

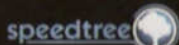


XBOX 360

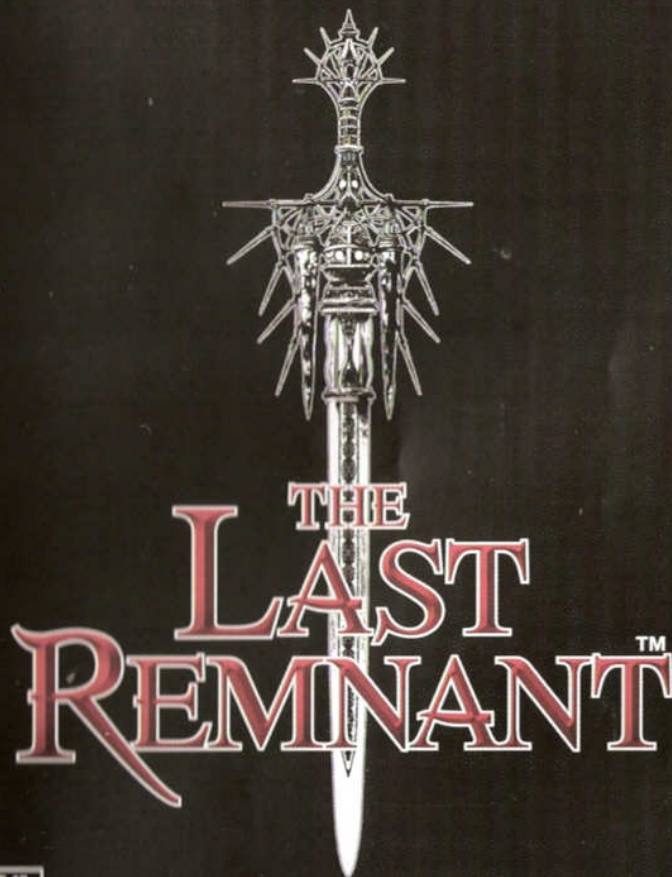
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SQUARE ENIX

www.square-enix.com

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SQUARE ENIX

WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer 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.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org

THE LAST REMNANT™

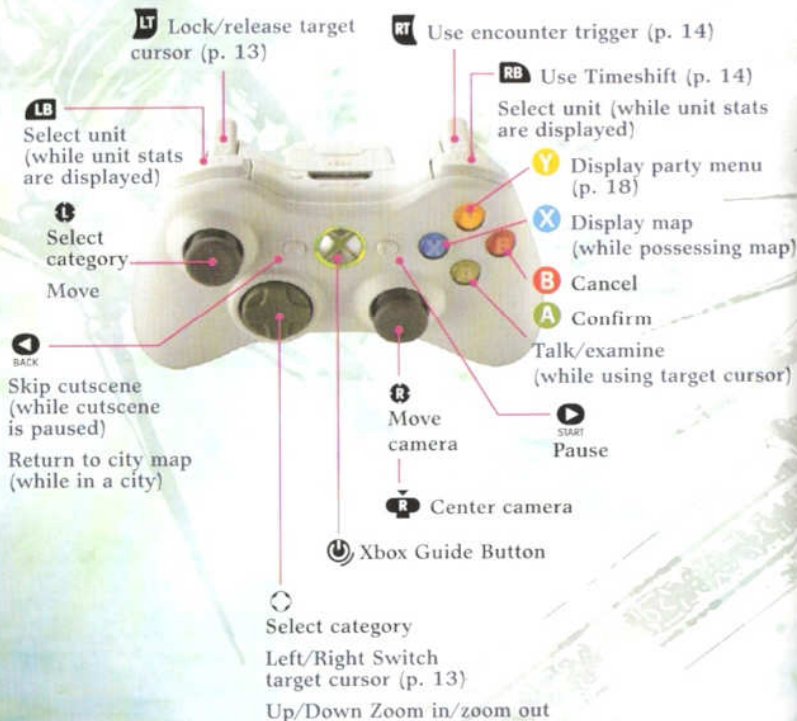
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GAME CONTROLS

Blue text represents controls in the field, such as dungeons and towns. Black text represents all controls available in battle.

XBOX 360 CONTROLLER



Xbox LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed 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. And now, LIVE Family Settings and Windows Vista Parental Controls work better together. Parents can restrict access to mature-rated content, Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

PROLOGUE

Mitra, yama, qsiti, sovani...

These four races exist in one world.

A world filled with Remnants, mysterious artifacts from an ancient era.

Who created the Remnants? How long ago? And for what purpose? With these questions left unanswered, the Remnants became beneficial tools used for the good of civilization.

The world was at peace...or so it seemed.
Who was to know such darkness lay in wait?

The powers of the Remnants slowly began to change the world's balance. A rift slowly formed between those who ruled and those who obeyed. This was the dawning of a new era--an era of countless frays that would be brought upon the world by those enslaved by their own lust for power.

A thousand years later, the journey of one young man begins.

"It's useless.
He plays by his own rules."



RUSH SYKES

Male mitra. 18 years old.

Raised on Eulam Island, far from the power struggles for Remnants, Rush lives a peaceful life with his sister Irina. When she is taken away by a mysterious group of soldiers, he goes after her. Rush is an affectionate young man who wears his heart on his sleeve. Nothing is more important to him than family; and thus, he is dedicated to taking care of his sister.

IRINA SYKES

Female mitra. 14 years old.

Irina and her older brother Rush both lived on idyllic Eulam Island, until she is unexpectedly kidnapped by a mysterious group. At first glance, Irina seems like your average teen, but she is able to stay cheerful and upbeat even through the toughest times. Some mysterious power seems to rest within her, but she herself has no understanding of what it is, or what it can do.



"I'll be fine! After all, we'll be
back with Mom and Dad!"

"Terrible things are all the more necessary to remember."



DAVID NASSAU

Male mitra. 19 years old.

At the tender age of 19, he rules over the state of Athlum. Hoping to gain independence from his sovereign state of Celapaleis, he spends his days working towards bettering his land. He is generally calm and collected as a marquis should be. Despite his position of royalty, he participates in battles with the Remnant Gae Bolg at his side. David joins Rush in his quest, though his motives are his own.

THE CONQUEROR

Race/Age: Unknown

His origin shrouded in mystery, the man known only as the Conqueror suddenly emerges to seize Remnants throughout the lands. His ruthless nature is predicated in the garb he dons, as legend has it that its crimson hue is the splattered blood of his victims.



"Remnants may bring suffering, but I will live with it, just as my father did."

EMMA HONEYWELL

Female mitra. 41 years old.



One of the Four Generals of Athlum, Emma is the matriarch of the Honeywells, a clan that has served Athlum for ages. A brave warrior, she leads troops into battle with courage and vigor. She is always trying to better herself and others, while continually striving for justice. Despite her stern exterior, she is a strong maternal figure to David, and looks after him as if he were her own son.

TORGAL

Male sovani. 200 years old.

One of the Four Generals of Athlum, Torgal is of the sovani—a four-armed race with a long lifespan. This race generally keeps to themselves, making it unusual that Torgal would work for Athlum—especially in such a prominent position. Considered leader of the Four Generals, his intelligence can make him seem slightly conniving. His past experiences have made him strong, but at the same time have left him emotionally detached from others.



BLOCTER

Male yama. 24 years old.



One of the Four Generals of Athlum, Blocter is from the large, powerful yama race—a race of large beings. Although he looks ferocious, Blocter is very kind-hearted. He grew up with David, and constantly worries about the pressure put on him as the marquis. Blocter has vowed to spend his life working for this man he considers family. Being as young as he is, he tends to act without giving much thought to his actions.

PAGUS

Male qsiti. 55 years old.

One of the Four Generals of Athlum, Pagus is a qsiti—a race of small beings. The main voice of the Four Generals, he excels at gathering information. Generally calm and reserved, it takes a practiced eye to tell that he is also the generals' backbone. An ardent history lover, he spends his spare time paging through books and other materials. To his dismay, few are eager to listen and converse about the subjects he is most fond of.



WORLD

In *The Last Remnant*, the protagonist, Rush, travels all over the world—a world enveloped in a power struggle of those who desire to obtain the Remnants and their infinite powers.

REMNANTS AND THE WORLD

The world of *The Last Remnant* is filled with Remnants of various shapes and sizes. Some powerful Remnants are worshipped, while others are used as everyday tools.



Remnant-Gazing Old Man

This Remnant is the heart of our town. It's called the Valeria Heart. It represents bravery.



TOWNS WITH MANY RACES

Different races, such as the mitra, yama, and qsiti, live together in harmony.



USEFUL FACILITIES

Towns are filled with shops that sell equipment and items. There are also customization shops, places which allow players to strengthen their weapons.



MAKE NEW FRIENDS AT GUILDS

At guilds, players can recruit soldiers to fight alongside them in battles.

PULL MONSTERS INTO BATTLE



INTENSE BATTLES FOUGHT BETWEEN UNIONS!

Battles are fought between unions, groups composed of several characters (known as "units"). Orders are given to friendly unions to try to defeat the enemy unions.



AN EVER-CHANGING BATTLE!

Battle commands change depending on various elements, such as the battle situation or distance from the enemy. Choose commands wisely based on the current state of combat.



CRITICAL TRIGGER

During battle, a command called a Critical Trigger may appear. Pressing the correct button at the right time will allow units to deliver stronger attacks or easily counter enemy assaults.



CHARACTER GROWTH

Instead of having experience points, characters grow stronger depending on battle results, and they can sometimes even learn new arts.

STARTING THE GAME

Turn on the console and place The Last Remnant disc into the disc tray. When the title screen appears, select either option from the menu to start the game.

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.

TITLE SCREEN

Use **○** or **△** to select either **NEW GAME** or **LOAD GAME**, and press **A** to confirm.

If you are connected to Xbox LIVE when starting the game, update messages may appear. To update downloadable content, select **CONTINUE.*



NEW GAME

Start a game from the beginning.

LOAD GAME

Continue playing a saved game. Select the save file containing data. Use **○** or **△** to toggle through the pages.

**This game contains 2 discs. If a save file is loaded while the wrong disc is inserted, please follow the instructions on the screen to set the correct disc.*



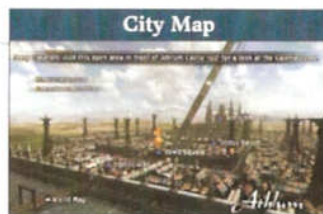
SAVING THE GAME

Game progression can be saved through the **Save** option (p. 23) in the party menu. 2MB of free space is necessary to save game progress.



PLAYING THE GAME

Select a destination from the world map and control characters within field maps. More destinations will become available as the story progresses.



Once inside a town, a city map will appear. Select a destination.



Cities are made up of several districts. Here, you can talk to the townspeople or do some shopping.



Use **○** or **△** to select a destination and press **A** to confirm.



Caverns and plains are just a few locations that can be explored and where battles can occur.



Encountering a monster (p. 14) takes you into a battle.



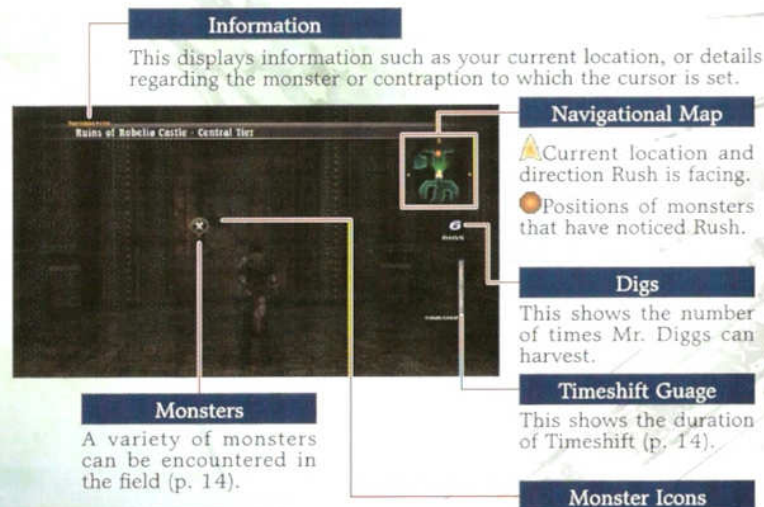
Press **Y** while in any map to adjust various settings.

FIELD MAPS - DUNGEONS

Monsters roam freely in dungeons. Approach them to commence battles, or keep a distance and avoid them. Additionally, some of the contraptions found in dungeons are more than just for show. If you find yourself at a dead end, try examining – you may find new paths opening before you.

DUNGEON SCREEN

Use **W** to move Rush and **Q** to move the camera. Press **Q** to move the camera back to its default position. Press **+** on **Q** to zoom out, and **-** on **Q** to zoom in.



DISPLAYING THE MAP

If you possess a map of the current dungeon, press **X** to view it. Use **W** or **Q** to scroll through the map. Dungeon maps can be issued by NPCs or obtained from treasure chests.



ABOUT MONSTER ICONS

An icon appears above monsters' heads to show their state of emotion. The shape and color of the bubble gives information on monster encounters (p. 14), while the icon in the bubble displays the monsters' mood.

	Normal state.		Enraged state and will chase Rush endlessly.
	Scared state.		The monster has noticed Rush.
	Combative state.		

USING THE TARGET CURSOR

When pressing **W**/**Q** on **Q** near monsters or contraptions, the cursor will appear and automatically shift to a nearby target. For more details, check the information bar. Press **W**/**Q** on **Q** to change the cursor's target.

Pulling **W while the cursor is on-screen will lock the target.*



Target Cursor

EXAMINE CONTRAPTIONS

Contraptions can be found in dungeons. will appear when examining one. Move the cursor to it and actions will appear in the bottom right of the screen. When an option appears, press **A** to execute the action.

	Treasure Chests	Examine the shining object and obtain an item.
	Transporters	Use these to jump to the world map.
	Harvest Points	Examine a harvest point and Mr. Diggs (p. 23) will begin to dig! Some points contain treasures.

ENCOUNTERS

Monsters can be encountered in dungeons. Get close to them and pull **RT** to pull them into battle. Battles can be initiated by directly touching monsters, but the enemy will have the advantage in this case.

**Directly touching a scared monster (p. 13) will not pull them into battle.*

If there is a monster close by...



RT

...pulls them into battle!



Monsters that are in range will have a red border around their bubble.

LINKS

If a monster spots Rush before it's pulled into battle, it will call nearby monsters for support. This is called a link. Winning battles with linked monsters may present the player with unexpected rewards.

TIMESHIFT

Further into the game, pressing **RT** in a dungeon engages Timeshift. During Timeshift, monster movement is slowed until the gauge runs out. When in the vicinity of encounterable monsters, the perimeter around them will flash red. During Timeshift, monsters can be pulled into battle from any distance.

AGGRO PULL

Pulling **RT** when there are no monsters in range is called an Aggro Pull. Aggro Pulling monsters enrages them, and they will chase Rush everywhere.

FIELD MAPS - CITIES

Select an area on the city map to enter the city.
Talk to townspeople and friends, visit various facilities, or do some shopping.

CITIES

Similar to dungeons, cities can be fully explored. To move from a city area to the city map, move towards an exit or press **RT**.



Navigational Map

- : Equipment
- : Consumables
- : Items
- : Components
- : Customization
- : Pubs
- : Guilds
- : Unique Facilities

Icons

- : Characters with dialogue
- : Characters with important dialogue

TALK/EXAMINE

In cities, you can talk to characters, open doors, or examine contraptions by setting the cursor to them.



Available Actions

Press **A** to execute an action when it lights up.

FACILITIES

Various facilities can be visited in cities. When icons such as  are displayed, move the cursor to that spot and press **A** to enter the facility.

EQUIPMENT / CONSUMABLES / ITEMS / COMPONENTS

Various goods can be bought and sold by selecting Buy or Sell.



Description

Icons





Use **B** or **O** to display products based on genre.

Item Details

Details of items will be displayed.

Current Slot Situation

This shows the stats of slotted equipment (p. 18). Use **Y** and **X** to toggle through the main hand and off hand.

 Equipment Shops	Equipment such as weapons and accessories is sold here.
 Consumables	Items used in Item Arts (p. 21) are sold here.
 Items	Unique weapons and components are sold here.
 Component Shops	Components are sold here.

CUSTOMIZATION

Equipment can be strengthened through customization using components. Also, components can be gathered by taking apart equipment. However, both cost money.



Customize Equipment	Use components to strengthen weapons and shields.
Create Equipment	Use components to produce equipment.
Disassemble Equipment	Currently held equipment can be taken apart to gather components.

PUBS

Talk to people at pubs to gather information. Some characters may even issue quests (p. 22).

GUILDS

Guilds can be accessed as the story progresses. Hire leader units to help you in battle, or check out available guild tasks.

Current Number of Leaders/Max Capacity



Recruit Leader	Leaders, or units that may lead a union, can be recruited with a sum of cash. The maximum number of leaders you may recruit will increase as the story progresses.
Dismiss Leader	Recruited leaders can be removed from the party.
Guild Tasks	View a list of the tasks available from the guild.

ARMY RECRUITMENT OFFICER

As the story progresses, an army recruitment officer will appear in Athlum's Town Square. Talk to him to recruit Athlumian soldiers for free.



Current Number of Soldiers/Max Capacity

Employ Soldier	Athlumian soldiers can be recruited. The maximum number of recruitable soldiers will increase as the story progresses.
Dismiss Soldier	Recruited Athlumian soldiers can be removed from the party.

GUILD TASKS

A guild task is a mission that rewards you when you've fulfilled the requirements, such as finding components or creating a massive battle chain. Note that you can complete guild tasks without accepting them; if a task was completed during your adventures, "COMPLETE" will appear next to the title of the task. Select completed tasks and press **A** to change the status to "COMPLETED" to receive the reward. Different guild tasks can be found at different guilds, and more become available as the story progresses.



The larger the number of stars, the more difficult the task.

PARTY MENU

Press **Y** at any map screen to display the party menu.
Many commands can be accessed here, such as changing equipment or creating unions.

MAIN SCREEN

The main screen of the party menu contains the following information. Select an item using **↑** or **↓** and press **A** to confirm.

Information

Funds

Union Information

Current Location

HP and AP of Each Union

Information: Battle Union: Current number of unions/max capacity.
Battle Leaders: Current number of leaders/max capacity.
Battle Units: Current number of units/max capacity.

RUSH'S EQUIPMENT

Check or change Rush's equipment through this screen. Equipment can be placed in the five slots (different equipment fits in different slots).

Stats of Selected Equipment

Slots

Rush's Stats

MAIN HAND: Equip a weapon.
OFF HAND: Equip a weapon or shield.
ACCESSORY 1 & 2: Equip an accessory.
UNIQUE: Equip a special piece of equipment for that character.

RUSH'S STATS

HP and AP

Stats

Equipment Stats

This shows the stats of the equipment in the main hand and off hand.

Strength: Affects attack power.
Intellect: Affects power of mystic arts (p. 21).
Speed: Affects ability to dodge/block attacks.
Specific: Bravery and Popularity are a few character-specific stats that affect various elements.

EQUIPMENT STATS

The stats for each piece of equipment are different.

Weapon Stats

Type

Equipment type.

Modifier

Weapon attributes, such as slashing or bludgeoning.

ATK/DEF

The offensive and defensive strength of physical attacks.

Size

Equipment size (p. 20).

MYS/M. DEF

The offensive and defensive strength of mystic arts.

Effects

Effects that are triggered during battle.

Shield Stats

EVA/M. EVA

EVA affects the chance of evading physical attacks, while M. EVA affects the chance of evading mystic attacks.

Accessory Stats

Growing Stats

RUSH'S EQUIPMENT

Select the slot containing the item to change and press **A** to confirm.

Remove Equipment

To remove equipment, select this option and press **A** to confirm. Equipment in the main slot cannot be removed.



WEAPONS AND WIELD STYLES

Weapons can be equipped in the main hand and off hand. Depending on how these slots are filled, a wield style will be determined. This style affects the battle in many ways.

Wield Style	Slot		Description
	Main hand	Off hand	
Power Grip	Weapon	—	Deals great damage but nothing can be equipped in the off hand.
One Handed	Weapon	—	A one-handed style used for speed.
	Weapon	Shield	The shield can serve to guard against an enemy's mystic attacks.
Dual Wield	Weapon	Weapon	Deals great damage.

**Sovani have specific four-armed wield styles.*

EQUIPMENT FOR THE CHARACTERS

In general, the equipment for characters other than Rush cannot be changed. However, units in active unions can reserve items that are obtained after battle (p. 35), which they use to upgrade their weapons. If there is equipment in the party inventory, units may be after those as well.

**Equipment that can be wielded can differ by race.*

RUSH'S ARTS

View the arts (special skills) Rush has learned.

Arts

Details: Information about the art.

Type: Art type.

Modifier: Art attribute.

AP: AP cost.

Ingredients: Name and quantity of consumables used in item arts.

Effect: Effects seen when the art is in use.

ART TYPES

There are three types of arts: combat arts, mystic arts, and item arts. By constantly using the same category of arts during battle, new arts in that category can be learned.

Category
Certain actions will allow units to learn new categories of arts (p. 34).



Combat Arts	These are offensive skills that cost AP to perform. In general, they deal more damage than normal attacks. They differ with weapon wield styles.
Mystic Arts	These are spells that use AP to cast. There are several varieties, including healing and support spells, as well as ranged attacks.
Item Arts	Use items to restore HP or increase attack power. Consumables are used instead of AP.

UNION BOARD (P. 24-25)

The Union Board is available after a certain point in the game, and allows you to view union statuses and organize unions.

PARTY MEMBERS

Check the status of all units in the party by using **1** or **Q** to select the unit to examine, and press **A** to confirm. View their equipment and learned arts.

Details

Rank

This shows the unit's overall power.

Race



PARTY INVENTORY

View the items held by party members. Use **1** or **Q** to select a category.



QUESTS

As the story progresses, quests (tasks that have rewards if completed) will become available from characters in cities. Once accepted, you will immediately jump to the necessary location as stated in the quest, so make sure to be fully prepared before accepting one.

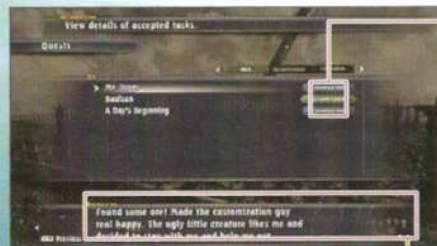
**Returning to the world map from the quest location will suspend the quest. Speak to the questgiver again to obtain it once more.*

Quest Progression

Suspended: Quests that have been suspended.

Current: Current quest.

Finished: Quests that have been completed or timed out.



Quest Description for Currently Selected Quest

MR. DIGGS

As the story progresses, a mysterious creature called Mr. Diggs will join Rush on his adventure, digging up components at harvest points (p. 13) along the way. The more components that are found, the more his stats increase, helping him learn new skills.



Stats

Mr. Diggs has 3 stats--Power, Technique, and Instinct--which increase through harvesting.


Skills

As his stats increase, useful skills can be learned.

HARVESTING

Examine different types of harvest points for a chance to obtain components appropriate to that point. "DIGS" shows the number of times harvesting is possible.

Harvest points and components

Digging Points (Rocks)	Ore and crystals can be obtained here.
Felling Points (Vegetation)	Vegetation such as timber and flowers can be obtained here.
Diving Points (On Land)	Metals can be obtained here.
Diving Points (In Water)	Natural resources such as water and oils can be obtained here.
Special Points	Treasures can be obtained where the  icon appears above an orange harvest point. Treasures can only be harvested once.

CONFIG

Change various game settings by using **1** or **Q**.

SAVE

Save game progress by using **1** or **Q** to select a slot to save to and pressing **A** to confirm.

**In dungeons, you may encounter tough monsters that may make it difficult to proceed. Saving game progress before entering dungeons is recommended.*

RETURN TO TITLE SCREEN

Return to the title screen. Any unsaved data will be lost.

UNION BOARDS

Once leaders become recruitable in guilds, you can create unions through the Union Board in the Party Menu.

UNIONS

A union is a group of several units (characters). In battles, orders will be given to unions instead of individual units. The units in a union share HP and AP, so if the union runs out of HP, all units will be KO'd (p. 26).

UNION BOARD SCREEN

Selected Formation

Unions

Use the **←** or **→** to toggle through the unions.

Union Board Menu

Selected Union's HP and AP

Reserves

This shows the number of units that are currently not in any unions. Press **X** to show reserve units and check their stats.

Union Status (p. 18)

Units in the Selected Union

Selected Formations

The numbers correspond to those in each formation.

UNION BOARD MENU

Select a union and press **A** to display the Union Board menu.

Confirm units	Select to view the equipment and arts of a unit.
Change formations	Formations can be changed freely if more than one has been learned.
Replace unit	Change units in a union.
Disband union	Once a union is disbanded, the union leader will become a reserve unit.

**As the story progresses, certain characters will join your party as a guest union. Members of guest unions cannot be changed (p. 25) nor given battle commands (p. 28).*

CREATING UNIONS

Unions can be created through the following steps. The maximum number of unions allowed in Rush's party will increase as the story progresses.

- 1 Select "Create union" or "Replace unit" and choose a leader for that union. Units with **!** shown on them must be placed in a union.



A Unit That Must Be Placed in a Union

**To create a union, more than one leader unit is necessary. Soldiers hired from the Army Recruitment Officer (p. 17) are not considered leaders.*

**Select the EMPTY slot in "Unions" when creating a new union.*

- 2 Select units to be placed in order of the numbers in the formations. Use **←** or **→** to select a unit and press **A** to confirm. To avoid placing a unit in a certain position, select "Skip."
- 3 When all units have been placed, or if the maximum capacity for units has been met, or if there are no more units, the union creation process will end. Press **B** to quit the process.

CHANGING FORMATIONS

A union's formation can be changed through the union board.

A formation determines where units in a union will be placed, and each formation will affect the union in a different way. For example, the Arrow of Athlum formation increases the attack power of front ranks and increases the defense of the flanks.

Some formations can be learned by obtaining special items. They are scattered over the world, so take time to explore new places.



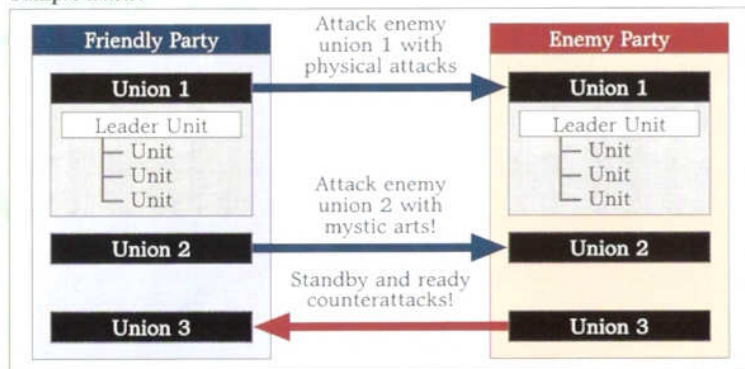
BATTLES - BASIC RULES

A battle begins when encountering a monster in a dungeon.

UNION VS. UNION

Battles are fought between unions, which are groups of several units. Orders will be given to the unions instead of individual units.

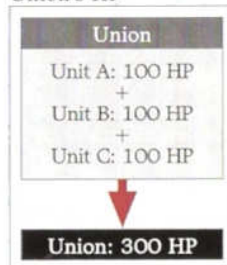
Sample Battle



TERMINATION OF A UNION / GAME OVER

A union shares HP, AP, and AP restoration rate. A union is terminated when its HP runs out. For example, if there are three units in a union, each with 100 HP, if one unit takes 30 damage, the union will be terminated. Savvy players should have units with high defense absorb attacks to keep unions alive, or try using different formations. When all friendly unions have been terminated (excluding guest unions (p. 24)), it is game over.

Union's HP



KO/BOTCH

If a unit is placed in a situation where he is attacked consecutively, he can become incapacitated and unable to participate in battle. When a union leader is incapacitated, it is called a Botch and the union cannot take any orders (p. 29). Certain arts can be used to cure this status.

TURN-BASED BATTLES

Battles are turn-based and have the following flow. Battles can be won by defeating all enemy unions.

**Some battles can be won by defeating specific unions.*

- 1 Commands (p. 28-29)**
Orders can be given to each friendly union, commanding who and how to execute an action. When all unions have received commands, "Ready?" will appear on-screen. Press **A** to confirm that you are ready to begin the battle.



- 2 Battles (p. 30-33)**
Deadlocks (p. 31) and Critical Triggers (p. 33) are some of the events that occur during battles. After all friendly and hostile unions have executed one action, the turn is over.



- 3 Results (p. 34-35)**
The result screen will appear upon winning a battle. Various loot can be obtained depending on battle content.



HP AND AP RESTORATION

Arts can be used to regain HP during battle. AP automatically restores itself throughout the course of the turn. When a battle is over, all HP will be fully restored and AP will reset.


BATTLES - COMMANDS

At the beginning of a turn, commands will be given to friendly unions. Use **1** or **2** to select a battle command and press **A** to confirm.

COMMAND SELECTION SCREEN

Morale Gauge

This shows the morale of allies and enemies—blue for allies, red for enemies. More morale gives a larger advantage in battle.



Battle Map

This map shows the position of each union.

- ▲ Friendly Union
- ▲ Hostile Union
- ▲ Guest Union (p. 24)

Friendly Union Information

Friendly Union Stats

Shows the number of units in a union, while the number shows the HP of the union.

Chains

This shows the number of enemy unions defeated consecutively. The higher this number, the easier it is for units to grow stronger. Being ambushed or returning to the world map will break the chain.

Battle Commands

Target

Enemy union types.

Currently Selected Hostile Union

This shows the stats of the currently selected hostile union. **1** represents the number of units in that union.

MORALE GAUGE

The morale gauge changes according to unions' situations and actions taken during battle. More morale means dealing more damage to enemies, or being able to use more powerful battle commands. This applies to enemies as well, so keep your eye on the gauge.

COMMAND SELECTION

The following is the outline for issuing battle commands. Once all friendly unions are given their commands, the battle will commence.

**Commands cannot be given to guest unions (p. 24) or unions where the leader has botched (p. 27).*

- 1 Select an Enemy Union
Use **1** or **2** to select an enemy union (target).



- 2 Select a Battle Command
Use **1** or **2** to select a battle command. Different commands have different effects (p. 30). Pressing **X** will switch from the status of the union to the status of its member units. In this view, you can view the actions each unit will take given a certain command. Depending on the selected command, some units may be unable to execute any action at all, so make sure to check the action of each unit.



CHANGING BATTLE COMMANDS

Battle commands can change depending on a unit's learned arts or morale. Also, some commands change depending on the class of the target or their range, so it's best to select a target after seeing what commands are available.

BATTLES - BATTLE COMMANDS

There are several variations of battle commands. While some deal great damage to an enemy union, others disburse status ailments that will shift the battle to your advantage.

SAMPLE BATTLE COMMANDS

Here are some basic battle commands.

Attack!	Attacks with the equipped weapon.
Back them up!	Engages enemies deadlocked with friendly unions.
Attack with mystic arts!	Attacks, using mystic arts.
Attack with combat arts!	Attacks, using combat arts.
Play it by ear!	Leaves actions up to each unit to decide.
Standby, but ready counterattacks!	Stands by, but fights back when attacked.
Set up the field!	Readies the battlefield with support arts.
Stay on your toes.	Stands by but preserves battle readiness.
Keep your HP up!	Attacks, while using recovery mystic arts.

USING ARTS

Combat arts and item arts can be used with the proper requirements fulfilled. Combat arts can be used when the category matches the wield style. Item arts can be used with the proper ingredients.

Combat Arts Requirements



Categories

If the current wield style matches that of the art, that combat art can be used.

Item Arts Requirements



Ingredients

If there are sufficient required consumables, the item art can be used.

BATTLES - DEADLOCK

When a friendly and hostile union enter melee range, they enter a state known as Deadlock. There are several types of Deadlocks, each with its own element.

DEADLOCK

Once caught in Deadlock, unions must fight to the death. However, there are some situations where Deadlock can be cancelled. Different types of Deadlocks are as follows:

Interference/Interception	Interference is a state in which the player union or an ally union forces an enemy union, which has a different union targeted for Deadlock, into Deadlock. This is called Interception, when performed by an enemy union to the player union or other friendly unions.
Flank Attack	If a Deadlocked union is melee attacked from the side, it is known as a Flank Attack. It is possible to be flanked by two unions at once. Unions performing Flank Attacks deal extra damage.
Rear Assault	When in Deadlock, if one union is flank attacked by two unions, any further union Deadlocking the victim union launches a Rear Assault. Unions performing Rear Assaults deal extra damage.
Massive Strike	When in Deadlock, if one union is Flank Attacked by two unions and Rear Assaulted by a third, any further unions Deadlocking the victim union launches a Massive Strike. Unions participating in a Massive Strike deal extra damage.
Raidlock	It is possible to force a union into Deadlock without being physically nearby. This is called a Raidlock. Damage dealt increases during a Raidlock.

CANCELLING A DEADLOCK

If another union is targeted while selecting the next battle action, the Deadlock will be forcefully cancelled. However, this allows a union to be easily targeted from the flank, or allows enemy unions to use special battle commands on them. Also, the enemy union that was in a Deadlock with the friendly union will be able to attack relentlessly. Cancelling a Deadlock may be advantageous in some situations, such as helping out a friendly union to terminate an enemy union that has very little HP left; however, it is best avoided.

BATTLES - BATTLE SCREENS

After all commands are issued, the battle will carry itself out automatically until the turn is over. However, keep an eye out for Critical Triggers!

BATTLE SCREENS



Action Order

This is the order in which units will carry out their commands.

Damage

The silver numbers represent damage done by friendly unions. The red numbers represent damage done by enemy unions.

Total Damage

This is the total damage dealt and received in that turn.

Friendly Unions in Trouble

When HP gets low, the union's portrait will flash red.

BATTLE SITUATION

Depending on the circumstances, the following may appear during battle:

Block	No damage is taken.
Dodge	The attack was successfully avoided.
Botch	The union leader has fallen.
Terminated	The union has fallen.
Incapacitated	A unit has become incapable of executing commands.



REINFORCEMENT

At times, the enemy will call for reinforcements, increasing the number of enemy unions.

ACTION ORDER

The unit with the highest speed stat will act first in battle. However, special battle commands may delay their order. If a unit falls down the action order list, "Action Delayed" will appear on their portrait.

TRIGGER CHANCE

Sometimes during battle, a Trigger Chance will occur. During a Trigger Chance, there will be a brief opportunity to press a certain button on the controller. A well-timed button press will launch a Critical Trigger, giving Rush's side a definite advantage in battle.

Trigger Chance

A button icon will appear on-screen and "Trigger Chance" will appear in the bottom-left corner of the screen.



Pressing the Button

When a button icon lights up, press it at the right time for "Perfect" to appear on-screen.



Situation-Based Actions

A massive blow can be dealt to an enemy, which cannot be blocked, parried, or evaded.



TEAMWORK

A successful Trigger Chance will launch an action called Teamwork. The action order of the next friendly unit in line will be pushed up to the top of the list.

Teamwork

"Teamwork" appears above the head of the friendly unit whose action order has been pushed up.



BATTLES - AFTER BATTLE

After battles, several result screens appear, displaying battle stats. This information includes how many enemy units were defeated, as well as what arts were learned and/or what items were obtained.

RESULT SCREEN 1: PERFORMANCE

This shows the growth of characters and their stats.



Battle Rank

One's battle rank increases as more battles are fought. As battle rank increases, there will be various changes, such as the increased strength of monsters.

Total Number of Turns

This shows the total number of turns taken in the battle.

Total Enemies Defeated

This shows the total number of enemies defeated in the battle.

RESULT SCREEN 2: GROWTH

This shows the growth of characters and their stats.

Improved Stats

These are the stats that improved within the battle. Weapons can grow stronger and arts can be learned.



STRENGTHENED WEAPONS

When certain requirements are fulfilled, stats on equipped weapons, such as ATK, will increase.

LEARNING ARTS

When an art is learned after battle, the description of the art will appear. Learn more art categories by fulfilling the following methods.

Learning new categories

Combat Arts	Constantly use a specific wield style during battles.
Mystic Arts	Obtain an orb with mystic powers.
Item Arts	Obtain a formula.

RESULT SCREEN 3: LOOT

When there is loot to be obtained after a battle, all obtainable items will appear in a list. Press **A** to confirm.



Loot

: Monsters that can be split.
 LOOT: Item.
 QTY: Number of items.
 RESERVED: Unit that has reserved the item.

CAPTURING AND SPLITTING MONSTERS

Monsters can be captured and are regarded as items. They can also be split to obtain components. To split a captured monster, select the desired monster and press **A** to confirm. To obtain the monster as-is, select OK.



Components Obtained After Split and Current Number Held

RESERVING ITEMS

Units in the party can reserve items that are obtained at the end of battles. If a unit obtains the item they need, they will use it for certain things, such as customizing their weapons. To give the item to the unit, select OK. To keep the item for yourself, select the item and press **A**; then select Yes at the confirmation prompt.



Units Reserving Items

SELLING CAPTURED MONSTERS

Captured monsters can be sold at stores for a good price. Money can also be earned by completing quests.

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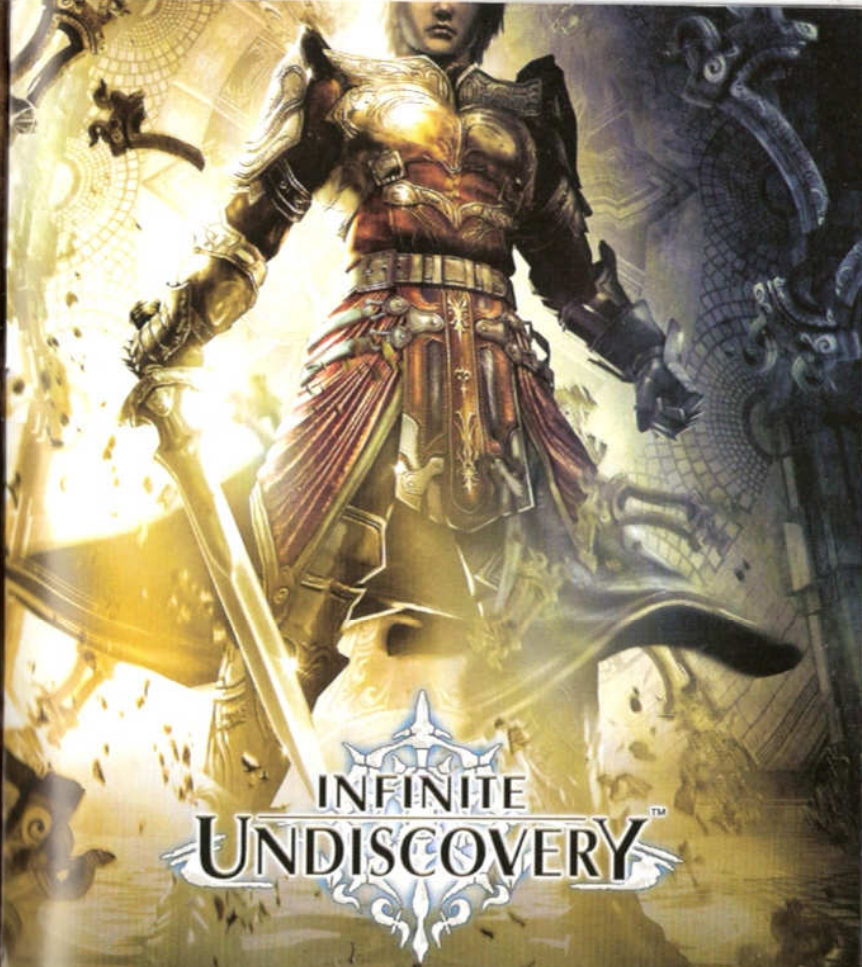


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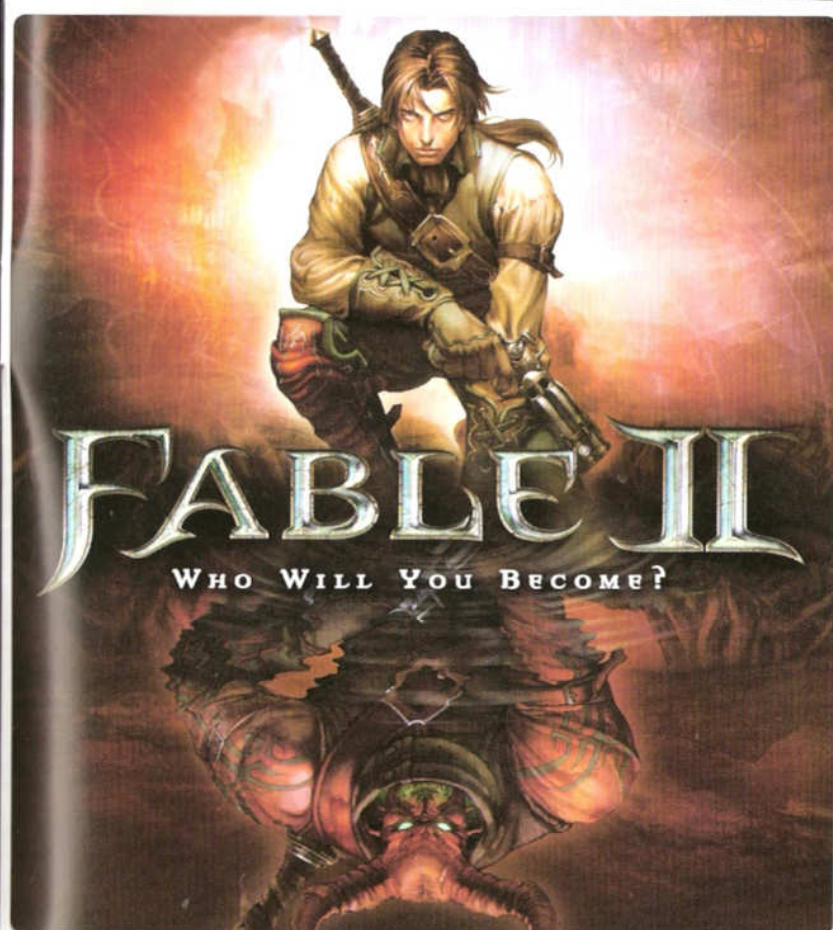


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