

STELLA DEUS™

THE GATE OF ETERNITY



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

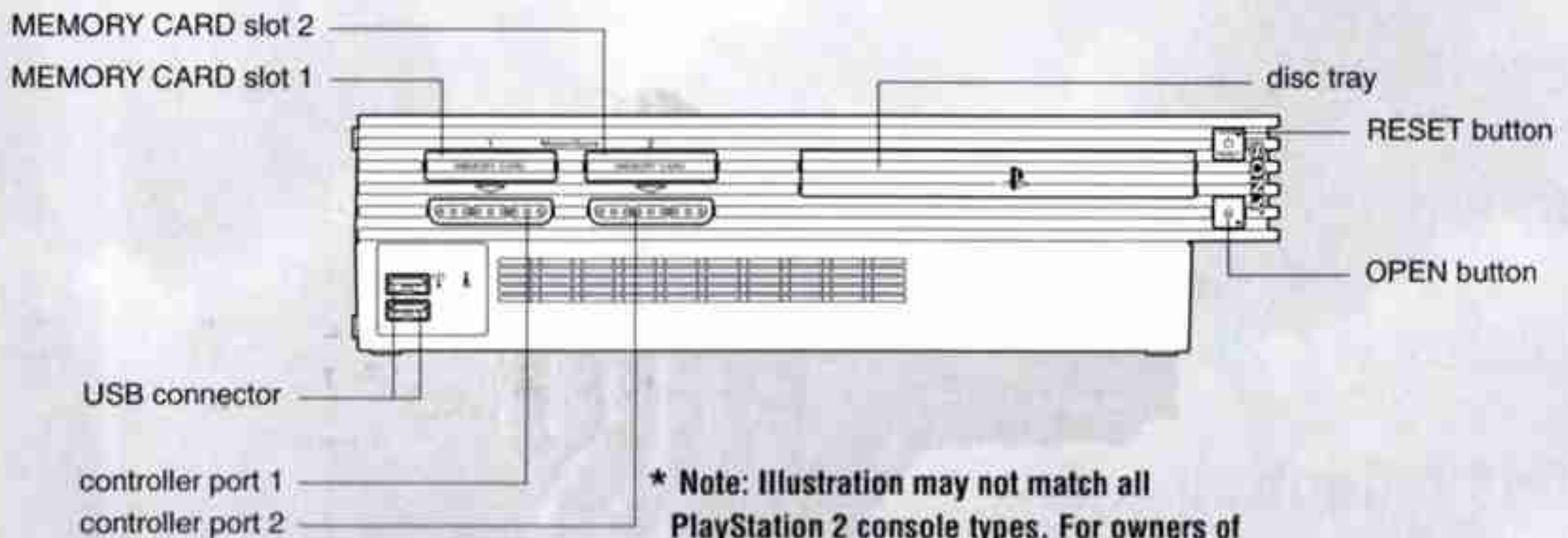
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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SETUP

GETTING STARTED*



* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the STELLA DEUS™: THE GATE OF ETERNITY disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

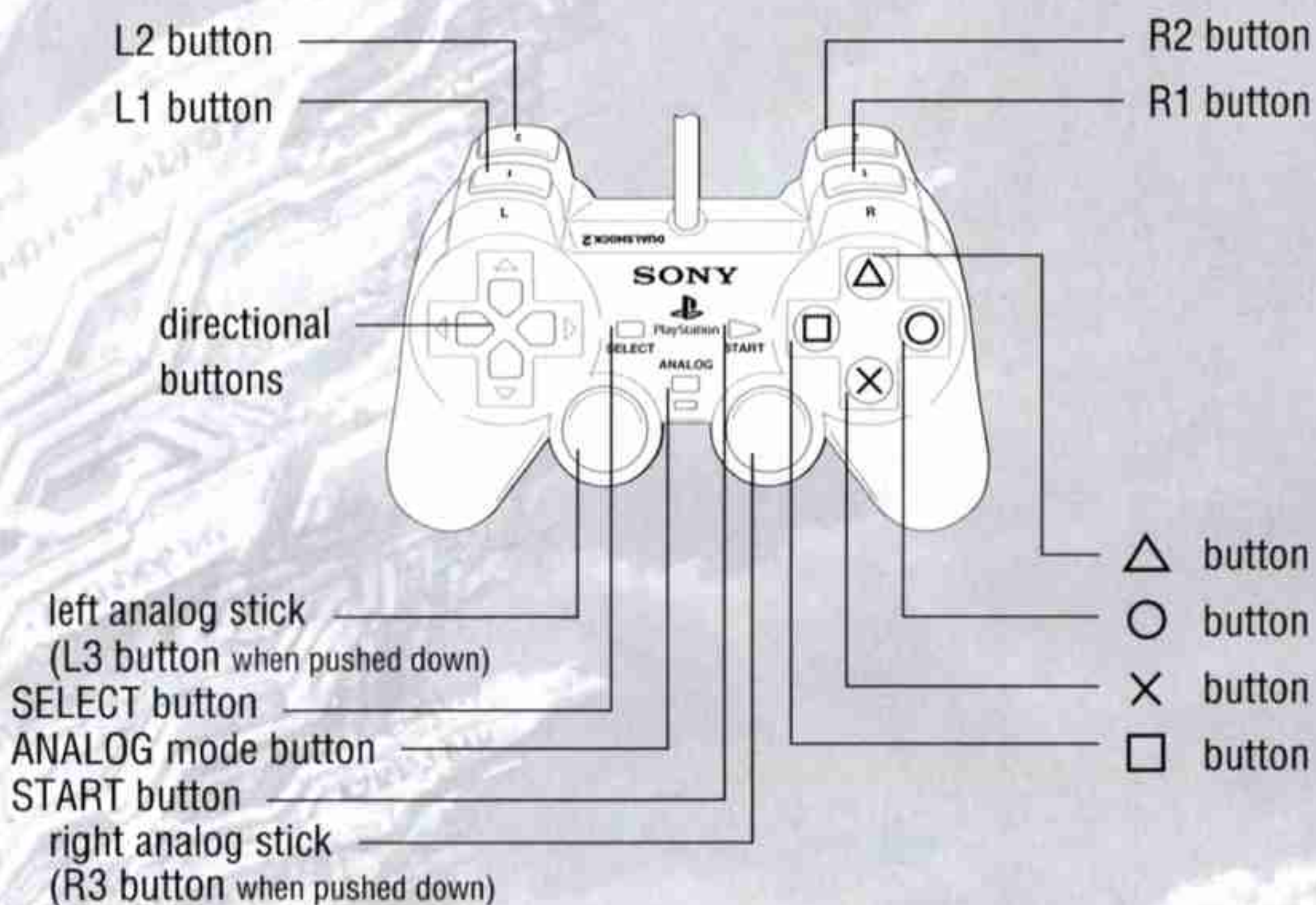
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLLER

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

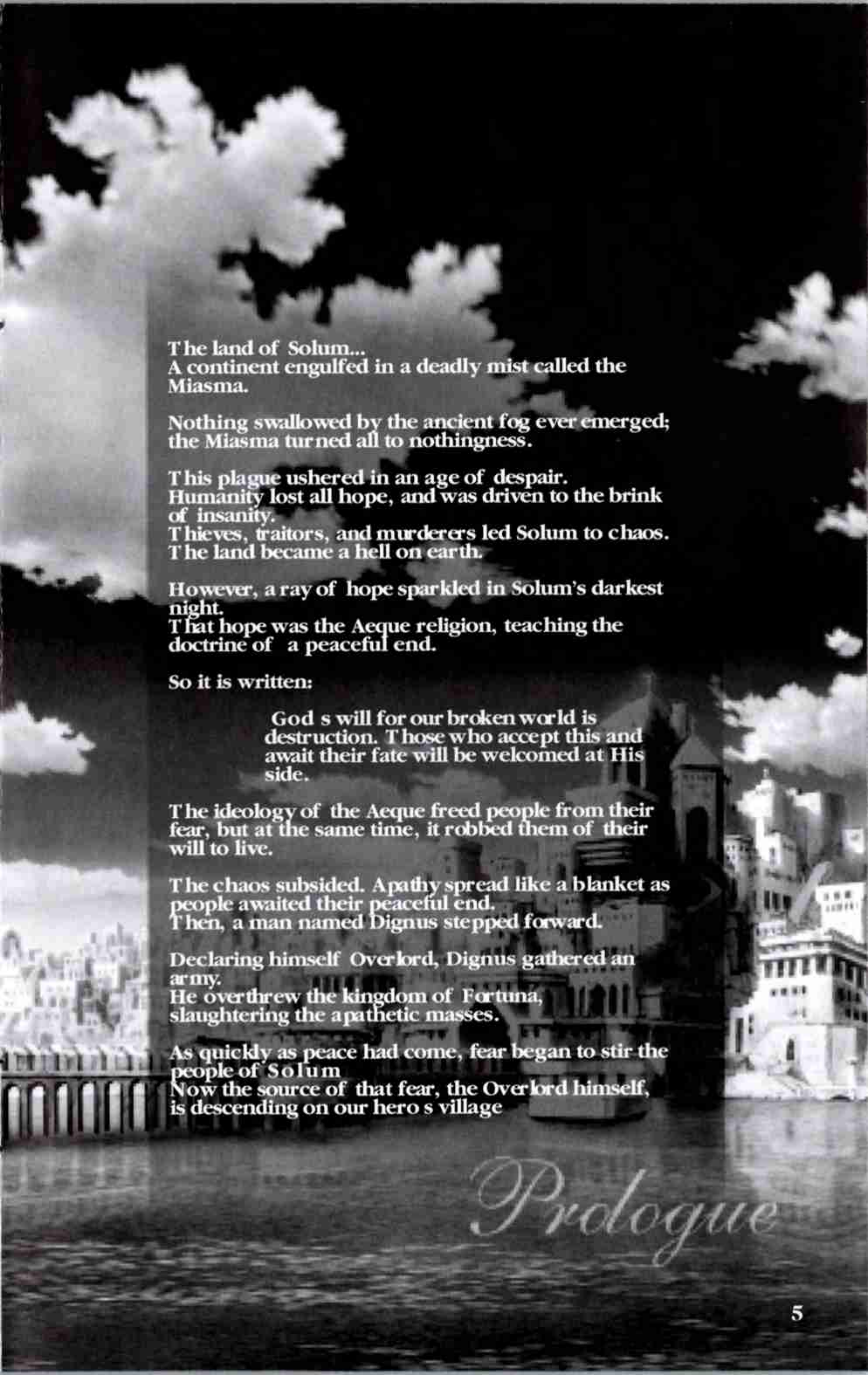


CONTROLLER NOTES

Stella Deus: The Gate of Eternity is a 1-player game which only utilizes controller port 1.

An analog controller such as the DUALSHOCK®2 analog controller with an analog stick is required to play the game.





The land of Solum...
A continent engulfed in a deadly mist called the
Miasma.

Nothing swallowed by the ancient fog ever emerged;
the Miasma turned all to nothingness.

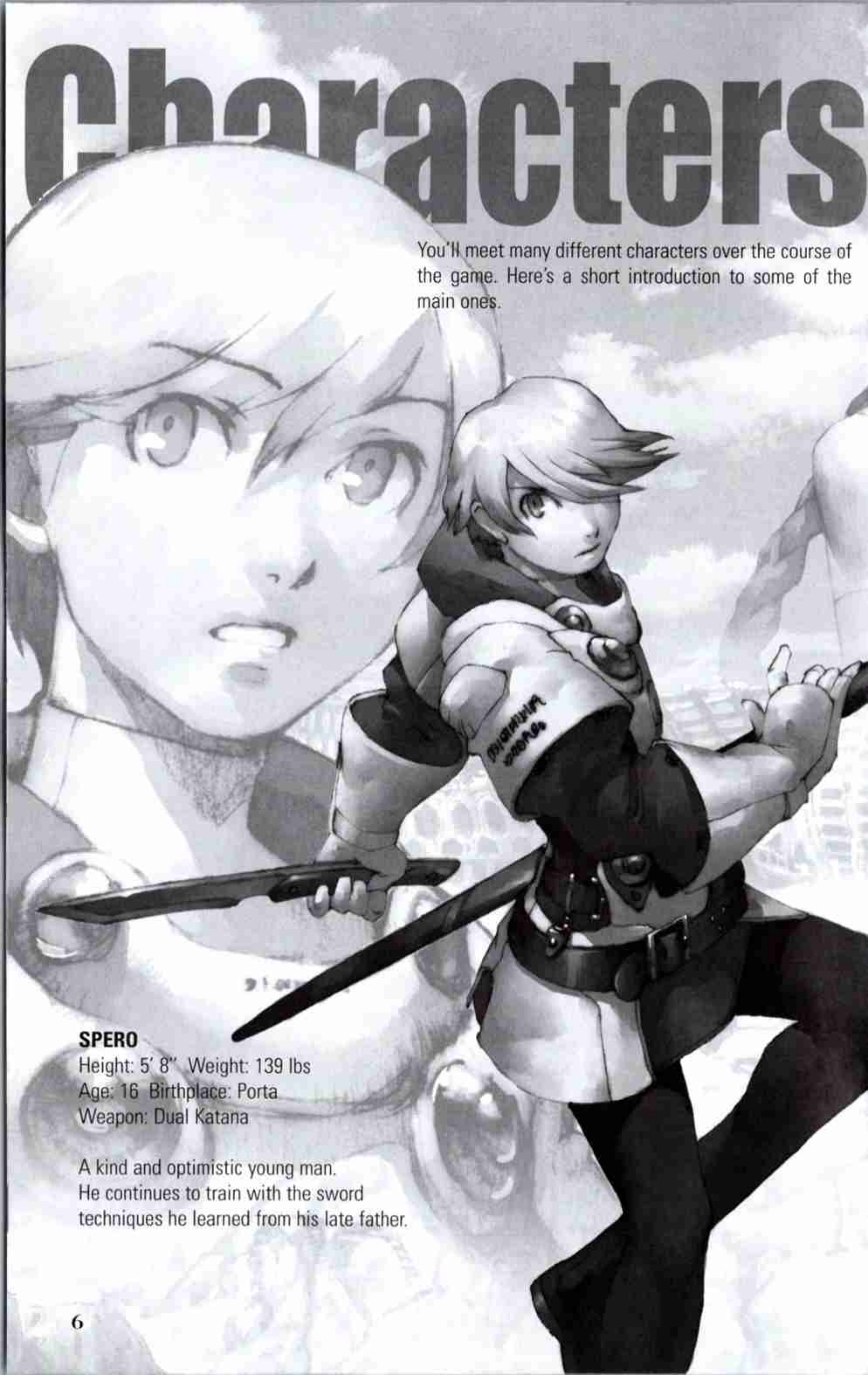
This plague ushered in an age of despair.
Humanity lost all hope, and was driven to the brink
of insanity.
Thieves, traitors, and murderers led Solum to chaos.
The land became a hell on earth.

However, a ray of hope sparkled in Solum's darkest
night.
That hope was the Aeque religion, teaching the
doctrine of a peaceful end.

So it is written:

God's will for our broken world is

Characters



You'll meet many different characters over the course of the game. Here's a short introduction to some of the main ones.

SPERO

Height: 5' 8" Weight: 139 lbs
Age: 16 Birthplace: Porta
Weapon: Dual Katana

A kind and optimistic young man.
He continues to train with the sword
techniques he learned from his late father.

BASIC CONTROLS

SYSTEM
FIELD
BATTLE

Controls differ between the World Map, Camp Menu, and Battle. Take time to learn the various controls--especially for battle.

Make sure the DUALSHOCK™2 analog controller is inserted into controller port 1. (This game does not use controller port 2.)			
BUTTON	MAP	MENU	BATTLE
directional buttons	move cursor	move cursor	move cursor
left analog stick	move cursor	move cursor	move cursor
right analog stick	Not used	Not used	change angle / zoom
L1 button	Not used	change character	add 1 AP
R1 button	Not used	change character	advance order
L2 button	Not used	change page	subtract 1 AP
R2 button	Not used	change page	reduce order
START button	System Menu	Not used	System Menu
SELECT button	Not used	displays information	Not used
× button	confirm destination	confirm selection	confirm selection / display details
○ button	reset cursor to current location	cancel selection	cancel selection
△ button	Camp Menu	toggle between equipment/skills	Not used
□ button	Not used	Not used	toggle areas

- *The mode indicator is always on (analog mode).
- This game can also be played with the DUALSHOCK® analog controller.
- The basic controls are the same as the DUALSHOCK®2 analog controller.
- *You can skip event scenes by pressing the START button.
- *This game does not use the vibration function.

SYSTEM	BASIC CONTROL
FIELD	
BATTLE	

System Menu - World Map

Press the START button to display the System Menu while on the World Map (P16). You can Save and Load from this menu. Select one and press the × button. You can return to the World Map by pressing the ○ button.

[Save]

This allows you to save your game progress. Before saving, make sure you have a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1. At the Save Screen, use the up/down directional buttons to highlight the slot where you wish to save, and press the × button. You must have at least 77KB of free space to save. Saving Suspend Data requires 106KB of free space.

[Load]

GAME MODES

You have five choices at the title screen.

SYSTEM

FIELD

BATTLE

[NEW GAME]

Begin a new game, starting from the beginning.

[LOAD GAME]

Continue from a previously saved game. Use the up/down directional buttons to select a file to load. Make sure you have a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1.



GAME PROGRESSION

The game alternates between 2 basic areas: the World Map, and battle fields.

About the World Map and Battles

Stella Deus is split between the World Map and battles. Select a destination on the world map and win battles to progress the story.



World Map

This is where you'll move around the map and prepare for battle. Select a destination with the cursor and press the $\times$ button to move. Pressing the Δ button will display the Camp Menu, and the START button will display the System Menu.



WORLD MAP

SYSTEM

FIELD

BATTLE

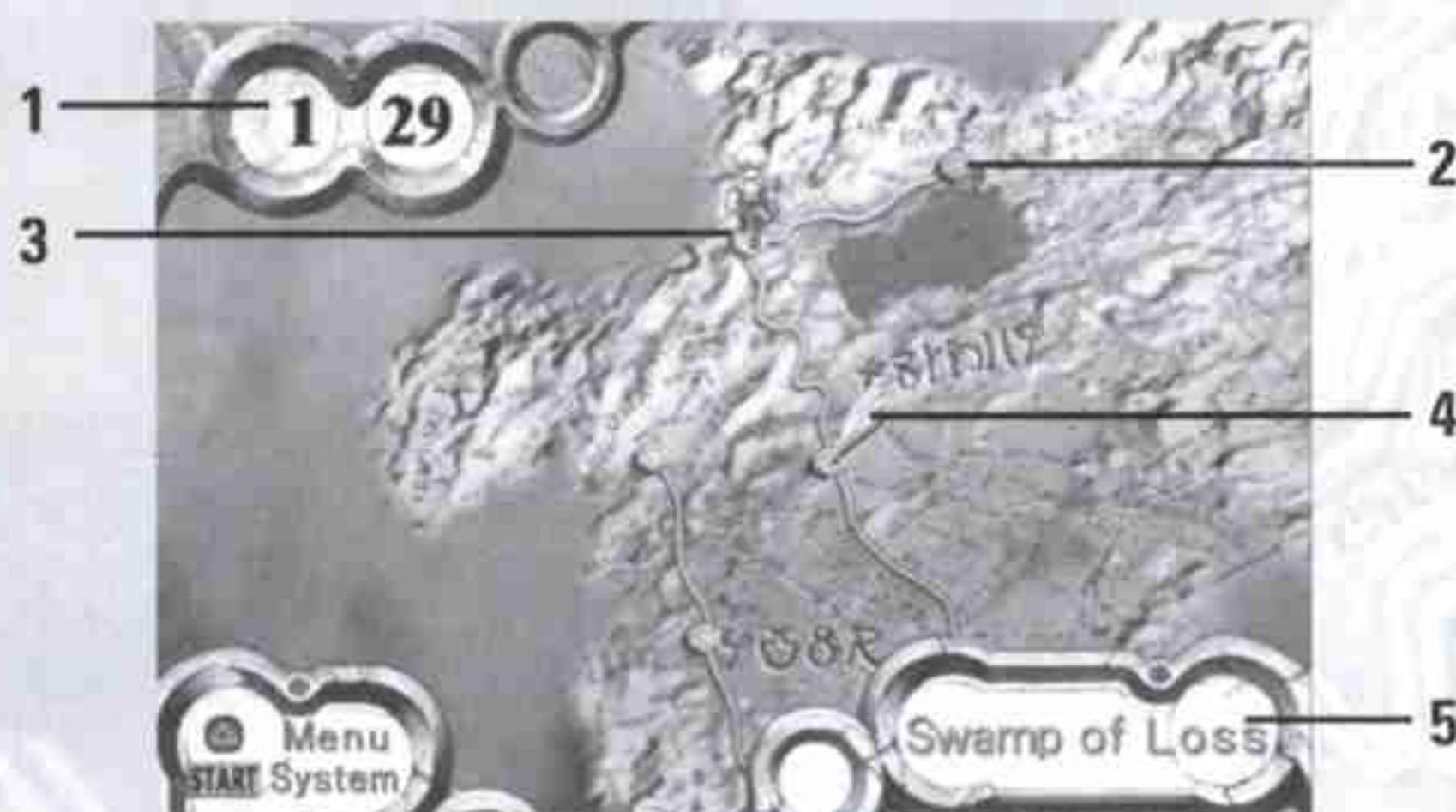
The World Map's an important screen; it's where you'll shop, open menus, and initiate battles. Here are the details of the World Map:

About the World Map and the Battle Screen

Movement, shopping for items, and entering battle are all initiated from this screen. As the story progresses, your movement options will increase...but first, you need to learn how to read the map.



Viewing the World Map



SYSTEM	
FIELD	WORLD MAP
BATTLE	

Moving to the Next Area

Move the cursor to the the desired area and press the x button to move. If you go to the flashing red area, the story will progress and a battle will follow. Nothing will happen if you stop on a white area unless the area is related to a quest you are currently undertaking.



Areas are connected by paths along which the party travels.

	[Red Area
--	-------------------

CAMP MENU

SYSTEM
FIELD
BATTLE

Going camping?

Using the Camp Menu, you can visit the Shop and the Guild, as well as customize your party. It's very important to use the Camp Menu to its fullest.

Five Essentials

Pressing the Δ button opens the Camp Menu. There are five choices to select from. Town and Party are important, as they allow you to strengthen your characters and examine their stats.

The Five Commands

- 1: Town
- 2: Party
- 3: System
- 4: Tutorial
- 5: Options

SYSTEM	
FIELD	CAMP MENU
BATTLE	

The Guild

Two selections are available at the Guild: Quest and Fuse.

Quest

Pay for information, then complete quests to earn rewards. The icon next to a quest's title indicates which type it is. Use the L1/R1 buttons to switch between lists. Keep in mind that some quests have time limits.

Requests

This list shows quests that are currently available. Press the X button to display quest details. If you want to accept the quest, choose "Yes."

CAMP MENU

2: PARTY

This is where you organize the party. There are six sub-choices in this menu. It's a good idea to check your party before each battle, as you can equip items and skills or power up your characters.

Equip	Skill	Power Up	Item	Status	Rank Up
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Equip

Equip weapons, armor, and items. There are four different equipment slots: Weapon, Armor, Headgear, and Item. Select a slot and press the X button, then choose what you wish to equip.

Equipment Icons

CAMP MENU

Skills

Any skills you have learned may be equipped for battle. Some skills may have automatic effects. Skills can't be used on the world map. Always remember to equip skills after learning a new one (p.22).

Skill Stats

Damage

Displays a skill's power.

Range

Displays how far a skill can reach.

Area

CAMP MENU

Power Up

Using Skill Points (SP) earned in battle, you can learn new skills or power up various stats.

Learn Skills

Add new skills to a character's repertoire. Select a skill you wish to learn and press the X button. The amount of SP necessary varies from skill to skill.

[Increase Stats]

Highlight the stat you wish to raise and press the right directional button to increase its value. 50 SP are necessary to raise a stat by 1 point. Press the X button when finished to confirm the changes. Stat details are provided on p.25.

Items

CAMP MENU

Rank Up

You can raise a character's rank by using a certain item after fulfilling certain conditions. Select the character using the L1/R1 buttons and press the X button.



3: SYSTEM

Opens the System Menu. You can also access this menu by pressing the START button on the World Map.

STATUS

SYSTEM

FIELD

BATTLE

You can check information about your party on the Status Screen.

Viewing Character Status

You'll see a detailed rundown of each character's stats in the Status Screen. Note that HP and MP are recovered after battle. Press the Δ button to view a list of equipped skills.



FIELD	STATUS
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What exactly do the stats mean?

All the character stats are listed below, with their effects. You can raise stats by leveling up or by manually powering up with SP.



Stat Explanation

Strength (STR)	Affects Power and Movement.
Stamina (STM)	Affects Defense.

BATTLE SYSTEM

SYSTEM

FIELD

BATTLE

Precise decision and a firm grasp of the situation are what is needed in the heat of battle. First, however, basic battle skills should be mastered.

Use Strategies to Win

In this game battles are decided on AP, so by making full use of the AP, you can keep one up on the enemy. Take the time to keep a grasp on the battle order.



Viewing the Battle Screen

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ATLUS Customer Service Department/Technical Support Line (949) 788-0353

Call this number for help in installing or operating our products or for general product questions. Representatives are available Monday - Friday, 9:00 am to 5:30 pm Pacific Time.



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