⚠ WARNING

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

Thank you for purchasing Phantasy Star Universe™. Please note that this software is designed for use with the Xbox 360 video game and entertainment system from Microsoft. Be sure to read this software manual thoroughly before you start playing.

CONTENTS

STORY MODE

In a far away galaxy,
the Gurhal System consists of three planets orbiting the sun.

After 500 years of war, humans and the three races they created — CASTs,
Newmans, and Beasts — finally chose a uniform path of peace.

But 100 years later, out of nowhere,
the echoes of destruction were heard once more...

GETTING STARTED

STARTING THE GAME
From the title screen, press the START button to bring up the main menu. Choose STORY MODE or XBOX LIVE®
(p.11).

In STORY MODE, you follow the adventures of Ethan Waber in a single-player game. Select NEW GAME to
start from the beginning, or CONTINUE to load a previously saved game.

Saving and Loading
Create a new *Phantasy Star Universe™* Game Data file to store your offline (Story Mode) progress and game
settings, or load any previously saved data from your storage device. A minimum of 212KB is required to save
a game to your storage device.

Saving is performed manually at the Save Screen which can be accessed at Save
Markers on the field or at the end of each Chapter of the story. There are four slots
available to save your data.

Note: In XBOX LIVE (p.11), game progress and character data are saved onto the server. Please refer to the
pages on XBOX LIVE for details.

HDTV Settings
To display the game in high definition display modes, connect your Xbox 360 console to a TV with component
input using an Xbox 360 Component HD AV Cable. Slide the switch on the AV port connector to "HDTV." The
HDTV position should be selected on the Xbox Dashboard if the TV supports HD resolutions such as 480p,
720p, or 1080i.

Dolby® Digital
This game is presented in Dolby® Digital 5.1 surround sound. Connect your Xbox 360 console to a sound
system with Dolby Digital technology using a digital optical cable. Connect the digital optical cable to the base
of an Xbox 360 Component HD AV Cable, Xbox 360 VGA HD AV Cable, or Xbox 360 S-Video Cable. From
the System area of the Xbox Dashboard, choose Console Settings, then select Audio Options, then Digital
Output and finally select Dolby Digital 5.1 to experience the excitement of surround sound.

STORY MODE CONTROLS

Left Trigger

Right Trigger

Left Bumper

Right Bumper

Y Button

X Button

B Button

A Button

**Left Stick/
Left Stick Button**

BACK Button

START Button

Directional Pad

**Right Stick/
Right Stick Button**

Xbox Guide Button

MAIN CONTROLS

Directional Pad . . . . Move cursor, change menu page
Left Stick . . . . Move character
Right Stick . . . . Move camera
START Button . . . . Toggle main menu display, skip movie scene
A Button . . . . Decide, talk, examine, pick-up item
B Button . . . . Cancel menu, display Action Palette
X Button . . . . Attack (striking/firing), bullet (firing), technic (magic)
Y Button . . . . Use striking weapon skill, use technic (not used for firing weapons)
Left Bumper . . . . Reset camera, side step (while moving), lock-on enemy, turn page
Right Bumper . . . . Switch one-hand weapon, switch technic, turn page
Left Trigger/Right Trigger . . . . Turn page
Right Stick Button . . . . Toggle camera between third-person and first-person view

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

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During the game, press the start button to display the Main Menu.

🔲 Player information

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

🔲 Status

Character's abilities are as follows:

Level . . . . . . Current level
Details . . . . . Race and gender
Type . . . . . . Character Type
HP . . . . Health Points
(current/ maximum)
ATP . . . . Attack Power
ATA . . . . Attack Accuracy
TP . . . . Technic Potency
DFP . . . . Defensive Power
EVP . . . . Evasion Power
MST . . . . . . Mental Strength
STA . . . . Status Abnormality Resistance
Experience . Attained Experience Points
Next level . Experience Points required to
advance to next level
Meseta . . . . Available money

🔲 Equipped items

Lists all equipped possessions. For weapons and
items, those on the Action Palette (p.8) are displayed.

🔲 Photon Arts list

Lists all special abilities currently available to the
character. See p.9 for details on Photon Arts.

🔲 Types list

At a certain stage in the game, you will gain
access to the Type Select Counter on the
GUARDIANS Colony 5th Floor. Here you can
switch the Battle Type of your character as detailed
below:

Hunter . . . . Strong with striking weapons,
this type is very effective in close
combat. Good balance of skills.
Ideal for beginners.
Ranger . . . . . . An intermediate level long-range
fighter good at attacking
enemies from a distance. Also
provides good backup support.
Force . . . . An advanced type, technic users
can take on a numerous roles
due to the various types of
technics available to them.

🔲 Items

Select Possession to display the following three information panels:

Item Count

The number of items in possession. The figure in
brackets shows the number of items in the selected
category, while the figures on the right show the
total and maximum items.

List Window

Each category is displayed separately. The five
categories are Weapons, Armor, Items, Clothing/
Parts, and Synth/Room Items. These can be
switched using the directional pad ⬅ ➡. Press the
Y button to change the sort order.

Status Window

Shows the performance or effectiveness of the
selected item. Press the left bumper/right bumper
to switch pages.

Viewing the status window

<Example: Striking Weapon>
• Maker logo/grade/
item name
• Maker name/times
upgraded
• Current PP (Photon Point – p.9)/Maximum PP
• Weapon's Attack Power/Overall Attack Power
• Weapon Accuracy/Overall Accuracy
• Attribute colour/attribute bonus value (see below)
• Attack Power (ATP) required to use/current ATP

* During equipment changes, increased values are
marked in red, decreased values are marked in blue.

Switch pages to see details of Photon Arts and Units
linked/set into the weapon/armour.

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

Bonus damage awarded for attacking creatures with opposing attributes. No bonus damage for no attribute.
Reduced damage for same attribute..

Using Equipment
• Weapon

Set the selected weapon in the Action Palette via
Add to palette for quick access during battle. You
can also select **Link photon art** to select an art to
attach to the weapon. **Refill PP with item** allows
you to use any PP Items suited to the selected
weapon.

• Armour

Once you select armour, you must equip it. Line
Shield Units may also be attached to the armour.

• Item

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

• Clothes/Parts
Details of clothing and parts items.

• Synth/room items
Items that can only be used in Ethan's private room.

🔲 Map

Displays a map of the area immediately surrounding the character. The player and enemy positions are all marked. Scroll the map using the directional pad, and use left bumper/right bumper to zoom in and out. No map display is available at the GUARDIANS Colony or the City.

🔲 Party

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

🔲 System

Select **Options** to change game settings, or **Log out** to return to the title screen.

🔲 Options

Text display speed	Set to **Instant display** or **Normal**.
Music volume	Set the volume of background music.
Sound effect volume	Set the volume of sound effects.
Radar map display	Set the map display orientation to **Based on direction/Based on camera**.
Button detail display	Set display of button controls to **Always display/Temporary display/OFF**.
Main menu cursor position .	**Save/Do not save** the cursor position when the main menu is closed.
Camera controls	Set the camera controls to **Camera follows character/First person camera**.
Weapon/TECHNIC swap . . .	Set the method of switching one-handed weapons (between right- and left-handed) or technics for technic-attack weapons to **Hold** (switch only while the right bumper is being held)/**Click** (switch upon each pressing of right bumper).
Lock-on	Set the controls to lock-on enemies to **Hold**/**Click**.
RB / LB settings	**Default button settings** or **Change button settings**.
Return	Return to the System Menu.
Return to default	Return all Options Settings to their default value.

🔲 Log out

Return to the title screen. Please note that game data is not automatically saved. Game progress will be lost if you exit without saving.

GUARDIANS COLONY

Ethan's adventures mostly begin from the GUARDIANS Colony, a base for his activities.

ACTIONS ON GUARDIANS COLONY

You can move freely inside the Colony which consists of five floors, and take various actions. Here are some of the more common actions:

Talk with Characters
You can talk to various characters in the GUARDIANS Colony, from small talk to something useful.

Shop/Use Facilities
Buy weapons and items at shops, or use various facilities at the GUARDIANS Colony.

Change Type
As the story progresses, you can change Ethan's type at the Type Select Counter on 5F of the GUARDIANS HQ.

Go to Cities on other Planets
As the game progresses, you will be able to go to the cities on other planets, from 4F of the colony.

Free Mission
As the story progresses, you will be able to take Free Missions. Go to Mission Counter, verify what the available Missions are, and choose one. You can also cancel the Mission you have already taken. If you have Partner Cards (available later in the game – p.8) of other characters, you can take the Free Mission together as Party Members.

My Room
Go to Ethan's room on 1F. You can get various support options from your Partner Machinery "Pete" (p.6).

Save Game Data
Save your game progress at the Save Marker, located on 4F of the GUARDIANS Colony or inside My Room.

Main Menu
Press the START button to toggle display. The B button also cancels the display.

Simplified Status
Shows Level, HP, max HP, and experience required to level-up. The Level and HP of allies will also be shown.

Lock-On Cursor
Indicates an item that can be picked up or used via the A button.

A Button
Shows an A button command is available, such as picking up items or talking to characters.

In addition to the above, a variety of other information is displayed to correspond with the situation.

Speech Bubble
Conversations with other characters are shown in speech bubbles. Press the A button to proceed.

Movie Scene
Some dialog is played in movies. You can skip the movie scenes by pressing the START button.

Cut In
As certain event scenes begin, the character's face and lines will be displayed.

Shopping
When purchasing items etc., a menu window dedicated for shopping will be displayed.

MY ROOM (GUARDIANS BARRACKS)

Ethan's private room. Here you will find a Save Marker for saving game data, as well as a dressing room for changing clothes. You can also place up to three items to personalise your room. Most useful to your gameplay though is a Partner Machinery model GHX-005 nicknamed "Pete." Approach Pete in My Room and press the A button to display his option menu.

Use Storage

When you have too many items and Meseta to carry, you can let Pete put them into storage. He can also be instructed to retrieve previously stored items. Before going out on the field, check that you have enough space for items you find along the way.

Partner Machinery Function

Select **Talk** to hear an explanation of the current story, characters you have met, etc. Menu items that can be selected will increase as the game progresses.

Synthesize an Item

As the story progresses, you can have Pete synthesise custom items for you. Some items can only be obtained this way.

Insert Board	Synthesise	Take Out Item
Before Pete can make anything you need to purchase or find a board and install it. Depending on the board, a variety of items can be created.	Display a list of items and the materials required. Naturally, only the items that you have materials for can be made. Materials must be placed in storage, in order to synthesise	Consumable items like Monomate can be synthesised reliably. With other items such as weapons and armour, success can only be determined when synthesis is complete. Even failed items can still be used for something else.

Give Item

By giving Pete consumable items he can level-up. Depending on items fed and the level attained, Pete's appearance may change, and he may become more proficient at making certain kinds of items. When he reaches phase 4, he can also join you on your adventures, proving even more useful.

View Status

Confirm Pete's status. You can see his level and ability parameters at any time, so develop him in a way that works well with your own skills and playing style.

Pete's Parameters

Strike . . . . Proficiency in producing striking weapons.
Range . . . . Proficiency in producing firing weapons.
TECH . . . . Proficiency in producing magic weapons.
Armour . . . . Proficiency in producing defence items.

MISSIONS

The various adventures that Ethan and his allies embark on are called Missions.

MISSION LOCATION

In most cases missions will be requested at the colony or city. You then head for the field where the mission will be carried out. There are two main types of mission as follows:

Main Mission

Completion is necessary to progress to the next chapter of the story. This mission will normally be outlined at the beginning of the chapter.

Free Mission

Free Missions appear as the story progresses. These can be chosen from a list and executed in your own time.

Field Actions

Much like the colony and city, you can move freely about the field. The big difference though is the presence of monsters. The most commonly used field actions are as follows:

Battle

Fight monsters using equipped weapons and armour. Defeating monsters gives you Experience Points (p.10).

Talk with Characters

There are characters in the field too that you can speak with. Approach and press the A button.

Gather Items/Meseta

By defeating monsters or breaking open containers, you can gain items and Meseta (currency).

Save Game Data

Save Markers can also be found in the field. Use these to record your progress.

VIEWING THE GAME SCREEN (FIELD)
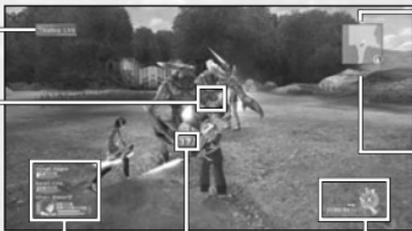

Target Information
Lock on an item or monster to get information.

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

Simplified Status
Shows the Level and HP of Ethan and his allies. Ethan's display also shows the current Experience Points earned.

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

Radar Map
Shows uncovered areas, monsters, allies, gates etc. Where a key is required, the key number is displayed to the left.

Time (not shown here)
During trials, the elapsed time is shown here.

Action Palette
Shows equipped items, PP, max PP, and available commands. Put weapons in the palette (p.8) for easy access.

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

Available Commands
Shows commands that correspond with the X, Y and A buttons.

Left hand weapon
Shows when you have a left-hand weapon equipped. Background turns red when in use.

Weapon PP
Shows PP and max PP of equipped weapon.

A Button commands
Pick up item, press switch, other non-attack actions.

Y Button commands
Skills (striking weapon) and technic (magic). Not used for firing weapons.

X Button commands
Regular attacks, bullets, technic attacks.

Equipped Weapon Icon
Shows the weapon type of equipped weapons.

Action/Tools Palette Settings

Before you can use the Action/Tools Palette, you must prepare the content as detailed below:

● Open the Items menu and choose the item or weapon you wish to set in the palette.
● Choose **Add to palette** from the menu and press the A button. When set, press the B button to return.
● From the regular game screen, hold down the B button to bring up the Action and Tools Palettes. Use the directional pad or left bumper/right bumper/left trigger/right trigger to select an item and release the B button to set.

There's a limit to what Ethan can do all by himself. To attempt more difficult tasks, form a Party with other characters

Forming a Party

Party Member
If you have Partner Cards (Chapter 3 and beyond), you can have selected characters join your Party. In the Main Mission, you must form a Party with specific characters. In such cases, you can have them join you simply by talking to them.

Guest Character
There are cases where a special character needing protection may join your Party.

Colour of Map Cursor
The cursor colours on the radar map match the colours of Party Members on Simplified Status.

Party Member's Actions

Movement
The Party Members follow Ethan.

Battles and Effects
When a monster approaches, the Party Members begin to battle. They will continue to battle even when Ethan leaves the area. The Party Members also use Photon Arts, and their levels increase with experience.

Damages to Party Members
To recover a Party Member HP, you need to use an item or Technic with corresponding effects. When a Party Member falls, their HP will slowly recover with time and they will eventually rejoin the action.

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

Monsters lurk in specific locations on the field, and appear when you approach a given area (displayed as yellow dots on the Radar Map). Some packs of monsters may either hold weapons or have a leader. In these cases, they have higher attack and defence abilities, and may even perform actions such as healing.

Attack Types and Weapons

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

Striking Attack

This is a direct attack using sword-type weapons for close combat. Normal attacks do not consume PP (see below), and up to three attacks in succession can be made. By linking Photon Arts, you can perform powerful attacks.

Shooting Attack

With this type, you attack from a distance, using guns or arrows. Depending on the weapon, you can move while attacking. Although you can safely make one-sided attacks, you consume PP for each attack.

Technic Attack (Magic)

This type allows you to use "Technics," with different variations, effects, etc. They can be very powerful, if you can manage them effectively. You will consume PP for each attack.

One-Handed and Two-Handed Weapons

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

Left-Handed Weapons

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

Upgrading Weapons

If you have an item called a "Grinder," you can make upgrades on your weapons at a shop. You can use up to 10 grinders to a weapon. Note that attempts to upgrade may result in failure at times. In this case, the weapon will break and disappear from your possession.

Photon Arts and PP (Photon Points)

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

Skill

This type is for close combat using striking-type weapons. Variations include powerful strikes against one or multiple enemies.

Bullet

This type is for shooting-type weapons. Many weapons of this type allow placement of an attribute (fire, ice, etc.) on the bullet.

Technic

This type is for magic-type weapons. This versatile weapon type can be used for both attacks and healing.

There is a level to each Photon Art. By using it more often, it powers up, becoming stronger and more effective.

Lock-ons and Attacks

When an enemy is within your attack range, a red Lock-on cursor will mark the closest enemy. In this state, press and hold the left bumper (if Lock-on option is set to Hold — p.5) to lock onto that enemy. In this state, you will side step the enemy (with striking-type weapons, you can continue facing the locked-on enemy). With shooting-type and magic-type weapons, there are situations where you may still have to adjust the direction to attack, using the first-person view.

Armour

In dangerous missions, it is very important to equip yourself with the correct armour.

Line Shields

Line shields improve your defence ability. They also guard against frontal attacks, nullifying all damages in certain situations.

Units

Many line shields contain slots where you can attach protective units of different types. Each has various effects that improve your defence abilities.

Taking Damage

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

Blow Aways and Downs

Attacks from particular monsters may have an effect to blow you away upon taking damage, or make you fall on the ground. When you are down on the ground, you cannot attack until the character gets up.

Status Abnormalities

If you receive special attacks, in addition to reducing HP, you may have one of various abnormalities in your status. This can be cured with time, recovery items, or recovery technics.

If HP Drops to Zero

If the HP of the character drops to zero, the character will fall to the ground, unable to fight. Some Party Members may recover with time, but in case of Ethan, unless some measure of recovery is taken, the game will be over.

Experience Points

You receive Experience Points for defeating an enemy. By obtaining Experience Points, the character will be powered up.

If a Party Member Defeats the Enemy

If other members in your party defeat the enemy, you will still be able to receive a small portion of Experience Points, so long as Ethan has inflicted even a small fraction of damage to that particular enemy.

Character Level

If Experience Points are accumulated, the character's level increases, raising maximum HP and various other parameters. Your HP will also recover to a full health.

CONTAMINATION

Neutralising contamination from a mysterious life form called the "SEED" is one of the strange assignments the GUARDIANS must take. The contaminated land causes changes in the native life forms, making them more violent. As the story progresses, you will be able to equip special items. Though these have no effects on normal monsters, they are very important. You can add them to the Action Palette.

Goggles

The first equipment against contamination that Ethan obtains. You can also see things you cannot normally distinguish with the naked eye.

Photon Eraser

Equipment used to neutralise fire-type SEED.

Photon Reflector

Equipment used to neutralise ice-type SEED.

BATTLE TYPES

There are three battle types of characters. Each character can change to a Hunter, Ranger or Force. If the type is changed, the experiences in your adventure may change.

Type Select Counter

As the story progresses, you will be able to use the facility Type Select Counter. You will be able to change your battle type here. Though Ethan starts as a Hunter, you could change him to a Ranger who is good at using guns.

Battle Type & Grade of Equipment

Each weapon/armour has a grade (S/A/B/C) and is displayed on the left of the name on the list. Depending on the battle type, the grade of weapon you can equip varies. You cannot equip a weapon with a grade higher than this.

TRIAL ACCOMPLISHMENT AND REWARD

Within a mission, there are a number of "trials" on which your actions will be evaluated at the end. Note that there is only one trial per Free Mission.

Reward

In Results Screen, you may be given Meseta and items, according to the evaluation.

Mission Points

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

About Evaluation

The trial evaluation is based on various points. How many enemies have you defeated? How long did you take to clear? Have any of your members fallen in the battle? Keep yourself alert for anything, and aim for a higher evaluation.

XBOX LIVE

Xbox Live
Play anyone and everyone, anytime and anywhere on Xbox Live. Build your gamer card profile. Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting
Before you can use Xbox Live, connect your Xbox 360 console to a broadband Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com/live.

Family Setting
These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

GUARDIANS LICENSE

In addition to Xbox Live subscription, you will need to separately purchase a GUARDIANS License, in order to play in XBOX LIVE.

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

PRECAUTIONS

Upon playing in XBOX LIVE, please be aware of the following. Note that the information printed in this instruction manual is correct as of October 2006. As it is possible that the specification and condition may change in the future, make sure to check the Official Site (http://www.sega.com/psu) for the latest information.

• You are required to pay in order to play in XBOX LIVE. You can use credit card (VISA, Mastercard) for your payments.
• The network service may end, with notification in advance. Please consent that you may not be able to play the network play after the end of service.
• The charge for your GUARDIANS License does not include fees for connecting to the internet (ISP fee).
• In order to play in XBOX LIVE, you must agree to the terms of the End User License Agreement. The End User License Agreement may be subject to change. Please also check the official site for the latest End User License Agreement.
• The PEGI Rating is based on the content of this product alone, and does not include additional content that comes from online play.
• In XBOX LIVE, you will play with an original character that is not connected to the STORY MODE.
• The game progress and the character data will be saved onto the server which is managed by SEGA Corporation.

XBOX LIVE CONTROLS

MAIN CONTROLS

Controls described in **bold face** are features new to the XBOX LIVE.

Directional Pad . . . . Move cursor, change menu page; (**←/→ : hide/show Chat Shortcut**)
Left Stick . . . . Move character
Right Stick . . . . Move camera
START Button . . . . . . Toggle main menu display, skip movie scene
BACK Button . . . . **Show/hide Software Keyboard**
A Button . . . . Decide, talk, examine, pick-up item, **display Lock-On Menu**
B Button . . . . Cancel menu, display Action Palette
X Button . . . . Attack (striking/firing), bullet (firing), technic (magic), **display Lobby Action Menu**
Y Button . . . . Use striking weapon skill, use technic (not used for firing weapons)
Left Bumper . . . . Reset camera, side step (while moving), lock-on enemy, turn page
Right Bumper . . . . . . Switch one-hand weapon, switch technic, turn page
Left Trigger . . . . Turn page, **short cut for Verification Icon (p.14)**
Right Trigger . . . . Turn page, **switch Chat Log Display**
Left Stick Button . . . **Toggle Character Information Display (p.14)**
Right Stick Button . . Toggle camera between third-person and first-person view

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

SOFTWARE KEYBOARD

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

Controls with the Controller

Directional Pad . . . . Move Keyboard Cursor
A Button . . . . Enter letter/command selected by Keyboard Cursor
B Button . . . . Delete the previous letter on Input Cursor
X Button . . . . Enter text and exit

Left/Right Bumper . Select a letter type
Right Trigger . . . . Hold and enter text to display chat (p.18) in cut in.
Left Trigger . . . . Hold and enter text to display chat in exclamation balloon.
Left Stick Button . . . Hold and enter text to display chat in cloud-shaped balloon.

Controls on the Software Keyboard

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

DEL . . . . Delete the letter immediately after the Input Cursor
BS . . . . Delete the previous letter on Input Cursor
SPACE . . . . Enter a single space
OK . . . . Enter text and exit

CONNECT TO XBOX LIVE

CREATE CHARACTER/BEGIN PLAY

Here you will create a character that you will use in XBOX LIVE. You can create up to four characters, and the items can be shared between your characters through the Community Box (p.15).

Create a Character

You have four selectable character spaces, one for each character. In the beginning, all spaces are blank, so select any space. The next time you connect and play, select a character to use from this screen. You can also delete a character and recreate anew.

Please be cautious, as once a character is deleted, all data relating to the deleted character will be lost completely.

How to Create

You can select a race, sex, face, body, clothes, voice, and name for your character. Use the directional pad ⬆⬇ to select a category, and ⬅➡ to change type. When done, select **Next setting** to advance to the next screen. Where it is applicable, select **Return** to return to the previous screen. Also, during the character creation, use the right analog stick ⬆⬇ to zoom the character in/out, and ⬅➡ to rotate left/right.

Race and Sex
You can select from four races and two sexes. Please see information below for notes on races.

Face and Body
You can select each part of your face, body suit, skin colour, and proportions. Depending on the part, you can make adjustments on shape or colour, using the left stick.

Clothes and Voice
You can select clothes, voice type, and voice pitch. You can listen to the voice by pressing the X button.

Character Name
Enter a name for your character. You can use up to 16 letters.

Verify Settings
Verify settings for your character. If the settings are correct, select **Done** and press the A button to end Character Create.

About Races

Humans
Humans have a greater ability to adapt to the environment and have balanced overall abilities.

CASTs
CASTs are artificial life forms of mechanical origin. They think logically and move with precision.

Newmans
Newmans are created with faster reflexes and minds, but they lack in physique compared to humans.

Beasts
Beasts have stronger physical abilities, and can transform themselves through "Nano Blast."

Begin a Game

When you are finished with your first-ever character creation, you will go to "My Room." Here you can receive a simple tutorial of the game.

Note: The Universe (server) you are logged in to will be assigned automatically. You may move to another Universe freely during the game (p.14).

NETWORK MANNERS

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

STRUCTURE OF XBOX LIVE

The world and structure of XBOX LIVE is basically the same as in STORY MODE. My Room becomes your base in the game, and you can move freely between the GUARDIANS Colony and three planets. Also, although you are automatically assigned a Universe at log in, you can move from Universe to Universe freely in the game.

BEGIN XBOX LIVE

Immediately after the beginning of the XBOX LIVE, you will start from "My Room." After the second time around, you will either restart from "My Room" or the Lobby where you started the last time.

Moving Between the GUARDIANS Colony and the Planets
From "My Room," you can go to the "Central Table," located on 1F of the GUARDIANS Colony. As in STORY MODE, you can move between the GUARDIANS Colony and the planets. If a planet has already been visited, you can go directly from "My Room," through PPT Spaceport.
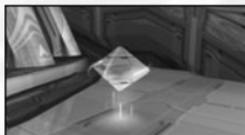
Moving Between the Universes
By examining the Universe Transporter located near the centre of the map, you can select "My Room" or the Universe to transport yourself. Please be cautious, as transporting to "My Room" or another Universe has the following effects:
- Exit from a Party you currently belong to.
- Give up current Mission.
- The setting for Set invite block (p.16) becomes **Receive invitation**.
- Reset Party Setting.
- All Partner Cards, invitation to Party, and exchanged Items which have arrived but have not yet been received will be lost (simple messages can be received after the transportation).
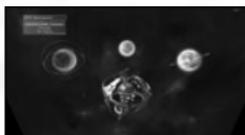
XBOX LIVE SCREEN

Except for a few XBOX LIVE-specific displays, it is basically the same as in STORY MODE.

Target Display
When another player's name is displayed, press the A button to open Lock-On Menu (p.17).

Simplified Status
Your Information (character name, level, Experience Points Bar, Nano Blast Gauge and SUV Weapon Gauge) will be displayed at the bottom, and your Party Member information (character name, level, HP) will be displayed above it. Also, the small square icon under the Simplified Status Display indicates the status of changeover between Menu Shortcut and Chat Shortcut.
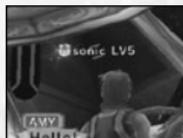
Verification Icon
This will be displayed whenever you have incoming simple mail/ Partner Card/Party invitation/ request for item exchange, or to confirm the quest board. Press the left trigger to enter Icon Select Mode, select an icon using the directional pad and press the A button to display shortcut relating to the selected icon.

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

Universe Number Display
The Universe Number you are currently in (except while in My Room or on the field).

Character Info. Display
In XBOX LIVE, Character Information will be displayed above each character. By pressing the left stick button, the displayed content changes: Character Name, Character Name & Level, Account Number, and no display.
Also, a Photon Fortune Icon may be displayed next to the text. It is said that there will be a divine protection of some sort, depending on the way it shines, and as it shines more brightly, higher effects can be expected.

MY ROOM

In My Room of the XBOX LIVE, a shop function where you can sell items you either found or synthesised is added. You can also visit other players' rooms and purchase items at their shops.

PARTNER MACHINERY

When you talk to your Partner Machinery for the first time, you can give it a name. As in STORY MODE, you can deposit items with it, synthesise items, give items, or have it along with you in your adventure. In XBOX LIVE, however, you can put prices on deposited items and have it open a shop.

Use storage
You can deposit items and Meseta.

Partner Machinery Function
You can use various functions of Partner Machinery: Talk, Give item, Synthesize an item, View status, and Change name.

Redecorate
By using a "Remodeling Ticket," you can remodel your My Room. You can purchase a Remodeling Ticket at the shop for Room Decorations, located on 2F of the GUARDIANS Colony.

Cancel
Return to normal screen.

SHOP

You can open a shop in your My Room, and sell your items to other players. Use the Remodeling Ticket to first remodel your My Room.

Shop Preparation
Give items to your Partner Machinery, and put a price on each item. Whenever another player visits My Room, the Partner Machinery will function as a shop. When an item is sold, the Meseta obtained will be transferred to your storage.

Visiting Other Player's My Room
To visit another player's My Room, select a destination from Vision Phone functions (see below). Once there, you can talk to the Partner Machinery to buy items, or view Partner Machinery's status or goods in the Room.

COMMUNITY BOX

Store your items and Meseta in this box, and you can other character(s) use them.

VISION PHONE

The Vision Phone in "My Room" has the following functions:

View information
View latest information on events and system.

Go to room
Using Partner Card, visit other player's My Room.

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

Recently visited shops
Display a list of shops you have visited recently, and select to visit again.

View visitor log
View a list of players who visited your My Room.

Help
View Play Guide or glossary.

Return
Return to normal screen.

DRESSING ROOM

Here you can change clothes or parts.

XBOX LIVE SPECIFIC MENU ITEMS

XBOX LIVE allows you to play as a race other than human. There are various functions used only in the XBOX LIVE, such as creating a Party or communicating with others using mail or chat, are added to the Menu.

MAIN MENU: Player information

If the race of your character is either Beast or CAST, special attacks become possible by reaching a certain level. Higher-level Beasts can transform using "Nano Blast" and CASTs can utilise special SUV Weapons.

Status

When either Nano Blast or SUV Weapon becomes available, its name will appear on Status Display.

MAIN MENU: Community

This is a menu item related to communication with other players.

Party

Set up Party conditions and rules. Please refer to p.17 for details.

Form Party

You can select this either when you do not belong to any Party or when you are a leader of one. A list of Partner Cards (see below) will be displayed, so select and invite him/her into your Party. You may not, however, invite him/her, if he/she already belongs to another Party, if they are not currently connected to the network, or if they are refusing invitations.

Set Invite Block

You can set this to block invitations from other players.

Leave Party

You will exit from the Party you currently belong to.

Leader rights

You can select this either when you do not belong to any Party or when you are a leader of one. You can perform Abandon Mission, Edit Party Name, Edit comment (displayed on other player's screen when searched), Party password (to join your Party), Switch leader, and Remove member.

Member Location

You can verify the whereabouts of your Party Members.

Send card / View stats/equip. / Add to blacklist

These are controls related to your Party Members. Please refer to p.17, under Lock-On Menu, for details.

Simple Mail

You can exchange a short text with other players.

Mail inbox

A list of received mail will be displayed. Select one from the list, and you can either reply or delete it. Upon replying, you also have an option to quote from the received mail. Note that when there is an incoming message, a letter-shaped icon will be displayed at the bottom of the screen.

Compose mail

You can write a new message and send it. Write text and select recipient(s) to receive it. You can send one message to multiple players.

Partner Card

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

Partner Card list

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

Edit your card

You can add comments to your card.

📋 Shortcuts

Prepare short text messages and assign them to be able to be displayed quickly using the directional pad ➡.

📋 MAIN MENU: System

💠 Options

The option **Function key setting** becomes available, if you have the USB Keyboard, allowing you to choose Menu or Chat Shortcut.

📋 Blacklist

You can establish a blockage against a particular person's attempt to communicate with you. Select a name from Partner Card or Simple Mail to add them to the list. If established, all Party invitations, Partner Card transmissions, and simple mail from players on the list will be blocked, and no chat messages will be visible from them. You can also remove a name from the list to lift the blockage (against that player).

📋 Log out

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

LOCK-ON MENU

While locking onto other players, press the A button to display his/her status. This can also be used to make direct communication.

Invite to Party
If the target player does not belong to any Party, you can form a Party with him/her, or invite him/her to your Party.

Send Simple Mail
Send him/her a simple mail.

Send card
Send him/her your Partner Card.

Trade items
You can trade items or Meseta. Select items to give, and verify contents you are receiving. After confirmation, the items will be traded.

View stats/equip.
View his/her information, such as status, weapons, armour & units equipped, clothes/parts, and Photon Arts.

Add to blacklist
You can add him/her to the list of players you wish to block.

PARTY

In XBOX LIVE, you form a Party with other players in the city or field to take on various Missions.

LEADER AND MEMBERS

A Party can consist of up to six players. There must be a leader in a Party to guide and administer other members. Also, the leader accepts or declines Missions. In the beginning, the player who created the Party becomes the leader, but the leader can also be changed.

FORMING A PARTY

You can form a Party in the following ways. Note that you cannot form a Party when you're inside your barracks.

Form a Party from Main Menu
You become a leader and select players to invite from the Partner Cards.

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

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

LEAVING/REMOVAL OF PARTY MEMBER

The Party Member (and its leader) can exit a Party freely. Also, the leader has the authority to remove a Party Member whose actions are becoming an annoyance to other members. Note that once a member moves to one of the other servers, he will automatically exit the Party.

MISSIONS

As in STORY MODE, there are two types of Missions: Main Mission and Free Mission. In general, Main Missions start from the GUARDIANS Branch, and Free Missions from the Flyer Base Mission Counter.

STARTING YOUR MISSION

At Mission Counter, the Party Leader selects, changes, and decides the Mission, and changes Party Settings. Depending on the Mission, there are cases where new members can join a Party whose Mission is already in progress, while other Missions require that all members be present in order to start.

NEW FEATURES IN THE XBOX LIVE

Check Point

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

Interval Lobbies

Some Missions have Interval Lobbies where you can rest. No monsters appear here, so your Party Members can safely have conversations or check their Equipment.

CHAT & LOBBY ACTIONS

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

Press the BACK button to bring up the Software Keyboard. Enter message, and select OK to display the message.

Upon finalising your input, select OK while holding down the right trigger to display a list of cut-ins. Use the directional pad ⬅➡ to select expression, ⬆⬇ to select camera position, and press the A button to display your chat message as a cut-in. Likewise, hold down the left trigger or the left stick button (instead of right trigger) to display your chat message in an exclamation balloon or cloud-shaped balloon.

Also, press the directional pad ➡ to display Chat Shortcut. Use the directional pad ⬆⬇ to select a shortcut, then ➡ to display the chat message you set up in Shortcut Setting (p.17). Press the directional pad ⬅ to cancel Chat Shortcut.

CHAT TYPES

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

Voice Chat
Connecting the Xbox 360 Headset (sold separately for Xbox 360 Core System) to your Xbox 360 Controller, you can also enjoy voice chat with other players.

LOBBY ACTIONS

Anywhere in the lobby you can make your character perform special actions. Press the X button to open the Lobby Action Menu. Use the directional pad to select an action, and press the A button to execute. The Lobby Action Menu can be cancelled with B button.

In XBOX LIVE, you create your original character. And as a member of GUARDIANS, you will explore the Gurhal System. There you will have your own My Room and Partner Machinery. You can get together and enjoy adventures in the same world as in STORY MODE with other players. In the adventure, apart from main Missions, various new missions will be transmitted over the network. You can also enjoy the synthesis of items using your Partner Machinery which is also available in STORY MODE. Of course, you can also simply chat with other players.

CREDITS

The following credits list the staff responsible for the localisation and marketing for the European release of Phantasy Star Universe. See in-game credits for the complete list of the development staff.

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