

Nintendo

DMG-FFXI-USA-1

GAME BOY™



FINAL FANTASY® XI

ADVENTURE

INSTRUCTION BOOKLET

Introduction

Welcome to *Final Fantasy XI Adventure*! This is an unofficial fan-made demake of *Final Fantasy XI Online*. It features the three starting nations and Jeuno, as well as some quests and nation missions. Some limitations: This only features the original six jobs, and no “real” combat or leveling. This game focuses on the game’s original outdoor areas and towns, though a few expansion areas are sprinkled in.

This game was made with GB Studio by Chris Maltby, with the maps created in Tiled with a tileset from OpenGameArt, by ArMM1998 with additional tiles created by myself. The music was created in OpenMPT with both MIDI files found online as well as the original PS2 PSF2 files uploaded by Bungiefan. Music converted from PSF2 with VGMTrans.

Thank you for playing FINAL FANTASY XI Adventure!

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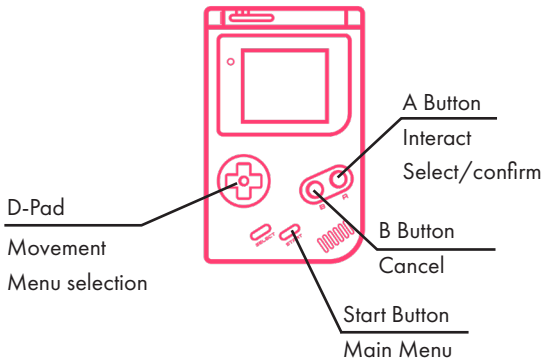
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STORY

In the 863rd year of the Crystal Era, Vana'diel was in the midst of a great war. Faced with invasion of the Shadow Lord and his hordes of beastmen, the leaders of the enlightened peoples united their forces in desperate alliance. They were the Kingdom of San d'Oria, the Republic of Bastok, the Federation of Windurst, the Grand Duchy of Jeuno. Together, they struggled for survival in battle after battle as chaos engulfed the land.

Twenty after the Crystal War, the Beastmen have regrouped, and the three nations put out a call for Adventurers to help handle the threat.

You are one such Adventurer, and you are about to take your first steps of a grand journey.



MENU

Profile

View your current Job and Home Nation.

Missions

View your current Mission status.

Quests

View your current Quest status.

Abilities

Use certain Jobs' abilities. (NOTE: most of these abilities are cosmetic only)

Items

View your current items / equipment

Spells

Use certain Jobs' magic spells.

Map

View your current location on a world map.

Dismount

Dismount your Chocobo (NOTE: only visible while riding a Chocobo).

NATIONS

When starting a game, you are able to choose between three home nations.

San d'Oria



This kingdom of proud Elvaan warriors is situated to the north of the Quon continent and was built on the ashes of a brutal civil war.

It has been ruled by a succession of kings from the d'Oraguille royal family for a span of more than five hundred years.

(NOTE: In San d'Oria and its outdoor locations, the top of the screen represents South)

Windurst

Tribes of Tarutaru from the sweeping grasslands and neighboring islands of southern Mindartia united to form this league of states.

It is governed by a council of representatives from the five ministries of magic, legacies of the five founding tribes.

Their decisions are based on the prophecies of the mystic Star Sybil who resides in the fabled Heavens Tower.



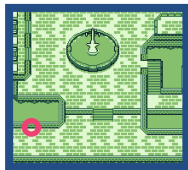
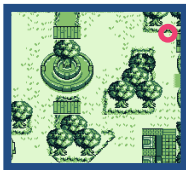
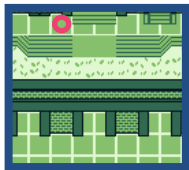
Bastok



In the southern reaches of Quon lies the Republic of Bastok, a nation founded by the technologically gifted Humes.

The president, elected from among the Hume population every few years, takes an active role in leading the government.

Surrounding the city of Bastok is the inhospitable Gustaberg region, an unforgiving land of sparse vegetation.



In each of the home nations, Gate Guards will offer you a variety of Missions. You can find the Gate Guards at the  locations above.

JOBS

You can choose from six main jobs in *Final Fantasy XI Adventure*.



Warrior

Specializing in the arts of battle, warriors act as shields, protecting their comrades from the enemy attacks.



Monk

With their bodies that double as deadly weapons, monks attack enemies with explosive strength.



Thief

Specializing in covert actions, thieves aim for the perfect opportunity to attack from behind.



White Mage

By using recovery spells, white mages can ensure a party's survival.



Black Mage

Through devastating magic spells, black mages bring tremendous firepower to the battlefield.



Red Mage

These fighter-mages can utilize both black and white magic, as well as the arts of the sword.

MOG HOUSES



Mog Houses are your residence in the world of Vana'diel. Use the bed to save your game, or speak to the Moogles to change your current job.

Created by Kit Farman in GB Studio.
This game is not endorsed or affiliated
with Square Enix or Nintendo.

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