

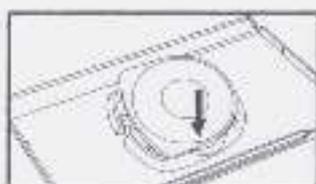


FINAL FANTASY®

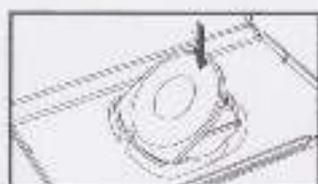
SQUARE ENIX®

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

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PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™ Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

ULES-00986

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PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

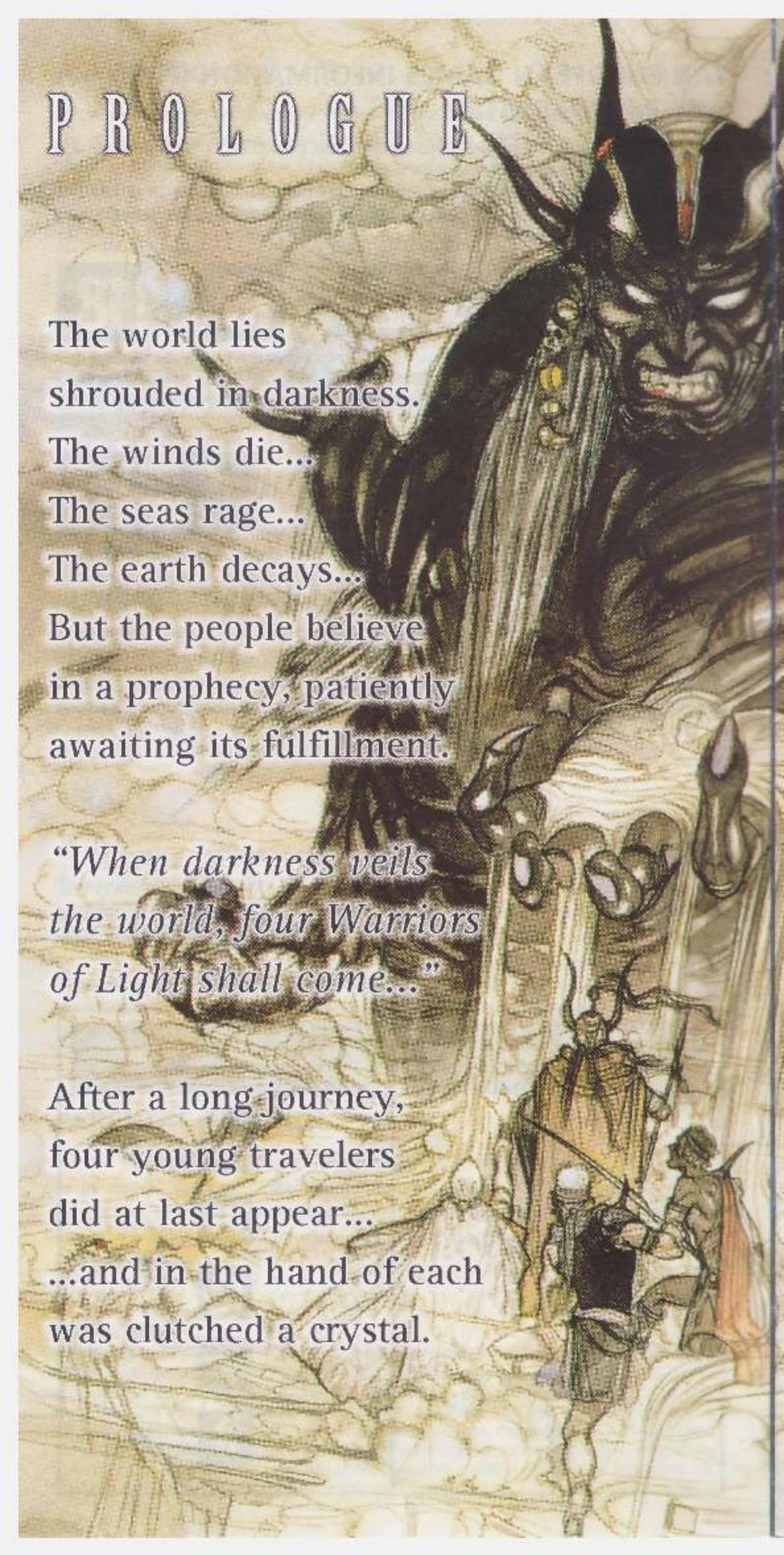
For further information visit <http://www.pegi.info>

PARENTAL CONTROL LEVEL

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

PROLOGUE



The world lies
shrouded in darkness.

The winds die...

The seas rage...

The earth decays...

But the people believe
in a prophecy, patiently
awaiting its fulfillment.

*“When darkness veils
the world, four Warriors
of Light shall come...”*

After a long journey,
four young travelers
did at last appear...

...and in the hand of each
was clutched a crystal.



C O N T E N T S

SETTING UP	6
GAME CONTROLS	7
STARTING THE GAME	8
FIELD SCREENS	10
TOWN GUIDE	12
MENU SCREEN	14
BATTLE	18
MAGIC LIST	22
CREDITS	24
CUSTOMER SERVICE	27

SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the FINAL FANTASY® disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the  button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data. Make sure there is enough free space on your Memory Stick Duo™ before commencing play.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC Mode

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



Game Sharing

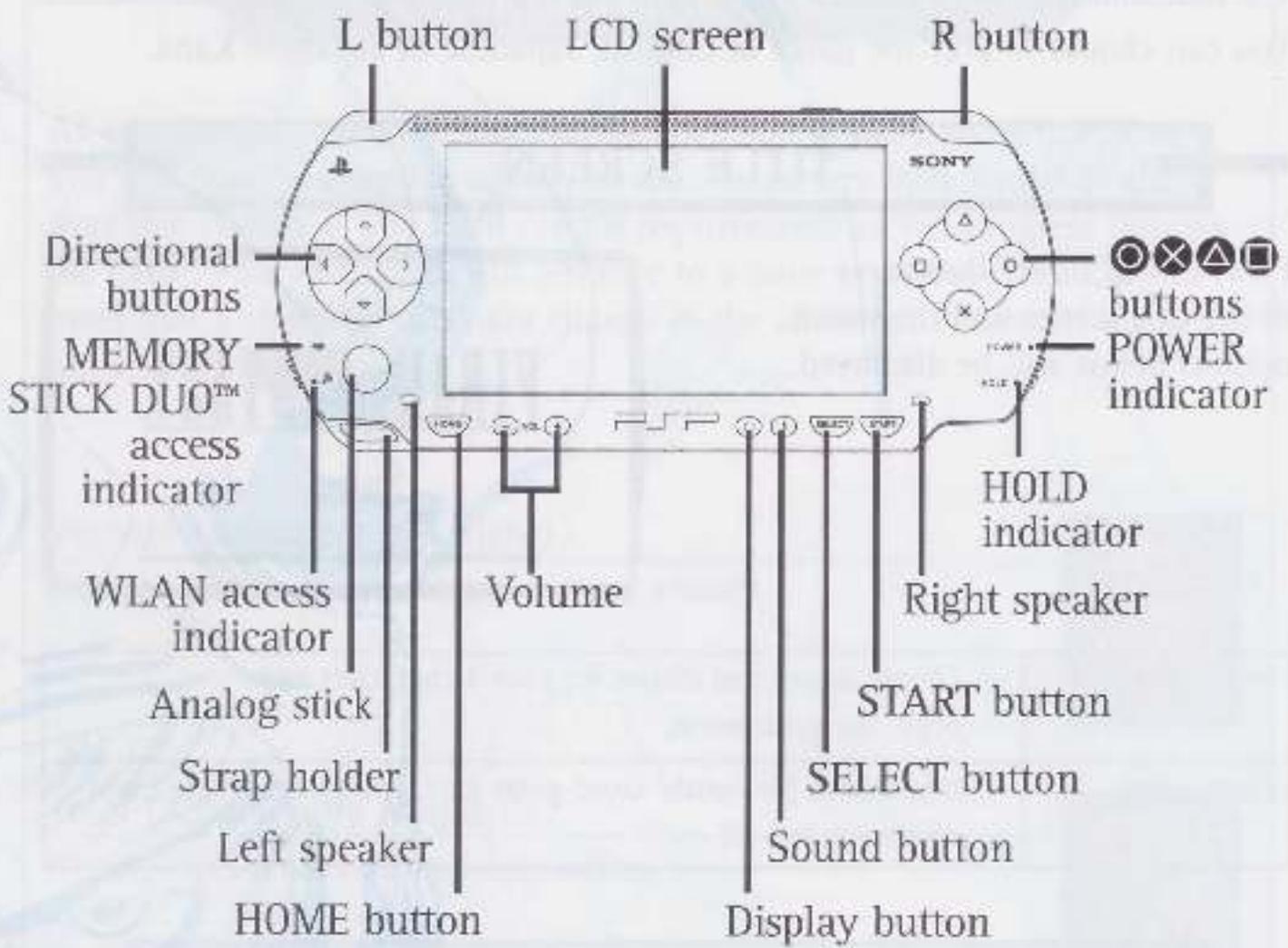
Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



Infrastructure Mode

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

GAME CONTROLS



Directional buttons	Movement / Move the cursor
Analog stick	Move cursor (in map display)
⊗ button	Confirm / Talk / Search
⊙ button	Cancel / Back to previous screen / Dash (used with directional buttons)
△ button	Display menu
□ button	View bestiary
L or R button	Switch pages (in menus) / During battle hold both down to flee
START button	Nothing by default
SELECT button	Nothing by default
START + ⊙ button	Display the world map

The default buttons listed in the diagram above can be changed using the Configuration menu described on page 17. Items in **red** represent functions in the field screen.

STARTING THE GAME

The first time you play the game, you will see the language settings screen. You can choose to play the game in English, Japanese or Japanese Kana.

TITLE SCREEN

Press the  or  button at the title screen and the menu options below will be displayed.



New Game	Choose names and classes for your 4 characters and begin the game anew.
Load Game	If you have previously saved game data, you can continue from where you left off.

THE CHARACTER CREATION SCREEN

From this screen you can assign each character's name and class. When you've entered all the information, press the  button.

CHOOSING A CLASS

Move the cursor to one of the character icons and press the  button.

Select the desired class from the list on the right of the screen and press the  button to confirm.



ASSIGNING A NAME

Move the cursor to "?????" and press the  button to display the Name Selection screen. Name your character and select "END" to confirm the name. You may also choose from several default character names by moving the cursor to "?????" and pressing the  button. Continue pressing the  button to cycle through the available names. When you've finished assigning all the names, press the  button to begin your adventure!

SAVING THE GAME

Save your progress during the game by using the Save option on the menu. Please have a Memory Stick Duo™ or Memory Stick PRO Duo™ with 672 KB of space available in your Memory Stick Duo™ slot.

CHARACTER CLASSES

As you assume the role of the Warriors of Light at the start of the game, you will need to assemble a party of four characters from a total of six available classes. If you fulfil certain requirements as you progress through the game, your characters will advance to a more powerful class. Keep in mind that a character can only change to the advanced version of his or her starting class.

Warrior (Advances to Knight)

Can use a wide array of weapons and armour.



Thief (Advances to Ninja)

Nimbly runs circles around opponents.



Monk (Advances to Master)

Specialises in bare-knuckle attacks.



Red Mage (Advances to Red Wizard)

Proficient in both black and white magic.



White Mage (Advances to White Wizard)

Supports the party with white magic.



Black Mage (Advances to Black Wizard)

Devastates opponents with black magic.



FIELD SCREENS

There are two types of field screens: The World Map, which lets you move from location to location, and the Town and Dungeon Maps you will visit.

FIELD SCREENS

Use the directional buttons to navigate the field screen. You can open the menu (pages 14-17) using the  button or view the bestiary (page 17) using the .

WORLD MAP



CHARACTER

The lead character, as determined by Formation (page 16), is displayed.

TOWN/DUNGEON MAP



DOOR

Locked doors can be opened with a key.

TALK/SEARCH

Press the  button when facing people to talk to them.

Similarly, press the  button to search the area you are facing.



UNLOCK THE SECRET DUNGEONS

As you proceed with the game, the "Soul of Chaos" bonus dungeons will become accessible. They are challenging dungeons that let you test your skills against fearsome foes and treacherous traps. Beyond them lie even more challenges.

THE MAP SCREEN

Press the dash button (☉ button by default) and the  button simultaneously from the field screen to display the map. Verify the locations of various areas by switching between the full map and the enlarged map.



LOCATION LIST

Select an area name and press the  button to move the cursor to that location.

MAP

Move the cursor on the enlarged map and the map will scroll simultaneously.



Dungeon



Airship



Ship



Present Location



Castle/Town

VEHICLES

Ship

The ship can move freely on the high seas but cannot enter rivers or lakes. You can only board and disembark the ship at ports.



Canoe

The canoe is a small craft that can cross rivers and lakes. Once the party obtains the canoe, they will use it automatically when attempting to navigate a river or lake.



Airship

The airship sails the skies at four times the speed of travelling on foot. Move the party over the airship and press the  button to board the airship. Once aboard the airship, you can land by pressing the  button. The airship can only land on open plains.



TOWN GUIDE

There are many things to do and places to go in town. Be sure to ready your equipment and stock up on items before setting out.

THINGS TO DO IN TOWN

Speak to shopkeepers to buy and sell weapons, armour, items and spells with gil (money).

SIGN

Signs indicate the various types of shop.



WEAPON SHOP

Here you can buy and sell weapons for use against your enemies. Certain weapons have special powers.



ARMOR SHOP

Here you can buy and sell armour for the head, body and arms, as well as shields to protect your party during combat. Certain equipment has special powers.



MAGIC SHOPS

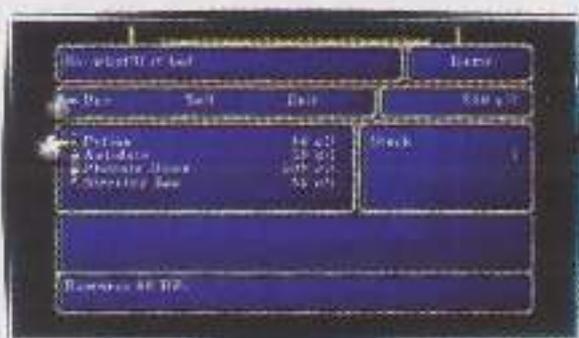
Here you can buy spells with various effects. Magic is divided into White Magic, which focuses on healing and support, and Black Magic, which focuses on attacks.



ITEM SHOP

Here you can buy and sell various items that will aid you on your journey.

There are various types of items (page 21), including those that restore HP and cure status ailments.



INN

Staying at an inn fully restores the party's HP and MP. Fee varies by location.



SANCTUARY

Revives characters who have been KO'd (page 20). Fee varies by location.



BUYING AND SELLING ITEMS

First, select whether to buy or sell using the directional buttons. Select the item you wish to buy/sell, specify the quantity, and complete the transaction with the \otimes button.

*Press left or right to alter the quantity by 1, up and down to alter it by 10.



Money Held

Stock

Description of selected item

Difference when equipped

Characters will raise their hands when an item they can equip is selected:

-  Increase
-  Decrease
-  Equipped

MENU SCREEN

Press the **△** button from the field screen to display the menu screen, from which you can make the necessary adjustments for your quest.

MENU SCREENS

You can select from seven commands on the main menu.



Menu Commands

Crystals

Light will return to the crystals during your quest.

Status (page 16)

Shows level and job, current/maximum HP, and current/maximum MP. Also shows status ailments (page 20)

Present Location
Time of Play
Gil (Money)

ITEMS

Check your inventory or use items.
* "Use" is selected by default.



Items and quantity in possession

You can swap the location of any two items by selecting an item, pressing the **⊗** button, selecting another item, and pressing the **⊗** button once more.

Use	Select "Use", move the cursor to the item you want to use, then press the ⊗ button twice. Some items require you to select a character as the item's target. Selecting equipment will open a window displaying which classes can use that equipment.
Sort	Selecting "Sort" organises items by category: consumable items, weapons, and armour.
Key Items	Displays a list of items which the party has collected that are vital to progressing in the game.

MAGIC

Select this command to view or cast spells the party has learnt.

Press the **○** button to choose sub-commands other than "Use".

Spellcasters can learn up to three spells in each magic level. Spells that cannot currently be cast are greyed out.



Spell List

Select a spell and a target to use magic.

Spell Description

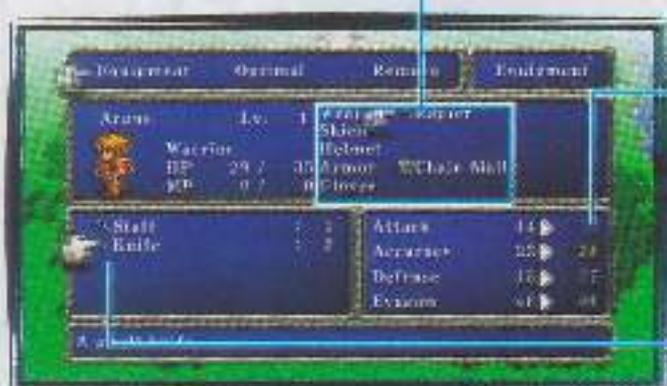
MP Cost

Use	Select "Use", move the cursor to the spell you want to cast, then press the ⊗ button. Some spells require you to select a character as the spell's target.
Discard	Select "Discard", move the cursor to the spell you want to discard, then press the ⊗ button. Once you've discarded a spell, you'll have to purchase it from a magic shop if you wish to learn it again, so think carefully before discarding spells.

EQUIPMENT

Select this command to outfit characters with weapons and armour from the party's inventory.

Current Equipment



Effect

Displays a comparison of your characters' current attributes, and their attributes after equipping the currently selected equipment.

Available Equipment

Equip	Select "Equip" and move the cursor to the part of the body you wish to equip. Pressing the ⊗ button will then bring up a list of the available equipment that can be readied. Select the piece of equipment you wish to equip and confirm your selection to ready the equipment.
Optimal	Selecting "Optimal" automatically equips available weapons and armour to maximise a character's attack and defense.
Remove	Select "Remove", move the cursor to the equipment you wish to remove, and press the ⊗ button.

*Monks and Masters, who are proficient attacking barehanded, may be stronger without a weapon equipped despite a reported increase.

MENU SCREEN

STATUS

Select this command to view detailed information about the characters in your party.



Name and Job

Status

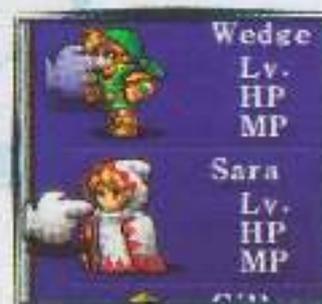
Current Equipment

ATTRIBUTES

LV	Current level. Level up by gaining experience.
HP	Current and maximum HP.
MP	Current and Maximum MP (used to cast spells).
Magic Level	Maximum spell level character is capable of using. Determined by character's class and level.
Current EXP	Number of experience points the character has earned.
Next Level	Number of experience points needed to level up.
Strength	Affects efficacy of attacks.
Agility	Affects order of action in battle.
Intelligence	Affects efficacy of magic.
Stamina	Affects size of HP increase when levelling up.
Luck	Affects various elements in battle.
Attack	Determines damage dealt in battle.
Accuracy	Determines chance of successfully attacking in battle.
Defense	Determines resistance to damage received in battle.
Evasion	Determines chance of dodging enemy attacks.

FORMATION

Select the character you wish to move and press the  button. Choose another character and press the  button to switch the characters' positions. Characters further down the roster are less likely to be attacked.



CONFIGURATION

The configuration menu lets you alter the game settings and view the Bestiary. Select an item to adjust from the menu with the  button.



Dash	Choose whether the party always moves quickly in towns and dungeons or only while the dash button is held down. The  button is the dash button by default.
Cursor	Set the cursor to either return to its default position in menus or remember its previous position.
Message Speed	Change the speed at which text appears on the screen.
Controls	Change the function of the controls in the game.
Window Color	Adjust the transparency and background colour of windows.
Bestiary	View information about the kinds and numbers of enemies you've defeated. (See below for more information about the Bestiary.)
Language Settings	Select whether to play the game in English, Japanese or Japanese Kana.

BESTIARY

The monsters you defeat are automatically recorded in the Bestiary. Select a monster and press the  button to see more detailed information. *Toggle the right-side screen display by pressing the  button while viewing a monster entry.



Completion Rate

Displays percentage of all monster types defeated.

Monster List

New monster entries are marked with  and the name is shown in yellow.

SAVE

Select this command to save your game's progress. Use the directional buttons to select which file to save in, and press the  to confirm. You can have up to twenty separate save files per Memory Stick Duo™. You can also delete saved data with the  button. Data cannot be retrieved once it has been deleted.

BATTLE

When the party encounters enemies outdoors or in dungeons, the screen will change to the battle screen, pictured below.

THE BATTLE SCREEN



Enemy information

Displays the name and number of enemies

Battle commands

Party members' status

From left: current HP, max HP and current MP

FLOW OF BATTLE

The turn-based battle system consists of two phases listed below.

COMMAND PHASE

Choose a battle command for each character individually to determine how they will act in battle. The decisions are finalised once the last character's command has been entered.



ACTION PHASE

All enemy and ally characters act in a predetermined order. When all characters have completed their actions, battle returns to the command phase.



BATTLE COMMANDS

Select a command by using the up and down directional buttons and confirm your selection with the **X** button. The **O** button can be used to cycle back to the previous character.



ATTACK

Attack with the character's currently equipped weapon. If no weapon is equipped, a character will attack with his or her bare hands.



MAGIC

Cast a spell the character has previously learnt. Choose the spell you wish to cast and its target.



DEFEND

Reduce damage received from physical attacks.

ITEMS

Use items in the party's inventory. Choose the item you wish to use and its target.

EQUIP

Change the character's equipment. Choose the area to change, then select the equipment to use.

FLEE

Attempt to escape from the battle. If one character successfully flees, the entire party will flee. You can choose to have all party members attempt to flee by holding down the **L** and **R** buttons when the first character's command window is displayed. There are times when it is not possible to flee.

ENDING A BATTLE

Battles end when all enemies have been defeated, all enemies have fled, or the party has fled. Winning battles earns the party money (gil), items and experience points. When characters accumulate a certain amount of experience points, their level will increase. With increases in level come increases in abilities and possible increases in magic level (page 16).



Information Window

Displays abilities that increase when levelling up, gil acquired, etc.

STATUS AILMENTS

Certain special attacks used by the enemy will inflict status ailments upon your characters. You will want to treat these ailments with magic or items early on.

STATUS AILMENTS THAT WEAR OFF AFTER BATTLE

	Sleep	The character is in a deep sleep and cannot act.
	Darkness	The character's vision is impaired, reducing the accuracy of physical attacks.
	Silence	The character cannot use magic.
	Paralysis	The character is paralysed and cannot act.

STATUS AILMENTS THAT REMAIN AFTER BATTLE

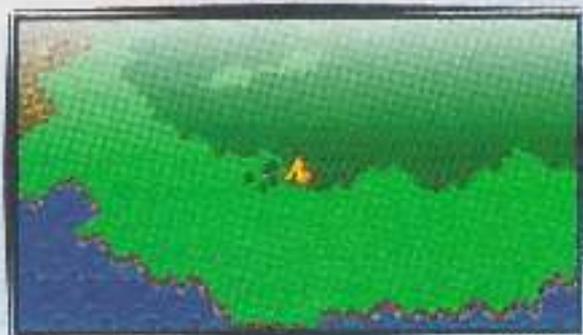
	Poison	The character is poisoned and will gradually lose HP over time.
	Stone	The character is petrified and cannot act.
	KO	The character cannot act until revived.

GAME OVER

The game ends when the entire party is knocked out or petrified. You'll have to continue playing from a previous save file, so be sure to save often.



REMEMBER TO HEAL



Pay attention to your remaining HP and MP during battle, and try to recover as soon as possible. Besides using white magic, you may want to stock some items to help you recover. Try to make the most of items used outdoors, such as sleeping bags and tents.

RECOVERY ITEMS

Potion	Restores 50 HP.
Hi-Potion	Restores 150 HP.
X-Potion	Fully restores HP.
Ether	Restores 50 MP.
Turbo Ether	Restores 150 MP.
Dry Ether	Fully restores MP.
Elixir	Fully restores HP and MP.
Phoenix Down	Revives one KO'd ally.
Echo Grass	Cures silence.
Remedy	Cures all status ailments except stone and KO.
Sleeping Bag	Partially restores party's HP. Can only be used outdoors.
Tent	Partially restores party's HP and MP. Can only be used outdoors.

MAGIC LIST

Magic is divided into White Magic, which focuses on healing and support, and Black Magic, which focuses on attacks. Towns offer different spells for purchase (page 12).

WHITE MAGIC SPELLS

LEVEL 1	Cure	One ally	Restores a little HP to one ally.
	Dia	All foes	Deals damage to all undead foes.
	Protect	One ally	Raises one ally's defense.
	Blink	Caster	Raises caster's evasion.
LEVEL 2	Blindna	One ally	Cures darkness.
	Silence	All foes	Prevents all foes from casting spells.
	NulShock	All allies	Reduces lightning damage by half.
	Invis	One ally	Raises one ally's evasion.
LEVEL 3	Cura	One ally	Restores HP to one ally.
	Diara	All foes	Deals damage to all undead foes.
	NulBlaze	All allies	Reduces fire damage by half.
	Heal	All allies	Restores a little HP to entire party.
LEVEL 4	Poisona	One ally	Cures poison.
	Fear	All foes	Drives all foes away in terror.
	NulFrost	All allies	Reduces ice damage by half.
	Vox	One ally	Cures silence.
LEVEL 5	Curaga	One ally	Restores a lot of HP to one ally.
	Life	One ally	Revives one KO'd ally.
	Diaga	All foes	Deals damage to all undead foes.
	Healara	All allies	Restores HP to entire party.
LEVEL 6	Stona	One ally	Cures stone.
	Exit	---	Transports party out of dungeons.
	Protera	All allies	Raises party's defense.
	Invisira	All allies	Raises party's evasion.
LEVEL 7	Curaja	One ally	Fully restores one ally's HP.
	Diaja	All foes	Deals damage to all undead foes.
	NulDeath	All allies	Enhances party's defense against death.
	Healaga	All allies	Restores a lot of HP to entire party.
LEVEL 8	Full-Life	One ally	Revives one ally and fully restores HP.
	Holy	All foes	Damages all foes with holy light.
	NulAll	One ally	Reduces damage from spells by half.
	Dispel	One foe	Negates one foe's magical defenses.

BLACK MAGIC SPELLS

LEVEL 1	Fire	One foe	Deals fire damage to one foe.
	Sleep	All foes	Puts all foes to sleep.
	Focus	One foe	Lowers one foe's evasion.
	Thunder	One foe	Deals lightning damage to one foe.
LEVEL 2	Blizzard	One foe	Deals ice damage to one foe.
	Dark	All foes	Blinds all foes with darkness.
	Temper	One ally	Raises one ally's attack.
	Slow	All foes	Reduces all foes' number of attacks.
LEVEL 3	Fira	All foes	Deals fire damage to all foes.
	Hold	One foe	Paralyses one foe.
	Thundara	All foes	Deals lightning damage to all foes.
	Focara	All foes	Lowers evasion of all foes.
LEVEL 4	Sleepra	One foe	Puts one foe to sleep.
	Haste	One ally	Doubles one ally's number of attacks.
	Confuse	All foes	Causes foes to turn on each other.
	Blizzara	All foes	Deals ice damage to all foes.
LEVEL 5	Firaga	All foes	Deals fire damage to all foes.
	Scourge	All foes	Instantly kills all foes.
	Teleport	---	Transports party to previous floor.
	Slowra	One foe	Reduces one foe's number of attacks.
LEVEL 6	Thundaga	All foes	Deals lightning damage to all foes.
	Death	One foe	Instantly kills one foe.
	Quake	All foes	Calls an earthquake to swallow foes.
	Stun	One foe	Paralyses one foe.
LEVEL 7	Blizzaga	All foes	Deals ice damage to all foes.
	Break	One foe	Petrifies one foe.
	Saber	Caster	Raises caster's attack and accuracy.
	Blind	One foe	Blinds one foe with darkness.
LEVEL 8	Flare	All foes	Blasts all foes with light and heat.
	Stop	All foes	Stops time and paralyses all foes.
	Warp	All foes	Banishes foes to another dimension.
	Kill	One foe	Instantly kills one foe.

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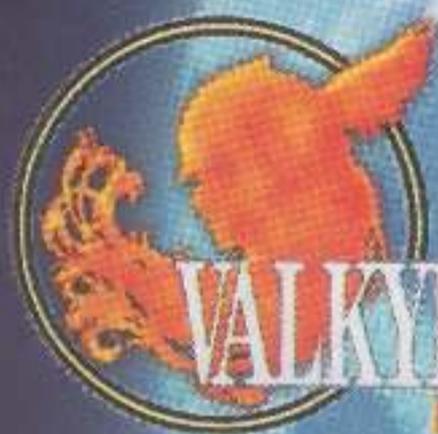
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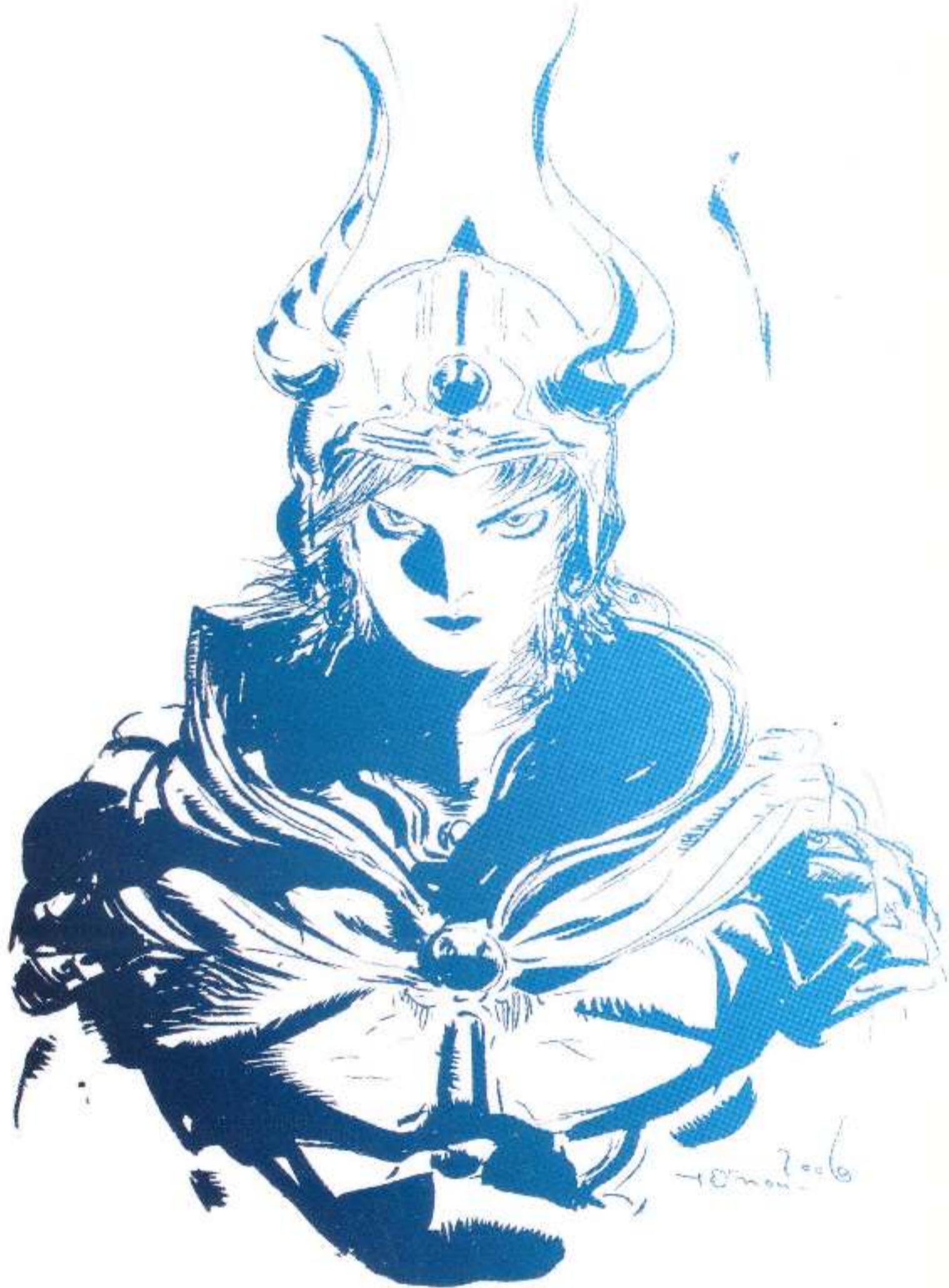
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