Basic Control

○ **Field**

A button: Talk/Examine/Weak attack/Action/Connect

X button: Play flute/Connect

B button: Strong attack/Connect

START: Pause

BACK: Open menu

RT: Draw/Sheath weapon

LT: Block

RB: Connect mode

Hold A button: Battle skill 1

Hold B button: Battle skill 2

Right/Left on Directional Pad: Change flute song

Left Stick: Movement

Right Stick: Camera

○ **Menu**

A button: Accept

B button: Cancel

Left Stick/Directional buttons: Navigate menu

Right Stick: Camera

RB/LB: change page

RT/LT: Scroll page

○ **Both on field and menu:**

Xbox button: Xbox menu

Getting started

1. Insert the game disc.
2. The title screen will be displayed after the opening movie. Press the START button.
3. You will then see 4 different options (New Game/Continue/Options/Xbox Live). Use the Left Stick to select an option and press the A button to confirm.

○ **NEW GAME**

Depending on the difficulty level (Easy or Normal) you select, you can play the different events or you will encounter different enemies.

Easy: This mode is for players who are unaccustomed to action games. Some features are unavailable in this mode.

Normal: This mode is for intermediate players. Most features are available in this mode.

❍ **CONTINUE**

You can continue the game from where you saved last time. Select this option to choose the save file you would like to continue from.

❍ **OPTIONS**

You can customize various game settings. Use the Left Stick to select an option and change the setting with the Directional Pad. Select "Default" to change the setting back to the initial setting. Press the B button to go back to the title screen or Camp Menu. Press the X button to perform the Speaker Test. Here you can select speakers or adjust the sound origin (only in the 5.1 Surround Sound environment).

❍ **XBOX LIVE**

You can connect to the Xbox Live and download a theme or icon from this option.

Flow of the game

In the field, all the objects including enemies are displayed as well as your own party members and town residents. You must wander about all kinds of fields such as towns and dungeons where you can talk to people for information or have a battle against enemies. You need to open the Camp Menu when you want to use an item or change your equipments.

☆**Find devices**

There are a variety of devices in the field. You may need to find them and utilise them to accomplish your goal. Whenever you find a device, actively utilise it such as detonating a bomb hidden in a barrel or destroying a gate with a catapult.

❍ **How to make use of navigation map**

Navigation map includes a map of the surrounding areas, where you can check your current location as well as locations of enemies/party members. When you are in a dark place, however the map exhibits noise and becomes hard to read.

△ (White)	Location of Capell. The white area indicates his view (that is displayed on the screen).
△ (Yellow)	Locations of party members
△ (Red)	Locations of enemies
△ (Blue)	Save points
△ (Orange)	Exit from/entrance to towns/villages/dungeons
△ (Green)	Shop assistants

* Locations of party members who appear in specific events are also displayed in △ (white).

☆**"Condition gauge"**

In some specific events, a "condition gauge" is displayed on the field screen. When it is displayed in blue, it typically indicates the remaining HP of a boss enemy and the event is cleared when the gauge is reduced to zero. If it is in red, it typically indicates a time limit and in this case no gauge will mark "Game over".

Talk / search | Press A (when the sword is sheathed) |

When you approach certain people or locations, a target mark is displayed on them. You can talk to people or search for a treasure box / a switch by pressing the A button while your sword is in the sheath.

❍ **Locked treasure boxes**

When you find a locked treasure box, you can ask a party member who owns a certain CS to open it.
Although it is possible to destroy the lock, you must be careful not to destroy the item inside the box as well.

❍ **Save points**

Save points have been put in at certain locations and you can save your progress by pressing the A button near one. You will be asked to select the file you wish to save your data onto.

☆**Pause**

You can pause your game play (suspend it for a while) by pressing the START button. While the game is on pause, time does not pass and the current purpose is displayed at the bottom of the screen. You can press START again to resume the game play.

Battle against enemies

In order to fight against an enemy, you must operate Capell in such a way as he attacks the enemy. The rest of your party attacks automatically in accordance with the "tactics".
You beat an enemy when its HP is reduced to zero, when you are awarded with EXP and/or money (unit: Fol). If the defeated enemy drops an item, you can obtain it by standing by it.

❍ **Display of targets**

When you discover a target for attacks such as an enemy and an obstacle, the object is marked as a target. The mark can be displayed either in red (near) or blue (far) depending on the distance between yourself and the enemy.

❍ **Growth of characters**

A character's level goes up when EXP, obtained each time you defeat an enemy, exceeds a certain value. Upon a level increase, each status goes up as well and a skill is acquired when a specific level is attained.

☆**KO (knocked-out) / game over**

When a character's HP is brought down to zero, he/she can no longer take actions (=KO). When one of your party members dies, heal him/her with items such as "miraculous medicine". When the party moves to a town or a village, all KO members are automatically resurrected with his/her HP restored as 1.

If Capell is KO or petrified, the game will be over unless he is healed within a certain length of time. In this case, please select "To load screen", if you wish to restart from the last save, or "To title screen" for returning to the title screen.

* The game will also be terminated when the condition gauge (red) is reduced to zero.

Action

○ **Movements**   Left stick

Your character moves to the direction to which you tilt the Left Stick.

You can make him walk by tilting the stick a little or make him run by tilting it farther.

○ **Draw / sheathe sword**   RT button

You can switch between "Draw your sword" / "Sheath your sword" by pressing the RT. When your sword is sheathed, you can talk to people and search certain locations, whilst you can attack enemies and guard yourself from attacks when it is sheathed.

When the sword is sheathed, other party members do not take the offensive, which makes the party move more swiftly.

* You can not draw your sword in a town or a village.

○ **Play flute**   X button

Your character plays his flute while the X button is held down. Each piece of music has a different effect and up to four pieces can be set on "Skills" → "Flute" on the Camp Menu. You can switch around the selected pieces by pressing the LEFT and the RIGHT buttons on the cross keys.

Musical pieces can be acquired through events and by using one of the "musical score" items.

* You can not play your flute when connected.

❍ **Basic Attack**

There are two types of attack - Quick Attack and Power Attack. Combining these attacks enable you to achieve consecutive attacks and to actuate special attacks.

The combination can vary according to the distance to the enemy or the numbers of them.

❍ **Quick Attack**   A button

The Quick Attack can be executed with the A button. Although it's less powerful than the Power Attack faster attack is possible.

You can execute up to 3 consecutive attacks at one go. This attack can be followed by the Power Attack or the battle skill.

❍ **Power Attack**   B button

The Power Attack can be executed with the B button. Although it's slower than the Quick Attack it can cause a larger damage. You can attack only once at a time. This attack can be followed by the battle skill.

❍ **Battle Skill**   A button/B button (held down)

By holding down either the A button or B button you can use any battle skill (special attack) set to each button previously. This skill consumes the MP. The battle skill can be used after the basic attack or the special attack. The additional effect such as blowing the enemy into the air can be added when the AP gauge is up to a certain level.

To set the battle skill, go to [Skills] → [Battle] in Camp Menu.

Please note that even if the same battle skill is set to both A and B buttons, the skill set to the B button is more powerful and consumes more MPs.

❍ **Special Attack**

By combining any basic attacks in a certain order and a certain timing, a special skill (Special Attack) is generated automatically. Please note that there are additional effects to special attacks when the AP gauge is up to a certain level.

❍ **Locking and switching the target**   Right Stick

On encountering a group of enemies a target appears on a nearest enemy. To lock onto a target, press down the Right Stick. Also while it's locked, the target can be switched to another

enemy by pressing "LB" button.

To release the lock press down the Right Stick once again.

○ **Reflect Drive**   LT button

By pressing the LT button at the right timing, you can bounce the enemy's attack without getting any damage (Reflect Drive). After this is executed, the enemy cannot perform any action for a certain period of time and the player can take advantage of the battle.

○ **Connecting**   RB button

While pressing the RB button the connect guide appears on the lower half of the screen. In this state, by pressing either the A, B or X button you can connect to a character corresponding to the each button. The joined character, while connecting, acts with Capell and attacks the enemy using weapon and magic in accordance with the Capell's attack. To release the connection press the RB button once again. Please note that you can only connect with one other character at a time.

* You cannot connect unless there is a character within the certain range.

○ **Connect Action**   X button or Y button (while connected)

By pressing the X or Y button while connecting with another character you can let the connected character use Connect Action (CA). There are a variety of actions depending on the character such as attacks using bows, magic etc.

For setting of the CA you want to use, go to [Skills] → [Connect] in Camp Menu. They are set to the X or Y button for each connected character.

○ **Tactics**   Directional pad up and down

The party members act automatically according to the tactics selected. You can select a tactic by moving the directional pad up and down.

* You cannot set the individual tactic for each party member.

○ **Healing Request**   Y button (while not connected)

By pressing the Y button when you are not connected with another character, you can command the other party members to concentrate on healing party members (healing request).

Camp Menu

○ **Items**

LB/RB: Switch page to view different types of items

X: Shows details of the item selected

Y: Mark items as unusable and usable items for party members.

Right Stick: Sort items

Food

There are different types of food the party members can consume. Each one has an effect to heal the HP or MP of all party members or cures status ailments. Also if you eat your favourite food the effect is greater than when you eat food that you don't like. You can view the favourite food of each character by going to [Skills] => [Personal] in the Camp Menu.

○ **Skills => Battle**

Select a battle skill you want to set to either "Battle Skill 1" (execute with the A button) or "Battle Skill 2" (execute with the B button). Please note even if the same battle skill is set to both A and B buttons, the skill set to the B button is more powerful and consumes more MPs.

○ **Skills => Connect**

You can set Connect Actions you want to use while connecting with another character. Select a skill or magic you want to set to either "Connect Action 1" (X button to use) or "Connect Action 2" (Y button to use). There are some skills which have a special effect such as stopping the enemy's movement. You should learn the effect that each skill has before using them.

○ **Skills => Flute**

You can select songs. You can set up to 4 flute music on this menu.

○ **Skills => Magic**

You can see which magic the party members have learned. You can also set the frequency of magic usage for a character. Press the Y button while selecting a magic to disable the magic from the character to use. Press the Y button again to enable the usage.

* You cannot use the magic in the Camp Menu.

○ **Skills => Personal**

You can view each character's titles or personal skills. By progressing in the game the character's title or skill trait will change.

○ **Equipment**

You can set or change equipment. Switch characters with the LB or RB buttons. Use the X button to view the details of each item and the Y button to choose the most efficient item automatically.