

Title	: Atelier Iris ~Eternal Mana~
Genre	: SRPG
Platform	: PlayStation 2
Media	: DVD-ROM
Number of Player	: 1 Player
Intended Release Date	: May 2005
Rating	: RP
Publisher	: NIS AMERICA, INC.
Developer	: GUST CO., LTD.

INTRODUCTION

Developed by Gust Co. LTD., *Atelier Iris ~Eternal Mana~* is an SRPG like none other on the PlayStation 2. Create your own items and weapons each with unique powers, appearances and abilities. Experience an epic adventure filled with a powerful story and ominous intrigue. Battle vicious monsters where your mastery of weaponry and spells is the only thing between you and the masters of evil.

World of Atelier Iris



The world of Regallzine, the dwelling place of the Great Spirit, Mana, is comprised of three continents surrounded by a vast sea. Within the world of Regallzine, the Esviore region has been under the rule of King Slaith. However, King Slaith's ruling powers over South Esviore began to diminish. Today South Esviore is no longer under the king's rule.

STORY

Players will take on the role of a young alchemist named Klein Kiesling, grandson of a famous alchemist. Klein who longs to surpass his mentor, travels the world of Regallzine to unlock the hidden secrets of alchemy.



CHARACTERS



~Klein Kiesling~

Gender: Male

Age: 17

Height: 5'4"

Weight: 115lb

Klein is a young alchemist on a journey-seeking to master the arts of alchemy. His encounter with Lita becomes a meeting with destiny. Fate leads the two towards the legendary, "city in the sky".

~Lita Blanchimont~

Gender: Female

Age: 16

Height: 5'2"

Weight: 108lb

Lita is an energetic, bright, cheerful, and outgoing girl. She is a well known fighter who works as a monster hunter in the city of Kavoc. Her encounter with Klein destines her to the fate of the very world.



~Popo~

Gender: Unknown

Age: Unknown

Height: 12"

Weight: Unknown

Popo is Klein's old time Mana friend.



CHARACTERS

~Norn~

Gender: Female

Age: 13

Height: 4'

Weight: Unknown

Norn is a young little girl working for the great wizard, Zeldalia.



~Arlin~

Gender: Male

Age: 18

Height: 5'6"

Weight: 132lb

Arlin is a master swordsman. Much about him remains a mystery.

~Delsus~

Gender: Male

Age: 24

Height: 5'9"

Weight: 159lb

Delsus is an expert archer working as a monster hunter. He can be found at the local bar, enjoying his booze.



GAME FLOW

The basic process of the game is as follows:

「Begin story event」→「Preparation for your journey at a town」→「Travel to destination」→「Battle」→「Completion of an event」

The goal of the initial phase is to reach the legendary city of Avenberry.

① Story event that will explain your mission



② Preparation for your journey

Prepare for your journey at a nearby town or city.



Stop by at your local item/magic shop to purchase your equipment. This is also the time to prepare your items using “synthesis”. Synthesis is an alchemy skill to create new items and weapons.

③ Travel to your destination.

You will travel the field maps and dungeon maps to get to your destination.



④ Battle

The game uses the "Cost Turn Battle" system for its battles, giving you two moves per turn but charging turns from you for certain moves.



⑤ Completion of an event

Complete an event by accomplishing your mission.

GAME SYSTEM

INTRODUCTION TO MANA

The world of Regallzine is powered by spirits called Mana. There are wood Mana, air Mana, life Mana and others for a total of 14 Mana. Characters may work with Mana for creating items, spells, and skills to use during the quest.



Popo, the Mana of Wood



Aion, the Mana of Life



Diemia, the Mana of Stones



Plua, the Mana of Darkness



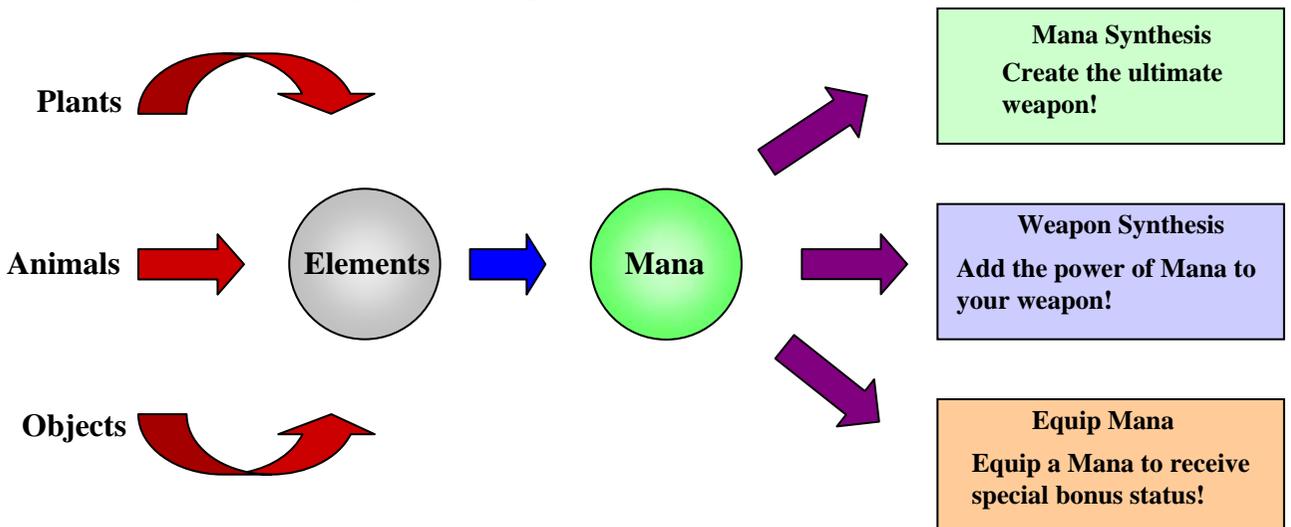
Silwest, the Mana of Air



Uru, the Mana of Fire

ELEMENTAL EXTRACTION

Elemental extraction is an ancient art of alchemy used to collect natural elements required for wielding weapons and items. Klein can extract elements by destroying objects found in dungeon/field maps.



GAME SYSTEM

MANA SYNTHESIS

Mana synthesis is an alchemy skill used to create new items.



To create new items you will need to teach your Mana friends, the formula for Mana synthesis. Higher level Manas can produce higher level items.

Mana Stone & Crystal

Mana stone is a magical object that is found throughout the world of Regallzine. Klein can change Mana stone into Mana crystal, which is used for weapon synthesis. Mana crystals possess many magical powers that can change the status of an item.

Mana Equip

Equip your Mana to gain additional bonus status during battle!

WEAPON SYNTHESIS

Customize your weapons with weapon synthesis.

Atelier Iris has the most comprehensive weapon customization system ever seen in an SRPG. The weapon synthesis system allows players to modify and improve their weapons by adding new features, stats, and characteristics.



Access the anvil to prepare for weapon synthesis.



Crystallize a Mana stone to create a Mana crystal.



Finally, fuse the Mana crystal into your weapon.

The status of a fused weapon is determined by the Mana crystal. Crystals that are rare tend to make more powerful weapons.

GAME SYSTEM

DUNGEONS

Atelier Iris is a unique SRPG with action controls. Players can run, jump, and attack like you would in an action arcade game.



Growloons are monsters that attract other monsters nearby.



Destroy them before they attract other monsters!



During your quest, Mana will help lead the way.



Special events can occur during your adventure.

GAME SYSTEM

BATTLE SYSTEM

Atelier Iris uses the "Cost Turn Battle" system for its battles, giving you two moves per turn, but charging extra turns from you for certain special moves.



Ordinary attack moves will cost you a single turn.

EXTRA COST TURNS



Some special moves will cost you several turns before they activate.



The summoning move used by werewolves will take 2 turns to activate.



Attack enemies that are waiting to activate their moves.



Quick characters like Lita can move twice per turn.

GAME SYSTEM

KNOCK BACK

When a character is struck or wounded, the character can be knocked back.



Strike your enemy hard enough to...

Knock them back!

CHANGE MEMBER

During battle, the switch window will appear if you access the menu screen, and you can change your current member with one waiting in the wings. The member you switched in can act immediately.



SKILL POINT

Every time you level up, you will receive skill points. Skill points can be used to power up your special moves.



Use skill points to power up your moves!

Every move can be powered up.

SCREENSHOTS

