⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.
A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure
- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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

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

PHANTASY STAR UNIVERSE
ファンタシースターユニバース
Ambition of the Illuminus

Though Ethan Waber had brought an end to the HIVE, a new threat to Gurhal lay on the horizon. A group of "human supremacists" known as the "Illuminus" have vowed to exterminate all non-human races.
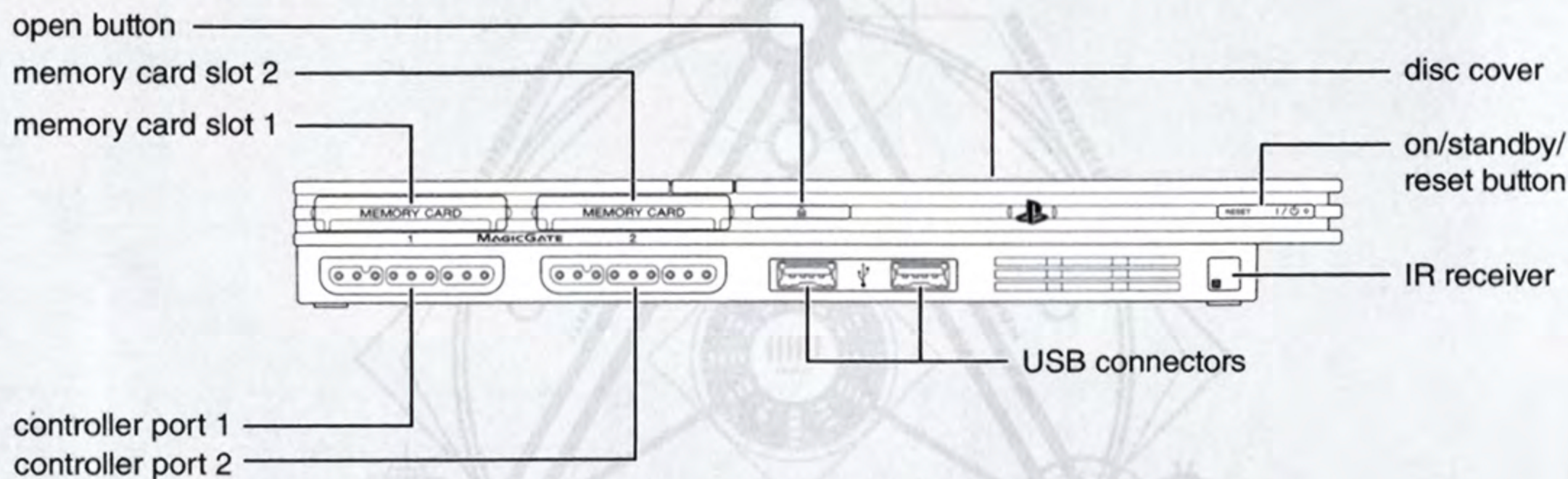
To make matters worse, individual Guardians are now becoming the targets of violent attacks, and former hero Ethan Waber is wanted for the attempted assassination of the GUARDIANS President. Are these events connected?

As a newly appointed Guardian, and with instructor Laia Martinez as your guide, it's up to you to investigate these troubling circumstances. The fate of the Gurhal system rests in your hands.

CONTENTS

GETTING STARTED

open button
memory card slot 2
memory card slot 1

disc cover

on/standby/
reset button

IR receiver

USB connectors

controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Phantasy Star Universe™: Ambition of the Illuminus* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Note: For NETWORK MODE setup, please see p.12.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

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

A minimum of 236KB free space is required to create the *Phantasy Star Universe™: Ambition of the Illuminus* ("Illuminus") Game Data.

Saving is performed manually at the Save Screen which can be accessed at Save Markers in the Cities and Field Lobbies. There are four slots available to save your data. Do not remove the memory card (8MB) (for PlayStation®2) while loading or saving is in progress.

Note: In NETWORK MODE (p.12), an additional 3072KB of free space is required for the Illuminus System File. Game progress and player character data is saved onto the server.

GAME DATA TRANSFER
Player character data created in the Extra Mode of the previously released title *Phantasy Star Universe™* ("PSU") can be imported and played.
To import, place a memory card (8MB) (for PlayStation®2) containing PSU Game Data into MEMORY CARD slot 1 of your system. If Extra Mode data is found, then a new Illuminus Game Data will be created, which can be accessed by selecting **Continue** at the Title Menu. Only one Game Data can be saved per memory card, and importing Game Data from PSU will overwrite any existing Illuminus Game Data.
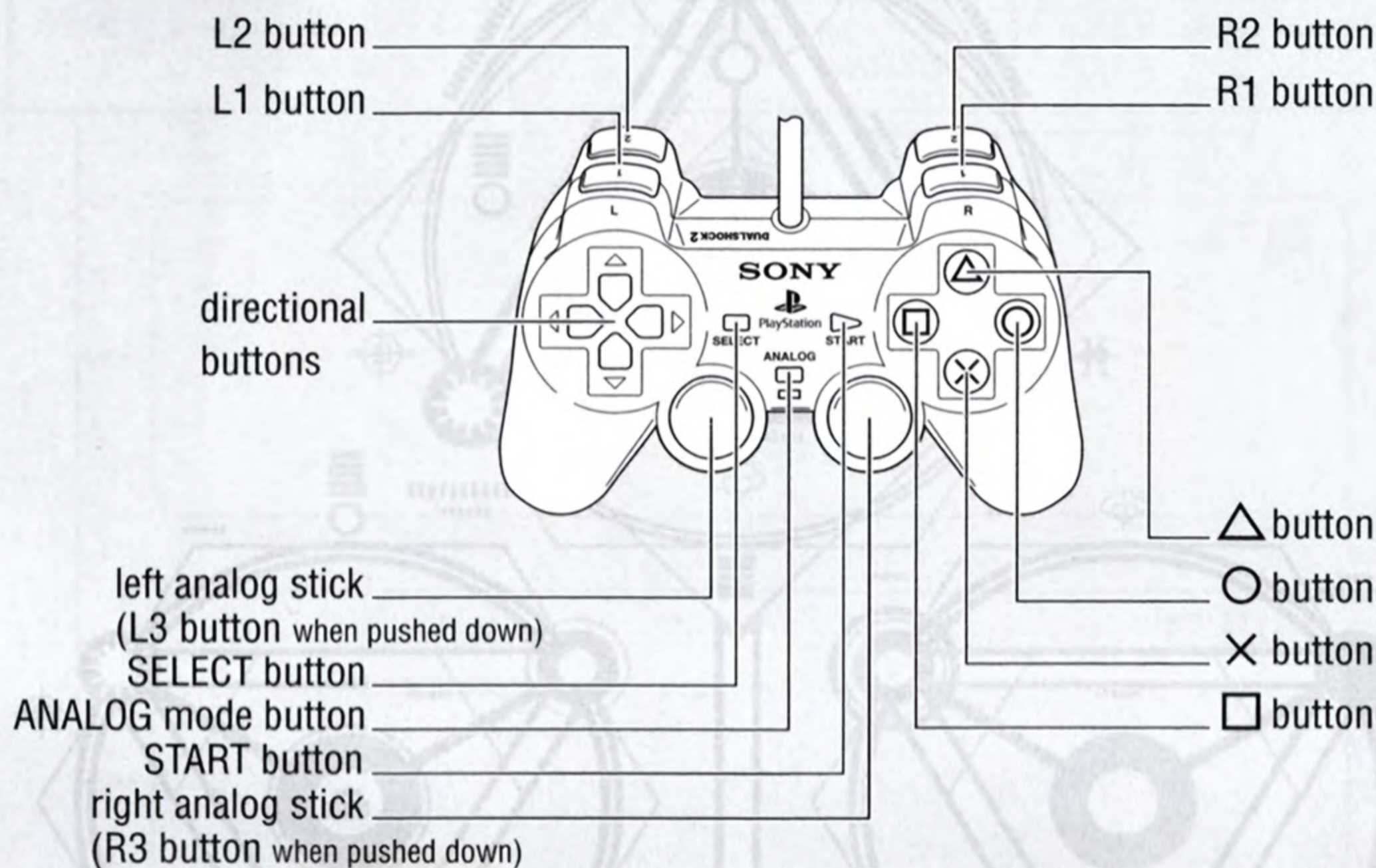
For Dolby Pro Logic II Surround Sound
This game is presented in Dolby® Pro Logic® II surround sound. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may need to enable Dolby Pro Logic II in the Sound options of the game.

CONTROLLER

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

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION

L2 button
L1 button

R2 button
R1 button

directional buttons

△ button
○ button
✕ button
☐ button

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

- Controls are all set in ANALOG mode (mode indicator: ON) and cannot be switched to digital mode using the ANALOG mode button.
- This game supports the vibration function of the analog controller. This can be activated/deactivated via System – Options in the Main Menu (p.6).

MAIN CONTROLS

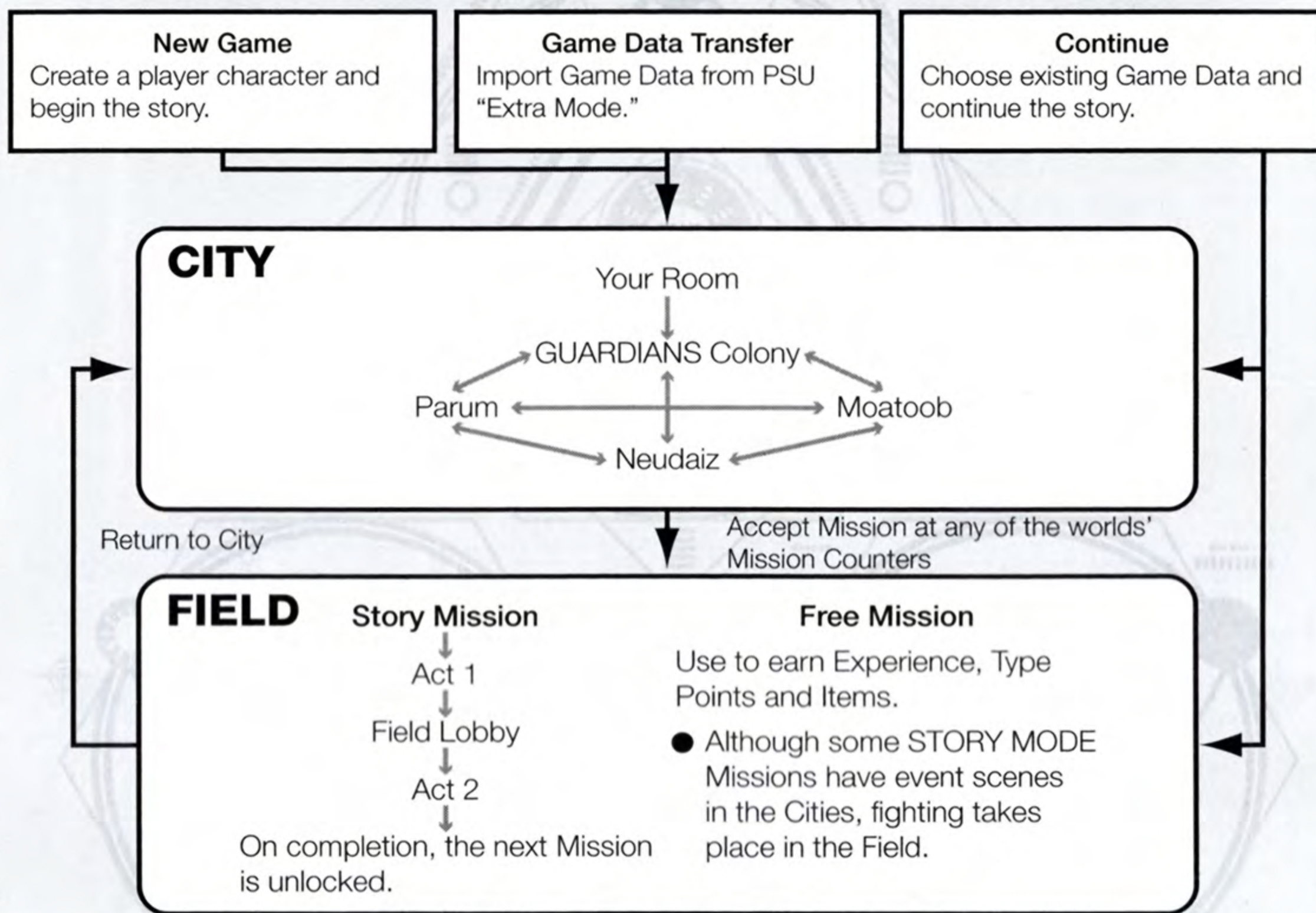Controls described in bold face are available in NETWORK MODE only (p.12).

directional buttons . . . Move cursor, change menu page; ←: Auto-run ON/OFF, ↑↓: **Select Pursuit target, toggle Pursuit/Auto-run**, ←→: **hide/show Chat Shortcut**

left analog stick . . . . . Move character

right analog stick . . . . Move camera

START button . . . . Toggle Main Menu, skip movie scene

SELECT button . . . . . . **Show/hide Software Keyboard**

✗ button . . . . Decide, talk, examine, pick-up Item

◉ button . . . . Display Action Palette, **display Lock-On Menu**

▲ button . . . . Cancel menu, use striking weapon skill, use TECHNIC (not used for firing weapons), cancel Auto-run **and Pursuit**

■ button . . . . Attack (striking/firing), Bullet (firing), TECHNIC (magic), cancel Auto-run **and Pursuit, display Lobby Action Menu**

L1 button . . . . Reset camera, side step (while moving), Lock-On enemy, turn page, switch Goggle view (from first-person view)

R1 button . . . . Switch One-Handed weapon, switch TECHNIC, turn page, switch Goggle view (from first-person view)

L2 button . . . . Turn page, **shortcut for Verification Icon (p.16)**

R2 button . . . . Turn page, **switch Chat Log Display**

L3 button . . . . **Toggle Character Info. Display (p.16)**

R3 button . . . . Toggle camera between third-person and first-person view

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

STORY MODE

GAMEFLOW

The gameflow of STORY MODE for the most part involves moving between the GUARDIANS Colony and the three planets, and accepting Missions at the Mission Counter to progress through the story.

New Game	Game Data Transfer	Continue
Create a player character and begin the story.	Import Game Data from PSU "Extra Mode."	Choose existing Game Data and continue the story.

CITY

Your Room
↓
GUARDIANS Colony
Parum ←→ Moatoob
Neudaiz

Return to City

Accept Mission at any of the worlds' Mission Counters

FIELD

Story Mission
↓
Act 1
↓
Field Lobby
↓
Act 2
↓
On completion, the next Mission is unlocked.

Free Mission

Use to earn Experience, Type Points and Items.

● Although some STORY MODE Missions have event scenes in the Cities, fighting takes place in the Field.

An in-game tutorial is also available from Your Room (see **Partner Machinery Function** - p.7).

CREATE A CHARACTER

When you start a new game, the first thing you will need to do is to create your own player character. The race (see below), sex, face, body, clothing, voice and name can all be decided. Use the directional buttons ↑↓ to select a category of setting, ← → to make changes, and select Next to continue to the next class. While editing, you can use the right analog stick ↑↓ to zoom in and out, and ← → to rotate the model character.

When you have completed your character design, you will be shown a confirmation screen. Select **Finish** to continue to the game.

Use the left analog stick to make further adjustments in certain categories.
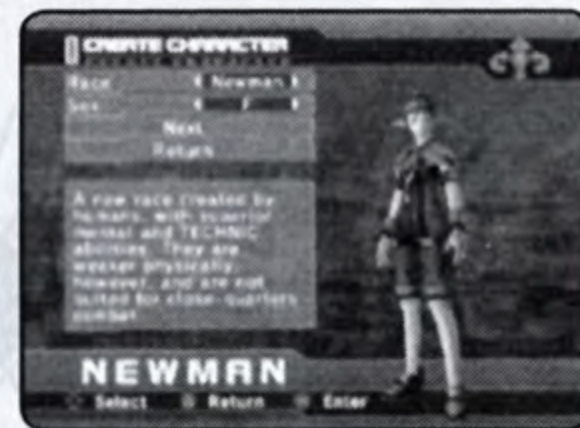
NEWMAN

Humans	Newmans
Humans have a greater ability to adapt to the environment and have balanced overall abilities.	Newmans are created with faster reflexes and minds, but they lack in physique compared to humans.
CASTs	**Beasts**
CASTs are artificial life forms of mechanical origin. They think logically and move with precision.	Beasts have stronger physical abilities and can transform themselves through "Nano Blast" at higher levels.

MAIN MENU

Press START during gameplay to display the Main Menu. Note that this does not pause gameplay.

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

Status
Character's abilities are as follows:

LV . . . . Current Level
Details . . . . . Race and Gender
Type . . . . Battle Type
SUV . . . . Only displayed for
Beast and CAST if
such weapons are
available.
HP . . . . Health Points
(current/maximum)
ATP . . . . Attack Power
ATA . . . . Attack Accuracy
TP . . . . TECHNIC Potency
DFP . . . . Defensive Power
EVP . . . . Evasion Power
MST . . . . Mental Strength
STA . . . . Status Abnormality Resistance
Exp. . . . . Attained Experience Points
Next LV . . . . Experience Points required to
advance to next level
Meseta . . . . Available money
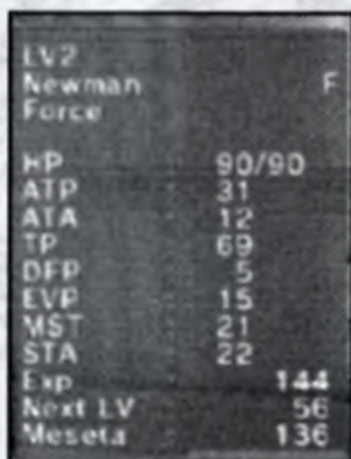
Equipped Items
Lists all equipped possessions. For weapons and Items, those on the Action Palette are marked.

Photon Arts List
List of all special abilities available to the character. See p.10 for details on Photon Arts.

Types List
From the Type Select Counter on the 5th Floor of GUARDIANS Colony you can switch the Battle Type of your character as detailed below:

Hunter . . . . . Strong with striking weapons, this Type is very effective in close combat. Good balance of skills. Ideal for beginners.

Ranger . . . . . An intermediate level long-range fighter skilled in attacking enemies from a distance. Also provides good backup support.

Force . . . . . . An advanced Type. TECHNIC users can take on numerous roles due to the various types of TECHNICs available to them.

Items
Select an Item to display the following three information panels:

Item Count
The number of Items in possession. The figure in parenthesis shows the number of Items in the selected category, while the figures on the right show the total and maximum Items.

List Window
Each category is displayed separately. The five categories are Weapons, Armor, Items, Clothing/Parts, and Synth/Room Items. These can be switched using the directional buttons ← →. Press the ● button to change the sort order.

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

Viewing the Status Window
<Example: Striking Weapon>

■ Maker Logo/Grade/Item name
■ Maker name/times upgraded
■ PP: Current/Max Photon Points (p.10)
■ **Att.:** Weapon's Attack/Overall Attack
■ **Acc.:** Weapon's Accuracy/Overall Accuracy
■ Attribute color/Attribute bonus value (see below)
■ **ATP req.:** ATP required to use/current ATP

✱ During equipment changes, increased values are marked in orange, decreased values are marked in blue.
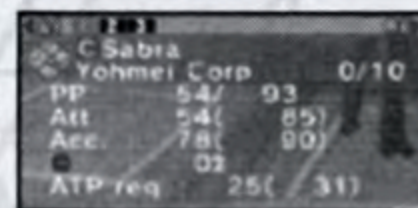
Press the **L2** / **R2** buttons to see details of Photon Arts and Units set into the weapon/armor.

Red (fire) ↔ **Blue** (ice)   **Yellow** (lightning) ↔ **Orange** (ground)   **White** (light) ↔ **Purple** (dark)
Green (no Attribute)

When an enemy of one attribute (e.g. fire) is attacked with a weapon of the opposing Attribute (e.g. ice), the level of damage will increase. If both Attributes are the same, then damage is reduced. Weapons with no Attribute give regular damage only.

Using Equipment

■ **Weapon**
Set the selected weapon in the Action Palette via **Add to Palette** for quick access. You can also select **Link Photon Art** to choose an Art to attach to the weapon. **Refill PP w/ Item** allows you to use any suitable PP Items on the selected weapon.

■ **Armor**
Highlight an armor and select **Equip Armor**. Line Shield Units (p.10) may also be attached for additional defense.

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

■ **Clothes/Parts**
Details of clothing Items and CAST parts.

■ **Synth/Room Items**
Items that can only be used in your Room.

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

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

⬛ System
Select **Options** to change system settings, or **Log Out** to return to the Title Screen.

⬛ Options
Text Display Speed	Set to **Instant Display** or **Normal**.
Sound	Set to **Stereo**, **Mono** or **Dolby® Pro Logic® II**.
Music Volume	Set the volume of background music.
Sound Effect Volume	Set the volume of sound effects.
Vibration	Set the analog controller's vibration function **ON/OFF**.
Radar Map Display	Set the map display orientation to **Based on Direction/Based on Camera**.
Button Detail Display	Set button control display to **Always Display/Temporary Display/OFF**.
Main Menu Cursor Position	**Save/Do Not Save** the cursor position when the Main Menu is closed.
Camera Controls	Set the camera controls to **Camera Follows Character/First Person Camera**.
Weapon/TECHNIC Swap	Set the method of switching One-Handed weapons (between right- and left-handed) or TECHNICs for TECHNIC-attack weapons to **Hold** (switch only while the **R1** button is being held)/**Click** (switch on each pressing of the **R1** button).
Lock-On	Set the enemy Lock-On controls to **Hold/Click**.
R1 / **L1** Button Settings	**Default Button Settings** or **Change Button Settings**.
Function Key Setting	Menu shortcut or chat shortcut.

⬛ Log Out
Return to the Title Screen. Please note that Game Data is not automatically saved. Progress will be lost if you exit without saving.

—— GUARDIANS COLONY ——

The GUARDIANS Colony will become the base for your adventures. You can move freely around the five floors and take the following actions:

Talk with Characters
Exchange small talk and occasionally useful information with various characters.

Change Type
Change your Battle Type at the Type Select Counter on the 5th Floor.

Shop/Use Facilities
Buy weapons and Items at shops, or make use of the various colony facilities.

Free Mission
Missions not directly connected to the main story can be freely taken on with a party via the Mission Counter and the spaceports. Gain Experience Points, pick up Items, and earn Meseta.

Go to Cities on Other Planets
Use the spaceport on 4th Floor to visit other planets.

Your Room
Your own room on 1st Floor. Decorate with Room Goods, or get assistance from your Partner Machinery.

Save Game Data
Save your game progress at the Save Marker located on 4th Floor or inside your Room.

YOUR ROOM (GUARDIANS BARRACKS)

Your own private room at the colony. Here you can save Game Data, change clothes/parts, and store/synthesize Items with the assistance of your Partner Machinery. Approach the Partner Machinery and press the ⊗ button to display its menu.

Use Storage

When you have too many Items and Meseta to carry, you can let your Partner Machinery put them into storage. It can also be instructed to retrieve previously stored Items. Before going out on the Field, check that you have enough space for Items you find along the way.

Partner Machinery Function

Talk
Select to play through the tutorial.

Give Item
Your Partner Machinery can be Leveled-Up by giving it consumable Items. Depending on the Items fed and the Level attained, its external appearance may change, and it may become more proficient at making certain kinds of Items. On reaching phase 4, it can also join you on your adventures as a party member.

Synthesize an Item
Have your Partner Machinery synthesize custom Items for you. Some Items can only be obtained this way.

INSERT BOARD	SYNTHESIZE	TAKE OUT ITEM
Before your Partner Machinery can make anything, you need to purchase a Board and install it. Depending on the Board, a wide variety of different Items can be created.	A list of Items and the materials required is displayed. Naturally, only the Items that you have materials for can be produced. Materials must be placed in storage, in order to synthesize.	Consumable Items like Monomate can be synthesized reliably. With other Items such as weapons and armor, success can only be determined when synthesis is complete. Even failed Items can still be used for something though.

View Status
Confirm your Partner Machinery's status. You can see its Level and ability parameters at any time, so develop it in a way that works well with your own skills and playing style.

Parameters

Strk.	Proficiency in producing striking weapons.	**TECH**	Proficiency in producing magic weapons.
Rng.	Proficiency in producing firing weapons.	**Armr.**	Proficiency in producing defensive Items.

VIEWING THE GAME SCREEN (CITY)

Main Menu
Press the START button to toggle the display. Can also be cancelled by the ▲ button.

Simplified Status
Shows Level, HP, max HP, and Experience required to Level-Up. The Level and HP of allies is also shown.
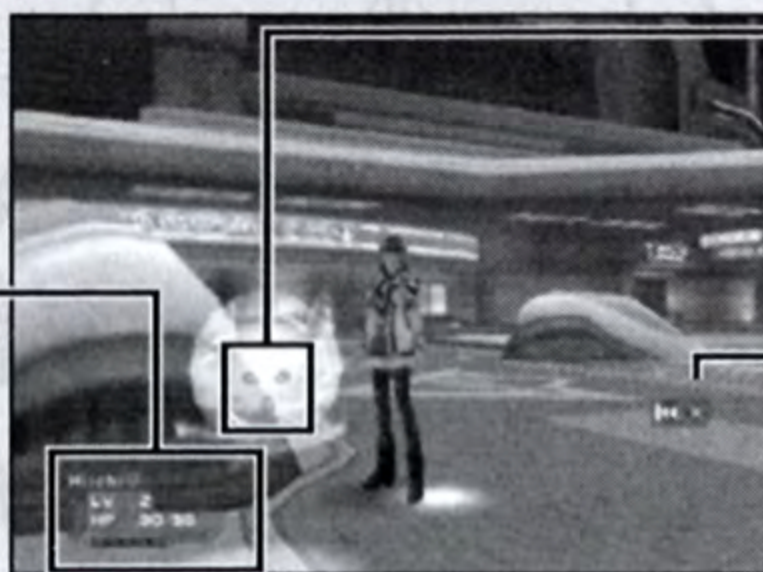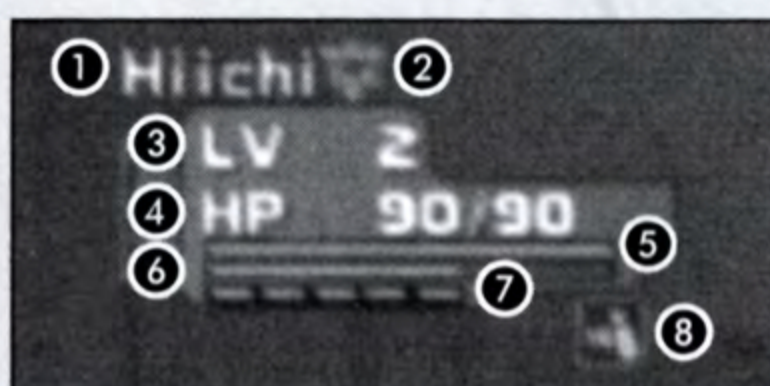
Lock-On Cursor
Indicates an Item that can be picked up or used via the ✕ button.

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

❶ Character name, leader icon (self in STORY MODE)
❷ Character Color
❸ Level
❹ HP (current/max)
❺ HP Gauge
❻ Experience Gauge
❼ Nanoblast Gauge/SUV Weapon Gauge (only available with Nanoblast and SUV abilities)
❽ Auto-Run Icon

FIELD

This is where the Missions received at the Mission Counter of each location are played. In STORY MODE, there are both Story Missions and Free Missions.

Mission Counter
Mission Counters can be found at the Guardians HQ, spaceports (colony), flyer base (planets) and linear line. Story Missions are always received at the Guardians HQ Mission Counter. Free Missions are received at all other Mission Counters.

Story Mission
Each Story Mission gives you three difficulty levels to choose from depending on your own Level. Missions are divided into Act 1 and Act 2, with a Field Lobby in-between.

Free Mission
These Missions can be chosen freely, and are useful for gaining Experience Points and collecting Items and Meseta.

VIEWING THE GAME SCREEN (FIELD)

Target Information
Lock-On to an Item or enemy to get information.

Lock-On Cursor
A cursor that automatically Locks-On to those within range. Enemies that can be attacked will have a cursor highlighted in red.

Damage
Enemy damage is displayed in white text, and you and your allies in red. Recovery amount is shown in green.

Key Display
Details of keys required to open gates and laser fences.

Radar Map
Shows uncovered areas, enemies, allies, gates etc.

Time
During Trials, the elapsed time is shown here.

Action Palette
Shows equipped Items, PP, max PP, and available commands. Put weapons in the Action Palette for easy access.

ACTION PALETTE & TOOLS PALETTE

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

Available Commands
Shows commands that correspond with the ✖, ▲ and ⬤ buttons.

Left-hand Weapon
Shows when you have a Left-handed weapon equipped. **R1** button turns red when in use.

Weapon PP
Shows PP and max PP of equipped weapon.

Equipped Weapon Icon
Shows the weapon Type of equipped weapons.

✖ button Commands
Pick up Item, press switch, other non-attack actions.

▲ button Commands
Skills (striking weapon) and TECHNIC (magic). Not used for firing weapons.

⬤ button Commands
Regular attacks, Bullets, TECHNIC attacks.

ACTION/TOOLS PALETTE SETTINGS
This is set up via the Main Menu, and accessed using the ⬤ button.

- Open the **Items** menu and choose the Item or weapon you wish to set in the Palette.

- Choose **Add to Palette** from the menu and press the ✖ button. Set in the Items (❶) or Weapons (❷) palette, and press the ▲ button to return.

- From the regular game screen, hold down the ⬤ button to bring up the Palette (❸). Use the directional buttons or **L1** / **R1** / **L2** / **R2** buttons to select an Item or weapon and release the ⬤ button to set.

PARTY

There's a limit to what your character can do alone. For more difficult tasks, form a Party with other characters.

FORMING A PARTY

Party Member
If you have Partner Cards, you can select characters from the **Main Menu**. Your Party for Story Missions will be assembled for you – ensure that no Party is assembled when you accept the Mission.

Guest Character
In some circumstances a special character requiring protection may join your Party.

Color of Map Cursor
The cursor colors on the Radar Map match the colors of Party Members on the Simplified Status.

PARTY MEMBERS' ACTIONS

Movement, Battles and Effects
The Party Members follow your character. When an enemy approaches, the Party Members begin to battle. They will continue to fight even if you leave the area. The Party Members also use Photon Arts, and their Levels increase with Experience Points.

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

Other Actions
Your Party Members will not pick up Items, Meseta, or open gates.

BATTLE

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

ATTACK TYPES AND WEAPONS

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

STRIKING ATTACK	SHOOTING ATTACK	TECHNIC ATTACK
This is a direct attack using sword-type weapons for close combat. Normal attacks do not consume PP (see p.10), and up to three attacks in succession can be made. By linking Photon Arts, you can perform powerful attacks.	With this type, you attack from a distance, using guns or arrows. Depending on the weapon, you can move while attacking. Although you can safely make one-sided attacks, you consume PP with each shot.	This type allows you to use TECHNICs, with different variations, effects, etc. They can be very powerful, if you can manage them effectively. You will consume PP for each attack.

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

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

Upgrading Weapons
If you have an Item called a "Grinder," you can go to the Weapon Upgrades shop to make upgrades on your weapons. You can use up to 10 Grinders per weapon. Note that attempts to upgrade may result in failure at times. In this case, the weapon will return to its original, non-upgraded state and the number of times the weapon can be upgraded, will decrease by 1. Note: This is different from PSU.

Combo-Attack/Just Attack
With a sword-type weapon, up to three consecutive strikes can form a combo-attack. If the second/third hit is performed with the correct timing, your character will perform a Just Attack, which gives far greater damage to enemies.

PHOTON ARTS AND PP (PHOTON POINTS)

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

SKILL	BULLET	TECHNIC
This Type is for close combat using Striking-Type weapons. Variations include powerful strikes against one or multiple enemies.	This Type is for Shooting-Type weapons. Many allow you to place an Attribute (fire, ice etc.) on the Bullet.	This Type is for Magic-Type weapons. This versatile weapon type can be used for both attacks and healing.

Each Photon Art has a Level. By using it more often, it powers up, becoming stronger and more effective.

LOCK-ONS AND ATTACKS

When enemies are within your attack range, a red Lock-On cursor will mark the closest enemy. In this state, press and hold the **L1** button (if Lock-On option is set to **Hold** - p.6) to Lock-On to that enemy. In this state, you will sidestep the enemy (though with Striking-Type weapons, you can continue facing the locked-on enemy). With Shooting-Type and Magic-Type weapons, there are situations where you may still have to adjust the direction to attack, using the first-person view.

ARMOR

In dangerous Missions, it is very important to equip yourself with effective armor.

Line Shields

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

Units

Many Line Shields contain slots where you can attach protective Units of different types. Each has various effects that improve your defense capabilities.

Guard/Just Counter

Depending on equipped armor and your character's EVP (evasion power), damage from some enemy attacks can be prevented completely. Additionally, if during guard you attack with the correct timing, your character can drop the guard and move straight into a powerful counter attack.

TAKING DAMAGE

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

Blow Aways and Knock Downs

Attacks from particular enemies may have the effect of blowing you away upon taking damage, or knocking you down. When you're down on the ground, you cannot attack until the character gets up.

Status Abnormalities

If you are hit with a special attack, in addition to reducing HP, you may receive one of various abnormalities to your status. This can be cured with time, recovery Items, or recovery TECHNICs.

If HP Drops to Zero

If the HP of the character drops to zero, the character will fall to the ground, unable to fight. Other Party Members will recover with time, but in the case of your character, the game will be over.

EXPERIENCE POINTS

You receive Experience Points for defeating an enemy. By obtaining Experience Points, the character will be able to Level-Up. Even if other Members of your Party defeat an enemy, you will receive a portion of the Experience Points providing you have inflicted even a small amount of damage.

Character Level

If Experience Points are accumulated, the character's Level increases, raising maximum HP as well as other statistics. Your HP will also recover to full health.

GOGGLES

Goggles are equipped as part of your standard equipment from the start. These allow you to discover SEED contaminations and hidden explosives. Once found, these will become visible in plain view. To use the Goggles, press the **R3** button to switch to first-person view, then press the **L1** / **R1** button to toggle the Goggles **ON/OFF**. Goggles can also be selected via the Action Palette.

Note that when transferring PSU Game Data, additional GUARDIANS equipment – the Photon Eraser and Photon Reflector – will also be in your inventory, but cannot be used in STORY MODE.

TRIAL ACCOMPLISHMENT AND REWARD

Within a Mission, there are a number of Trials where your actions will be evaluated. Note that there is only one Trial per Free Mission.

Reward
At the Results Screen, you may be given Meseta and Items, depending on your evaluation.

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

About Evaluation
The Trial evaluation is based on criteria such as how many enemies you defeated, how long it took you to clear, and whether or not any of your Party Members fell in the battle. Keep yourself alert for anything, and aim for the highest evaluation.
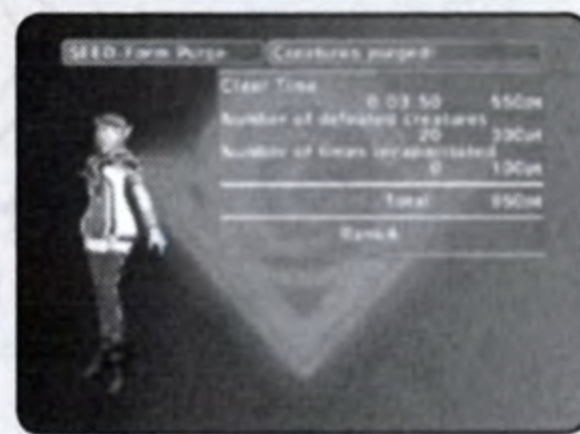
BATTLE TYPES

There are three Battle Types of characters. Each character can switch between Hunter, Ranger or Force. If the Battle Type is changed, the experiences in your adventure may vary.

Type Select Counter
This is found at the GUARDIANS Colony 5th Floor behind the Mission Counter. When you change Battle Type, your previous Type Experience will be preserved.

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

SUV/NANO BLAST

CAST and Beast characters on reaching Level 20 or above can make use of the special SUV Weapon and Nano Blast respectively. A gauge will be displayed under the Simplified Status which builds up as your character receives and gives damage. When the gauge is full, it will begin to flash. Press both the ▲ and ● buttons together to invoke.

SUV Weapon
A series of extremely powerful weapons equipped by a long-distance satellite-based nano-transformer. A specialized Unit must be purchased and equipped before this can be used. Your character will be temporarily invincible during the SUV attack.

Nano Blast
Beasts can summon their strength and transform into a powerful creature. A Blast Badge is required for this transformation, available from the Makeovers shop. The ability allows for much more powerful attacks, and in some cases, invincibility.

NETWORK MODE

In the NETWORK MODE, you will create your own original character, and explore the Gurhal System as a member of Guardians, together with other players from around the world. In addition to the Main Missions, a variety of new Missions will be transmitted over the network. You will also be provided your own private room (Your Room) and Partner Machinery. Here you can synthesize Items the same as with STORY MODE, that can additionally be put up for sale in your own custom shop (p.17).

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

- **PlayStation®2 computer entertainment system**
- **PlayStation®2 Network Adaptor compatible with your PlayStation®2**
  This game is compatible with the PlayStation®2 Network Adaptor, sold separately. When using the Network Adaptor, please refer to its own instruction manual. The SCPH-7000 series PlayStation®2 system has a built-in Network Adaptor – a PlayStation®2 Network Adaptor is not required with this series. This game is not compatible with a USB modem.
- **Memory card (8MB) (for PlayStation®2)**
  To play in NETWORK MODE, a Network Setting file and Illuminus System File will be created. A minimum of 3166KB free space is required. Note also that in NETWORK MODE, it is necessary to update the System File frequently and save it to your memory card (8MB) (for PlayStation®2). The file size may become larger, so please make sure you have sufficient free space on your memory card (8MB) (for PlayStation®2).
- **Broadband Network Line**
  Please verify with the Internet Service Provider (ISP) you are contracted with.

PRECAUTIONS

When playing in NETWORK MODE, please be aware of the following. The information printed in this software manual is correct as of August 2007. As it is possible that specifications and conditions may change in the future, be sure to check the official site (http://www.sega.com/psu) for the latest information.

- You are required to pay to play NETWORK MODE. Credit card (VISA, Mastercard) payment is available.
- To play NETWORK MODE, a unique SEGA ID and password is required.
- Your SEGA ID is required when purchasing a GUARDIANS License, updating your registration information, logging into the server etc.
- The service may be terminated after a warning period. After that, you will not be able to play NETWORK MODE.
- Fees for this service do not include your broadband connection fees.
- To play NETWORK MODE you must agree to the terms of the End User License Agreement. The conditions may be subject to change. Please check the official site for the latest End User License Agreement.
- In NETWORK MODE you will play with an original character that has no relation to STORY MODE.
- Game Data will be saved onto the server managed by SEGA Corporation.
- The ESRB Rating is based on the content of this product alone, and does not include additional content that may come from online play.

Caution on Importing PSU Game Data
Once the PSU SEGA ID has been registered to Illuminus and play has begun, you will no longer be able to use the NETWORK MODE with the *Phantasy Star Universe™* ("PSU") game disc. The PSU SEGA ID cannot be re-registered back to PSU once the PSU SEGA ID is registered with Illuminus.

Coexistence of PSU and Illuminus Players
It is possible to play alongside PSU players in Illuminus NETWORK MODE. However, PSU players will be unable to take advantage of new features introduced. Please note the following:

- Illuminus Mission Fields – if any PSU players are in your party, newly introduced Fields will not be available.
- Items – PSU players will not be able to see or in any way interact with Items introduced in Illuminus.
- Character Information – PSU player names are displayed in white letters, Illuminus players in yellow.

SEGA ID AND PASSWORD

To play in NETWORK MODE, you must first register at the official site to have your SEGA ID and Password issued. The SEGA ID and Password are required to log into the server. You must have a valid email address, and only one SEGA ID/Password per email address can be issued.

* The SEGA ID is also referred to as the GAME ID and may be referred to as the PSU ID in the game.

http://www.playsega.com

NETWORK SETUP

From the Title Menu, select NETWORK MODE. The NETWORK MODE Menu with the following menu items will be displayed: CONNECT TO NETWORK, NETWORK SETTING, and RETURN TO TITLE SCREEN.

Software Keyboard

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

Controls with the Analog Controller

directional buttons . Move Keyboard Cursor
⊗ button . . . . Enter letter/command selected by Keyboard Cursor
△ button . . . . Delete the previous letter on Input Cursor
◉ button . . . . Enter text and exit

L1 / R1 button . . Select a letter type
R2 button . . . . Hold and enter text to display chat in cut-in
L2 button . . . . Hold and enter text to display chat in exclamation balloon
L3 button . . . . Hold and enter text to display chat in cloud-shaped balloon

Controls on the Software Keyboard

ESC . . . . Cancel
↑ . . . . Bring Input Cursor to the top of the line
↓ . . . . Bring Input Cursor to the end of the line
← → . . . . Move Input Cursor forward/back by one

DEL . . . . Delete the letter to the right of the Input Cursor
BS . . . . Delete the letter to the left of the Input Cursor
SPACE . . . . Enter a single space
OK . . . . Enter text and exit

✱ A USB keyboard can also be used throughout NETWORK MODE to input text and settings directly.

NETWORK SETTINGS

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

ADD SETTING

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

A. Save Location

First you will select the location to save the network settings. You can save your settings only to the memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1. Press the ⊗ button.

B. Setting Guide Mode

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

C. Hardware Settings

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

Software Keyboard (Network Settings Screens Only)

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

Controls with the Analog Controller

directional buttons . Move Keyboard Cursor
⊗ button . . . . Enter letter/command selected by Keyboard Cursor
◉ button . . . . Delete the previous letter on Input Cursor
△ button . . . . Enter a single space
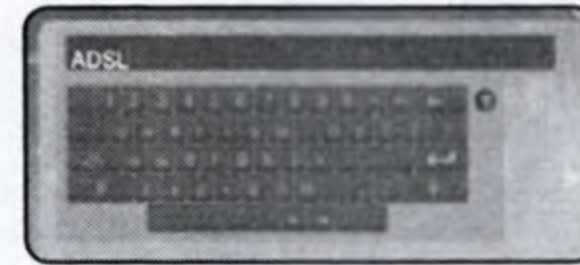
◉ button . . . . Back (exit without change)
R1 button . . . . Shift key (use upper case)
L2 / R2 button . . Move Input Cursor left/right
SELECT button . . . . Change keyboard layout
START button . . . . . Enter text and exit

Controls on the Software Keyboard

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

Caps Lock . . . . Toggles uppercase/lowercase letters (remains after each input of a letter)
Space Bar . . . . Enter a single space
↵ . . . . Enter text and exit
? . . . . Display help screen

D. Use of PPPoE

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

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

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

E. IP Address Setup

If you need to manually enter IP Addresses, select Manual. Otherwise, select Auto. Also, if you wish to set up the DHCP Host Name, press the ▲ button while selecting Auto, then enter Host Name in the details screen.

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

F. DNS Server Address Setup

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

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

G. Name the Setting

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

H. Confirm and Save the Setting

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

I. End Setting Guide Mode

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

EDIT SETTING

Select a network setting and verify/change setting. The flow after the selection of the Network Setting is the same as in "Add Setting" (p.13).

DELETE SETTING

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

TEST CONNECTION

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

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

CONNECT TO NETWORK

From the Network Menu Screen, select CONNECT TO NETWORK.

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

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

DOWNLOADING ILLUMINUS SYSTEM FILE
After the DNAS certification, the current version will be checked. If necessary, the updated Illuminus System File will be downloaded to your memory card (8MB) (for PlayStation®2). Please be aware that downloading may take time. If a new Illuminus System File is downloaded, this software will restart the system and return to the Title Screen. Keep the memory card (8MB) (for PlayStation®2) inserted, and re-select NETWORK MODE to advance to CONNECT TO NETWORK.

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

LOADING ILLUMINUS SYSTEM FILE
The Illuminus System File will be loaded automatically when you start this game up. After downloading, start the game up with the memory card (8MB) (for PlayStation®2) containing the Illuminus System File inserted into MEMORY CARD slot 1.

END USER LICENSE AGREEMENT
The End User License Agreement will be displayed. Use the directional buttons ↑↓ to change pages, and read thoroughly. If you agree, press the ⊗ button. If you don't agree with the terms, press the ⊘ button to cancel and return to the Title Screen.

CHECK FOR SERVICE CONNECTION PERIOD
The game checks your subscription after the Connection Procedure. If the subscription has expired, a message will be displayed to notify you. If you wish to play the NETWORK MODE, please visit the official site to purchase a GUARDIANS License. If you have a valid subscription, you will log in to the Universe (server), and advance to the Character Select Screen.

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

Purchasing GUARDIANS License
In order to play Illuminus online, you must purchase a GUARDIANS License. Use your PC to access this website in order to purchase a GUARDIANS License.

<div align="center">http://www.playsega.com</div>

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

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

NETWORK MANNERS

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

CREATE CHARACTER/BEGIN PLAY

CREATE/SELECT CHARACTER
First create a character to play in NETWORK MODE. You can create up to four player characters, and any Items they possess can be shared between them via the Common Box.

BEGIN A GAME
When you are finished with your character creation or selection, you will proceed to "Your Room." Here you can receive a simple tutorial of the mode.

STRUCTURE OF NETWORK MODE

The world and structure of NETWORK MODE is essentially the same as in STORY MODE. Your private room becomes your base, and you can move freely around the GUARDIANS Colony and the three planets. Although you are automatically assigned a Universe at log in, you can move between Universes freely.

BEGIN NETWORK MODE

The first time you play NETWORK MODE, you will begin at Your Room. From the second time, you will restart either from Your Room, or the Lobby where you last logged out.

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

You can also transport to other Universes via the Universe Transporter which appears as a floating orange 3D diamond in most lobbies. Select **Your Room** or a Universe to transport. Please note that transporting will have the following effects:

- Exit from the Party you currently belong to.
- Give up the current Mission.
- The setting for **Set Invite Block** (p.18) becomes **Receive Invitation**.
- Reset Party Setting.
- All Partner Cards, Invitations to Party, and exchanged Items which have arrived but not yet been received will be lost (Simple Mail can be received after the transportation).

NETWORK MODE SCREEN

With the exception of certain NETWORK MODE specific displays, the game screen is the same as for STORY MODE.

Target Display
When a character's name is displayed, press the ✖ button to open the Lock-On Menu (p.19).

Simplified Status
Your information (character name, Level, Experience Points Bar, Nanoblast Gauge and SUV Weapon Gauge) is displayed at the bottom, and your Party Member information (character name, Level, HP) is displayed above it. The small square icon under the Simplified Status Display indicates the changeover status between Menu Shortcut and Chat Shortcut.

Character Info. Display
Various information, such as character name, is displayed above the character's head (see below).

Universe Number Display
The Universe Number you are currently in (except while in Your Room or in the Field).
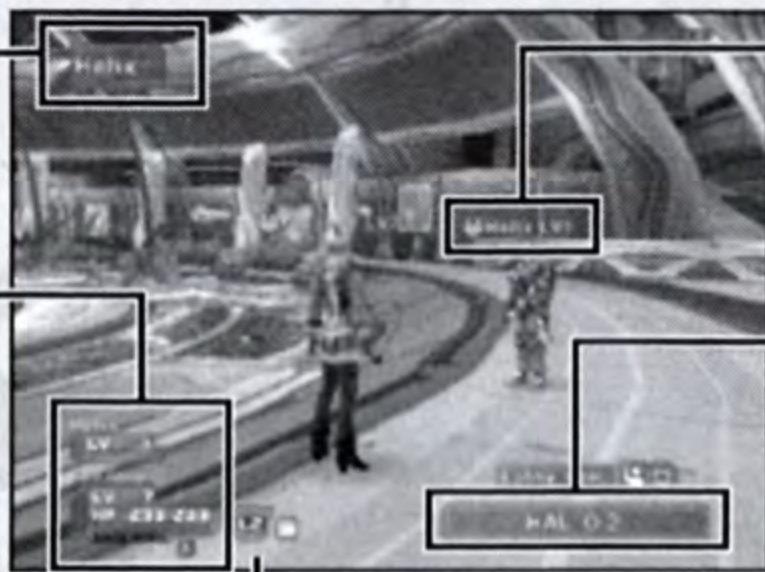
Verification Icon
This is displayed whenever you have incoming Simple Mail/Partner Card/Party Invitation/Request for Item Exchange, or confirmation of Mission objectives. Press the **L2** button to enter Icon Select Mode, select an icon using the directional buttons and press the ✖ button to display the shortcut relating to the selected icon.

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

A Photon Fortune Icon will sometimes be displayed next to the text. It is said that it offers some kind of divine protection depending on the way it shines – the brighter it shines, the better the effects that can be anticipated.

YOUR ROOM

In Your Room of the NETWORK MODE, a shop function where you can sell picked-up and synthesized Items is available. You can also visit other players' rooms and purchase Items at their shops.

PARTNER MACHINERY

When you talk to your Partner Machinery for the first time, you can give it a name. Functions that differ from STORY MODE are as follows:

Partner Machinery Function: Change Name
Change the name given to your Partner Machinery.

Partner Machinery Function: Synthesize an Item
Unlike STORY MODE, synthesis is not immediate. When a request is made, the time needed will be displayed.

Redecorate
Purchase a **Remodeling Ticket** at the shop for Room Decorations (GUARDIANS Colony 2F) to change the style of your barracks. Remodeling Tickets identified by a flashing **!** icon are new-type, and allow extended customizing and functionality. Newly created rooms will default to the new-type style "Old Future."

Manage Room Decorations (new-type only)
Select **Placement Mode ON** to highlight placement areas. Select an area and choose between **Table**, **Floor** and **Wall** items, at a cost of 1, 2 and 3 points respectively. The upper limit is 40 points per room. Select **Placement Mode OFF** when complete.

Retail Functions (new-type shop only)
When you have opened a shop with a new-type Remodeling Ticket, set the message that will greet potential customers as they enter and after a sale.

Jukebox (new-type only)
Select a BGM disc to listen to.

SHOP

Open a shop in your own private room and sell Items to visiting players. Use the **Open Shop** Remodeling Ticket to extend your barracks. If you have an existing shop from PSU, then redecoration is not required.

Switch Items for Sale
Pick out Items from storage, set a price, and put them on display. Unsold Items can be returned to storage at any time.

Write Ad
Write promotional text that other players will see when searching through shop listings.

COMMON BOX

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

VISION PHONE

The Vision Phone in your private room has the following functions:

View Information
View the latest information on events and system.

Bulletin Board (new-type only)
You and your room guests can leave messages that can be read by everyone.

Go to Room
Use a Partner Card to visit another player's room.

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

Recently Visited Rooms
See a list of rooms you have visited recently, and select to visit again.

View Visitor Log
View a list of players who visited your room.

Help
View Play Guide or glossary.

DRESSING ROOM

Change your character's clothes or CAST parts.

NETWORK MODE SPECIFIC MENU ITEMS

NETWORK MODE features a number of functions that are not found in STORY MODE.

Main Menu: Community

This menu item relates to communication with other players.

Party

Set up Party conditions and rules. See p.19 under **Party** for details.

Form Party
This can be selected when you either do not belong to a Party, or when you are the leader. A list of Partner Cards (see below) will be displayed, from which you can select who you will invite into your Party. You can not invite Members that already belong to another Party, are not connected to the network, or are refusing invitations.

Set Invite Block
Set this to block invitations from other players.

Leave Party
Exit the Party you currently belong to.

Leader Rights
This can be selected when you either do not belong to a Party, or when you are the leader. You can perform **Abandon Mission**, **Edit Party Name**, **Edit Comment** (displayed on other players' screens when searching for Parties), **Party Password** (to join your Party), **Switch Leader**, and **Remove Member**.

Member Location
Verify the whereabouts of your Party Members.

Send Card, View Stats/Equip., Add to Blacklist
These controls relate to your Party Members. Please see p.19 under **Lock-On Menu** for details.

Simple Mail

Exchange short text messages with other players.

Mail Inbox
A list of received mail will be displayed. Select one from the list, and once read, you can reply to it or delete it. When replying, you have an option to quote the original text. Note that when there's an incoming message, a letter-shaped icon will be displayed at the bottom of the screen.

Compose Mail
Write and send a new message. Write the text and select a recipient. A single message can be sent to multiple players.

Partner Card

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

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

Edit Your Card
Add comments to your own Partner Card.

Shortcuts

Prepare and assign short text messages so they can quickly be displayed using the directional button ➡.

Online Status

Allows other players to see your current status. When **No Display** is set, this setting will be ignored.

Main Menu: System

Options

The Function Key option becomes available, allowing you to choose **Menu** or **Chat Shortcut** if you have a USB Keyboard connected to the USB connector.

Blacklist

Establish a blockage against a particular player's attempts to communicate with you. Select a name from Partner Card or Simple Mail to add them to the list. If established, all Party Invitations, Partner Card transmissions, and Simple Mail from players on the list will be blocked, and no chat messages will be visible from them. You can also remove individual names from the list to lift the blockage against them.

Log Out

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

LOCK-ON MENU

While locking onto other players, press the ⊗ button to display his/her status or establish communication.

Invite to Party
If the target player is not in a Party, you can form a Party with him/her, or invite him/her to join your Party.

Send Simple Mail
Send him/her a text message.

Send Card
Send him/her your Partner Card.

Trade Items
Trade Items or Meseta. Select Items to give and verify contents you are receiving. After confirmation, the Items will be traded. Note that Items cannot directly be exchanged with PSU players.

View Stats/Equip.
View information, such as status, weapons, armor and Units equipped, clothes/parts and Photon Arts.

Add to Blacklist
Add the player to the list of players you wish to block.

PURSUING A PARTY MEMBER

The Auto-run feature is extended to automatically follow a chosen Party Member around the Field.

Select Pursuit Target
Choose from a party member, nearby character, or non-partner character (CPU). Use the directional buttons ↑↓ to select a target. For a short time, you and the chosen character will be linked by a green line, and the Simplified Status will be displayed in orange.

Begin Pursuit
Press ← to begin the Pursuit. Your character will then follow the selected player wherever they go. You can use the left analog stick to take manual control, but the Pursuit will resume when you release it. It is possible to change the Pursuit target while in motion.

To cancel the Pursuit, press ←, △ or ⬤ buttons during motion. If the target is stationary, use the directional buttons ↑↓ to deselect/change the target, or move by yourself and press the ←, △ or ⬤ buttons.

——— PARTY ———

In NETWORK MODE, form a Party with other players in the City or Field, and attempt various Missions.

Leaders and Members
A Party can consist of up to six players. There must be a leader in a Party to guide and administer to other members. The leader is also responsible for accepting and declining Missions. In the beginning, the player who created the Party is automatically the leader, but this can be changed later.

Forming a Party
Form a Party via one of the methods below. Note that you cannot form a Party from your private room.

Form a Party from Main Menu
Become a leader and select players to invite from Partner Cards.

Invite to Party from Lock-On Menu
Lock-On to a nearby player and invite him/her to your Party.

Join other Party at Mission Counter
Go to a Mission Counter and join a Party whose Mission is already in progress.

Leaving/Removing Party Members
Party Members and the leader can exit freely. The leader also has the authority to remove Party Members that are causing disruption or annoyance to others. Note that Members automatically leave the Party when they move to another Universe (server).

MISSIONS

Select a Mission at the Mission Counter, then head for the Field. NETWORK MODE Missions follow the same flow as for STORY MODE, with certain differences detailed below:

Field Lobby
Once a Mission has been cleared, you will find yourself at the Field Lobby. Here you will find a Mission Counter, shop, casino games you can enjoy with other Members, etc., as well as a road to a new area and a road to the City. No enemies will appear in these areas.

Although you will normally have to clear a Mission to reach the Field Lobby, there are two methods by which you can transport directly to them. Approach the attendant near the Mission Counter to send you to a previously visited Field Lobby (for a fee), or to join friends from your Party that are already waiting there (for free).

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

Distributing Items
When the leader selects a Mission at the Mission Counter, an additional setting will appear in the **Main Menu** under **Leader Rights – Adjust Item Distrib**. This determines the rules of who receives Items that are picked up by each Member. Items are divided into categories of **Rare** and **Non-Rare** Items.

Give Finder
The one who picks up the Item gets to keep it.

Set Random
Item goes to a random party Member.

Set in Order
Items are distributed to Members in a randomized order. Each Member will receive one Item before anybody receives a second.

CHAT AND LOBBY ACTIONS

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

Press SELECT to bring up the Software Keyboard. Enter message, and select **OK** to display the message. If you are using a USB keyboard, you can type the message in directly at any time without bringing up the Software Keyboard. Press the Return or Enter key to display the message.

Upon finalizing your input, select **OK** while holding down the **R2** button to display a list of cut-ins. Use the direction buttons ← → to select expression, ↑↓ to select camera position, and press the ✕ button to display your chat message as a cut-in. Likewise, hold down the **L2** or **L3** button (instead of the **R2** -button) to display your chat message in an exclamation balloon or cloud-shaped balloon. When using a USB keyboard, press Tab+Return/Enter to display the cut-ins, Shift+Return/Enter for an exclamation balloon, or CTRL+Return/Enter for a cloud-shaped balloon.

Also, press the directional button → to display Chat Shortcut. Use the directional buttons ↑↓ to select a shortcut, then → to display the chat message you set up in **Shortcuts** (p.18). Press the directional button ← to cancel Chat Shortcut.

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

Lobby Actions
You can make your character perform special actions anywhere in the Lobby. Press the ● button to open the Lobby Action menu. Use the directional buttons to select an action, and press the ✕ button to execute. The Lobby Action Menu can be cancelled with the △ button.

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