

SQUARE ENIX®

www.square-enix.com



XBOX 360®

XBOX
LIVE

FINAL FANTASY XIII



© 2009, 2010 SQUARE ENIX CO., LTD. All Rights Reserved.
CHARACTER DESIGN: TETSUYA NOMURA

FINAL FANTASY, SQUARE ENIX and the SQUARE ENIX logo are registered
trademarks or trademarks of Square Enix Holdings Co., Ltd.
Uses Bink Video. Copyright © 1997-2009 by RAD Game Tools, Inc.



Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks
of the Microsoft group of companies.

SQUARE ENIX®

FFXIII360/ENG/MAN

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI 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. Comprising two 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 is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and pegionline.eu

CONTENTS

Connect to Xbox LIVE.....	3	Saving your Progress.....	19
Prologue.....	4	Upgrading your equipment.....	20
Section 1 - Characters.....	6	Section 4 - Battles.....	22
Section 2 - How to Play.....	10	Battle Basics.....	24
Controls.....	10	Paradigm Basics.....	27
Start Menu.....	11	What's your status?.....	30
Main Menu.....	12	Eidolons.....	32
Settings.....	13	Gestalt Mode.....	33
Section 3 - The Field.....	14	Evolution through Crystogenesis... ..	35
Exploration.....	14	Section 5 - Survival Tips.....	38
Cie'th Stones and Missions.....	17	Warranty/Customer Service.....	40-43

CONNECT TO XBOX LIVE

XBOX LIVE

Xbox LIVE® brings more of the entertainment you love right to your living room. Find the perfect game for any player with a free trial of hundreds of titles from the largest library available. With downloadable Game Add-Ons like maps, songs, weapons and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a highspeed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

DOLBY DIGITAL DECODING

DOLBY DIGITAL SURROUND SOUND SETUP

This game is presented in Dolby® Digital 5.1 surround sound. Connect your Microsoft® Xbox 360® to a sound system with Dolby Digital technology using a digital optical cable. Connect the digital optical cable to the base of an Xbox 360 Component HD AV Cable, Xbox 360 VGA HD AV Cable, or Xbox 360 S-Video AV Cable. From the system blade of the Xbox 360 dashboard, choose Console Settings, then Audio Options, then Digital Output, and finally select Dolby Digital 5.1 to experience the excitement of surround sound.

PROLOGUE

Cocoon—a utopia in the sky.

Its inhabitants believed their world a paradise.
Under the Sanctum's rule, Cocoon had long
known peace and prosperity.

Mankind was blessed by its protectors, the
benevolent fal'Cie, and believed that tranquil days
would continue forever.

Their tranquility was shattered with the discovery of
one hostile fal'Cie.

The moment that fal'Cie from Pulse—the feared
and detested lowerworld—awoke from its slumber,
peace on Cocoon came to an end.

Fal'Cie curse humans, turning them into
magic-wielding servants.

They become l'Cie—chosen of the fal'Cie.

Those branded with the mark of a l'Cie carry the
burden of either fulfilling their Focus or facing a fate
harsher than death itself.

A prayer for redemption.
A wish to protect the world.
A promise to challenge destiny.

After thirteen days of fates intertwined,
the battle begins.

FINAL FANTASY XIII



SECTION 1 CHARACTERS

The epic tale of FINAL FANTASY® XIII is woven around the intertwining lives, hopes, and ambitions of the men and women named herein.

"YOU WANT QUIET,
YOU'D BETTER TAKE
THE NEXT TRAIN."

LIGHTNING

This solitary young woman speaks little of herself—even her true name is a mystery. She is known to others simply as "Lightning."



SNOW VILLIERS

An irrepressible, fiery young man, Snow dives headfirst into danger using nothing but his powerful physique as a weapon.

Easily swayed by emotion, he is prone to rash words and actions. Nonetheless, many are won over by his outgoing and optimistic nature.

"OUR FOCUS IS TO
PROTECT COCOON."



"THE POINT IS, I HAVE
PEOPLE I CAN COUNT ON.
I'LL MAKE IT THROUGH."

SERAH FARRON

Serah is Lightning's younger sister, and Snow's fiancée. Possessing an inner fortitude beyond her years, she is more than capable of making her own decisions, whatever her somewhat overprotective sister might think. In fact, Serah spends just as much time worrying about her elder sibling's well-being as Lightning does Serah's.

OERBA DIA VANILLE

Vanille is an endearing young woman with a relentlessly sunny disposition. Her bright personality gives no hint of the dark resolve that lies within.

"THE PULSE FAL'CIE,
IT HELD OUR FUTURE—
AND OUR FATE."



"WHY DO YOU WANT
TO HELP A L'CIE?
THEY'RE THE ENEMY!"

HOPE ESTHEIM

Hope is a normal boy from a normal family whose childhood on Cocoon can best be described as uneventful. Inexperienced in the ways of the world, and wont to turn to his mother for protection, he is completely unprepared for the turmoil into which his life is thrown when he is unexpectedly caught up in the Sanctum's brutal Purge.

OERBA YUN FANG

Fang is a mysterious woman who is working with the Sanctum military despite bearing the mark of the detested l'Cie. Strong-minded and disinclined to mince words, she has the demeanour of someone wholly unconcerned by life's trivialities.

"IF I WERE YOU,
I'D WORRY ABOUT MYSELF."



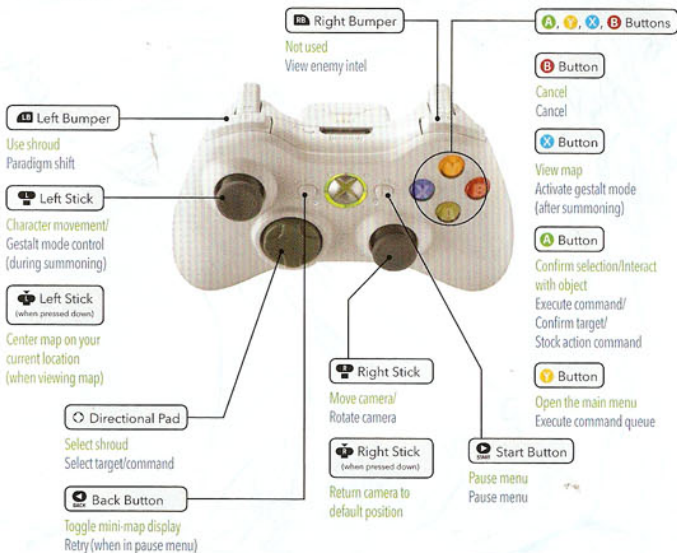
"CHOCOBO, WE JUST CAN'T
CATCH A BREAK, CAN WE?"

SAZH KATZROY

Sazh is a friendly, cheerful man who is never without his curious companions—a chocobo chick and a pair of pistols. He is quick to banter, but also keeps a mature perspective on matters. Uncontrollable events have set him on his current path, but another purpose compels him to walk it.

CONTROLS

This section of the manual outlines game controls for the Xbox 360 CONTROLLER. Green fonts indicate usage during exploration, while blue fonts indicate usage during battle.



RESETTING CAMERA POSITION

During exploration, use to rotate the camera and inspect your surroundings. The camera can be returned to its default chase position behind the party leader by pressing .

START MENU

Turn on the console and place the FINAL FANTASY XIII disc into the disc tray. After the game has loaded, press any button to bring up the start menu.

If a gamer profile is not selected before starting the game, game progress cannot be saved. Please select a gamer profile before starting the game.



NEW GAME	Start FINAL FANTASY XIII from the beginning.
LOAD GAME	Continue playing from a previously saved game. Note: This game contains three discs. If a save file is loaded while the wrong disc is inserted, please follow the instructions on the screen to insert the correct disc.
SETTINGS	Configure your controls and gameplay environment.
EXTRAS	Install bonus gamer pictures for your Xbox LIVE gamer profile. • Extras will become available after certain achievements have been unlocked.

MAIN MENU

Press **Y** during exploration to open the main menu screen. Various tasks can be performed here, such as examining your characters, equipping weapons and accessories, and viewing a map of the current area. Use the directional pad to select your desired submenu and **A** to confirm. When viewing certain submenus such as Status and Crystarium, it is possible to cycle through party members by pressing **LB** and **RB**.

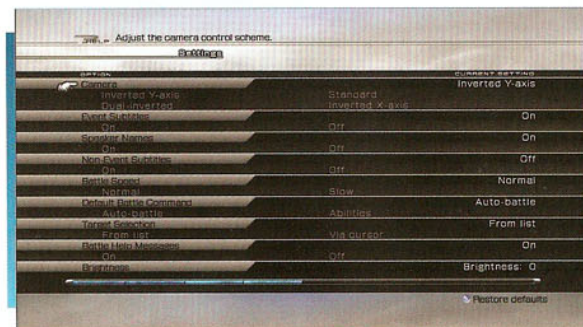
Additional submenus will become available as you make progress through the story.



PARADIGMS	Select the party leader, battle team members, and paradigms.
STATUS	View detailed character status information.
CRYSTARIUM	Enhance characters via crystogenesis. (P. 35)
ABILITIES	View character abilities.
EQUIPMENT	Change character equipment.
INVENTORY	View party inventory.
MAP	View map of current location. (P. 18)
DATALOG	View log of accumulated data.
SETTINGS	Change game settings. (P. 13)

SETTINGS

Camera controls, subtitle display, battle settings, and so forth can be configured in this menu.

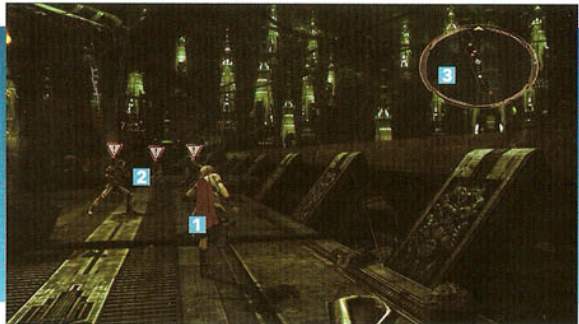


CAMERA	Adjust the camera control scheme.
EVENT SUBTITLES	Toggle the display of subtitles during cutscenes
SPEAKER NAMES	Toggle the display of speaker names above subtitles during cutscenes.
NON-EVENT SUBTITLES	Toggle the display of subtitles for speech outside of cutscenes.
BATTLE SPEED	Select the rate at which the ATB gauge fills in battle.
DEFAULT BATTLE COMMAND	Select the default battle command cursor position.
TARGET SELECTION	Toggle the method for selecting targets in battle.
BATTLE HELP MESSAGES	Toggle the display of help messages in battle.
BRIGHTNESS	Adjust the brightness of the display.

EXPLORATION

This section of the manual will equip you with the basic knowledge needed to navigate the expansive worlds of Cocoon and Gran Pulse.

READING THE EXPLORATION SCREEN



- 1 Party leader** ... The character you are controlling.
- 2 Enemy** ... A hostile unit. Coming in contact with one during exploration will trigger a battle. Foes who have detected your presence will appear with an exclamation point (!) overhead, and will attempt to chase you down.
- 3 Mini-map** ... The small map situated on the upper right-hand corner of the screen. Conveys information such as the direction you are facing, the surrounding terrain, enemy units, and your destination. Venturing inside an enemy's detection radius will cause the map to flash in warning. Press **MAX** to toggle mini-map display.



MINI-MAP LEGEND

 Leader	 Recently slain enemy
 Ally	 Destination
 Enemy	 Direction of destination
 Alerted Enemy	

AUTO-TALK

The many lands you will explore are populated with a wide variety of colorful characters. Wander near enough to one of them and you may pick up pieces of conversation. Some may even begin conversing with you of their own accord, without the need to input a command. If a talk icon appears, however, you have the option to initiate a conversation by pressing the **A** button.



INDICATORS

In the course of your travels, you will come across two main types of indicators. Blue indicators denote the ability to leap from the highlighted area to another location, while red indicators serve as important hints. Stepping on the latter will either trigger an event or bring up a message indicating that an action is possible.



YELLOW INDICATORS

In certain places, you may also find rare yellow indicators that function differently from the aforementioned blue and red varieties. Creatures endowed with powerful hind limbs may be able to get a "spring" in their step by inspecting one.



INTERACTIVE OBJECTS

Treasure spheres and myriad objects of interest can be found scattered throughout the world, and approaching one will bring up a message indicating that interaction is possible. Press **A** to interact with such an object and either retrieve the contents of an unopened sphere, or operate the object's mechanism. As this action is disabled when an enemy unit is nearby, be sure to clear the area of any hostile presence beforehand.



CHOCOBO RIDING

Wild chocobos are a common sight in the lowerworld of Gran Pulse, and may be ridden by approaching one and pressing **A**. These flightless birds are a quick and convenient way to travel, and there are certain areas that can only be accessed when mounted. Chocobos are courageous creatures, but even they have their limits. Come into contact with an enemy while riding, and the chocobo will lose one unit of morale. Should a chocobo lose all of its morale, it will throw its rider and flee. Otherwise, lost morale will gradually return, so long as no more close encounters occur.



- A certain mission must be completed before you are able to ride chocobos.

CIE'TH STONES AND MISSIONS

While exploring the vastness of Gran Pulse, you will encounter Cie'th Stones—the final remains of failed former l'Cie. Upon touching a Cie'th Stone, you will be given the opportunity to undertake its unfinished Focus as a mission, hunting down whatever terror it had been tasked with slaying.



■ COMPLETING A MISSION

Finding and defeating the mark will complete the mission, earning you special rewards. Complete enough missions, and previously dormant Cie'th Stones will begin to awaken, presenting you with new and more rewarding challenges.



■ CHECKING THE MISSION SUMMARY

Information such as mission details and your current mark's location can be reviewed by opening the map. (P. 18)



MISSION ICONS

- | | |
|---|--|
|  Cie'th Waystone |  Cie'th Waystone (incomplete mission) |
|  Active Cie'th Stone |  Active Cie'th Stone (incomplete mission) |
|  Dormant Cie'th Stone |  Mission mark |

- Once a Cie'th Stone awakens, the associated icon will flash until the mission is completed.

MAPS

The map displays information such as your present location, destination, and the area surrounding your character, and will prove indispensable in your exploration of new locales. During exploration, the map can quickly be accessed by pressing **X**, or by first opening the main menu with **Y** and then selecting it from the list.



MAP LEGEND

-  Destination
-  Save Station
-  Current position
-  Object of interest

MAP CONTROLS

LEFT STICK/ DIRECTIONAL PAD	Scroll map
RIGHT STICK	Zoom in/out
Y BUTTON	Center map on your current position
X BUTTON	Display mission details

SAVING YOUR PROGRESS

Game progress can be saved at one of the many Save Stations scattered throughout the world. Approach one and press **A** to open the menu. From there, select "Save" to be taken to the save screen, where you can choose a destination for your save data.

• *Saving your progress in FINAL FANTASY XIII requires at least 400KB of free space on your storage device.*



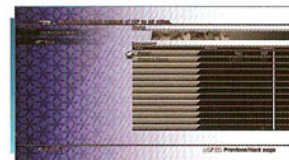
RETAIL NETWORKS

In addition to saving your progress, Save Stations also allow you to buy and sell items. Press **A** to open the menu in the above manner, and then select "Shop." A list of retail networks will be displayed, so choose the one with which you wish to trade. The number of networks available to you will be limited at first, but this can be expanded by obtaining certain key items.



NEW-WARES

Retail networks will stock an increasingly diverse selection of items as you make progress through the game. Such networks can be identified with an exclamation point (!), so be sure to examine their new offerings. To make purchases, you'll need gil—the currency of Cocoon—which can be acquired from treasure spheres, or via the sale of unwanted items.



UPGRADING EQUIPMENT

It is possible to upgrade weapons and accessories at Save Stations using the various components you collect on your journey.



1. UPGRADING

First, approach a Save Station and press **A** to access it, then select "Upgrade" from the menu to access the workbench. Next, select the weapon or accessory that you wish to improve. You will need to select the type of component you wish to use for the upgrade, as well as the quantity. The combined EXP value of the chosen components will then be applied to the target piece of equipment and may grant an EXP multiplier. After enough EXP has been spent on a weapon or accessory, its level will increase, improving its abilities and attributes.



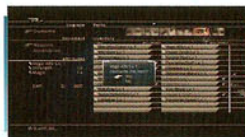
2. TRANSFORMING

Once a particular piece of equipment has reached its maximum potential, its level will be replaced by a star (★). At this point no further level advancement is possible, but the item can be transformed into an entirely different one by means of specialized components. When this happens, both its name and properties will change. A newly transformed item may initially seem weaker than it did in its previous form, but unlike its fully upgraded predecessor, it will be eligible for level advancement. Through further upgrades, it can be made even more powerful than its earlier incarnation.



3. DISMANTLING

Unwanted equipment can be scrapped for parts by selecting "Dismantle." The equipment itself will be destroyed, but you will be able to salvage components and items, some of which can be obtained in no other way. There exist well over 100 different components. Obtain as many as possible, and experiment with their effects in order to determine the most efficient and effective ways to customize your arsenal.



ENEMY ENCOUNTERS

Hostile units each have their own field of vision and are on constant watch for intruders into their territory. By venturing inside their surveillance perimeter, you run the risk of detection. Enemies that have been alerted to your presence will appear with an exclamation point (!) overhead, and will either display aggression or behave with caution. Making contact with such an enemy will trigger a transition to the battle screen. It is possible to initiate a preemptive strike by catching a foe off guard.



SHROUDS

Shrouds are special single-use aerosols that grant the party tactical advantages. A variety of shrouds exists, each conferring unique benefits to your party such as enhanced offensive or defensive power. Though they can be extremely effective, forward thinking is required in their application, as shrouds can only be used outside of battle.



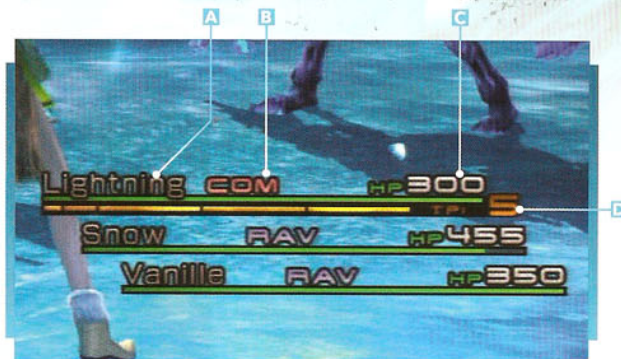
AVOIDING DETECTION

The "Deceptisol" shroud shields the party from enemy detection, eliminating any concerns over being spotted and attacked. It is useful for avoiding combat, and also for launching preemptive strikes.

READING THE BATTLE SCREEN



- 1 Help message** Information about the currently selected command. Toggle help message display in the settings menu.
- 2 Chain gauge** A gauge which increases with each successful attack on an enemy. (P. 26)
- 3 Paradigm** The paradigm currently being employed. (P. 27)
- 4 ATB gauge** The ATB gauge and stocked commands. (P. 24)
- 5 Battle menu** The abilities and magic spells available to the character. (P. 25)
- 6 Character Status** Each party member's current status.



- A Character name** The character's name.
- B Role** The character's assigned role in combat. (P. 28)
- C HP** The character's health.
 - The game will end if the party leader's HP is reduced to zero.
- D TP gauge** The gauge used to execute techniques.

BATTLE BASICS

Making contact with an enemy during exploration will trigger a battle. Battles are conducted in real-time, and your character performs actions by spending points from the ATB (Active Time Battle) gauge, which increases over time.

1. STOCKING COMMANDS

The ATB gauge is divided into multiple segments, each of which can be used to stock a command. The number displayed beside each command indicates its ATB gauge cost for execution. To have your character string together a series of actions, you must wait for the gauge to reach an amount sufficient for the combined cost of all queued commands.



2. SELECTING TYPES

After stocking your chosen commands, press **A** to confirm your target and initiate the associated actions. When fighting multiple opponents, use the directional pad and **A** to select different targets for your commands.



3. AUTOMATING COMMAND SELECTION

It is possible to automate command selection for your character by choosing the Auto-battle option located at the top of the battle menu. The Auto-battle command available and the actions subsequently performed will vary depending on the party leader's assigned combat role (P. 28). For instance, if the command appears as "Auto-heal," the character will perform a series of actions focused on healing fellow party members.



COMMAND INPUT TIPS

Press **B** to cancel command input, or **Y** to prematurely execute the command queue before your ATB gauge is full. This can be useful when you wish to execute only a portion of your stocked commands.

COMMANDS

Each command depletes your ATB gauge by a predetermined amount. Naturally, you must wait longer to perform actions with higher ATB gauge requirements.



AUTO-BATTLE	Stock a set of situationally appropriate commands. The Auto-battle option available varies depending on the character's combat role.
ABILITIES	Select commands to add to the queue. Select "Repeat" to have the character perform the same command sequence used previously.
TECHNIQUES	Spend TP to use techniques.
ITEMS	Use items. This action does not deplete the ATB gauge.

TECHNIQUES

Techniques are powerful abilities which cost TP (technical points) to execute, and can be used independent of the ATB gauge. TP can be gained by either unleashing successful ability chains, or by earning a favorable evaluation at the end of battle. Items and shrouds can also be used to instantaneously replenish your party's TP. More techniques will become available to characters as they develop.



LIBRA

The technique "Libra" can be used to analyze an enemy unit, revealing information on its weaknesses. Once this information is known, your party members will automatically perform actions geared toward exploiting the enemy's vulnerabilities. Intelligence you have gathered on foes will be recorded within Enemy Intel, accessible during battle with **Y**, or via the Datalog in the main menu.



ATTACK CHAIN

Each successful attack on an enemy increases its "chain gauge." A higher chain gauge will increase the chain bonus by a corresponding percentage amount, enabling you to inflict greater damage on your foe. As the gauge gradually decreases over time, it is recommended that you concentrate your offensive on a single enemy for maximum results. Landing a blow on a foe when its chain gauge has peaked will cause it to become staggered—a state in which it is especially vulnerable to damage.



SHOW NO MERCY

Staggering an enemy has other benefits as well. Certain abilities, when employed against a staggered foe, are known to take on a wide range of additional effects. Some enemies are more susceptible to being staggered than others, their chain gauges filling only after very few blows. By keeping a close eye on the chain gauge and employing the optimal ability against a particular enemy, you'll be able to breeze through some otherwise grueling encounters.



PARADIGM BASICS

Characters can be assigned one of six battle roles. Changing a character's role will alter the abilities available to that character as well as their behavior in combat. Combinations of role assignments are known as "paradigms."



PARADIGM SHIFTS

During battle, press **LB** to open the paradigm deck. From there, use the directional pad to select a new paradigm, and press **A** to confirm.

A defense-minded paradigm built around the Sentinel role will serve you best when facing a powerful foe. Once this initial policy of caution has allowed your party to sufficiently weaken the enemy, the time will be right to put a quick end to the battle by shifting to an offensive paradigm that employs damage-dealing roles such as Commando and Ravager.

As there is no limit to the number of times you can execute paradigm shifts in combat, do not hesitate to experiment and find a paradigm that best meets the ever-changing demands of the battlefield.



PARADIGM SPECIFICS

A total of six roles may be assigned to characters through paradigms, from the attack-oriented Commando to the recovery specialist Medic. Characters aside from the party leader will be controlled by the system AI, but by assigning roles, you can dictate the tactics your allies will employ to support you in battle. Roles may be assigned via the "Customize" option of the paradigm submenu.



■ KNOW YOUR ROLE

■ COMMANDO

A relentless attacker boasting the highest offensive power of all roles. Chain gauges charged by a Commando's assault will recover at a slower rate, rendering your foes more easily staggered.

Role Bonus:

Augments the physical and magic attacks of all party members.



■ RAVAGER

A specialist in offensive elemental magic, the Ravager will unleash a wide range of abilities against enemies, boosting chain potential and maximizing damage. Exploit your enemy's elemental vulnerabilities to chain even more efficiently!

Role Bonus:

Improves chaining for all party members.



■ SENTINEL

An unyielding defender able to draw enemy attacks and protect his or her allies. By reducing damage taken and unleashing counterattack abilities, the Sentinel will ensure that your party comes to no harm.

Role Bonus:

Reduces physical and magical damage taken for all party members.



■ MEDIC

These recovery specialists direct their efforts toward restoring HP, curing status ailments (starting with those most recently inflicted), and reviving fallen comrades. With a Medic in your ranks, you may be battered, but you will never be beaten.

Role Bonus:

Increases potency of healing abilities and items for all party members.



■ SYNERGIST

True team players who forego personal glory in favor of strengthening their allies, Synergists wield abilities that enhance the offensive and defensive capabilities of the party and bestow elemental powers to teammates' attacks.

Role Bonus:

Increases enhancement ability duration for all party members.



■ SABOTEUR

These wily types eschew outright attacks, instead relying on abilities to sap enemies of their strength, afflicting their victims with poison and a wide range of other status ailments. Sabotage your enemies and build chain bonuses, then go in for the kill!

Role Bonus:

Increases success rate for all party members when using abilities against foes.



WHAT'S YOUR STATUS?

Status changes come in many forms, and can quickly turn the tide of battle in favor of one side or the other. A once-daunting foe may be cut down to size by a Saboteur's arsenal, then easily felled by a Synergist-enhanced offensive—but be forewarned: your enemies, too, have similar abilities at their disposal. Up to eight status effects may act on a target at any given time, with the potential to render a foe virtually invincible, or an ally helpless—if you fail to monitor the situation. Thorough knowledge of the information below will allow you to use status-altering abilities to your benefit, while withstanding the ailments inflicted upon you by your foes.



STATUS ENHANCEMENTS

These statuses augment the target's offensive or defensive strength, and can be bestowed by abilities or accessories.



BRAVERY
Raises the damage the target inflicts with physical attacks.



FAITH
Raises the damage the target inflicts with magical attacks.



HASTE
Accelerates the target's ATB gauge recharge rate.



PROTECT
Reduces the damage the target sustains from physical attacks.



SHELL
Reduces the damage the target sustains from magical attacks.



VIGILANCE
Increases the target's likelihood of interrupting enemy actions, and decreases likelihood of being interrupted.

STATUS AILMENTS

These statuses impair the target's effectiveness in battle. You can guard against status ailments by equipping certain equipment or accessories, or using the "Veil" spell. (Such resistance will be indicated by the icon to the right.) Status ailments may be remedied with the "Esuna" spell or by one of the methods mentioned in the following sections.



DEBRAVE (ENEMY ABILITY)
Reduces the target's physical attack strength.



DEFAITH (ENEMY ABILITY)
Reduces the target's magic attack strength.



DEPROTECT
Reduces the target's physical resistance.



DESHELL
Reduces the target's magic resistance.



SLOW
Reduces the target's ATB gauge recharge rate.



IMPERIL
Reduces the target's elemental resistance. Curable with Wax.



POISON
Deals damage to the target over time. Curable with Antidotes.



PAIN
Disables the target's physical abilities. Curable with Painkillers.



FOG
Disables target's spell casting abilities. Curable with Mallets.



DAZE
Stuns the target and increases damage sustained. Curable with Foul Liquid.



CURSE
Renders the target less likely to interrupt foes, and more likely to be interrupted. Curable with Holy Water.

SPECIAL STATUS EFFECTS



DOOM (ENEMY ABILITY)
Slays the target outright when the countdown reaches zero.



DISPEL
Removes enhancements, starting with those most recently bestowed.

STATUS COUNTERPOISE

In addition to the methods described above, status ailments may also be negated with the corresponding enhancement. Expand your tactical repertoire by deploying a Synergist to cure allies in lieu of a Medic, or a Saboteur to dispel your foes' enhancements.



- A** Brave negates Debrave. **B** Faith negates Defaith. **C** Protect negates Deprotect.
- D** Shell negates Deshell. **E** Haste negates Slow. **F** Vigilance negates Curse.

EIDOLONS

In the course of your adventure, you will encounter Eidolons, otherworldly beings whose formidable powers can be harnessed for your cause. Eidolons will not bow to just anyone, however—would-be masters must prove their worthiness on the field of battle.



1. ENGAGING EIDOLONS

Eidolons may sustain damage from standard attacks like any other foe, but this alone will not lead you to victory. Players are encouraged to experiment with abilities to uncover and exploit the unique vulnerabilities that will bring each adversary to heel.



2. SUBDUING EIDOLONS

As you demonstrate your power to the Eidolon, its gestalt gauge will slowly increase. Continue to attack until this gauge is full, at which time you may press **X** to claim victory.



3. SUMMONING EIDOLONS

Characters who have claimed dominion over their personal Eidolon will learn the "Summon" technique. Summon an Eidolon in battle and it will fight at your side, replenishing your health and smiting your enemies until its SP gauge is depleted. The SP gauge will decrease gradually over time, or when the Eidolon takes damage.



GESTALT MODE

Once an Eidolon has been summoned, you may press **X** to enter gestalt mode. While gestalt mode may be activated at any time, it will remain in effect only as long as your gestalt gauge permits. Charge the gauge by executing attack chains with your Eidolon prior to engaging gestalt mode to maximize the time you will have to wreak havoc upon your foes.



■ GESTALT MODE CONTROLS

Controls in gestalt mode differ from standard battle controls, using combinations of left stick motions and button presses to execute an array of impressive attacks. Autogestalt allows you to leave the choice to your Eidolon by pressing **A** if you find yourself at a loss for your next move.



Be aware that using abilities in gestalt mode will reduce your gestalt gauge by the amount displayed to the left of the ability name. When the gauge reaches zero, your Eidolon will be dismissed.



Chains and staggers will be reset upon dismissal from gestalt mode, but in return, your party will return to the fray fully healed and cured of all ailments. Use their formidable powers wisely, and Eidolons can save you from otherwise inevitable demise!

■ SKIPPABLE ANIMATIONS

Press **○** during summoning or gestalt activation to skip the accompanying animation.



VICTORY IS YOURS!

When your party is triumphant, you will be greeted by a screen assessing your performance in battle. Earn high marks by skillfully dispatching your foes, and you may be rewarded with valuable spoils and other attractive bonuses.



TARGET TIME	The time in which a skilled player could be expected to dispatch the foes in question.
INITIATIVE BONUS	Claim this bonus by sneaking up on enemies unexpectedly and scoring a preemptive strike.
BATTLE DURATION	Your time. Beat the target time to maximize your score!
POINTS PER SECOND	For each second you outdo the target time, your score will be increased by this amount.
SCORE	Your final score, calculated using the formula with a base score of 10000.
RATING	Based upon your score, you will be assigned a rank ranging from zero to five stars.

EVOLUTION THROUGH CRYSTOGENESIS

Character advancement is handled through a process known as crystogenesis, in which crystogen points (CP) obtained in battle can be spent to unlock new abilities and attribute bonuses in the Crystarium.



VIEW CRYSTARIUM

Select "Crystarium" from the main menu, use the left stick to navigate to the character you wish to develop, then confirm with **X** to open the Crystarium.



THE MANY FACETS OF THE CRYSTARIUM

Read on for a step-by-step guide to character advancement through the Crystarium.

▲ (PRESS AND HOLD)	Advance along the current path.
▲ + DIRECTIONAL PAD	Direct the course of crystogenesis.
DIRECTIONAL PAD	View course.
○	Toggle crystal description display.

1. CHOOSE YOUR ROLE

In the Crystarium, each role has its own path of development. Select a role with the directional pad and confirm with **▲**, and a cursor will appear on the most recently obtained crystal in that role.



2. FOLLOW THE PATH

Hold down **▲** to advance along the current path of crystogenesis. As you reach and obtain new crystals, your character will learn new abilities and increase attributes accordingly. Note that CP will be consumed as you progress. When the gauge is depleted, you will have to obtain more CP in combat before proceeding any further.



3. REAP THE BENEFITS

Abilities acquired through crystogenesis (excluding techniques) are role-specific. For example, the "Ruin" ability obtained as a Commando cannot be used when that character is serving as a Saboteur. On the other hand, attribute bonuses (to physical/magical attack power, HP, and so forth) are universal and apply across all roles.

You may wish to specialize in a particular role in order to acquire its most powerful abilities, or you could take a more balanced approach focused on raising attributes—the choice is yours.



4. DIRECT THE COURSE

Advance far enough down a given path, and you will eventually come to branching points. Here, you must direct the course of crystogenesis. Do so by holding down **▲** and pressing the directional pad in the direction you wish to proceed. Rather than proceeding blindly down new paths, it is wise to confirm the abilities and attribute bonuses that lie ahead. To do so, release **▲** and press the directional pad in the direction of the path you wish to view. You may use **○** at any time to toggle the display of crystal names between three settings: display names for nearby crystals only, all crystals, or none at all.



5. EXPLORE THE POSSIBILITIES

Over the course of your adventure, all roles will become available to all characters, giving you the freedom to customize your party as you see fit. Be aware that at least one ability must be obtained before a newly-acquired role can be used in battle.

Master a wide variety of roles, and you will find yourself executing paradigm shifts with unprecedented efficiency!



SURVIVAL TIPS

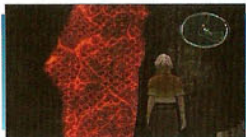
The world of FINAL FANTASY XIII is vast and often intimidating. Here are a few hints and pointers to aid you in your travels.

EXPLORATION

• CIE'TH PALINGS

These Cie'th Stone emanations are found all across Gran Pulse, blocking off roads and pathways. Complete the mission of the Cie'th Stone nearby, and they will dissipate.

Be warned that the marks for these missions are formidable foes, and you need not slay them all to complete the game. Should you decide to undertake one of these missions, be prepared for a grievous challenge.



• CIE'TH WAYSTONES

Certain Cie'th Stones function as teleporters, or Waystones, once you have completed their missions. Using these stones, you can travel instantly to other Waystones that you have activated previously.



• CHOCOBO TREASURE HUNTING

Chocobos possess an uncanny knack for detecting buried treasure. When you pass near hidden treasure while riding a chocobo, an icon will appear above the bird's head. The closer you come to the treasure, the faster this icon will blink.

Once you have discerned the treasure's location, press **A** to dig it up.



• COMPONENT BONUSES

Certain components bestow a bonus to any EXP spent on a piece of equipment. By utilizing these components, you will be able to make more efficient upgrades.

Likewise, some components reduce an item's EXP bonus. Careful consideration is required when deciding which components to employ.



BATTLE AND MISCELLANEOUS

• LET'S TRY THAT AGAIN

Once a battle has been initiated, there is no way to run from your enemy. Should you come across a fearsome-looking foe in your travels, you would do best to avoid contact entirely.

Even if the tide of battle should turn against you, all hope is not lost. Pause the battle and press **R2** at any time to retry the battle. Items consumed and damage sustained by all combatants will be restored to their pre-battle states, allowing you to adjust equipment and paradigms in the hope of bringing about a more favorable outcome. Experiment with different tactics to score higher battle ratings and reap the rewards!



• SYNTHESIZED ABILITIES

When equipping weapons and accessories, take note of the passive abilities they bestow, displayed to the left of the item name in the "Equip" menu. Synthesized abilities occur when certain combinations of equipment link to unlock previously hidden abilities. There is a wide range of these abilities to discover, so be sure to experiment with various equipment combinations to take advantage of their considerable power.



• SKIPPABLE CUTSCENES

For your convenience, cutscenes may be paused at any time by pressing **ESC**. If the "Skip" option appears on the pause screen, you can press **R2** to skip the remainder of the cutscene. Note that some cutscenes are unskippable.

Furthermore, if you pause while adventuring, pressing **R2** will reset the game and return you to the title screen.



WARRANTY

Square Enix Limited ("SEL") warrants to original consumers of the enclosed product (the "Product") in the European Economic Area, Switzerland, Turkey, Russia, Australia and New Zealand that the Product will materially perform in accordance with its documentation and be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. SEL will, at its absolute discretion, without charge either replace or repair a defective Product covered by this warranty. This warranty does not apply (i) if the defect is caused by the negligence, accidental or deliberate damage, abuse, unreasonable or improper use, modification, repair or maintenance of the original consumer or any party other than SEL and/or (ii) if the Product has been used prior to the date of purchase, whether because of rental or otherwise. SEL accepts no liability for any incidental or consequential damage relating to use of the Product, including any damages for loss of data, loss of profit or time or any incidental expenses. This warranty does not affect any statutory rights. In the event of a defect, please send the defective Product, along with proof of purchase (i.e. dated receipt), return contact details (name and address) and a description of the fault to:

Square Enix Limited PO BOX 60257, London, EC2P 2BU.

For Nordic and Benelux, please return the defective Product, along with proof of purchase (i.e. dated receipt), return contact details (name and address) and a description of the fault to the retailer where you purchased this Product.

TECHNICAL SUPPORT

If you are having technical problems with any of our titles, please contact the Square Enix Information Centre and rest assured we will do all we can to rectify your problem as soon as we possibly can.

Phone Support

Please call +44 (0)870 600 0182

Monday - Friday 09:00 - 18:00 (UK Time)

Calls are charged at local rates within the UK. Please be aware that your call may be monitored for training purposes.

Web Support

In the unfortunate event that you cannot use the Phone Support function, or would prefer to e-mail us, please contact the Square Enix Information Centre by visiting the website below and clicking on the support icon.

<http://www.square-enix.com>

FOR NETHERLANDS

Als je problemen ondervindt met een van onze titels, neem dan contact op met het Square Enix Information Centre dan zullen wij het probleem zo snel mogelijk proberen te verhelpen.

TELEFONISCHE ONDERSTEUNING

Bel +44 (0)870 600 0182

Maandag - Vrijdag 09:00 - 18:00 (Britse tijd)

Telefoongesprekken worden tegen de lokale tarieven binnen het Verenigd Koninkrijk berekend. Je telefoongesprek kan wegens trainingsdoeleinden worden gevolgd.

WEBONDERSTEUNING

Mocht je niet van de telefonische ondersteuning gebruik kunnen maken of je stuurt liever een e-mail, neem dan contact op met het Square Enix Information Centre door onderstaande website te bezoeken en te klikken op het icoontje voor ondersteuning. <http://www.square-enix.com>

FOR LUXEMBOURG/BELGIUM

Si vous rencontrez un problème technique dans l'un de nos jeux, veuillez prendre contact avec le Centre d'informations Square Enix. Soyez assuré(e) que nous ferons tout notre possible afin d'apporter une solution à votre situation dans les plus brefs délais.

ASSISTANCE PAR TÉLÉPHONE

+44 (0)870 600 0182 Du lundi au vendredi, de 9h00 à 18h00 (heure anglaise)

Les appels émis à partir du Royaume-Uni sont facturés au tarif local en vigueur. Votre appel peut être écouté à des fins de formation.

ASSISTANCE VIA INTERNET

Si vous n'êtes pas en mesure de demander de l'assistance par téléphone, ou si vous préférez nous envoyer un e-mail, veuillez prendre contact avec le Centre d'informations Square Enix en cliquant sur l'icône d'aide à l'adresse Internet ci-dessous : <http://www.square-enix.com>

SUPPORT (NORDIC)

WARNING : Applicable for both PC and Console Titles

**UBISOFT HOTLINE TIL DIN DISPOSISJON
TEKNISK SUPPORT**

For å gi deg en bedre service, tilbyr nå Ubisoft full ONLINE support, i den hensikt å løse dine spillproblemer raskt og effektivt. Gå først til URL <http://support.ubisoft.no> og besøk Ubisoft Frequently Asked Questions

Ved å besøke vår FAQ-database, kan du finne nøyaktig de samme svar som er tilgjengelig for deg ved å ringe eller sende e-mail til våre supportarbeidere. Denne tjenesten er gratis og tilgjengelig døgnet rundt!

Hvis du tilfeldigvis ikke finner svaret på ditt spørsmål, kan du klikke på linken Ask a Question i FAQ for å sende oss en e-mail. Vennligst send all viktig informasjon om ditt system og ditt problem så vi kan svare korrekt med en gang.

Forsikre deg om at du sender all viktig informasjon om ditt system, ditt problem og hvilket spill det gjelder.

Hvis du ikke har tilgang til e-mail, vil våre supportarbeidere kunne hjelpe deg mandag til fredag fra 11:00 til 20:00. Telefon: 22 15 43 40 (normal takst). Vennligst vær i nærheten av ditt system og ha det klart til bruk når du ringer Ubisoft for support.

HINT & TIPS

Ubisoft Entertainment Nordic A/S tilbyr ikke hint og tips for noen av våre spill.

SUPPORT (DENMARK)

WARNING : Applicable for both PC and Console Titles

**UBISOFT HOTLINE STÅR TIL RÅDGIGHED FOR DIG
TEKNISK SUPPORT**

For at kunne servicere dig bedre tilbyder Ubisoft nu fuld ONLINE support for at løse dine spilproblemer hurtigt og effektivt. Det eneste, du skal gøre, er at gå ind på <http://support.ubisoft.dk> og besøge Ubisoft Frequently Asked Questions (ofte stillede spørgsmål) først! Ved at besøge vores FAQ (OSS) database, kan du finde præcis de samme svar som du får ved at sende en e-mail eller ringe til vores support-medarbejdere. Denne service er gratis og tilgængelig døgnet rundt!

Hvis du af en eller anden årsag ikke finder svaret på dit spørgsmål, kan du klikke på Ask a Question (stil et spørgsmål)-linket i vores FAQ for at sende os en e-mail. Du bør sikre dig, at vi får alle relevante informationer om dit system og dit problem, så vi kan give dig det rigtige svar første gang.

Du skal sikre dig at du inkluderer alle informationer om dit system, dit problem og spillet, du spiller.

Hvis du ikke har adgang til e-mail, kan vores support medarbejdere hjælpe dig mandag til fredag fra klokken 11:00 til 20:00 på Telefon: 38320250 (normal takst).

Vær venlig at være ved din computer og have den tændt når du ringer til Ubisofts support.

TIPS & TRICKS: Ubisoft Entertainment Nordic A/S tilbyder ikke tips og tricks til nogle af vores spil.

SUPPORT (FINLAND)

WARNING : Applicable for both PC and Console Titles

**UBISOFT HOTLINE KÄYTTÄVISSÄSI
TEKNINEN TUKI**

Jotta pelaihin liittyvät ongelmat voitaisiin ratkaista nopeasti ja tehokkaasti, Ubisoft tarjoaa tuotteilleen täyden verkko-tuen. Mene osoitteeseen <http://support.ubisoft.se> ja valitse Ubisoft Frequently Asked Questions (Usein kysytyt).

Kysymystietokannasta saat samat vastaukset kuin soittaessasi tekniseen tukeen tai lähettäessäsi sinne sähköpostia. Tämä ilmainen verkkopalvelu on kuitenkin käytössäsi ympäri vuorokauden.

Jos jostain syystä et löydä vastausta kysymykseesi, voit lähettää sähköpostia tekniseen tukeen. Napsauta vain kysymystietokannassa linkkiä Ask a Question (Estä kysymys). Jotta kysymykseesi voidaan vastata, sinun on ilmoitettava seuraavat tiedot kysymykseesi yhteydessä:

- tietokoneesi kokoonpano
- tarkka kuvaus ongelmasta
- pelin nimi

Jos sinulla ei ole mahdollisuutta lähettää sähköpostia, voit myös soittaa tekniseen tukeen.

Teknisen tuen aukioloajat: ma-pe klo 12.00-21.00

Puhelinnumero: 09 6969 4189 (ppm)

Puhelu ohjautuu tekniseen tukeen, ja numerossa palvellaan joko englanniksi, ruotsiksi tai tanskaksi.

Ole soittaessasi tietokoneesi/järjestelmäsi äärellä.

PELVINKIT: Ubisoft Entertainment Nordic EI tarjoa palvelua, josta saa vinkejä tai neuvoja pelien pelaamiseen.

SUPPORT (SWEDEN)

WARNING : Applicable for both PC and Console Titles

**UBISOFT HOTLINE TILL ER TJÄNST
TEKNISK SUPPORT**

För att kunna ge dig bästa möjliga service erbjuder Ubisoft nu full ONLINE support så att vi kan lösa dina spelproblem snabbt och effektivt.

Gå helt enkelt in på URL <http://support.ubisoft.se> och besök Ubisofts Frequently Asked Questions först!

Genom att besöka vår FAQ-databas kan du ta fram samma svar som du får om du ringer eller e-postar till vår supporttekniker. Denna tjänst är gratis och tillgänglig dygnet runt.

Om du mot förmodan inte hittar svar på dina frågor kan du klicka på Ask a Question (Ställ en Fråga) länken i FAQ'en för att skicka oss ett e-brev med all relevant information gällande din dator och ditt problem så att vi kan återkomma med ett detaljerat svar.

Se till att du inkluderar all information om din dator, ditt problem och spelet det gäller.

Om du inte har tillgång till e-post när du vår supporttekniker måndag-fredag mellan kl.

11 och 20 på nummer 08-704 96 90. Samtalet debiteras inrikstaxa. Var vid datorn när du ringer Ubisofts support.

FUSK & TIPS: Ubisoft Entertainment Nordic A/S erbjuder inte fusk eller speltips för några av våra spel.

CREDITS

MY HANDS

From the album "Echo"

Used courtesy of J Records/Syco Music

2009 Simco Limited under exclusive license to Sony Music Entertainment UK Limited.

VOCALIST

Leona Lewis

LYRICISTS

Arnthor Birgisson

(Aristotricks AB, admin Kobalt Music Publishing America)

Ina Wroldsen

(P&P Songs Ltd., admin Nettwerk One Music, Ltd.)

COMPOSERS

Arnthor Birgisson

(Aristotricks AB, admin Kobalt Music Publishing America)

Ina Wroldsen

(P&P Songs Ltd., admin Nettwerk One Music, Ltd.)

PRODUCERS

Arnthor for Aristotricks Productions

MIXING ENGINEER

Manny Marroquin

ASSISTANT MIXING ENGINEER

Christian Plata and Erik Madrid

RECORDING ENGINEER

Rich Cooper, Seth Waldmann, Neil Tucker

RECORDING & MIXING STUDIOS

British Grove Studios, London

Conway Studios, Los Angeles

Dean Street Studios, London

Metropolis Studios, London

The Vault, Sweden

Mixed at Larrabee Sound Studio, North Hollywood



2008's BEST SELLING NEW ARTIST IS BACK...

LEONA LEWIS ECHO

FINAL FANTASY XIII

FEATURING THE POWERFUL TRACK "MY HANDS"

FROM GRAMMY-NOMINATED, MULTI-PLATINUM SINGER-SONGWRITER

LEONA LEWIS

OFF HER TRIUMPHANT BRAND NEW ALBUM "ECHO"

AVAILABLE EVERYWHERE

SQUARE ENIX PRODUCTS

FINAL FANTASY XIII



FINAL FANTASY XIII SILVER PENDANT



THE EMBLEM OF L'CIE



LIGHTNING

LIGHTNING

SNOW

VANILLE



SHIVA MOTORCYCLE

THE COMPLETE OFFICIAL GUIDE



- 100% complete guide to FINAL FANTASY XIII
- Every secret, every side-quest, every mini-game, every bonus, every Achievement and every Trophy revealed and explained in a dedicated Extras chapter
- Detailed walkthrough charts the most rewarding path through this epic adventure
- Strategy & Analysis chapter exposes hidden mechanics, advanced battle tactics and techniques for obtaining optimal rewards
- All-encompassing Inventory and Bestiary chapters feature exhaustive lists and tables covering all enemies, weapons, accessories, items, components and shops
- Bears all the hallmarks of a Piggyback® guide, including annotated maps, hi-res screenshots and a wealth of exclusive, official artwork
- Carefully designed to avoid unnecessary story spoilers
- Preview now at www.piggybackinteractive.com

Look for SQUARE ENIX PRODUCTS at your local comic stores
or visit our online store: WWW.SQUARE-ENIX-SHOP.COM/EU

© 2010 SQUARE ENIX CO., LTD. All Rights Reserved.

AVAILABLE NOW!