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INSTRUCTION BOOKLET

AGB-B26E-USA

SQUARE ENIX

Supercell
Exhibit 1011
Page 1

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation
- To reduce the likelihood of a seizure when playing video games:
 - Sit or stand as far from the screen as possible.
 - Play video games on the smallest available television screen.
 - Do not play if you are tired or need sleep.
 - Play in a well-lit room.
 - Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

- To avoid battery leakage:
- Do not expose battery to excessive physical shock, vibration, or liquids.
 - Do not disassemble, attempt to repair or deform the battery.
 - Do not dispose of battery pack in a fire.
 - Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
 - Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

NEED HELP PLAYING A GAME?

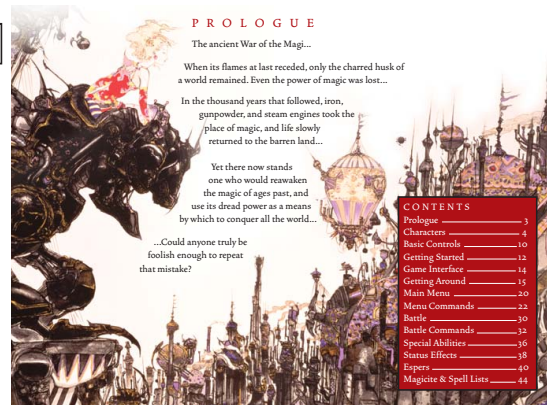
Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit www.nintendo.com/community.

If you prefer to use your phone, recorded tips for some of our hottest games are available on our Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



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PROLOGUE

The ancient War of the Magi...

When its flames at last receded, only the charred husk of a world remained. Even the power of magic was lost...

In the thousand years that followed, iron, gunpowder, and steam engines took the place of magic, and life slowly returned to the barren land...

Yet there now stands one who would reawaken the magic of ages past, and use its dread power as a means by which to conquer all the world...

...Could anyone truly be foolish enough to repeat that mistake?

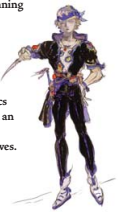
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CHARACTERS



TERRA BRANFORD
A mysterious girl, born with the power of magic and enslaved by the Gestahlian Empire. The secrets of her past and the reason for her unusual abilities remain unknown...even to Terra herself.

SPECIALABILITY - MAGIC
Terra can use magic from the beginning of the game, and learns new spells as she rises in level.



LOCKE COLE

A treasure hunter searching the world over for valuable relics of the past. A certain turning point in his life led him to join an underground Imperial-resistance group known as the Returners. Locke will go to any length to protect those he loves.

SPECIALABILITY - STEAL
Locke can steal items from enemies in battle.



MOG
A music- and dance-loving moogle who lives deep within the mines of Narshe. Mog is exceptionally brave for a moogle, and will never turn his back on those in need of aid.


SPECIALABILITY - DANCE
Mog can control the power of nature through his dance. He learns new dances as he fights in different surroundings.

EDGAR RONI FIGARO

The young king of the technologically advanced kingdom of Figaro. Edgar is exceedingly confident, optimistic...and a notorious ladies' man.


SPECIALABILITY - TOOLS
Edgar can use an array of high-tech tools to attack enemies. The effects of each tool are different.






SABIN RENE FIGARO
Edgar's twin brother. Sabin left Figaro Castle at a young age to pursue a life of freedom, choosing to undergo training as a monk. Headstrong but humble, Sabin is Edgar's polar opposite.

SPECIAL ABILITY - BLITZ
Entering the proper command sequences allows Sabin to perform powerful martial arts moves. He devises new blitz techniques as he gains levels.




CYAN GARAMONDE
A master swordsman hailing from the eastern kingdom of Doma. Cyan is a man of honor who has sworn undying fealty to his king and country. Doma's traditional culture has been slow to adopt modern technology, leaving Cyan unexposed to most things mechanical.

SPECIAL ABILITY - BUSHIDO
When using a katana, Cyan can store up energy to unleash powerful samurai sword techniques. He masters new techniques as he rises in level.



GAU
A boy abandoned on the Veldt and raised among monsters. He may have trouble expressing his feelings through words, but that doesn't stop him from caring about his friends as much as anyone else.

SPECIAL ABILITIES - LEAR, RAGE
Gau can leap into packs of monsters on the Veldt, studying their fighting styles and later using them in battle by means of his Rage command.



CELES CHERE
A former Imperial general. Celes was raised to be an elite Magitek knight from a young age, acquiring the ability to use a limited amount of magic through an experimental Magitek infusion.

SPECIAL ABILITY - RUNIC
Celes can use her sword as a lightning rod for magic, harmlessly absorbing magic spells as MP.

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