

The cover art features several characters from the game. In the foreground, a young man with brown hair and blue eyes looks forward. Behind him, a woman with red hair and a blue and black outfit holds a glowing green sword. To her right, a woman with blue hair and a purple hat holds a glowing orange staff. In the background, a large, white, elephant-like creature with a green eye is visible. The title 'PHANTASY STAR ONLINE Blue Burst' is written in a stylized font at the top, with the Japanese title 'ファンタシースターオンライン ブルーバースト' below it.

# PHANTASY STAR ONLINE Blue Burst™

ファンタシースターオンライン ブルーバースト

Welcome to Phantasy Star Online Blue Burst!

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Troubleshooting

*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 of PSO BB.



#### 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 the forefront and lead parties of his own.

He thinks of May as his mentor.



#### May

**Type:** RAmarl

**Class:** Ranger

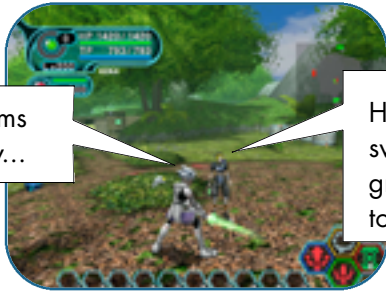
**Race:** Human (female)

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.

# 1 Setup

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## During Battle:



Movement seems kind of choppy...

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

## A Few Minutes Later...



Yeah, things are a lot smoother now!

Did that help?

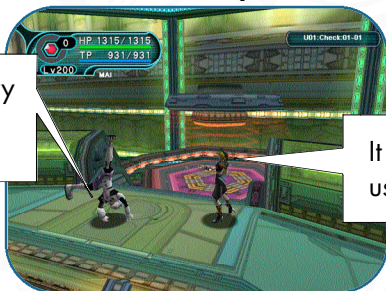
## During Battle:



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

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

## Visual Lobby:



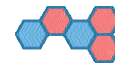
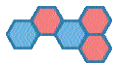
Maybe I should try customizing my keyboard!

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

Below are the minimum system requirements for running this software.

|                           | Required  | Recommended                     |
|---------------------------|---|---------------------------------|
| <b>OS</b>                 | Windows 98/Me/2000/XP (SP2 or higher for Win2000)               | Windows XP                      |
| <b>CPU</b>                | Pentium III 700MHz or higher                                    | Pentium 4 1.4GHz or higher      |
| <b>Memory (RAM)</b>       | 128 MB or higher  | 256 MB or higher                |
| <b>Hard Disk Space</b>    | 1.5 GB  |                                 |
| <b>Display Resolution</b> | 640 x 480 pixels; High Color (16 Bit) or higher                 |                                 |
| <b>Graphics Card</b>      | 3D Enabled VRAM 32 MB or higher                                 | 3D Enabled VRAM 64 MB or higher |
| <b>Sound Card</b>         | DirectSound enabled sound card                                  |                                 |
| <b>CD-ROM Drive</b>       | 8x or higher  |                                 |
| <b>DirectX</b>            | DirectX 9.0b  |                                 |
| <b>Network</b>            | Internet access (256kbps minimum connection highly recommended) |                                 |

- Sega is not responsible for your network configuration. Please make sure your network environment is working properly before connecting to *PSO Blue Burst*.
- Sega reserves the right to terminate services with a 60 day notice.
- Game patches may increase the minimum amount of required hard drive space.
- *PSO Blue Burst* requires DirectX 9.0b or above. Sega can't guarantee software will function on all machines; please check the system requirements before playing.
- For questions about DirectX, please contact your PC vendor or visit <http://www.microsoft.com/windows/directx/default.aspx>.
- Be advised - Sega cannot troubleshoot driver-related problems. Please check your hardware vendor and make sure your computer is up-to-date with the most recent drivers.
- If you are using Windows 2000, *PSO Blue Burst* requires that you have SP2 installed.
- Laptops may be able to run *PSO Blue Burst*, but are not officially supported.



## 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.

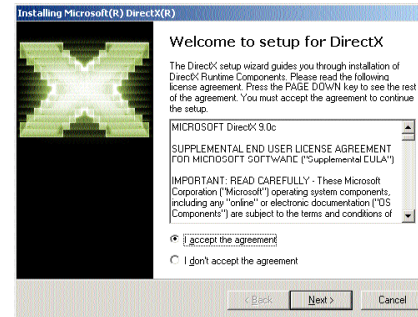
Run the install (setup) in order to install the game software onto your hard drive. Please follow the steps listed below.

- 1 Double-click on the file from whatever location it was saved and this will take you to the setup screen.
- 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, 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 Blue Burst*. Click the box if you would like to, 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 Blue Burst* immediately after clicking "Finish" in the setup window.

## Installing DirectX

Your system must have DirectX 9.0b or higher installed in order to play *PSO BB*.

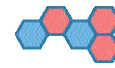
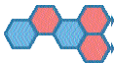
If you do not have DirectX and must download a client, you must obtain it from Microsoft. The *PSO Blue Burst* website cannot provide DirectX software.



## 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 click "OK" on the screen

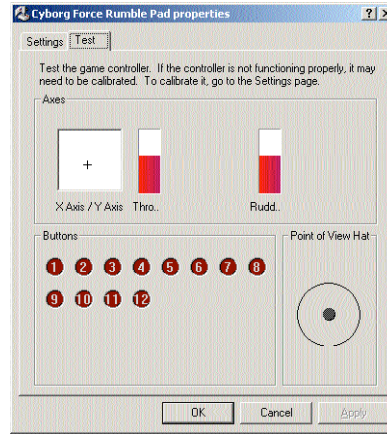
4

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" screen (above) 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 game staff credits
- Cancel...returns you to the desktop



### Options

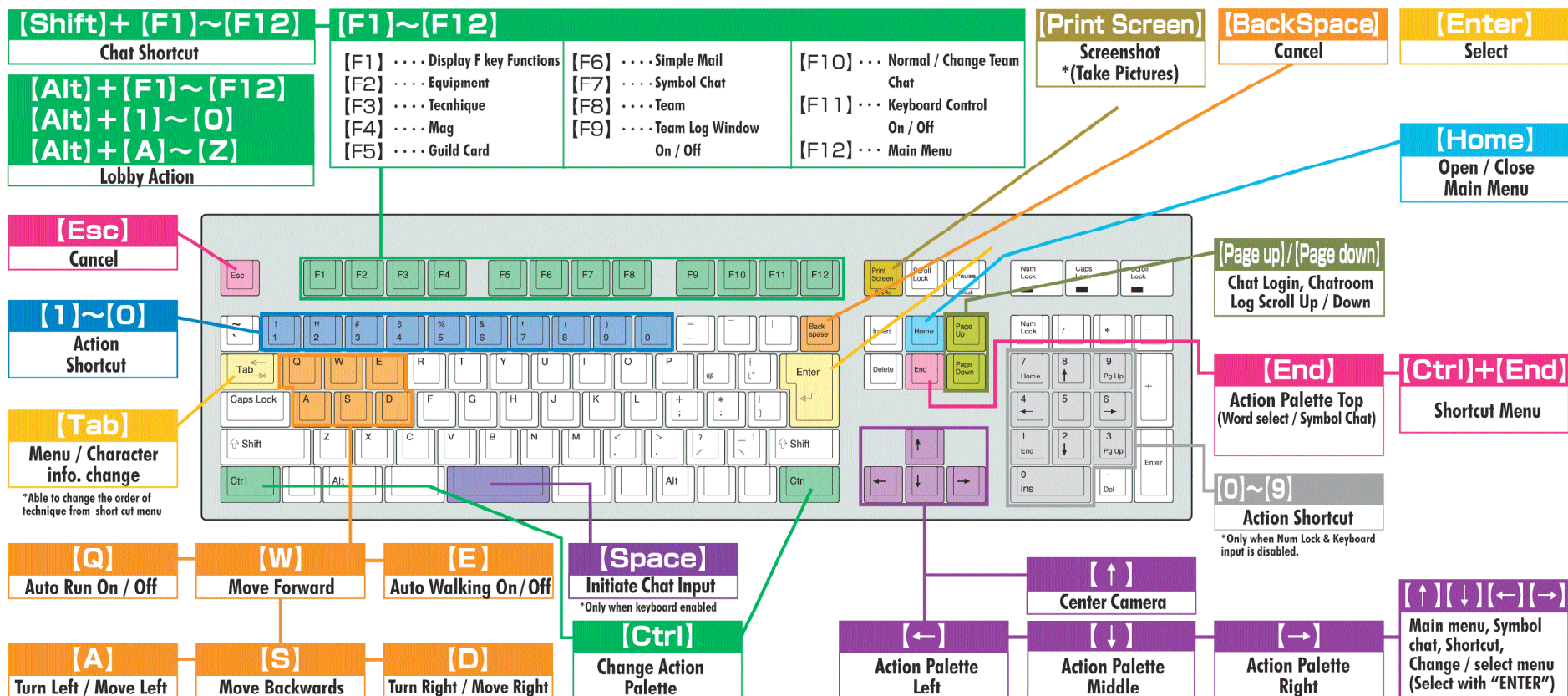
Before playing, you should click on "Options" and set things to properly reflect your game's settings.

- Name of Video Card...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 Advanced.
  - Sound...set sound ON, OFF, or Advanced.
  - Font...allows you to select the font in which the game text will be displayed.
- \*Further details are listed when 'Advanced' is selected.

### Ending the Game

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





The keyboard is mapped so that the left hand is mainly used for movement control. All key mapping shown here is the default configuration.

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



Main Menu



Action Palette



Action Shortcut



Shortcut Menu



Spacebar



Character Info Change

## Mouse Controls

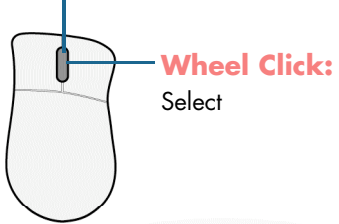
The mouse is used primarily for menu selection and player movement. Under the Main Menu, you can go under Options → Mouse Controls and choose from three control types: OFF / DRAG / HOLD.

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

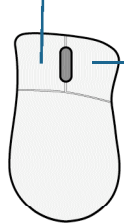
For menus such as the Main Menu, only the mouse wheel and wheel-click will function.

**Wheel:**  
Highlight Selection (up/down only)



**Wheel Click:**  
Select

**Left Click:**  
Highlight Selection (up/down only)



**Right Click:**  
Reposition Camera

### Moving

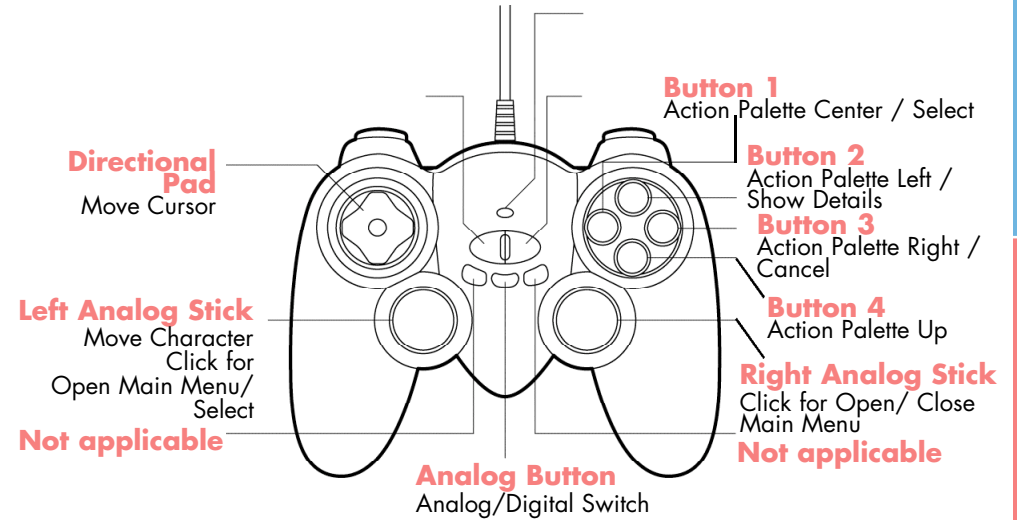
Mouse movement differs depending on whether your movement type is set to DRAG or HOLD.

**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.

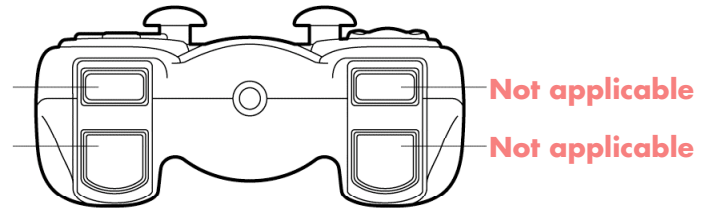
## Adventuring Controls

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 Button Config, you can set buttons on a case-by-case basis.



**Button 6**  
Previous Page/  
Camera (Reposition)

**Button 8**  
Next Page/  
Action Palette Change



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

*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 (<http://www.psobb.com>).

### User ID/Game Password

Input this information 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 <http://www.psobb.com>
- 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!

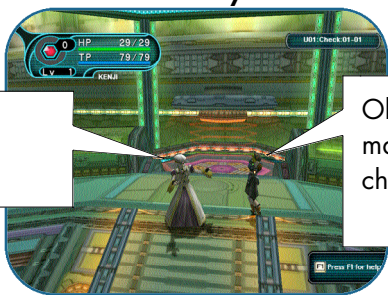
# Preparing for Adventure

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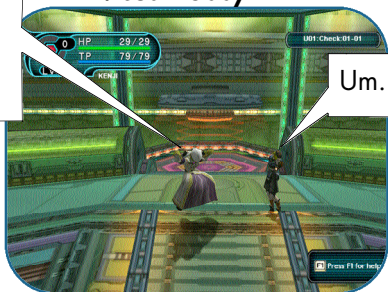
## Visual Lobby



Yeah! Do I look cool?

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

## Visual Lobby



GAH!

Um... no, not really.

## Visual Lobby



Oh, just wait! You'll see!

Well, appearance has nothing to do with strength.

## Several Hours Later...



Hahaha! See? I've gotten all buff!

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

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.

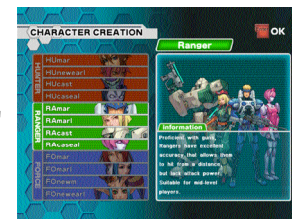
## Character Creation

Character creation follows these steps:

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

## 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.

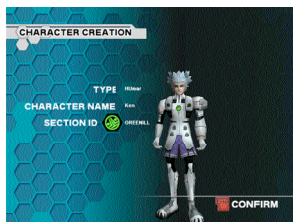
## 3 Choose Character Appearance/Input Name:

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 "OK."

\*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.



- 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 Display Info: The SHIP and BLOCK number shows which Visual Lobby you are in.
- 4 Spoken Messages: 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 "Organize Party," "Transport," and "Team."



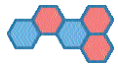
## Organize Party

### Join Party

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

### Create 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.



## Create a Party

- Select Episode: Choose from Episode I, Episode II or Episode IV.
- Register/Select:
  - Party Name...sets the name of the party.
  - Password...limits party access to those who know the password.
  - Play Mode...choose from Normal, Challenge, Battle, or One Person Mode.
  - Difficulty...choose from Normal, Hard, Very Hard, or Ultimate.
- Once the party is created, you will be teleported to the city.

## 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 23.

## 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      | [Alt] + [0] - [9]<br>[Alt] + [A] - [Z]<br>[Alt] + [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.

### 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 shop.

### Tekker



Identify items that are marked as "???"

### Medical Counter



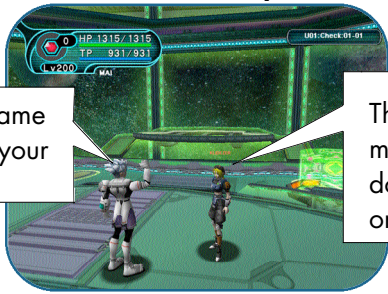
Here, you can get HP, TP and Status Recovery.

### Check Room



Store any excess items or Meseta (money).

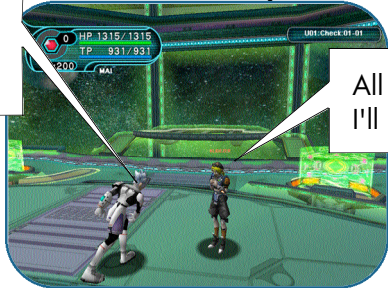
## Visual Lobby



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

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

## Visual Lobby



I want to join a Team!

All right, then. I'll invite you.

## Visual Lobby



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

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

## Visual Lobby



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

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 > Point Register, 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 Members.

## 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**

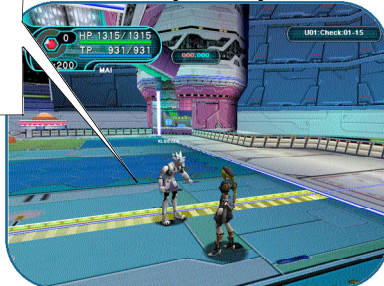


Come to Lobby 15 for a strategy meeting!



Oh, I've got mail!

**Visual Lobby (Lobby 15)**



Here I am!

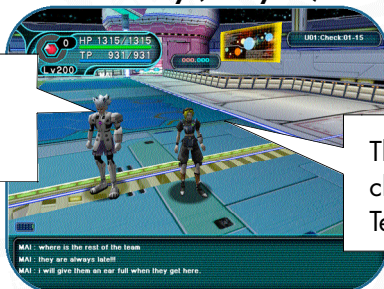
**Visual Lobby (Lobby 15)**



Hit F9!

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

**Visual Lobby (Lobby 15)**



Oh, you are talking!

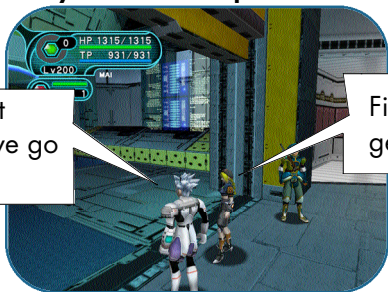
This is where we can chat just among our Team!

MAI: where is the rest of the team  
MAI: they are always late!  
MAI: I will give them an ear full when they get here.

**3**  
**A World Of Adventure**

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**By the Main Teleporter**



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

First, we need to get a quest.

**Outside Principal's Room**



The Hunters Guild works the same way, right?

We'll get together in the Principal's Room

**Principal's Room**



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

Principal's Receptionist: Momoka

**Principal's Room**



Hey, she's cute!

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

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 1," 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.

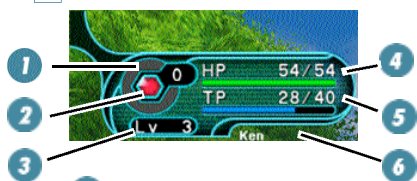


## Screen Layout

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



- 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.

### 5 New Mail Icon / Search Result Icon

### 6 Mode Name Display

### 7 Radar Map / Compass

### 8 Action Palette

### 9 Action Shortcuts

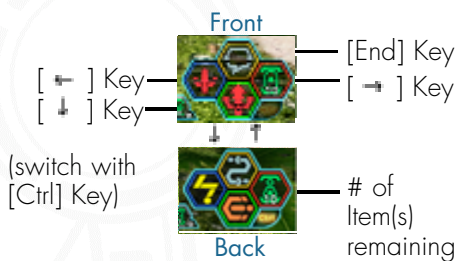
### 6 Mode Name Display

When playing either "Battle Mode" or "Challenge Mode," the mode name is listed here. It will not be listed for either Normal Adventure or One Person 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



### 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 ready. If you're not sure which direction you're headed, you can re-center the camera behind the player's 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 → Customize 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] through [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] through [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.



## Equipment

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



Sword



Gun



Cane



Protectors



Unit



Shields & Barriers

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 ⇒ Items. 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 Window 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  | [F7].....Symbol Chat              |
| [F2].....Equip       | [F8].....Team                     |
| [F3].....Techniques  | [F9].....Team Log Window          |
| [F4].....Mag         | [F10].....Switch Chat             |
| [F5].....Guild Card  | [F11].....Keyboard Control ON/OFF |
| [F6].....Simple Mail | [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 Items, 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

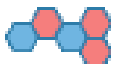
There are six types of Photon Mirage guardians available, with differing effects, including attack, recovery, and stat boosting.

### 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.



# Action Palette Settings

## 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.0



| Area Map Controls |         |
|-------------------|---------|
| Move Map          | ↑ ↓ ← → |
| Zoom In           | Shift   |
| Zoom Out          | 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.

### Map Direction

Select from Fixed or Non-fixed for the Map display.

### Mouse Controls

Select from OFF, DRAG, and HOLD for the Mouse Control.

### Pad Button 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 |

## Keyboard 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)

## 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.

## Auto Disconnect

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

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 One Person quest; there is a level restriction; you are currently on a quest that is not complete.

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 38 for more information.

## Traps

Android characters cannot use Techniques; instead, they are able to set Traps. Traps are detailed in their own section on page 38.

## 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 37 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 10 different possible Section ID's.

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

## 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.



**Extra Attack:**  
Available on certain weapons, with different special effects depending on the weapon itself. Accuracy is low.

## Abnormal Status

\*Android characters cannot be Poisoned or Paralyzed.



**Poison\*:**  
HP slowly decreases. Cure with Antidote or Anti Lv.1.



**ATP Down:**  
Strength of attacks is lowered for a limited time. Cure with Anti Lv.6.



**Shock:**  
Normal Attacks and Techniques are unusable for a limited time. Cure with Anti Lv.2.



**DFP Down:**  
Defense power is lowered for a limited 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 limited time. Cure with Anti Lv.6.



**Confuse:**  
Movement and facing are uncontrollable for a time. Cure with Anti Lv.4.



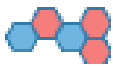
**Thread:**  
Character is immobilized. Wears off automatically after a limited time, but cannot be cured any other way.



**Slow:** Movements and attack speed are reduced for a limited time. Cure with Anti Lv.5.



**KO:**  
HP has reached 0. See page (35) for details.










# Action Palette/Icon List

## Techniques

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

## Items

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

## Traps

|   |  |
|---|--|
|  <b>Damage Trap:</b><br>Deals damage when triggered.   |  <b>Freeze Trap:</b><br>When triggered, freezes the target in place for a limited time. |
|  <b>Confuse Trap:</b><br>When triggered, prevents target from being able to control movement and facing. |  |

# Communication

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## First Encounter - After Battle

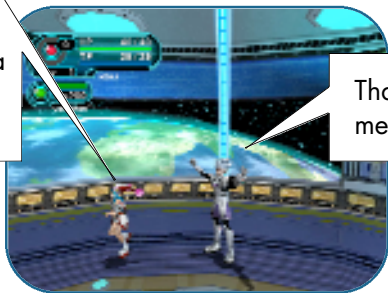
Yeah, all right. Just a sec.



Hey, thanks! Want to exchange Guild Cards?

## First Encounter - After Battle

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



Thanks! I'll send you a message later!

## The Next Day

**Mail Window:**  
Hi! I belong to Team Klidezer.

Do you want to join, too?



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

## The Next Day

**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!



Aw, man! She turned me down!

## 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 "Register."
- 3 Select a pre-made symbol chat or press spacebar and enter the message you would like stored, 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 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 selected 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 set "True" or "False" for the 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 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.
- Write 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 Comment ... Displays memo information included on the card.
- Write Comment ... 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 Sender

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.'

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.

### **Info Board**

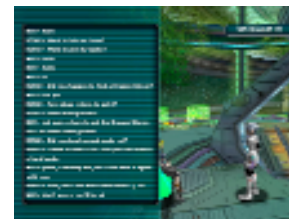
This is a board for players to introduce themselves. It can be accessed under Main Menu → Chat → Info Board. The following options are available:

- View The 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.
- Board: Write ... 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 F9 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**



Hahah! Take that! And that!

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

**Boss Battle**



Wow, you've gotten really good at this!

All right! Let's go!

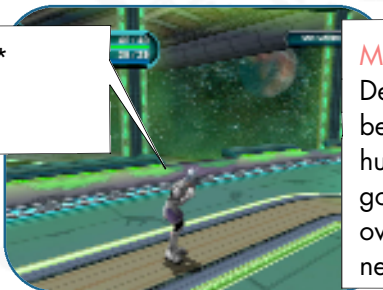
**Several Days Later**



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

**Mail:**  
You have new mail from May.

**Several Days Later**



Oh! \*sniff.\*

**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.

**5**  
**Troubleshooting**

|                              |    |
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|-----------------------|----|
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### ■ **BGM Will Not Play**

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

### ■ **Sound Balance is Awkward**

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

### ■ **Screen Display is Strange**

- Make sure that DirectX 9.0b 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.

**“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?

OK! Should I cast Shifta, then?



I'll handle this!  
Cover me!

**“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...



Maybe I should think  
about finding a new stu-  
dent...?