

Legendz: Gekitou! Saga Battle

For Playstation 2 (NTSC-JP)
Basic Interface and Operation Guide

Presented by Eldania.net

Version 1.0

Disclaimer: This is an unofficial guide.

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Introduction

- This game was released in 2004 for the Playstation 2 in Japan.
- You need a Japanese or modded PS2 to play this game.
- This guide will illustrate basic navigation options featured in the game.

The Basics

- Overall, the main difference between
 Japanese and US PS2 games (besides
 language) is that Japanese games usually
 use o for selection and x for cancellation,
 rather than the opposite in US games.
- With that in mind, let's look at the actual interface.

Splash Screen

- You are given 3 options in this order:
 - Start a new game
 - Continue a saved game
 - 2P battle
 - options
- For now, this guide will only focus on the 1 player mode. It may later be expanded to cover the 2player battle mode.
- Starting a new game will lead you through a series of screens that introduce the story. Keep pressing o and you will eventually go through all of them.



The rest of the guide will assume you are continuing a game.

Load Screen

1. Choose the slot in which your game is saved and press o.





2. This screen shows play time, # times saved, location in the game, and percent completion.



3. The left option confirms that you want to load a game. The save option (shown later) brings you back to this screen.

Map

- This is the main map used to navigate through the in-game world. The left menu gives you some options.
 - Team: organize your Legendz and assign them to different sagas
 - Items: Show the items currently in your inventory.
 Some can only be used during a battle.
 - Save: Go here to save your game later.
 - Options: gives options to toggle BGM, dual-shock, and text speed
 - Illustrated Encyclopedia (Zukan): Contains information and pictures about souldolls you've collected in your journeys.



Not Pictured: The icon with the troll (watasu) appears when you are at the center of the map. It allows you to trade souldolls for items once your Legendz team is full.

Team

- Use o and the arrows to move Legendz back and forth between the area in the upper right containing your souldoll collection and the souldoll slots for each saga.
- The lower right contains stats for the highlighted Legendz:
 - Health (HP)
 - Attack Power
 - Defense Power
 - Aura



Saga Selection

- To start a battle, move around the map to one of the areas with a ghost and press o.
- You will come to a screen like this, allowing you to choose which saga to battle with and showing the Legendz carried by each saga.



The next few slides will show a series of items and descriptions for all the items.

Items (part 1)

- Aura Sapphire: increases the number of ranged attacks that can be executed by a Legendz
- Life Emerald: increases HP by 50
- Defense Opal: Increases defense points by 5
- Power Ruby: Increases attack points by 5
- old bat: starts Shu's minigame
- Magical meal ticket: starts Mac's minigame
- Red flag: starts Meg's minigame
- Piano string: starts Dino's minigame
- Pendant of Rage**: transforms Shiron or Greedo into berserk mode
- Pendant of Courage**: transforms Shiron or Greedo into command class form
- Arms deed pendant**: transforms Shiron or Greedo into armed command form
- Pendant of Glory**: Transforms Shiron or Greedo into Coloneldo form



**only applies to Shiron and Greedo, not other windragons or blazedragons

Items

- Normal pendant**: returns Shiron or Greedo into their base forms
- Travel notebook 1: game tips
- Travel notebook 2: game tips
- Travel notebook 3: game tips
- Moon fragment: lights your way so that wild Legendz disappear from the map
- Fire of the sun: does the same thing (?)
- Spirit crystal*: gives you one unit of legion plasma
- Fire crystal*: allows any Legendz to act as a fire element type for 1 minute
- Water crystal*: same as fire crystal but for water element
- Wind crystal*: same as fire crystal but for wind element
- Earth cystal*: same as fire crystal but for earth element
- Life crystal*: restores HP



*used in battle only