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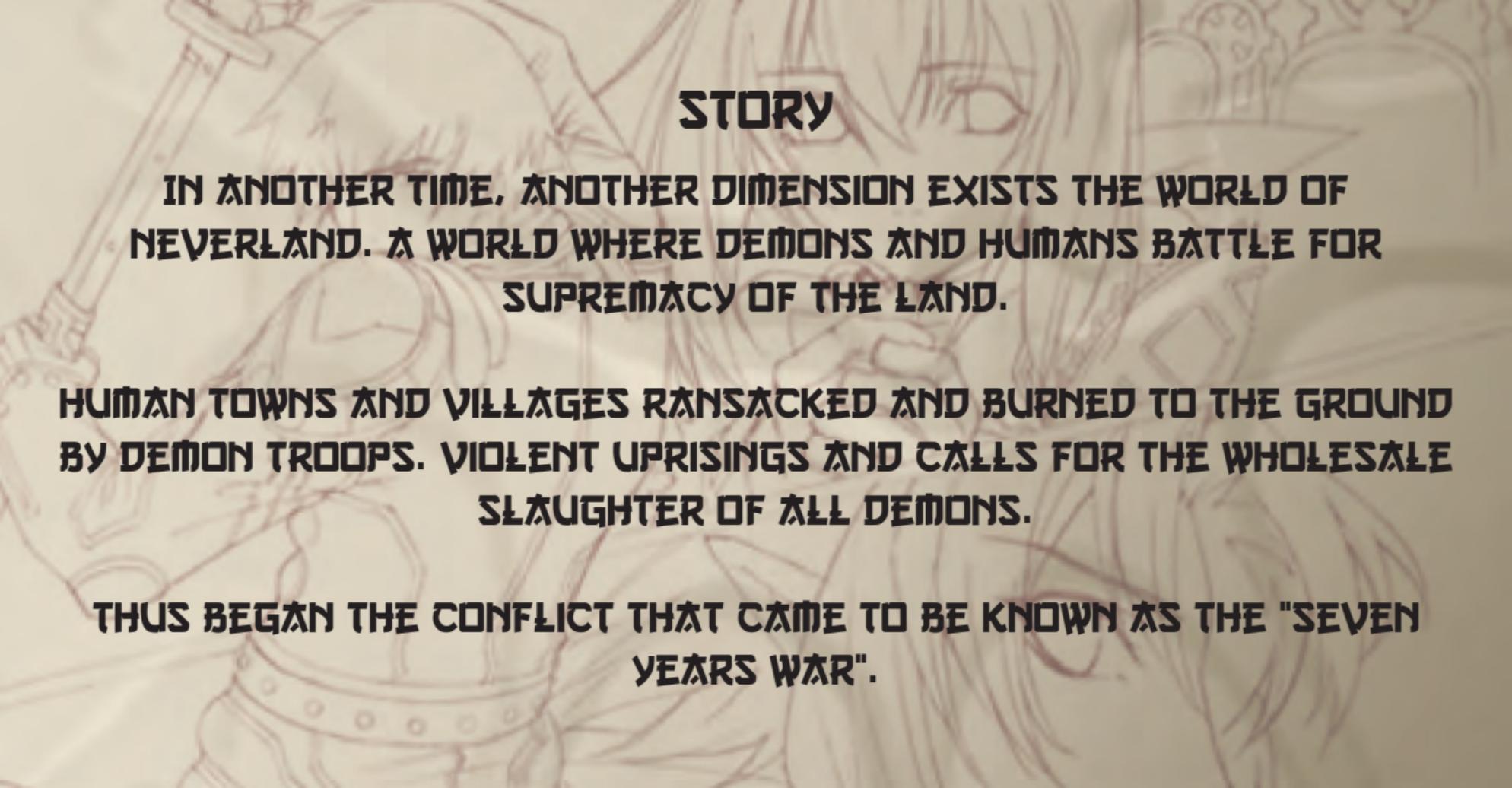
# STORY

In another time, another dimension exists the world of Neverland. A world where demons and humans battle for supremacy of the land.

Human towns and villages ransacked and burned to the ground by demon troops. Violent uprisings and calls for the wholesale slaughter of all demons.

Thus began the conflict that came to be known as the "Seven Years War".

# CONTROLS

| Button | World & Town Map | Battle |
|--------|------------------|--------|
| Directional buttons | Highlight Menu Move cursor/Character | Move cursor |
| ◎ button | Cancel Exit area map | Cancel commands<br>Free move (move cursor freely in battle) |
| ⊗ button | Advance text/Select<br>Converse (Town) Enter buildings (Town) | Select/Show commands/Status |
| ▢ button | Preview shop items<br>View character Check skill ingredients | Show HP/AP |
| △ button | View Main Menu View status (Town) | Show detailed turn order Show item/skill info |
| R button | Switch pages/categories | Hold |
| L button | Switch pages/categories | Switch pages/categories |
| START button | Skip dialogue | Show options |
| SELECT button | Toggle mini map ON/OFF | Tilt camera |

## STARTING THE GAME

At the title screen, choose either "New Game" or "Continue" using the Directional buttons or analog stick, then press the $\otimes$ button to select.

## NEW GAME

Start game from beginning.

## CONTINUE

Load game from save file. Select Continue to load a save file and continue a previous game. Make sure you have a Memory Stick Duo or Memory Stick PRO Duo inserted before attempting to load a save file.

## GAME FLOW
## THE BEGINNING

When you start a new game, you will witness an opening event.

## WORLD MAP

After your first battle, you will go to the World Map screen. Move to the point in red to progress the story. The points shown in red belong to the army you're currently controlling.

## AREA MAP

Along with the World Map there is the Area Map, where most events and battles occur. These areas sometimes give access to smaller maps, such as castles. Press the ◎ button on an Area Map to return to the previous map.

From the Area Map you can also access towns. Towns contain 3 facilities; the Item Shop, the Workshop, and the Guild. Enter a building by pressing the ⊗ button near the door for that building.

## BATTLE

Battles are won by achieving the Victory Condition listed at the start of each battle. In successive maps, you can't return to the World Map until you finish the entire map and fulfil all conditions.

## HISTORICAL MOMENT

After clearing a certain number of events, a Historical Moment will appear. Which army you use to clear this will affect the historical outcome.

## WORLD & AREA MAP

### MAIN MENU

Press the △ button on the world map to bring up the Main Menu.

### MOVE

Point colours correspond to the armies listed below.

RED = Simba Army        BLUE = Neverland Army        YELLOW = Rozess Army

Select Move to see a list of areas to which you can move. Highlight a name and press the ⊗ button to move there. Available areas will change depending on which army you control. Check the colour code of an area before moving.

## STATUS

Select this to display a complete list of characters, and then use the directional button or the L/R buttons to select the character to view.

Select a character and use the directional button to view detailed stats. Switch characters using the L/R buttons.

Press the △ button while on the Status screen to display the menus below:

| Item | Allows you to change equipment and use items |
| --- | --- |
| Set Skill | Allows you to set or change normal skills. |
| Set Auto | Skill Allows you to set or change auto skills. |
| Arrange Units | Allows you to change the order of your units. |

From the Status screen, select a character and press the ⊗ button for character details.

## STATUS DETAILS
- STR -      The higher this is, the more damage physical attacks do.
- VIT -      The higher this is, the less damage taken from attacks. It also affects
- HP -      Increase at each level-up.
- AGL -      The higher this is, the sooner you can act. It also affects accuracy and evasion rates.
- INT -      The higher this is, the more damage magical attacks do. It also affects the success of status-altering attacks and evasion.
- LUK -      The higher this is, the more likely enemies will drop items. It also raises your resistance to status-altering attacks.
- ATK -      The sum of your natural stats and equipment bonuses. This reflects physical damage.
- DEF -      The sum of your natural stats and equipment bonuses. This reflects physical defence.
- HIT -      The sum of your natural stats and equipment bonuses. This reflects attack accuracy.
- AVD -      The sum of your natural stats and equipment bonuses. This reflects evasion ability.
- MAG -      The sum of your natural stats and equipment bonuses. This reflects magic damage.
- RST -      The sum of your natural stats and equipment bonuses. This reflects magic defence.

## PROFICIENCY

This displays what types and level of skills a character can use. The higher the level, the more powerful and effective the skill will be. Using a skill earns it experience, and it will eventually level up.

## SKILL SCREEN

A list of equippable skills.

## UNIT SLOT

Slots belonging to the unit. Class change may add a slot, but this number is fixed for the most part.

## WEAPON SLOT

Slots in a given weapon. Each weapon has its own number and type of slots.

## AUTO SKILL

Auto skills available for defensive gear and accessories.

## INNATE SKILL

Skills inherent to each character. These may change during a Class Change.

If you press the ⊡ button on the Skills screen, skill details will appear.

From the Status screen, select a character and press the △ button to bring up the following menu:

- Item
- Set Skill
- Set Auto Skill
- Arrange Units

## EQUIP

Select Equip to go to the equipment menu. Choose the type of equipment to change to see the available items. Highlight the item you wish to equip and press the ⊗ button to equip it.

### NOTE:

Increased stats are red, decreased stats are blue.

Press the △ button to check the item details.

When you change equipment, Skills and Auto Skills set to that item will be automatically removed.

### USE

Select Use to see a list of usable items. Choose which item to use and press the ⊗ button to use it on the selected character.

### LIST

View a list of items you've found throughout the game. A table will appear that you can navigate using the L/R buttons. Use the Directional button left/right to turn the page, and up/down to highlight an item, and then press the △ button to view details about that item. You can also discard items by pressing the ⊗ button.

Discarding an item will eliminate it completely, no matter how many you have.
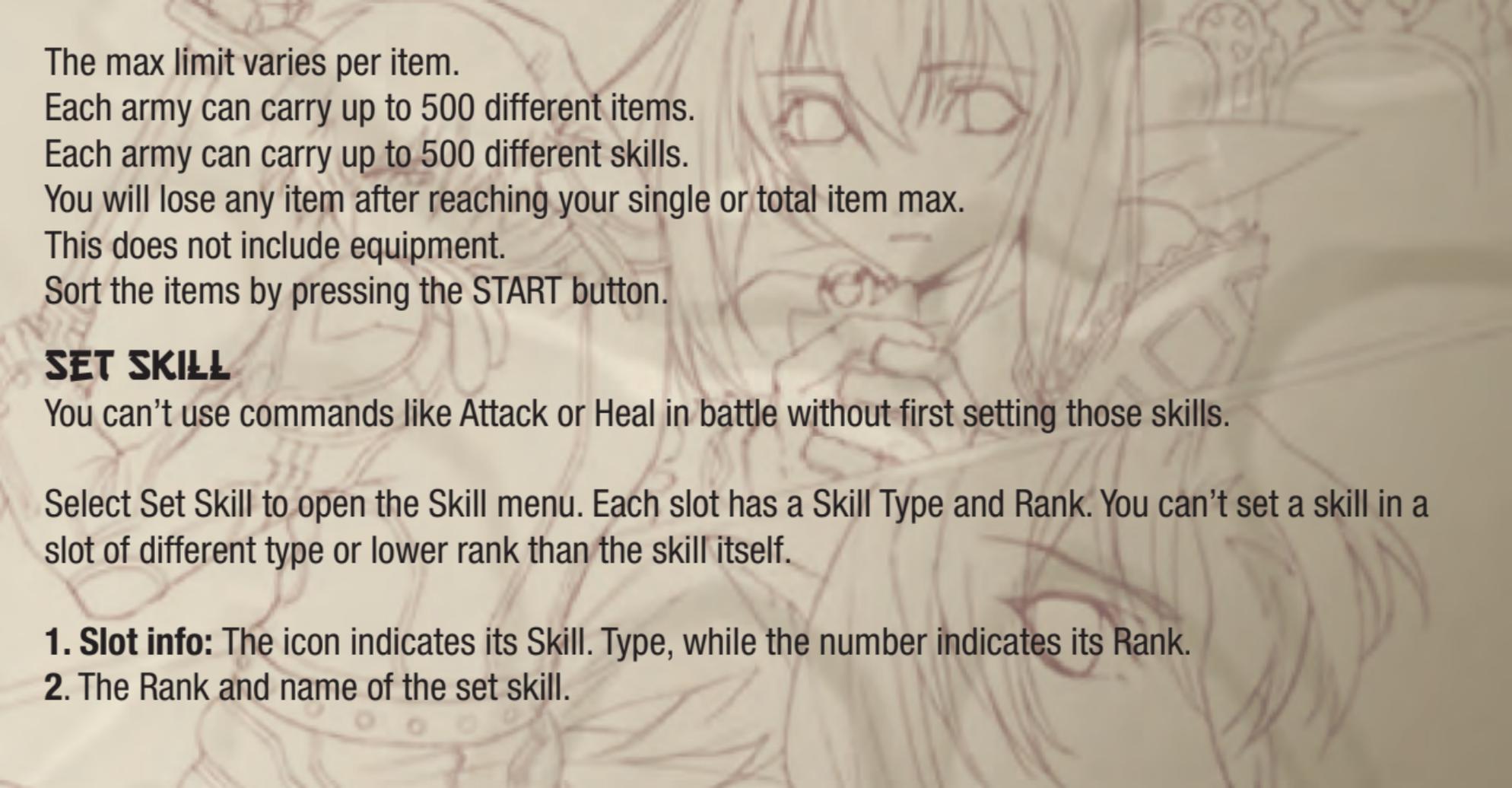
The max limit varies per item.
Each army can carry up to 500 different items.
Each army can carry up to 500 different skills.
You will lose any item after reaching your single or total item max.
This does not include equipment.
Sort the items by pressing the START button.

## SET SKILL

You can't use commands like Attack or Heal in battle without first setting those skills.

Select Set Skill to open the Skill menu. Each slot has a Skill Type and Rank. You can't set a skill in a slot of different type or lower rank than the skill itself.

**1. Slot info:** The icon indicates its Skill. Type, while the number indicates its Rank.
**2**. The Rank and name of the set skill.

Select the desired slot to display a list of available skills, then select the skill and press the $\otimes$ button to set it.
If you don't set skills in unit slots, you'll be unable to act in battle.

### SET AUTO SKILL

Auto skills bestow effects automatically once you set them. They can be set in any free slot on equipment or accessories. After selecting an empty slot, select an Auto Skill from the menu that appears.

### ARRANGE UNITS

You can choose from "Number", "Level", or "Manual".

- **Number -**      The units will be organized according to their unit numbers, which are assigned automatically. Select again to reverse the order.
- **Level -**      The units will be organized according to their level, highest to lowest. Select again to reverse the order.
- **Manual -**      The units will be organized according to you. Select a character, then select another to make them trade places.

## CHANGE ARMY

Select Change Army to see a list of available forces to command. You can select a new force at any time on the World or Area Map.

Each army keeps track of its own items, characters, and locations.

## TUTORIAL

Here you will find a number of guides that explain various game functions (battles, town facilities, etc.)

## MASTERY LIST , TITLES, SYNTHESIS AND REFERENCE

- **Mastery List -**     The necessary combos for Chain Skills and Special Chain Skills are listed here.

- **Titles -**     Titles will be unlocked after meeting certain requirements, such as defeating specific enemies.
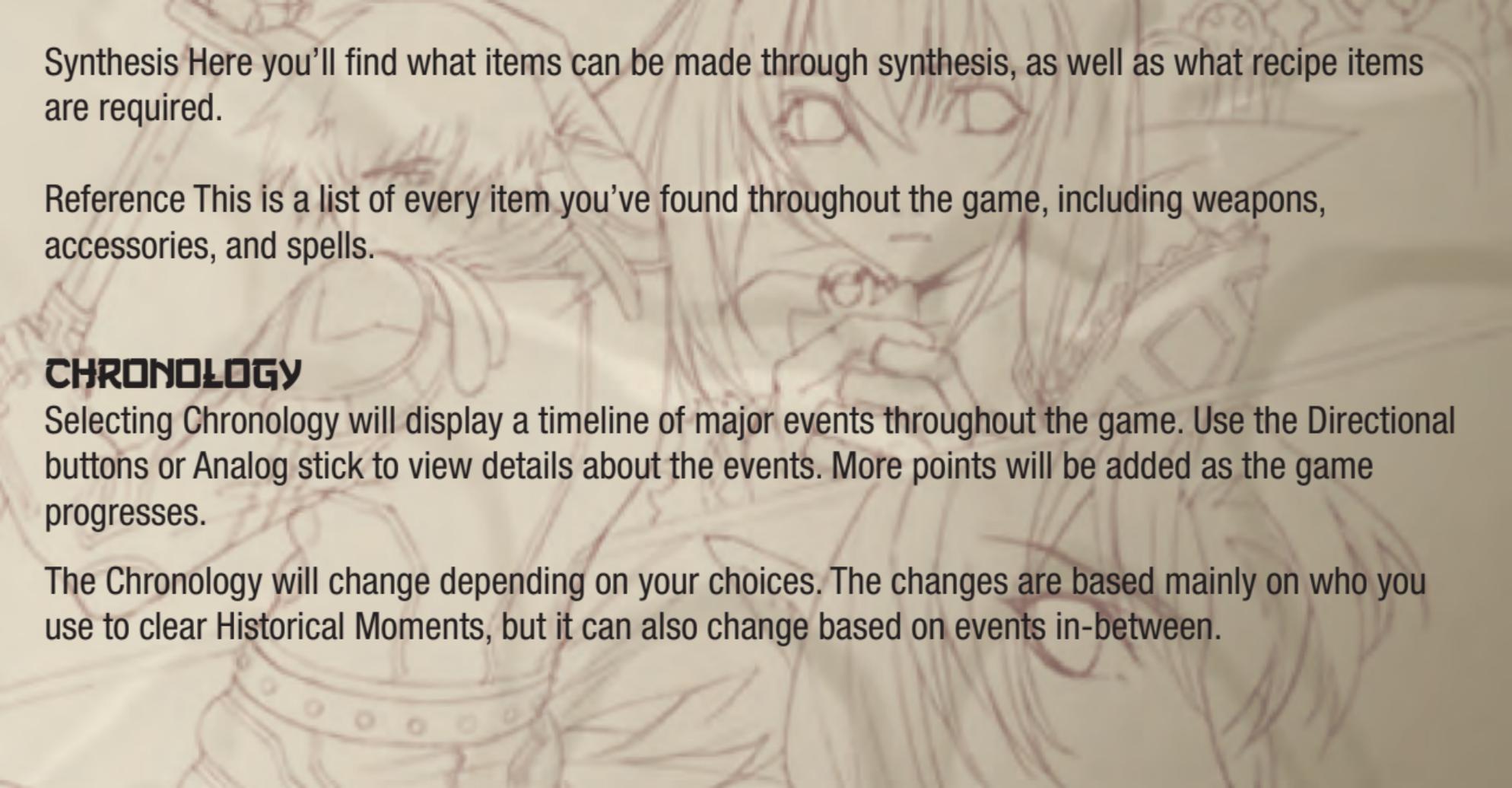
Synthesis Here you'll find what items can be made through synthesis, as well as what recipe items are required.

Reference This is a list of every item you've found throughout the game, including weapons, accessories, and spells.

## CHRONOLOGY

Selecting Chronology will display a timeline of major events throughout the game. Use the Directional buttons or Analog stick to view details about the events. More points will be added as the game progresses.

The Chronology will change depending on your choices. The changes are based mainly on who you use to clear Historical Moments, but it can also change based on events in-between.

## SETTINGS

Here you can modify various game options. Move the Directional buttons up and down to select an option, then use left and right to change them. Confirm your changes with the $\otimes$ button.

Settings can be changed during battle. Use the same method as above.

## BATTLE LOG

Here you can save and load data, as well as view the Image Gallery and Character Profiles.

Profiles are added as the game progresses; depending on your choices, some profiles may not appear.
Images will be added as you meet certain conditions throughout the game (and after you beat it).

## CROSSING PATHS

As the game progresses, you'll command the 3 major powers: the Simba Army, the Neverland Army, and the Rozess Army. The story will change depending on which armies you use to clear events, and
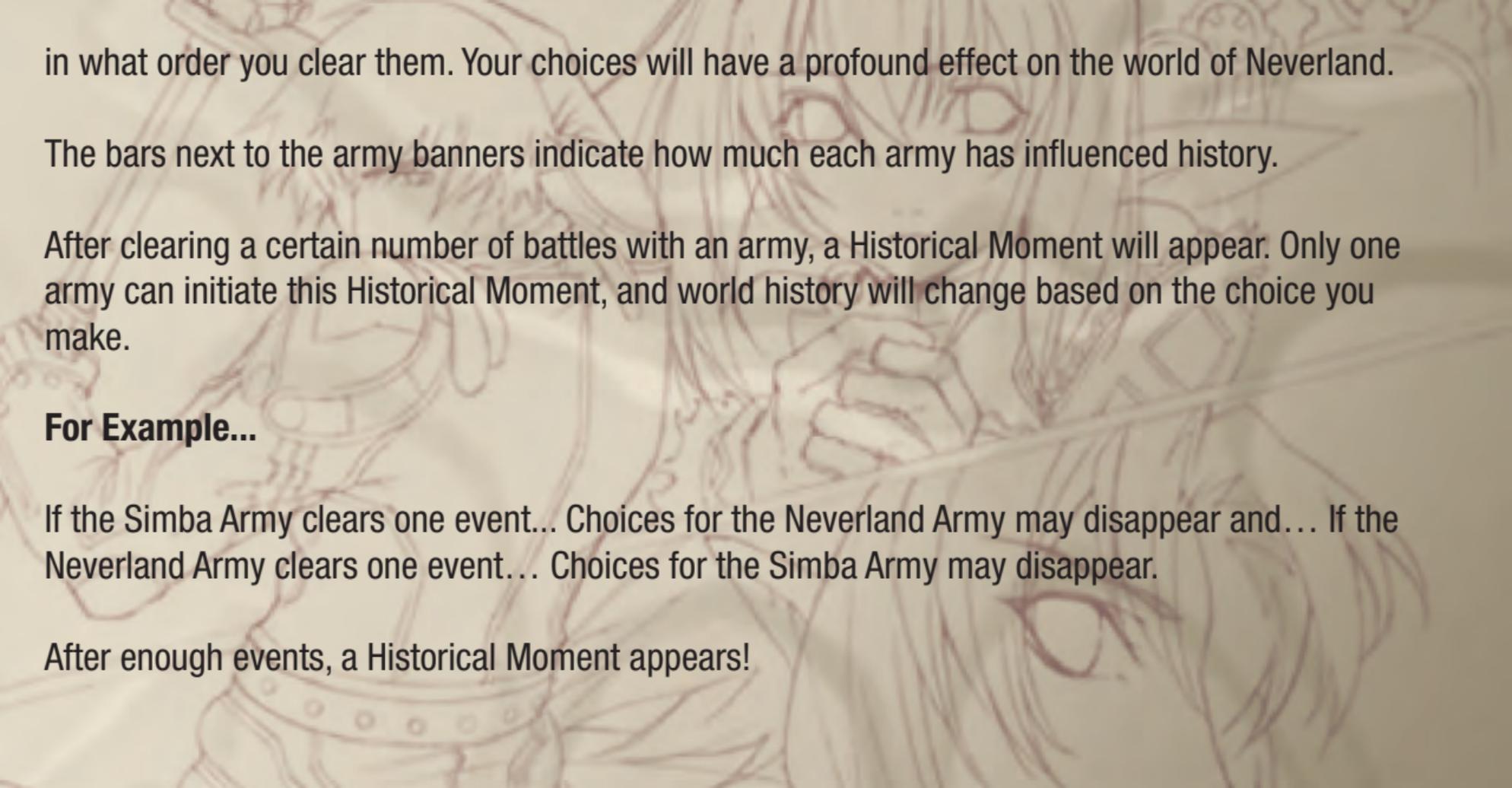
in what order you clear them. Your choices will have a profound effect on the world of Neverland.

The bars next to the army banners indicate how much each army has influenced history.

After clearing a certain number of battles with an army, a Historical Moment will appear. Only one army can initiate this Historical Moment, and world history will change based on the choice you make.

**For Example...**

If the Simba Army clears one event... Choices for the Neverland Army may disappear and… If the Neverland Army clears one event… Choices for the Simba Army may disappear.

After enough events, a Historical Moment appears!

## TOWN FACILITIES

Towns generally have 3 facilities; the Item Shop, the Workshop, and the Guild. These are explained below:

## ITEM SHOP

This is where you buy and sell items.
Note that you can only carry a certain number of each item, and a certain number of total items.

## BUY ITEMS

Items registered at the Workshop will appear at the Item Shop.

Change the type of item displayed (armor, weapon, etc.) with the L/R buttons, select an item and amount with the Up/Down and left/right Directional button, then press the $\otimes$ button to confirm your purchase.

## WORKSHOP

The following options are available at the Workshop:

- **Synthesize -** Combine 2 or more items to create a new item.
- **Augment -** Strengthen gear and Auto Skills.
- **Develop -** Items Develop items into stronger forms.
- **Invent Skills -** Invent new and powerful skills.
- **Register -** Register items you've developed at the Item Shop.

## SYNTHESIZE

You can synthesize using 2 to 4 items. Choose items with the $\otimes$ button and begin synthesis with the START button. You can use specific combinations to create a desired item, or throw together whatever you like to create a random item.

Items selected to combine will disappear from the list.
Equipped items can't be used in the synthesis.
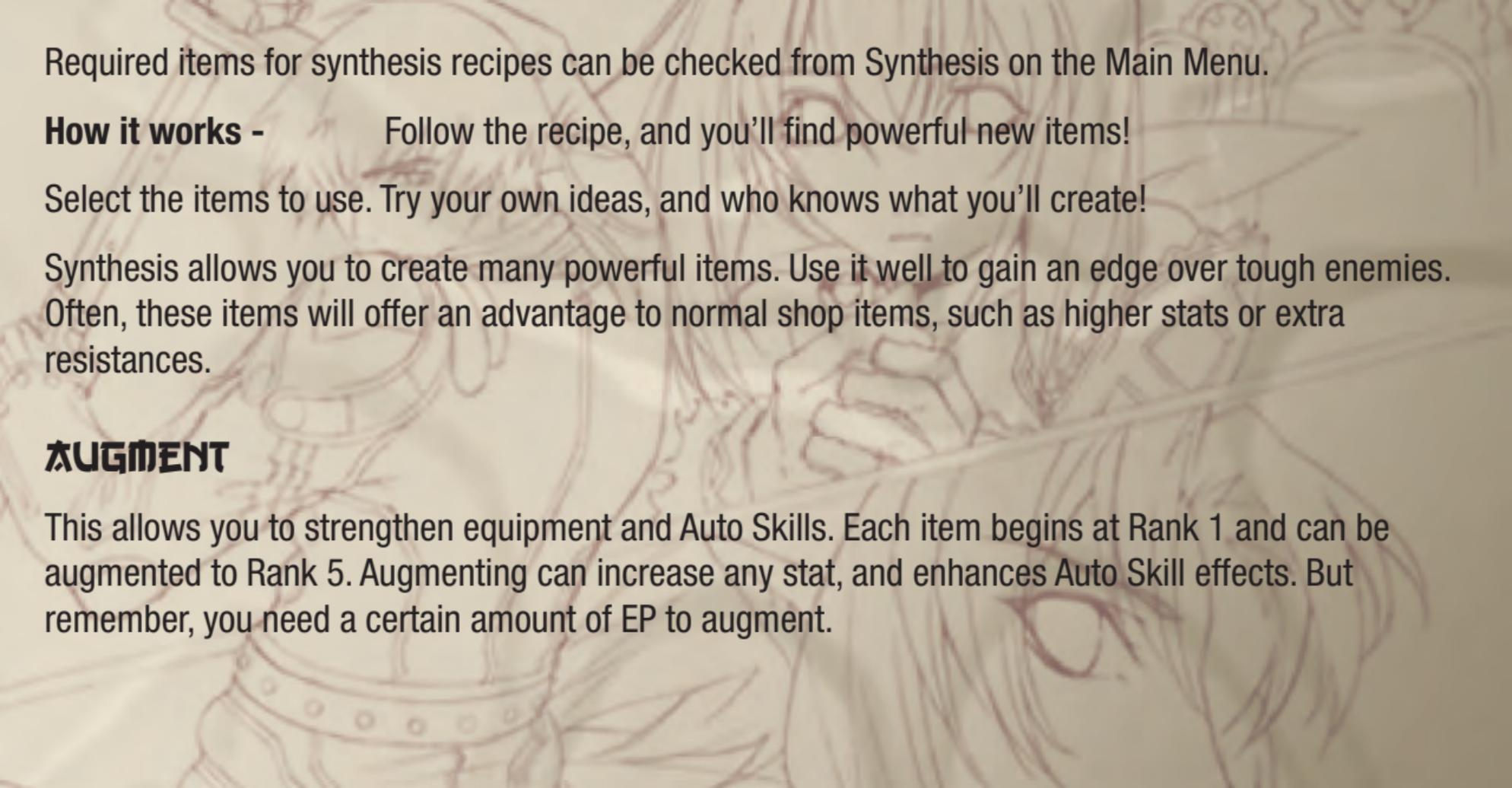
Required items for synthesis recipes can be checked from Synthesis on the Main Menu.

**How it works -** Follow the recipe, and you'll find powerful new items!

Select the items to use. Try your own ideas, and who knows what you'll create!

Synthesis allows you to create many powerful items. Use it well to gain an edge over tough enemies. Often, these items will offer an advantage to normal shop items, such as higher stats or extra resistances.

## AUGMENT

This allows you to strengthen equipment and Auto Skills. Each item begins at Rank 1 and can be augmented to Rank 5. Augmenting can increase any stat, and enhances Auto Skill effects. But remember, you need a certain amount of EP to augment.

- **ATK -** Offensive power
- **DEF -** Defensive power
- **EP -** These are earned by defeating enemies.
- **White -** Auto Skills that are unset
- **Green -** Auto Skills set on equipped items.

Remember that Auto Skills can also be augmented.

## DEVELOP ITEMS

Most Rank 5 weapons, and some armour, can be developed into higher level gear or entirely new items. This costs no EP, but you have to sacrifice the current item. Some items will give you the choice between 2 possible new items.

## INVENT SKILLS

If you have the proper items, you can invent your own skills. You won't know what skill is invented until the procedure is over, and the items you use to invent will be lost.
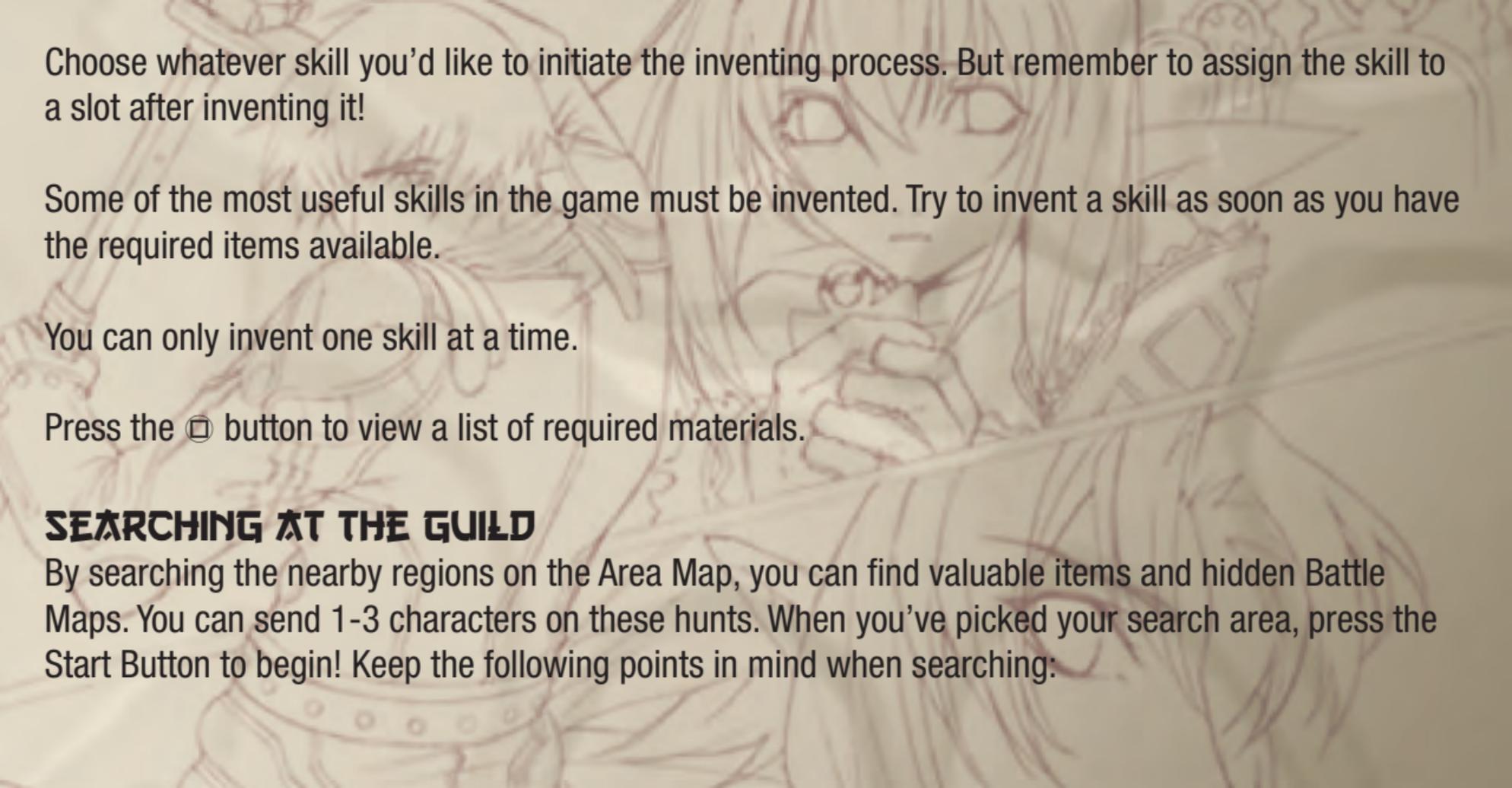
Choose whatever skill you'd like to initiate the inventing process. But remember to assign the skill to a slot after inventing it!

Some of the most useful skills in the game must be invented. Try to invent a skill as soon as you have the required items available.

You can only invent one skill at a time.

Press the ◎ button to view a list of required materials.

### SEARCHING AT THE GUILD
By searching the nearby regions on the Area Map, you can find valuable items and hidden Battle Maps. You can send 1-3 characters on these hunts. When you've picked your search area, press the Start Button to begin! Keep the following points in mind when searching:

- Any character with the Search skill will add to the search area.
- The base cost is 50G X the level of each character.
- This price may be lower depending on the Search skill of the characters.
- The higher the Search skill, the broader an area will be searched.
- A character cannot search immediately after returning from a search attempt.
- Discovered treasure will vary according to the total level of the involved characters.

## DIVIDING POINTS

You can divvy up the Party Points that you earn through battle. These allow you to boost the stats of characters when they level up. Choose your characters then boost your stats!

## CHANGING CLASS

You can change a character's class once he/she reaches a certain level. The character must win a battle on his/her own, after which his/her class can change. This allows a character to gain extra bonus points, as well as powerful Innate Skills. But each trial has a price, so be prepared.

Most characters can change their class up to two times.

If you lose, the class will not change and your gold will be lost.

First choose your character and begin the challenge!! If you win, you've earned your Class Change!!

## HEADING INTO BATTLE

## FORMATION

Before battle, you must choose which characters to use. The number of usable allies varies for each battle. Certain characters may either be required or unavailable to fight, depending on the story.

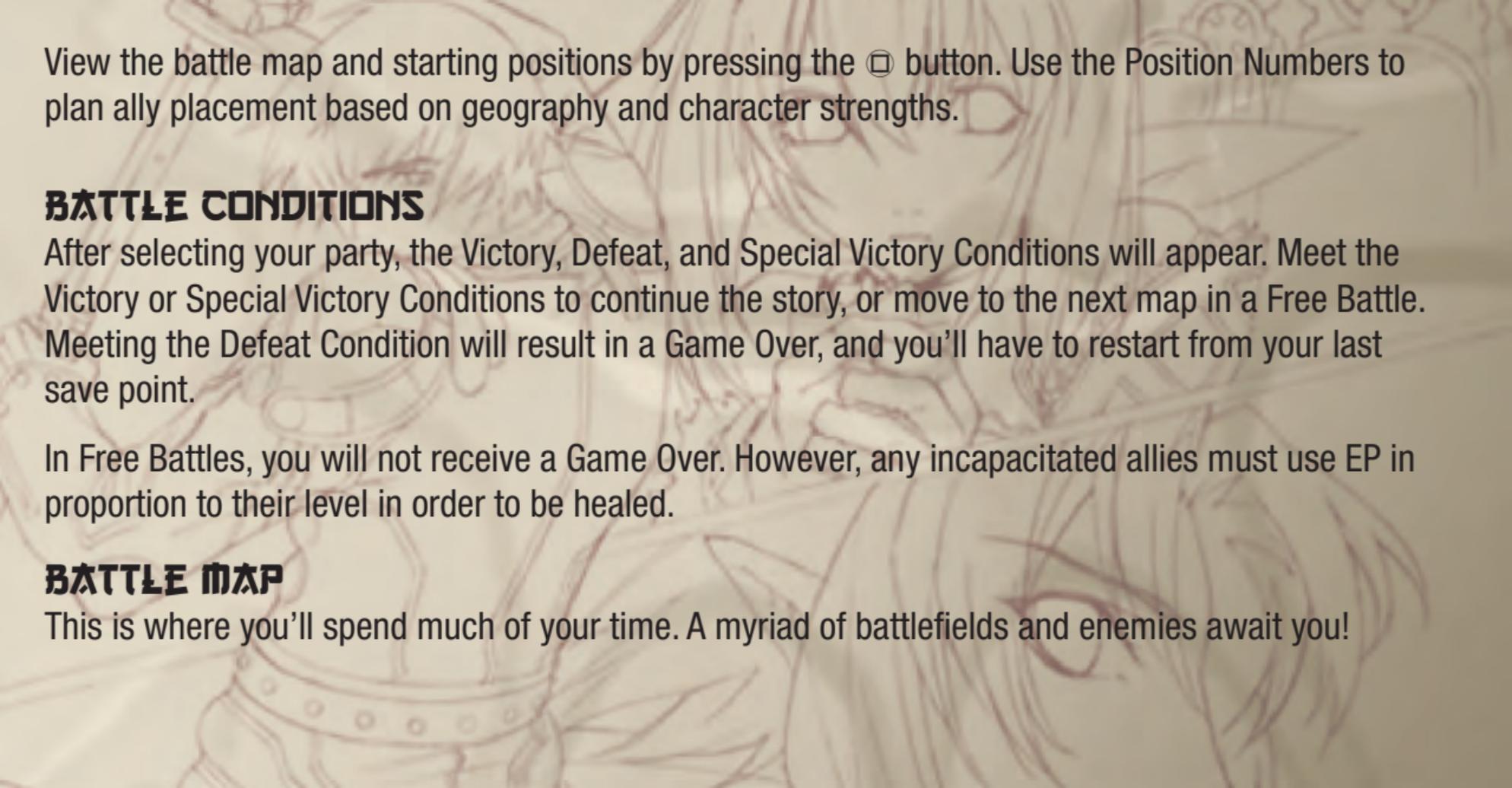On some maps, you will be forced to fight successive battles using the same team.
You can change weapons and equipment from the Formation screen.

Select allies by using the Directional button, ⊙ or L/R buttons.
⊗ button: Enter an ally into the formation.
◎ button: Remove an ally from the formation.

After selecting your members, press the START button to begin the battle.

View the battle map and starting positions by pressing the ◎ button. Use the Position Numbers to plan ally placement based on geography and character strengths.

## BATTLE CONDITIONS

After selecting your party, the Victory, Defeat, and Special Victory Conditions will appear. Meet the Victory or Special Victory Conditions to continue the story, or move to the next map in a Free Battle. Meeting the Defeat Condition will result in a Game Over, and you'll have to restart from your last save point.

In Free Battles, you will not receive a Game Over. However, any incapacitated allies must use EP in proportion to their level in order to be healed.

## BATTLE MAP

This is where you'll spend much of your time. A myriad of battlefields and enemies await you!

# THE TIMESHIFT BATTLE SYSTEM

The Timeshift Battle System allows you to quickly determine and decide your allies' turn order. Each character has a spot on the Active Time Gauge, found at the top of the screen. Every action in battle requires the use of Action Points (AP), and you can execute any action so long as you have enough AP (except for Move). If you have extra AP when you select Wait, that character's turn will come up again much sooner.

## COMMANDS

### MOVE

Select Move to see the areas to which you can move. You will use 6 AP and 1 Move Point for each block you move. However, it requires 2 Move Points to move to a higher elevation.

### NOTE:

Moving to level ground or lower is easy. Moving to higher ground is tougher.

## SKILL

Select this to see a list of available skills, and then select a skill to see its effective range. Select your target, then press the $\otimes$ button to confirm.

**AP Use:** Amount of AP needed to use the skill.

**Range:** Max range of the skill. This can change based on the equipped weapon.

## CAPTURE

Capture is a special skill that allows you to catch enemy monsters. If you use the skill when your target's HP is at less than 5%, you have a chance to capture it. Captured monsters will be converted into skills that can be used after battle. Many valuable monsters are known to appear near Otherworld Gates, as well as some Event Maps.

## HOLD

The Hold skill allows a single character to execute multiple attacks at once. Each skill strikes a certain number of times, and the more hits you land, the higher your damage and earned EXP will be.

## HOLD IT!

1. Press the R Button at the Skill screen to bring up the Target Select screen.
2. Select a target to display the Skill Select screen. Although you can select targets out of range, you won't be able to attack them.
3. Select a skill, and then press the Start Button to execute a Hold. When using Hold, you can only select each skill once.

## CHARGE

A Charge attack allows combination attacks between multiple characters. This along with the Hold command, explained later, will give you an enormous advantage in battle. Note that for every Charge attack in a combo, 10 points will be added to the Chain bonus.

## CHARGING UP!

1. Select Charge from the Main Menu, and then select your skill.
2. Once you select your target, you'll enter Charge mode.
3. Once an ally attacks that target (even with items), the Charge skill will activate.

## CANCEL CHARGE

Charge will be cancelled if the target moves, if the Charging ally is attacked or healed, or if the ally's turn comes up again. This would mean a wasted turn. So it's important to keep turn order in mind when using Charge.

## ATG BAR

Check the turn order with the ATG Bar at the top of the screen. Highlight a character in Free Move and his icon will flash on the ATG Bar. Use this and the ally's AP recovery rate to plan out your Charge attacks.

## INNATE SKILLS

These deadly skills are unique to each character. They require SP, as well as AP, to execute. The conditions you must meet to use them are rather strict, but they're far more powerful than regular attacks. They can be used in both Hold and Charge attacks.

The number on the simple Status menu is your current SP Rank.
Innate Skills in red require more SP before they can be used.
The Rank of the skill determines the SP required to use it.

## CHAIN SKILLS

When combining certain attacks with Hold or Charge, new attacks called Chain Skills may be created. These arise from the union of specific skills used together.

## SPECIAL CHAIN SKILLS

Special Chain Skills can be formed by using the Charge command to execute multiple Innate Skills. These skills are far more powerful than regular Chain Skills. These require immense patience and organization, but can be devastating against a powerful enemy.

Special Chain Skills are composed of up to 6 separate Innate Skills.

## STATUS

Use this to check a character's status, including his place in the Active Time Gauge.

## WAIT

This will end the ally's turn. If you select this without using any AP, your turn will end with half AP.

## LEVELLING UP

A character will gain a level for every 1,000 EXP he gains, at which point you can distribute bonus points for that character's stats. The number of points needed to increase a stat, vary for each character; some will increase STR easily, while others will have better luck with INT. It's up to you whether to enhance a character's strengths or eliminate his weaknesses. Any unused points can be used at the next level, or they can be combined with Party Points.

**Note:**

- The maximum character level is 999.
- The number of bonus points you receive increases with each level.
- As stats increases, so do the points needed to raise those stats.
- Points will be automatically added to a certain stat every 5 levels. The affected stat is determined by the character class, so the more often you change class, the more bonuses you'll receive.
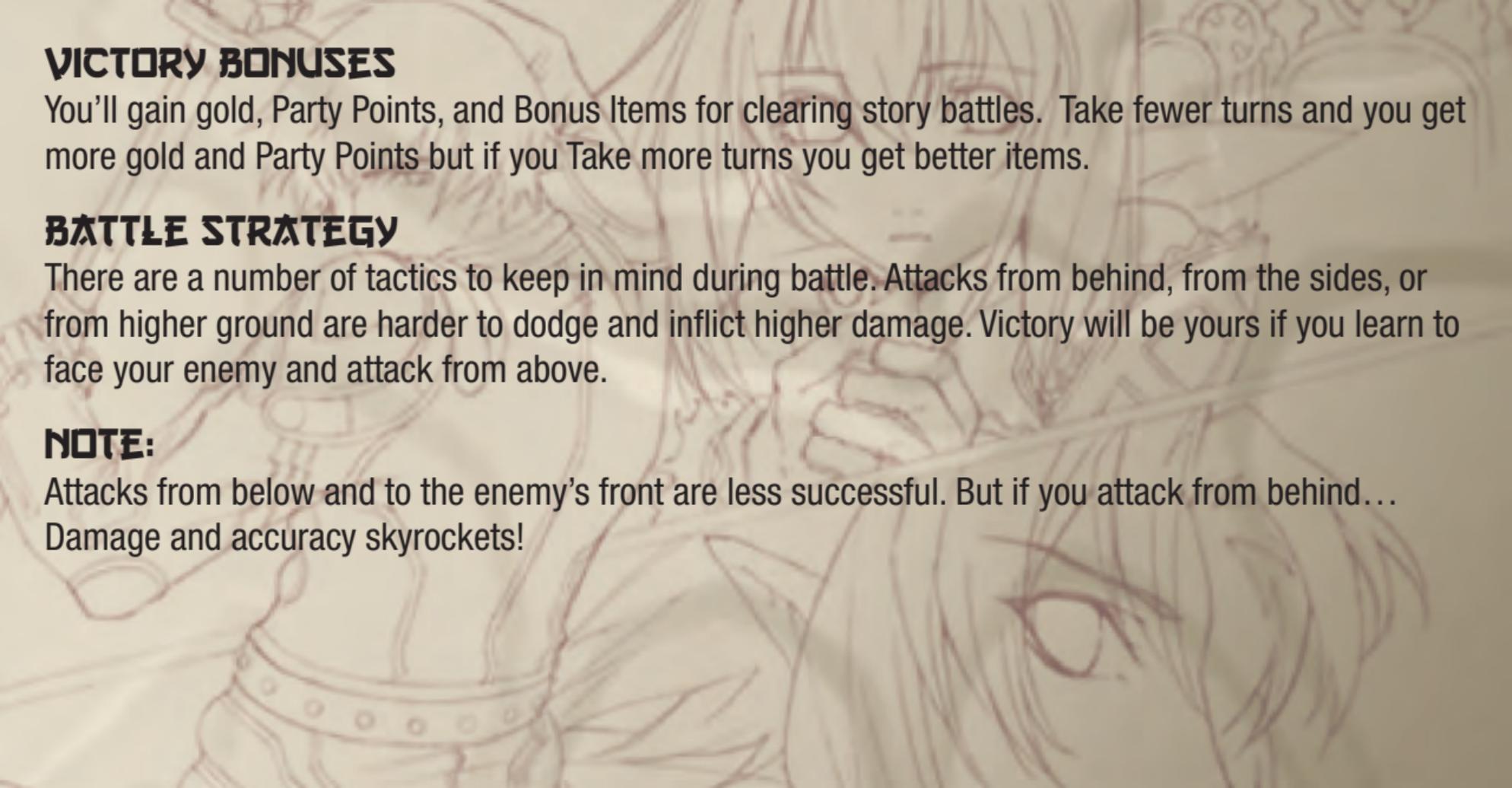
## VICTORY BONUSES

You'll gain gold, Party Points, and Bonus Items for clearing story battles. Take fewer turns and you get more gold and Party Points but if you Take more turns you get better items.

## BATTLE STRATEGY

There are a number of tactics to keep in mind during battle. Attacks from behind, from the sides, or from higher ground are harder to dodge and inflict higher damage. Victory will be yours if you learn to face your enemy and attack from above.

## NOTE:

Attacks from below and to the enemy's front are less successful. But if you attack from behind… Damage and accuracy skyrockets!

# ABNORMAL STATUS & DEFEATED ALLIES

Certain attacks can inflict a number of status effects, which are listed below. Remember, allies that remain defeated (0 HP) for 3 turns will become incapacitated and you must return to the World Map to heal them. (This does not apply to mandatory battle characters.) Also remember that in Free Battles, it costs EP to heal your allies on the World Map, so try to heal characters before they're incapacitated whenever you can.

| State | Status |
|-------|--------|
| Sleep | You'll be asleep and unable to move. Healed by items, magic, and time. |
| Poison | Your HP will decrease every turn. Healed by items and magic. |
| Paralyze | You'll be paralyzed and unable to move. Healed by items, magic, and time. |
| Darkness | Your accuracy will plummet. Healed by items, magic, and time. |
| Immobilize | You can't move for that turn. However, you can still execute other commands. |
| Stun | You can't move or use attacks or items for that turn. |
| AP Up | Your ATG recovery rate increases. |
| AP Down | Your ATG recovery rate decreases. |
| Defeated | Your HP has reached 0. If 3 turns pass this way, you'll be incapacitated and removed from battle. |

# AUTO SKILLS

Set these skills in the slots of defensive gear and accessories. Their effects are automatic once the skills are set.

Auto Skills must be removed from equipment in order to augment them.

## AUTO SKILL EXAMPLES:

| Name | Effect |
| --- | --- |
| Sleep | Resist Resistance to sleep increases. |
| Poison | Resist Resistance to poison increases. |
| Paralyze | Resist Resistance to paralyze increases. |
| Death | Resist Resistance to death increases. |
| Darkness | Resist Resistance to darkness increases. |

| Beast | Specialty Damage to beasts increases. |
|---|---|
| Vor Specialty | Damage to flyers increases. |
| Dragon Specialty | Damage to dragons increases. |
| Critical | Your critical rate increases. |
| Mov+1 | Move distance increases. |
| Jump+1 | Jump distance increases. |
| Levitate | Move freely over all terrain. |
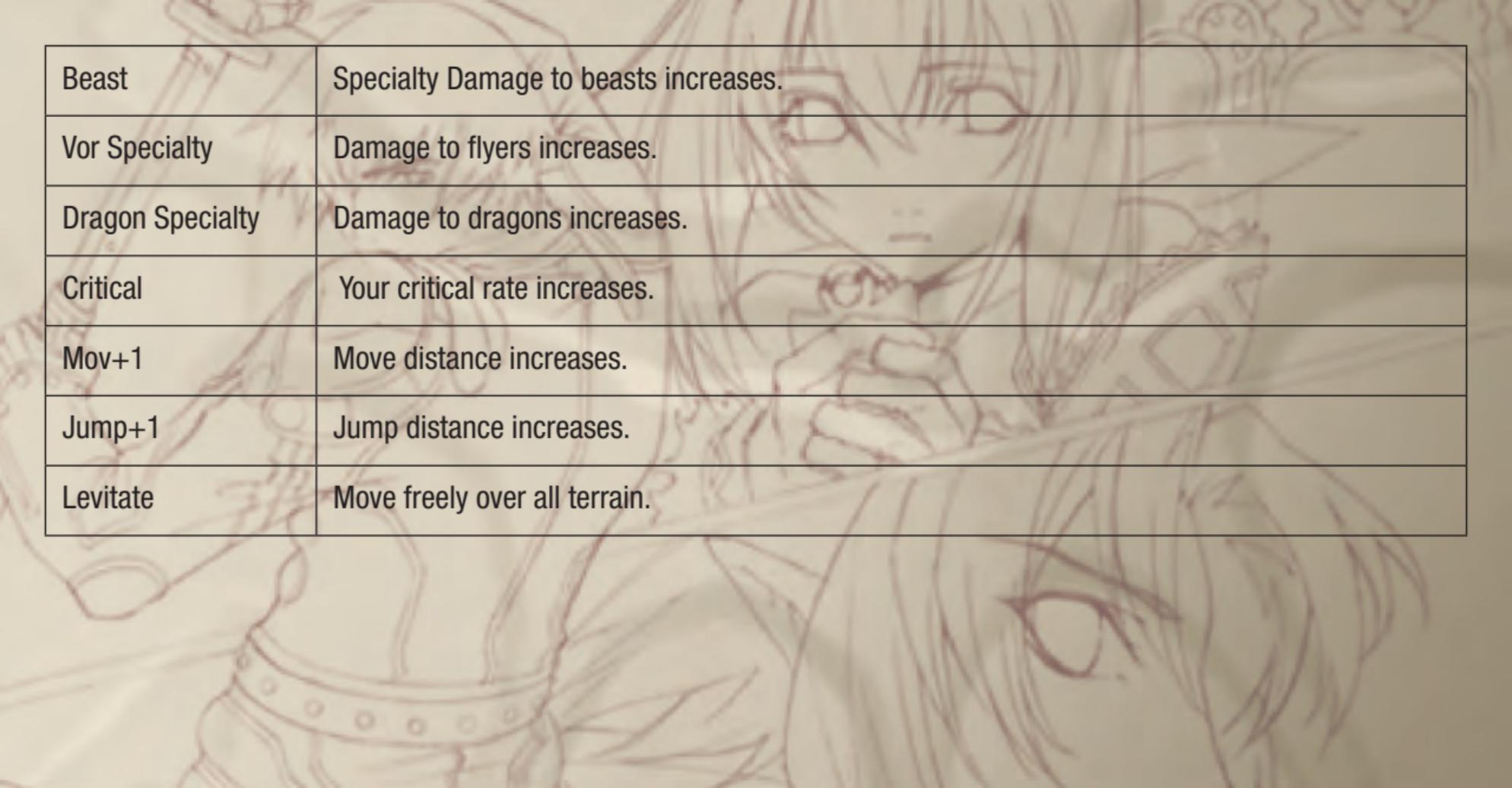
## SKILLS

You must set skills in order to use them in battle. Each skill has a type, and that type must match the intended slot. Using the skill in battle, the experience for that skill type will increase, and it will eventually level up.

**Skill examples:**

| Name | Type |
| --- | --- |
| Hit All | Regular |
| Dodge Charge | Regular |
| Power Charge | Regular |
| MoveCharge | Regular |
| Prayer Support | Support |
| Gospel Support | Support |

| Name Type | Type |
| --- | --- |
| Sleep | Special |
| Poison | Special |
| Paralyze | Special |
| Darkness | Special |
| Steal | Special |
| Capture | Monster |

| Name | Type |
|------|------|
| Fireball | Fire |
| Slash | Sword |
| Heal | Heal |
| Clear | Status Heal |
| Resurrect | Heal |
| Free Attack | Regular |
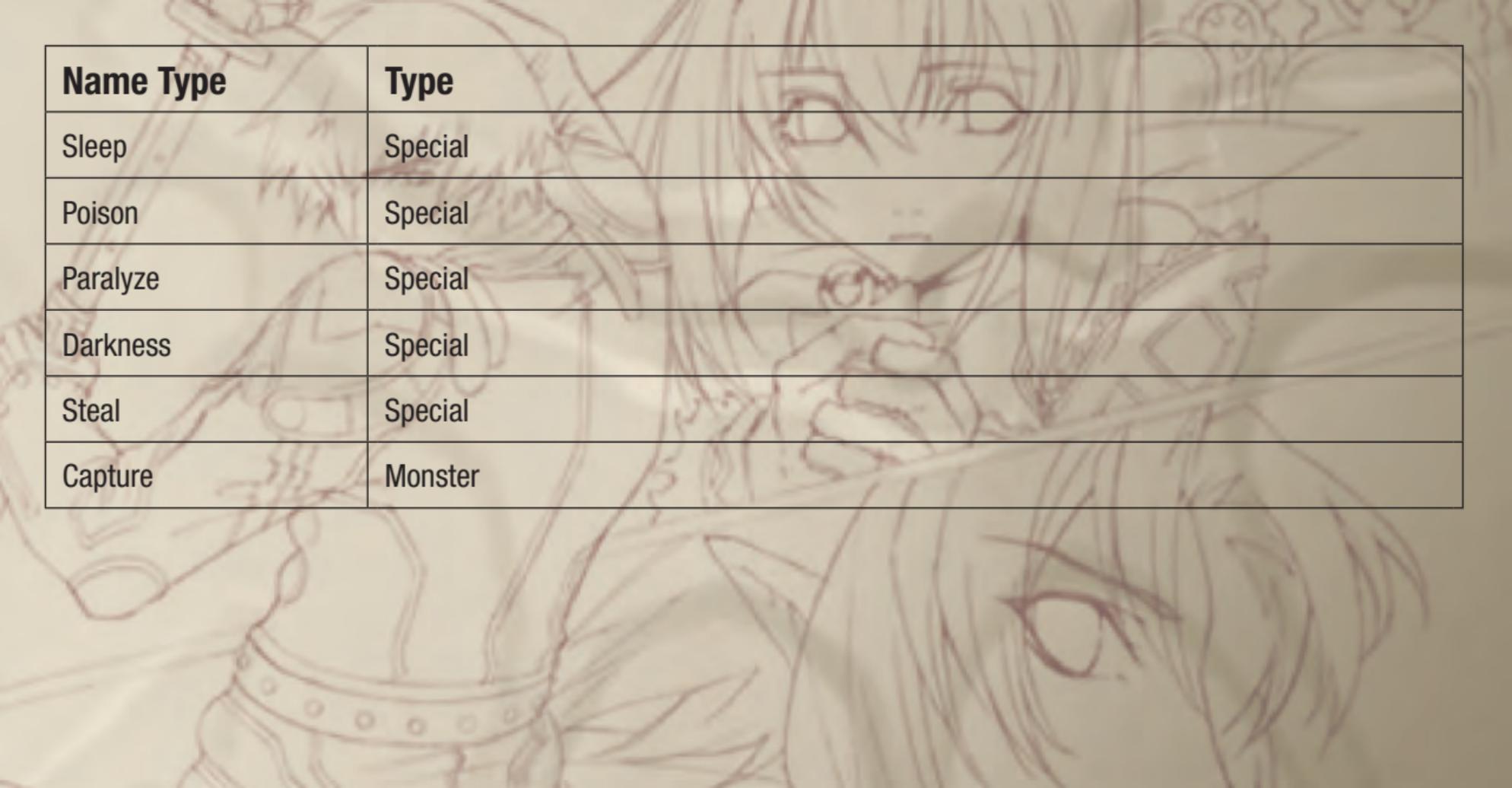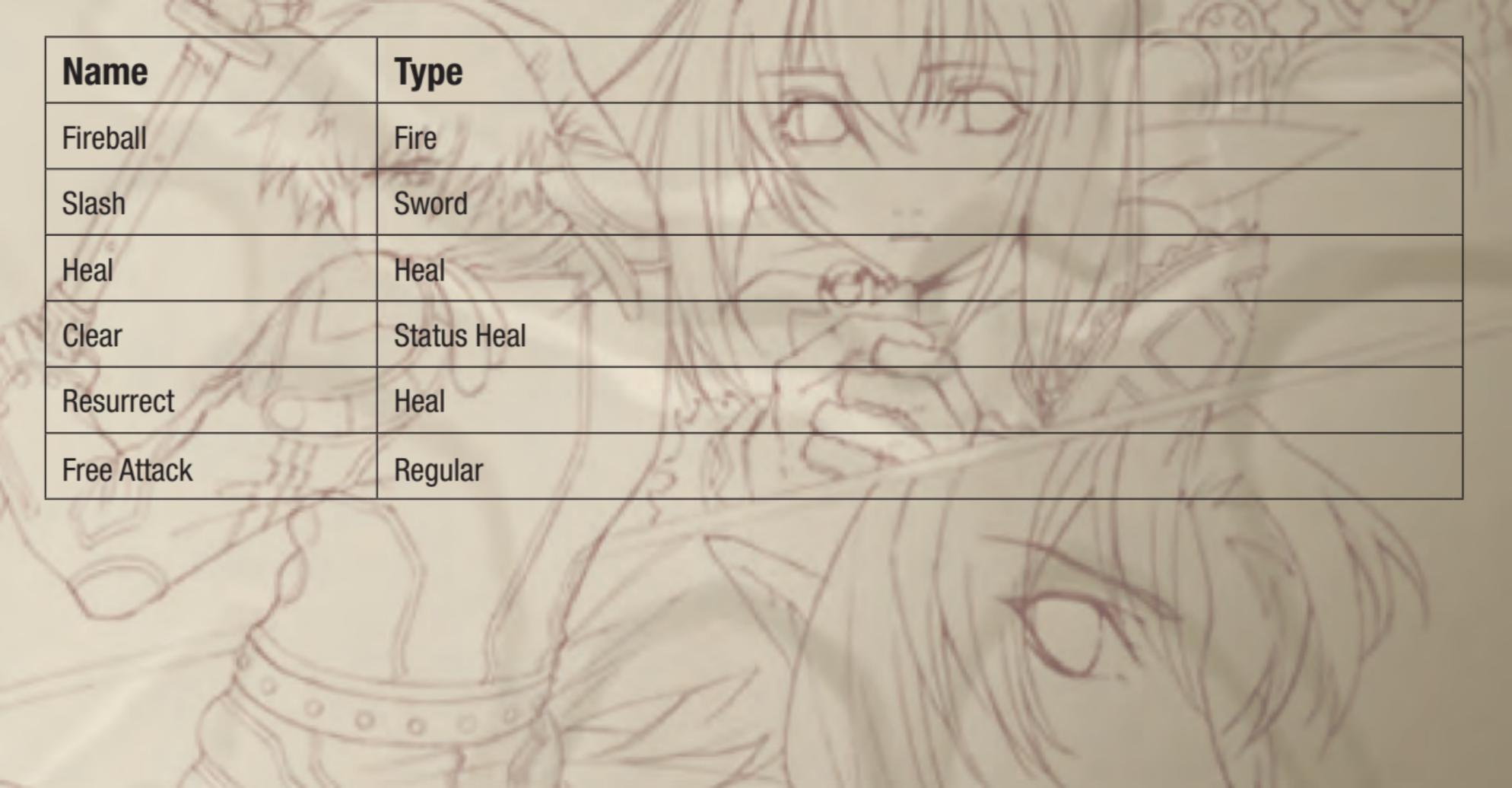
# INHERENT ABILITIES

Characters have inherent abilities that will unlock as you level them up. These skills can't be replaced, and the method of unlocking them will vary depending on the character; some come through levelling, some must be found by fulfilling certain conditions.

# FAQS

**What are "SKILLS?"**
Skills are things you set on characters to attack in battles or raise the status.

**What happens if I don't set the skills?**
You can't attack, heal, etc. during battles.  In order to win, you need to set the skills.

**What are Innate Skills?**
They're individual skills of each character.  The conditions to use them are strict, but on the other hand, they  are very powerful.
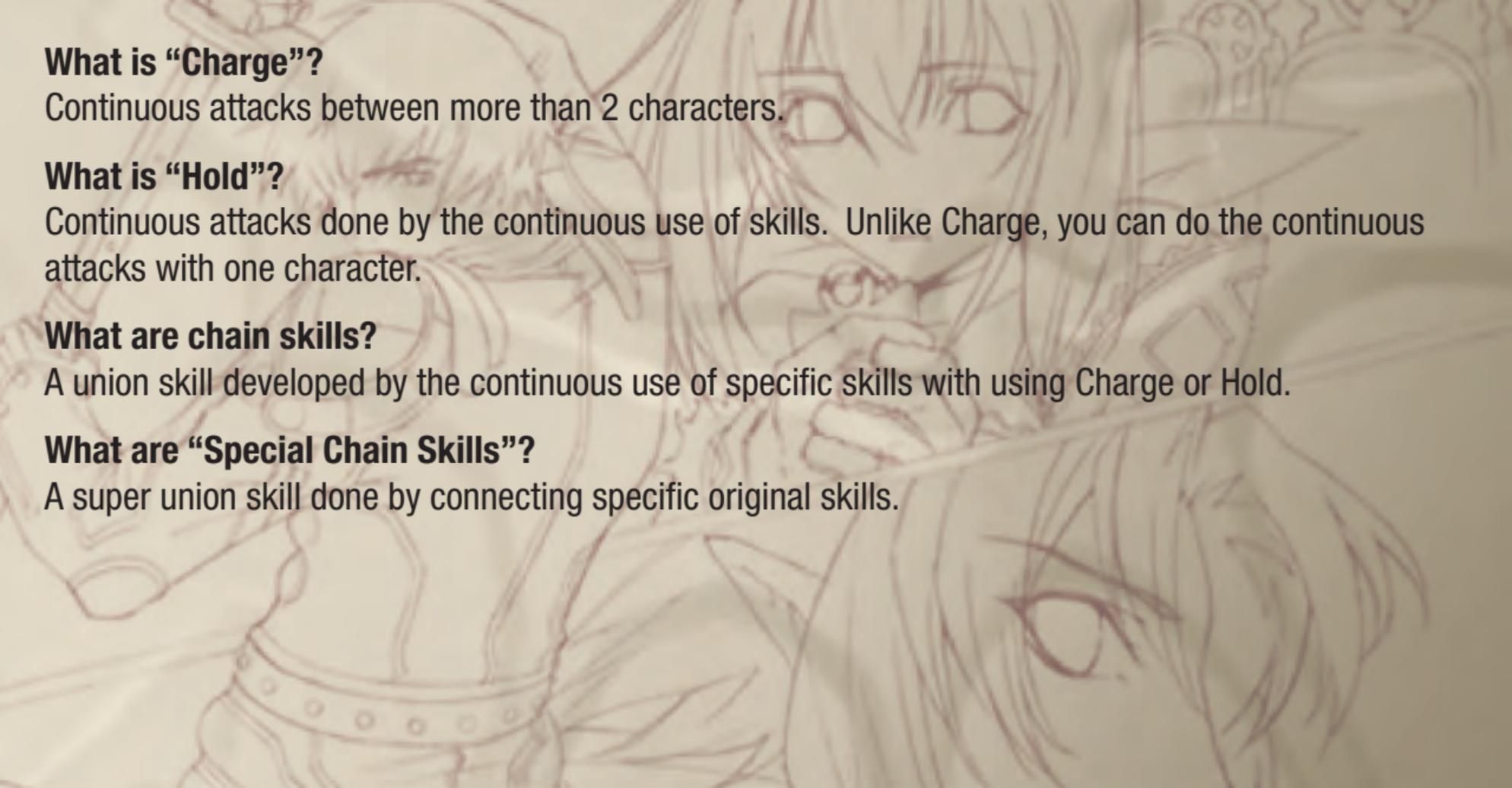
**What is "Charge"?**
Continuous attacks between more than 2 characters.

**What is "Hold"?**
Continuous attacks done by the continuous use of skills.  Unlike Charge, you can do the continuous attacks with one character.

**What are chain skills?**
A union skill developed by the continuous use of specific skills with using Charge or Hold.

**What are "Special Chain Skills"?**
A super union skill done by connecting specific original skills.

# CHARACTERS

There are three world powers in the game, and the story progresses by moving each army forward through battle.

## Reformed Simba Empire

The human resistance opposed to demon rule. Humans from all across the world have joined up to fight.

## Naiz

A young man who joins the battle in order to find out the truth about the war. He is quiet and determined, and has a strong sense of justice.

## Valspung Hanaland

The grandson of Kei Hanaland, the founder of the first Simba Empire. He is highly ambitious, and believes he is the true successor of the Simba Empire.

## Leila

The highest-ranking female in the entire Simba Army. Ankrauser saved her from an attack on her village, and later taught her the art of war. She is now an excellent Simba commander.

# IMPERIAL NEVERLAND ARMY

The demons that control Neverland. Their assaults on human villages began the current hostilities.

## Anderson

A commander serving under Siegfried. His quick and accurate decisions on the battlefield make him an ideal leader.

## Roze

The half-human, half-demon leader of the Demon Army. She believes that one day, peace can be restored in all of Neverland through diplomacy.

## Hillo

Also known as the Exploding Godhand, she is Overlord Janus's daughter. She returned just as the war broke out.

# ROZESS LIBERATION ARMY

Underestimated by the others, they want to find a path to peace that allows everyone the freedom they deserve.

## Yen

A young warrior scouring the land for greater challenges. Hearing that an old friend joined the Rozess force, he joins the army himself.
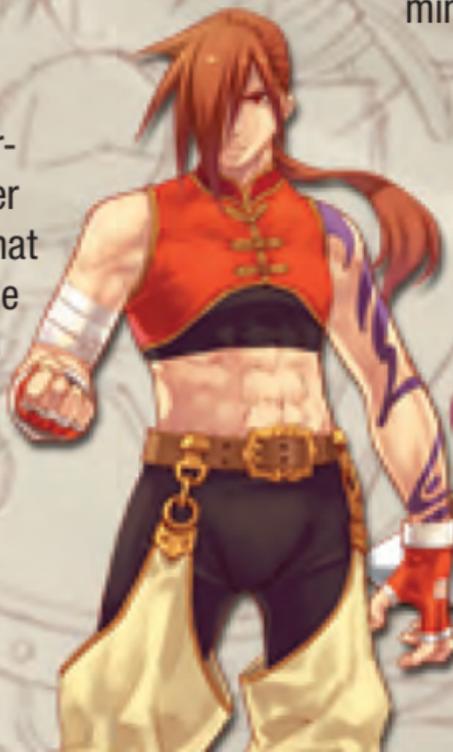
## Yunellia

Meu's former teacher and supervisor at the military school of Varanoire. She is easily one of the top military minds in all of Neverland.

## Meu

An energetic girl who dreams of becoming a famous hero. She may seem like a tomboy, but if it weren't for her, the Rozess Army wouldn't even exist.