

The cover art for Phantasy Star Universe features a central male protagonist with spiky brown hair, wearing a white and green jacket, holding a glowing green sword. To his left is a character with long white hair and a red 'X' on his forehead. To his right is a purple-haired elf girl with large pointed ears, holding a blue device. In the background, a large, dark, multi-armed figure stands before a pink full moon. The title 'PHANTASY STAR' is in large, stylized letters, with 'UNIVERSE' below it in red. Japanese text 'ファンタシースターユニバース' is written between the two title lines.

PHANTASY STARTM

ファンタシースターユニバース

UNIVERSE



SEGA[®]

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing Phantasy Star Universe™. Please note that this software is designed for use with the PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you start playing.

PHANTASY STAR フアンタジースターユニバース UNIVERSE™



In a far away galaxy, a brilliant sun is orbited by three planets.
The Gurhal System is inhabited by humans and their creations:
CASTs, Newmans and Beasts.

For 500 years, there was war among the races, then finally...
An era of peace and prosperity that has lasted 100 years.
But now, a darkness threatens the universe.

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Diagram of the back of the HP DesignJet 1045C printer showing various ports and buttons. The diagram includes the following labels and connections:

- open button
- memory card slot 2
- memory card slot 1
- disc cover
- on/standby/reset button
- IR receiver
- USB connectors
- controller port 1
- controller port 2

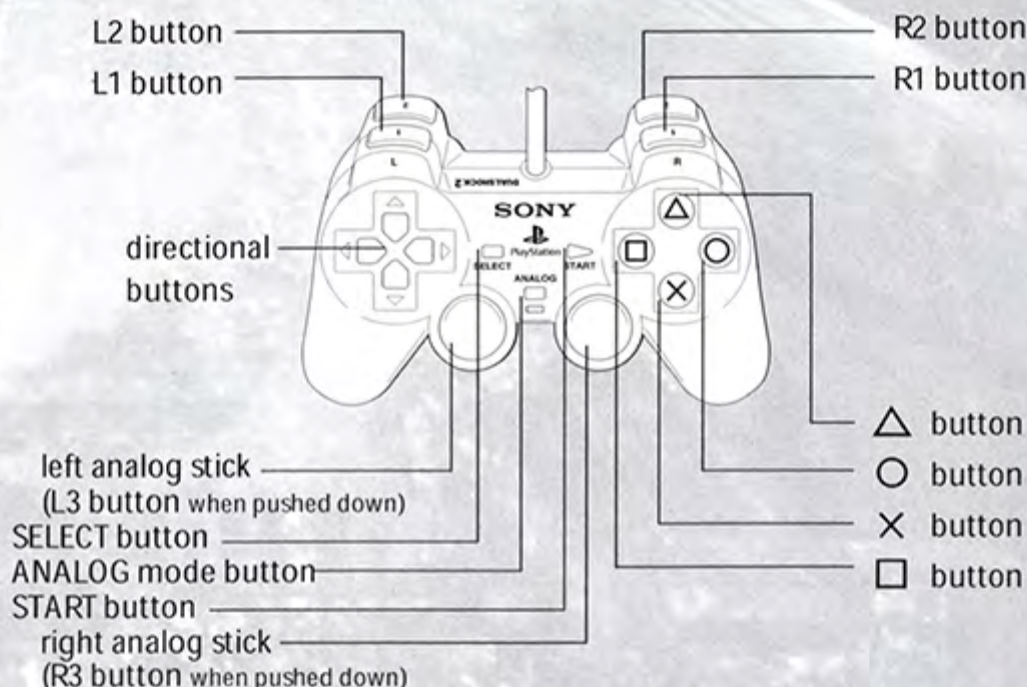
Note: For NETWORK MODE setup, please see p.11.

To save game settings and progress, insert a memory card (8MB)[for PlayStation®2] into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)[for PlayStation®2] containing previously saved games.

PSU GAMEDATA a minimum of 236KB

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DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Phantasy Star Universe™ is a one-player game compatible with the DUALSHOCK®2 analog controller. Connect the controller to controller port 1.

- Controls are all set in ANALOG Mode (mode indicator: ON) and cannot be switched to digital mode using the ANALOG Mode button. The mode indicator will remain ON (lit red) at all times.
- This game supports the vibration function of the analog controller. This can be activated/deactivated from the Options menu (p.5).

MAIN CONTROLS

Controls described in **bold face** are available in the NETWORK MODE only (p.11).

- directional buttons** . Move cursor, change menu page; (**←/→**: **hide/show Chat Shortcut**)
- left analog stick** . . . Move character
- right analog stick** . . . Move camera
- START button** Toggle main menu display, skip movie scene
- SELECT button** **Show/hide Software Keyboard**
- ⓧ button** Decide, talk, examine, pick-up item
- Ⓞ button** Display Action Palette, **display Lock-On Menu**
- △ button** Cancel menu, use striking weapon skill, use technic (not used for firing weapons)
- Ⓚ button** Attack (striking/firing), bullet (firing), technic (magic), **display Lobby Action Menu**
- L1 button** Reset camera, side step (while moving), lock-on enemy, turn page
- R1 button** Switch one-hand weapon, switch technic, turn page
- L2 button** Turn page, **short cut for Verification Icon (p.16)**
- R2 button** Turn page, **switch Chat Log Display**
- L3 button** **Toggle Character Information Display (p.16)**
- R3 button** Toggle camera between third-person and first-person view

Note: When the camera is in first-person view, you cannot move around using the left analog stick. In this state, the left analog stick has the same function as the right analog stick.

STORY MODE

MAIN MENU

During the game, press the START button to display the Main Menu.



Player information

Check the current condition and equipment status of the player character.



Status

Character's abilities are as follows:

- Level** Current level
- Details** Race and gender
- Type** Battle Type
- HP** Health Points (current/maximum)
- ATP** Attack Power
- ATA** Attack Accuracy
- TP** Technic Potency
- DFP** Defensive Power
- EVP** Evasion Power
- MST** Mental Strength
- STA** Status Abnormality Resistance
- Experience** Attained Experience Points
- Next level** Experience Points required to advance to next level
- Meseta** Available money

Ev. T		
Human		M
Hunter		
HP	112/112	
ATP	38	
ATA	10	
TP	28	
DFP	0	
EVP	10	
MST	7	
STA	20	
Experience	0	
Next level	50	
Meseta	0	



Photon Arts list

Lists all special abilities currently available to the character. See p.9 for details on Photon Arts.



Types list

At a certain stage in the game, you will gain access to the Type Select Counter on the GUARDIANS Colony 5th Floor. Here you can switch the Battle Type of your character as detailed below:

- Hunter** Strong with striking weapons, this type is very effective in close combat. Good balance of skills. Ideal for beginners.
- Ranger** An intermediate level long-range fighter good at attacking enemies from a distance. Also provides good backup support.
- Force** An advanced type, technic users can take on a numerous roles due to the various types of technics available to them.



Items

Select Possession to display the following three information panels:

Item Count

The number of items in possession. The figure in brackets shows the number of items in the selected category, while the figures on the right show the total and maximum items.

List Window

Each category is displayed separately. The five categories are Weapons, Armor, Items, Clothing/Parts, and Synth/Room Items. These can be switched using the directional buttons $\leftarrow \rightarrow$. Press the $\odot$ button to change the sort order.

Status Window

Shows the performance or effectiveness of the selected item. Press the **L1** / **R1** buttons to switch pages.

Viewing the status window

<Example: Striking Weapon>

- Maker logo/grade/item name
- Maker name/times upgraded
- Current PP (Photon Point - p.9)/Maximum PP
- Weapon's Attack Power/Overall Attack Power
- Weapon Accuracy/Overall Accuracy
- Attribute color/attribute bonus value (see below)
- Attack Power (ATP) required to use/current ATP
- * During equipment changes, increased values are marked in red, decreased values are marked in blue.

ITEM 211	
CG Groush	
SRM	(0)
PP - 149/ 149	
Attack 166(218)	
Accuracy 80(92)	
161	
ATP req. 45(52)	

Switch pages to see details of Photon Arts and Units set into the weapon/armor.

Red (fire) $\leftrightarrow$ Blue (ice) Yellow (lightning) $\leftrightarrow$ Orange (ground) Pink (light) $\leftrightarrow$ Purple (dark)
Green (no attribute)

Bonus damage awarded for attacking creatures with opposing attributes. No bonus damage for no attribute. Negative damage for same attribute.

Using Equipment

• Weapon

Set the selected weapon in the Action Palette via **Add to palette** for quick access during battle. You can also select **Link photon art** to select an art to attach to the weapon. **Refill PP with item** allows you to use any PP Items suited to the selected weapon.

• Armor

Once you select armor, you must equip it. Line Shield Units may also be attached to the armor.

• Item

Some items can be added to the Tools Palette, some can be used freely, and some have an effect by simply being held. Actions available to a given item will be displayed when selected.

• Clothes/Parts

Details of clothing and parts items.

• Synth/room items

Items that can only be used in Ethan's private room.



Map

Displays a map of the area immediately surrounding the character. The player and enemy positions are all marked. Scroll the map using the directional buttons, and use **L1** **R1** to zoom in and out. No map display is available at the GUARDIANS Colony or the City.



Party

Choose Form Party and select members from available Partner Cards, or Disband Party to return to individual status.



System

Select Options to change game settings, or Log out to return to the title screen.



Options

- Text display speed** Set to Instant display or Normal.
Sound Set to Stereo, Mono, or Dolby Pro Logic II.
Music volume Set the volume of background music.
Sound effect volume Set the volume of sound effects.
Vibration Set the controller vibration function ON/OFF.
Radar map display Set the map display orientation to Based on direction/Based on camera.
Button detail display Set display of button controls to Always display/Temporary display/OFF.
Main menu cursor position Save/Do not save the cursor position when the main menu is closed.
Camera controls Set the camera controls to Camera follows character/First person camera.
Weapon/TECHNIC swap Set the method of switching one-handed weapons (between right- and left-handed) or technics for technic-attack weapons to Hold (switch only while the **R1** button is being held)/Click (switch upon each pressing of **R1** button).
Lock-on Set the controls to lock-on enemies to Hold/Click.
L1 / R1 button settings Default button settings or Change button settings.
Return Return to the System Menu.
Return to default Return all Options Settings to their default value.

For Dolby Pro Logic II Surround Sound

This game is presented in Dolby® Pro Logic® II surround sound. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may need to enable Dolby Pro Logic II in the Sound options of the game.



Log out

Return to the title screen. Please note that game data is not automatically saved. Game progress will be lost if you exit without saving.

GUARDIANS COLONY

Your adventures (as Ethan Waber) mostly begin from the GUARDIANS Colony, a base for his activities.

ACTIONS ON GUARDIANS COLONY

You can move freely inside the Colony which consists of five floors, and take various actions. Here are some of the more common actions:

Talk with Characters

You can talk to various characters in the GUARDIANS Colony, from small talk to something useful.

Change Type

As the story progresses, you can change Ethan's type at the Type Select Counter on 5F of the GUARDIANS HQ.

Free Mission

As the story progresses, you will be able to take Free Missions. Go to Mission Counter, verify what the available Missions are, and choose one. You can also cancel the Mission you have already taken. If you have Partner Cards (available later in the game — p.18) of other characters, you can take the Free Mission together as Party Members.

My Room

Go to Ethan's room on 1F. You can get various support options from your Partner Machinery "Pete" (p.6).

Shop/Use Facilities

Buy weapons and items at shops, or use various facilities at the GUARDIANS Colony.

Go to Cities on other Planet

As the game progresses, you will be able to go to the cities on other planets from 4F of the colony.

Save Game Data

Save your game progress at the Save Marker, located on 4F of the GUARDIANS Colony or inside My Room (p.6).

VIEWING THE GAME SCREEN (CITY)

Main Menu

Press START button to toggle display. The  button also cancels the display.

Simplified Status

Shows Level, HP, max HP, and experience required to level-up. The Level and HP of allies will also be shown.



Lock-On Cursor

Indicates an item that can be picked up or used via the .

X button

Shows an  button command is available, such as picking up items or talking to characters.

In addition to the above, a variety of other information is displayed to correspond with the situation.



Speech Bubble

Conversations with other characters are shown in speech bubbles. Press the  button to proceed.



Movie Scene

Some dialog is played in movies. You can skip the movie scenes by pressing the START button.



Cut In

As certain event scenes begin, the character's face and lines will be displayed.



Shopping

When purchasing items etc., a menu window dedicated for shopping will be displayed.

MY ROOM (GUARDIANS BARRACKS)

Ethan's private room. Here you will find a Save Marker for saving game data, as well as a dressing room for changing clothes. You can also place up to three items to personalize your room. Most useful to your gameplay though is a Partner Machinery model GHX-005 nicknamed "Pete." Approach Pete in My Room and press the  button to display his option menu.

Use Storage

When you have too many items and Meseta to carry, you can let Pete put them into storage. He can also be instructed to retrieve previously stored items. Before going out on the field, check that you have enough space for items you find along the way.

Partner Machinery Function

Select Talk to hear an explanation of the current story, characters you have met, etc. Menu items that can be selected will increase as the game progresses.

Synthesize an Item

As the story progresses, you can have Pete synthesize custom items for you. Some items can only be obtained this way.

Insert Board

Before Pete can make anything you need to purchase or find a board and install it. Depending on the board, a variety of items can be created.



Synthesize

Display a list of items and the materials required. Naturally, only the items that you have materials for can be made. Materials must be placed in storage, in order to synthesize.



Take Out Item

Consumable items like Monomate can be synthesized reliably. With other items such as weapons and armor, success can only be determined when synthesis is complete. Even failed items can still be used for something else.

Give Item

By giving Pete consumable items he can level-up. Depending on items fed and the level attained, Pete's appearance may change, and he may become more proficient at making certain kinds of items. When he reaches phase 4, he can also join you on your adventures, proving even more useful.

View Status

Confirm Pete's status. You can see his level and ability parameters at any time, so develop him in a way that works well with your own skills and playing style.

Pete's Parameters

Strike	Proficiency in producing striking weapons.
Range	Proficiency in producing firing weapons.
TECH	Proficiency in producing magic weapons.
Armor	Proficiency in producing defense items.

MISSIONS

The various adventures that Ethan and his allies embark on are called Missions.

MISSION LOCATION

In most cases missions will be requested at the colony or city. You then head for the field where the mission will be carried out. There are two main types of mission as follows:

Main Mission

Completion is necessary to progress to the next chapter of the story. This mission will normally be outlined at the beginning of the chapter.

Free Mission

Free Missions appear as the story progresses. These can be chosen from a list and executed in your own time.

Field Actions

Much like the colony and city, you can move freely about the field. The big difference though is the presence of monsters. The most commonly used field actions are as follows:

Battle

Fight monsters using equipped weapons and armor. Defeating monsters gives you Experience Points (p.10).

Talk with Characters

There are characters in the field too that you can speak with. Approach and press the $\otimes$ button.

Gather Items/Meseta

By defeating monsters or breaking open containers, you can gain items and Meseta (currency).

Save Game Data

Save Markers can also be found in the field. Use these to record your progress.

VIEWING THE GAME SCREEN (FIELD)

Target Information

Lock on an item or monster to get information.

Lock-on Cursor

A cursor that automatically locks-on to those within range. Enemies that can be attacked will have a cursor highlighted in red.

Simplified Status

Shows the Level and HP of Ethan and his allies. Ethan's display also shows the current Experience Points earned.



Damage

Enemy damage is displayed in white text, and Ethan and his allies in red. Recovery amount is shown in green.

Radar Map

Shows uncovered areas, monsters, allies, gates etc. Where a key is required, the key number is displayed to the left.

Time

During trials, the elapsed time is shown here.

Action Palette

Shows equipped items, PP, max PP, and available commands. Put weapons in the palette (p.8) for easy access.

ACTION PALETTE & TOOLS PALETTE

The Action Palette is a compact system for managing attack methods, PP, weapon changes and use of items. Master each system effectively for maximum advantage in battle.

Available Commands

Shows commands that correspond with the , , and  buttons.

Left-hand weapon

Shows when you have a left-hand weapon equipped. Background turns red when in use.

Weapon PP

Shows PP and max PP of equipped weapon.



button commands

Pick up item, press switch, other non-attack actions.

button commands

Skills (striking weapon) and technic (magic). Not used for firing weapons.

button commands

Regular attacks, bullets, technic attacks.

Equipped Weapon Icon

Shows the weapon type of equipped weapons.

Action/Tools Palette Settings

Before you can use the Action/Tools Palette, you must prepare the content as detailed below:

- Open the Items menu and choose the item or weapon you wish to set in the palette.
- Choose **Add to palette** from the menu and press the  button. When set, press the  button to return.
- From the regular game screen, hold down the  button to bring up the Action and Tools Palettes. Use the directional buttons or **L1** / **L2** / **R1** / **R2** buttons to select an item and release the  button to set.



PARTY

There's a limit to what Ethan can do all by himself. To attempt more difficult tasks, form a Party with other characters.

Forming a Party

Party Member

If you have Partner Cards (Chapter 3 and beyond), you can have selected characters join your Party. In the Main Mission, you must form a Party with specific characters. In such cases, you can have them join you simply by talking to them.

Guest Character

There are cases where a special character needing protection, may join your Party.

Color of Map Cursor

The cursor colors on the radar map match the colors of Party Members on Simplified Status.

Party Member's Actions

Movement

The Party Members follow Ethan.

Battles and Effects

When a monster approaches, the Party Members begin to battle. They will continue to battle even when Ethan leaves the area. The Party Members also use Photon Arts, and their levels increase with experience.

Damages to Party Members

To recover a Party Member's HP, you need to use an item or Technic with corresponding effects. When a Party Member falls their HP will slowly recover with time and they will eventually rejoin the action.

Other Actions

Your Party Members will not pick up items or Meseta, or open gates.

BATTLES

Monsters lurk in specific locations on the field, and appear when you approach a given area (displayed as yellow dots on the Radar Map). Some packs of monsters may either hold weapons or have a leader. In these cases, they have higher attack and defense abilities, and may even use actions such as healing.

Attack Types and Weapons

There are three types of attacks, depending on weapons and Photon Arts.

Striking Attack

This is a direct attack using sword-type weapons for close combat. Normal attacks do not consume PP (see below), and up to three attacks in succession can be made. By linking Photon Arts, you can perform powerful attacks.

Shooting Attack

With this type, you attack from a distance, using guns or arrows. Depending on the weapon, you can move while attacking. Although you can safely make one-sided attacks, you consume PP for each attack.

Technic Attack (Magic)

This type allows you to use "Technics," with different variations, effects, etc. They can be very powerful, if you can manage them effectively. You will consume PP for each attack.

One-Handed and Two-Handed Weapons

Usually Two-Handed Weapons are stronger, but One-Handed Weapons allow you to hold a second weapon at the same time (see next).

Left-Handed Weapons

Selected One-Handed Weapons are made for use with the left hand only. Only this type of weapon allows you to hold one other One-Handed Weapons.

Upgrading Weapons

If you have an item called a "Grinder," you can make upgrades on your weapons at a shop. You can use up to 10 grinders to a weapon. Note that attempts to upgrade may result in failure at times. In this case, the weapon will break and disappear from your possession.

Photon Arts and PP (Photon Points)

Photon Arts allow you to power-up a range of powerful attacks using Photon Points across all weapon types. Obtain a Photon Art Disc, and learn Photon Arts. Select a weapon from the Main Menu, and select Link Photon Art to link Photon Arts that correspond to the weapon. While that weapon is equipped, the PP will gradually recover. PP can also be recovered with a PP recover item or a Photon Charger.

Skill

This type is for close combat using striking-type weapons. Variations include powerful strikes against one or multiple enemies.

Bullet

This type is for shooting-type weapons. Many weapons of this type allow placement of an attribute (fire, ice, etc.) on the bullet.

Technic

This type is for magic-type weapons. This versatile weapon type can be used for both attacks and healing.

There is a level to each Photon Art. By using it more often, it powers up, becoming stronger and more effective.

Lock-ons and Attacks

When an enemy is within your attack range, a red Lock-on cursor will mark the closest enemy. In this state, press and hold the **L1** button (if Lock-on option is set to Hold — p.5) to lock onto that enemy. In this state, you will side step the enemy (with striking-type weapons, you can continue facing the locked-on enemy). With shooting-type and magic-type weapons, there are situations where you may still have to adjust the direction to attack, using the first-person view.

Armors

In dangerous missions, it is very important to equip yourself with proper armor.

Line Shields

Line shields improve your defense ability. They also guard against frontal attacks, nullifying all damages in certain situations.

Units

Many line shields contain slots where you can attach protective units of different types. Each has various effects that improve your defense abilities.

Taking Damage

If an enemy attacks you, your HP will decrease according to the strength of attack. There may be cases where you may take damages other than physical damage.

Blow Aways and Downs

Attacks from particular monsters may have an effect to blow you away upon taking damage, or make you fall on the ground. When you are down on the ground, you cannot attack until the character gets up.

Status Abnormalities

If you receive special attacks, in addition to reducing HP, you may have one of various abnormalities in your status. This can be cured with time, recovery items, or recovery techniques.

If HP Drops to Zero

If the HP of the character drops to zero, the character will fall to the ground, unable to fight. Some Party Members may recover with time, but in the case of Ethan, unless some measure of recovery is taken, the game will be over.

Experience Points

You receive Experience Points for defeating an enemy. By obtaining Experience Points, the character will be powered up.

If a Party Member Defeats the Enemy

Even if other members in your Party defeat the enemy, if Ethan has inflicted even a fraction of damage to that particular enemy, you receive a small portion of Experience Points.

Character Level

If Experience Points are accumulated, the character's level increases, raising maximum HP and various other parameters. Your HP will also recover to full health.

CONTAMINATION

Neutralizing contamination from a mysterious life form called the "SEED" is one of the strange assignments the GUARDIANS must take. The contaminated land causes changes in the native life forms, making them more violent. As the story progresses, you will be able to equip special items. Though these have no effects on normal monsters, they are very important. You can add them to the Action Palette.

Goggles

The first equipment against contamination that Ethan obtains. You can also see things you cannot normally distinguish with the naked eye.

Photon Eraser

Equipment used to neutralize fire-type SEED.

Photon Reflector

Equipment used to neutralize ice-type SEED.

BATTLE TYPES

There are three battle types of characters. Each character can change to a Hunter, Ranger or Force. If the battle type is changed, the experiences in your adventure may change.

Type Select Counter

As the story progresses, you will be able to use the facility Type Select Counter. You will be able to change your battle type here. Though Ethan starts as a Hunter, you can change him to a Ranger who is good at using guns.

Battle Type & Grade of Equipment

Each weapon/armor has a grade (S/A/B/C) and is displayed on the left of the name on the list. Depending on the battle type, the grade of weapon you can equip varies. You cannot equip a weapon with a grade higher than this.

TRIAL ACCOMPLISHMENT AND REWARD

Within a mission, there are a number of "trials" on which your actions will be evaluated at the end. Note that there is only one trial per Free Mission.

Reward

In Results Screen, you may be given Meseta and items, according to the evaluation.

Mission Points

Mission Points are given according to the rank the player achieves at the end of the Mission.

About Evaluation

The trial evaluation is based on various points. How many enemies have you defeated? How long did you take to clear? Have any of your members fallen in the battle? Keep yourself alert for anything, and aim for a higher evaluation.

NETWORK MODE

In NETWORK MODE, you create your original character. And as a member of GUARDIANS, you will explore the Gurhal System. There you will have your own My Room and Partner Machinery. You can get together and enjoy adventures in the same world as in STORY MODE with other players. In the adventure, apart from main Missions, various new missions will be transmitted over the network. You can also enjoy the synthesis of items using your Partner Machinery which is also available in STORY MODE. Of course, you can also simply chat with other players.

To play in NETWORK MODE, the following devices and environments are necessary:

- **PlayStation®2 computer entertainment system**
- **PlayStation®2 Network Adaptor compatible with your PlayStation®2**

This game is compatible with PlayStation®2 Network Adaptor, sold separately. When using the Network Adaptor, please also read the instruction manual for it. The SCPH-7000 series PlayStation®2 system has a built-in Network Adaptor. PlayStation®2 Network Adaptor is not required with this series.

This game is not compatible with a USB Modem.

- **Memory card (8MB) (for PlayStation®2)**

To play in NETWORK MODE, Your Network Setting file and PSU System File will be created. A minimum of 4191 KB free space is required. Note also that in NETWORK MODE, it is necessary to update the PSU System File constantly and save it to your Memory Card (8MB) (for PlayStation®2). The file size may become larger, so please make sure you have extra free space on your Memory Card (8MB) (for PlayStation®2).

- **Broadband Network line**

Please verify with the Internet Service Provider (ISP) you are contracted to.

PRECAUTIONS

Upon playing in NETWORK MODE, please be aware of the following. Note that the information printed in this instruction manual is correct as of October 2006. As it is possible that the specification and condition may change in the future, make sure to check the Official Site (<http://www.sega.com/psu>) for the latest information.

- You are required to pay to play the NETWORK MODE. You can use a credit card (VISA, Mastercard) for your payments.
- Upon your first registration and payment, you will be given 14 additional days free of charge.
- The network service may end, with notification in advance. Please consent that you may not be able to play the network play after the end of service.
- The charge for your GUARDIANS License does not include fees for connecting to the internet (ISP fee).
- To play the NETWORK MODE, you must agree to the terms of the End User License Agreement (see p.21). The End User License Agreement may be subject to change. Please also check the official site for the latest End User License Agreement.
- The ESRB Rating is based on the content of this product alone, and does not include additional content that may come from online play.
- In NETWORK MODE, you will play with original character that has no relations with the STORY MODE.
- The game progress and character data will be saved onto the server which is managed by SEGA Corporation.

SEGA ID AND PASSWORD

To play in NETWORK MODE, you must first register at the official site to have your SEGA ID and Password issued. The SEGA ID and Password are required to log in to the server (see p.14). You must have a valid e-mail address, and you will be issued only one SEGA ID/Password per e-mail address.

NETWORK SETUP

From the Title Menu, select NETWORK MODE. The NETWORK MODE Menu with the following menu items will be displayed: CONNECT TO NETWORK, NETWORK SETTING, and RETURN TO TITLE SCREEN. Either select Return to Title or press the **○** button to return to the Title Screen.

Software Keyboard

Select the box for entering ID/Password, press the **✕** button, and the Software Keyboard will be displayed (SELECT button during the game to show/hide). Note that "Keyboard Cursor" is an orange cursor on the Software Keyboard, and "Input Cursor" is the white cursor on the box you are entering letters.



Controls with the Controller

Directional buttons. Move Keyboard Cursor

✕ button. Enter letter/command selected by Keyboard Cursor

Ⓢ button. Delete the previous letter on Input Cursor

○ button. Enter text and exit

L1/R1 button. Select a letter type

R2 button. Hold and enter text to display chat in cut-in.

L2 button. Hold and enter text to display chat in exclamation balloon.

L3 button. Hold and enter text to display chat in cloud-shaped balloon.

Controls on the Software Keyboard

ESC. Cancel

↑ Bring Input Cursor to the top of the line

↓ Bring Input Cursor to the end of the line

←/→ Move Input Cursor forward/back by one

DEL. Delete the letter immediately after the Input Cursor

BS. Delete the previous letter on Input Cursor

SPACE. Enter a single space

OK. Enter text and exit

NETWORK SETTINGS

Next, select Network Setting from the NETWORK MODE Menu. Here you configure network settings for the broadband environment, and test for connection. When confirmed, select Yes to display Network Settings Menu, with the following menu items: Add Setting, Edit Setting, Delete Setting, and Test Connection.

Add Setting

If you are configuring for the first time, select Add Setting. Follow the steps A to I to configure network connection.

A. Save Location

First you will select the location to save the network settings. You can save your settings only to the Memory Card (8MB) (for PlayStation®2) inserted into Memory Card slot 1. Press the **✕** button.

B. Setting Guide Mode

Follow the on-screen instructions to configure, and press the directional button **→** to advance to the next screen.

C. Hardware Settings

Check the device you are using to connect your PlayStation®2 System to the network, and press the directional button **→** to advance "D. Use of PPPoE." For directions on connecting your device, please refer to the instruction manual of the network device or the PlayStation®2 System.

Software Keyboard (Network Settings Screens Only)

While in the Network Settings Screens, select a box using the directional button, and press the **✕** button to display Software Keyboard dedicated to Network Settings. Note that "Keyboard Cursor" is a blue cursor on the Software Keyboard, and "Input Cursor" is the white cursor on the box you are entering letters.



Controls with the Controller

Directional buttons. Move Keyboard Cursor

✕ button. Enter letter/command selected on Keyboard Cursor

Ⓢ button. Delete the previous letter on Input Cursor

Ⓢ button. Enter a single space

○ button. Back (exit without change)

R1 button. Shift key (use upper case)

L2/R2 button. Move Input Cursor left/right

SELECT button. Change keyboard layout

START button. Enter text and exit

Controls on the Software Keyboard

←/→	Move Input Cursor left/right
←	Delete the letter immediately before the Input Cursor
↑ (Shift)	Use uppercase for next one letter (press again to cancel)

CapsLock	Toggles uppercase/lower case letters (remains after each input of a letter)
Space bar	Enter a single space
↵	Enter text and exit
?	Display Help Screen

D. Use of PPPoE

When confirmed, press the button for the settings to connect to your ISP.

Upon connecting to your ISP, if you need to transmit the ID/password for the connection (use PPPoE), select **Required** and press the directional button to advance to the next screen.

If you are using either a broadband router or a mode with a built-in router, with PPPoE settings already configured, select **Not Required** and press the directional button to advance.

- If **Required** is selected, enter ID and password to connect to your ISP. When done, press the directional button to advance to F. DNS Server Address Setup.
- If **Not Required** is selected, press the directional button to advance to E. IP Address Setup.

E. IP Address Setup

If you need to manually enter IP Addresses, select **Manual**. Otherwise, select **Auto**.

Also, if you wish to set up DHCP Host Name, press the button while selecting **Auto**, then enter Host Name in the Details Screen.

- If **Auto** is selected, press the directional button to advance to F. DNS Server Address Setup.
- If **Manual** is selected, based on your broadband environment and the configuration information from your ISP, enter IP Address/Netmask/Default Router. Use the directional buttons to change numerical value, to change location, and button to enter. When all entries have been made, press the directional button to advance to "If Manual is selected" of F. DNS Server Address Setup.

F. DNS Server Address Setup

Normally you will select **Auto**. If you need to manually enter DNS Server Address, select **Manual**. If the information has not been provided by your ISP, you do not need to specify DNS Server Address.

- If **Auto** is selected, press the directional button to advance to G. Name the Setting.
- If **Manual** is selected, based on information provided by your ISP, enter Primary DNS/Secondary DNS. Use the directional buttons to change numerical value, to change location, and button to enter. When all entries have been made, press the directional button to advance to G. Name the Setting.

G. Name the Setting

Make a name for the configuration you just created. You can enter any name, but it's a good idea to use something easily recognizable such as the name of your ISP. When done, press the directional button to advance to H. Confirm and Save the Setting.

H. Confirm and Save the Setting

Verify your settings. If everything is in order, press the button. The settings will be saved onto the Memory Card (8MB) (for PlayStation®2). When done, press the button to advance to I. End Setting Guide Mode.

I. End Setting Guide Mode

If you wish to test for connection, select **Yes**. If **No** is selected, you will return to Network Setting Menu.

Edit Setting

Select a network setting and verify/change setting. The flow after the selection of the Network Setting is the same as in "Add Setting (p.12)."

Delete Setting

Select a network setting and delete. Follow the on-screen directions to delete.

Test Connection

Select a network setting and press the button. You can test to see if the setting is correct and the broadband connection is done properly.

After the creation/saving of network configuration and Test Connection are complete, press the button. After the confirmation, the game returns to the Title Screen.

CONNECT TO NETWORK

From the Network Menu Screen, select **CONNECT TO NETWORK**.

Select Network Setting

Select a network setting. The name of currently selected setting will be displayed at the top of the screen, and the setting at the bottom. To confirm, press the **X** button.

Downloading PSU System File

After the DNAS certification, the current version will be checked. If necessary, the updated PSU System File will be downloaded to your Memory Card (8MB) (for PlayStation®2). Please be aware that downloading may take time. If a new PSU System File is downloaded, this software will restart the system and return to the Title Screen. Keep the Memory Card (8MB) (for PlayStation®2) inserted, and reselect **NETWORK MODE** to advance to **CONNECT TO NETWORK**.

Note that at the bottom right of the screen, the version number of PSU System File will be displayed to verify the update condition.

Loading PSU System File

PSU System File will be loaded automatically when you start this game up. After downloading, start the game up with the Memory Card (8MB) (for PlayStation®2) containing PSU System File inserted into Memory Card Slot 1.

Entering ID/Password

You will be asked to enter your Game ID and Password. Use the directional buttons to select the box to enter, and press the **X** button. Enter your Game ID and Password. When done, select **Log in**, and press the **X** button.



End User License Agreement

End User License Agreement will be displayed. Use the directional buttons **↑↓** to change pages, and read thoroughly. If you agree, press the **X** button. If you don't agree with the terms, press the **○** button to return to the Title Screen.

Check for Service Connection Period

The game checks for the Free Trial Period or service period after the Connection Procedure. If the Service Period is over, a message will be displayed to notify you. If you wish to play the **NETWORK MODE**, please visit the official site to purchase a **GUARDIANS License**. If you are within the service period, you will log in to the Universe (server), and advance to the Character Select Screen.

Note: The Universe you are logged in to will be assigned automatically. You may move to another Universe freely during the game (p.16).

Purchasing GUARDIANS License

In order to play *Phantasy Star Universe* online, you must purchase a **GUARDIANS License**. Use your PC to access this website in order to purchase a **GUARDIANS License**.

<http://www.playsega.com>

You must be 18 years old or have a parent sign up for you in order to purchase a **GUARDIANS License**.

Note: If you do not purchase a new **GUARDIANS License** and perform the connection procedure within three months of the expiration of your previous **GUARDIANS License**, your character data may be deleted from the server.

CREATE CHARACTER/BEGIN PLAY

Here you will create a character that you will use in NETWORK MODE. You can create up to four characters, and the items can be shared between your characters through the Community Box (p.17).

Create a Character

You have four selectable character spaces, one for each character. In the beginning, all spaces are blank, so select any space. The next time you connect and play, select a character to use from this screen. You can also delete a character and recreate anew.



Please be cautious, as once a character is deleted, all data relating to the deleted character will be lost completely.

How to Create

You can select a race, sex, face, body, clothes, voice, and name for your character. Use the directional button **↑↓** to select a category, and **←→** to change type. When done, select **Next setting** to advance to the next screen. Where it is applicable, select **Return** to return to the previous screen. Also, during the character creation, use the right analog stick **↑↓** to zoom the character in/out, and **←→** to rotate left/right.

Race and Sex

You can select from four races and two sexes. Please see information below for notes on races.

Face and Body

You can select each part of your face, body suit, skin color, and proportions. Depending on the part, you can make adjustments on shape or color, using the left analog stick.

Clothes and Voice

You can select clothes and voice, voice type, and voice pitch. You can listen to the voice by pressing the **Ⓐ** button.

Character Name

Enter a name for your character. You can use up to 16 letters.

Verify Settings

Verify settings for your character. If the settings are correct, select **Done** and press the **ⓧ** button to end Character Create.

About Races

Humans

Humans have a greater ability to adapt to the environment and have balanced overall abilities.

CASTs

CASTs are artificial life forms of mechanical origin. They think logically and move with precision.

Newmans

Newmans are created with faster reflexes and minds, but they lack in physique compared to humans.

Beasts

Beasts have stronger physical abilities and can transform themselves through "Nano blast."

Begin a Game

When you are finished with your first-ever character creation, you will go to "My Room." Here you can receive a simple tutorial of the game.

NETWORK MANNERS

- Avoid a user name or a Party name that may be offensive to other users.
- Do NOT make remarks that may be hurtful to other users.
- Keep your personal information confidential.
- Do NOT reset a game or disconnect a line in the middle of gameplay.

STRUCTURE OF NETWORK MODE

The world and structure of NETWORK MODE is basically the same as in STORY MODE. My Room becomes your base in the game, and you can move freely between the GUARDIANS Colony and three planets. Also, although you are automatically assigned a Universe at log in, you can move from Universe to Universe freely in the game.

BEGIN NETWORK MODE

Immediately after the beginning of the NETWORK MODE, you will start from "My Room." After the second time around, you will either restart from "My Room" or the Lobby where you started the last time.

Moving Between the GUARDIANS Colony and the Planets

From "My Room," you can go to the "Central Table," located on 1F of the GUARDIANS Colony. As in STORY MODE, you can move between the GUARDIANS Colony and the planets. If a planet has already been visited, you can go directly from "My Room," through PPT Spaceport.

Moving Between the Universes

By examining the Universe Transporter located near the center of the map, you can select "My Room" or the Universe to transport yourself. Please be cautious, as transporting to "My Room" or another Universe has the following effects:

- Exit from a Party you currently belong to.
- Give up current Mission.
- The setting for Set invite block (p.18) becomes Receive invitation.
- Reset Party Setting.
- All Partner Cards, invitation to Party, and exchanged Items which have arrived but have not yet been received will be lost (simple messages can be received after the transportation).



NETWORK MODE SCREEN

Except for a few NETWORK MODE-specific displays, it is basically the same as in STORY MODE.

Target Display

When another player's name is displayed, press the **X** button to open Lock-On Menu (p.19).

Simplified Status

Your Information (character name, level, Experience Points Bar, Nano Blast Gauge and SUV Weapon Gauge) will be displayed at the bottom, and your Party Member information (character name, level, HP) will be displayed above it. Also, the small square icon under the Simplified Status Display indicates the status of changeover between Menu Shortcut and Chat Shortcut.



Verification Icon

This will be displayed whenever you have incoming simple mail/Partner Card/Party invitation/request for item exchange, or to confirm the quest board. Press the **L2** button to enter Icon Select Mode, select an icon using the directional button and press the **X** button to display shortcut relating to the selected icon.

Character Info. Display

Various information, such as character name will be displayed above the character's head (see below).

Universe Number Display

The Universe Number you are currently in (except while in My Room or on the field).

Character Info. Display

In NETWORK MODE, Character Information will be displayed above each character. By pressing **L3** button, the displayed content changes: Character Name, Character Name & Level, Account Number, and no display.

Also, a Photon Fortune Icon will be displayed next to the text. It is said that there will be a divine protection of some sort, depending on the way it shines, and as it shines more brightly, higher effects can be expected.



MY ROOM

In My Room of the NETWORK MODE, a shop function where you can sell items you either found or synthesized is added. You can also visit other players' rooms and purchase items at their shops.

PARTNER MACHINERY

When you talk to your Partner Machinery for the first time, you can give it a name. As in STORY MODE, you can deposit items with it, synthesize items, give items, or have it along with you in your adventure. In NETWORK MODE, however, you can put prices on deposited items and have it open a shop.

Use storage

You can deposit items and Meseta.

Partner Machinery Function

You can use various functions of Partner Machinery: Talk, Give item, Synthesize an item, View status, and Change Name.

Redecorate

By using a "Remodeling Ticket," you can remodel your My Room. You can purchase a Remodeling Ticket at the shop for Room Decorations, located on 2F of the GUARDIANS Colony.

Cancel

Return to normal screen.



SHOP

You can open a shop in your My Room, and sell your items to other players. Use the "Remodeling Ticket" to first remodel your My Room.

Shop Preparation

Give items to your Partner Machinery, and put a price on each item. Whenever another player visits My Room, the Partner Machinery will function as a shop. When an item is sold, the Meseta obtained will be transferred to your storage.

Visiting Other Player's My Room

To visit another player's My Room, select a destination from Vision Phone functions (see below). Once there, you can talk to the Partner Machinery to buy items, or view Partner Machinery's status or goods in the Room.

COMMON BOX

Store your items and Meseta in this box, and let your other character(s) use them.



VISION PHONE

The Vision Phone in "My Room" has the following functions:

View information

View latest information on events and system.

Go to room

Using Partner Card, visit other player's My Room.

Search for a shop

Search for a shop, using character name or advertising content.

Recently visited shops

Display a list of shops you have visited recently, and select to visit again.

View visitor log

View a list of players who visited your My Room.

Help

View Play Guide or glossary.

Return

Return to normal screen.



DRESSING ROOM

Here you can change clothes or parts.

NETWORK MODE SPECIFIC MENU ITEMS

NETWORK MODE allows you to play as a race other than human. There are various functions used only in the NETWORK MODE, such as creating a Party or communicating with others using mail or chat, are added to the Menu.

MAIN MENU: Player information

If the race of your character is either Beast or CAST, special attacks become possible by reaching a certain level. Higher-level Beasts can transform using "Nano Blast" and CASTs can utilize special SUV Weapons.

Status

When either Nano Blast or SUV Weapon becomes available, its name will appear on Status Display.

MAIN MENU: Community

This is a menu item related to communication with other players.

Party

Set up Party conditions and rules. Please refer to p.19 for details.

Form Party

You can select this either when you do not belong to any Party or when you are a leader of one. A list of Partner Cards (see below) will be displayed, so select and invite him/her into your Party. You may not, however, invite him/her, if he/she already belongs to another Party, if they are not currently connected to the network, or if they are refusing invitations.

Set Invite Block

You can set this to block invitations from other players.

Leave Party

You will exit from the Party you currently belong to.

Leader rights

You can select this either when you do not belong to any Party or when you are a leader of one. You can perform Abandon Mission, Edit Party Name, Edit comment (displayed on other player's screen when searched), Party Password (to join your Party), Switch leader, and Remove member.

Member Location

You can verify the whereabouts of your Party Members.

Send card / View stats/equip. / Add to blacklist

These are controls related to your Party Members. Please refer to p.19, under Lock-On Menu, for details.

Simple Mail

You can exchange a short text with other players.

Mail inbox

A list of received mail will be displayed. Select one from the list, and you can either reply or delete it. Upon replying, you also have an option to quote from the received mail. Note that when there is an incoming message, a letter-shaped icon will be displayed at the bottom of the screen.

Compose mail

You can write a new message and send it. Write text and select recipient(s) to receive it. You can send one message to multiple players.

Partner Card

This card records your profile and comments, and also appears in STORY MODE. By exchanging these cards with other players, it becomes easier to communicate, such as inviting them to your Party or sending a simple message.

Partner Card list

View a list of cards you received from other players. From the list, you can verify if each player currently belongs to a Party or if they are currently connected to the network. When you select a card, you have options to Add Comments (write comments on the card you received), Sort priority (allocate priority number for list display), and Delete card.

Edit your card

You can add comments to your card.

Shortcuts

Prepare short text messages and assign them to be able to be displayed quickly using the directional button ➡.

MAIN MENU: System

Options

The option **Function key setting** becomes available, if you have the USB Keyboard, allowing you to choose Menu or Chat Shortcut.

Blacklist

You can establish a blockage against a particular person's attempt to communicate with you. Select a name from Partner Card or Simple Mail to add them to the list. If established, all Party invitations, Partner Card transmissions, and simple mail from players on the list will be blocked, and no chat messages will be visible from them. You can also remove a name from the list to lift the blockage (against that player).

Log out

Quit NETWORK MODE and return to the Title Screen. Your game progress and character data in the NETWORK MODE will be saved onto the server from time to time, but your data may be lost if you do not quit the game properly. Make sure to select **Log out** when quitting NETWORK MODE.

LOCK-ON MENU

While locking onto other players, press the  button to display his/her status. This can also be used to make direct communication.

Invite to Party

If the target player does not belong to any Party, you can form a Party with him/her, or invite him/her to your Party.

Send Simple Mail

Send him/her a simple mail.

Send card

Send him/her your Partner Card.

Trade items

You can trade items or Meseta. Select items to give, and verify contents you are receiving. After confirmation, the items will be traded.

View stats/equip.

View his/her information, such as status, weapons, armor & units equipped, clothes/parts, and Photon Arts.

Add to blacklist

You can add him/her to the list of players you wish to block.

PARTY

In NETWORK MODE, you form a Party with other players in the city or field to take on various Missions.

LEADER AND MEMBERS

A Party can consist of up to six players. There must be a leader in a Party to guide and administer other members. Also, the leader accepts or declines Missions. In the beginning, the player who created the Party becomes the leader, but the leader can also be changed.

FORMING A PARTY

You can form a Party in the following ways. Note that you cannot form a Party when you're inside your barracks.

Form a Party from Main Menu

You become a leader and select players to invite from the Partner Cards.

Invite to Party from Lock-on Menu

Lock-on to the player nearby and invite him/her to your Party.

Join other Party at Mission Counter

Go to Mission Counter and join a Party whose mission is already in progress.

LEAVING/REMOVAL OF PARTY MEMBER

The Party Member (and its leader) can exit a Party freely. Also, the leader has the authority to remove a Party Member whose actions are becoming an annoyance to other members. Note that once a member moves to one of the other servers, he will automatically exit the Party.

MISSIONS

As in STORY MODE, there are two types of Missions: Main Mission and Free Mission. In general, Main Missions start from the GUARDIANS Branch, and Free Missions from the Flyer Base Mission Counter.

STARTING YOUR MISSION

At Mission Counter, the Party Leader selects, changes, and decides the Mission, and changes Party Settings. Depending on the Mission, there are cases where new members can join a Party whose Mission is already in progress, while other Missions require that all members be present in order to start.

NEW FEATURES IN THE NETWORK MODE

Check Point

There are Check Points throughout the Missions which will light up upon contact. Once touched, you can transport to other Check Points that your Party Members have already touched.

Interval Lobbies

Some Missions have Interval Lobbies where you can rest. No monsters appear here, so your Party Members can safely have conversations or check their Equipment.

CHAT & LOBBY ACTIONS

Chatting is a useful method of communication with other players. During the battle, using Chat Shortcut will simplify the controls. Also, there are special character action commands called Lobby Actions.

Press the SELECT button to bring up the Software Keyboard. Enter message, and select OK to display the message.

Upon finalizing your input, select OK while holding down **R2** button to display a list of cut-ins. Use the directional buttons **←→** to select expression, **↑↓** to select camera position, and press the **⊗** button to display your chat message as a cut-in. Likewise, hold down **L2** or **L3** button (instead of **R2** button) to display your chat message in an exclamation balloon or cloud-shaped balloon.

Also, press the directional button **→** to display Chat Shortcut. Use the directional buttons **↑↓** to select a shortcut, then **→** to display the chat message you set up in Shortcut Setting (p.19). Press the directional button **←** to cancel Chat Shortcut.

CHAT TYPES

There are two types of chat: Public Chat (chat in the City and will be heard by all nearby players) and Party Chat (chat in the field, and can be heard only by the Party Members). You can view the log for each.

LOBBY ACTIONS

Anywhere in the lobby you can make your character perform special actions. Press the **⊙** button to open the Lobby Action Menu. Use the directional button to select an action, and press the **⊗** button to execute. The Lobby Action Menu can be cancelled with **⊙** button.

CREDITS

The following credits list the staff responsible for the localization and marketing for the North American release of Phantasy Star Universe. See in-game credits for the complete list of the development staff.

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NOTES

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