



COVERS NINTENDO WII™

BASED ON A GAME
RATED BY THE
ESRB **TEEN**
T

TALES OF SYMPHONIA
Dawn of the New World™

Written by Off Base Productions

Characters

EMIL CASTAGNIER

Emil is the protagonist of this story. He lost his parents in the Blood Purge that occurred in the Port City of Palmacosta. He has a naive personality and an innocence that leads him to believe anything he's told. Generally a coward, he's not successful in anything that requires a great force of will. He possesses a deep hatred for Lloyd, the one responsible for killing his parents. Certain circumstances lead him to swear a contract to protect Marta as one of the Knights of Ratatosk. As a result, he can call upon the power of the spirit Ratatosk during battle, which causes him to act as a cruel and unforgiving warrior. It would pain him to see the vast difference between the person he was and the person he's become.



MARTA LUALDI

Marta is a girl who lost her mother when Lloyd's party sent the Great Tree into chaos. She has a mysterious jewel known as "Ratatosk's Core" implanted in her forehead. Determined and unafraid to make her voice known, she is not satisfied unless she can think of things in absolutes. She thinks of Emil, who saved her, as a knight in shining armor, and has decided that his typically cowardly and passive attitudes are simply modesty that hides his true strength. She hates Colette, who killed her mother, and Lloyd, who attacked Palmacosta.



RICHTER ABEND

Richter is a young man currently searching for the Ratatosk's Core for unknown reasons. Sarcastic to a point, he is relentless in the pursuit of his goal. He meets Emil on his quest to find the Ratatosk's Core, and while he's disgusted to see such a cowardly character and passive attitude from him, he puts himself at his service. Clearly, there must be some reason for this.



Battle Basics

MENU

The Menu is the central hub for all your needs concerning Emil and his party members. From the menu, you can access Artes, Items, and Equipment, as well as adjust Strategies and party members. Access the Menu by pressing the + Button on the Wii Remote during gameplay.



Artes

In this game, the measurement of true fighter is based on the quality of their Artes—special combat moves or spells that allow the user to either attack an enemy or heal a friend. As fighters become more experienced, more powerful Artes are unlocked. If a fighter becomes truly skillful, they may even unlock the ancient power of Mystic Artes.

MODE

Characters may be set to three different modes of play: Manual, Semi-Auto, and Auto. These may easily be switched during combat by pressing the 2 Button.

MANUAL

In Manual mode, you are given complete control of the character in play. During battle, you must move the character around the battlefield and aim your attacks and Artes with precise movements. While in this mode, it is important for you to notice the distance between your character and the enemy. If the character is too far from the enemy, attacks will not hit and TP may be wasted.

SEMI-AUTO

Semi-Auto is nice balance between control and computer assistance. In this mode, you can free-run by holding down the Z Button and moving the Control Stick. You can also attack on command by using the same A Button attack as Manual mode. What differentiates Semi-Auto mode from Manual mode is that the character will automatically block and automatically run up to enemies when performing attacking Artes.

Semi-Auto mode takes the guesswork out of distance and placement while still allowing the player many of the freedoms granted in Manual mode. Semi-Auto mode is a great way to start the game. When you feel you have mastered this, feel free to try out Manual mode.

AUTO

Once a character is in Auto mode, virtually all decisions are taken out of your hands and made automatically. This means that the character fights, blocks, and casts Artes on his or her own until the battle is over. Auto mode does, however, grant the player the opportunity to make a few decisions in battle. By pressing the C Button, you may choose when to initiate Unison Attacks and by bringing up the Menu, you can also determine when to use items. Auto mode is generally reserved for all supporting characters, but may be used to fully automate all battles.

HEY! WHERE DID THE FUN GO?

Sure you can put everybody into Auto mode and practically let the game play itself, but do you really want to? Set everyone to Auto mode except for the character you are currently playing to get the most out of *Tales of Symphonia: Dawn of the New World*. If that's not enough of an incentive, keep in mind that you also gain a boost in your final Grade after each battle while playing in Manual mode.

ASSIGNING ARTES

For a character in Semi-Auto or Manual mode, Artes may be assigned to the four spaces in the Artes menu. After an Arte has been assigned, it is preformed by pressing the B Button and moving the Control Stick in different directions. Artes are key to winning all major victories and are continuously unlocked throughout the game. Learn to utilize all Artes as they come, then pick four that best complement each other in combat and place them in the Artes menu.



FULL BAG OF TRICKS

Even though you can assign only four Artes to the Artes menu, it doesn't mean that they are the only four you can use in battle. Press the + Button during a fight, then access the Artes menu. From there, you may choose any Arte, regardless of whether or not it has been assigned to a shortcut.

SHORTCUTS

From within the Artes menu, press the 1 Button to apply Shortcut settings to the D-Pad, Wii Remote, and Nunchuck movements. These eight Shortcut settings can be set to Emil's Artes, or the Artes of any teammates. It's probably best to set Marta's or Colette's healing and supportive Artes to these buttons to quickly summon heals during battle. Setting these Shortcuts eliminates the need to bring up the Artes menu during battle and grants the player more control over the team.



Equipment

Select Equip, then choose the Equipment in the sub-menu to access the wears and accessories for all the characters in the game. Emil and Marta each have six equipment slots: Weapon, Body, Head, Arm, Other 1, and Other 2. Characters such as Raine and Genis have their own equipment that cannot be switched out. Monsters within the party have only two equipment slots: Other 1 and Other 2.

At the bottom of the screen is a detailed description of each item. If an item is selected, a box on the left appears and gives an in-depth stats analysis of the item selected compared to the item equipped. Use this information to determine if the item will boost or hurt your player's stats. Some items will lower some stats while raising others, so it's up to you to decide which stats are more important and if it's wise to equip that item.

Throughout the game, it is extremely important for Emil and Marta to keep all of their armor and weapons up to date. If either character faces a tougher enemy while still using armor they picked up in Luin, they may be seriously crippled by their poor choices in accessories. Visit the shops at every new town to discover new wares or investigate the possibilities of synthesizing new weapons and armor.



Skills



Skills can affect your characters in many different ways. They work as certain perks that can boost stats, add abilities, and improve combat. Every character and monster can equip skills through the Skills menu, a sub-menu of the Equip menu. The only limit to the number of skills equipped is each character's SP level, which is gained as their level increases. All skills require a certain amount of SP and equipping one subtracts that amount from the character's total SP.

Skills are equipped by selecting the character and then the skill that you wish to use. Skills are divided into the following seven categories:

ABILITY

Ability Skills allow the character more options during battles. Abilities grant extra attacks, combos, and moves as well as access to higher-level Mystic Artes.

ATTRIBUTE

Attribute Skills can change the way certain characters behave in battle. This could mean shortening casting times or ability to hide from enemies.

RESISTANCE

Resistance Skills allow characters to boost their resistances to certain elements or ailments.

WEAKENING

Weakening Skills grant the character's attacks a chance to add a debilitating status effect to their enemy.

ELEMENTAL

Elemental Skills allow the character to change the elements of their attacks as well as boost their resistances to certain elements.

ENEMY

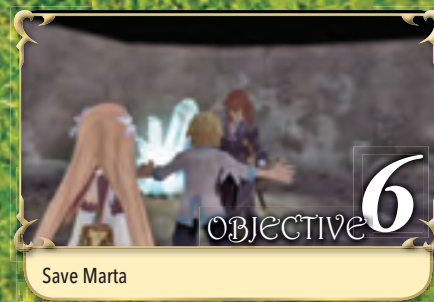
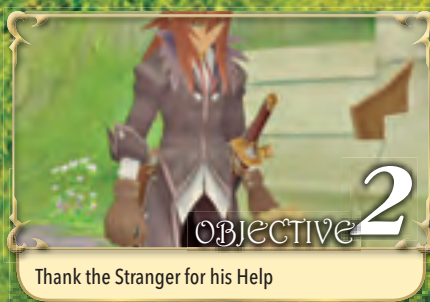
Enemy Skills boost the character's attacks against certain types of enemies, such as demons or birds.

STATUS

Status Skills boost characters overall stats.

Chapter 1: World in Discord

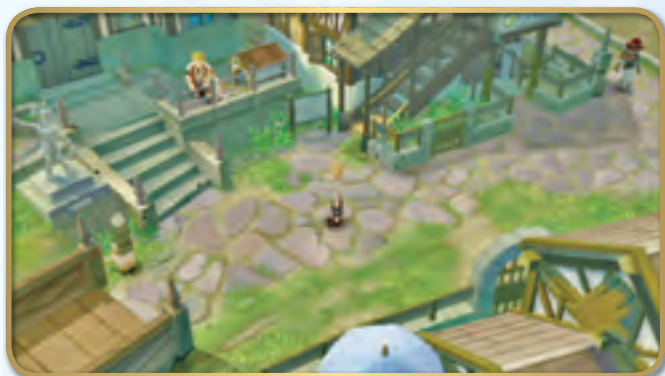
Emil wakes up to the distant yet familiar howl of an unknown monster. Emil is filled with déjà vu, but it is so early in the morning that maybe it's just his imagination. It's bright and sunny outside in Luin, but the new day does not comfort Emil. The horrors of the past and the loss of his parents in Palmacosta still haunt him. Emil wonders if he is strong enough to leave the past behind, but there are still so many questions left unanswered. Maybe in time, the past will come into focus and he may understand the reason for the massacre at Palmacosta.



CITY OF REBIRTH

Find the Source of the Mysterious Howl

Once Emil is awake, take time to get used to moving around the game world. There is nothing to grab inside Emil's room, so proceed to the main room of the house. Emil once again hears the mysterious howl. Emil's Aunt Flora tells him that monsters have flooded the lakebed and then berates him for being such a miserable nephew. Once she finishes undermining Emil's self-esteem, leave the house through the front door to enter the town of Luin.



A MAN OF THE TOWN

CONTROLLING EMIL

Emil is a man on the move. The truth is that there is actually more than one way to move through the world. Use the Control Stick, + Control Pad, or Wii Remote to guide Emil on the screen. To use the Wii Remote, simply aim the cursor on the screen and hold the B Button to move him there. The further away the cursor is aimed from Emil, the faster he runs.



THE MENU SCREENS

Press the + Button to access menus and customize almost everything in the game. From here, Emil can access his Artes, Equipment, Items, Strategy, Status, Library, and System menus.



STICKS AND STONES

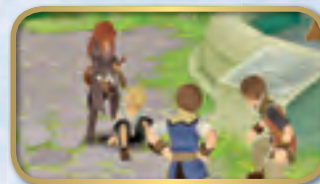
Many of Luin's citizens are out and about wandering the town and, if Emil wants, he can stop by to say hello. If Emil starts conversing with any of the townspeople, he quickly learns that he may be the most hated person in the world. The citizens of Luin will hurl insult after insult at Emil without remorse. It seems that the citizens despise Emil because he might be connected to the increase in monsters. Another theory is that it's Emil's haircut that garners all this hatred.



Once Emil leaves the steps of his house, he hears the howl once again. This time, he can almost pinpoint its location. The howl seems to be coming from the fountain plaza. Head toward the eastern wooden bridge and cross over into the next area. Next, cross the southern bridge, walk to the fountain plaza, and wait for a cut-scene to begin.

THE MAN WITH THE RED HAIR

Once at the fountain, two local bullies, whose hatred seems to be at a boiling point, corner Emil. The bullies demand that Emil swear his allegiance to Lloyd the Great or else. Whether Emil chooses to stand up to the bullies or not makes little difference, as the bullies can never be satisfied. They push Emil to the ground, but before they can pummel him to dust, a mysterious stranger arrives to scare them off.



Emil has a personal moment and pauses to reflect on the stranger's advice, as well as this man's willingness to stand up for him. He decides that it's probably best to thank the stranger for his kindness.

Thank the Stranger for His Help

COURAGE IS THE MAGIC THAT TURNS DREAMS INTO REALITY

The town of Luin is relatively small, so it will not be hard to locate the red-haired stranger—his dual swords and tall stature should make him quite obvious. Emil can find the red-haired man outside the town's general store and church in front of the local statue.



Talk to the stranger to thank him, and Emil and the red-haired man enter into a deep conversation about courage and what it means to be a man. Once the stranger is done waxing philosophical truths, he will ask Emil whether he is a dog or a man. Emil is stunned into silence. It's up to Emil to determine whether he will grovel like a dog or rise up and become a man.



ALL THE WORLD'S A STAGE



This new world is filled with drama, action, and, sometimes even comedy. The characters in *Tales of Symphonia* almost always seem to have something to say about what's going on. During gameplay, when skit pop-ups appear, press the C Button to activate the skits. Oftentimes, these skits merely offer a glimpse into the character's thoughts; but they also may offer meaningful hints or clues within the game.

Leave the area and Emil will hear the distant howl again. It is becoming clearer and seems to emanate from the lakebed. Run to the town bridge next to the Inn and another cut-scene will begin. Emil's Uncle Alba runs in with bad news: new monsters are appearing at the lakebed. Uncle Alba and the town watchman rush into town looking for reinforcements, leaving the bridge unguarded. Take this opportunity to slip out of town unnoticed and head toward the lakebed.



LAKE SINOA

Investigate the Lakebed

INTO THE CAVE

WORLD AT YOUR FINGERTIPS



On the Field Map, Emil can see the entire world laid out before him. Study the world's geography and locate destinations to visit. As of now, only Luin and Lake Sinoa Cave are available.

Select Lake Sinoa Cave from the Field Map for Emil to begin his travels. Once Emil arrives at Lake Sinoa, a massive bear ambushes him. The fight is inescapable; Emil and the bear are transferred to the battlefield.



SWORD, MEET BEAR



It's time for Emil to stop acting like a dog and become a man—or at the least a very manly dog. Get familiar with the combat system by running up to the bear and attacking with a series of combos. Press the A Button for a basic attack; press it repeatedly to perform a combo attack.

Practice combat by slashing the burly bear with Emil's sword. Eventually, Emil is knocked down by the bear's dominating strength—don't worry, this outcome is inevitable. A new unknown ally will jump in to save the day. This female savior knocks back the bear and rescues Emil from certain doom. Emil is now given a second chance to redeem himself and fights the bear once more; this time, however, Emil has a new friend to fight beside him. Work together with Emil's new companion and finish off the bear with a series of combo attacks.



The girl in the Lakebed seems to be experiencing déjà vu and thinks Emil is someone she met before. She introduces herself as Marta and then asks for one favor from Emil before taking off again: "If things get dangerous, will you save me again?"



Monster Book

This chapter documents every vital statistic for all 232 monsters in the game—plus the bosses. Note that entries featuring two numbers with a slash between them indicate unique stats when a monster is a friend or a foe. The first number corresponds to the monster's stat when you are battling it; the second number refers to the value when the creature is fighting at your side as an ally.

001 Filifolia

Type: Plant	Element: Earth
Pact: 60%	Residence: Tower of Mana
	
EXP:	16
Gald:	0
Drop 1:	Plant Vine 45%
Drop 2:	Grey Manuscript 11%
Leave:	Apple Gel
Steal:	-

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN		
2	25	C		-	E	0		
HP		TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
504/412		23/18	59/49	49/41	60/49	69/57	67/54	15/15

SKILLS

LVL 1	Aquatic 1	LVL 15	Happiness 1
LVL 6	Luck Increase 1	LVL 25	Resist Wind 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0
LVL	Name	TP	Element
3	(Base) Upper Cut	3	-
10	(Base) Search Gald	11	Earth 1
LVL	Power	Hit	Effect
3	C	C	Knocks the enemy back.
10	-	-	Randomly discovers 1-100 Gald in the earth. The Gald you find is added to the GALD category in your victory screen.

002 Caerurea

Type: Plant	Element: Earth
Pact: 45%	Residence: Balacruf Masoleum
	
EXP:	190
Gald:	0
Drop 1:	Plant Vine 49%
Drop 2:	Thick Leaf 34%
Leave:	Cure Bottle
Steal:	-

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
22	50	C		0	E	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
2439/422	111/16	329/59	230/41	258/44	338/62	253/44	31/31

SKILLS

LVL 1	Aquatic 1	LVL 30	Resist Petrify 2
LVL 8	DEX Increase 1	LVL 40	Item Finder 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0
LVL	Name	TP	Element
5	(Base) Upper Cut	5	-
10	(Base) Whirlwind	15	-
20	(Base) Earth Shock	20	-
LVL	Power	Hit	Effect
5	C	C	Hits the enemy into the air and knocks them backwards.
10	C	C	Spins leaves to attack surrounding enemies.
20	C	C	Hits enemy with leaves to knock them down.

003 Orcrot

Type: Plant	Element: Earth
Pact: 30%	Residence: Quest: Temple of Darkness (Rank A)
	
EXP:	477
Gald:	0
Drop 1:	Lumber 51% %
Drop 2:	Fragrant Wood 11%
Leave:	Life Bottle
Steal:	-

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
50	100	C		-	E	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
17031/602	278/26	620/65	606/66	615/66	678/70	678/37	3/3

SKILLS

LVL 1	VS Aquatic 2	LVL 45	A. ATK Increase 2
LVL 5	TP Increase 2	LVL 55	Technical 1
LVL 20	Spirit Drain 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0
LVL	Name	TP	Element
10	(Base) Frution	13	-
15	(Base) Gaia's Might	13	Earth 1
30	(Base) Vernal Bloom	39	Wind 0
40	(Base) Earth Shaker	53	Earth 1
65	(Base) Green Wood	85	Earth 1
LVL	Power	Hit	Effect
10	B	C	Spreads seeds to attack enemies in the area. (Paralysis LVL 3 30%)
15	-	-	Raises own P. ATK. (P. ATK 30% up; 100% success: 90 seconds)
30	B	B	Attacks enemies with breath. (Sleep LVL 3 30%)
40	C	C	Jumps in the air, then drops down to send enemies flying with a shockwave.
65	-	-	Raises own A. ATK and A. DEF. (A. ATK & Res up 30%; 100% success: 30 seconds)

004 Treant

Type: Plant	Element: Earth
Pact: 30%	Residence: Iselia Human Ranch
	
EXP:	131
Gald:	0
Drop 1:	Lumber 41%
Drop 2:	Sap 15%
Leave:	Orange Gel
Steal:	Treant Root 14%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
14	100	C		-	E	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1882/582	109/35	205/65	247/76	184/56	208/65	129/37	59/59

SKILLS

LVL 1	VS Aquatic 2	LVL 45	Life Drain
LVL 25	A. DEF Increase 2	LVL 55	Resist Wind 2
LVL 30	Earth Element		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0
LVL	Name	TP	Element
5	(Base) Smash	4	-
15	(Base) Nature's Roar	13	-
LVL	Power	Hit	Effect
5	C	C	Swings arms to attack the enemy. (P. DEF 30% down; 30% success: 30 seconds)
15	C	C	Raise own A. ATK. (A. ATK 30% up; 100% success: 30 seconds)

005 Mandocello

Type: Plant	Element: Earth
Pact: -	Residence: Gladsheim
	
EXP:	911
Gald:	0
Drop 1:	Fragrant Wood 31%
Drop 2:	Treant Root 17%
Leave:	-
Steal:	Blue Savory 18%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN		
70	200	C		-	E	0		
HP		TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
28505/582		507/40	745/60	888/66	654/51	889/70	595/47	64/64

SKILLS

LVL 3	Resist Petrify 3	LVL 35	LUCK Increase 2
LVL 10	VS Aquatic 3	LVL 40	P. DEF Increase
LVL 25	SP Master 4	LVL 60	Glory
LVL 32	Mental Charge		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
1	(Base) Smash	1	-
5	(Magic) Stone Blast	7	Earth 1
15	(Base) Grounds Keeper	11	Earth 1
17	(Magic) Stalagmite	20	Earth 1
20	(Base) Grand Slam	23	Earth 1
38	(Magic) Ground Dasher	46	Earth 2
50	(Base) Dogpile	56	-
LVL	Power	Hit	Effect
1	C	C	Swings arms down to attack enemies. (P. DEF 60% down; 30% success: 30seconds)
5	B	B	(Prep: 4s) Calls rocks from the earth to attack enemies.
15	-	-	Raises own P. DEF. (P. DEF 60% up; 100% success: 30 seconds)
17	B	C	(Prep: 6s) Summon boulders from beneath the enemy to attack them.
20	C	C	Jumps up high and then dives down to summon a shockwave, sending enemies flying.
38	A	B	(Prep: 8s) Calls on the hidden power of earth to unlock earth advanced Magic.
50	C	B	Pummels the enemy repeatedly.

006 Fungus

Type: Plant		Element: Dark					
Pact: 60%		Residence: Camberto Caves					
		EXP:	150				
		Gald:	0				
		Drop 1:	Moss 56%				
		Drop 2:	-				
		Leave:	Apple Gel				
		Steal:	-				
LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
19	25	C		-	E	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1937/379	86/14	337/66	175/36	321/65	181/37	293/57	16/16
SKILLS							
LVL 1		VS Aquatic 1		LVL 15		Resist Light 1	
LVL 3		Resist Sleep 1		LVL 23		EXP Plus 1	
RESISTANCES (%) & ARTES							
Fire		Water		Wind		Earth	
0		0		0		0	
Lightning		Ice		Light		Darkness	
0		0		-25		+25	
LVL	Name			TP		Element	
3	(Base) Poison Breath			5		Water 0	
8	(Base) Poison Mushroom			14		-	
LVL	Power	Hit	Effect				
3	B	B	Shoots fluid to attack enemy. (Poison LVL 1 10%)				
8	A	B	Calls down mushrooms to attack enemies within the area. (Poison LVL 1 20%)				

007 Marcoid

Type: Plant		Element: Ice					
Pact: 45%		Residence: Camberto Caves					
		EXP:	156				
		Gald:	0				
		Drop 1:	Moss 43%				
		Drop 2:	Leaf Mold 15%				
		Leave:	Orange Gel				
		Steal:	-				
LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
18	50	C		-	E	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1877/379	83/14	264/56	171/36	275/60	214/42	325/67	87/87
SKILLS							
LVL 1		VS Aquatic 1			LVL 25 Paralysis Attack 1		
LVL 15		Resist Paralysis 2			LVL 30 Resist Fire 1		
RESISTANCES (%) & ARTES							
Fire		Water		Wind		Earth	
-50		0		+50		0	
Lightning		Ice		Light		Darkness	
0		+25		0		0	
LVL	Name			TP		Element	
5	(Base) Poison Breath			8		Water 0	
9	(Base) Nakitake			14		-	
20	(Base) Spore			30		Dark 0	
LVL	Power	Hit	Effect				
5	B	B	Spits fluid to attack the enemy. (Poison LVL 1 10%)				
9	A	B	Spreads mushrooms to attack enemies in an area. (Paralysis LVL 1 10%)				
20	C	C	Spreads pollen to attack enemies in an area. (Paralysis LVL 2 20%)				

008 Stinkhorn

Type: Plant		Element: Ice					
Pact: 45%		Residence: Camberto Caves					
		EXP:	254				
		Gald:	0				
		Drop 1:	Moss 80%				
		Drop 2:	Leaf Mold 20%				
		Leave:	Chamomile				
		Steal:	Slime Mold 14%				
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
21	50	C	-	E	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
6414/394	62/11	323/61	238/41	325/60	223/42	317/57	83/83
SKILLS							
LVL 1		VS Aquatic 2		LVL 40		Ice Element	
LVL 25		Relax 1		LVL 45		Resist Fire 2	
RESISTANCES (%) & ARTES							
Fire		Water		Wind		Earth	
-50		0		+50		0	
Lightning		Ice		Light		Darkness	
0		+25		0		0	
LVL	Name			TP		Element	
10	(Base) Dancing Spore			13		-	
15	(Base) Plague Spore			20		Dark 0	
35	(Base) Shockwave			54		Ice 1	
LVL	Power	Hit	Effect				
10	A	B	Spreads mushrooms to attack enemies in an area. (Sick LVL 2 20%)				
15	C	C	Spreads pollen to attack enemies in an area. (Sick LVL 3 30%)				
35	-	-	Inflicts weakening status on all enemies. (Weak LVL 3 75%)				

009 Toadstool

Type: Plant		Element: Dark					
Pact: 45%		Residence: Temple of Earth					
		EXP:	311				
		Gald:	0				
		Drop 1:	Mushroom 44%				
		Drop 2:	Leaf Mold 35%				
		Leave:	Poison Bottle				
		Steal:	Slime Mold 10%				
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
36	50	C	-	E	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
4072/527	187/20	482/61	3767/49	453/58	324/41	525/66	49/49
SKILLS							
LVL 1		VS Aquatic 2		LVL 25		Sleep Attack 2	
LVL 15		Resist Sleep 2		LVL 30		HP Increase 2	
RESISTANCES (%) & ARTES							
Fire		Water		Wind		Earth	
0		0		0		0	
Lightning		Ice		Light		Darkness	
0		0		-25		+25	
LVL	Name			TP		Element	
5	(Base) Poison Breath			8		Water 0	
9	(Base) Waritake			12		-	
LVL	Power	Hit	Effect				
5	B	B	Spits fluid to attack the enemy. (Poison LVL 2 20%)				
9	B	B	Scatters mushrooms to attack enemies within a field. (Poison LVL 2 30%)				

010 Vaudeville

Type: Plant		Element: Dark					
Pact: -		Residence: Gladshiem					
		EXP:	845				
		Gald:	0				
		Drop 1:	Mushroom 67%				
		Drop 2:	Slime Mold 20%				
		Leave:	-				
		Steal:	Blue Lavender 10%				
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
70	100	C	-	E	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
28914/527	290/20	1032/71	573/39	1021/73	437/31	882/61	44/44
SKILLS							
LVL 1		VS Aquatic 3		LVL 40		Technical 1	
LVL 20		Resist Sleep 3		LVL 52		A. ATK Decrease Attack	
LVL 30		Lure 3		LVL 60		SP Master 1	
LVL 35		Life Charge					
RESISTANCES (%) & ARTES							
Fire		Water		Wind		Earth	
0		0		0		0	
Lightning		Ice		Light		Darkness	
0		0		-25		+25	
LVL	Name			TP	Element		
5	(Base) Venomous Breath			7	Dark 1		
8	(Base) Sleep Spore			11	-		
15	(Base) Dark Spore			20	Dark 1		
25	(Base) Nightmare			38	Dark 1		
LVL	Power	Hit	Effect				
5	B	B	Breathes to attack an enemy. (Poison LVL 3 30%)				
8	B	B	Spreads mushrooms to attack surrounding enemies. (Sleep LVL 3 30%)				
15	C	C	Spreads pollen to attack surrounding enemies. (Sleep LVL 4 40%)				
25	-	-	Puts all enemies to sleep. (Sleep LVL 3 75%)				

011 Etheliana

Type: Plant		Element: Wind					
Pact: 60%		Residence: Camberto Caves					
		EXP:	95				
		Gald:	0				
		Drop 1:	Plant Vine 46%				
		Drop 2:	Grey Manuscript 15%				
		Leave:	Seal Bottle				
		Steal:	-				
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
12	25	C	O	D	O		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1223/417	90/24	182/53	105/39	139/40	231/66	231/66	20/20
SKILLS							
LVL 1		VS Aquatic 1		LVL 14		Sealed Artes Attack 1	
LVL 7		Resist Sealed Artes 1		LVL 22		Resist Ice 1	
RESISTANCES (%) & ARTES							
Fire		Water		Wind		Earth	
0		0		+25		+50	
Lightning		Ice		Light		Darkness	
0		-50		0		0	
LVL Name				TP		Element	
3 (Base) Photosynthesis				3		-	
10 (Base) Tangle Bloom				17		Wind 1	
LVL	Power	Hit	Effect				
3	-	-	Restores 30% of max HP.				
10	B	B	Ejects pollen forward to attack the enemy. (Mute LVL 1 100%)				

The cover art features a character with long blonde hair and blue eyes, wearing a white and brown outfit with a large white flower in her hair. She is holding a large, ornate sword. The background is a dark, starry sky with a bright light source. The title "TALES OF SYMPHONIA" is in a large, stylized font, and "Dawn of the New World" is in a smaller font below it. The words "OFFICIAL STRATEGY GUIDE" are at the bottom.

TALES OF SYMPHONIA

Dawn of the New World™

OFFICIAL STRATEGY GUIDE

Written by Off Base Productions

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800 East 96th Street, 3rd Floor
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ISBN: 0-7440-1067-5

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 08-1 shows that the first printing of the book occurred in 2008.

11 10 09 08

4 3 2 1

Printed in the USA.

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