of the Adventurer's Guild. Though unknown and inexperienced, they are ready to challenge THE DARK SPIRE.

Their adventure begins now...

## CONTROLS



### In Town, Menus, and Battle

+Control Pad	Move the cursor
A Button	Confirm
B Button	Cancel
X Button	Information
START	Display the System Menu

### In the Tower

+Control Pad	Move
A Button	Open doors, move forward
B Button	Display the Command Menu
X Button	Investigate
Y Button	Display the Map Screen
START	Display the System Menu

## Starting the Game

1. Confirm that the Nintendo DS system is turned OFF and insert The Dark Spire Game Card into the Game Card slot.
2. Turn the power ON and tap the Touch Screen after the Nintendo DS startup screen appears.
3. On the System Menu screen, tap The Dark Spire panel. After you've done so, the title menu will appear.



## Title Screen

### † New Game

Select this option to start a new game. You'll begin in the Adventurers Guild, where Eventail the Guildmaster will help you create a party of heroes and start your training.

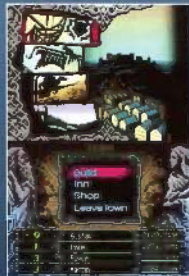
### † Load Game

Select this option to load a previously saved game. You can store up to three save files.

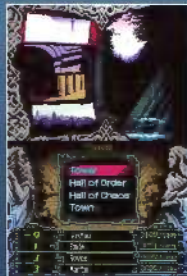


## Town

After forming your party and completing your training, you will be able to travel to and from the town, which will serve as your base of operations for this adventure. The Touch Screen will display the names of the locations you can visit. Press the A Button to select which establishment you wish to visit, or press the X Button to find out more about a particular place. Pressing START will bring up the System Menu.



Center of Town



Outskirts of Town

## System Menu



In the System Menu, you can save or load a game, adjust the gameplay settings, or view quests you've accepted from the Guild.

### † Save

Save your game. You can have up to three save files.

### † Load

Load a previously saved game.

### † Settings

Adjust the game options. These options can be changed at any time.

#### Display

Choose which presentation mode you prefer. "Modern" (default) features contemporary art, graphics, and sound. "Classic" offers a nostalgic style reminiscent of classic RPG's from the 1980s, complete with wireframe walls and 8-bit music.

#### BGM

Turn the background music on or off.

#### SE

Turn the game's sound effects on or off.

#### Flavor Text

Choose whether or not you'd like situations to be described in greater detail. Flavor text does not affect game mechanics, but it will provide background lore and information.

#### Message Speed

Set the display speed of in-game messages.

#### Map Display

Choose whether or not the Y Button can be used to display the Map Screen.

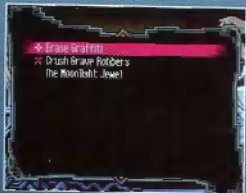


#### Location

Choose a display format for your location when the Visum Situs spell is cast. When "Map" is selected, your party will be represented on the Map Screen by a triangle that points in the direction you are facing. If the option is set to "Coord," then your location will be represented by map coordinates, along with which direction the party is facing. In either case, once you move, you'll have to recast the spell to find out your new location.

## † Quest Log

Check the list of quests you have accepted. Up to four quests can be undertaken at one time.



A quest that is in progress.

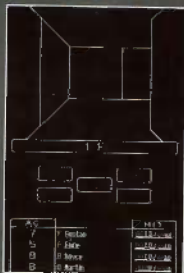


A quest that has been completed but has not yet been reported to the Guildmaster.

**No Icon** A quest that has been completed and was reported to the Guildmaster.

## Classic Display

This presentation style is a throwback to games from the 1980s. You can switch to this mode in the Settings Menu, under "Display." The graphics and sounds will be different, but the content of the game will remain the same.



## The Guild

In town, visit the Adventurers Guild to perform tasks related to your party, such as creating new characters or editing your current party.

### † Create

Create a new character.

### † Status

View the status of your characters and rename or delete them.

### † Party

Edit your party roster and adjust the party's formation.

### † Learn

Gain levels, raise stats, and learn new spells or skills.

### † Info

Talk to Eventail the Guildmaster. He can provide you with information about monsters, quests, and other relevant topics.

### † Leave

Exit the Guild and return to the center of town.



# Create

## 1. Enter Name

Choose a name for your adventurer, up to 8 letters or symbols long. You can change the name later on, at the Guild.

+Control Pad: Select letter  
A Button: Enter  
B Button: Delete



## 2. Select Race

Each race has its own unique characteristics, so choose wisely.

### Human

This well-rounded race can excel as any class. Humans can also be any alignment.

### Elf

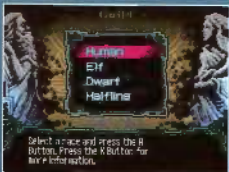
This race is highly intelligent but physically somewhat fragile. Elves have a Neutral alignment.

### Dwarf

This race is characterized by physical strength and toughness. However, their lack of magical talent makes them less effective spellcasters. Dwarves always have a Lawful alignment.

### Halfling

This race has been blessed with quickness and agility. However, Halflings lack the physical strength to be powerful fighters. Halflings can be any alignment.



## 3. Choose Alignment

In the world of The Dark Spire, a never-ending battle wages between the gods of Order and Chaos. Blessings can be received by those who choose a side to align themselves with, but some prefer to find their own paths by remaining Neutral.

Humans and Halflings, both relatively new races, can be any alignment, while descendants of the ancients—Dwarves and Elves—are always the same alignments: Lawful and Neutral, respectively.

### Lawful

Aligned with the gods of Order.

### Chaotic

Aligned with the gods of Chaos.

### Neutral

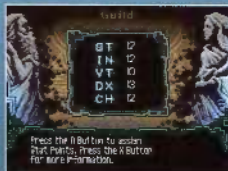
Not aligned with Order or Chaos.

- \* Adventurers with Neutral alignment cannot become Priests.
- \* Adventurers who are aligned with Chaos and Order cannot be in the same party together. Those with Neutral alignments can ally with anyone.
- \* A character's alignment may change under certain circumstances.



#### 4. Assign Stat Points

Stat points will determine which classes are available to a particular character, as well as how he or she will perform in various situations.



##### Strength (ST)

Affects physical attacks.

##### Intelligence (IN)

Affects the number of spells that can be learned.

##### Vitality (VT)

Affects how much HP the character will have.

##### Dexterity (DX)

Affects attack order and trap evasion.

##### Charisma (CH)

Corresponds with physical appearance and personality.

Values are assigned randomly, and races with bonuses or penalties to certain stats will have a modified range of values. The values for each stat will cycle randomly until you press the A Button to stop. If you are unhappy with your character's stats, you can repeat the process as many times as you'd like.

#### 5. Choose Character Class

##### Warrior (WAR)

Warriors are skilled at wielding weapons. A character must have at least 11 ST to become a Warrior.

##### Thief (THF)

Thieves possess the ability to open locks and disarm traps. A character must have at least 11 DX to become a Thief.

##### Mage (MGE)

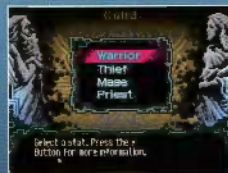
Mages can cast powerful Arcane spells. A character must have at least 11 IN to become a Mage.

##### Priest (PRI)

Priests can help their comrades with Holy spells. A character must have at least 11 IN to become a Priest and must be either Lawful or Chaotic.

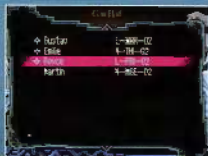
#### 6. Select Spells (Mages and Priests Only)

Select which magic spell(s) you wish to learn. Press the X Button to view an explanation of each spell and its effects.



# Status

You'll see a list of your complete guild roster. Select a character and press the A Button to view his or her status.



Name

Race

Hit Points (HP)

Experience Points (EP)

Stat Points

Class Levels\*

Class

Armor Class (AC)

Level

Alignment

Status

Spells Remaining

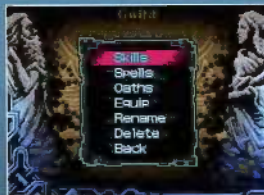
Equipment

\*Each party member will have a class level for several different classes (Fighter, Thief, Mage, Priest). For any particular class, equipping certain items may have a negative effect. In such instances, the class level will be listed in red.

## Equipment Limitations

All classes except for Warrior are subject to equipment limitations, meaning that when certain items are equipped, it may negatively affect the adventurer's class-specific abilities.

- Thief: Greater difficulty disarming traps and opening locks
- Priest: Holy spells cannot be cast
- Mage: Arcane spells cannot be cast



## Skills

View a list of skills that have been learned.

## Spells

View a list of spells that have been learned.

## Oaths

View a list of oaths an adventurer has sworn to uphold, with the goal of becoming stronger. Those who break their oaths will need more EP to level up.

## Equip

Change the equipment a character is using. There is one slot for each of the five types of equipment: weapons, shields, headgear, armor, and accessories. Some classes may be subject to penalties when particular equipment is worn.

## Rename

Change a character's name.

## Delete

Delete a character. Once deleted, the character will be lost forever.

# Party

## Select

Form a party of up to four adventurers. Press the A Button to select or deselect characters.

## Order

Set the order of your party members, keeping in mind your desired battle formation.

## Formation

### Heroic

This formation is comprised of one party member in the front row and three in the back row.

### Tactical

This formation is comprised of two party members in the front row and two in the back row.

### Aggressive

This formation is comprised of three party members in the front row and one in the back row.



Adventurers will be affected by the formation you select for your party:

## Front Row

Characters in the front have no limitations on physical attacks, but they are more vulnerable to attack from the enemy. Characters in the front row will have an orange bar on the left when exploring the Tower.

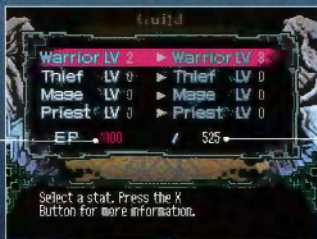
## Back Row

Characters in the back row are more difficult for the enemy to hit, but they can only attack with long-range weapons, like bows and spears. Characters in the back row will have a blue bar on the left when exploring the Tower.

# Learn

## Class Levels

Experience Points (EP) can be used to increase a character's level in a particular class. This will affect the character's overall level, HP, Spell Points, etc. It's wise to concentrate on mastering one class, but increasing a character's other class levels can also be worthwhile, especially if you want the adventurer to adopt a Secondary Class later on (see p.23).



EP needed  
to level up

Current EP

## Skills

A character's EP can also be used to learn skills which may prove useful during the adventure.

### Examples of Skills

**Disarmament:** This skill can be used to disarm traps on treasure chests.

**Lock Picking:** This skill can be used to unlock doors.

To learn a skill, a character must meet certain class and/or stat requirements.

### Secondary Classes

A higher level adventurer may become eligible to adopt a Secondary Class. Six options are available, but only one may be adopted at a time.

**NINJA** Has characteristics of both the warrior and the thief.

**SAMURAI** Has characteristics of both the warrior and the mage.

**PALADIN** Has characteristics of both the warrior and the priest.

**RANGER** Has characteristics of both the thief and the priest.

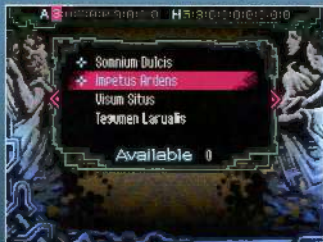
**WIZARD** Has characteristics of both the thief and the mage.

**DRUID** Has characteristics of both the mage and the priest.

## Stats

You may also choose to use your character's EP to increase stat points. Each stat's maximum value is determined by the character's race.

\* Charisma (CH) cannot be increased in the Adventurers Guild.



## Spells

The maximum number of spells that a character can learn at any given time is displayed at the bottom of the screen.

**Left / Right on the +Control Pad:** Cycle through spell levels

**Up / Down on the +Control Pad:** Select a spell of the corresponding level

**A Button:** Confirm selection

**X Button:** View information about the highlighted spell

EP is not used to learn spells. Spells of equal levels can be switched out for one another.

## Info

Guildmaster Eventail is very knowledgeable and can provide you with useful information.

### Quests

Citizens of the kingdom often approach the Adventurers Guild with requests. Talk to Eventail to view, accept, and abandon these quests. Also, after completing a quest, make sure to return to the Guild to report your success.

To accept a quest, select an available one from the list with the A Button.

To abandon a quest, select a previously accepted quest with the A Button.

To report a quest to the Guild, select a completed quest with the A Button.

### Monster List

View information about the monsters your party has defeated. Press the A Button to display images and commentary.

### Item List

View information about all the items your party has acquired throughout the adventure. Press the A Button to display more information about a particular item.

## The Inn

The local inn can provide food, lodgings, and other services to weary adventurers.

### Rest

A good night's rest at the inn can often refresh the mind and the body. Choose accommodations to recover spell points and HP for the entire party. What and how much will be recovered depends on the quality of the room.

### Eat

The inn's famous chef can prepare several tasty dishes that will restore HP and spell points. Each dish feeds only one character.

### Buy

Purchase items for use in the Tower. While the inn's prices are cheap, the quality of products is inferior to what you'll find at other establishments...

### Cure

The inn offers inexpensive treatments to cure status ailments. However, there is a chance that the treatment will be ineffective.

### Talk

Many travelers pass through here. Talk to the innkeeper to hear the latest rumors. Also, he occasionally has secret items in stock, so it's wise to check frequently.



## The Shop

At the shop, adventurers can purchase items necessary to their survival in the Tower, as well as sell any plunder they might have found along the way.



Item name and price

Equipment limitations

Inventory slots left

Current amount of Gold in the purse



No equipment limitation



Cannot equip



Equipment limitation

### Buy

Purchase merchandise

### Talk

Converse with the shopkeeper

### Sell

Sell items or equipment

### Leave

Exit the shop

## The Temples

Just outside of town lie two temples: the Temple of Order, for those of Lawful alignment, and the Temple of Chaos, for those of Chaotic alignment. Lawful or Chaotic adventurers cannot visit the temple with the opposite alignment, but Neutral adventurers can go to either one.

### Revive

Resurrect a dead character.

### Cure

Receive treatment for status ailments.

### Pray

Pray to the gods, which can affect a character's alignment in various ways.

### Talk

Converse with one of the priests to gain information.



## The Tower

Use the following controls as you make your way through the Dark Spire.

+Control Pad Up	Move forward
+Control Pad Down	Move backward
+Control Pad Left	Turn left 90 degrees
+Control Pad Right	Turn right 90 degrees
A Button	Open doors, move forward
B Button	Display the Command Menu
X Button	Investigate
Y Button	Display the Map Screen
START	Display the System Menu

There are five enhancement spells that, when cast, will remain active as long as you are in the Tower. While active, the appropriate icon will remain lit up.



## Investigate

Press the X Button to receive more information on the world around you. This works in menus to view details on what certain commands do, to view the description of an item or spell, etc. While walking around inside the Tower, press the X Button to investigate your current location. This includes:

- Checking your surroundings for valuable information.
- Searching for a hidden door.
- Investigating a locked door.

## Command Menu

While exploring the Dark Spire, press the B Button to open the Command Menu. The top screen will display the status of one of your characters. When you select an option in the Command Menu, such as "Spells" or "Equipment," you will be dealing with the active character only. Use the L and R Buttons to swap between party members.

### Equipment

Change the selected character's equipment.

### Spells

View and use the selected character's magic.

### Abilities

View the selected character's skills. These are learned by spending EP at the Guild, and they all have various stat and/or class requirements which must be met (see p.23).

\* When interacting with the Command Menu, press the X Button to view more info about a command, spell, item, etc.



## Formation

Edit the party's arrangement.

### Order

Set which order the party will be in.

### Formation

Set the party's formation (see p.20).

## Map

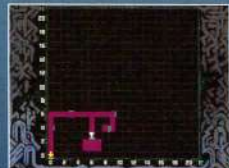
Display the Map Screen. This can also be done outside of the Command Menu, using the Y Button. The party's current location on the map will not be displayed unless the Visum Situs spell is cast.

## Item

View the party's inventory. Press the A Button to use an item or the Y Button to discard it.

## Back

Close the menu.



# Combat

When the party encounters monsters in the Tower, battle will begin.

## The Encounter Menu

These options will appear immediately after encountering an enemy, unless you are ambushed.

### Look

Check the enemy's status before deciding whether to fight or retreat.

### Fight

Start the battle.

### Run

Attempt to flee and avoid combat.

## The Battle Menu

If you choose to fight the enemy or are unsuccessful at fleeing, battle will begin.

Attack: Attack with a weapon.

Defend: Guard against attacks.

Spell: Cast a spell.

Item: Use an item.

Stats: Check a character's condition.

Run: Attempt to flee.



\*Viewing a character's status does not expend that turn's action.

## Sub Commands

In addition to the standard battle commands, various weapon types enable more specific battle commands. Press Right on the +Control Pad to access these.

### Examples of Sub Commands:

**Precision Attack**: Increased accuracy, but slower attack speed.

**Hide**: Will hide from enemy attacks.

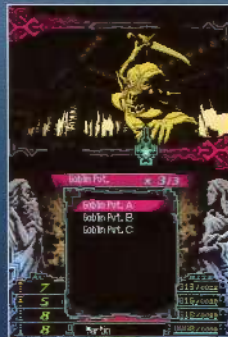
**Cast Quickly**: Increased casting speed, but higher chance of failure.



## Specifying a Target

First, select the enemy group you wish to attack, and then select a target. While selecting a target, you can press the X Button to view an enemy's details, but only if you have previously identified the enemy.

\*Identified enemies will be designated under their true name.



## Treasure Chests

After defeating the enemies in battle, you may find a treasure chest.

### Inspect

Check the chest for traps.

### Disarm

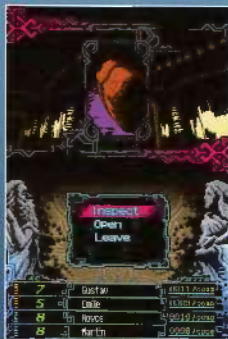
Attempt to disarm the traps. This option will only become available if traps are found.

### Open

Open the chest.

### Leave

Leave the chest alone.



## Disarming Traps

Disarming traps can be a dangerous business.

You must select one party member to attempt to disarm the trap. Thieves are usually the best suited for this. When you select to disarm the trap, a list of trap mechanisms will appear. These all need to be disarmed **IN THE CORRECT ORDER** to fully disarm the trap.

If the character who inspected the chest did a thorough job of it, the disarming list will appear in the correct order already. This means you can select each mechanism in order, from top to bottom, and the trap will likely be disarmed safely. However, if the character did not do so well at investigating, the list of mechanisms will be completely randomized. This will make guessing the correct order very difficult.



Trap Mechanism	Effect
Toxic Needle	Poisons the person who triggers it.
Bomb	Injures the person who triggers it.
Toxic Gas	Poisons the entire party.
16-Ton Wt.	Crushes and kills the person who triggers it.
White Light	Seals all party members' spells.
Black Light	Absorbs all party members' Spell Points.
Baneful Beam	Afflicts the entire party with status ailments.

# Spell Chart

## Arcane Spells

Spell LV	Spell Name	Usable	Effect
1	Somnium Dulcis	Battle	Put 1 group of enemies to sleep.
	Impetus Ardens	Battle	Damage 1 enemy.
	Visum Situs	Battle	Display the current location.
	Tegumen Larualis	Battle	Reduce the caster's AC by 2.
2	Heros Temporalis	Battle	Increase 1 ally's ST by 2 and reduce AC by 1.
	Ventus Torvum	Battle	Increase 1 enemy group's AC by 4.
3	Amum Larualis	Battle	Reduce the caster's AC by 4.
	Saltatus Ardens	Battle	Damage 1 enemy group with a powerful fire attack.
	Visio Vigilantis	Battle	Perceive the true names of enemies. Lasts until the dungeon is exited.
	Clustrum Magicum	Battle	Increase all allies' spells resistance.
	Vestis Plumarius	Battle	Increase the caster's DX by 3.
4	Asta Attonita	Battle	Damage 1 enemy with a direct hit of lightning.
	Lotus Puniceus	Battle	Damage 1 enemy group with a fireball explosion.
	Fulmen Celer	Battle	Damage 1 enemy by unleashing the power of lightning.
	Vestis Velox	Battle	Increase all allies' DX by 3.
4	Somnium Intentus	Battle	Put all enemies to sleep.
	Aura Aevitatis	Battle	Deal damage to 1 enemy that is equivalent to half the caster's HP.

## Holy Spells

Spell LV	Spell Name	Usable	Effect
1	Healing Touch	Exp/Battle	Restore 1 ally's HP slightly.
	Holy Bolts	Battle	Shoot Holy bolts to cause damage to 1 enemy.
	Heavenly Barrier	Battle	Reduce all allies' AC by 1.
	Divine Armor	Battle	Reduce the caster's AC by 4.
2	Divine Shield	Battle	Reduce 1 ally's AC by 5.
	Reverent Silence	Battle	Seal the spells of 1 enemy group.
3	Tranquility	Exp/Battle	Cure 1 ally's paralysis.
	Divine Fortress	Battle	Reduce all allies' AC by 4.
	Holy Bullets	Battle	Deal damage to 1 enemy by hitting it with a volley of Holy energy.
	Healing Force	Exp/Battle	Restore 1 ally's HP slightly.
4	Holy Asylum	Battle	Increase all allies' spell resistance.
	Absolution	Exp/Battle	Cure 1 ally of poison.
	Holy Guardian	Battle	Reduce all allies' AC by 3. This lasts until the dungeon is exited.
	Virtue	Battle	Increase caster's Stat Points slightly.
4	Holy Protection	Battle	Reduce 1 ally's AC by 10.
	Divine Touch	Exp/Battle	Cure 1 ally of any status ailments except petrification or death.

These lists do not contain every spell in the game. There are many other spells to learn as your characters level up.

Orange spells are exclusive to Lawful alignments.

Green spells are exclusive to Chaotic alignments.

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