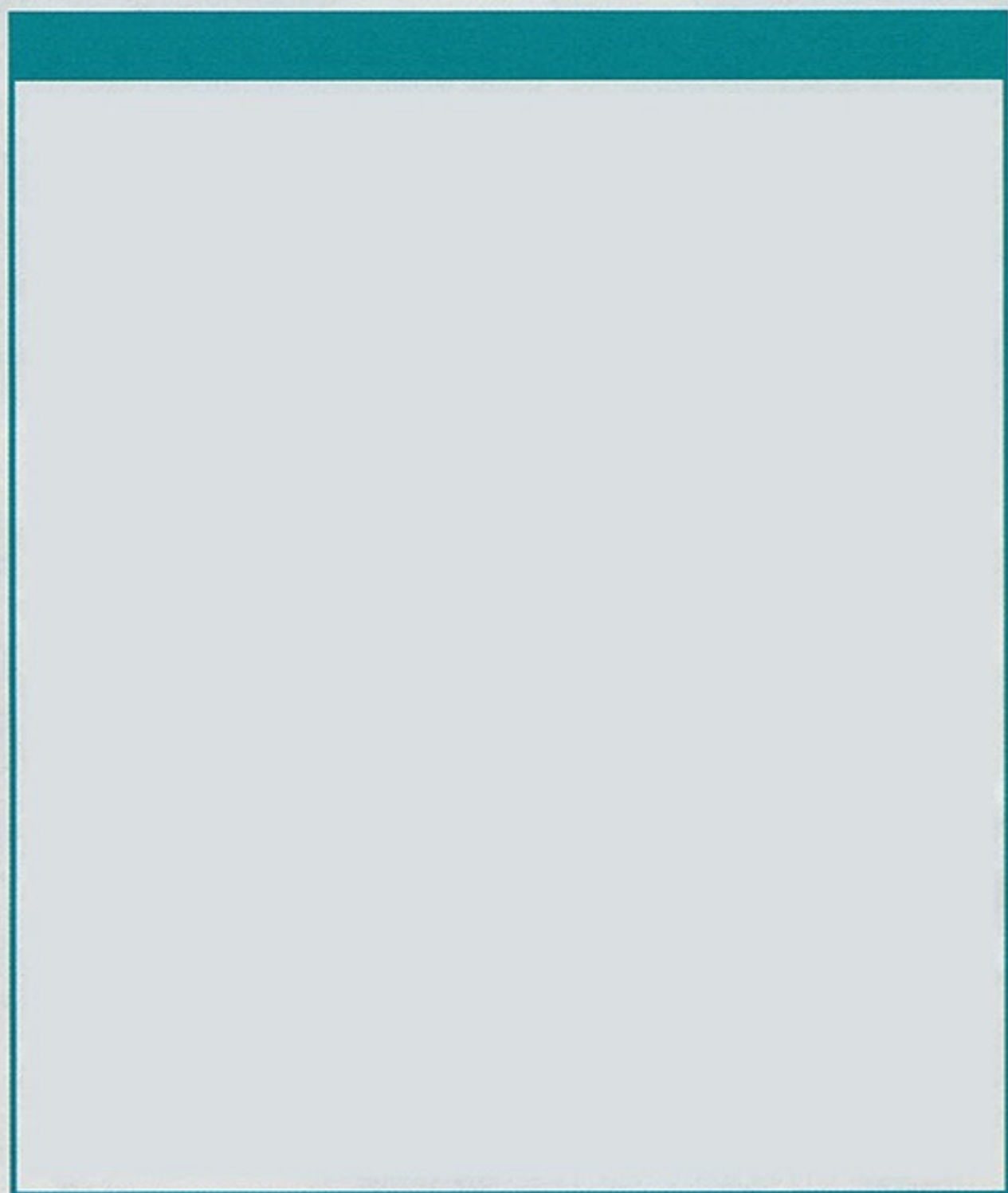




SHIREN **4+** plus
The Wanderer
The Eye of God and the Devil's Navel



Contents

Story	2
Characters	3
Controls	6
First Steps	8
Adventuring	10
Dungeon Play	11
Player Actions	14
Menu Window	16
Using Items	19
Dungeon Tips	23
Prepare in Village	24
Wanderer Rescue	27
Twitter	30
Item Trade	31



Story

After the events of Moonlit Village (※), the extraordinary wanderer Shiren and his storytelling ferret buddy Koppa set out toward a desert continent on a boat. Their journey seemed to be going well.

But a storm struck the boat they were on, and they became shipwrecked!

The duo washed ashore on Cahitan Isle. Looking over the wreckage, it was a miracle they survived.

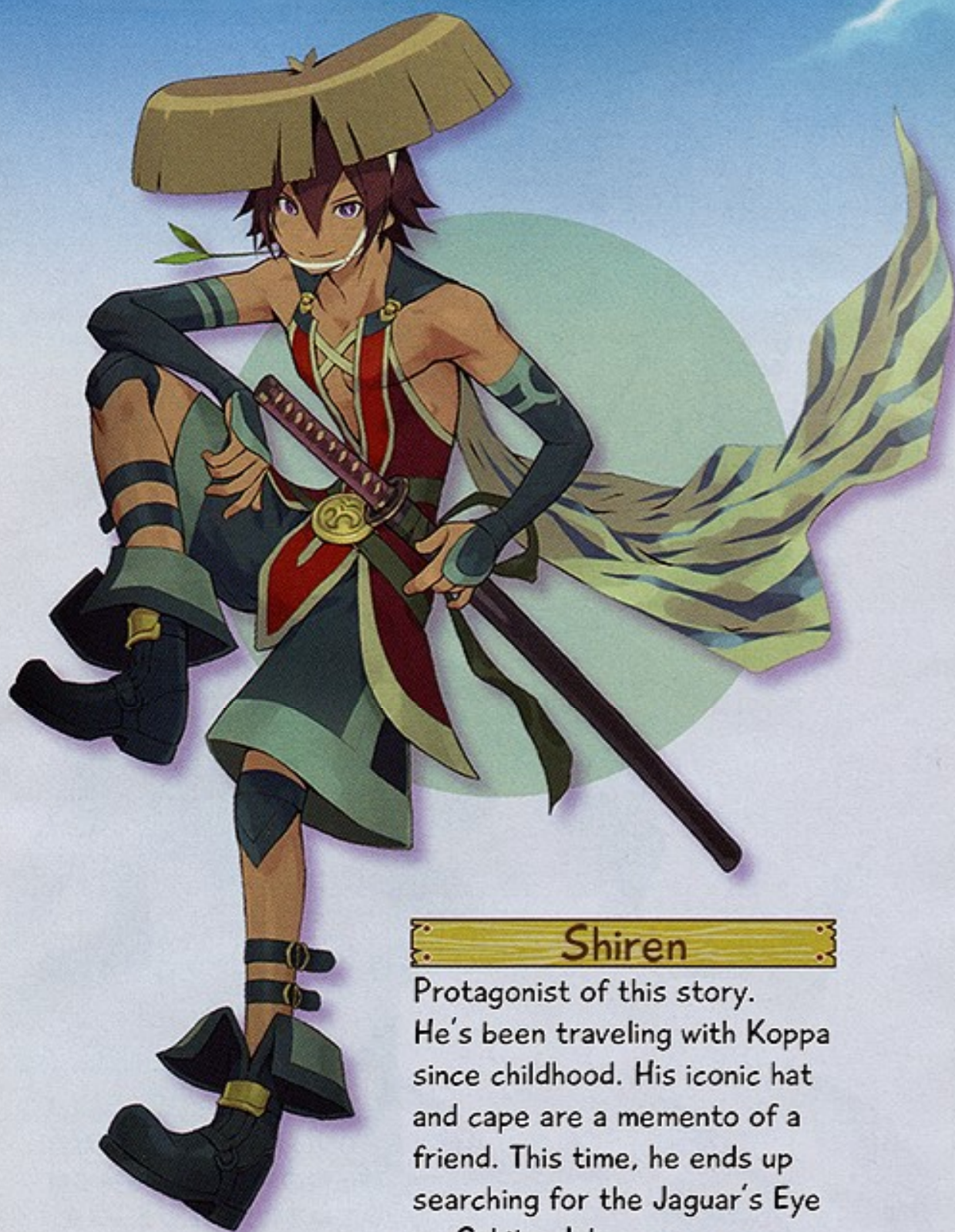
The islanders assume the duo are monsters, and decide to burn them at the stake. Kamina, a brave villager, intervenes at the last second, and gets imprisoned for helping monsters.

The priest who imprisoned Kamina said, "Retrieve the legendary treasure called Jaguar's Eye, or Kamina loses her life."

Shiren can't ignore Kamina's plight, so he sets out on an adventure in search of the Jaguar's Eye!

※ The story of Shiren the Wanderer GB.

Characters



Shiren

Protagonist of this story. He's been traveling with Koppa since childhood. His iconic hat and cape are a memento of a friend. This time, he ends up searching for the Jaguar's Eye on Cahitan Isle.

Koppa

Ferret who travels with Shiren. He's a "Storytelling Ferret" capable of human language, and can also speak with animals.





Edna

Shaman girl who lives on Cahitan Isle. She enhances Shiren's abilities, and fights using magic at night.



Galwin

Self-proclaimed legendary pirate with a rugged look. He fights by tossing special rum at monsters.



Millie

Girl who became stranded on Cahitan Isle on the way to Texas. She elegantly dual-wields pistols, and snipes monsters from afar.



Banana Prince

Prince who looks like a banana that you meet on Cahitan Isle. One has to wonder how such a lovable character interacts with Shiren and the others.



Kamina

Heroine of this story. She stands up for Shiren when he's mistaken for a monster, and is imprisoned as a result.



Priest

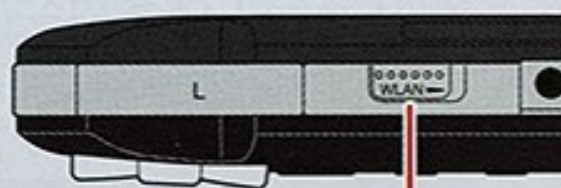
Priest who wears a Jaguar mask. He orders Shiren to bring him the Jaguar's Eye.

Controls

PSP® (PlayStation® Portable) part names and controls. **Red** controls are dungeon-only.

See P.14~15 for details about the protagonist's actions.

PSP®



WLAN Switch

L Button

- Use projectile

Directional buttons

- Menu selection
- Movement
- Switch positions

Analog Stick

- Menu selection
- Movement
- Switch positions



PS Button (HOME Button)

× Button + ○ Button

- Step in place

× Button + □ Button

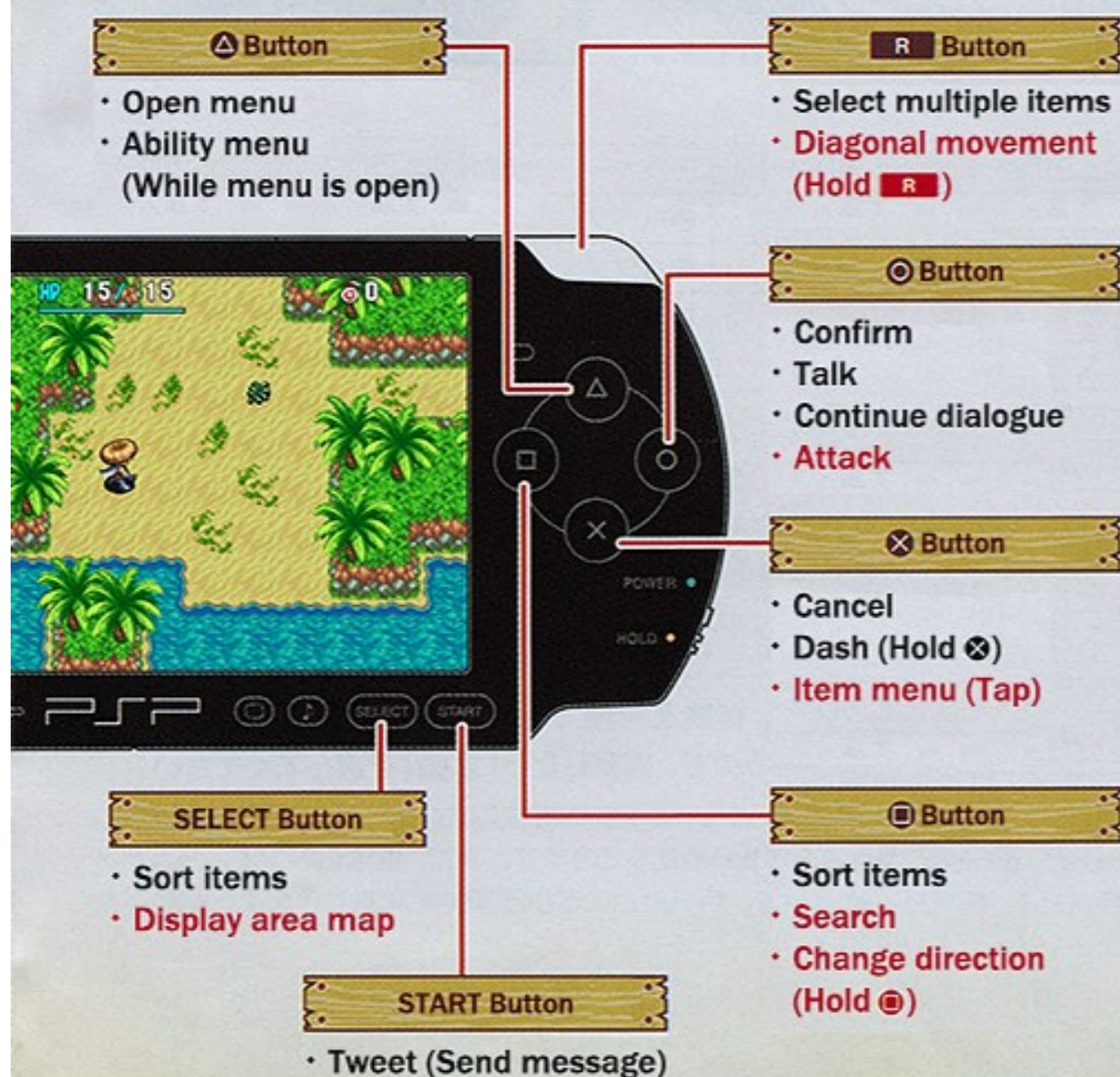
- Display Message Log

× Button + △ Button

× Button + L Button

- Look around the room

- ※ Image features a PSP-3000. It also applies to PSP-1000 and PSP-2000, but the WLAN Switch is located in a different spot on PSP-1000.
- ※ The game can be ended anytime by pressing the PS Button (HOME Button). The PS Button is called HOME Button on PSP-1000 and PSP-2000.
- ※ Controls that mention Directional buttons in their explanation can also be performed using the Analog Stick.



First Steps

Press **START** or **○** on the title screen to reach the Top Menu.

Top Menu

Select menu options to begin your adventure. Only "Create Journal" and "Other" are selectable at first. The other menu options will become available from the second play onward.

Create Journal

This creates a Wanderer Journal used to save progress, and begins a new adventure. Input a name for the protagonist (6 characters), then select "OK" to proceed to the prologue. Note that you can only create 1 Wanderer Journal.



Name Screen Controls

Move cursor	Directional buttons / Analog Stick
Input character / Select	○ Button
Delete 1 character	⊗ Button
Dakuten / Half-Dakuten	△ Button
Move input location	L Button / R Button
Change character set	⊙ Button
Move cursor to "OK"	START Button

※ "OVR" inputs a character while overwriting the cursor location.
 "INS" inputs a character while adding space to the cursor location.

Go on Adventure

This resumes your adventure from where you suspended the game. Current location and stats such as player level are displayed, so select "Yes" after checking them.

※ If you're waiting to be rescued, the option will be "Awaiting Rescue", from which you can choose to go on Interim Adventures or Give Up. Once you receive a Revival Spell, the option changes to "Revive", which lets you resume your adventure from where you collapsed. See P.27 ~ 29 for more information about rescues.



Wanderer Rescue [P.27~29]

If you collapse in a dungeon, you can use this menu to request help from another player. This menu is also used to receive rescue requests from other players.



Leaderboards

This menu lets you check your top 3 best scores per dungeon.

※ Raise score by reaching deeper floors and defeating lots of monsters.



Item Trade [P.31]

Trade items from your Storehouse (→P.24) with other players.



Other

Change game or Wanderer Journal settings, view the library, etc.

Game Settings	Adjust BGM (music) or SE (sound effect) volume, change how things are displayed on screen, etc. Select "Defaults" to reset settings to default values.
Twitter Link	Change settings related to your linked Twitter account. A network connection and Twitter account is required to use this feature. (→P.30)
Journal Settings	Change the player's name, or erase the Wanderer Journal. ※ Deleted journals cannot be recovered.
Adventure Log	View a variety of records related to your adventures.
Library	The "Item Book" and "Monster Book" offer information about items you've found and monsters you've defeated. Press L or R to change the direction the character is facing, and △ to view monster motions.
Tips	View explanations for Top Menu options.



About saving data

In order to play this game, you will need a "Memory Stick Duo" or "Memory Stick PRO Duo" with at least 400 KB of free space. When ending a gameplay session, open the menu and select "Suspend" (→P.18) to save your adventure. You'll return to the Top Menu after saving, at which point it's safe to power off the PSP®.

If you power off without selecting "Suspend", the game will assume you collapsed in a dungeon (→P.10).

Please be careful about your device's remaining battery.

Adventuring

Explore dungeons to progress the story.
Prepare for your adventure in villages.

Explore Dungeons P.11~23

Defeat monsters and utilize items as you aim for the next floor. Stronger monsters will appear as you advance floors, so don't let your guard down! The terrain also changes each time you enter a dungeon.



Player level

Defeating monsters rewards you with experience points. Once you gain a set amount, the player levels up and gets stronger. However, player level resets to 1 when you return to the starting village, such as when you clear a dungeon, collapse, or use an item called Escape Scroll to escape from a dungeon.

※ You retain your level when visiting villages located within dungeons.



If you collapse...

If your HP falls to 0 in a dungeon, you'll collapse and be returned to Boronga Village, and the items and money you had will be lost. It's possible to request a rescue from another player when you collapse. (→P.27~29)



Prepare in Villages P.24~26

You can buy items in villages and talk to residents for information. Once you're ready to depart on an adventure, simply head to a dungeon's entrance. You'll come across a variety of villages besides the starting Boronga Village as you progress through dungeons.

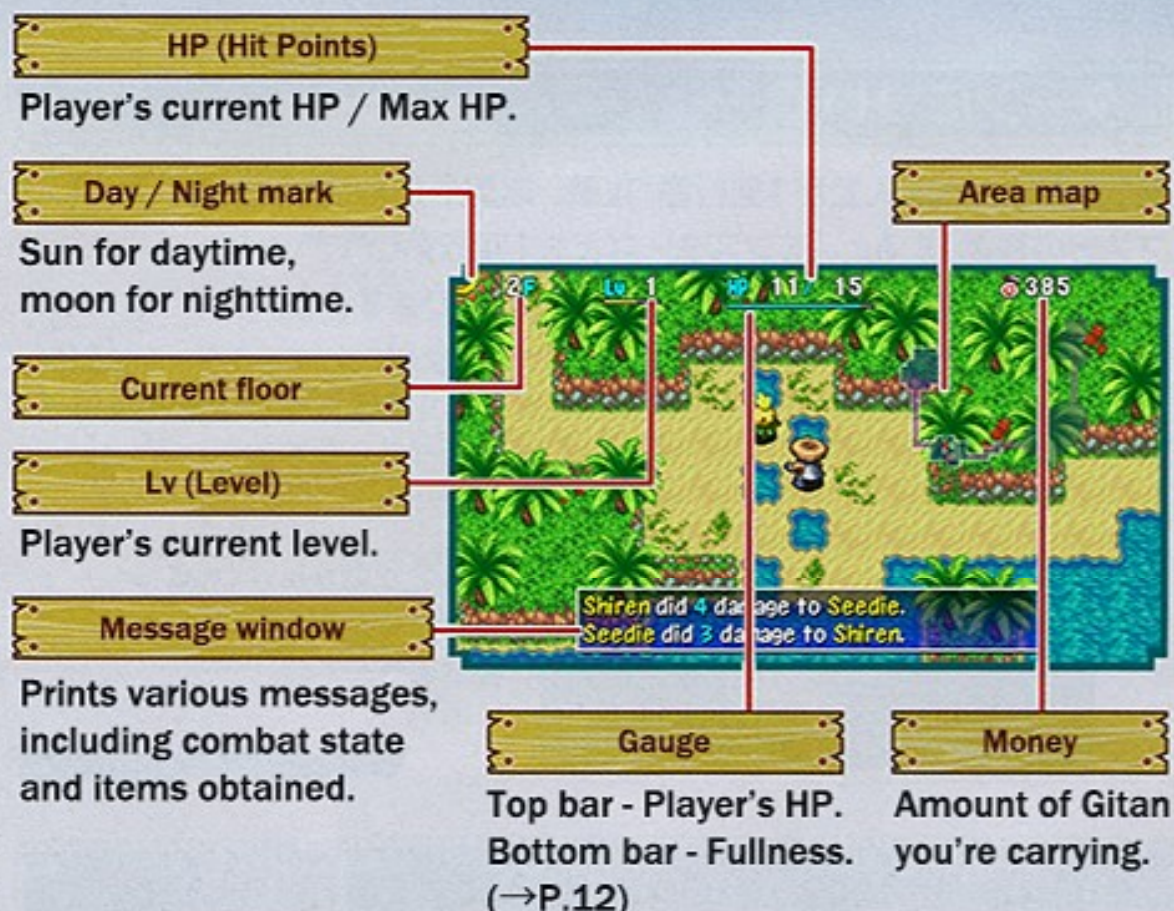


Dungeon Play

Learn the basic rules for dungeon gameplay, including how to read the user interface.

User Interface

Screen you see in dungeons or villages.



HP (Hit Points)
Player's current HP / Max HP.

Day / Night mark
Sun for daytime, moon for nighttime.

Area map

Current floor

Lv (Level)
Player's current level.

Message window
Prints various messages, including combat state and items obtained.


Gauge
Top bar - Player's HP.
Bottom bar - Fullness.
(→P.12)

Money
Amount of Gitan you're carrying.









Area Map

The area map shows information about locations you've visited on the current floor.

※ Press SELECT to view only the map.
To return, press  or SELECT.



Map Key

 Player	 Monster	 Item
 Stairs / Exit	 Ally, NPC (→P.13)	 Trap (→P.23)

Stairs and Exits

Dungeons are comprised of floors, and a stairs or exit can always be found on a floor. Move to the stairs or exit, then select "Proceed" to advance to the next floor, or clear the dungeon if it's the last floor. You can't return to a previous floor once you advance floors.



Turns

When the player performs 1 action (attack, use an item or ability, change equipment, move 1 tile), monsters will perform 1 action. 1 turn is the amount of time it takes for all characters to act 1 time.

※ Certain monsters and item or trap (→P.23) effects can allow for 2 actions for every 1 turn (Swift status), or 1 action every 2 turns (Slow status).



Turns will not elapse and monsters won't act until the player performs an action.

HP and Fullness

The player's HP decreases when they get attacked or step on a trap. If your HP falls to 0, you'll collapse (→P.10). HP naturally regenerates as turns elapse.

As turns elapse, "Fullness" will gradually be depleted. If Fullness reaches 0, you'll start to lose HP, so eat food to replenish Fullness.



Dungeon gimmicks

Gimmicks such as doors that close when you pass through them, tiles that move as turns elapse, or tiles where magma erupts can be found in some dungeons.

Shopping

Shops can be found in dungeons. Pick up merchandise you want, then talk to the Shopkeeper and pay for the items. To sell items, place items on the ground, then talk to the Shopkeeper.




Utilize Allies

There are characters in villages and dungeons who will join you if you talk to them. You can have up to 3 allies with you at a time, and allies act automatically. A variety of non-ally characters who might help your adventure can also be found in dungeons.



Clearing Dungeons

Dungeons are cleared when you proceed past the final floor. An adventure results screen will be displayed, showing equipment used and money earned, along with a score based on actions. Once you've checked the results, press  to return to the village.



As turns elapse...

Some floors have a day and night cycle where time of day changes after a set amount of turns elapse (→P.23).

Also, if you linger on the same floor for a large number of turns, "Winds of Kron" begins to blow.

After a number of gusts, you'll be blown out of the dungeon, and will lose your items and money as if you had collapsed.



Player Actions

Learn how to move, attack, and perform other actions used to navigate dungeons.

Movement

Directional buttons

Press a directional button to walk in that direction. The field consists of tiles, and the player can move in 8 directions. 1 turn will elapse for every step you take.



Diagonal Movement

R + Directional buttons

The player can only move in diagonal directions while **R** is held. Press the directional buttons in a diagonal direction.



Dash

X Button + Directional buttons

Hold **X** and press a directional button to dash in that direction. The player will automatically stop at points of interests such as items or hallway corners. It's possible to dash right into a monster, so consider the risk before dashing.



Switch places with others

If a character such as an ally is blocking your path, press and hold a directional button in their direction to switch places with them.



Step in Place

ⓧ Button + ○ Button

Press and hold ⓧ and ○ to step in place and end your turn without movement. This action is useful when you want to heal HP and such.



Attack

○ Button

Press ○ to perform an attack using your equipped weapon, or your bare hands if you don't have a weapon equipped. 1 turn elapses every time you attack.



Use Projectile

L Button

If you have a projectile such as arrows or rocks equipped, you can press L to shoot or throw the projectile. 1 turn elapses every time you use a projectile.



Change Direction / Search

□ Button


Press and hold □ to display tiles on screen. You can then change the direction you're facing without moving using directional buttons.

If a monster or ally is next to you, press □ to perform the "Search" action, which automatically turns the player so they're facing the adjacent character.



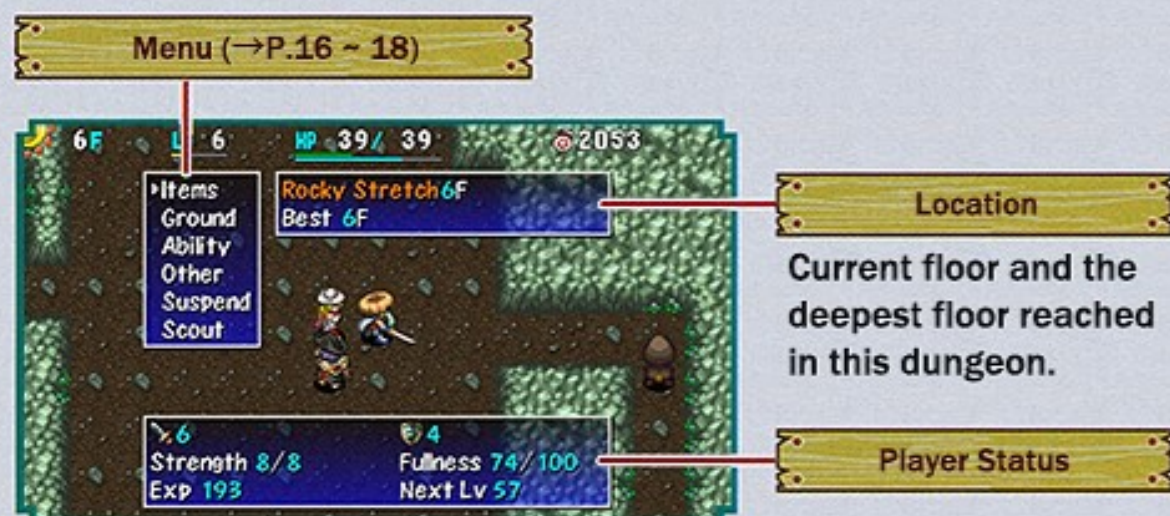
Changing the direction you're facing doesn't end your turn.

Menu Window

Press  to open the menu window.
Check player status, organize items, etc.



Menu Window

There are 6 options accessible from the menu window.




Player Status


The following stats are displayed in the Player Status window.

	Weapon's attack power. Deal more damage with higher values.
	Shield's defensive power. Receive less damage with higher values.
Strength	Player strength. Deal more damage with higher values. Traps (→P.23) can decrease this value.
Fullness	Player hunger level (→P.12).
Exp	Experience points obtained from monsters you've defeated. The player will level up once you earn a certain amount.
Next Lv	Amount of experience points needed to reach the next level.

Items

A list of items in your inventory is displayed. It's possible to sort items by category and combine arrows and rocks by pressing  or SELECT. You can carry up to 24 items.



※ Tap  to quickly access the Item list.

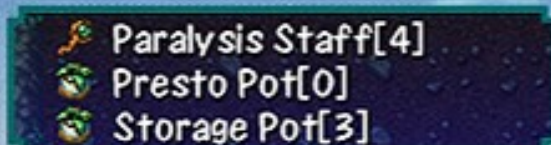


Item Information

Icons (→P.19~21) indicate item category and item status.
Unidentified items (→P.20) are displayed in yellow.



Weapons and shields also show upgrade value & level (→P.21).
✔equipped, 📄tagged (→P.24).



Staves, projectiles, and pots display a remaining use count, which decreases with usage.



Item Commands

Select an item in the item list to display commands such as Equip, Throw, Eat, Info, etc. The options you can select differ based on item category.



Ground

When you're standing on an item, select this menu option to access commands to pick the item up or use the item without picking it up. You can also swap the item with an item in your inventory.

Ability

This option displays the ability list. Select an ability to deal damage to powerful monsters (Only usable at night). Note that each ability can only be used 1 time per floor.






Learning and Adding Abilities

Abilities are learned by leveling up or by talking to specific people, and must be added to your necklace before they can be used. You can add abilities either immediately after learning them, or by visiting the Ability Library located inside the Novice House (→P.25) in Boronga Village. Up to 8 abilities can be added at any given time.

Other


Adjust game settings, view tips, display the message log, etc.
Select this menu when you wish to give up on an adventure.

Current Status	Check the current status of the player character.
Message Log	View past messages that were displayed during gameplay. Press up or down to scroll through messages. ※ Press  and  at the same time for quick access.
View Map	Displays only the area map on screen. Press  or SELECT to return to the normal gameplay screen. ※ Press SELECT for quick access.
Give Up	Give up on the current adventure and go to Boronga Village. This option has the same effect as collapsing (→P.10).
Game Settings	Adjust BGM (music) and SE (sound effect) volume, change what is displayed on screen, etc. Select "Defaults" to reset settings to default values.
Library	View information about items you've obtained and monsters you've defeated in the past.
Tips	View useful tips related to dungeon gameplay.
Tweet	Upload messages or screenshots to Twitter. See P.30 for details.

Suspend

Save current gameplay state to your Wanderer Journal and suspend your adventure. Always select this menu option and return to the Top Menu before powering off the PSP® console.

Scout

Press directional buttons to scroll the screen and check out the current area. This is useful if you come across a large room (it can't be performed in hallways). Press  to return to normal gameplay.



Visible Area

The yellow rectangle shows what's currently visible on screen.

Using Items

Items are obtained by purchasing them from shops or finding them in dungeons.

Item Categories

There are 12 categories of items. This section explains each item category and lists some of the common items per category.



Weapon

Used to attack monsters. Raises your attack power when equipped, increasing the amount of damage you deal.

Palm Stick, Copper Edge, Katana, etc.



Shield

Used to defend against monster attacks. Raises your defense when equipped, decreasing the amount of damage you receive.

Palm Shield, Copper Guard, Safe Shield, etc.



Bracelet

Prevents status conditions (→P.23) or grants an ability when equipped. There are a wide variety of effects depending on the type of bracelet.

Heal Bracelet, Strength Bracelet, Strider Bracelet, etc.



Staff

Select "Swing" to fire a magic bullet that deals an effect in the direction you're facing. Each staff can only be used a limited number of times.

Knockback Staff, Swap Staff, Mage Staff, etc.



Arrow

Lets you attack far away monsters. Equip it and press **L** to shoot the projectile. The arrow vanishes when it hits a monster.

Wood Arrow, Iron Arrow, Silver Arrow, etc.



Rock

Lets you attack far away monsters. Equip it and press **L** to shoot the projectile. The rock vanishes when it hits a monster.

Rock, Porky Rock, Bomb Rock



Equipment resonance

Some weapons, shields, etc. resonate when equipped in certain combinations, granting an additional special effect. Try out different combinations of items!



Talisman

Throw it at a monster to inflict a status condition (→P.23). The effect also affects monsters on tiles around the target hit by the talisman.

Sleep Talisman, Dizzy Talisman, Swift Talisman, etc.



Scroll

Select "Read" to cause an effect to occur. The effect varies depending on the scroll, and the scroll vanishes after being used.

Navigation Scroll, Escape Scroll, Identify Scroll, etc.



Pot

Insert other items to store them or cause an effect to occur. Some pots already have contents and are used by opening the pot instead.

Synthesis Pot, Storage Pot, Mailing Pot, etc.



Grass, Seed

Used by eating or throwing the item. Some have a positive effect such as restoring HP, while others with bad effects can be thrown at monsters.

Herb, Sleep Grass, Growth Seed, Power Up Grass, etc.



Food

Replenishes the player's fullness when eaten. Bananas ripen over time, and ripe bananas replenish more fullness.

Green Banana, Ripe Banana, Spoiled Banana, etc.



Torch

Equipped in place of a weapon. Lights up your surroundings at night. The light dims and eventually goes out after a set number of turns pass.

Torch, Fine Torch, Super Torch



Unidentified items

Dungeons can have unidentified items at times.

The item's true form can be revealed using an Identify Pot, Identify Scroll, or by returning to Boronga Village.

※ If you successfully deduce what the unidentified item is through usage, select the item and choose the "Name" command to name the item. Named items have a green name.







Picked up Plum Staff[?].

Unidentified items have a yellow name.

Item Status

An item can have a special status that affects its effect or usability in a positive or negative manner. Each of the 3 statuses explained below are represented by an icon in the item list.



 Blessed Item	<p>Items with  icons are blessed items. Blessed items have positive effects such as boosting the strength of the item's effect, or not vanishing from your inventory even after being used.</p> <p>※ The blessing can wear off from item usage.</p>
 Cursed Item	<p>Items with  icons are cursed items. Cursed items cannot be unequipped if you equip them. Use a Purify Scroll or visit a Purifier (→P.25) in a village to break the curse.</p>
 Sealed Item	<p>Items with  icons are sealed items. Sealed weapons and shields have upgrade value and special abilities nullified, and other items can't be used. Use a Purify Scroll or visit a Purifier to remove seals.</p>

Upgrade Weapons and Shields

Equipment can be strengthened by raising level and upgrade value.



Upgrade Value

Weapons and shields have a stat called Upgrade Value, which raises or lowers the item's attack power or defense by the value. It can be increased by Blacksmiths (→P.26), or by certain items. Items also have an Upgrade Limit, which can't be exceeded.

※ Upgrade value can decrease from rust caused by traps (→P.23), etc.



Equipment Level

The Level Gauge fills as you defeat monsters with a weapon or shield equipped. Once it's completely full, the item will level up. When a weapon or shield levels up, its attack or defense and upgrade limit increases, and it may gain an additional ability.

Item Synthesis

Weapons, shields, and staves can be upgraded through synthesis. Special abilities called runes can be added to weapons and shields, and staves can be combined. The 2 methods are explained below.



Synthesis Pot



Select a Synthesis Pot and choose Insert, then select the items you wish to synthesize. Break the pot or use a Suction Scroll to retrieve items. The synthesis rules differ between equipment and staves.



Weapon, Shield

The first item you choose acts as the base, and upgrade values and special abilities of subsequent items get added to the first item.



Staff

Only staves with the same name can be synthesized. Remaining use counts of chosen staves get added, resulting in a single combined staff.



Mixer Synthesis

If you throw items at a Mixer type monster, the monster will eat the items and synthesize them inside its belly. The monster powers up each time it eats an item, and will drop the items when it's defeated.



The synthesis rules are similar to Synthesis Pot, but you can also synthesize some different category items with weapons or shields such as Weapon + Grass when synthesizing using Mixers.



Runes

Weapons and shields can gain special abilities called runes. Examples include "1/2 Hunger", which slows hunger rate, and "Wall Dig", which lets you dig through walls.

Dungeon Tips

Learn about traps, status conditions, auras, and what happens when it becomes night.

Traps

Traps that activate when stepped on can be buried in ground tiles. You can reveal a hidden trap by performing a direct attack in the direction of a ground tile you wish to check.



Examples

Wood Arrow Trap	An arrow flies at you and deals damage.
Trip Stone	Trip and take damage, and drop items on the ground.
Rust Trap	Lowers equipped weapon and shield upgrade value by 1.

Status Conditions

The player's status can change due to traps, monsters, and items. Most status conditions wear off after a set number of turns elapse, but items can be used to cure status conditions as well.

Examples

Blind	The screen turns black, and you can't read scrolls.
Confused	Direct attacks and movement go in a random direction.
Asleep	Fall asleep for a number of turns, preventing any actions.
Banana	Turn into a banana and lose access to Items, Ability, and Ground menu options. Equipment effects are also nullified.

Monster Auras

Monsters with auras like in the image to the right have higher stats than normal, so be careful when you fight them.



Night

When it turns to night, the screen gets dark and you won't be able to see your surroundings very well without a torch equipped. Night monsters are also incredibly powerful, and necklace abilities must be used to deal meaningful damage to them.

Get Ready in Village

Boronga Village and other villages have facilities that help you on your adventure.

Village Facilities

Facilities vary depending on the village.

This section introduces facilities available early on.

Shop

Spend money to purchase items, or sell items you no longer need. Talk to the shopkeeper and select "Buy" or "Sell", then choose items.



As you continue your adventure, you'll gain the option to place tags on weapons or shields. Tagged items will be delivered to the Watchman's Lodge if you lose them inside a dungeon. (→P.26)

Storehouse

Store up to 80 items.

Talk to the manager and choose to either store or withdraw items. You can also sell stored items. Deposited items are not lost even if you collapse in a dungeon.



※ Stored items can be traded with other players (→P.31).

Warehouse

Store items by leaving them on the ground. Open the menu and select "Items", then choose an item and select "Place" to place the item on the floor.

Items left on the ground inside a warehouse are not lost even if you collapse in a dungeon.





Bank

Deposit or withdraw money here. After choosing to either deposit or withdraw, use directional buttons to input the amount of money. Deposited money will not be lost even if you collapse in a dungeon.



Novice House

Facility that offers helpful tips related to dungeon gameplay, along with practice dungeons. It's a great place to visit when you first start playing the game.

The Ability Library lets you add or remove learned abilities (→P.17)



Purifier

Pay a fee to remove curses and seals (→P.21) from all items in your inventory.

※ Items in pots (→P.20) are exempt.



Pot Breaker

Pay a fee to have the Pot Breaker break a pot of your choice. Use this service when you have a pot that must be broken in order to retrieve inserted items. The items from the pot will be scattered in the warehouse.

※ If the warehouse is full, the contents of the pot will be lost.



Rescue Branch

If you've accepted a rescue request from another player, you can depart on the rescue from this location. (→P.28)



Inn

Pay a fee to stay overnight and fully replenish HP, fullness, and strength for both you and your allies.



Blacksmith

Pay a fee to strengthen a weapon or shield, increasing its upgrade value. Runes on weapons or shields can also be erased here. (→P.22)



Watchman's Lodge

If you lose a tagged weapon or shield, the watchman here will be waiting with your item, so talk to him to pick it up. You might be asked to pay a fee to reward the person who delivered your item. Also, the Keeper can place or erase tags.



About lost items

Lost weapons or shields can occasionally be found in overworld areas like the beach. Don't give up if your equipment wasn't tagged!

Wanderer Rescue

Rescue other players who collapsed, or get rescued if you collapsed in a dungeon.

Wanderer Rescue Menu

Select "Wanderer Rescue" from the Top Menu to access the Wanderer Rescue menu.



Rescue Someone (P.28)	Rescue a different player.
Get Rescued (P.29)	Get rescued by a different player.
Organize	Check rescue requests you've received and revival spells, delete entries you no longer need.
Explanation	Read explanations related to Wanderer Rescues.

Rescue Methods

There are 3 methods available for Wanderer Rescues.

Ad hoc connection	Connect to a nearby player using an ad hoc connection. ※ Please do the following when using this method: <ul style="list-style-type: none">• Set the WLAN Switch to ON.• Keep the PSP® consoles close to each other.
Password	Share a 54 character password with another player. ※ A password is displayed for requests and revival spells.
Twitter	Connect to distant players using Twitter. ※ A Twitter account must be linked to use this method. See P.30 for more information.

※ If you accept a request via ad hoc connection or password, the same rescue cannot be done using Twitter.

※ If you accept a request via Twitter and then complete it using an ad hoc connection or password, the same rescue cannot be done using Twitter.

Rescuing

This page explains how to rescue other players.

1 Receive Rescue Request

From the Wanderer Rescue menu, select "Rescue Someone", then "Receive Rescue Request". Choose how you want to receive the request, then either begin the connection or input the password to receive the request. (→P.27)



2 Go on Rescue

Resume your adventure, then depart on the rescue from the Rescue Branch in Boronga Village. Locate the collapsed person inside the dungeon and talk to them to complete the rescue. (→P.26)



※ You can't go to dungeons or floors you've never been to before.

3 Send Revival Spell

Once you've completed the rescue, return to the Top Menu. From the Wanderer Rescue menu, select "Rescue Someone", then "Send Revival Spell". If the method used for the rescue was "Ad hoc connection" or "Twitter", you can attach a message and item to the revival spell.

※ An item cannot be attached to the revival spell if the rescue was for a dungeon that doesn't allow players to bring items.

4 Receive Reward Letter

If the person who requested the rescue sent a reward letter, you can receive it by selecting "Rescue Someone", then "Receive Reward Letter" from the Wanderer Rescue menu.



Twitter rescues

If rescuing via Twitter, search for "Shiren 4 PSP Rescue Request" to find and receive requests. Please reply to the rescue request when sending a revival spell.

Getting Rescued

If you collapsed, follow the steps below to get rescued.

1 Send Rescue Request

From the Wanderer Rescue menu, select "Get Rescued", followed by "Send Rescue Request". Then select the method you wish to use to send the request, and input an optional message.



2 Wait for a Rescue

The Top Menu option "Awaiting Rescue" appears, and you can go on adventures while you wait by selecting "Interim Adventure". You can challenge any dungeon you've entered before, but can't suspend or request a rescue.



※ If you wish to cancel the request, select "Awaiting Rescue", then "Give Up" to resume your collapsed (→P.10) adventure.

3 Receive Revival Spell

From the Wanderer Rescue menu, you can check for revival spells by selecting "Get Rescued", followed by "Receive Revival Spell".

If a revival spell has arrived, accept it to make the "Revive" Top Menu option appear. This option lets you continue your adventure from where you collapsed.



4 Send Reward Letter

From the Wanderer Rescue menu, select "Get Rescued", followed by "Send Reward Letter" to thank the person who rescued you. If an ad hoc connection was used, you can attach a message and item to the letter. If Twitter was used, you can attach a message to the letter.

Twitter Link

If you link a Twitter account, you can send messages and do rescues via Twitter.

The following items are needed to use Twitter link:

- PlayStation®Network account.
- Broadband network and connection device.
- Wireless LAN access point compatible with PSP®.

Twitter Link Setup

In order to add Twitter Link settings, you must first create a PlayStation®Network account, create a Twitter account, and connect to the internet.

Once you're ready to get started, go to the Top Menu and select "Other" → "Twitter Link" → "Settings", then enter your Twitter account and password to finish the setup.

※ Please search online for help with creating a PlayStation®Network account or Twitter account.

Using Twitter

Twitter can be used to send messages or perform rescues.



Sending Messages

Press START or open the menu and select "Other" → "Tweet" to send a screenshot or message to Twitter.

If you connect to Twitter using a browser, you can check messages and screenshots sent by other players.



Performing Rescues

The "Wanderer Rescue" Top Menu option can be used to request help if you collapsed, or rescue other players who have collapsed (P.27 ~ P.29).

Item Trade

Use an ad hoc connection to trade items inside your Storehouse (P.24) with others.

Please be careful of these when using an ad hoc connection.

- WLAN Switch set to ON.
- Keep PSP® consoles close to each other.

Trading Items

From the Top Menu, select "Item Trade", then follow the steps outlined below.



1 Select Item to Send

Select 1 item deposited inside the Boronga Village storehouse that you would like to send to the other player.



2 Trade Items

Once both of you are ready, start the connection and complete the item trade. The item you receive will be placed in the storehouse.

※ If the PSP® powers off during the exchange, the items will be lost.

