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Ways of BB!

Phantasy Star Online Blue Burst (PSO BB) is an online game, which tells the *Phantasy Star Online* story.

We've listened to the voices of our long-time players, and have created this new installment, having added our new Server Save System, three new character types, new Windows-only quests, graphics upgrades and better controls. We hope that you continue to enjoy the series with *PSO BB*.

Let there be a phantastic saga
to all who are united on Planet Ragol

Ways of *PSO BB*

Your journey through *PSO BB* is likely to be a long and challenging one. To assist you with this, Ken and May will introduce you to the world KenMay.

Ken

Type: HUmar

Class: Hunter

Race: Human (male)

Ken is a newbie hunter playing his first online game. He claims, "I dunno, I just felt like I should try it out," and since then, he's been following May around in her travels. One day, he hopes to have enough resolve to take to the forefront and lead parties of his own. He thinks of May as his mentor.

May

Type: RAmarl

Class: Ranger

Race: Human (female)

Her luck ran out when she came across Ken, who tended to play alone. Having played PSO for a long time, she couldn't bear to see a newbie hanging around friendless, and so she decided to hammer her wisdom and experience into Ken. She is the Master of a Team, where she is strict but helpful, and she is a good-hearted veteran Ranger.

Section 1 Setup

System Settings

Before Playing

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Controls and Movement

Registration and Fees

During Battle:

K: Movement seems kind of choppy...

M: Have you tried switching your graphic settings to a lower setting?

A Few Minutes Later...

M: Did that help?

K: Yeah, things are a lot smoother now!

During Battle:

K: Man, I'm just no good with this control setup!

M: If you're using a keyboard, the left hand is normally for movement and the right hand is for actions.

Visual Lobby:

K: Maybe I should try customizing my gamepad!

M: It helps if you're not used to the keyboard.

System Settings

Below are the minimum system requirements for running this software.

	Required	Recommended
OS	Windows 98/Me/2000/XP (SP2 or higher for Win2000)	Windows XP
CPU	Pentium III 700MHz or higher	Pentium4 1.4GHz or higher
Memory (RAM)	128 MB or higher	256 MB or higher
Hard Disk Space	1.5 GB	
Display Resolution	640x480 pixels; High Color (16 Bit) or higher	
Graphics Card	3D Enabled VRAM 32 MB or higher	3D Enabled VRAM 64 MB or higher
Sound Card	DirectSound enabled sound card	
CD-ROM Drive	8x or higher	
DirectX	DirectX9.0b (included with software)	
Network Connection	Internet access (256kbps minimum connection highlyrecommended)	

WARNINGS:

(English legalese regarding software/hardware use goes here)

Before Playing

Installation

Note before installing: You will need to momentarily shut down any virus checking utilities or applications before installing this game software. Some such programs will prevent the game from installing properly.

Run the install (setup) in order to install the game software onto your hard drive. Please follow the steps listed below. Screenshots are taken from Windows XP.

- 1) Double-click on the file from whatever location it was saved and this will take you to the setup screen listed in (2) below.
- 2) Click 'Next.'
- 3) The Terms of Use will then appear onscreen. Please read this, and select "I Agree" if you agree to the terms, and then click "Next."
- 4) Select where you would like to install the game. After specifying a location, click "Next."
- 5) You can create a desktop icon shortcut for *PSO BB*. Click the box if you would like to, and then click "Next."
- 6) You will then be brought to the confirmation screen. If you are satisfied with your choices, select "Install."
- 7) After installation, important information will be displayed for you. Click "Next" after reviewing it carefully.
- 8) By selecting the appropriate box, you can launch and play *PSO BB* immediately after clicking "Finish" in the setup window.

Installing DirectX

Your system must have DirectX9.0b or higher installed in order to play *PSO BB*.

If you do not have DirectX and must download a client, you must obtain it from Microsoft. The *PSO BB* website cannot provide DirectX software.

Uninstalling

When you no longer need the game program on your hard drive, you can uninstall (delete) it, following these steps:

- 1) Please make sure that all other applications under Windows are closed.
- 2) Under the START Menu, select Programs -> SEGA -> Phantasy Star Online Blue Burst -> Uninstall
- 3) Select "Yes" on the confirmation screen to begin the uninstall process.

Using 3rd Party Gamepads

This game supports the use of ELECOM JC-U9 12FSV, ELECOM JC-U9 12FSV, and other DirectInput-compliant gamepads. Please make sure your settings are properly set.

- 1) Before running the game, go to Game Options under the Windows Control Panel, and select the "Controllers" tab.
- 2) Select "Add" on the Controller screen, and then choose what kind of gamepad you are adding to your system.
- 3) Make sure that your gamepad is working as it should, and confirm "OK" on the screen.
- 4) If you select "Properties" on the Game Controller screen, a list of further options will appear. Selecting "Test" will allow you to run a test to ensure that your gamepad is functioning.
- 5) Please see the "Gamepad Control" section (below) for information about mapping the buttons on your gamepad.

*Some gamepads will require special additional drivers or applications. For details, please consult your gamepad's instruction manual.

Running the Game

How to Start

The following means will display the *PSO BB* launcher menu.

-If you opted to install the desktop icon at installation, double-click on that to open the launcher menu.

-From the START Menu, select SEGA -> Phantasy Star Online Blue Burst -> Phantasy Star Online Blue Burst

Launcher Menu

- Start Game...brings you to the game's title screen
- Official Site...opens the Official *PSO BB* Website
- Official Billing Site ... opens the official PSO BB Billing Website
- Options...allows you to alter and change the game's options and settings
- Credits...displays the the game staff credits
- Cancel...returns you to the desktop

Options

Before playing, you should click on "Options" and set things to properly reflect your game's settings.

- Adapter Name...displays the name of the graphics card your PC is using.
- Display...allows you to select resolution, color settings, and V-Sync (selecting this can reduce flickering on some system setups).
- Graphics...allows you to set your system's graphic performance to High End, Normal, Low End, or Custom.
- Sound...set sound ON, OFF, or Custom.
- Font...allows you to select the font in which the game text will be displayed.

*Further details are listed when 'Custom' is selected.

Quitting the Game

You can return to the title screen by selecting the Main Menu in-game and choosing Quit, or by pressing ALT+F4. Choosing Quit (or pressing ALT+F4) when at the title screen will return you to the desktop.

Keyboard Map

Shift + F1 ~ F12: Chat Shortcuts

F1 ~ F12: Menu Shortcuts

- F1: F-key Function List
- F2: Equip
- F3: Techniques
- F4: Mag
- F5: Guild Card
- F6: Simple Mail
- F7: Symbol Chat
- F8: Team
- F9: Team Log Window
- F10: Chat Switch
- F11: Keyboard Control ON/OFF
- F12: Main Menu

Backspace: Cancel

Enter: Select

Esc: Cancel

Home: Open/Close Main menu

1~0: Action Shortcuts

Tab: Character Info Switch

Q: Auto-Run

E: Auto-Walk

WASD: Move Forward/Left/Back/Right

Space: Open Chat Input

Ctrl: Action Palette Switch

↑: Camera Forward

→: Action Palette Right

←: Action Palette Left

↓: Action Palette Center

End: Action Palette Up

Keyboard Map (*sidenote*)

The keyboard is mapped so that the left hand is chiefly used for movement control. All keymapping shown here is the default configuration.

To change your keyboard settings, go under Main Menu -> Options -> Key Config

Keyboard Map Quick List

(this is the same as the page 10-11 spread listed in chart form)

Shift + F1 ~ F12: Chat Shortcuts

F1 ~ F12: Menu Shortcuts

- F1: F-key Function List
- F2: Equip
- F3: Techniques
- F4: Mag
- F5: Guild Card
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↑: Camera Forward

→: Action Palette Right

←: Action Palette Left

↓: Action Palette Center

End: Action Palette Up

Mouse Controls

The mouse is used primarily for menu selection and player movement. Under the Main Menu, you can go under Options → Mouse Controls and choose from three control types: OFF / DRAG / HOLD.

The default setting is OFF. If it is set to either DRAG or HOLD, then the Main Menu window will appear onscreen when the left button is clicked.

Menu Controls

For menus such as the Main Menu, only the mouse wheel and wheel-click will function.

Wheel: Highlight Selection (up/down only)

Wheel-Click: Select

Moving

Mouse movement differs depending on whether your movement type is set to DRAG or HOLD.

DRAG: As you keep the left mouse button held in, your character will move. Direction is changed by moving the mouse from side to side. Releasing the button will make your character stop.

HOLD: Click the left mouse button to start your character moving. Direction is changed by moving the mouse from side to side. Clicking the left mouse button again will make your character stop.

Left Click: DRAG/HOLD movement.

Right Click: Reposition Camera

Gamepad Controls

Depending on which brand of gamepad you are using, the button setups will be different. Depicted below is the standard interface for ELECOM JC-U9 12FSV, ELECOM JC-U9 12FSV pads. If you go under the Main Menu → Options → Pad Config, you can set buttons on a case-by-case basis.

Button	Control
Directional Pad	Move Cursor
Left Analog Stick	Move Character
Analog Button	Analog/Digital Switch
Button 1	Action Palette Center / Select
Button 2	Action Palette Left / Show Details
Button 3	Action Palette Right / Cancel
Button 4	Action Palette Up
Button 6	Previous Page / Camera (Reposition)
Button 8	Next Page / Action Palette Change
Button 9	Open Main Menu / Select
Button 10	Open/Close Main Menu

*the above chart is for Analog Mode controls. In Digital Mode, the Directional Pad will move the player.

Beginning the Game

PSO BB is an online game. Players need a User ID, Password, and Hunter's License in order to play.

First-time players should access the *PSO BB* Official Website at (insert URL here).

User ID/Game Password

This information is inputted at the title screen. It is necessary for you to log in before you can begin playing *PSO BB*.

To Get Into the Game:

- 1) Visit the *PSO BB* Official Website at (insert URL here).
- 2) Provide the required user information to obtain your User ID and Password.
- 3) Enter your User ID and Password to sign up for the Free Trial.
- 4) At the *PSO BB* title screen, enter your User ID and Password, and start playing!

During Battle

K: Level Up!

M: Hey, congrats!

Visual Lobby

K: I'm only on the Free Trial, so I've got a level cap, don't I?

M: Oh, yeah. With the Free Trial, you can only go up to 15 days or up to Lv. 20.

M: If you want to keep playing, you should get a Hunter's License!

K: All right! I'll go do that then! I'll be back!

Shop:

S: I can't help you out.

S: I'll need to see your Hunter's License.

Preparing for Adventure

Before Adventuring

- Login
- Downloads and Information
- Character Selection
- SHIP / BLOCK Selection
- Visual Lobby
- City
- About Teams

Ways of BB

- Character Creation
- Teams (1)
- Teams (2)

Visual Lobby

M: Oh... you, uh, made a new character, I see.

K: Yeah! Do I look cool?

M: Um... no, not really.

K: GAH!

K: Oh, just wait! You'll see!

M: Well, appearance has nothing to do with strength.

Several Hours Later...

K: Hahaha! See? I've gotten all buff!

M: You, uh, you just made a new Android character. And you're still Lv. 1...

Before Adventuring

You must have your connection established before starting your adventure.

Login

After setting your User ID at the title screen, the Login Window will be displayed, and the following options will be available.

- Start Game...connects to network
- Exit Game...quits current game
- Patch Download...for obtaining the most recent version update
- Register User ID...for re-establishing your User ID

Download and Information

When you first connect to the network, any applicable patches will begin to download. Key information will be listed at the top of the screen, so please make sure to check it. If there are any downloads, you will be returned to the desktop once they are done, so you will need to launch *PSO BB* again.

Character Selection

This is where you choose and create your *PSO BB* characters. You are allowed to have up to four characters at a time.

New Character

Select this when you wish to create a character.

Select Character

Characters you have created will be listed here with their name and level. Choose one to begin playing.

Character Creation

Character creation follows these steps:

(1) Select Profession → (2) Select Type → (3) Choose Character Appearance/Input Name → (4) Confirm

(1) Select Profession:

You will have a choice between "Hunter," "Ranger," and "Force." Details for each profession will be listed onscreen, so read carefully and decide which you would like.

(2) Select Type:

Depending on your race (Human, Newman, Android) and gender, your character will have different abilities. Please read the description for each type carefully.

(3) Choose Character Appearance/Input Name:

Select different fields and customize the look of your character to your liking, and also give the character a name. When you are finished, select "Done."

*Each race (aside from Androids) has different selections available.

(4) Confirm:

Once you have completed these steps, you will automatically be given your Section ID, and your character will appear. Press the Enter Key to proceed to SHIP Selection.

Character Menu

When choosing one of the characters you have created, the following options are available:

- Confirm...choose the highlighted character and go to SHIP Selection.
- Cancel...return to Character Selection.
- Recreate...deletes the character in the chosen slot (it cannot be restored afterward), and allows creation of a new character.

SHIP/BLOCK Selection

Choose a SHIP and a BLOCK*. Each SHIP is its own server, which is then subdivided into several different BLOCKS. Press the Tab Key to see the present number of players and parties for that SHIP and BLOCK. After you have selected a BLOCK, you will be teleported to the Visual Lobby.

*SHIPS and BLOCKS can only hold a limited number of users. If the SHIP or BLOCK you wish to join is full, you will either need to choose another, or wait until there is room.

Visual Lobby

You will automatically be teleported to the Visual Lobby after you select your BLOCK. Visual Lobbies are where people wait and meet up, and each BLOCK contains several Lobbies.

Changing SHIP, BLOCK and Visual Lobby assignment can be done here.

Screenshot Display:

- 1) Status: Shows player character's status and level.
- 2) Character Info: Each character has their information displayed above their head. Press the Tab Key to switch what is shown.
- 3) SHIP/BLOCK Info Display: The SHIP and BLOCK number shows which Visual Lobby you are in.
- 4) Spoken Message: Messages, such as chat, are displayed like this.

Information Counter

The Information Counter is in the center of the Visual Lobby. Here, you can select "Form Party," "Transport," and "Team."

Form Party

Join Party

Join a party that has already been formed. The list of available parties that you can join will appear. You will then be teleported to that party's city.

Form Party

Once you create a new party, with yourself as the leader, a maximum of three other players can join your party. You can also set a password that users must enter in order to join.

Forming a Party

- (1) Select Episode: Choose from *Episode I* or *Episode II*.
- (2) Register/Select:
 - Party Name...sets the name of the party.
 - Password...limits party access to those who know the password.
 - Mode...choose from Normal, Challenge, Battle, or One-Player.
 - Difficulty...choose from Normal, Hard, Very Hard, or Ultimate.
- (3) Once the party is formed, you will be teleported to the city.
 - In the free version, difficulty selection is limited.

Transport

Join a new SHIP/BLOCK.

Team

Teams are the community unit of *PSO BB*, where players who want to band together for like-minded goals or socialization can work together. See further information on [Page #](#).

Teleporter

Once connected, you can use the teleporter in the Visual Lobby to move to other Visual Lobbies within the same BLOCK.

Lobby Actions

While in the Visual Lobby, you can perform special poses known as Lobby Actions.

Visual Lobby Controls	
Lobby Action Shortcuts	[0]- [9] [Ctrl] + [A] - [Z] [F1] - [F12]
Lobby Action Window Display	[Ctrl] + [End]

City

After you are done getting your party together in the Visual Lobby, you will be teleported to the Hunters' Guild in the city. The city is where you prepare and outfit yourself for adventuring, and where you can accept different quests.

(Picture Titles and Captions: Top to Bottom, Left to Right)

Principal / Lab Room

This is where you can accept main story quests.

Hunters' Guild

Here is where you can accept quests outside of the main story.

Main Teleporter

Go here to begin your adventuring!

Shops

Buy and sell weapons, armor, and other items in the shops.

Tekker

Identify items that are marked as "???"

Medical Counter

Here, you can get HP, TP and Status Recovery.

Check Room

Store any excess items or Meseta (money).

Visual Lobby

K: May, what's that name that's listed above your head?

M: That's the name of my Team. You don't belong to one, yet.

K: I want to join a Team!

M: All right, then. I'll invite you.

K: All right! Now I'm a Team Member!

M: I'm the Team Master, which means I'm in control of things like promotions and expulsions. So, get to work!

City

K: I have to do...E...errands?

M: Yeah. Go and buy some Monomate and stuff for us.

About Teams

The following features are available for players interested in Teams.

Create Team

You can create a Team at the Information Counter. The person who creates the Team becomes the Master, endowed with many managerial powers.

Arrange Team

Team classes are the administrating Masters (red), promoted Leaders (blue), and the other Common (white) members. By checking a player's information, the color of their Team Name will let you know their rank.

Points

If a player is on a Team, they can go under the menu and select Main Menu → Team → Record Points, and offer up an item that they own in exchange for a set point value. Points allow Masters to get special privileges and features for their Teams, and also go towards a Team's Point Ranking.

Master Menu

Masters are allowed access to their own Team-managing menu at the Information Counter. The menu includes a list of Team Members, Transfer Master Rights, instructions on how to Dissolve the Team, Purchase Privileges, and the ability to Set the Team Flag.

- Purchase Privileges...using Team Points, special things like Team Flags and Lobby privileges can be earned.
- Set Team Flag...Teams are able to register their own flags by uploading one in bitmap (.bmp) format.

Invite Members

Masters and Leaders can invite new members to join their Team by selecting Main Menu → Team → Invite Member.

Leave Team

To leave a Team, go to the Information Counter and choose the Team → Leave Team option.

Team Chat

Select Main Menu → Team → Team Log or press the F9 Key to display the Team Log window, which is a special Team-only chat function.

Send Mail/Send Item/Meet

Under Main Menu → Team → Member List, you can send messages or items to other Team Members, or go and meet them.

Visual Lobby

K: Oh, I've got mail!

M: Come to Lobby 15 for a strategy meeting!

Visual Lobby (Lobby 15)

K: Here I am!

K: What, not even a hello? Are you ignoring me?

M: Hit F9!

K: Oh, you *are* talking!

M: This is where we can chat just among our Team!

Section 3 A World of Adventure

Adventure Flow

Screen Layout

Adventuring Controls

- Moving / Camera
- Action Palette
- Action Shortcuts
- Equipment
- Normal Attacks
- Techniques
- Items
- Shortcut Window
- Menu Shortcuts
- Mags
- Photon Blast
- Telepipes & Ryuker
- Area Map
- Options
- KO'd
- Pausing / Joining Mid-Play
-

Introduction to the Game System

- Weapons
- Armor and Frames
- Items
- Traps
- Status
- Abnormal Status
- Section ID
-

Action Palette / Icon List

- Actions
- Attacks
- Abnormal Status
- Techniques
- Items
- Traps
-

Ways of BB

- Quests

By the Main Teleporter

K: Come on, let's start adventuring! Do we go through here?

M: First, we need to get a quest.

Outside Principal's Room

M: We'll get together in the Principal's Room.

K: The Hunters Guild works the same way, right?

Principal's Room

M: Here's the Principal's next assignment for you.

[Principal's Receptionist: Momoka]

K: Hey, she's cute!

M: Oh brother! Come on. We're going down to Ragol.

Adventure Flow

In *PSO BB*, the main Story Mode (Normal Adventure/1-Player) follows as outlined below:

1) Form Party in Visual Lobby → 2) Obtain Quest in City → 3) Complete Quest →
4) Report to Client → 5) Quest Finished!

1) Form Party in Visual Lobby

First, the party leader needs to go to the Information Counter and form the party. Other members then select to join that party.

2) Obtain Quest in City

In the city, you can get quests from either the Principal or the Lab. When playing "Episode I," speak to the young woman, Momoka, at the reception counter. The party leader is the one who selects and confirms what quest to accept, and all other party members must be present. Quests can also be obtained through the Hunters Guild in a similar fashion.

3) Complete Quest

Carry out the details of the client's quest. Use the Main Teleporter in the city to transport down to the surface of Planet Ragol. Depending on the quest, you may not always have to go to the planet. The quest will be complete whenever you have defeated a certain enemy or solved a certain mystery. For most quests, upon completion, a transporter back to the city will be provided.

4) Report to Client

Once you have done what the client asked, return to them, and you will hear the resolution of the events, and also be able to receive your reward from the reception counter.

5) Quest Finished!

After speaking with the counter operator, you will be done with the quest. At this point, new quests may become available for your undertaking.

Screen Layout

This is how the main battle screen looks during gameplay. Even when the Main Menu is opened, gameplay does not pause, and any fighting will continue in real-time.

- [1] Status
- [2] Party Member HP/Status
- [3] Abnormal Status
- [4] Enemy Name / Attribute
- [5] New Mail Icon / Search Result Icon
- [6] Mode Name Display
- [7] Radar Map / Compass
- [8] Action Palette
- [9] Action Shortcuts

- [1] Status
 - 1) Photon Blast Gauge
 - 2) Player Color
 - 3) Current Level (Lv)
 - 4) Current/Max HP
 - 5) Current/Max TP
 - 6) Character Name

[2] Party Member HP/Status
Shows party members' status and color.

[3] Abnormal Status
Abnormal statuses like poison or paralysis are shown here.

[4] Enemy Name / Attribute
This shows information on the enemy you are fighting, or from whatever item you've just picked up.

[5] New Mail Icon / Search Result Icon
Icons show new mail, invites, guild cards, and other results that are found.

[6] Mode Name Display
When playing either "Battle Mode" or "Challenge Mode," the mode name is listed here. It will not be listed for either Normal Adventure or 1-Player Mode.

[7] Radar Map / Compass
Players are indicated by arrows that are colored in correspondence to their own color. Circle marks represent enemies. The compass in the corner points North.

[8] Action Palette

(FRONT)
[End] Key
← Key
→ Key
↓ Key
(switch with [Ctrl] Key)

of Item remaining
(BACK)

[9] Action Shortcuts
Shortcut actions can be set to the number keys [1] through [0].

Adventuring Controls

When adventuring or in the city, the game controls are as follows:

Movement / Camera

As your character moves around, they will have their weapons at the ready. If you're not sure which direction you're headed, you can re-center the camera behind the player character. You can press either the [Enter] or [↓] Keys to talk to an NPC or activate switches and the like.

Movement / Camera	
Forward	W
Back	A
Left	S
Right	D
Move Forward Lock / Unlock	Q
Speak / Action	Enter / ↓
Re-Center Camera	↑

Action Palette

In the lower right corner of the screen is a hexagonal field called the Action Palette. This is used for simple actions such as attacking, using items, casting Techniques, which can all be customized to your liking. The Action Palette also has a front and back side, which you can switch between with the [Ctrl] Key. In total, you can set six actions to the Action Palette.

Action Palette	
Left	←
Bottom	↓
Right	→
Switch Front / Back	Ctrl

*The Action Palette is preset for Symbol Chat, and Shortcut Window, and cannot be changed in these instances.

Action Palette Settings

To set the Action Palette, go to Main Menu→Custom and follow as below:

- 1) Choose which of your Current Actions you want to switch. Use the Ctrl Key to switch between Front and Back.
- 2) The available Action List will be displayed on the side; choose the action you would like from there. If you select something that is already one of your Current Actions, there will be no change.
- 3) When you are finished, press Backspace or Esc to return to the Main Menu with your new settings.

Action Shortcuts

Actions that can be set to the Action Palette can also be set to Action Shortcuts, which correspond to numeral keys 1 – 0. The list of current action shortcuts is displayed at the bottom of the screen.

Setting Action Shortcuts

To set Action Shortcuts, go to Main Menu→Custom and follow as below:

- 1) With your Current Actions displayed, press the Enter Key to display the Action List.
- 2) Highlight items from the Action List, and press one of the numeral keys 1 – 0 to set the Action to that number. Pressing that number key again on a different Action will reassign that key's function.
- 3) When you are finished, press Backspace or Esc to return to the Main Menu with your new settings.

Equipping

To equip items, go under Main Menu→Item Pack→Equip. The list divides equipment items by type and color, which determines whether they can be equipped or not.

Main Menu Icons

White – Can be equipped.

Gray – Cannot equip due to level or stat requirements.

Green – This weapon or armor item has slots, photon, or other special effects to it.

X – This item cannot be equipped.

Normal Attacks

There are three types of Weapons attacks to choose from in the Action Palette. The nearest enemy in the direction you're facing will be targeted, and you can carry out a combo of three hits for Attack, Heavy Attack, and Extra Attack.

Attack Types

The Attack, Heavy Attack, and Extra Attack commands vary in damage dealt and accuracy rate. See the Action Palette section for more details.

Techniques

What are Techniques?

Techniques are commands that require TP to use, including Foie (a fireball attack) and Resta (HP recovery). These are learned through the use of Technique Disks.

*Androids are unable to use Techniques, and so these commands will be unavailable to them.

Using Techniques

Techniques can be carried out through use of the Action Palette, or selected from the Main Menu → Techniques menu.

Items

Items are used either through the Action Palette, or by selecting Main Menu → Item Pack → Item.

The commands available from the Main Menu are:

- Use ... Use the selected item. For weapons or armor, you can select Equip/Remove.
- Drop ... Drops the item where you are standing.
- Sort ... Rearrange item list.
- Set ... Android characters have the ability to set certain items as Traps.

Trading Items

When in the City (excluding Principal's Room, Lab Room, and Hunters' Guild), you can select Main Menu → Item Pack → Trade Items in order to trade items between other players.

Shortcut Window

In order to select equipment, items or techniques without needing to go through the Main Menu, the Shortcut Menu allows for quicker access.

Shortcut Window	
Open/Close Window	Ctrl → End*
Change Page	→
Highlight Up/Down	/↓
Select	Enter
Sort (Techniques Only)	Tab

*set on Back Action Palette

Menu Shortcuts

The F1 – F12 keys also correspond to different Main Menu and Chat Window functions.

- F1 – F-Key List
- F2 – Equip
- F3 – Techniques
- F4 – Mag
- F5 – Guild Card
- F6 – Simple Mail

F7 – Symbol Chat
F8 – Team
F9 – Team Log Window
F10 – Switch Chat
F11 – Keyboard Control ON/OFF
F12 – Main Menu

Mags

What is a Mag?

Mags are the strange pieces of equipment that you see hovering around other players' shoulders. By giving Mags certain items, they can be raised, giving different effects for boosted stats, support effects, and Photon Blast power.

Raising Mags

By selecting Main Menu → Item Pack → Mag → Give Item, you can select items to feed your Mag. Mags have their own stats, which can change depending on what items you give them.

Mag Evolution

As a Mag levels up, it can eventually change form into a new type. What the Mag will change into depends on a number of factors, including the player character's Occupation, Stats, and Section ID.

Photon Blast

What is Photon Blast?

Photon Blast is an action that will summon a Photon Mirage guardian through the Mag. The maximum number of Photon Blast moves that a Mag can learn is three.

Effects of Photon Blast

There are six types of Photon Mirage guardians available, with differing effects, including attack, recovery, and stat boosting.

Learning New Moves

As your Mag evolves, it will acquire new Photon Blasts automatically.

Activation

- 1) As you hit enemies with Attacks and Heavy Attacks, or as you take damage from enemies, your Photon Blast Gauge will fill up.
- 2) When the Photon Blast Gauge reaches 100%, the Back Action Palette will change to the special Photon Blast Action Palette.
- 3) Select the Photon Mirage that you would like to summon from the Action Palette, and Photon Blast will commence.

Telepipes and Ryuker

The Telepipe item and the Ryuker technique can both be used to create temporary teleporters. These teleporters allow for transmission back and forth between the city, and can be used by anyone, any number of times, until the creator passes back through it.

Area Map

You can check the map of the current area by selecting Main Menu → Item Pack → Area Map.

Area Map Controls	
Move Map	↓←→
Enlarge	Shift
Shrink	Ctrl

Options

Gameplay options can be changed by going under Main Menu → Options. You should make sure that the following are adjusted to your personal preferences.

Radar Map Display

Select from Fixed Compass ON/OFF for the Radar Map display.

Mouse Control

Mouse control can be turned ON/OFF. The default selection is OFF.

Pad Config

- Restore Default ... resets all gamepad customizations
- Custom ... individual actions can be set to different buttons on your gamepad

[Customization Example]

Action Palette Center / Select → Button 3
Action Palette Right / Cancel → Button 4
Action Palette Left → Button 1
Action Palette Up → Button 2
Open/Close Main Menu → Button 7
Center Camera → Button 5
Switch Action Palette → Button 6
Open Main Menu / Select → Button 8

Key Config

- Default 1 – 4 ... choose from different key sets (initial default is 1)
- Custom ... set actions to different key inputs (not all controls can be remapped)

Remember Cursor Position

You can choose to have the game remember the selected item on menus or default to the top.

Message Speed

Select the speed at which messages are displayed onscreen.

Set Timeout

Set the amount of time, without any control input, for the game to disconnect automatically from the network.

KO

If your HP ever reaches 0, you will be incapacitated, and will fall over where you stand. You will then be prompted with the choice, "Return to Pioneer 2?"

Selecting "Yes"

Play will resume from the Medical Center in the City.

Selecting "No"

You will be unable to take any actions other than things like Chat or Divide (for attuning to a companion's Photon Blast). Party members can revive fallen characters through the use of the Reverser Technique or the Moon Atomizer Item.

*Characters Level 20 and higher will suffer a small experience point penalty when KO'd.

Pausing and Joining Partway

Pausing

Since *PSO BB* is an online game that takes place in real time, gameplay cannot be paused.

Joining Partway

If a party has three or fewer members, it is possible for new members to join while that party is adventuring. If the party is currently on a quest, this is only possible if the quest allows for such.

When You Can't Join

Reasons for not being able to join a party include: party is on a quest that does not allow members to join partway; party is on a 1-player quest; there is a level restriction; you are currently on a quest that is not complete.

Introduction to the Game System

The major aspects of the *PSO BB* game system are:

Weapons

For the most part, weapons come in three types: Swords for Hunters, Guns for Rangers, and Wands for Forces. Weapons can only be equipped based on occupation and stats; in addition, some weapons will have other requirements.

Armor and Frames

Armor includes things like body armor, shields, and also frames, which can carry special equipment slots. Like weapons, armor has occupational and stat requirements in order to be equipped.

Items

Items are mainly used for recovery, enhancement, other special effects, and for feeding Mags in order to raise them. See page (##) for more information.

Traps

Android characters cannot use Techniques; instead, they are able to set Traps. Traps are detailed in the own section on page (##).

Status

The player's status is displayed in the lower right-hand corner of the screen when the Main Menu is open. By using the ← and → keys, you can change the page that is displayed and view different parameters.

Abnormal Status

Traps and certain enemy attacks can affect you with abnormal status. An icon will be displayed in the upper left corner of the screen when you are under the effect of an abnormal status (for the most part). See page (##) for details on different abnormal status effects.

Section ID

Section ID is determined automatically at character creation. Your Section ID has effects on Mag evolution and the kinds of items you will receive. The details themselves are very subtle, however, and are not entirely obvious. There are ten different possible Section ID's.

Action Palette/Icon List

Below are the different icons that are used for the Action Palette and the Action Lit.

Actions

Speak: Talk with another character	Look: Survey things and your surroundings
Chat: Enable chat with party members	Push: Push objects
Pick Up: Pick up items	Teleport: Use Teleporter

Normal Attacks

Attack: Basic attack with high accuracy but lower attack power	Heavy Attack: Sacrifices accuracy in exchange for higher attack power
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Extra Attack: Available on certain weapons, with different special effects depending on the weapon itself. Accuracy is low.

Abnormal Status

Poison*: HP slowly decreases. Cure with Antidote or Anti Lv.1	ATP Down: Strength of attacks is lowered for a time. Cure with Anti Lv.6
Shock: Normal Attacks and Techniques are unusable for a time. Cure with Anti Lv.2	DFP Down: Defense power is lowered for a time. Cure with Anti Lv.6
Paralysis*: Cannot use Normal Attacks or Techniques. Cure with Antiparalysis or Anti Lv.3	Freeze: Actions are unavailable for a time. Cure with Anti Lv.6
Confuse: Movement and facing are uncontrollable for a time. Cure with Anti Lv.4	Thread: Character is immobilized. Wears off automatically after a time, but cannot be cured any other way.
Slow: Movements and attack speed are reduced for a limited time. Cure with Anti Lv.5	KO: HP has reached 0. See page (##) for details.

*Android characters cannot be Poisoned or Paralyzed.

Techniques

Foie: Fireball attack against one enemy	Shiffta: Raises a player's ATP (Attack Power)
Zonde: Lightning bolt attack against one enemy	Deband: Raises a player's DFP (Defensive Power)
Barta: Ice attack that runs along the ground in a straight line	Jellen: Lowers an enemy's ATP
Resta: Restores HP	Zalure: Lowers an enemy's DFP
Anti: Removes different status effects. Higher levels can cure different status	Ryuker: Opens a teleport gate to the city
Reverser: Revives a fallen team member	

Items

Monomate: Restores a small amount of HP	Monofluid: Restores a small amount of TP
Antidote: Neutralizes effects of Poison	Telepipe: Opens a teleport gate to the city
Antiparalysis: Negates Paralysis effect	Trap Vision: Detects traps in the surrounding area
Moon Atomizer: Revives a fallen comrade	

Traps

Damage Trap: Deals damage when triggered	Freeze Trap: When triggered, freezes the target in place for a time
Confuse Trap: When triggered, prevents target from being able to control movement and facing	

Section 4 Communication

Chat

- Normal Chat
- Chat Shortcuts
- Symbol Chat

Guild Cards

- My Card

- Card List
- Search Results
- Block List

Additional Features

- Info Board
- Log Window
- Team Log Window
- Normal Chat Window

Ways of BB

- Meeting Up
- Setting Out

First Encounter – After Battle

K: Hey, thanks! Want to exchange Guild Cards?

G: Yeah, all right. Just a sec.

G: Anyway, nice to meet you! I've gotta log off now, though. See ya!

K: Thanks! I'll send you a message later!

The Next Day

K: All right! I'll invite her to join my Team!

Mail Window: Hi! I belong to Team Klidezer. Do you want to join, too?

Mail Window: Sorry! I don't really know that Team very well, so I'm going to have to decline for now. Maybe some other time, though!

K: Aw, man! She turned me down!

Chat

Normal Chat

Chat is initialized by pressing the spacebar, which will then allow you to type normally on your keyboard. Pressing Enter will cause your message to go through and be displayed to others.

*By going under Main Menu→Options→Keyboard Controls, you can set the Chat command to a number key instead of the spacebar.

Chat Shortcuts

By holding down Shift and pressing keys F1 – F12, you can use Chat Shortcuts which allows for quickly sending stored messages.

- Setting Shortcuts
- 1) Main Menu → Chat → Shortcuts will bring up the list.
- 2) Choose the Key you would like and select "Set."
- 3) Enter the message you would like stored, and then press the Enter key.
- 4) Select "Yes" to confirm the message storage.

Symbol Chat

Symbol Chat allows for chat strings to include things like smiley faces, objects, and other action markers. Set your symbols in advance, and use the End Key (Back Action Palette Up) to open the window. You can then select and confirm the symbols you want. Details are listed below.

Symbol Chat Creation Controls	
Move/Select Parts	←→↓
Set	Enter
Cancel	Backspace / Esc
Pair Set ON/OFF	P
Color Change	C
Vertical Lineup	Tab
Horizontal Lineup	Ctrl

Registering Symbols

Main Menu→Chat→Symbol Chat will display the list of symbols. Select from Unregistered or Pre-registered symbols and follow the directions below:

Face Type

Change

There are four types of faces. You can change the color, as well.

Copy

Select a unit from the list and copy it over into a new entry.

Capture

Captures data from the most recently displayed chat symbol onscreen for your own use. A symbol can only be 'Captured' if the player transmitting it has set it to allow for this.

New Parts

Face Parts

Select the eyes, nose, mouth, and hands.

Object Parts

Select from various messages and symbols.

Parts Edit

Move Parts

Re-position different parts of your symbol.

Delete Parts

Removes select parts.

Delete All

Erases all parts.

Change SE

You can set different sound effects to play when your symbols are sent.

Capture Settings

You can allow or disallow Capturing of the symbols you send.

Register Symbol

Completes symbol registration and allows you to name it. You can then select the symbol according to the name you've given it.

Guild Cards

Guild Cards are the basis of communications in the *PSO BB* world, and can be traded with other players. These cards allow you to search for other people, send them mail, and teleport to their location.

My Card

- Send ... Allows you to give your Guild Card to another player.
- Enter Comment ... You can include a special comment to be sent along with your card.

Card List

Displays the list of Guild Cards you have received. You can select from this list and choose the following options:

- Search ... Allows you to search a person whose card you have. Results are displayed under 'Search Result.'
- View Memo ... Displays memo information included on the card.
- Write Memo ... Allows you to make a note onto that card.
- Sort ... Rearrange card display order.
- Delete ... Removes the card from your possession.

Search Result

This shows the result of searching for someone's card. If that person is currently playing, the following options are available:

- Send Mail ... Allows you to send Simple Mail to the user.
- Meet User ... Teleports you to the user's location in the Visual Lobby.

Block List

You are able to disallow communication from individuals on a case-by-case basis, if necessary, in order to avoid harassment.

- Blocked Sender List ... Displays the list of users currently blocked. You can also use this list to remove a block you put on another user.
- Add User to List ... You can add players to the list by selecting from 'Add from Guild Card,' 'Add Online Player,' and 'Add from Mail.'

Simple Mail

Other players can send you mail to keep in contact. An icon will appear at the top of the screen when you have received new mail.

Mail controls can be found by selecting Main Menu→Chat→Simple Mail.

Sending Mail

Select a user from your list of contacts, and enter a mail message. When you are finished, select "Yes" to send the mail.

Receiving Mail

Mail you have received is displayed in list form. You can select the following options:

- Reply ... Sends a response to the sender
- Search ... Checks the sender's current status. Results can be seen under 'Search Result' under Guild Card→Search Result.
- Delete ... Deletes the selected message.

Answering Service

You have the option to set an automatic reply to any mail messages received. Details on setting these choices are:

- Answering Service ON/OFF ... This enables or disables the Answering Service. By default, this option is set to OFF.
- Change Response ... Allows you to set and change your automatic Answering Service response.

*Online connectivity is required in order to send mail and use the Answering Service. Please be aware that neither mail messages nor Answering Service messages are stored on the *PSO BB* servers.

Additional Features

Info Board

This is a board for players to introduce themselves. It can be accessed under Main Menu→Chat→Info Board. The following options are available:

- View Board ... Allows you to check a player's introduction by selecting their name on a list. Players names who have yet to post on the board are listed in gray.
- Post to Board ... You can post or edit your self-introduction.

Log Window

This window allows you to view all chat dialogue from all users. When the Log Window is opened, the Chat Input Window will be minimized.

Team Log Window/Normal Chat Window

Pressing the F11 Key will bring up the Team Log Window, which displays Team-only chat dialogue. Pressing the F10 Key will bring up the Normal Chat Window again.

During Battle

K: Hahah! Take that! And *that*!

M: Wow. Now I know never to get on *your* bad side!

Boss Battle

M: Wow, you've gotten really good at this!

K: All right! Let's go!

Several Days Later

K: Hey, where'd my Team Name go?! Did I get kicked out?

Mail: You have new mail from May.

Mail: Dear Ken, You have become an excellent hunter. Now, you should go forth and create your own Team, and help out newbies who need it.

K: Oh! *sniff.*

Section 5 Troubleshooting / Index

Troubleshooting

- Troubleshooting
- Distribution Notes

Index

Ways of BB

- Epilogue

Troubleshooting

Installation Problems

(This section is irrelevant to the U.S. game release as it pertains specifically to the game CD.)

BGM Will Not Play

- From the Launcher Menu, go to the Options, and make sure that sound is turned ON

Sound Balance if Awkward

- Try adjusting the sound balance under the Windows 98/Me/2000/XP Volume Control.

Screen Display is Strange

- Make sure that DirectX9.0b is installed on your system. Also, you will need to make sure that your graphics card drivers are up-to-date. These will vary depending on the manufacturer and the model of your graphics card; please see the manufacturer website or view the manual for your graphics card for more details. SEGA does not distribute graphics card drivers.
- If you try to switch between *PSO BB* and another open Windows task, you will be unable to re-enter the game. In order to prevent memory issues, the *PSO BB* software is designed to shut down automatically if focus is taken away from it. Please be advised that SEGA does not take responsibility for any lost save game data that results from improper software usage.

*Mail applications and other programs, such as antivirus programs, can be safely run in the background in a minimized state. However, in order to fully enjoy the *PSO BB* game experience, we highly recommend that all other unnecessary Windows programs be closed before running the game.

Performance Issues

The game runs slowly:

→ Try to optimize the game's Options, under the Launcher Menu, to best fit your system settings and its available processing power. The following options might show improved performance:

- Lowering the screen resolution
- Changing color to 16 Bit
- Setting graphics mode to Low End
- Turning sound OFF

Leaving the game on for too long results in decreased performance:

→ Power management or power saving functions may be interfering with the game. If this is the case, you may end up with system memory issues. If the problem persists, try disabling any such features on your system.

Game speed drops suddenly, and connection cuts out:

→ If you are connected via LAN:

- Your network settings may be set improperly, or there could be issues with your LAN environment itself. Please check with your network administrator for details.

→ If you are connected via modem:

- *PSO BB* requires a minimum 256kbps connection in order to function properly. Your connection may not be attaining the minimal speed necessary to play the game. Try reconnecting if you believe that your connection may simply have been experiencing lag.
- *There will be times when the servers themselves will require maintenance, or times when the connection error will be on the server end. We apologize for any such inconveniences.

Other connection problems:

→ There may be issues with your network or with your Internet Service Provider (ISP) that are causing problems with your connection to *PSO BB*. If you cannot resolve any of your connection problems through the suggestions here, please contact your network administrator or your ISP to see if there may be issues or steps to be taken that might solve your connection troubles.

Options

Function Keys:

→ Menu Shortcuts are mapped to keys F1 – F12. Chat Shortcuts are accessed by holding the Shift Key and pressing keys F1 – F12.

Keyboard Controls:

→ If keyboard control is set to OFF, then controls will be as follows:

- Movement is conducted via mouse or gamepad
- Chat input can be entered without needing to press the Spacebar first
- Action Shortcuts can only be input with the numeric keypad (with NumLock set to OFF)

Screen Brightness:

→ There are five different brightness settings that the game can be set to.

Index

(The index listed in the Japanese manual refers to Japanese version page numbers and is listed in Japanese alphabetical order. Corresponding English terminology and page numbering should be included accordingly.)

"Ken"

Having become a Team Master, will he be able to convey his knowledge unto the newbies? Or does he still have a ways to go?

K: I'll handle this! Cover me!

N: OK! Should I cast Shifta, then?

"May"

Even on her own, she is a force to be reckoned with. Until the day that she can find a new fledgling to take under wing, she plays solo...

M: Maybe I should think about finding a new student...?