

TIVICWING! CHRONICLES

INSTRUCTION BOOKLET

PLEASE READ THIS INSTRUCTION BOOKLET THOROUGHLY TO ENSURE MAXIMUM ENJOYMENT OF YOUR NEW GAME. ALWAYS SAVE THIS BOOK FOR FUTURE REFERENCE.

CONTENTS

ENGLISH 4



TABLE OF CONTENTS

ONE DISAPPEARANCE AND ANOTHER MYSTERY	5
CONTROLS	6
STARTING THE GAME	7
NEW GAME	7
CONTINUE	7
YOUR ALLIES	8
COLLECTING BOLTS AND GEAR	10
CHARACTER ATTACKS	11
TRAVELLING THE LANDS	12
STATS	12
GEAR	14
ITEMS	14
PARTY	15
PAGES	16
MAP	16
SHOPS AND INNS	18
THE PAUSE MENU	19
BATTLE SCREEN	20
ATTACK COMMANDS	21
SPECIAL COMMANDS	21
GUARD	22
ITEMS	22
FIELD COMMANDS	23

ONE DISAPPEARANCE AND ANOTHER MYSTERY...

ON THE CONTINENT OF ARCADIA, THE PRINCESS OF REHT SUDDENLY VANISHES WITHOUT A TRACE. REHT'S ARMY AND THOSE OF NEARBY TOWNS AND VILLAGES ALL HELP TO LOOK FOR HER, BUT NONE COULD FIND EVEN A HINT OF WHERE SHE HAD GONE. OVER THE NEXT FEW MONTHS, THE PRINCESS WOULD STRANGELY BEGIN SLIPPING FROM THE MEMORIES OF THOSE WHO KNEW HER. BEFORE LONG, IT WAS AS IF NOBODY COULD REMEMBER SHE HAD EVER EXISTED AT ALL...

AROUND THE SAME TIME AS THE PRINCESS' DISAPPEARANCE, MYSTERIOUS PAGES FILLED WITH GREAT MAGICAL ENERGY BEGIN APPEARING ALL OVER THE CONTINENT. THOSE WHO FIND THEM ARE GRANTED POWER, BUT NOTHING BUT DARKNESS AND CHAOS FOLLOWS THEIR OWNERS... WHAT ARE THE ORIGINS OF THESE STRANGE PAGES, AND COULD THEY SOMEHOW BE LINKED TO THE DISAPPEARANCE OF THE PRINCESS?



CONTROLS

ASSIGNMENTS CAN BE CHANGED IN THE GAME PROPERTIES DIALOGUE BOX, WHICH IS DISPLAYED BY PRESSING THE F1 KEY WHILE THE GAME IS RUNNING. BELOW ARE THE DEFAULT SETTINGS*, AND THE CORRESPONDENCE BETWEEN BUTTONS AND GAME COMMANDS.



NAME

A
B
G
H
L
R

MAIN FUNCTION

STATUS MENU
CANCEL
CONFIRM, OR, ENTER
PAUSE MENU
FIELD COMMANDS MENU
FIELD COMMANDS SHORTCUT

* DEFAULT SETTINGS FOR GAMEDAD MAY VARY DEPENDING ON THE GAMEDAD BEING USED. MAKE SURE TO CHECK THE GAME PROPERTIES DIALOGUE BOX IF THE ASSIGNMENTS DO NOT MATCH YOUR PARTICULAR GAMEDAD.

STARTING THE GAME

ONCE YOU HAVE LAUNCHED THE GAME, YOU WILL SEE THE TITLE SCREEN. YOU MAY PRESS THE C BUTTON TO PROGRESS TO THE START MENU.



START MENU | NEW GAME

WHEN STARTING A NEW GAME, SELECT NEW GAME AND PRESS THE C BUTTON. YOU WILL THEN SEE THE NAME INPUT SCREEN.

MORE THE CURSOR TO SELECT THE LETTERS AND ENTER A NAME FOR YOUR CHARACTER.



C CONFIRM
B ERASE

ONCE YOU HAVE ENTERED A CHARACTER NAME, CHOOSE END ON THE RIGHT SIDE OF THE SCREEN, AND PRESS THE C BUTTON TO CONFIRM.

START MENU | CONTINUE

IF YOU ALREADY HAVE SAVED DATA, YOU CAN CONTINUE PLAYING FROM THE LAST POINT WHERE YOU SAVED. SELECT CONTINUE TO PROGRESS TO THE FILE MENU. CHOOSE THE SAVE DATA FILE YOU WISH TO OPEN AND PRESS THE C BUTTON.

YOUR ALLIES

IN TIVICHING! CHRONICLES, YOU PLAY AS THE PRINCE OF RENT. YOUR ADVENTURE BEGINS 3 MONTHS AFTER THE DISAPPEARANCE OF YOUR SISTER. DURING YOUR TRAVELS, YOU'LL MEET VARIOUS CHARACTERS. SOME OF THEM WILL JOIN YOUR PARTY!



MORGAN

YOUR CHILDHOOD FRIEND, MORGAN WIELDS THE BOW AND IS A CAPABLE HUNTER.



LILLIAN

LILLIAN GREW UP IN CHET, BUT MOVED NORTH TO FURTHER HER EDUCATION AT THE ACADEMY OF BRITANNIA.



LARS

THE DAUGHTER OF MAPLE'S MAYOR, LARS IS A DEVOUT FOLLOWER OF THE WATER DRAGON POSEIDON.



BRANT

BRANT IS A TRAVELLING MERCENARY ORIGINATING FROM THE SOUTHERN CONTINENT OF SUUROHIA.



TREU

A MYSTERIOUS SCHOLAR. HIS INTERESTS LIE ONLY IN UNCOVERING THE ORIGINS OF THE WORLD.

COLLECTING BOLTS AND GEAR

BOLTS AND GEAR ARE OBJECTS LEFTOVER FROM A BYGONE ERA. SMALL AND METALLIC, YOU WILL COME ACROSS THESE EVERY NOW AND THEN ON YOUR TRAVELS. KEEP AN EYE OUT, AS THESE CAN BE USED TO UPGRADE AND AUGMENT YOUR WEAPON.

GEAR

GEAR CAN BE EQUIPPED ONTO YOUR WEAPON TO GRANT YOU EXTRA STATS OR ATTACK COMMANDS IN BATTLE. USE THE POWER OF GEAR TO IMPROVE YOUR CHARACTER AND ALLOW THEM TO FIGHT MORE EFFECTIVELY IN BATTLES.

BOLTS

AT FIRST, YOUR WEAPON WILL ONLY BE ABLE TO FIT ONE (1) GEAR. COLLECTING BOLTS FROM AROUND THE CONTINENT AND BRINGING THEM TO A CERTAIN NPC WILL ALLOW YOUR WEAPON TO BE UPGRADED TO FIT MORE...



CHARACTER ATTACKS

EACH CHARACTER HAS A LIMITED NUMBER OF ATTACK COMMANDS TO CHOOSE FROM IN BATTLE. NEW ATTACK COMMANDS CAN BE LEARNED AFTER OVERCOMING AND DEFEATING A BOSS ENEMY.

YOU CAN EVENTUALLY UNLOCK AN ALTERNATE SET OF ATTACK COMMANDS FOR EACH CHARACTER! KEEP AN EYE ON CERTAIN NPC AND LOCATIONS... THEY MIGHT BE WORTH RETURNING TO ONCE YOU HAVE GOTTEN FARTHER IN THE GAME.

TRAVELLING THE LANDS

WHILE TRAVELLING ARCADIA, PRESS THE **A** BUTTON TO DISPLAY THE STATUS MENU, OR THE **X** BUTTON TO DISPLAY THE PAUSE MENU. IF YOU PRESS THE **C** BUTTON WHEN THERE IS AN OBJECT OR AN NPC DIRECTLY IN FRONT OF YOU, YOU WILL EXAMINE THE OBJECT OR TALK TO THAT NPC.

FROM THE STATUS MENU, YOU CAN ACCESS VARIOUS MENU SCREENS (STATS, GEAR, ITEMS, PARTY, PAGES, AND MAP).

STATUS MENU | STATS

ON THE STATS SCREEN, YOU CAN VIEW INFORMATION ABOUT YOUR CHARACTER. THIS INCLUDES YOUR CURRENT HP AND MP, AND HOW MANY COINS YOU'VE COLLECTED. THERE ARE A NUMBER OF HEADERS DISPLAYED ON THE SCREEN. SEE THE NEXT PAGE FOR MORE INFORMATION.



YOUR EQUIPMENT

YOUR HP AND MP

STATS SCREEN INFORMATION

EQUIPMENT - HP - MP - TP	
HEADER	DESCRIPTION
EQUIPMENT	YOUR CHARACTER'S UNLOCKED EQUIPMENT
HP POINTS	THIS IS THE NUMBER OF POINTS OF DAMAGE YOUR CHARACTER CAN TAKE. THE NUMBER ON THE LEFT IS YOUR CURRENT HP AND THE NUMBER ON THE RIGHT IS YOUR MAXIMUM HP. WHEN YOUR HP FALLS TO 0, THE GAME ENDS.
MAGIC POINTS	THIS IS THE NUMBER OF POINTS AVAILABLE FOR USING ATTACK COMMANDS IN BATTLE. THE NUMBER ON THE LEFT IS YOUR CURRENT MP AND THE NUMBER ON THE RIGHT IS YOUR MAXIMUM MP. MP DECREASES AS YOU USE ATTACK COMMANDS.
TIME POWER	THIS IS THE NUMBER OF POINTS AVAILABLE FOR USING SPECIAL COMMANDS IN BATTLE. THE NUMBER ON THE LEFT IS YOUR CURRENT TP AND THE NUMBER ON THE RIGHT IS YOUR MAXIMUM TP. TP DECREASES AS YOU USE SPECIAL COMMANDS.

CURRENCY AND COLLECTIBLES	
HEADER	DESCRIPTION
PAGES	THIS IS THE NUMBER OF TEMPORAL PAGES COLLECTED. COLLECTING MORE OF THESE WILL INCREASE YOUR MAXIMUM TP AND UNLOCK SPECIAL COMMANDS IN BATTLE.
COINS	THIS IS THE NUMBER OF COINS YOU'VE COLLECTED. USE THESE TO PURCHASE ITEMS FROM SHOPS OR TO MAKE TRADES WITH VARIOUS NPC.
BOLTS	THIS IS THE NUMBER OF BOLTS YOU'VE COLLECTED. PRESENT THESE TO A CERTAIN NPC TO UNLOCK MORE GEAR SLOTS ON YOUR WEAPON.
FRAGMENTS	THIS IS THE NUMBER OF TIME FRAGMENTS YOU'VE COLLECTED. USE THESE TO CLOSE UP TIME TEARS IN THEIR RESPECTIVE DUNGEONS.

STATUS MENU | GEAR

ON THE GEAR SCREEN, YOU CAN CHANGE WHAT GEAR ARE EQUIPPED TO YOUR WEAPON. SELECT THE GEAR SLOT AND GEAR YOU WANT TO EQUIP AND THEN PRESS THE **C** BUTTON.



EQUIPPING DIFFERENT GEAR WILL GRANT YOUR CHARACTER EITHER A BOOST TO A STAT, OR A NEW ATTACK COMMAND IN BATTLE. YOU CANNOT CHANGE GEAR DURING BATTLE.

STATUS MENU | ITEMS

YOU CAN BUY ITEMS IN SHOPS OR FIND THEM IN TREASURE CHESTS. ON THE ITEM SCREEN, YOU CAN USE OR DISCARD ITEMS. YOU CAN ONLY HOLD UP TO 9 ITEMS AT A TIME, AND MUST EITHER USE OR DISCARD AN ITEM IN ORDER TO OBTAIN MORE.

KEY ITEMS ARE IMPORTANT ITEMS, SUCH AS THOSE THAT ARE NECESSARY TO GET THROUGH CERTAIN PARTS OF THE GAME AND THOSE THAT YOU GIVE TO CERTAIN NPC. YOU CAN CARRY AN UNLIMITED NUMBER OF KEY ITEMS, AND YOU CANNOT DISCARD THEM.

STATUS MENU | PARTY

ON THE PARTY SCREEN, YOU CAN VIEW INFORMATION ABOUT YOUR PARTY MEMBERS. SUCH AS THEIR STATUS AND ATTACK COMMANDS. PRESS THE **C** BUTTON TO DISPLAY THE SWAP AND ATTACKS OPTIONS.

PICK THE SWAP OPTION TO RE-ARRANGE PARTY ORDER, SWITCHING THE SELECTED CHARACTER WITH ANOTHER.



STATUS OF THE
SELECTED
CHARACTER

IF YOU ALLIGN THE CURSOR WITH AN ATTACK COMMAND, A DESCRIPTION OF THAT ATTACK COMMAND WILL APPEAR AT THE TOP OF THE SCREEN.

YOU MAY ONLY BRING UP TO 2 PARTY MEMBERS INTO BATTLE WITH YOU. EXTRA PARTY MEMBERS WILL BE LABELED "<BENCHED>" ON THE PARTY SCREEN. YOU CAN CHANGE ACTIVE PARTY MEMBERS BY SELECTING A PARTY MEMBER AND CHOOSING THE 'SWAP' OPTION.

STATUS MENU | PAGES

ON THE PAGES SCREEN, YOU CAN VIEW WHICH TEMPORAL PAGES YOU HAVE COLLECTED THUS FAR ON YOUR ADVENTURE. SELECTING A TEMPORAL PAGE WILL DISPLAY A SHORT DESCRIPTION OF HOW YOU ACQUIRED THE PAGE, AS WELL AS THE NAME AND TD COST OF THE SPECIAL COMMAND UNLOCKED WHEN THE PAGE WAS ACQUIRED.

STATUS MENU | MAP

YOU CAN USE THE MAP SCREEN TO VIEW THE NAME AND LOCATIONS OF PLACES YOU'VE BEEN TO BEFORE.

DURING YOUR TRAVELS, YOU MAY COME ACROSS HIDDEN LOCATIONS. THESE LOCATIONS MAY NOT DISPLAY ON THE MAP SCREEN, BUT THEIR CORRESPONDING ICONS ON THE WORLD MAP WILL BECOME VISIBLE ONCE THE LOCATION HAS BEEN DISCOVERED.

WORLD MAP



SHOPS AND INNS

SHOPS AND INNS CAN BE FOUND IN MOST TOWNS ACROSS ARCADIA, AND OFFER HELPFUL SERVICES.

SHOPS

SHOPS HAVE SIGNS WITH A PICTURE OF A POTION ON THEM. YOU CAN BUY USEFUL ITEMS AT SHOPS.



TO BUY AN ITEM, ENTER THE SHOP, SELECT THE ITEM YOU'D LIKE TO BUY AND PRESS THE **C** BUTTON. THEN SELECT HOW MANY OF THE ITEM YOU'D LIKE TO BUY AND PRESS THE **C** BUTTON AGAIN.

YOU CAN ONLY BUY ITEMS UP TO THE NUMBER YOU CAN AFFORD TO BUY, OR AS MANY AS YOU CAN FIT IN YOUR ITEM INVENTORY.

INNS

AT INNS, YOU CAN SPEND THE NIGHT TO RECOVER LOST HIT POINTS AND MAGIC POINTS. RATES VARY FROM TOWN TO TOWN, BUT THE INN IN YOUR HOME TOWN OF RENT WILL ALWAYS BE FREE TO USE!

THE PAUSE MENU

EXCEPT DURING EVENTS AND BATTLES, PRESSING THE **X** BUTTON WILL STOP PLAY AND OPEN THE PAUSE MENU.



PAUSE MENU | SAVE

UP TO FOUR DATA FILES CAN BE SAVED AT ONCE. CHOOSE ONE OF THE SLOTS TO SAVE YOUR DATA TO, THEN PRESS THE **C** BUTTON TO SAVE. IF YOU SAVE OVER A FILE THAT IS ALREADY BEING USED, YOU WILL LOSE ALL THE OLD DATA IN THAT FILE.



PAUSE MENU | GAME END

THIS WILL GIVE YOU THE OPTION TO EITHER RETURN TO THE TITLE MENU, OR CLOSE THE GAME.

PAUSE MENU | OPTIONS

THIS FEATURE LETS YOU ADJUST VARIOUS VOLUME LEVELS IN THE GAME.

BATTLE SCREEN

WHEN YOU ENCOUNTER AN ENEMY IN A DUNGEON OR ON THE WORLD MAP, YOU WILL ENTER A BATTLE. AT THE BEGINNING OF EACH BATTLE, YOU CAN CHOOSE TO RUN. YOU WILL NOT ALWAYS SUCCEED, BUT YOU WILL BE MORE LIKELY TO IF YOUR PARTY OUTNUMBERS THE ENEMY TROOP.

WHEN YOU ENTER A BATTLE, YOU MAY CATCH YOUR ENEMIES BY SURPRISE AND ATTACK FIRST! HOWEVER, THE REVERSE IS ALSO POSSIBLE, MEANING YOU MAY ALSO BE CAUGHT BY SURPRISE...

BATTLES OCCUR IN TURNS. AT THE BEGINNING OF EACH TURN, YOU MUST CHOOSE AN ACTION FOR EACH CHARACTER IN YOUR PARTY. YOUR PARTY WILL THEN TAKE TURNS ATTACKING IN ORDER FROM LEFT TO RIGHT, FOLLOWED BY YOUR ENEMIES ALSO ATTACKING FROM LEFT TO RIGHT.

BATTLES END WHEN YOUR PARTY SUCCEEDS IN FLEEING, OR WHEN ALL ENEMIES HAVE BEEN DEFEATED. LIKEWISE, IF YOUR CHARACTER GOES DOWN IN BATTLE, THE GAME WILL END. YOU MUST THEN RESTART FROM ONE OF YOUR SAVE FILES.

BATTLE COMMAND | ATTACK COMMANDS

CHARACTERS WILL HAVE A DIFFERENT BATTLE COMMAND DEPENDING ON THAT CHARACTER'S WEAPON. FOR EXAMPLE, YOUR CHARACTER WILL HAVE THE "SWORD" BATTLE COMMAND WHILE EQUIPPED WITH THE ROYAL FALCHION.

SELECT THE ATTACK COMMAND TO USE AND PRESS THE C BUTTON. NEXT, SELECT THE TARGET FOR YOUR ATTACK. SOME ATTACKS WILL TARGET MORE THAN ONE ENEMY.



BATTLE COMMAND | SPECIAL COMMANDS

ONCE YOU HAVE CLEARED THE GAME'S FIRST DUNGEON, YOU WILL GAIN ACCESS TO SPECIAL COMMANDS. USE THESE TO ATTACK THE ENEMY OR HEAL YOUR PARTY MEMBERS.

SELECT THE SPECIAL COMMAND TO USE AND PRESS THE C BUTTON. NEXT, SELECT A TARGET TO USE THE SPECIAL COMMAND ON. AFTER CHOOSING A TARGET, PRESS THE C BUTTON.



BATTLE COMMAND | GUARD

YOU CAN LOWER THE DAMAGE RECEIVED FROM AN ENEMY ATTACK BY GUARDING. SELECT THE GUARD COMMAND, THEN PRESS THE **C** BUTTON. WHEN A CHARACTER HAS LOW HP, OR WHEN THERE IS NOTHING TO DO, YOU SHOULD USE GUARD.

BATTLE COMMAND | ITEMS

YOU CAN USE SOME ITEMS THAT YOU ARE CARRYING DURING BATTLE.



FIRST, CHOOSE THE ITEM YOU'LL USE AND PRESS THE **C** BUTTON. NEXT, SELECT A TARGET TO USE THE ITEM ON. DEPENDING ON THE ITEM, THE TARGET COULD BE A PARTY MEMBER OR AN ENEMY. AFTER CHOOSING A TARGET,

FIELD COMMANDS

EXCEPT DURING EVENTS AND BATTLES, PRESSING THE **C** BUTTON WILL WILL OPEN THE FIELD COMMANDS MENU.

SELECT THE FIELD COMMAND YOU WOULD LIKE TO USE, THEN PRESS THE **C** BUTTON. SELECT "USE" THEN PRESS THE **C** BUTTON AGAIN.



YOU MAY FIND IT HELPFUL TO SET FREQUENTLY USED FIELD COMMANDS TO THE **R** BUTTON AS A SHORTCUT SO THAT YOU HAVE TO PRESS ONLY A SINGLE BUTTON TO ACTIVATE THAT FIELD COMMAND.

FOLLOW THE SAME STEPS ABOVE FOR USING A FIELD COMMAND, BUT SELECT "SET" INSTEAD OF "USE" BEFORE PRESSING THE **C** BUTTON.

AS NEW CHARACTERS JOIN YOUR PARTY, SOME OF THEM WILL GRANT YOU ACCESS TO SPECIFIC FIELD COMMANDS. LEARN WHERE AND WHEN TO USE THESE FIELD COMMANDS TO SOLVE PUZZLES AND UNLOCK NEW AREAS OF THE MAP TO EXPLORE.

FIELD COMMAND INFORMATION

BELOW IS A LIST OF POSSIBLE FIELD COMMANDS YOU CAN USE AND SET SHORTCUTS FOR IN THE GAME.

FIELD COMMAND	
COMMAND	DESCRIPTION
RETURN	PLAY A MAGICAL FLUTE TO EITHER EXIT A DUNGEON, OR RETURN TO RENT. CAN ALSO RETURN YOU TO YOUR ROOM IF USED IN RENT. USABLE ON THE WORLD MAP, IN DUNGEONS, AND IN RENT.
WHISPER	LILLIAN BELAYS YOUR WILL TO THE NEARBY FAERIES TO ENLIST THEIR ASSISTANCE. USABLE IN TOWNS AND DUNGEONS.
REVEAL	LARS CHANTS A SPELL TO BREAK ILLUSIONS AND REVEAL HIDDEN PATHS OR OBJECTS. USABLE IN TOWNS AND DUNGEONS.
BREAK	BRANT USES MARTIAL ARTS TO FIND AND STRIKE THE STRUCTURAL WEAR POINT OF AN OBJECT. USABLE IN TOWNS AND DUNGEONS.
DECIPHER	TRU INVOKES ANCIENT MAGICS TO TRANSLATE TEXT FROM THE FORGOTTEN LANGUAGE. USABLE IN TOWNS AND DUNGEONS.