PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. For further information visit **www.pegi.info.**

Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:

The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
www.pegionline.eu

PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system instruction manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	9	7	5	3	2
PEGI RATING AGE GROUP	18	16	12	7	3

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PS3™ system to enable play.

BLES-01305

1

SETTING UP

Set up the PlayStation®3 system according to the instructions in its instruction manual.
At start-up, the power indicator will glow red to indicate that the PlayStation®3 system is in Standby Mode.
Press the power button and the power indicator light will turn green.

Insert the Agarest disc into the disc slot with the label side facing upwards. Select the ➡ icon from the Home Menu. A thumbnail image of the software will be displayed.

Press the ✖ button to commence loading. Do not insert or remove accessories once the power is turned on.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

To our devoted fans, thank you for purchasing Agarest: Generation of War Zero. Please read through the manual before playing the game, and be sure to keep it in a safe place so it doesn't get lost or damaged.

For all manuals please visit: http://agarestzero.ghostlight.uk.com/downloads

CONTENTS

STORY

The Light and the Dark.

A bitter struggle for dominion between two disparate gods was great enough to divide the world of "Agarest" and threaten the very existence of every species inhabiting the world.

Afraid that their conflict would annihilate the very world they desired, the gods reached a compromise in which mortal agents representing each side of the conflict would act in their stead so that the power of the opposing gods wouldn't overwhelm the affairs of the world.

With the accord between the gods in place, it seemed as if the embattled world of Agarest had finally entered an era of peace. However, the armies of darkness slowly gained power and began an assault on the forces of light.

It is at the "Scarred Mountains", the boundary created by the gods to separate the two sides that this story begins.

For it is here that Sieghart encounters a young girl surrounded by creatures from the armies of darkness while on a mission for the forces of light. While fighting off the girl's assailants Sieghart was mortally wounded, but was saved by the mysterious young girl. However, while she managed to save Sieghart's life, her powers were somehow transferred to him in the process.

With this unexpected twist of fate, Sieghart embraces his new role in the conflict and throws himself headlong into the war.

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Character Profiles

Sieghart

Sieghart is a young commander in service to the armies of light. He is very serious and focused, and has a reputation of being an incredibly hard worker who tends to be stubborn and obstinate. Although sometimes hard to get along with, he is respected by all of the men under his command. In spite of his youth, he is considered a gifted commander by his fellow officers and appears to have a bright future ahead of him. While visiting a village near the Scarred Mountains, Sieghart is seriously injured while saving a young girl from a servant of darkness. The girl, named Mimel, manages to save his life, but at the cost of transferring almost all of her powers to him.

Mimel

Mimel is a mysterious young woman who was saved from being banished to the darkness of Findeste by members of the forces of light, who recognized Mimel's overwhelming magical powers and her ability to wield the Power of Liberation. In order to save Sieghart, she pushed her magical abilities to a dangerous extreme and almost died as a result. Unfortunately, while bringing him back from the brink of death, she mistakenly transferred her Power of Liberation to him, altering the course of history as well as their individual fates. Now tied to Sieghart, Mimel decides to accompany him in hopes of retrieving her powers and completing her appointed task.

5
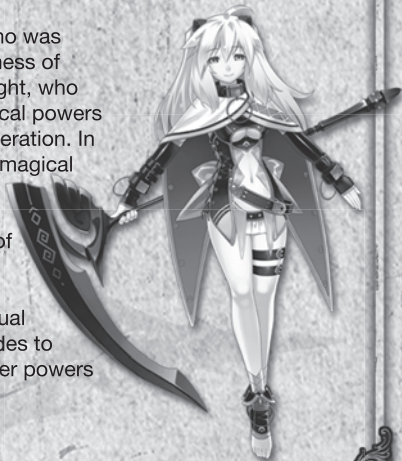
Alice

A high elf who is accompanying Sieghart on his travels at the suggestion of her father Eleazal, the commander-in-chief of the forces of light. She was originally forbidden to go to the far north of the continent due to the war, but declared to her father, 'I want to do whatever I am able' and joined the war effort on her own. After much consideration, her father had her work behind the front lines as a healer. For many of the injured soldiers, Alice's gentle smile was enough to make them forget about their grievous wounds. She knows Sieghart, but by reputation only, having traveled with his forces on a previous campaign.
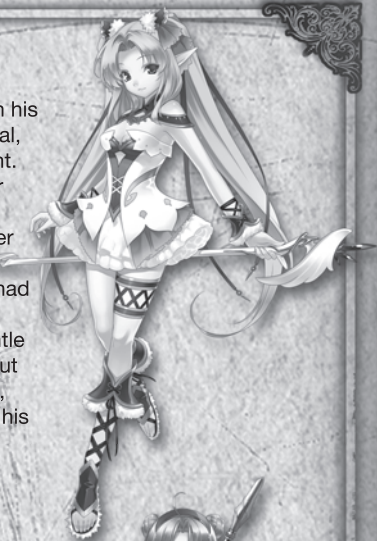
Friedelinde

A heroine from the first generation, Friedelinde is a lieutenant under the direct command of Sieghart and also his de facto second-in-command. Friedelinde, or Linda as her friends call her, has very strong feelings for Sieghart and tries to express them in her own unique way, but his inability to recognize even the most basic of emotions both frustrates and depresses her. Already painfully shy, it doesn't help her cause that his mere presence makes her completely tongue-tied and panicky. She felt it was necessary to hide her overwhelming feelings for him, believing that such demonstrations of passion would be unbecoming for an officer. However, her struggle is painfully obvious to everyone except her and Sieghart.

6
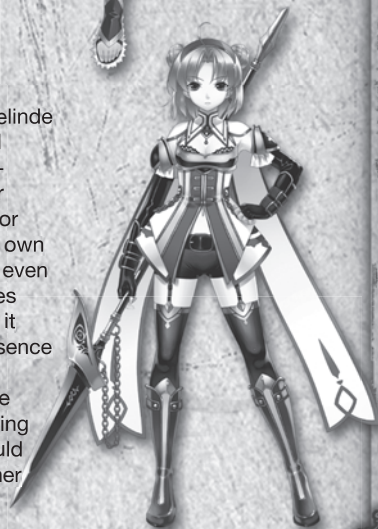
Routier

A heroine of the first generation, Routier is a young girl traveling through the land with a young onerthes man who she considers her brother. Having been constantly on the move, she never had the chance to make any friends and, as a result, is almost pathologically shy. Whenever she finds herself in an unfamiliar situation or in the company of strangers, her first reaction is to hide behind her brother. Routier inherited the power to see into the future from her mother, who was rumored to be a fortune teller of great skill. In fact, it was Routier who first foresaw the appearance of Sieghart.
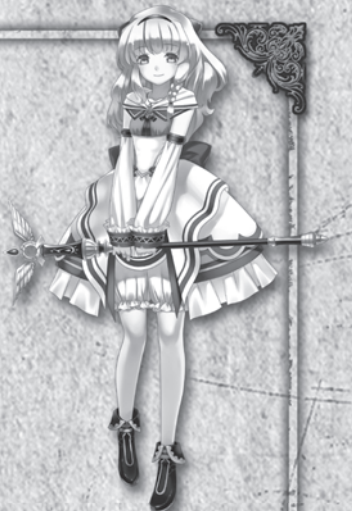
Sayane

One of the heroines in the first generation, Sayane is a half-harpuia woman who very rarely gets angry and is always the eternal optimist with a smile on her face. However, she can be incredibly stubborn and obstinate. Although harpuia are known for their stellar sense of direction, that is one aspect of her heritage that she sadly did not inherit, as such advanced concepts as 'left' and 'right' genuinely confuse her. It was while she was lost that she first encountered Sieghart and his companions. Raised in a human village located in the Scarred Mountains, Sayane's martial arts skills have been honed as a result of the endless monster attacks on her home.

Controls

L2 button

L1 button

Directional Buttons

left stick / L3 button

SELECT button

R2 button

R1 button

△ button

○ button

✕ button

□ button

right stick / R3 button

START button
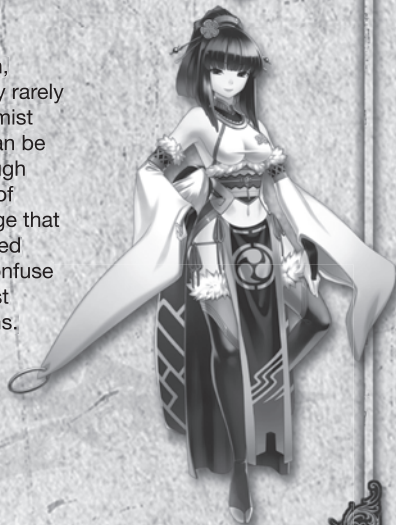
PS button

Map Controls

Controls	World Map	Nation Map
Directional Buttons	Select a destination nation	Move character
○ Button	Cancel	N/A
✕ Button	Confirm	Confirm
□ Button	N/A	Move between nations
△ Button	N/A	Open menu
L1 Button	Scroll pages	N/A
R1 Button	Scroll pages	N/A
Left stick	Select a destination nation	Move Cursor

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Controls for event and battle

Controls	Event	Battle
Directional Buttons	Moves cursor for options	Moves cursor, select menu items
◎ Button	Close windows, cancel skip mode and auto mode	Cancel commands, cursor free mode
⊗ Button	Skip text, confirm selections	Confirm selections
▢ Button	Skip mode	N/A
△ Button	Cancel skip mode and auto mode	Display status
L1 Button	N/A	Change characters
R1 Button	N/A	Change characters
Left Stick	N/A	Move cursor
Right Stick	N/A	Control camera
START Button	Auto mode	Execute skills
SELECT Button	N/A	Switch to auto battle

Getting Started

The title screen will appear after the opening movie.

◆ The opening movie can be skipped by pressing the START button.

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Main Menu

♦ **CONTINUE:**

Select this option to continue a previously saved game.

Choose the save data you wish to load from the list of saved game data displayed.

♦ At least **1389KB** of empty space is required to save data.

♦ You can create up to 999 saves.

Game Flow

The game will begin with an opening event and a series of tutorial battles. Once these events conclude, you will be taken to the character creation screen, where you can customize the attributes for your character. You will then move to the nation map and the game will progress as you move through towns, event points and battle points.
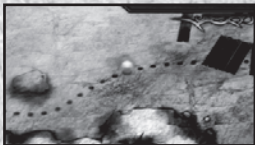
Town

You can buy and sell items at shops as well as access the Blacksmith's Guild and the Adventurer's Guild here. (Please refer to pg. 24)

Event Points

Events points are where story-related events as well as optional story branches occur. Entering an event point will sometimes take you to a different map.

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Battle Points

A battle will occur when entering a battle point for the first time. After the initial battle you can either choose to start another fight or go through without a confrontation. (Refer to pg. 32)

And the next generation begins...

The protagonist of the first generation will travel throughout one nation, righting wrongs and saving the day as well as choosing a heroine for his very own. Once a heroine is chosen, the game will advance ahead several years and continue by focusing on the adventures of the hero of the second generation as he travels through another nation.

Character Creation

Once the opening events have concluded, an event will occur where you will be able customize the attributes of the hero of the first generation.

① **Select Default Base Class**
 ◆ Warrior Type
 ◆ Magic Warrior Type
 ◆ Sorcerer Type
  You can select only one of the three classes listed above.

② **Select Sub-Soul Type**
You will select a sub-soul type of
the protagonist.
You can choose any five cards from among
the twenty-four cards available.

**The combination of the types selected in ①～② will determine the
combined stats of the protagonist.**

③ **Select Skill Slot**
Once the protagonist's weapon type is
determined, you will then select skill slots.
You can select any four skill slots you'd like
to use.
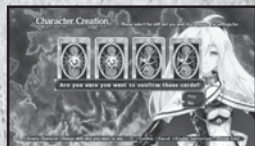
◆ **1~2 are set by default and cannot be changed.
You will be required to set up between 3-6 slots.**

**Combine the above attributes effectively to create a character that fits
your style of play.**

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World Map

You can move the main character to your desired destination by selecting the nation or location point you would like to move to. New locations will become available as you progress through the story.

Nation name
Location name

Nation Name: The name of the currently selected nation.

Location Name: The name of an accessible point in the currently selected nation.

Nation Map

Location Name

Character

Location

Party Members

Points
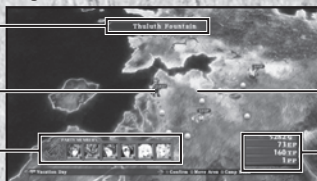
Location Name: The name of the location where the player's character is standing.

Character: The current position of the player's character.

Event Point: A town or event point.

Party Members: Shows current party members and the HP of each member.

Points: Displays current amount of G as well as various other points earned in the game. (Refer to pg. 15)

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Menu

Pressing the ⊘ button on the nation map will display a number of menu options.

Menu Options **Simplified Stats**

Points

Menu Options

Organize:	You can select your party members here as well as determine their positions while in battle. (Refer to pg. 15)
Status:	View detailed stats for each member of your party here. (Refer to pg. 17)
Equipment:	Change equipment and skills. (Refer to pg. 20)
Item:	Use and organize items in your inventory. (Refer to pg. 22)
Picture Book:	View profiles, galleries, and other game information. (Refer to pg. 23)
Battle Diary:	Save your current game or load previously saved data. (Refer to pg. 23)

Basic Stats

The basic stats of your party members are displayed here. The number shown to the left of each character's profile is their initial position on the battlefield.

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Points:

G: The official currency used throughout the world of Agarest. You can earn G by defeating monsters or by selling unneeded items. Use G to purchase items and equipment, resurrect fallen party members, and more.

EP: Enhancement points (EP) are earned by defeating monsters and are used to enhance equipment and activate skills.

TP: Technical points. These points can be exchanged for items and skills. The number of consecutive hits you land in battle will determine the amount of technical points earned.

PP: Party points (PP) are received as an additional bonus after successfully completing a battle. They are shared amongst all party members and are used to modify a character's stats.

Organize

In this screen, you can select which Enchanted Field you'd like to use, which characters to include in your battle party, and where each party member will be positioned on the battlefield. You can have up to six characters in your party.

Enchanted Field

Enchanted Fields allow you to determine where the members of your party will be positioned at the start of battle. Some fields have areas with unique status effects that will work for both ally and enemy units. New Enchanted Fields will become available as you progress through the game.

15
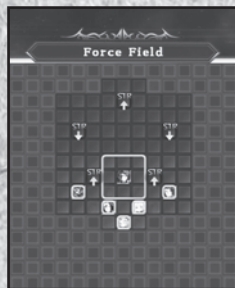
Field

Select this menu option to choose from the list of available Enchanted Fields. However, there are some events that will be fought on predetermined fields and cannot be changed. In these cases, your choice of field will be superseded by the mandatory event field.

Change characters

First select a number where you would like your character to be positioned, and then select a character you'd like to participate in battle from the list of characters on the right.

+ **If you have a defeated character included in your party, they will not appear when you enter a battle. So be sure to revive any fallen characters or switch them out for another character.**

Remove

This option allows you to dismiss a character from your battle party.

Status

You can view a detailed overview of the status of each character by selecting a character you'd like to check from the list. Press up or down on the directional buttons to switch characters, and press right or left to turn pages.

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Status Detail ①

Name

Current HP/Max HP

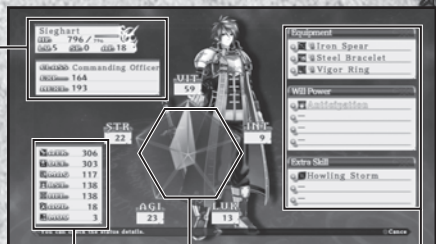Current Level

Current SP/Current AP

Class

Current EXP Points

EXP points required to level up

STR:	"Strength (Power)". The higher the value, the higher the ATK and HIT.
VIT:	"Vitality (Stamina)". The higher the value, the higher the DEF. It affects the increment of HP when you level up.
AGI:	"Agility" (Speed)". The higher the value, the higher the AVD. It also increases your turn rate.
INT:	"Intelligence". The higher the value, the higher the MAG. It increases the success and evasion rate for status changes.
LUK:	"Luck". The higher the value, the higher the AVD and HIT. It also influences several other things.

ATK:	"Physical Attack Power". The higher the value, the higher the physical damage you do. Influences equipment and STR.
DEF:	"Resistance to Physical Attacks". The higher the value, the lower the physical damage you receive. Influences equipment and VIT.
MAG:	"Magic Attack Power". The higher the value, the higher the magic damage you do. Influences equipment and INT.
RST:	"Resistance to Magic Attacks". The higher the value, the lower the magic damage you receive. Influences equipment and INT.
HIT:	"Accuracy Rate". The higher the value, the higher the accuracy rate. Influences equipment, STR and LUK.
AVD:	"Evasion Rate". The higher the value, the higher the evasion rate. Influences AGI and LUK.
MOV:	"Mobility". It affects the number of squares you can advance during battle.

Equipment:	Shows currently equipped items.
Will Power:	Shows a character's special abilities. Characters will learn additional skills as they level up.
Extra Skills:	These are skills unique to each character. Characters will acquire additional skills as they gain levels or change classes.

Pressing the **SELECT** button while in this screen will move the cursor to the Will Power field.
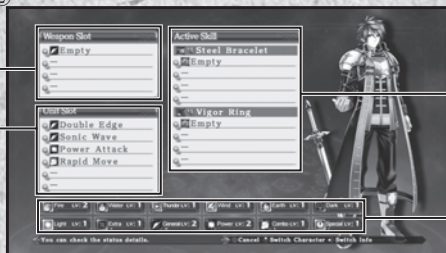
17

18/5/11   11:07:07

Status Detail ②

Weapon Slot

Unit Slot

Active Skill

EXP Level

Weapon Slot: Slots on a weapon for skills. Different weapons will have a different number of slots available.

Unit Slot: Character-specific slots where skills can be added. These slots will only change when a character changes classes.

Active Skill: Slots for passive skills that take effect once the related item is equipped.

Skill Level: Shows the current level of each skill type. Skills will increase in level as they are used in battle. Once a skill is used a certain number of times it will gain a level up to a maximum level of ten. The higher the skill level, the more effective it becomes.

Skill Type

There are a total of twelve skill types.

Each character has an affinity for certain skill types, and skills associated with those types will gain levels more quickly than others.

Fire	**Water**	**Thunder**	**Wind**	**Earth**	**Dark**

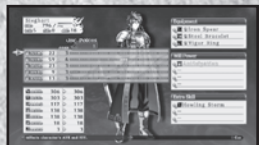|					
Light	**Void**	**General**	**Power**	**Combo**	**Special**

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Status Development

Characters will receive bonus points every time they gain a level. These points can be used to increase their various stats and make them more formidable in battle.

The amount of bonus points required to raise each individual stat will vary by character.

Sub-menu

Pressing the △ button while on the "Status" menu option will bring up the sub-menu.

Using PP

You can distribute the "Party Points" (PP) you receive after battles amongst all of your party members. Like bonus points that you receive when gaining a level, party points are used to improve each character's stats. Also, party points and bonus points can be used in combination.

Select a character
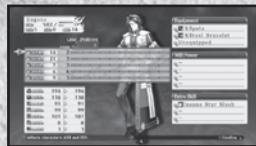
Raise a stat using bonus and party points!

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Organize Characters

You can organize your party member using the below methods.

By Party Number: Sort characters in the order the characters were selected as main battle party members.

By Level: Sort characters in descending order of level. Select this option again to sort characters in ascending order.

By Name: Sort characters in alphabetical order. Select this option again to sort characters in reverse order.

Affection

You can view the affection level of each heroine here.

About Class Up

When a character reaches a predetermined level, you can change their class using the "Proof of Valor" item. To do this, the character must be at least level 45 and have the item "Proof of Valor".

Equipment

Selecting "Equipment" will move the cursor to the character list, allowing you to choose which character's equipment you would like to change. After selecting a character, the Status window will be displayed and the cursor will automatically move to the Equipment window. Press the ⃝ button to see the details of an item or skill.

Equipment: Equip weapons, armor and accessories.

**Skill:** Select which skills you want to use in battle.

Active: Set active skills.

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Select which piece of equipment you wish to change and then press the ⊗ button to display a list of useable equipment. Press the ⊗ button again to swap equipment. Green numbers show which stat values will increase and blue numbers will show which stat values will decrease.

Skill

Selecting a slot will display a list of available skills. Choose the skill you wish to set and then press the ⊗ button to equip it.
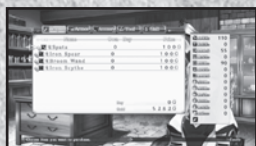
Active

Selecting a slot will display a list of available active skills. Choose which active skill you would like to use and then press the ⊗ button to set the skill.

Some pieces of armor and accessories come with a default active skill already equipped. These skills cannot be removed unless the item is converted at the Blacksmith's Guild. (Refer to pg. 25)

Warning: Changing equipment will automatically remove any active skills equipped to that item.

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Item

Selecting "Item" will bring up the following menu options:

Current Items: You can view the weapons, armor, and items that are currently in your inventory.

Use: Displays a list of items that can be used. Select the item you wish to use and then choose the character you wish to use it on.

Organize: You can organize items by category. Selecting this option again will arrange them in reverse order.

Organize Manually: Organize the items in your inventory manually. Select an item and then choose the item with which you want it to switch places with.

Discard: Removes the selected item from your inventory. If you have more than one of the selected item, this command removes all of them.

Move the cursor over an item in your inventory or in a shop and press the ○ button to see how equipping the item would affect a character's stats.

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Picture Book

You can view the various kinds of information you have gathered in the game here.

The numbers and types of entries will increase as you obtain certain items and also on the choices you make while playing the game.

Item Picture
Book: View a list of items you've acquired in the game.

Esoterica: You can view the skills required to perform Arts and Special Arts (Refer to pg. 38-39).

Smithing Book: Shows the list of items that can be created as well as the materials required.

Profile: Shows the profiles of all of the characters you have encountered in the game.

Gallery: View the images you have collected over the course of the game.

Character Gallery: View character illustrations you have collected over the course of the game.

Movie Gallery: View all of the movies seen over the course of the game.

Event Gallery: Replay events that have taken place over the course of the game.

Battle Diary

You can save your progress or load the data from a previously saved game here. You can also adjust game settings such as volume here as well.

Save: Save your progress in your current game.

Load: Load data from a previously saved game.

Settings: Change various in-game settings.

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Town Facilities

Once you enter a town, the facilities listed below will appear. The number of available facilities will increase as you progress through the game.
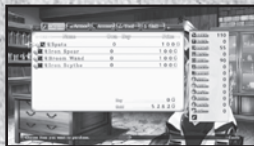
If an event occurs at a town, you will not be able to use any of the facilities present there until the event has run its course.

Item Shop

You can buy and sell weapons, equipment, and items here. In addition, the selection of items available will increase once you perform smithing at the Blacksmith's Guild.

Buying Items

Select an item type using L1 or R1 and then select an item you would like to buy using up and down on the directional buttons.
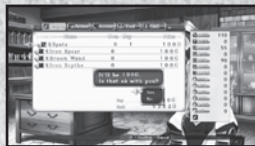
A confirmation message is displayed after you select the number of items you want to purchase.

Warning: There is a limit to how many of each item you can carry as well as a limit to the total number of items you can have in your inventory. You will not be allowed to purchase items beyond the set limits.

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Selling Items

Select an item type using ▉L1▉ or ▉R1▉ and then select an item you would like to sell using up and down on the directional buttons.
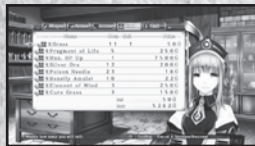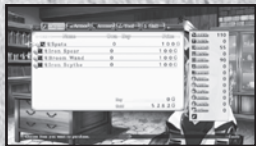
A confirmation message is displayed after you select the number of items you want to purchase.

Blacksmith's Guild

Enhance

You can increase the effectiveness of equipment and active skills at the Blacksmith's Guild. Enhanced equipment will have stat bonuses such as increased ATK and DEF, and enhanced active skills will be more effective. Most skills and items will start at "Lv. 1" and can be enhanced up to "Lv. 5".

◆ **Enhancement Points (EP) are required to enhance all items and active skills. These points are earned by defeating monsters in battle.**

Select an item you wish to enhance from the list.

First select the desired level to which you wish to enhance the item, press the ⊗ button, then select "Yes".

Enhancement Completed!

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Convert

"Convert" will transform any Lv. 5 item into an active skill or another item. The procedure is the same as enhancement. Choose a convertible item and then select the "Convert" option.

- **Once you convert an item, that item will be removed from your inventory.**
- **Active skills cannot be converted.**

Smithing Book

Once you have a smithing book, you can create items in the Blacksmith's Guild. Some of the items that you create will become available for purchase in the Item Shop.

- **To create an item, you will need to have the required materials as well as the necessary amount of G.**

Select the item you wish to create.
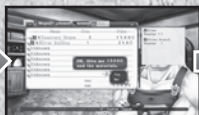
A confirmation message will be displayed. Select "yes" if you wish to proceed.

Smithing Completed!

- **All items used in smithing will be removed from your inventory.**

Smithing Accident

On rare occasions, something will go awry when smithing and an unforeseen item will be created.

26

Adventurer's Guild

Skill Research

In order to research skills, you must first obtain
Essential Arts books. Once you have an Essential
Arts book in your possession, the name and
description of a skill, along with the materials and
G required to create it, will be displayed. Once
you have researched a skill, it will become
available for purchase at the Item Shop.

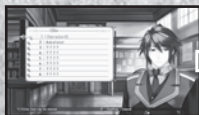**Titles**

You can earn titles by fulfilling conditions such as defeating specific
monsters or collecting specified items. Some title names will be displayed
from the outset while others will be obscured with "???". These latter titles
will become available as you progress through the story or meet certain
prerequisites such as earning other titles.

Select the title you
want to earn or
check the require-
ments for.
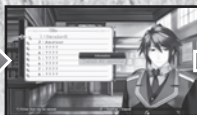
Requirements that
have been satisfied
will be highlighted
in green.

You will receive
points, items, and
the title when all
conditions are met.

A word of warning about title requirements

**Some titles require you to defeat specific monsters. However, monsters
defeated as part of an event will not fulfill title requirements. In addition,
any items obtained during events will not count towards titles, either.**

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Exchange TP

You can exchange your TP for equipment and skills.

Ranking Registration

You can upload your character's stats, maximum damage inflicted, and maximum combo count by connecting to the PlayStation®Network.

View Ranking

You can view current rankings here.

Monster Guild

Combine Monsters

In order to combine monsters, you will need to have captured at least two. Both captured and newly created monsters can be recruited as party members and used in battle.
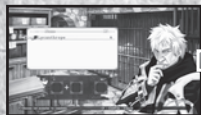
Select the monsters to be combined.

Once you've selected the monsters to be combined, the results of the combination will be displayed.

The chosen monsters will be combined and a new monster will be created.

Trade

You can trade any captured monster for an item.

Select the monster you'd like to offer in trade.

After selecting the monster you wish to trade, the details of the item you will receive will be displayed.

Once you confirm the trade, you will receive the item in exchange for your monster.

◆ **The monster used in the transaction will be lost to you forever.**

About the Capture Skill

To be able to use the "Capture" skill on monsters, the targeted monster's HP must be below 5% of its maximum HP. In addition, the higher your STR, INT, LUK stats and dark magic skills, the better your chances at capturing monsters becomes. Also, the stronger the monster, the more difficult it will be to capture them.

Infirmary

By spending G, fallen party members can be revived at an Infirmary. Unlike the Item Shop or the Blacksmith's Guild, you can revive a fallen character even if you do not have the necessary G.

◆ **Should you not have the required amount of G, all of the G in your possession will be deducted and the remaining amount owed will be shown as a negative number. You must return your G to a positive number before you will be able to purchase items.**

Additional
Status Ailments   There are several other status ailments besides death.

Icon	Status	Effect
	Sleep	The afflicted character falls asleep and cannot move or act in any way. Can be cured by using magic or items, or by waiting for a certain number of turns.
	Poison	The afflicted character's HP will gradually be reduced over time. Can be cured by using magic or items.
	Paralysis	The afflicted character is paralyzed and cannot move or act in any way. Can be cured by using magic or items, or by waiting for a certain number of turns.
	Blind	Accuracy rate will decrease. Can be cured by using magic or items, or by waiting for a certain number of turns.
	Bind	The afflicted character won't be able to move for a certain number of turns, but can still use skills and items.
	Stun	The afflicted character won't be able to use skills or items for a certain number of turns, but can still move and stand by.
	Death	The targeted character's HP is immediately reduced to 0.

Alchemist's Guild

You can bring back any character that is no longer a member of your party by summoning them as a soulless "Marionette". To perform this action, you will need the "Forbidden Tome" item in addition to G, the amount of which will be determined by the level of the character at the time they originally left your party.

- **Characters brought back as marionettes will not be participants in the main story.**

Oracle

For a small fee, you can look into the future to see the possible abilities of the next generation's hero. In order for this glimpse into the future to be successful, the affection that each heroine has for you must be at a certain level or higher.

Vacation Day

When arriving in certain towns, you will get a valuable and well-deserved Vacation Day. In this sequence, there will be a number of "move points" such as inns and public squares. Selecting any point where a character's portrait appears will trigger a short event. You can increase a heroine's affection for you by triggering their mini event. You can also move to any point where no portrait is displayed. For example, you could move to the Item Shop or blacksmith where you might receive a little extra service for your troubles.

Remaining Turns
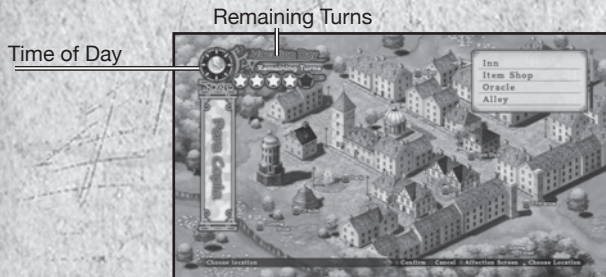
Time of Day

Remaining Turns:

Every time you move the number of "Move Points" remaining decreases, regardless of whether or not a move point will trigger an event or not, so be careful when moving about town.

Time of Day:

The time in town is divided into two distinct periods, day and night. When you first enter town it will be daytime, but night will fall once you use all of your move points. The number of turns available will be replenished once it's nighttime. Once you use all of your turns during the evening, the vacation day will end and you will be returned to the nation map.

Battle

Current Turn

Remaining AP

Turn Order

Basic Status

Current Turn:	This number will increase by one at the end of each Action Phase.
Remaining AP:	The amount of AP remaining for the currently selected character.
Turn Order:	Turn number of each character. (Refer to pg. 35)
Simplified Status:	The basic stats for the currently selected character.

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Organize

For event battles, you will be asked to organize your party before moving on to the battle map. After organizing your battle party, you will move on to the battle map. You can also change a character's equipment among other things here as well.

Extended Turn Battle

In the Extended Turn Battle System, characters will position themselves and attack in separate "Move" and "Action" phases while on a battlefield grid.

Battle Flow

Place Characters
When a battle begins, all characters are placed on the battlefield according to a previously specified formation, with your party located on the bottom of the screen and all enemy units to the top of the screen. However, you will occasionally encounter a "Sneak Attack" where your characters as well as enemy units will be scattered randomly across the battle.

Move Phase
In this phase, you can choose to reposition your characters or have them stay where they are. (Refer to pg. 34)

Action Phase
Once all characters on the battlefield have finished moving, your characters can use skills or items to attack enemy units or heal themselves. (Refer to pg. 35)

Clear Bonus
After defeating your enemies in battle, you can obtain various bonuses as well as view the results of your efforts. (Refer to pg. 40)

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Move Phase

The move phase is when you will have the opportunity to position your party members. Movement order is shown in the upper left corner of the screen. The character whose portrait is displayed to the far left will move first.

Movement Range

The blue squares show a character's movement range while red squares indicate squares already occupied by another character. Illuminated squares indicate an extended attack area. (Refer to pg. 36) A character's movement range is determined by their MOV stat.

Move

Select the character's destination

Choose the direction the character is to face. You will then move to the next unit.

After all movements have been set, all units will move into place at the same time.

One AP will be used for each square moved and will be consumed once a character's destination is confirmed. Therefore, even if the character only moves one square after choosing three squares, three AP would be consumed.

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Turn Rate

A character's turn rate is determined by their AGI. The higher the AGI, the sooner that character's turn will arrive.

Ally Character   Enemy Character

Action Phase

During the action phase each character's turn order is based on that character's AGI stat as well as their remaining AP. The higher a character's AGI and remaining AP, the sooner they will be able to act.

Skills

Select a skill to use from the Skills menu. The range displayed for each particular skill reflects its widest possible attack range. You can have a character perform multiple skills as long as they have the required AP.

◆ **If a skill cannot be used on the selected target, you will not be able to select that skill.**

Try setting all of your skills in the equipment menu before entering battle.

Items

Selecting the Item menu option will display a list of items that can be used during battle. Be warned that using an item will consume AP. The AP required varies by item.

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Esoteric Books

Selecting this option will display a list of skills that, when combined, will trigger Arts and Special Arts.

Settings

You can change various battle-related settings.

Standby

Finish entering commands for the currently selected character and move on to the next unit. Any remaining AP possessed by that character will be carried over to their next turn.

- **The amount of AP that can be rolled over to a next turn is up to twice the max AP. Any AP that exceeds that limit will be discarded, so be sure to balance your AP use effectively.**

Extended Area

The extended area is a series of designated squares on the field which allow one character to link with other members of their party. Each character on the battlefield, both your allies and enemy units, have their own unique extended areas.
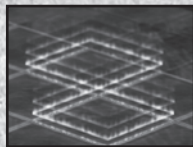
Character B is in the extended participate area of character A.

Character C is in the extended area of character B.

All characters can now in an extended attack.

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Extended Attack

To perform an extended attack, first select the intended target and then the skill you wish to use. A list of characters that can participate in the extended attack will be displayed along with their skill list. Just like a regular attack, you can perform multiple skills as long as you have the required AP.

Press the L1 or R1 button to switch between characters.

The selected skills will be shown in a tree format in the lower left corner of the screen.

After selecting skills for each character, all characters involved in the extended attack will move to squares that will allow them to attack the designated target with the skills selected.

Pressing the START button will begin the extended attack and each character's skills will be initiated in the order that they were selected. Depending on the combination of skills selected, an Art or Special Art may also be executed.

A word of caution for extended attack

Characters who participate in an extended attack may move to a different square and change orientation based on the skills chosen. If they move to a non-extended area, that character will not be able to take part in the next extended attack.

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Special Skills

Extra Skills

Each character has their own unique extra skills. Using these skills require both AP and SP to execute. While these skills use more points than normal skills, they inflict far greater damage.

Each character begins with one extra skill. They will earn a second extra skill when they reach Lv. 25 and will learn a third when they change classes.

Arts

Arts are powerful skills that are unleashed when certain skills are combined in a specific order during an extended attack.

Required Conditions

You must select specific skills in order to perform Arts. If the required skills are selected, the Art that will be triggered will be shown in the skill tree displayed in the lower left corner of the screen.

Arts

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Special Arts

By combining extra skills in a specific way, you can execute extremely powerful skills called "Special Arts". Special Arts are activated in the same manner as Arts. While Arts can be executed by a single character, Special Arts require the extra skills of multiple characters. Special Arts do a great deal more damage and inflict more detrimental effects on enemies than regular Arts and are an excellent way to overcome and defeat powerful enemies such as bosses.

Break

Every character has a resistance value and when it reaches zero, that character will enter a "Break" status. Characters in this state will take more damage than normal.

All characters in the game, both enemy units and allied characters, can be put into a Break State.

A character's resistance value can be reduced by using skills, but the value will regenerate the next time the target's turn comes up.

Break Arts

If you unleash an Art while the target is in a Break State, what is known as a "Break Art" will be executed. Break Arts are more powerful versions of Arts and inflict more damage and have higher hit counts.

Break Arts can only be unleashed by using Arts.

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Overkill

An "Overkill" occurs when you deal damage to a foe that is greater than that unit's current and maximum HP combined. For example, if the target's maximum HP is 200 and it has 150 HP when you attack them, you must inflict at least 350 points in damage to trigger an Overkill. Defeating an enemy with an Overkill will earn you bonus items. Use a combination of extended attacks and Break States to Overkill an enemy.

Clear Bonus

Various Game Points

You will receive "EXP", "G", "EP", and "TP" after a battle. After an event battle, you will also receive "PP".

Battle Grade

Ending a battle quickly will earn additional bonuses to everything but PP. The difference in level between your highest level character and the highest level enemy will determine your bonus.

If you take longer to finish a battle than needed, or you fight far weaker enemies, the rewards you will receive may be reduced.

Bonuses for Finishing the Game

Extra Mode

Upon finishing the game, you will be able to use the data from your completed game to unlock the Extra Mode. In Extra Mode, all enemies will be considerably stronger and the game itself will be much more difficult. This mode is recommended for advanced players who wish to truly test their skills.

In addition, a bonus nation map will become available should you move to a specific event point. You might be able to see something that may bring about "feelings of nostalgia" there, so be sure that you don't miss out on this unique opportunity.

Trophies

You will earn trophies depending on your progress through the game as well as meeting certain requirements and conditions. When you earn a trophy, a message will appear in the top right of your screen along with a notification tone. There are four different kinds of trophies, each one signifying how difficult it is to obtain. The four types of trophies available are: bronze, silver, gold, and platinum. You can see all of the trophies you have earned by going to the trophy collection menu option in the XMB™ Menu.

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Data List

Will Power

Name	Condition to Trigger	Effects
Concentration	SP	Increases accuracy and evasion rates.
Satori	SP	Increases accuracy and evasion rates.
Kill Switch	SP	Increases accuracy and critical hit rates.
Hunter	SP	Increases critical hit and capture rates.
Accuracy	SP	You will be able to hit opponents 100% of the time.
Anger	SP	Increases physical attack power.
Guard	SP	Increases physical attack defense.
Critical Break	SP	Increases the damage done by magic.
Block Magic	SP	Increases resistance to magic attacks.
Desperate Strength	Critical State	Increases physical damage and defense.
Unleash All	Critical State	Substantially increases physical damage, physical defense, magic damage, and magic defense.
Unleash Magic	Critical State	Substantially increases magic damage and magic defense.
Total Resistance	Automatic	Increases resistance to all status ailments.
Parry	Critical State	Evades all physical attacks.
Magic Barrier	Critical State	Evades all magic attacks.
Blessing	Automatic	Increases EXP and EP gains.
Heavenly Sense	Automatic	Increases item drop and steal rate.
Potential	Automatic	Increases bonus points when gaining a leveling.
Qigong	SP	Will be unleashed at a certain rate, and negates damage worth 10% of a character's level.
Resolve	Automatic	Increases SP each turn.
Anticipation	Automatic	Blocks counter attacks.
Genius	SP	Reduces the amount of AP used for all actions except "move".
Float	Automatic	Nullifies some skills, burst effects, and directional effects.
Feat of Agility	Automatic	Increases steal rate.

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◆ Conditions to Trigger… Automatic: Triggered every time.

SP: Triggered when a character's SP exceeds a certain amount.
Critical State: Released when a character's remaining HP is less than a certain level.

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Notes