SYSTEM SOFTWARE UPDATES

This PSP™Game includes System Software update data for the PSP™ system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.

By following the on-screen instructions, you can update the System Software of the PSP™ system. Before performing the update, check the version number of the update data.

· During an update, do not remove the AC Adaptor.
· During an update, do not turn off the power or remove the PSP™Game.
· Do not cancel the update before completion as this may cause damage to the PSP™ system.

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP™ system, refer to the following website: eu.playstation.com

PARENTAL CONTROL

This PSP™Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18
7	16
5	12
3	7
2	3

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PSP™ system to enable play.

ULES-01556

The Legend of Heroes
Trails in the Sky

Contents

SETTING UP 1

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The XMB™ Menu will be displayed. Open the disc cover and insert The Legend of Heroes: Trails in the Sky Portable disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the 🎮 icon from the XMB™ Menu and then select the ⊙ icon. An image of the software will be displayed. Select the image and press the ❌ button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.
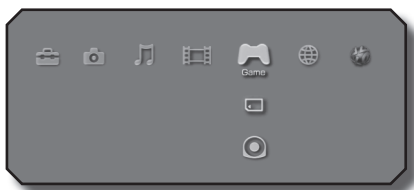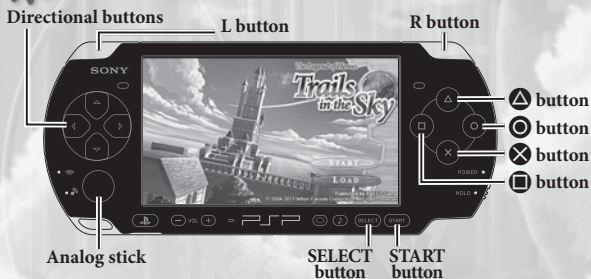
MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

XMB™ Menu

Directional buttons   **L button**   **R button**

△ **button**
● **button**
✖ **button**
■ **button**

Analog stick   **SELECT**   **START**
                      button   **button**

Directional buttons/Analog stick:
• Move your party or highlight a menu option
• During movement, you may press and hold the ✖ button to walk more slowly.

L button/R button
• Rotate the camera

✖ button
• Select a menu option, speak with a character or examine an object

● button
• Cancel or close

△ button + Directional button:
• +Left: Open Bracer Notebook
• +Up: Open Recipe Book
• +Right: Open Monster Guide
• +Down: Open map of Liberl Kingdom
• During battle, activate S-Break for the character corresponding with the directional button pressed

■ button
• Hold to display map labels for guidance / Hold during battle to display party and enemy status

START button
• Open camp menu / Skip movie scene

SELECT button
• Enlarge or shrink the mini-map / Press during battle to enable or disable battle voices

Game Screen

In-Game Display

During normal gameplay, your game screen should look very similar to the one pictured below. You'll be guiding your characters through many screens just like this as the adventure commences.

Current Status
  HP (Hit Points)
  EP (Energy Points)
  CP (Craft Points)
  yellow-green = 1-100,
    solid green = 101-200

Map Display

Mini-Map

Displays your immediate surroundings. The red arrow represents your current party, and the direction it points is the relative direction your party is facing. Yellow-shaded sections represent entrances/exits that connect with other maps. In addition, buildings are color-coded based on their functions within the game world.
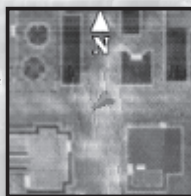
PLEASE NOTE that there do exist predetermined locations (inside buildings or dungeons, for example) where the mini-map will NOT display.

Expanding the Mini-Map

Pressing the SELECT button will expand the mini-map to fill the screen for more detailed viewing. While in this mode, you may use the directional buttons to scroll the map as needed, or the ✖ button to zoom in for a closer look. Pressing the ✖ button again will zoom out, and pressing the ● button or SELECT button again will exit back to the main game screen.
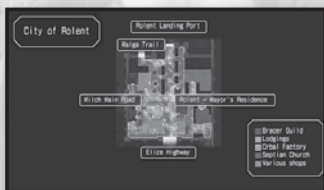
Liberl Kingdom Map

Pressing the ▲ button and the down button together will bring up a map of Liberl Kingdom. While this map is displayed, you may use the directional buttons to scroll as needed, or the ✖ button to zoom in for a closer look. While zoomed in, you may press and hold the ■ button to display the names of major roadways. When finished, you may press ✖ again to zoom out, and/or the ● button or ▲ button again to exit back to the main game screen.
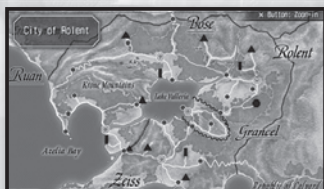
PLEASE NOTE that roadway names are sometimes only visible on the ■ button display after townsfolk specifically refer you to those locations, or after you've visited them personally.

From this menu, you may view detailed character statuses, examine or change character equipment, manipulate orbments (setting quartz, utilizing healing arts, etc.), use items, alter the game's configuration options and/or save or load gameplay session data.

Status

This tab displays a selected character's current status.

Character Select
You may select the character whose status you wish to view from this list.

Money On Hand and Playtime
Displays the total amount of "mira" (the game world's currency) possessed by your party, as well as the total amount of time you've spent playing the game thus far.

Detailed Character Information
Pressing the left button or right button will switch between the regular status display and the craft display for that character.

Name:	Character's name	**Crafts:**	Known crafts
Status:		**S-Crafts:**	Known S-Crafts

Level: Current EXP level
HP: "Health points" – 0 = death
EP: "Energy points" – needed for using arts (magic)
CP: "Craft points" – needed for using crafts (special techniques)
EXP: Current experience points
NEXT: Amount of EXP needed to reach the next Level

Parameter:
STR: Strength: Determines damage amount inflicted upon enemies when attacking
DEF: Defense: Determines damage amount mitigated from enemy assaults
ATS: Art Strength: Determines damage amount inflicted upon enemies when using arts
ADF: Art Defense: Determines damage amount mitigated from enemy arts
SPD: Speed: Determines duration between actions during combat
DEX: Dexterity: Determines combat accuracy
AGL: Agility: Determines ability to dodge enemy attacks
MOV: Movement: Determines movement limit per turn during combat
RNG: Range: Determines attack range during combat

Equip

This tab allows you to
view and/or change
your characters'
current armaments.

Character Select
You may select the
character whose armaments
you wish to evaluate from this list.

Equips (Current Equipment)
Displays the selected character's current
armaments, including a weapon, a piece of
armor, footwear and two accessories.

Equippable Items
Displays a list of items the
selected character is able
to equip in the selected
armament slot.

Status
When selecting a new armament
from the list of equippable items, this
display will indicate any changes to the
character's status that will occur if the
highlighted armament is equipped.
- Green = improvement, Red = detriment.

Item Description
Displays a detailed
textual description of
the highlighted item.

Changing Equipment

1. Select the character whose equipment you wish to change. A list
   of equippable items will display on the right side of the screen.
2. Select the type of equipment you wish to change. The list of
   equippable items will adjust itself accordingly.
3. Choose the item you wish to equip.

PLEASE NOTE that while navigating these equipment menus, you
may use the left button or right button to switch character displays
on the fly.

Orbment

This tab allows you to view the individual orbments used by each of your characters. You may also view or change the quartz set into these orbments, confirm which orbal arts each character has available and/or make use of certain healing arts. Note, however, that in order to use healing arts, you must have a sufficient amount of EP (energy points) available.

Points
Displays the total number of elemental attribute points that have been set on each line. See "Lines" below and "Elemental Attributes" on page 8 for more information.

Slots
Displays which quartz are set into the various slots of this orbment.

Character Select
You may select the character whose orbment you wish to view from this list.

Orbal Arts
Displays a list of all magic (arts) currently usable by the selected character.

Quartz/Art Description
Displays a detailed textual description of the highlighted quartz or art.

Orbment
Visually displays the slot and line structure of the selected character's orbment.

Lines
Lines that bind together each of the slots on this orbment.

Slots
Holes cut into the orbment, designed for the insertion of quartz. Closed slots may be opened at an orbal factory.

Status

When selecting a new quartz from the list, this display will indicate any changes to the character's status that will occur if the highlighted quartz is equipped.

- Green = improvement, Red = detriment.

Quartz List

Changing Quartz

1. Select the character whose quartz you wish to change. The orbment information for that character will display on the right side of the screen.
2. Select a slot. The quartz list and status display will update themselves accordingly.
3. Choose the quartz you wish to set.

PLEASE NOTE that some slots will ONLY accept quartz of one specific elemental attribute, as indicated by the colors along their edges:

Elemental Attributes

Yellow: Earth   Blue: Water   Red: Fire   Green: Wind
Black: Time   Gold: Space   Silver: Mirage
White: None (all attributes OK)

Using Orbal Arts

1. Select the character whose arts you wish to use. The orbment information for that character will display on the right side of the screen.
2. Select the desired healing art. The cursor will then move to the character select column on the left side of the screen.
3. Choose the character upon which to use this art.
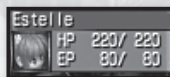
PLEASE NOTE that while navigating the orbment menu, you may use the left button or right button to switch character displays on the fly.

Items

This tab allows you to view and/or use any of the items your party currently has on hand.

Character Select
You may select the character from this list upon whom you wish to use an item.

Sepith
Amount of each type of sepith crystal currently on hand (max 9999).

Item List
A list of items your party currently has on hand.

Item Description
A detailed textual description of the currently highlighted item.
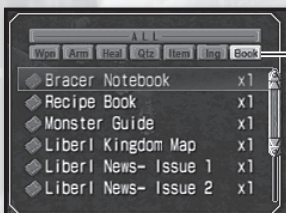
Display Tabs
As gameplay progresses, you'll find yourself in possession of a very large number of items. While browsing the item list, the left button or right button can be used to cycle through these tabs, which allow you to pick and choose a specific type of item to list. This helps speed up the browsing process, ensuring you'll be able to find the item you're looking for more quickly and easily.

Item name
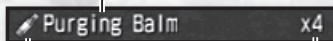
Item icon
(indicates type of item)

Number of this item owned
(max 99)

Using Items
1. Select the item you wish to use.
2. If the item is readable (as in a book or a newspaper), its contents will be displayed for you to read. If the item is intended for healing or is otherwise consumable, select "Use" to continue. If the item is designed for use on the entire party, a confirmation message will be displayed, asking if you're certain you wish to use the item. If it's an item designed for use on a single character, the cursor will move to the character select column on the left side of the screen.
3. Choose the character upon whom to use this item (when applicable).

Discarding Items
1. Select the item you wish to discard.
2. Select "Discard" from the options presented to you.
3. A confirmation message will be displayed, asking if you're certain you wish to discard the item. Answer yes, and 1 of that item will be removed from your inventory.

PLEASE NOTE that items may only be discarded one at a time. Also note that some items may not be discarded at all, and thus do not offer you this option when selected.
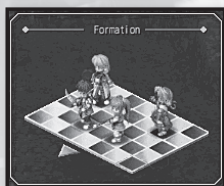
Tactics

This tab allows you to configure the party's walk order, battle formation and S-Breaks.

Character Position

The line of characters depicted here represents the line order of the characters in your party as you walk around on the main game screen. To exchange two characters, simply select the first, then the second; the two will immediately switch places.

Battle Position

The 7x5 grid depicted here represents the basic formation your characters will take upon first engaging enemies in battle. To change any character's position, simply move the cursor to the space occupied by that character and press the ✖ button, then move the cursor to the desired location and press the ✖ button again. Note that the lower-left edge of this grid represents the direction from which enemies will be advancing, so it's likely best to ensure that long-range attackers and lightly-defended characters occupy positions closer to the opposite edge.

Set S-Break

Each character may choose one S-Craft to set as his/her "S-Break." In the event that more than one S-Craft is available for this purpose, this option will help you pick the one you'd like to use. Simply highlight the currently-set S-Break for any character and press the ✖ button, then choose the desired S-Craft from the resulting list. For more information on using S-Breaks, please see page 20.

During the early stages of the game, your main characters Estelle and Joshua will come into possession of a "Bracer Notebook," a "Recipe Book" and a "Monster Guide." Each of these notebooks is automatically updated as bracer tasks are acquired or advanced, new recipes are learned or new monsters are encountered. These notebooks may be consulted by holding the ⬤ button while pressing the left button, up button or right button, respectively. Alternatively, you may consult these notebooks by selecting them from the "Books" tab of the "Items" menu.
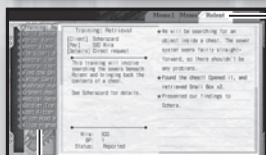
Bracer Notebook (⬤ button + left button)

Contains information on jobs acquired from the Bracer Guild bulletin boards, as well as pertinent notes both related to these jobs and related to being a bracer in general.

Memo Tabs
Contain a record of your current bracer standing, as well as magic lists and other information that may prove vital to your adventure.

Regional Tabs
Contain a record of important information pertaining to the jobs you've undertaken in the indicated regions of Liberl. Upon first acquiring the Bracer Notebook, only a "Rolent" tab exists, but as you continue your adventure and visit the Bracer Guilds in other lands, tabs will be created for those regions as well.

Job Tabs

No mark: Unfinished job – in progress
! mark: Completed job that has not yet been reported to the Bracer Guild
O mark: Completed job that HAS been properly reported to the Bracer Guild
✤ mark: Failed job – time limit has passed without completion

Selecting a job from the job tabs on the left will alter the data displayed in the regional tab on the right accordingly, presenting you with the full job description, payment information, the client's name, etc. In addition, as work progresses toward the job's completion, a record of this progress will automatically be added to the regional tab, complete with relevant hints and a detailed account of the specific events that have occurred thus far.

Recipe Book (● button + up button)

Eat and learn! This notebook contains information on how to prepare the various foods you've eaten thus far on your adventure.

To make food, you must have a "recipe" and "ingredients."
Recipe: Learned by eating food at inns or restaurants, or by using food items.
Ingredients: Obtained through purchase, or taken from monsters.

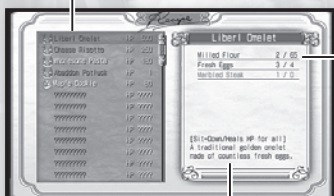In addition, there exist both "sit-down" and "to-go" meals.
Sit-Down: Food eaten together with friends. Has an immediate effect on the entire party.
To-Go: Food obtained as an item and taken with you for use at your leisure.

Recipe List
White – You know how to make this food, and you have all the ingredients.
Gray – You can't make this food, or you're missing some ingredients.

Ingredients
Lists the ingredients needed to make the food, as well as the amount of each ingredient required. This information is formatted as follows: [Amount needed] / [Amount on hand]. If you do not have enough of a particular ingredient on hand, the entire line will be written in red.

Description of Food Item
Indicates whether the food item is a sit-down or to-go meal, as well as the effect it has on those who eat it.

Making a Meal

1. Select the recipe from your Recipe Book for the food item you wish to make.
2. Select the number of that food item you wish to make and choose "OK." The food item will then be made on the spot. If it's a sit-down meal, its effects will immediately be applied to every member of your party. If it's a to-go meal, that item will be added to your inventory in the quantity you specified.

Monster Guide (⬤ button + right button)

Contains information on all the monsters you've fought thus far during your adventure.

Table of Contents (sorted by region)
A full listing of monsters fought in the specified region. You may cycle through the different regions of Liberl by pressing the left button or right button, or alternately by pressing the L button or R button.

Viewing Monster Information
Selecting a monster from the table of contents and pressing the ⊗ button will yield detailed information on that monster. If you wish to browse through the pages of the Monster Guide without returning to the table of contents, you may press the left button or right button on this screen (or the L button or R button, if you'd prefer).

The level of detail in these informational pages varies based on which of the following three conditions are true:

• Monster has been encountered
• Monster has been defeated
• Monster has been defeated by a party member equipped with the "Information" quartz

Battle Basics

Engaging Enemies

Touching a monster or enemy character while moving around the game world will trigger the start of battle.

Flow of Battle

Once battle begins, all player characters and all enemy characters will take turns entering commands until one side or the other has been completely wiped out. The order in which combat commands are entered is determined by the SPD (speed) attribute of each participant. In the end, if all enemy characters are defeated while at least one player character remains alive, then you've won the battle. If all player characters are defeated, however, it's Game Over. For more information on combat outcomes, please see page 23.

Commands

As each of your characters' turns come around, he/she will be prompted to perform an action from the following list. For more information on the functionality of these actions, please refer to the page number indicated.

Attack ➔ page 19		Craft ➔ page 19
Move ➔ page 19		Item ➔ page 20
Art ➔ page 19		Run ➔ page 20

Choosing a Target

After selecting a battle command for one of your characters, you'll be prompted to choose a target for that command (when applicable). Some commands target specific enemies or allies, while others target a specific ground location or area of effect. For more information, please see page 21.

S-Break

Under certain conditions, one of your characters may be able to instantly perform an S-Craft technique, "butting in line" to insert himself/herself into the very next spot on the turn order list regardless of his/her SPD (speed) attribute. This is called an "S-Break." For more information, please see page 20.

Gaining the Upper Hand

Depending on how you initially come into contact with an enemy during the main game, you may enter battle with a tactical advantage or disadvantage. If you manage to sneak around behind the enemy and touch it from the back, you will take the upper hand at the start of combat; if, instead, the enemy manages to sneak up on you and touch one of your party members' backs, the enemy will take the upper hand.

↑ **Advantageous**
(Sneak up from behind)

↑ **Disadvantageous**
(Party is taken by surprise)

In addition, please be aware that on the main game screen, prior to entering combat, enemies are less visible to you the farther away they are. As you draw nearer an enemy, it will come into focus, and as you distance yourself from it, it will begin to disappear.

Other Pertinent Information
• Viewing Monster Details ➔ page 20
• Status Effects ➔ page 22

Don't forget to set up a useful battle formation!
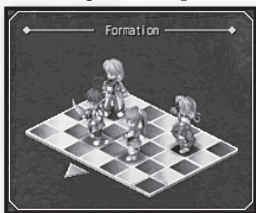
The starting locations of your party members upon first entering combat can sometimes spell the difference between victory and defeat—so make certain you take the time to adjust them whenever any changes are made to your party makeup! For more information on setting battle formations, please see "Battle Position" on page 11.

Battle Screen

The battlefield for all combat in this game consists of a patch of land occupying a 17x17 grid. Although the action is shown in an isometric perspective by default, the camera may be freely rotated via the L button or R button during the command entry phase of combat. While actions are occurring, however, the camera will be locked in place.

AT bar
AT bonus

Character status

❶   ❷   ❸   ❹

Character Statuses:

Break Button
When conditions are right, you may press the
Ⓐ button + one of the directional buttons to
activate a character's S-Break, boosting that
character's assigned S-Craft technique into
the very next spot on the turn order list (see
page 20 for more information). The directional
button used in this combination determines
which character's S-Break to employ, as per the
following chart:

Character:	❶	❷	❸	❹
Ⓐ button +	Left	Up	Right	Down

HP 220 — **Current HP**
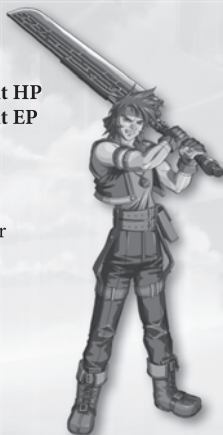**EP** 50 — **Current EP**
CP 158

Face Portrait
The character's
expression will
change along with
his/her health.

CP Gauge
Increases whenever
damage is dealt or
taken. Max is 200.

Combat

AT Bar

Short for "attack turn," the AT bar determines the turn order for all combat participants – both player characters and enemies. The participant shown on top is currently active, the one immediately below him/her is next in line, etc. If an "A" is depicted on the icon, that participant is currently preparing to use arts, and if a "C" is depicted on the icon, that participant is currently preparing to use crafts. The border color of the icon indicates the participant's relationship to you: a red border indicates an enemy or attack target, and a blue border indicates a friend or healing target.

AT Bonuses

During each battle, bonus effects are randomly attached to certain combat turns on the AT bar. When the corresponding turn comes around, the participant set for that turn (be it player OR enemy) will receive the bonus indicated. When the order of characters on the AT bar is modified by an art or S-Break, however, the AT bonuses remain unmoved, making it possible to cast or break your way onto the bar and steal an enemy's bonus.

Possible AT bonuses are as follows:

HP HEAL - 10% or 50% of HP is recovered.

STR UP - Damage dealt by attacks or magic this turn is increased by 10% or 50%.

EP HEAL - 10% or 50% of EP is recovered.

CRITICAL - Power of attack, magic or healing is 1.5x normal this turn.

CP UP - CP is raised by 10% or 50%.

SEPITH UP - Additional sepith is taken from combat targets this turn.

Guest Characters

Occasionally, a non-playable character will accompany you along your way for a short period of time. When this happens, that character's face portrait and status will appear on the top-left corner of the screen. When his/her turn comes up on the AT bar, he/she will move and act automatically – player input is not possible.
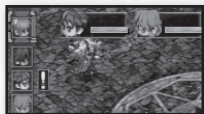
PLEASE NOTE that if a guest character's HP drops to 0, a Game Over will be triggered instantly, whether or not the rest of the party is still alive. As such, it is recommended that you take great care to keep your guest characters healthy via healing items or arts. Once battle ends, all guest characters will fully recover their HP, so the biggest concern is ensuring that all guest characters survive every battle to the end.

Battle Commands (Expanded)

Attack
Commences a regular attack. After selecting this command, you will be prompted to choose a target. As long as the chosen target is close enough, your character will automatically walk over to that target and attack. If the chosen target is farther away than the character's MOV (movement) attribute + weapon range, your character will simply walk as close to it as his/her MOV will allow, and the turn will end without damage being dealt.

Move
Moves your character to a specified location on the battle map. After selecting this command, you will be prompted to choose a destination on the grid. Your character will then walk there, and his/her turn will end – however, since no action was taken, that character's next turn will come by much more quickly than it otherwise would have.

Art
Instructs your character to begin the process of casting magic via arts. After selecting this command, you will be prompted to choose an art, then choose a target (be it friend, enemy or area of effect). All arts require time to cast, so your character's turn will end at this point, and the art will be cast during his/her next turn on the AT bar. You will be able to confirm where this turn will fall prior to finalizing the spell-cast, so it is recommended you pay careful attention to the AT bar (and AT bonuses) before choosing your spell target.

Craft (S-Craft)
Instructs your character to use a craft or S-Craft. After selecting this command, you will be prompted to choose a target (be it friend, enemy or area of effect).

Crafts
- Unique abilities each character can use. As your characters gain in level, they will learn new crafts. In order for one of your characters to execute a craft, he/she must have an adequate amount of CP (craft points) available. CP is gained both by dealing damage and by taking it.

S-Crafts
- The strongest, most intense crafts available. When a character uses an S-Craft, ALL of his/her CP will be drained. S-Crafts may only be used when a character's CP surpasses 100, and are significantly more powerful if used when that character's CP reaches its max of 200.

Item

Instructs your character to use a healing, food or other item. After selecting this command, you will be prompted to choose an item, then to choose a target for that item's effects (when applicable). Unlike arts, the effects of items are instantaneous.

Run

Instructs your characters to retreat from battle. After selecting this command, you will be asked to confirm whether or not you really wish to run. Even if you select "Yes" and flee successfully, please note that the enemy will continue to wander the map, and may try to attack you again. It is recommended you distance yourself from the enemy as soon as possible after running from battle.

S-Break

Instructs the selected character to utilize a chosen S-Craft technique immediately, disregarding his/her turn on the AT bar. Whenever a character's CP surpasses 100, his/her "Break Button" will begin to glow, indicating that he/she is eligible to use an S-Break at your leisure.

Activating S-Breaks

- There are two ways to activate a character's S-Break. One method is to press the ✖ button after highlighting that character via the left button or right button. The other is to use the specific ▲ button combination for that character: ▲ button + left button for the first, ▲ button + up button for the second, ▲ button + right button for the third and ▲ button + down button for the fourth character in your party. Once the S-Break has been selected, you will be prompted to choose a target for the corresponding S-Craft (be it a friend, enemy or area of effect), after which point all of the S-Break character's CP will be drained, and the S-Craft will be executed.

  Please refer to "Set S-Break" on page 11 for more information on using S-Breaks.

Monster Information

When selecting an enemy target for an attack, art or craft, you may elect to press and hold the ■ button to view detailed information about that enemy, as well as place an HP bar beneath every battle participant (for easy reference at a glance).

- HP: Monster's current HP and max HP
- Cond: Monster's current status ailments (poisoned, petrified, etc.)
- Elemental Efficacy (%): Effectiveness of elemental attacks or arts (Earth, Water, Fire, Wind), with a 100% value being roughly equivalent to a normal, non-elemental attack (maximum value is 200%). The farther right this gauge stretches, the more effective an attack of the corresponding elemental will be – the shorter it is, the less effective such an attack will be.

Area of Effect & Effect Type

Certain effects are centered around a selected battle participant (or participants), while others are centered around a selected plot of land on the battle grid. In some cases, a circle is used to indicate the area of effect, with gradation animated to clearly identify the epicenter and range of the intended target area. Other effects project out from the caster in a large, thick straight line.
If the attack, art or craft is an offensive technique, its effect boundaries will be displayed in yellow. If it's a recovery technique, its effect boundaries will be displayed in blue.

In general, these are the effect types present during battle:

Self
   Only the caster him/herself is affected.

Single Target
   Only one single friendly or enemy target of the player's choosing is affected.

Area of Effect (Circle, Line)
   All enemies standing within a carefully determined circle or thick line are affected. The method in which the scope of this circle or line is decided varies, but tends to fall into one of the following patterns:

   1. Determined by caster's position
   The attack/art/craft will affect all viable targets inside a circle, with the caster/attacker at its center.

   2. Determined by target's position
   The attack/art/craft will affect all viable targets inside a circle, with the target at its center. Alternatively, it may affect all viable targets along a line traced between the attacker/caster and the target.

   3. Determined by selected field location
   The attack/art/craft will affect all viable targets inside a circle that's centered on a field location of your choice. Alternatively, it will affect all viable targets along a line traced between the attacker/caster and a field location of your choice.

↑ Circle determined by field location

↑ Line determined by enemy target

All Targets
   All friendly or enemy targets on the battlefield are affected.

Combat

Status Effects

Whenever a helpful support art – or not-so-helpful status altering attack – is used on a party member, he/she may become affected by one of the status effects indicated below. If this occurs, the icon corresponding to the status effect will be displayed right above that character's HP bar.

Icon	Name	Effect Description	Wears Off	Curable
	Poison	Receive damage after each turn	yes	yes
	Seal	Cannot attack or use crafts/S-Crafts	yes	yes
	Freeze	Miss turn + damage after turn	yes	yes
	Petrify	Miss turn + if attacked, K.O.	NO	yes
	Sleep	Miss turn + if attacked, wake up	yes	yes
	Faint	Miss turn	yes	yes
	Mute	Cannot use arts	yes	yes
	Confuse	Uncontrollably attack enemies + allies	yes	yes
	Blind	DEX & AGL down	yes	yes
	Rage	Focus attacks on provoker	yes	yes
	Immune	All damage ineffective, one time only	NO	NO
	MOV↑	Range of movement increases	yes	NO
	AGL↑	Agility up	yes	NO
	STR↑/↓	Physical attacks up/down	yes	NO
	DEF↑/↓	Physical defense up/down	yes	NO
	SPD↑/↓	Speed up/down	yes	NO
✕	K.O.	HP is 0; character is knocked out	NO	yes

Combat Outcomes

If all enemies are defeated, a battle victory screen will be displayed. On this screen, set amounts of EXP (experience points) will be awarded to each surviving player character, and the

party as a whole will receive a set amount of sepith (as well as an occasional item reward or two). If any characters received enough EXP from this battle to level-up, those characters will also have their EXP levels increased by 1.
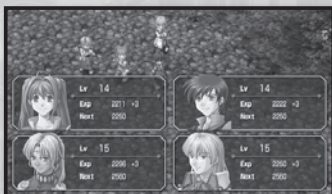
PLEASE NOTE, however, that characters who did not survive the battle (K.O. status) will not gain any EXP at all from the proceedings.

Game Over

If the HP of ALL player characters drops to 0, or if the HP of ANY guest character drops to 0 (regardless of party member HP), the game will end, and a screen

similar to the one pictured here will be displayed.

Retry

Select this option to retry the battle. If Retry Offset is enabled, the difficulty level of the battle will be reduced each time this option is selected.

Title Screen

Select this option to quit and return to the game's title screen. Any unsaved progress will be lost, so please be certain of your decision!
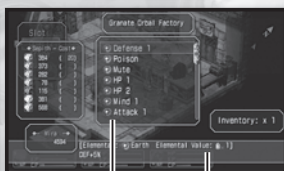
Orbal Factories

Orbal factories allow you to use sepith crystals to open slots on your characters' orbments or create various quartz.

Opening slots　　　　　　　**Creating quartz**

Slot list　　　　　　　　Quartz list

Description of slot/quartz

Opening Slots

1. Select "Slot" from the shop menu. A character selection screen will be displayed.
2. Choose the character whose orbment slots you wish to modify. A detailed listing of the slots will be displayed, along with a visual representation of that character's orbment.
3. Select an "Openable" slot from the list. When the slot is highlighted, you'll be able to confirm how much sepith is required to open this slot. Press the ❌ button if you wish to proceed.

Creating Quartz

1. Select "Quartz" from the shop menu. A list of available quartz will be displayed.
2. Choose the quartz you wish to create. Detailed information on the quartz's function, as well as an indication of the sepith required to create it, will be displayed.
3. Press the ❌ button if you wish to proceed, and answer "Yes" when asked if you're certain.

PLEASE NOTE that any attempts to open a slot or create a quartz without enough sepith to do the job will result in failure.

Bracer Guilds

These buildings serve as the regional headquarters for all bracers. Inside, you may examine and accept bracer quests, as well as file reports for successfully-completed jobs. Whenever your characters finish a bracer quest, it is always recommended that you return to the nearest Bracer Guild at your earliest convenience in order to report on your success and check the board for any new requests that have been submitted in the interim.

Checking For Work

1. Examining the bulletin board at the center of each guild will allow you to confirm all tasks that are presently available, as well as any that may already be in progress.
2. Selecting the name/title of a bracer quest will show you all its details. Once you've done this, that request is automatically added to your Bracer Notebook for future reference.

PLEASE NOTE that the time limit for a job can be approximated by its "term length," which is indicated next to its name on this board. "S" = short, "M" = medium, and "L" = long. Jobs marked with an "S" on the bulletin board should be completed as soon as possible, as the window of opportunity to do so is very small!

Reporting a Job Well Done

1. When speaking with the receptionist at any Bracer Guild, you may select "Report" to inform him/her of all the tasks you've completed thus far.
2. As you complete bracer quests, you'll receive BP (bracer points), which contribute toward raising your rank and bracer status. You'll also receive monetary rewards for each successfully-completed task, and may be given a bonus item as well. The exact amount and quality of your reward will depend on the speed, efficiency and thoroughness of your work.

General Information

- Setting quartz into an orbment allows you to use arts.
- The arts you can use will differ depending on the configuration of this quartz.
- Each quartz carries with it a boost to the associated party member's attributes.
- Quartz creation and slot opening services are offered at orbal factories, in exchange for set amounts of sepith.

Key Terminology
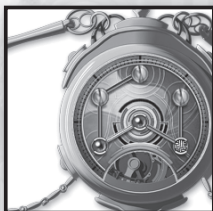
Orbment

A personal-use orbal device capable of a multitude of functions, all of which depend upon the exact configuration of the quartz slotted within them. Orbments are unique to each individual, and may be fully customized based on the elemental attributes of each slot, as well as the way in which these slots connect to form complete circuits (known as "lines").


Sepith

A septium fragment possessing properties of Earth, Water, Fire, Wind, Time, Space or Mirage. These fragments comprise the building blocks of quartz, and are generally acquired by defeating monsters in battle.

Quartz

A crystal made from septium fragments called "sepith." When placed into orbment slots, quartz can boost various attributes of that orbment's bearer. In addition, based on the configuration of quartz within an orbment, the bearer is granted magical abilities known as "orbal arts." Quartz may be crafted only by the professional artisans employed at orbal factories, and often require large amounts of sepith to be formed properly.
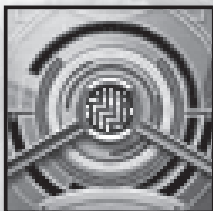
Slot

A hole in an orbment designed for quartz. Some slots have an elemental affinity, and only quartz with the same affinity may be set within them. Although every orbment has six slots available, only the center slot is open at first – the rest must be opened at an orbal factory, which requires ample amounts of sepith. The more slots open in a character's orbment, however, the more EP that character has available.

Orbal Art

Magical effects brought about by orbments. The arts available to any given character are determined by the quartz configurations within his/her orbment.

Elemental

There are seven different varieties of sepith, quartz and art, each with its own unique characteristics:

Elemental	Color	Characteristics
Earth	Brown	Physical damage, defense, etc.
Water	Blue	Recovery, cold attacks, etc.
Fire	Red	Offense, flame attacks, etc.
Wind	Green	Evasion, gale attacks, etc.
Time	Black	Action speed, art speed, etc.
Space	Gold	Movement, effect range, etc.
Mirage	Silver	Perception, awareness, etc.

EP (Energy Points)

Energy stored in orbments, required to perform orbal arts. The amount of EP available to an orbment's bearer is generally equivalent to the number of open slots in that orbment, but some people are also more naturally "attuned" to this energy than others. EP that's been spent can be recovered with a good night's sleep, or by using any of a number of restorative items.

Let's Make Some Art!

The better you understand the configuration of quartz within an orbment (and its relation to orbal arts), the more fun this game is likely to be for you. That said... let's make some art, shall we?

Example: Granting Estelle the ability to use the "Fire Bolt EX" art.

1. Let's browse through the "Magic" section of "Memo1" in the Bracer Notebook, and try to find out which elementals are needed to cast Fire Bolt EX.

Fire Bolt EX	F F F W S

   F = Fire   W = Wind   S = Space

2. Now, let's browse the "Quartz" section of "Memo1" to find out what combination of quartz will meet these requirements.

Strike F F F	Sheild 1 W	Move 1 S
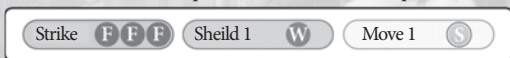
   ↑
   The total elemental values match!
   ↓

 | Fire Bolt EX | F F F W S |
   |---|---|

3. Perfect! So, let's confirm which slots are open on each of Estelle's two lines, and see if we can pull this off.

   Beginning from the middle slot of a character's orbment, you can follow a set path outward across open slots along the orbment's edge, eventually ending after tracing through anywhere from one to six slots. This is known as a line, and lines may be visually confirmed via the Orbment tab in the Camp Menu (see page 7). In the image on the right, you can see that there are two lines of open quartz slots available to Estelle: 1→2→3 and 1→4. Elemental totals available to the orbment's bearer are calculated based on these lines.
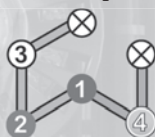
   ⊗ = unopened slot

4. Lookin' good! Now, let's get those quartz set! If the three quartz noted in step 2 are all placed on the same line, Estelle will be able to use Fire Bolt EX!

Good Example
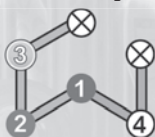
The necessary quartz are all set on the same line.

Bad Example

The necessary quartz are spread out between each of Estelle's two lines.

- The arts each character can use are determined by the elemental totals of the quartz on each line.
- For the sake of using high-end arts, it is highly recommended that each character open all slots on his/her orbment as soon as possible.
- Lines differ from orbment to orbment, and characters with high magic proficiency tend to have longer lines available to them.
- Lists of orbal arts and quartz can be referenced on the "Memo1" tab of the Bracer Notebook in-game. Please see page 12 for more information.

Some examples of other characters' lines:

Kloe
All of Kloe's slots are connected on a single line, allowing her to chain large numbers of quartz together and use much more advanced arts than many other characters.

Zane
Zane's slots are split up into four smaller lines, disallowing all but the simplest of quartz chains and thus restricting him from using any high-end arts.

PLEASE NOTE that if you do not have enough slots open for a desired quartz combination, you may visit an orbal factory to have new slots opened (assuming you have enough sepith for the task). For more information, please see "Orbal Factories" on page 24.

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