XBOX 360

XBOX LIVE

STAR OCEAN
THE LAST HOPE™

TEEN

T
CONTENT RATED BY
ESRB

SQUARE ENIX

TABLE OF CONTENTS

STORY & CHARACTERS

A.D. 2064...Planet Earth was on the brink of destruction.

Clashes between the World Republic Federation and the various nations that opposed it sparked the outbreak of World War III.

Weapons of mass destruction, deployed with complete impunity, razed the land in the blink of an eye. People believed it was the end of the world.

The dire situation forced the two opposing factions to negotiate a cease-fire, reaching an agreement in only two weeks. But while the war may have ended, its effects remained.

With the deteriorating environment, Earth's population was drastically reduced. Those who survived the conflict lived a confined existence, trapped in underground cities.

Countries joined together to form the Greater United Nations, and turned their eyes skyward...to space. With the establishment of the USTA, or Universal Science and Technology Administration, man began to seek new worlds beyond the stars.

Fast-forward to A.D. 2087, the first year of the new Spacedate calendar. Thanks to the success of Professor Trillas Bachtein's warp drive experiments, mankind's dream inched ever closer to reality.

The USTA secretly began to implement its SRF Project...the Space Reconnaissance Force.

S.D. 10. At last, the first official SRF mission...

EDGE MAVERICK

"I can't just leave our people alone out there!"

Sex: M   **Race: Earthling**
Age: 20   **Weapon: Sword**

An honest young man with a strong sense of justice and responsibility. He volunteers for the maiden voyage of the SRF (Space Reconnaissance Force) to save humanity from the brink of extinction, electing to journey outside his solar system to the vast universe beyond. While he possesses superior circumstantial judgment, he tends to come off as reckless, and his jump-the-gun nature probably doesn't help matters. His childhood friend Reimi gives him an earful over it regularly.
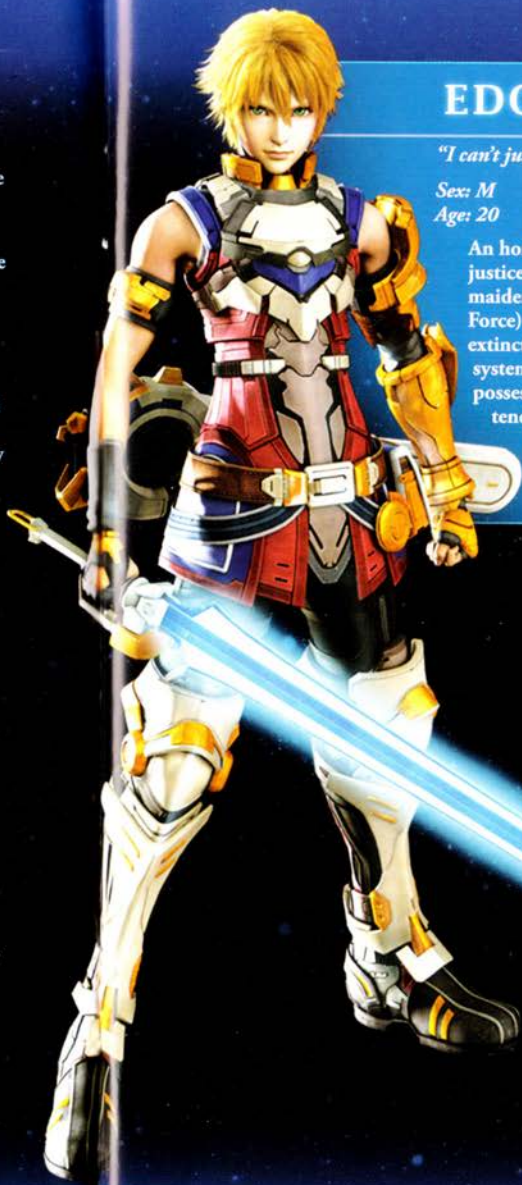
REIMI SAIONJI

"I believe in you, Edge."

Sex: F   **Race:** Earthling
Age: 19   **Weapon:** Bow

A young lady born into the illustrious Saionji household, Reimi has studied archery since childhood and now stands toe to toe with other masters of the bow. For all her kindness and consideration toward others, Reimi is extremely hard on herself, and sometimes the pressure gets to her. Like Edge, she was selected at a young age for the SRF's maiden voyage, and takes part in the journey into deep space. There, she serves the team as a level-headed navigator and a source of support for Edge.

LYMLE LEMURI PHI

"Teach me the symbol. I'll try my bestest to learn it, 'kay?"

Sex: F   **Race:** Lemurisian
Age: 15   **Weapon:** Wand

A girl who lives in the village of Triom on planet Lemuris. She lost both parents at a young age and was raised by her grandfather, the village elder. She was born with a talent for symbology, and often summons a creature called Cerberus, who she considers a friend. She's basically a pampered child who's fond of mischief; ever since a certain incident, she's closed the world out and continues to speak like someone younger than her age. Still, she's tough at heart, and her energy keeps her standing tall even in trying circumstances.

FAIZE SHEIFA BELETH

"I still have so much to learn from you, Edge."

Sex: M   **Race:** Eldarian
Age: 18   **Weapon:** Rapier

A young man from the planet Eldar who belongs to a planetary exploration team. He considers etiquette very important, and treats those with qualities he lacks with due reverence. He is a man of talent, able to wield symbols that other Eldarians would need a high level of study to master; he even designed on his own a small shuttlecraft for use in exploration. Faize is an extremely logical thinker, and takes on a harsh tone and hard stance toward irrational people, but at heart he's an affable, genuine sort of guy.

BACCHUS D-79

"As a humble scientist, I would like nothing more than to answer your questions."

Sex: M   **Race:** Morphus
Age: 32   **Weapon:** Arm-mounted cannon

A scientist who has transformed himself into a cyborg, a decision made of his own volition. He has a strong sense of justice, but does not allow it to affect his emotions. While he still retains his original, biological brain, the conclusions he reaches are sometimes devoid of emotion. Since the full mechanization of his body, he has labored to master all fields of mechanical engineering. He has the ability to use optical camouflage to conceal himself.

Xbox 360® CONTROLLER

White text represents controls available at any time. Yellow text represents controls available in battle only. Check the corresponding page numbers for full details.

Toggle autorun on/off
Activate chain combo
(P. 30)
`LT`

Talk/Examine
Change characters
`LB`

(Press in the Left Stick)
Toggle target lock on/off (P. 33)

Make selections
Move character

Toggle minimap on/off
(P. 10)
Toggle battle map on/off
(P. 26)

Make selections
(Left/Right)
Change control mode
(P. 33)

Xbox Guide

Switch between walking and running
Activate chain combo
`RT`

Point camera northward
Change characters
`RB`

Display main menu (P. 18)
Display command circle (P. 34)
`Y`

Sprint
Activate Rush Mode (P. 32)
`X`

Cancel
Harvest or mine items (P. 11)
Use Disintegration Ring (P. 13)
Jump
Blindside charge (P. 29)
`B`

Confirm
Talk/Examine
Normal attack
`A`

Switch between small/expanded minimap
Toggle battle map on/off

(Press in the Right Stick)
Position camera behind player
Toggle camera mode

Move camera

NOTE: *These controls can be changed by selecting Settings from the title screen or main menu (P. 25).*

NOTE: *Press ▷ START during a cutscene to bring up an option to skip the cutscene.*

GETTING STARTED

Turn on the console and place the Star Ocean: The Last Hope disc into the disc tray. After the opening movie plays, you will see the title screen.

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

Press ▶ START to display four menu options. Use 🎮 or 🔘 to make your selection, and press Ⓐ to confirm.

New Game	Start playing from the beginning of the story.
Load Game	Select a save file and continue the game where you left off. 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	Adjust various game settings (P. 25).
Battle Simulator	Refresh yourself on the basics of battle and practice the various techniques you've learned.

SAVING THE GAME

You can save your game at any save point on the field (P. 10) by pressing Ⓐ or by selecting Game Data from the main menu, then Save (P. 25).

You'll need at least 545KB of free space available on your storage device to save game progress.

PLAYING THE GAME

Your adventure unfolds on the field, where you'll gather information and battle enemies. Run into an enemy to enter battle. Press Ⓨ on the field to bring up the main menu.

FIELD (P.10-13)

Move around in the game world, collecting information in towns and exploring dungeons.

MAIN MENU (P.18-25)

View information about your characters, manage items and adjust the game's settings.

BATTLE (P.26-37)

Control your party in battle against enemies, earning experience points and more upon victory.

AS YOU PROGRESS...

At a certain point, Edge's party will acquire the spaceship *Calnus* (P. 14) as their home base. With the *Calnus*, you can travel between planets, create items (P. 16), and witness a variety of in-ship story events.

THE FIELD

The field is where you move your characters around as they progress through the game's story—walking around town, shopping for items and equipment, exploring dungeons and more.

THE FIELD SCREEN

Use 🕹 to move your character, pulling ⚍ to switch between walking and running. While running, press ❌ to sprint. ⓡ controls the camera. Press it in to reset the camera to its original position.

Minimap

Displays icons that represent different objects on the field. Press ◀ BACK to toggle this display on and off, and ▶ START to expand or shrink its size.

Compass

The N on the compass points due north.

Enemy

Touch an enemy to enter battle.

MINIMAP ICONS

Icon	Meaning
◿	Your position
↓	Person
◎	Save Point
◉	Recovery Point
◈	Map transition point (towns, dungeons, etc.)
🔺	Point of interest (story events, etc.)

TALKING AND EXAMINING

When you stand near a person, door, or other such object, the bottom right corner of the screen will show you what you're able to do.

Press 🅐 or ⬛ to execute the displayed action.

Available Actions

ENCOUNTERS

Touch an enemy on the field to enter battle (P. 26). The nature of the encounter can change depending on how you touch the enemy.

Preemptive Attacks
If you touch an enemy from behind, you will stage a preemptive attack. This renders the enemy defenseless for a period of time, giving you an advantage.

Surprise Attacks
If an enemy touches you from behind, you will fall victim to a surprise attack, surrounded by enemies with their Rush Gauges (P. 32) partially charged.

Ambushes
If you touch an enemy with at least one other enemy nearby, the nearby enemies will ambush you when you finish the first battle. You will need to fight as many consecutive battles as there were enemies. If you flee from any of these battles, you will lose any experience points and Fol (money) earned from earlier fights in the series. If you can defeat all the enemies, though, you will earn an experience bonus depending on the number of battles fought.

HARVESTING AND MINING

If you have a character with the Harvesting or Mining command skill (P. 20), press 🅑 near a harvesting or mining point to acquire items.

HARVESTING   **MINING**

SHOPPING

Shops can be found in towns and elsewhere. Talk to the shopkeeper to bring up four menu options. Use 🕹 or ⭕ to choose, and press Ⓐ to make your selection.

Buy	Use Fol (money) to purchase items.
Sell	Sell off items in your inventory.
Accept	Take a request from the shopkeeper for certain items. Bring the requested items back to the shop after earning them from defeated enemies or creating them via item creation (P. 16).
Deliver	Give the shopkeeper his or her requested items and claim your reward.

Buying and Selling
Press up or down on 🕹 or ⭕ to select the item you wish to buy or sell. Press left or right to set the number of items, and press Ⓐ to confirm your choice.

Party Members

When buying or selling equipment, characters who can equip the item are highlighted.

Category

Press 🅛🅑 or 🆁🅱 to switch between lists.

List

From left to right, the numbers represent the price, number you are buying/selling, and the total number that can be bought or sold.

Item Description

Press Ⓧ to display the item's parameters if it is equippable.

Total Value of Purchase/Sale and Post-Transaction Balance

DISINTEGRATION RINGS

Once you acquire a Disintegration Ring, you'll be able to remove things like ice blocks from the field. The rings come in many elemental types, such as fire, and each one has its own individual effect. Try to find them all!

Press 🅱 to use your Fire Ring on this ice block...

...and it'll melt away, opening the path ahead!

CHARGING DISINTEGRATION RINGS

Every Disintegration Ring has a limited number of charges, depending on its elemental type. You can replenish depleted rings in the following ways:

Talk to a Ring Expert
Talk to the Disintegration Ring experts you'll find in towns and elsewhere. They will charge your rings for a fee.

Use a Skill
Have Lymle learn the Charge command skill (P. 20), and you'll be able to use Disintegration Stones to charge your rings.

THE CALNUS

After a certain point, you'll be able to travel between planets on the spaceship *Calnus*. The ship also lets you rest in your room and talk with your friends in a variety of story events.

WARPING TO OTHER PLANETS

Traveling between planets is as simple as following these three easy steps:

1. Press Ⓐ in front of the captain's chair to bring up the screen to the right, and choose Launch.

2. Select the planet you wish to warp to.

3. Choose Yes to confirm your selection. The warp will begin and you will travel to your chosen destination.

RESTING

Every character has his or her own room in the *Calnus*. Examine your bed to rest, restoring your HP and MP and removing any status ailments (P. 37) you may have. Some story events may also be triggered by resting in your room.

ASSIGNING ROOMS

Press Ⓐ in front of the room-assignment chart in the hallway to change the rooms your characters sleep in. Use Ⓛ or ◯ to choose a character, press Ⓐ, then select that character's new room (from 01 to 04) and press Ⓐ to confirm. You cannot place men and women together at first, but characters can share rooms with the opposite sex later on if they have a high enough affinity for each other. Your choice of roommate assignments may also trigger assorted story events.

NOTE: *Edge cannot be moved out of room 01.*

PRIVATE ACTIONS

When you talk to a character inside the *Calnus*, you may trigger a Private Action—a conversational story event between characters. If you are presented with a choice, select a response from the ones displayed.

Affinity
Private Actions affect characters' affinity for each other. If two characters' combined affinity is high enough, they can be assigned a room together even if they aren't the same gender.

High affinity between certain characters can also affect the game in other ways...

ITEM CREATION

Item Creation allows you to use items you already possess to create brand-new items.

STARTING THE PROCESS

Examine the terminal in the *Calnus's* meeting room to display the screen to the right. Select "Launch interface" to get things underway. Select one of the IC Tutorial options to view a tutorial.

> NOTE: *Item creation is available only after a certain point in the story.*

ITEM CREATION STEP BY STEP

Before you can create any items, you must first select Invent Recipe to come up with the recipe for an item. Once you have it, select Create Item to create it following the recipe you invented.

Inventing Recipes

Divide your characters into groups and hold an invention session. Each group will try to come up with new recipes.

1. Divide your characters into groups 1 through 4. Each group can have up to three people; the group's combined IC abilities will determine what recipes they come up with. Once you're done grouping your characters, move the cursor to "Start" and press Ⓐ.

IC Abilities

Press Ⓧ to view a group's IC abilities and the number of recipes already invented.

2. The clock will begin running, and each group will begin inventing recipes. Your Party SP (P. 21) will drop with each revolution of the clock. When a group is unable to come up with any more recipes, "No Plan" will be displayed. The process will end when all groups are out of recipes to invent, or when you press Ⓑ and choose to end the session.

Creating Items

Once you have one or more recipes, you can create items by following these steps:

1. Select the recipe for the item you want to create from the list. If you have all the skills and ingredients called for in the recipe, the item will be available for creation.

Required Skills

Every character has his or her own item creation skill, such as Smithery. You can raise the level of these skills through skill boosting (P. 20).

Ingredients

2. Choose a recipe you're able to make and press Ⓐ to bring up the window shown here to the right. Select the number of items to create and press Ⓐ. Item creation will begin, and you'll receive the number of items you chose to make.

Select the number
Create:
◀ 1 ▶

ONCE YOU'RE DONE...

After making an item, you're free to equip it, use it in battle, or deliver it to shops that have ordered the item (P. 12). Filling shop orders can lead to large rewards, so keep an eye out for them.

MAIN MENU

Press **Y** on the field to display the main menu, where you can view your party members' status and prepare for the adventure ahead.

MENU SCREEN

The main menu has seven options to choose from.
Use **L** or **○** to choose, and press **A** to make your selection.

Leader Icon

This indicates the character set as the leader (P. 23). The leader is the character you control at the start of battle.

Party Status (P. 22)

Menu (P. 18-25)

Menu Item Description

Play Information

- 🕐 The total amount of time you've played the game.
- ⚔️ The total number of battles you've won.
- 🪙 The total Fol (money) you currently have.

MENU: ITEMS

Manage the items in your inventory and change your characters' equipment.

Use Items

Use items in your inventory. Select the item you want to use and press **A** to confirm, then choose the character you want to use it on and press **A** again. You can use the same process to equip items on characters.

Equip Items

Change your characters' equipment.

1. Select the equipment slot you want to equip or re-equip and press **A**. You can also press **Y** to automatically equip the character with the best available equipment.

Item List

A list of items the character can equip.

Item Description

Press **X** to cycle through different sets of information.

Currently Equipped Items

2. Select the item you wish to equip the character with. The resulting changes to his or her status will be displayed. Press **A** to confirm your choice.

Equipment Effects

Status parameters that go up are displayed in green. If they go down, they're displayed in red.

MENU: SKILLS

Use or upgrade your skills. You earn new skills by raising your level or reading skill manuals.

Use Skills
Use recovery and curative symbols to restore your characters' HP or cure status ailments (P. 37), invoke command skills to charge your Disintegration Rings, and so forth.

Battle Skill Settings

Symbols	Recovery and curative symbols, displayed in bright text, can be used with Ⓐ. Press Ⓧ to toggle the symbol's battle setting between 🅾🅽 and 🅾🅵🅵. Characters on auto-control will use the symbols marked 🅾🅽 , so make sure to equip them with only the symbols you want to use.
Command Skills	Every character has his or her own set of command skills, divided into two sets: field actions like Harvesting and Mining, and skills available from the main menu, like Charge.

Skill Boost
Use SP (P. 21) to raise the level of your skills, boosting their effects. Point the cursor to the skill you wish to level up. Press Ⓐ to consume your character's SP to raise the level, or press Ⓧ to use the party's SP instead.

Current SP
The current SP of your character and the party.

SP Required to Level Up

Skill Levels
Your skills' current and maximum levels.

Skill Description

Skill Types

SKILL TYPES

Field Skills	Skills that are always in effect, such as item creation skills and command skills.
Symbols	Skills available from the command circle (P. 34) during battle.
Special Arts	Skills available for use in chain combos (P. 30) once they are set in Battle Config.
Battle Skills	Skills that automatically take effect in battle once they are set in Battle Config.

Battle Config
As long as you have enough CP, you can configure special arts (usable in chain combos) and battle skills (which automatically take effect during battle) for your characters.

Skill List

A list of skills the character has learned. The numbers show the amount of CP required for each skill.

CP (Capacity Points)

Your remaining and maximum CP. Removing a skill restores the CP it required to your remaining CP. A character's maximum CP rises as he or she gains levels.

Skill Description

Special Arts

Skills available in chain combos

Battle Skills

Skills that take effect automatically in battle

ABOUT SKILL POINTS

There are two types of SP: your party's overall SP, and SP carried by individual characters.

Individual SP	Your characters earn this as they gain levels. Use it to upgrade their skills.
Party SP	Your party gains this through actions like opening treasure chests or harvesting items. Party SP is used to invent recipes during item creation and to upgrade characters' skills.

MENU: CHARACTERS

View your party's status and
select battle tactics.

MAIN MENU

Status

Displays a list of your characters' names, status, equipment, and
elemental attributes (P. 36). Tilt Ⓛ or press ⓞ up or down to switch to
a list of currently equipped skills. You can also press Ⓐ to change a
character's name.

STATUS ⟷ STATUS

STATUS PARAMETERS

HP	Your current and maximum HP (hit points). When your HP reaches zero, you will be incapacitated and unable to act in battle.
MP	Your current and maximum MP (mental points). MP are consumed when you use symbols and chain combos (P. 30). When your MP reaches zero, you can no longer use these abilities.
LV	Your current level.
EXP	EXP (experience points) are awarded after winning a battle. Once your EXP passes a certain number, you will gain a level, and your HP, MP, and other parameters will increase.
NEXT	The number of experience points required to reach the next level.
SP	Your character's individual SP (skill points).
ATK	Your attack power when using weapons and other physical attacks.
INT	Your attack power when using symbols.
DEF	Your defensive ability against physical attacks.
HIT	The higher this number, the more likely your physical attacks will connect.
GRD	The higher this number, the more likely you will guard against physical attacks.

Tactics

Choose which party members
participate in battle, how they act
while fighting, and who serves as
the leader.

TACTICS

TACTICAL OPTIONS

Change Members	Select the member you want to swap out and press Ⓐ, then select the member you want to swap in and press Ⓐ again.
Change Tactics	Select a character and press Ⓧ to view a list of battle tactics. Choose the tactic you wish the character to adopt.
Change Leader	Select a character and press Ⓨ to make him or her the party leader. This will be the character you control at the start of battle.

BEAT

Change a character's BEAT, or fighting style. First choose a character, then select
the BEAT style you want him or her to use. There are three types of BEAT styles.

BEAT Rank and Rank Gauge   Bonuses from Currently Selected BEAT Style

BEAT STYLES AND RANKS

There are three types of BEAT styles, as shown below. As you win battles, your current
BEAT style's rank gauge will fill; when the gauge fills completely, the rank will go up,
increasing that style's status effects. Note that the Neutral style has no ranks.

▼	BEAT:S (Strike)	An offensive battle style that emphasizes Blindsides (P. 29).
▼	BEAT:N (Neutral)	A neutral battle style that emphasizes parameter boosts.
▼	BEAT:B (Burst)	A defensive battle style that emphasizes Rush Mode (P. 32).

MENU: DATA

View assorted information related to your adventure.

Dictionary	View descriptions of terms that appear in the game. The number of entries will increase as the game goes on.
Recipes	View a list of recipes that you have discovered for use in item creation.
Synopsis	View a synopsis of the game's story so far.
Quests	View a list of the quests you are currently involved in (P. 39).

MENU: COLLECTIONS

Check out your battle trophies (P. 41), as well as all the spaceships, weapons, and monsters you have collected data on.

Battle Trophies	View the current status of your characters' battle trophies. Every character has his or her own set. Trophies you've earned are marked ⭐; those you have yet to unlock are marked ☆.
Spaceships	View the spaceship data you've acquired. Select a spaceship and press Ⓐ to see details about the ship.
Weapons	View the weapon data you've acquired. Select a weapon and press Ⓐ to see details about the weapon.
Monsters	View data on all the monsters you've fought. When the analysis level of a monster reaches 100%, you'll be able to store its information inside a Monster Jewel.

MONSTER JEWELS

As you fight a type of monster over time, its analysis level will gradually rise. When it reaches 100%, highlight the monster and press Ⓐ to display the menu, then choose Transfer to Monster Jewel to store the monster's data into a jewel. The jewel is an accessory that takes on the traits (such as fire resistance) of the monster housed inside.

Monster Analysis Level

MENU: SETTINGS

Adjust the game's various settings.

Controller Vibration	Enable or disable controller vibration.
Blindside Animation	Enable or disable the slow-motion Blindside animation effect, or allow it to be skipped by pressing Ⓐ.
Button Configuration (Field and Menu)	Configure the buttons used for field and menu controls.
Button Configuration (Battle)	Configure the buttons used for battle controls.
Battle Camera Movement	Select whether or not the camera should stay in place during battle.
Camera Control (Up/Down)	Choose how the camera zooms in or out when you tilt Ⓡ up or down.
Camera Control (Left/Right)	Select which direction the camera moves when you tilt Ⓡ left or right.
Battle Voices	Enable or disable party member and monster voices during battles.
Cutscene Subtitles	Enable or disable subtitles during cutscenes.
Speaker Configuration	Follow the onscreen instructions to set up your speaker environment.
BGM Volume	Adjust the volume of the game's background music.
SFX Volume	Adjust the volume of the game's sound effects.
Cutscene Voice Volume	Adjust the volume of the voices in the game's cutscenes.
Battle Voice Volume	Adjust the volume of the voices in the game's battles.
Reset All	Reset all changes and return to the default settings.

MENU: GAME DATA

Save game progress or load previously-saved games. Select Save to save your progress, or Load to restore a game from a previously saved file. You can only save your game when standing on a save point (P. 8).

BATTLE SCREENS & RULES

You'll see the battle screen whenever you get into a fight, either as part of the story or by touching an enemy on the field. This section explains the rules of battle and how the battle system works.

THE BATTLE SCREEN

When battle begins, you'll see a screen like the one below. Press **Y** to bring up the command circle (P. 34), which allows you to use items, flee from the fight, and so on.

Info on Targeted Enemy

Battle Messages

Battle Map

A simple map of the battlefield marks your current character ▲, marks allies ▣, and marks enemies ▇.

Bonus Board

Hit Counter

Character Window

Each character's HP is displayed on top, followed by their MP and Rush Gauge (P. 32).

Target Display

Indicates the enemy your character is currently targeting.

THE BONUS BOARD

If you perform certain feats in battle, such as defeating an enemy with a critical hit or slaying multiple enemies at once, colored tiles will appear on the bonus board (the exact colors depend on the feat you've accomplished). If you go on to win the battle, the tiles will grant you EXP boosts and other assorted bonuses.

BASIC RULES OF BATTLE

The player controls the character assigned as leader (P. 23) in the battle. The rest of the party will fight automatically, following the tactics you set for them previously. You win the battle when all enemies onscreen are defeated, earning experience points, Fol (money), and occasionally items.

Game Over

If all your party members lose all of their HP or are paralyzed (P. 37) in combat, it's game over. Press **A** to bring up the loading screen and restart from a previously-saved file.

THE RESULTS SCREEN

After you win a battle, a results screen will display all the experience points, Fol, and items you earned.

Board Bonuses

Leveling Up

If the experience points earned in battle bring any character over a certain number, he or she will level up, increasing his or her status parameters and possibly unlocking new skills.

BATTLES: BATTLE ACTIONS

You can attack your enemies in a variety of different ways in battle. Depending on the character, the same controls can unleash a different set of actions.

MOVEMENT

Use the left stick to move your character around.

GUARDING

If your character is attacked by an enemy while standing or moving, he or she might guard against the blow and take no damage. Your chances of guarding against an attack depend on the enemy's HIT (P. 22) and your character's GRD (P. 22) parameters.

JUMPING

Hold **B** and tilt the left stick in any direction to make your character jump in that direction. Some characters are capable of launching a jump attack if you press **A** in midair.

BLINDSIDES

When your character is being targeted by an enemy, you can nimbly move behind the enemy's back and disappear from its line of sight, a move known as Blindsiding. Here's how:

1. Hold **B** to ready your character for the Blindside. Be careful you don't hold **B** for longer than needed—otherwise, you'll become fatigued and be unable to move for a moment.

Readying		Ready		Fatigued
	Hold **B**		Hold **B**	

2. When targeted by an enemy, you'll notice a targeting icon appear on your character. With **B** held, tilt **L** to perform a Blindside. You'll slip behind the enemy's back, causing it to lose sight of you and enter "Blindsided condition." Attacking an enemy in Blindsided condition (with the Blindsided icon displayed above it) guarantees you a critical hit on the first strike.

NOTE: *The exact action you will perform depends on your character and range from the enemy.*

NOTE: *Some enemies are capable of countering Blindside attacks.*

Targeting Icon

Blindsided Icon

TARGETS AND LINE OF SIGHT

Every enemy has a certain range of sight, and is only capable of targeting party members within that range. To avoid being targeted, try to position yourself behind the enemy's back. As long as you're out of enemy sight, you will never be attacked.

REGULAR ATTACKS

Press Ⓐ to attack with your equipped weapon. You can chain up to three attacks together. If you're too far away to attack, you'll automatically move close enough to do so.

> NOTE: *The type of attack you unleash depends on the direction you tilt* Ⓛ *and the state of your character.*

USING CHAIN COMBOS

Pull LT or RT to activate the chain combos (a special art or symbol) assigned to the current character. Chain combos can be chained from regular attacks as well (P. 31). Chain combos consume MP, and cannot be used when your MP is too low.

EXTENDING YOUR CHAIN COMBOS

In the beginning, each character can have up to two special arts or symbols assigned to chain combos — one on LT, and one on RT.

However, upgrading your Chain Combos skill level (P. 20) will allow you to assign up to three attacks to each trigger. You'll be able to buy the Chain Combos skill in shops after a certain point in the game.

Upgrade your Chain Combos skill level...

...and you'll have three skill slots per trigger!

Linking Chain Combos Together
Chain combos can be used in rapid succession. For example, try pulling LT to activate a combo, then pulling RT while it's still in progress. You will execute the skill assigned to RT, stringing the two attacks together.

Mixing Chain Combos with Normal Attacks
Use a chain combo while executing a normal attack to link the moves together in a group. This is a great way to ensure the enemy has no chance of countering your combo.

1. Normal Attack

3. Chain Combo

2. Chain Combo

LINKING COMBOS

Combos are a great way to gain the upper hand in battle and keep your enemies from counter attacking. However, a combo can only last for so long when a single character is attacking.

Try setting your tactics (P. 23) to order other party members to attack the same enemy, and you'll be able to keep the combo going.

FILLING THE RUSH GAUGE

Your Rush Gauge will increase when you land a blow, get hit by an enemy, or are readying for a Blindside (P. 29). When it fills completely, you can activate Rush Mode or launch a Rush Combo.

Rush Gauge

Activating Rush Mode
Press ❌ when your Rush Gauge is fully charged to enter Rush Mode.

While in Rush Mode, the Rush Gauge will decrease. Until it hits zero, you will have the following effects:

- The character will move and attack more quickly.
- He or she will take less damage when attacked.
- He or she will no longer be knocked back when attacked.

Launching a Rush Combo
When the Rush Gauge is full, hold ❌ and pull 🎮 or 🎮 to launch a Rush Combo. This resets your Rush Gauge to zero, but allows you to launch chain combos without fear of enemy counter attack. Press the buttons displayed on the bottom-right corner of the screen to have your other party members use their own combos, keeping the attack chain alive.

NOTE: *The more chain combos you have assigned to your character, the more times you'll be able to attack.*

Press the buttons displayed on the bottom-right corner...

...and your friends will join in with their own chain combos.

OTHER ACTIONS

The following actions are possible during battle as well:

LOCKING ON TO ENEMIES

Your character will automatically target the nearest enemy at all times.

If you want to keep his or her focus locked on the current enemy, press 🔘.

CHANGING CHARACTERS

Press 🎮 or 🎮 to switch the character under your control.

Controlled Character

You control the character in the blue window.

CAMERA CONTROLS

Tilt 🔘 in any direction to change the camera's position.
Press in the right stick to anchor the camera high above the battlefield.

CHANGING CONTROL MODES

Press left or right on ✛ to set your current character to Manual or Auto mode. With Manual, you control your character's every move; with Auto, the party member will execute his or her currently assigned tactics.

Left or Right on ✛

MANUAL

AUTO

BATTLES: THE COMMAND CIRCLE

Press **Y** during battle to bring up the command circle, which lets you use items, cast symbols, switch party members in and out of battle, and more.

THE COMMAND CIRCLE

The battle is paused when you have the command circle onscreen.

Items
Use an item in your possession. First select the item to use, then choose the character to use it on. After using an item, an "Unusable" icon will be displayed for a short period of time. Items cannot be used while this icon is displayed.

Items Unusable Icon

Symbology
Use a symbol you've learned to attack the enemy or heal your party members. Symbols require time to cast. If the caster is attacked during this process, the symbol will be cancelled.

Skills
Use an action skill only available during battle. These include skills like Taunt, which attracts enemy attention towards you, and Berserk, which raises your attack power for 30 seconds. (You learn these skills by acquiring and using skill manuals.)

Action skills require MP to use. If you are short on MP, they will be unavailable.

Setup
Adjust your characters' skills (P. 21) and equipment (P. 19).

Press **LB** or **RB** to switch between the skill and equipment screens.

Tactics
Change the tactics assigned to each character (P. 23).

Change Members
When five or more members are in your party, use this to choose who participates in battle. As with items, an "Unusable" icon will be shown after changing members, making it impossible to change them again for a short period of time.

Escape
Flee from the current battle. The amount of time it takes to escape depends on the difference in level between you and the enemy. You will earn no experience points or Fol (money) for fleeing from a battle, and any bonus board tiles (P. 26) will also be lost.

NOTE: *It is impossible to flee from some enemies.*

BATTLES: ELEMENTS AND STATUS EFFECTS

Mastering elemental attacks and status effects is the key to victory in many battles. Make sure they're a part of your battle repertoire.

ELEMENTS

There are seven elemental types, as outlined below. Attacking with elemental weapons and symbols, or equipping elemental armor, affects the damage you deal and receive during battle.

🟡	Earth
🔵	Water
🔴	Fire
🟢	Wind

🟡	Thunder
🟢	Light
🟣	Darkness

Attack Elements
Some weapons and skills have elemental properties. Equipping or using them in battle adds an elemental effect to your character's attack.

Elemental Resistance and Weaknesses
Armor can also have elemental properties. Equipping such armor can make you strong or weak against certain types of attack elements. You can view a character's elemental attributes on the status screen (P. 22). If the number is positive, they have a resistance to that element; if negative, they are weak towards it.

🟡	(Earth)	0
🔵	(Water)	0
🔴	(Fire)	0
🟢	(Wind)	0
🟡	(Thunder)	0
🟢	(Light)	0
🟣	(Darkness)	0

Elemental Relations
Attacks with elemental effects deal great damage to enemies weak against that particular element. However, if the enemy has resistance against the element, the attack will deal less damage than usual.

VIEWING ENEMY ATTRIBUTES

You can use the Scan Enemy action skill (P. 35) to view your enemy's elemental attributes. Discover your enemy's weaknesses and use them to your advantage in battle.

STATUS AILMENTS

Some enemy attacks (among other things) can change the status of your character.

Ailments that Disappear After Battle

Stun
You fall unconscious, unable to act for a period of time.

Frozen
You freeze in place, unable to move. Being hit by any non-water element attack incapacitates you instantly.

Fog
Your sight grows cloudy, making you unable to advance automatically toward an enemy before attacking.

Pumpkin
You turn into a pumpkin, unable to do anything besides move around.

Void
You cannot acquire any other status ailment (besides incapacitation) or status boost for a period of time.

Ailments Cured with Skills or Items

Poison
Your HP gradually goes down over time.

Curse
You are cursed by a demon that gradually robs you of MP over time.

Silence
Your abilities are bound, making you unable to use any skills.

Paralysis
You become paralyzed, unable to do anything until the ailment is cured.

Incapacitation
When your HP hits zero, you become unable to perform any actions.

NOTE: *If your entire party is paralyzed or incapacitated, you will lose the battle and the game is over.*

NOTE: *All other status ailments and support effects are cancelled when Void is cast on your character.*

NOTE: *You can use certain items or skills to cure Frozen, Fog, Pumpkin and Void during battle.*

STATUS BOOSTS

Certain skills and items grant your character status bonuses and other status-boosting effects when used. A single character can have up to four status boosts active at once.

NOTE: *Some status boosts cannot be stacked.*

Status Boosts

ADVENTURE HINTS

Here are a few tips to help you along your way. If you find the star ocean too vast to navigate, try keeping these hints in mind.

SAVE EARLY AND OFTEN

Take every chance you get to save your game and prepare for the unexpected. You never know when you'll run into a powerful enemy.

DON'T KNOW WHERE TO GO?

If you aren't sure what to do next, try talking to your fellow party members or to people in towns. Doing so will allow you to advance the story and gain valuable information.

USE RECOVERY POINTS

Sometimes you'll run into recovery points on the field. Touch one of these to restore your HP and MP and remove any status ailments (P. 37). These are extremely useful when you're out building up your characters' levels.

Recovery Point

CARRY OUT QUESTS, EARN REWARDS

Sometimes you'll receive quests after talking to people in town. Bring back the items requested, and you may receive rare items or extra Fol (money). It's definitely a smart idea to seek them out!

UPGRADE YOUR EQUIPMENT WITH ITEM CREATION

Item creation (P. 16) allows you to obtain weapons and armor more powerful than what you'll find in shops. If you're running into enemies you can't beat, try using item creation to upgrade your equipment.

START THE BATTLE YOUR WAY

When you encounter an enemy, try to score a preemptive attack (P. 11) by touching the enemy from behind. But watch out for surprise attacks—they'll put your party at a major disadvantage at the start of battle.
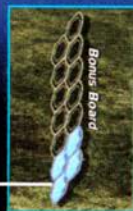
KEEP YOUR BONUS BOARD TILES

You'll lose all your bonus board tiles if your current character takes a critical hit. However, if you earn the same color tile several times in a row, the tiles will link together, and after a critical hit, you'll lose only half of them. Try your best to keep your board well connected.

Linked Tiles

AIM FOR BLINDSIDES

Try to make Blindsides (P. 29) a regular part of battle. If you succeed in Blindsiding an enemy, it'll be defenseless for a period of time, and the first strike you land will always be a critical hit. Practice this move against weaker enemies first.

Note that some enemies are capable of countering Blindsides with their own attacks. Keep a close eye on the enemy's actions; if you Blindside the enemy just as it starts its attack motion, it won't be able to counter attack.

EARN BONUS DAMAGE FROM CHAIN COMBOS

If you can link the chain combos assigned to 🅻🆃 and 🆁🆃 together (P. 31), you'll earn a chain combo bonus that'll increase the power of your attacks. It's a quick and easy way to boost your attack power, so try to earn this bonus whenever you can.

STRIKE AT ELEMENTAL WEAKNESSES

Using elemental attacks (P. 36) allows you to deal major damage to enemies weak against those elements. Try to strike the enemy's weak elements with your attacks. Also, make sure your party's equipment isn't creating any elemental weaknesses for your own team.

TRY DIFFERENT CHARACTERS

You can press 🆻🅱 or 🆁🅱 in battle to change the character under your control. Some seemingly-impossible battles can suddenly become a lot easier if you tackle them with a different character. If you're stuck, try mixing up your approach a bit.

COLLECT BATTLE TROPHIES

Every character has a set of battle trophies he or she can earn by performing certain feats in battle, such as defeating an enemy with a particular kind of attack. Any trophies you earn will be displayed on the battle result screen. Earning a lot of battle trophies can cause good things to happen later on...

PRACTICE IN THE BATTLE SIMULATOR

If you're having trouble beating enemies in battle, try spending a little time in the battle simulator (P. 8). There, your game won't end even if you lose, allowing you to master the different aspects of battle at your own pace.

NOTES

NOTES

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