

ATLUS

TEARS TO TIARA II

ティアーズトゥティアラ

Heir of the Overlord



⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement or convulsion
- altered vision
- loss of awareness
- seizures

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3 system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3 system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system 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.

HANDLING YOUR PS3™ FORMAT DISC:

- 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 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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TIPS

Tips and Strategies

CHARACTERS

Hamil

The sole survivor of Hispania's royal bloodline. A reserved and kind boy. His father, an Imperial noble and governor of the province, was killed seven years ago for the crime of plotting a rebellion. As the son of a traitor, Hamil has lived under the Empire's watch ever since.



*Why can't everyone
just live quietly? If
we fight, so many
will die...*

Tarte



A girl from the spirit world. The goddess of prosperity and war who has been worshipped since ancient times. Though called a deity, she is in truth a daughter of the elf tribe, who walked the earth before mankind.

She may sometimes be arrogant for a goddess, but is compassionate and direct. Every day, she wishes to become a wise and benevolent goddess who teaches and guides mankind. She has been with Hamil's family for ages and, in accordance with his wishes, decides to help fight against the Empire.

Due to her lengthy stay in the spirit world, she has strong aspirations for the earth and is full of curiosity.

*It's been awhile,
my servant. Have
you become a little
more interesting?*

Charis



A girl acknowledged as a temple priestess. She serves the head priest Hamil and the goddess Tarte. Charis may be young, but she knows exactly what needs to be done, whether it be running errands for Hamil or cleaning the temple in the village.

Ever since Tarte descended upon the world, Charis has served as her handmaiden. With a bright and lively personality, she looks up to Hamil and Tarte as older siblings. She has the qualities to become an excellent priestess, as well as an ability known as "Queen of Beasts," which allows her to tame a variety of wild animals.



*My goddess, can't
touch you?
Can I hug you?!*



*I'm running away. I'm
running away as fast as
I can! I don't care what
you guys say!*

Dion



Hamil's close friend, though "partner in crime" may be more apt. Dion claims that he's a descendant of the sage of the east, but he himself does not emit any intellect or class. He attends a vocational school with Hamil.

Dion's a coward, but is easily swept up by emotion. He wants to be popular with the ladies and dreams of becoming a singing and dancing sage, which he later learns is a minstrel.

He joins the rebellion due to various circumstances.

Enneads

Headmaster of the village's vocational school. He also concurrently teaches students in every subject other than martial arts, mostly by himself. Enneads loves knowledge and technology, and lectures in a very courteous manner. However, he is strict on those who ditch his lectures.

The valedictorian of his year in military academy, Enneads was once part of Hispania's central government with a promising military career, before he was demoted to his current post. From the shadows, he plans for Hispania's independence and leads the rebel army.

Since you have entered the school, you are my student. I'll be sure you study diligently.

**yawn* It's so loud here, isn't it? I can't doze off like this...*

Kleito

The caretaker of the fortress-city of Tartessos. Despite her appearance, Kleito isn't human, but a daughter of the strongest and wisest of all ancient beings: the dragon tribe. The few who know her true identity address her as the dragon god.

Although she tends to keep quiet, she is intellectual and excels as a caretaker. And though she is well-versed in ancient folklore, she does not speak about the secrets of the dragons. She can communicate directly with the fortress-city and control its defensive mechanisms.

Izabel

Acting governor of Hispania, and commander of the Imperial Army of the western border. Izabel was one of the closest subordinates of the previous governor (Hamil's father), but as soon as she learned about plans of rebellion, she switched allegiance to the Empire, which led to his death. She was awarded with authority equal to the province's governor and now rules over Hispania.

Though she has a memorable, voluptuous smile and behaves like everyone's best friend, she is cunning and cold-blooded. Izabel becomes a fearsome enemy in battle.

Oh! You want to kill me, is that it? Just look at those hatred-filled eyes! It gives me the chills!

Honestly, a senile old fool like me can't understand what Lord Hamil is thinking...

Monomachus

A martial-arts instructor of a vocational school. As Enneads's aide, Monomachus teaches the village children. When he was younger, he was known as the strongest warrior in Hispania, and even after he retired from the battlefield, he served as an advisor to the late governor.

Monomachus values earnest fortitude and valor, and often favors military action. He is the one who unifies the veteran soldiers and leads the rebel army along with Enneads.

Daphnis

A former slave who works as Elissa's servant. Daphnis was bought by Elissa's family at an early age and freed, and now willfully waits upon Elissa. As her bodyguard, he dresses as a girl in order to follow Elissa wherever she goes.

Although indecisive and timid, Daphnis shadows Elissa—who often finds herself in dangerous situations due to her personality—and assists her in whatever way he can.

Elissa

A daughter of Imperial nobility. Elissa's father is a wealthy merchant and the governor of a trade city. She is also a distant relative of Hamil.

Elissa has been sent on a mission to Hispania in accordance to her father's wishes, in order to support their rebellion and forge a stronger relationship between Hispania and her hometown.

As Elissa was raised with no freedom—due to her status as nobility—she has a lot of pride and does as she pleases. Since her father's business is spread so far, Elissa is strict when it comes to calculating profit and loss. She does not enjoy fighting.

*I cannot comprehend it!
What advantages are there
for forming an alliance with
Hispania?*

*I will go with Lady
Elissa and protect her
with my life!*

Artio

A daughter of a tribe living near the Rhenus River fortress. Artio hates corruption and is quick to get into a fight, but her feelings for her tribe cannot be beat.

Her specialty is hunting, so she takes the pelts that she skinned from her game and sells them to the merchants within the Empire's territory. As such, she is well-informed of the Empire's domestic affairs. Since her tribe's territory shares a border with the Empire, there are many skirmishes, and she often gets hurt without telling anyone.

Artio is in a close relationship with Saul, the borderlands platoon leader, and has gotten into fights with him a number of times.

*What, you picking a
fight? If you think you
can go easy on me 'cause
I'm a girl, you'll regret it!*

*Silence, you worthless
tribesperson! What made
you think you could start a
fight within my base?*

Saul

The borderlands platoon leader who protects the Rhenus River fortress near the western border of the Empire. He has worked his way up from an ordinary civilian and accrued plenty of battle experiences. His platoon also places a lot of trust in him.

In order to protect the peace in the frontier, Saul does not skip a day in patrolling the border. He originally hails from Lusitania, located in the western regions of the Empire, but had battled in the Eastern Frontier when he was young.

Due to his extended stay in the frontier, Saul's crude use of language stands out, but his overwhelming might is feared even by the tribes. Saul plans to put an end to the never-ending battles in the borderlands.

Laelius

An Imperial knight in Izebel's council of advisors. Laelius was born into a family of knights and vows absolute loyalty to the Empire. He still holds onto the antiquated mindset of chivalry and is unyielding in his belief, but that stubborn quality of his earns him the trust of the Imperial Army.

He looks up to Izebel and believes that the Imperial moral code and way of life lie with her. Laelius's wish for order and stability in the Empire is second to none, so he cannot forgive the rebellion in Hispania. He will mercilessly punish anyone who betrays the Empire.

Hmph. The quality of Imperial soldiers has declined. This is what we get for promoting destitute commoners, after all.

I'm just a humble official. One could call it a government job, same as you?

Aemilia

A bureaucrat who was around at the birth of the Divine Empire. Aemilia has directed construction and transportation in the old Empire, and is also well-acquainted with finances.

Aemilia firmly believes in three things: that she is a genius, that technology can solve any problem in the world, and that advancement in technology is the best means to lead humanity to happiness. She's a workaholic and favors efficiency.

As the old Empire shifted to theocracy, the bureaucrats—many of whom share the same beliefs as her—have strayed away from the Divine Empire.

Golyat

The borderlands platoon leader who protects the Gistel River fortress near the eastern border of the Empire.

Golyat fights against the savage tribes day and night. He learned of their traditions, and wears the shrunken heads of the enemies that he has beheaded—this has caused him to become infamously feared and earned him the nickname of "Savage Eater." Saul was his underling in the past.

Golyat is daring and resolute, and he views combat as the reason for his existence. He considers his attacks, which utilize his massive body, his specialty, but he also excels in planning strategy, as he does not use simple tactics.

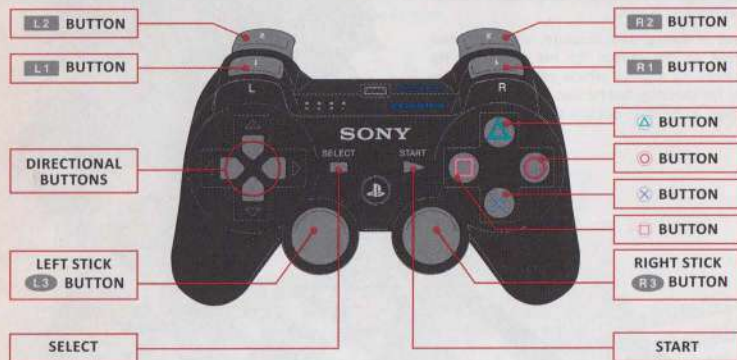
*You fools! You're late!
Entirely too late!*



CONTROLS

WIRELESS CONTROLLER (DUALSHOCK®3)

Let's learn about the controls and the name for each part of the controller (DUALSHOCK®3).
The controls differ for each section of the game, so let's get familiar with them.



*If you are using a wireless controller that supports vibration features, you can adjust its strength in the Options menu. (p.15)

BASIC / MENU CONTROLS

MOVE CURSOR	DIRECTIONAL BUTTONS / LEFT STICK
CONFIRM	△ BUTTON
CANCEL	○ BUTTON
TOGGLE CONTROL LEGEND	SELECT BUTTON

ADVENTURE SECTION

NEXT MESSAGE	× BUTTON
CLOSE MESSAGE WINDOW	○ BUTTON
FAST-FORWARD MESSAGES	□ BUTTON
OPEN OPTIONS WINDOW	△ BUTTON
VIEW MESSAGE LOG	L1 BUTTON / R1 BUTTON
TOGGLE AUTO PLAY	START BUTTON

SIMULATION SECTION

MOVE CURSOR	DIRECTIONAL BUTTONS / LEFT STICK
ROTATE CAMERA	RIGHT STICK
COMMAND MENU / SHOW UNIT INFO	× BUTTON
ROTATE UNIT	△ BUTTON / □ BUTTON while cursor is on a character
SEARCH FOR UNITS AWAITING ORDERS	L1 BUTTON / R1 BUTTON
SEARCH FOR UNITS WITHIN THE AREA	
ZOOM IN / OUT CAMERA	L2 BUTTON / R2 BUTTON
TOGGLE GRID	△ BUTTON while cursor is not on a character
TOGGLE HP BAR	L3 BUTTON
TOGGLE BATTLE SPEED	R3 BUTTON
OPEN DEPLOYMENT MENU	START BUTTON

WORLD MAP

MOVE CURSOR	DIRECTIONAL BUTTONS / LEFT STICK
ENTER AREA	× BUTTON
DISPLAY MAP MENU	× BUTTON when cursor is not on an area / START BUTTON

GETTING STARTED

TITLE MENU

When you start the game, a title screen will be displayed. An opening movie will play beforehand once you see it in the game, but you can skip it with the $\times$ button. The title menu has the following selections:



- NEW GAME** Start a new game from the beginning. You can select the difficulty when you start.
- LOAD GAME** Load play data.
- CONTINUE** Continue your game from a suspended point.
- EXTRA** Show bonus modes.
- OPTIONS** Adjust options.
- SCREEN** Adjust the screen.
- INSTALL** Install game data. (p.17)

SAVING AND LOADING

You can manage your play data by utilizing the PlayStation®3 system's hard disk drive. You primarily do so by using the **Data** menu from the world map (p.19) or the Base menu (p.31).



- SAVE** Save play data. If saved data already exists, you can overwrite it.
- LOAD** Load play data.
- DELETE** Delete play data.

You must have at least 1,914 KB of free space in your PS3™ system's HDD in order to save your data. Furthermore, do not turn off your system while saving or loading data.

OPTIONS

You can change various in-game settings by selecting the **Options** menu in the title screen (p.16), Base menu (p.31), or Field Commands (p.24). You can toggle between pages on the Options screen with the L1 or R1 button.



| SYSTEM OPTIONS

TEXT SPEED

Adjust the display speed for text.

AUTO-PLAY SPEED

Adjust the display speed for text when using Auto Play.

SKIP TEXT

Change the setting for skipping text.

VOICES WHILE SKIPPING

Change the setting for voices when skipping text.

MUSIC

Adjust the volume for background music.

SOUND EFFECTS

Adjust the volume for sound effects.

VOICES

Adjust the volume for spoken dialog.

VIBRATION

Adjust the strength for controller vibration.

| CHARACTER VOICE OPTIONS

EACH CHARACTER'S VOICE SETTING Turn each character's voice on or off.

| BATTLE OPTIONS

X-AXIS

Change the setting for moving the camera horizontally.

Y-AXIS

Change the setting for moving the camera vertically.

GRID

Show or hide the movement grid in battle.

HP BAR

Show or hide HP Bars in battle.

CURSOR MOVEMENT

Change the type of cursor movement when using the directional buttons in battle.

BATTLE SPEED

Change the animation speed in battle.

DISPLAY BATTLE SPEED

Show or hide the Battle Speed Indicator.

INSTALLING DATA

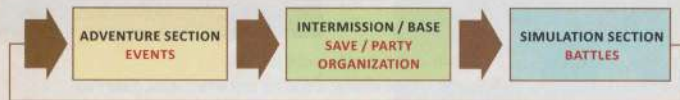
You can **install** the game onto the PlayStation®3 system's hard disk drive by selecting **Install** on the title screen (p.16). You must have at least 3,730 MB of free space in the PS3™ system's HDD in order to install the data.

By installing the game, you can reduce the time it takes to read data, which allows for a more pleasant experience.



GAME FLOW

As you explore the world of Tears to Tiara II, you will come across two different parts: an **adventure section** and a **simulation section**. Your journey will alternate between the two.



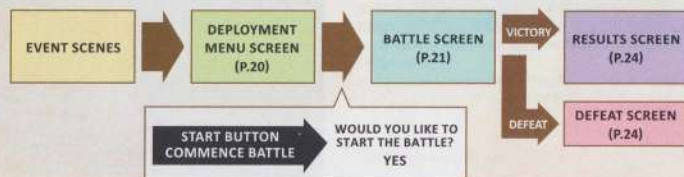
ADVENTURE SECTION

In this part, you will progress by reading the story. You can access this part by selecting **Progress** during an intermission (p.19) or by selecting **Council of War** (p.31).



SIMULATION SECTION

As you progress in the adventure section, there will be many occasions where a battle must be fought—these battles are the simulation section. The flow for this part is as follows:



INTERMISSION

An intermission screen will be displayed during small breaks in the story. You may save your game (p.16) during this time.

- SAVE** Save play data.
- DELETE** Delete play data.
- PROCEED** Continue the saga.



WORLD MAP

As you progress through the game, you will come across a map in which you can select your destination. You can access this "world map" by selecting **Embark** at the Base menu (p.31). There are indicators on the map to guide you to accessible areas, and you can select any of them to take military action or go on a search.

Also, an event will be triggered if you select an area with either a **sword** or an **exclamation mark (!)**, and the main story will progress. Any other location will be an optional battle inside a "free" map.

- BASE** Move to the base.
- PARTY** Organize your troops.
- DATA** Load or save play data. (p.16)
- ARCHIVE**
- OPTION** Adjust options. (p.17)



- AN IMPORTANT BATTLE RELATED TO THE STORY WILL BE TRIGGERED.
- AN EVENT TO ADVANCE THE STORY WILL BE TRIGGERED.
- THIS IS THE AREA THAT YOU ARE CURRENTLY LOCATED IN.
- THIS IS AN AREA THAT YOU CAN MOVE TO.

FREE MAP

A free map is an optional battlefield that can be accessed from the world map. As you progress through the story, more places will be unlocked. In these battles, you can raise your units' levels and get items.

If you cannot progress in the main story due to an overwhelmingly strong enemy, training in a free map is a good idea.



BATTLE

Before a battle begins, a victory condition, defeat condition, and bonus will be displayed. Some examples of victory conditions include **Annihilation of Enemy Forces**, **Defeat Enemy Leader**, and **Reach the Goal**. If any bonuses are listed, you can boost your score on the results screen by fulfilling the extra conditions. Conversely, your score will be harmed if you take too many turns to clear the map, use many items, etc. Press the  button here to go to the party configuration screen.

DEPLOYMENT PREPARATION SCREEN



CURRENT NUMBER OF UNITS TO BE DEPLOYED, AS WELL AS THE MAXIMUM NUMBER THAT THE AREA ALLOWS.

CHARACTERS THAT HAVE WILLFULLY ENTERED THE BATTLE. YOU MAY TOGGLE THEIR PARTICIPATION WITH THE  BUTTON.

CHARACTERS THAT WERE FORCED TO ENTER THE BATTLE.

CHARACTER'S STATUS SCREEN. (P.33)

- TOGGLE DEPLOYMENT** Toggle whether a character will enter the battle with the  button.
- MAP** Look at the whole area with the  button, as well as **change deployment positions** or **check your characters' information**, such as their status.
- MAKE LEADER** Select a character as the leader with the  button. Depending on whom you select as the leader, the effects in battle will be changed drastically.
- UNIT MENU** View a character's details with the  button, and check their equipment and skills.
- DEPLOYMENT MENU** Press the START button during the Party screen to show a window with the following options: Deploy, Ba'al Tool Shop*, Cademia Market*, Check Battle Information, Save, Delete, and Return to World Map*.
*Depending on the map, these options may not appear.

BATTLE SCREEN

Battles are performed in screens such as the one shown below. Let's learn about the icons and grid colors that are displayed in battle.



 MARKS THE LEADER CHARACTER

 MARKS CHARACTERS WHO HAVE ALREADY COMPLETED (ENDED) THEIR ACTION FOR THE PHASE.

THE ROUTE THE CHARACTER WILL TAKE. YOU MAY TOGGLE THIS WITH THE  OR  BUTTON.

 YOUR CURRENT HP/MP.

 YOUR CHARACTER'S ELEMENT. (P.26)

THE AWAKENING GAUGE. ONLY HAMIL AND TARTE HAVE THIS, AND THEY CAN USE AWAKEN BY USING THIS GAUGE. (P.23)



 **ARROW CURSOR**

A cursor that floats above the grid. You can control it with the directional buttons or left stick.

 **GRID CURSOR**

Indicates which space on the grid is currently being pointed to by the arrow cursor.

 **ZOC AREA**

Indicates the spaces where a character's Zone of Control (p.27) overlaps with a movable area.

 **MOVABLE AREA**

Indicates the spaces where a character can move. Only displayed when a character is selected.

 **AREA OF EFFECT**

Indicates any affected spaces when attacking or casting magic on a target.

 **TARGET SELECTION**

Indicates the range for actions such as techniques or magic.

TURN PROGRESSION

Battles are carried out in turns, which are comprised of two parts: a **Player Phase** and an **Enemy Phase**. Once each phase has been completed, one turn is determined to have passed, and battle will continue onto the next turn. You can only control what happens during the Player Phase.



PLAYER-PHASE SCREEN



ENEMY-PHASE SCREEN

BATTLE COMMANDS

You will use battle commands to give orders to your characters. Place the cursor on the character who you want to give orders to, and press the $\otimes$ button. This command menu has the following options:

MOVE

You can move a character within his or her movable range. However, if you issue any other battle command before Move, he or she will be unable to move from that spot during that phase.

ATTACK

Performs an attack with the currently equipped weapon.

Yellow areas on the grid indicate the spaces you can attack, and red areas indicate attack targets. If a character and enemy are within range of each other, the enemy may counterattack. However, if one of side specializes in ranged attacks, there will be no counterattack (though knives are an exception).



When selecting a target to attack, a status window will be displayed, showing details such as the probability of an attack's success and element advantage.

The element advantage shows the damage multiplier for the attack, based on attribute affinity and favored state of the element type. The multiplier can have a maximum rate of 1.5X and a minimum rate of 0.5X, but will normally display at 1.0X.

TECHNIQUE / MAGIC

These are battle commands that are unlocked as each character acquires new techniques or spells. Their effects and ranges will vary depending on the technique or spell, and they consume MP to use. The yellow areas on the grid indicate their usable range, and the red areas indicate the area of effect of the technique or spell.

RIDE

When certain characters approach a monster, they have an option to mount it using the Ride command. This combined unit's standard parameters are defined by whose number is higher, while the MOVE parameter and method are defined by the monster—for instance, you can cross bodies of water on a flying mount. Standard attacks are performed by the monster, but both techniques and magic are accessible from the monster or the rider. Finally, both monster and rider will gain EXP, though slightly lower than usual.

ITEM

Uses an item that you have. You may use the item on a different unit as well, but can only do so on target adjacent units.

WAIT

Appears after moving. If selected, it ends the character's action for the turn.

CHECK EQUIPMENT

Displays current equipment.

CHECK SKILLS

Displays learned and currently set skills.

RECOVER*

By focusing chakra, a character can heal his or her HP. However, you cannot use this command after moving.

CHARGE*

By focusing magic, a character can restore his or her MP. However, you cannot use this command after moving.

*Can only be used by characters who have learned this skill.

AWAKEN

Awaken is a command unique to Hamil and Tarte, and unlocks as you progress through the story. The awakening gauge is filled by attacking enemy units or taking damage, and you may activate the awakening when the gauge is full.

While awakened, Hamil becomes Melgart and Tarte becomes Tanit, and both become extremely powerful units. After 2 turns, the awakened state will wear off at the start of the Player Phase, and fatigue (p.28) will set in, which will disappear after 1 turn. Also, Hamil has a chance of failing to awaken and enter a berserk state (p.28), so please be careful.



CHARM

Charm is a command unique to Charis and unlocks as you progress through the story. If it succeeds, you may control the monster and count it among your forces. However, it may regain its senses at the start of the Enemy Phase.



ELEPHANT CHARIOT (NOA'S QUADRIGA)



In your party, there is an elephant (Noa) who pulls a chariot (Quadrigras). If you order a character to move near the chariot, he or she can withdraw from battle. The chariot contains all the characters who you did not deploy for the battle. As long as the maximum number of units for the map has not been reached, you may deploy them. You may do the same if the number of deployed characters has decreased due to someone becoming incapacitated. Characters inside the chariot will recover HP

and MP as each turn passes. If the elephant is incapacitated or the chariot is destroyed, you can no longer deploy further units in that battle, so please be careful.

FIELD COMMANDS

When you press the $\times$ button while a command is not selected, field commands are displayed. This command menu has the following items:

- UNIT INFO** Displays the details for all units in the map; you can even immediately move the arrow cursor to a unit by selecting it with the $\times$ button. In addition, you can view its techniques/spells and equipment with the Δ button.
- BATTLE INFO** Displays the victory condition, defeat condition, and bonus.
- MAP** Displays the entirety of the battlefield. You can use the left stick to slide the map and the directional buttons to move the arrow cursor. You can view more detailed information and movement range by pressing the $\times$ button on a character. You can even move the camera to the arrow cursor's current location with the Δ button.
- OPTIONS** Change options. (p.17)
- SUSPEND** Saves the current battle, and pauses the game.
- REWIND** Rewinds the battle to the turn of your choice, up to 20 turns.
- DIFFICULTY** Changes the difficulty of the battles.
- END PHASE** Ends the Player Phase, and begins the Enemy Phase.

BATTLE'S END

If you are victorious, the results screen is displayed, and you will earn money and items. S is the highest rank while C is the lowest.



The higher your rank, the more crafting materials you receive; The lower your rank, the more manuals and equipment you receive.



You may receive money depending on the battle.

Every item you obtain in battle is listed.

DEFEAT

The retry screen is displayed if you suffer a defeat, and you have the option to challenge the stage again. Depending on the battle, you may sometimes be unable to return to the world map. Furthermore, your score may go down if you retry.

- RETRY** Challenges the level again while retaining all experience and items you have earned during the battle.
- RETURN TO WORLD MAP** Brings you back to the world map, keeping everything you acquired during the battle, aside from items.
- RETURN TO TITLE** Deletes all records of the battle you have lost, and brings you back to the title screen.
- REWIND** Rewinds the battle to the turn of your choice, up to 20 turns.

CHAIN STOCKS

You can perform special attacks by using "Chain Stocks," which are filled by attacking the enemy or taking damage. As your skill levels grow, your Chain Stock gauge will also grow, up to a maximum of four.



CONSECUTIVE STRIKES

Consecutive strikes refer to **additional attacks** made during a normal attack, when you have at least one Chain Stock. To activate it, press the $\times$ button when the **circular effect** is displayed during a normal attack.

Consecutive strikes can be used by characters who specialize in physical attacks (with the exception of tusks and knuckles). One Chain Stock is consumed for every one successful consecutive strike.



BOOST MAGIC

Boost magic refers to a spells that are strengthened by consuming Chain Stocks, increasing their **power**, **range**, or **area of effect**.

To toggle boost magic on/off, select a spell and press the $\square$ button with at least one Chain Stock. Some spells cost two or more Chain Stocks to boost.



JOINT ATTACKS

As you progress through the story, you will learn **joint attacks** that can be used with certain combinations of characters. While these moves are an impressive display of force, their activation requirements are strict. Furthermore, **you can only use each joint attack once per battle**.



ELEMENT CYCLE

Tears to Tiara II has a mechanic called the element cycle, in which attributes will enjoy a favored state at regular intervals. This cycle is displayed at the bottom-right of the screen during battle and largely impacts its outcome.

ATTRIBUTES

Every unit carries an attribute, which has intertwined advantages and disadvantages in battle against other units of differing attributes.



For instance, an earth attribute trumps a water attribute, water trumps fire, fire trumps wind, and wind trumps earth. In a separate relationship, a holy attribute trumps astral, astral trumps dark, and dark trumps holy. Furthermore, attributes that have no direct relation—namely earth and fire, and water and wind—are weak against one other.



ELEMENT AFFINITY DIAGRAM

ATTACKER	DEFENDER							
	FI	WI	EA	WA	HO	AS	DA	
	FI	●	▲	●	▲	●	▲	STRONG AGAINST
	WI	▲	●	▲	●	▲	●	WEAK AGAINST
	EA	●	▲	●	▲	●	▲	
	WA	▲	●	▲	●	▲	●	
	HO	●	▲	●	▲	●	▲	
	AS	▲	●	▲	●	▲	●	
	DA	●	▲	●	▲	●	▲	

ELEMENT DAMAGE TABLE



FAVORED STATE

As mentioned above, each element will come to a favored state at set times, going through the "element cycle." Any units who share the same attribute as the currently favored element will have increased parameters for the turn, in addition to increased strength for all techniques and spells. Fire, wind, earth, and water compose a four-element cycle while holy, astral, and dark compose a three-element cycle—both of which are independent from each other. The four-element cycle will come to a complete rotation in four turns while the three-element cycle will do so in three. According to the diagram to the right, units whose attributes are wind or astral will have their parameters increased. The element that is first favored in each battle is random.



FAVORED-STATE ELEMENT DAMAGE

There are two things that affect favored-state element damage:

- Unit's attribute matches currently favored element.

So if fire is currently favored in the element cycle, units who have a fire attribute will have all their parameters—aside from MOVE—increased.

- Attack's element matches currently favored element.

So if fire is currently favored in the element cycle, all techniques and spells with a fire property will have their damage increased, regardless of the unit's attribute.

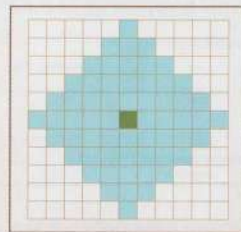
However, no bonuses will be granted to normal attacks since those carry the same element as the unit (e.g., a unit whose attribute is water has normal attacks of a water element, so they will not receive bonuses from the favored-state for fire).

IMPORTANT!

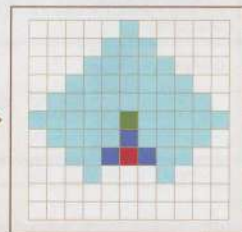
The element cycle is a very integral part of the game. By planning out attacks with this cycle and attribute affinities in mind, you will be able to fight more effectively. Reference the Tips and Strategies section (p.35), and utilize the element cycle to gain the advantage in battle.

ZONE OF CONTROL

Zone of Control (ZOC) is an area on the grid that surrounds every unit. No matter how high a unit's MOVE parameter may be, no one can pass through a ZOC in a single move.



MOVEMENT RANGE OF A UNIT WITH A MOVE OF 5



SAME MOVEMENT RANGE WHEN ZOC OVERLAPS IT

- FRIENDLY UNIT
- ENEMY UNIT
- MOVEMENT RANGE
- ZOC RANGE

By effectively utilizing ZOC, you can protect your characters in the back with those in the front.

STATUS AILMENTS

Due to various spells and techniques, status ailments such as poison or paralysis may occur during battle. Each status ailment has a different number of turns before it is dispelled, so let's take a look at all the ailments.



ICON	NAME	EFFECT
	STUN	All commands aside from Wait are disabled, and attacks can't be dodged.
	SLEEP	All commands aside from Wait are disabled, and attacks can't be dodged. Sleeping units do not have a ZOC (p.27), and their DEF is halved.
	POISON	Unit takes damage equal to 20% of its maximum HP at the start of each turn. It is impossible to be incapacitated by poison; the effects of poison will not drop HP below 1.
	CONFUSION	Unit is no longer in your control. It will indiscriminately attack any nearby unit at the start of each turn.
	FORGET	Technique and Magic commands are disabled.
	BERSERK	Unit is no longer in your control. It will indiscriminately attack any nearby unit at the start of each turn. Cannot be cured by items or magic, but unit recovers naturally after two turns.
	FATIGUE	Unit's parameters are reduced to 1/5 of normal, and MOVE is reduced to 1. Cannot be cured by items or magic, but unit recovers naturally after one turn.
	PETRIFY	All commands aside from Wait are disabled, and attacks can't be dodged. Petrified units do not have a ZOC (p.27) and are immediately incapacitated if they take damage.
	SLOW	Unit's MOVE is halved.
	CURSE	Unit's HP cannot be recovered.
	CHARM	Occurs only to enemy units that are under Charis's Charm ability. (p.23)

Status ailments can be cured by items or magic, but certain ailments recover automatically over time or by taking damage. In addition, status ailments cannot be stacked on one another; the ailment that was inflicted last will overwrite the previous one.

LEADER SKILLS

During battle, the leader's abilities influence those around him or her. This is called a "leader skill," and each character possesses a different one. Leader skills improve as a character reaches a certain skill level (SKL). Leader skills are **activated automatically when a unit is set as the leader**, and thus differ from normal skills in that you do not need to equip them.

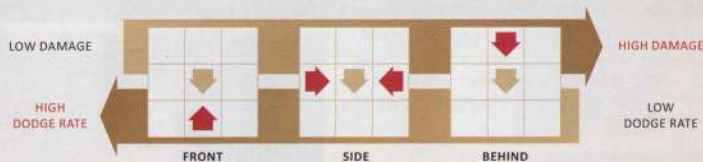


LEADER	SKILL NAME	EFFECT
HAMIL	Rebel's Charisma	For all allies within range, increase all parameters.
TARTE	Fairy of Healing	At the beginning of each turn, heal all allies within range.
MONOMACHUS	Knowledge of Attack	For self and all allies within range, rate of Chain Stock gain is increased by 50%.
DION	Luck-Pusher	Damage for advantageous elements is increased, and decreased for disadvantageous elements.
ENNEADS	Fountain of Knowledge	For self and all allies within range, EXP and SP gain are increased by 10%.

In addition, it's possible to change leaders by returning the current one to the chariot and pressing the button to select another to **become the leader**. By switching leaders, the leader skill will also change, so select the ability that best fits the situation.

POSITIONING UNITS

When you attack a unit from the side or from behind, **your damage and accuracy are increased** while the accuracy of the counterattack is decreased. The change in damage is as follows:



The same is also true for the enemy, so before the end of the Player Phase, don't forget to adjust the direction your characters are facing with the or button. When attacked, characters will turn to face the enemy when taking damage and countering, but will return to their original direction afterward, remaining consistent with the one at the end of the Player Phase.

MAGIC SEALS

Magic seals may sometimes appear on the map, **affecting friend and foe alike**. Lead the battle in your favor by maximizing the effects of various seals. If a large unit stands on multiple seals, all effects are stacked.

CURSED SEAL	Standing on a purple seal makes the unit unable to recover HP.
WEAKNESS SEAL	Standing on a yellow seal causes the unit to take even more damage.
HEALING SEAL	Standing on a green seal recovers health every turn.
DEFENSE SEAL	Standing on a blue seal increases defensive parameters.



CURSED SEAL



WEAKNESS SEAL



HEALING SEAL



DEFENSE SEAL

OBELISKS / CURSED STONE PILLARS

Obelisks make dragons, elves, and elemental units weaker, whereas cursed stone pillars make humans weaker. The more pillars there are, the stronger the effects are, so destroy as many as you can.



TRAPS

Hidden traps may sometimes be laid out on the map, affecting friend and foe alike. If a unit passes through a space that has a trap, their movement is immediately stopped there, and they are unable to act or counterattack for that turn.



Flying units, such as bats, can avoid the traps.

Some traps are disarmed after being activated once, and some may continue to spring up multiple times.

BASE

BASE MENU

At the base, you can organize your troops through the Party option, or buy equipment and items at the shops. When you select Embark, you can move to the world map (p.19), where you can visit areas that you can freely fight in. Next to the Embark and Council of War options, a sword or exclamation mark (p.19) may be displayed; selecting those will advance the main story.



EMBARK

Leave the base and go to the world map.

PARTY

Check the units' statuses, and change equipment and skills. Press the $\times$ button to display the unit menu. (p.32)

BA'AL TOOL SHOP

Purchase or sell equipment here.

CADEMIA MARKET

Purchase or sell items here.

COUNCIL OF WAR

Advance the main story.
A (!) icon starts a conversation-based event, and a sword icon starts an event that leads into battle.

DATA ARCHIVE

Save, load, or delete your play data here. (p.16)

OPTIONS

Adjust your options here. (p.17)

SCREEN

Adjust your screen settings here.

BA'AL TOOL SHOP / CADEMIA MARKET

You can purchase equipment at the Ba'al Tool Shop and consumables, (skill) manuals, and crafting materials at the Cademia Market. To use a manual, go to the unit menu (p.32) after you purchase it and teach its secrets to a character.

As the story progresses, you will even be able to Craft (p.34) at the Ba'al Tool Shop and Purchase Units (p.34) at the Cademia Market.



| PURCHASING EQUIPMENT

You can display of list of characters who can equip a particular equipment if you put the cursor on it and press the $\square$ button. Afterward, you can preview equipment on several characters by toggling them with the $\square$ button, and press the $\times$ button to purchase them all.



UNIT MENU

To display the unit menu, select **Party** from the Base Menu and press the **X** button. This menu has the following:



EQUIP

Equip weapons and defensive gear here. Equipment is divided into five categories: weapon, head, body, arms, and misc. The item list displays only equipment that the selected character can use, whereas the item status window displays the parameters of currently selected item.

Press the **△** button to display the equipment menu, where you can change equipment on a greater scale.

RECOMMENDED

Automatically changes the equipment of the currently selected character to recommended ones.

REMOVE ALL

Unequips all equipment from currently selected character.

EQUIP EVERYONE

Automatically changes every party member's equipment to recommended ones.

UNEQUIP EVERYONE

Unequips all equipment from all party members.

EQUIP/ ACQUIRE SKILLS

Skills are learned by raising skill level (SKL) or using manuals, and can be equipped in a similar way as equipment for various effects. Characters can equip up to five skills, but bear in mind they have different costs. Leader skills (p.29) are exceptions and automatically activate when a character becomes the leader.

CHECK TECHNIQUES

Displays the selected character's techniques.

CHECK MAGIC

Displays the selected character's spells.
Press the **□** button on a spell to toggle its boost magic.

CHECK ITEMS

Displays the items you have obtained.

SORT

Rearranges the order of the characters through a variety of ways.

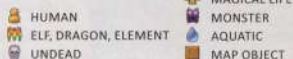
STATUS SCREEN

Putting the cursor on a unit displays a status screen. Status screen has the following items.

- UNIT NAME**
Name of the unit.
- RACE**
Icon for the unit's race.
- UNIT MOVEMENT TYPE**
Icon for the unit's movement type.
- PROFESSION**
Unit's profession.
- STATUS AILMENT**
Icon of the status ailment (p.28), if the unit is afflicted with one.



RACE ICONS



UNIT MOVEMENT TYPES



- ATTRIBUTE ICON**
Attribute (p.26) of the unit.
- LV.**
Level of the unit. As levels increase, so will all parameters (besides MOVE).
EXP (EXPERIENCE POINTS)
Current EXP is shown as a bar under Lv. You can increase this bar through various actions during battle, and Lv. increases by 1 once it hits 100%.
- SKL**
Skill level of the unit.
As skill levels increase, Chain Stocks will increase and new techniques/spells will be learned.
SP (SKILL POINTS)
Current SP is shown as a bar under SKL. You can increase this bar through various actions during battle, and SKL increases by 1 once it hits 100%.
- MOVE**
How many steps a unit can take in battle. As MOVE increases by 1, the unit can move 1 space further.
- HP**
Health Points. Once it becomes 0, the unit is forced to retreat and disappears from the battlefield.
- MP**
Magic Points. It is consumed in order to use techniques or cast magic.
- VARIOUS PARAMETERS**
 - ATK** Strength of the unit's physical attack.
 - DEF** Unit's defense against physical attacks.
 - HIT** Value related to the unit's accuracy during a physical attack.
 - MAG** Strength of the unit's magical attacks.
 - RST** Unit's defense against magical attacks.
Also determines the amount of HP recovered when using HP recovery magic.
 - AVD** Value related to the unit's chance of dodging a physical attack.
- CHAIN STOCK**
Consuming it allows the use of special attacks. (p.25)

CRAFTING

Crafting is unlocked at the Ba'al Tool Shop as the story progresses. Crafting is a mechanic that combines equipment with crafting materials to produce more powerful equipment. Also, you can use this mechanic to strengthen the chariot and Chalcus, as well as to create (skill) manuals and other crafting materials.



The items used in crafting are, at maximum, four different items with nine quantity each. If you have an item equipped, you can craft it without disarming it with the button.

Example: Equipment (x1) + Material A (x9) + Material B (x9) + Material C (x9) = Finished Product

When an equipment is powered up through crafting, its name is appended with a +value. Certain items may not get a +value, but rather change into something completely different.



EQUIPMENT SELECTION



SELECT NUMBER TO BE CRAFTED



CRAFTING SUCCESS!

| ABOUT CRAFT MATERIALS

Crafting materials are grouped under a new category, "Materials." Materials differ from regular items in that they cannot be used in battle and can only be used when crafting items. You can obtain these materials from enemy drops or as spoils of war after each battle.

PURCHASING UNITS

Purchasing units is unlocked at the Cademia Market as the story progresses. Once you buy a unit, you cannot buy another of the same type.

*A unit only disappears from the market after it is purchased.



TIPS AND STRATEGIES

! DAMAGE MODIFIERS WITH THE ELEMENT CYCLE

You should be able to defeat any enemy—no matter how strong they are—by paying careful attention to the current favored state, element advantages and disadvantages, and elements that are weak to each other. If a unit who's in favored state uses a technique or spell with the same element, its power is further increased.



! DAMAGE CHANGE FOR AREA-OF-EFFECT SPELLS

Area-of-effect spells are the strongest at its center, and get weaker the farther out it goes from there. Sometimes, it may be more beneficial to cast the spell against the strongest enemy at its center, rather than casting it on a few foes that barely fit at the edges.

The same also holds true for enemy spells. If you have a character with low RST in the middle, the damage may be critical, so please be careful.

! RELATIONSHIP BETWEEN ELEPHANT AND CHARIOT (QUADRIGA)

Since the elephant pulls the chariot, it must secure a position for the chariot post-movement. In addition, the elephant cannot counterattack if doing so would cause the chariot to change position.



! SPELLS THAT INCREASE OR DECREASE PARAMETERS

The effects of spells that increase a friendly unit's parameters (or decrease an enemy's) change depending on its caster's abilities. If a more powerful caster casts an ATK increasing spell on a unit and is then followed by a lesser-skilled caster using the same spell on the same unit, that unit will actually have its ATK decreased, as the second spell overrides the first.

! ALTERING PROBABILITIES AFTER REWINDING

If you perform an action under the exact same conditions after you rewind, its results will be exactly the same. In order to change these results, try performing an action with a different character first to change the situation.

(e.g., Hamil's attack was dodged by an enemy -> Rewind -> Hamil again uses the same attack against the same unit -> Enemy will dodge again)



! DIFFERENCES IN EXP GAIN PER LEVEL

If a low-level unit defeats a high-level enemy, they can earn a great amount of EXP. Use this fact to increase the levels of everyone in the party.