

SQUARE ENIX
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SQUARE ENIX

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

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

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

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

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

NOTICE:
Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:
• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the FINAL FANTASY® XIII disc with the label facing up into the disc slot. Select the icon for the software title under FINAL FANTASY XIII in the PS3™ system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk.
The data is displayed under "Saved Game Utility" in the Game menu.

Prologue

Cocoon—a utopia in the sky.

Its inhabitants believed their world a paradise. Under the Sanctum's rule, Cocoon had long known peace and prosperity.

Mankind was blessed by its protectors, the benevolent fal'Cie, and believed that tranquil days would continue forever.

Their tranquility was shattered with the discovery of one hostile fal'Cie.

The moment that fal'Cie from Pulse—the feared and detested lowerworld—awoke from its slumber, peace on Cocoon came to an end.

Fal'Cie curse humans, turning them into magic-wielding servants.

They become l'Cie—chosen of the fal'Cie.

Those branded with the mark of a l'Cie carry the burden of either fulfilling their Focus or facing a fate harsher than death itself.

A prayer for redemption.
A wish to protect the world.
A promise to challenge destiny.

After thirteen days of fates intertwined,
the battle begins.

FINAL FANTASY® XIII



Characters

The epic tale of FINAL FANTASY® XIII is woven around the intertwining lives, hopes, and ambitions of the men and women named herein.



Lightning

This solitary young woman speaks little of herself—even her true name is a mystery. She is known to others simply as "Lightning."

"You want quiet, you'd better take the next train."

Serah Farron

Serah is Lightning's younger sister, and Snow's fiancée. Possessing an inner fortitude beyond her years, she is more than capable of making her own decisions, whatever her somewhat overprotective sister might think. In fact, Serah spends just as much time worrying about her elder sibling's well-being as Lightning does Serah's.

"The point is, I have people I can count on. I'll make it through."



Snow Villiers

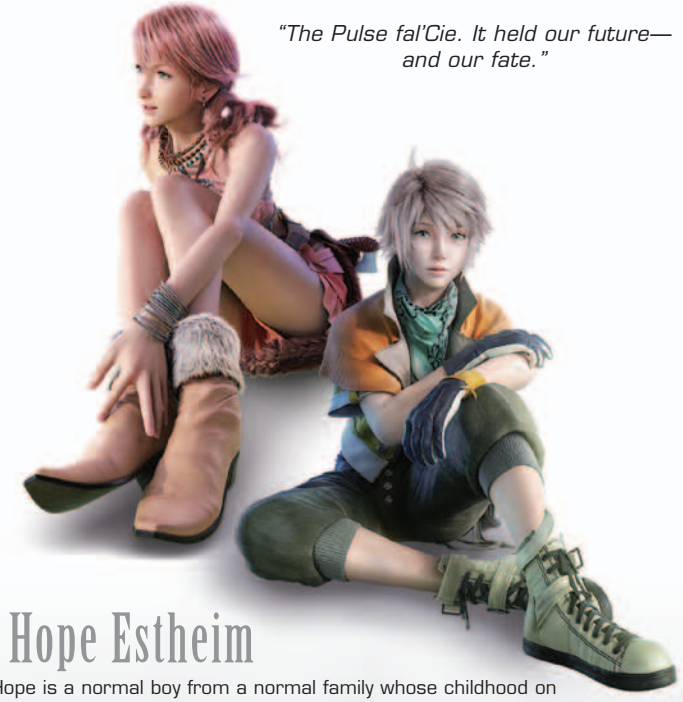
An irrepressible, fiery young man, Snow dives headfirst into danger using nothing but his powerful physique as a weapon. Easily swayed by emotion, he is prone to rash words and actions. Nonetheless, many are won over by his outgoing and optimistic nature.

"Our Focus is to protect Cocoon."

Oerba Dia Vanille

Vanille is an endearing young woman with a relentlessly sunny disposition. Her bright personality gives no hint of the dark resolve that lies within.

"The Pulse fal'Cie. It held our future—and our fate."



Hope Estheim

Hope is a normal boy from a normal family whose childhood on Cocoon can best be described as uneventful. Inexperienced in the ways of the world, and wont to turn to his mother for protection, he is completely unprepared for the turmoil into which his life is thrown when he is unexpectedly caught up in the Sanctum's brutal Purge.

"Why do you want to help a l'Cie? They're the enemy!"

Sazh Katzroy

Sazh is a friendly, cheerful man who is never without his curious companions—a chocobo chick and a pair of pistols. He is quick to banter, but also keeps a mature perspective on matters. Uncontrollable events have set him on his current path, but another purpose compels him to walk it.

"Chocobo, we just can't catch a break, can we?"



Oerba Yun Fang

Fang is a mysterious woman who is working with the Sanctum military despite bearing the mark of the detested l'Cie. Strong-minded and disinclined to mince words, she has the demeanor of someone wholly unconcerned by life's trivialities.

"If I were you, I'd worry about myself."

CONTROLS

This section of the manual outlines game controls for the DUALSHOCK®3 wireless controller. Green font indicates usage during exploration, while blue font indicates usage during battle.

Exploration
Battles



R1 Button
Not Used
View enemy intel

L1 Button
Use shroud
Paradigm shift

Directional Buttons
Select shroud
Select target/ command

SELECT Button
Toggle mini-map display
Retry (when in pause menu)

Left Analog Stick/ L3 (when pushed down)
Character movement/
L3: Center map on your current location (when viewing map)
Gestalt mode control (after summoning)

Right Analog Stick/ R3 (when pushed down)
Move camera/
R3: Return camera to default position
Rotate camera

□○△⊙ Buttons

□ Button
View map
Activate gestalt mode (after summoning)

○ Button
Confirm selection/
Interact with object
Execute command/
Confirm target/
Stock action command

△ Button
Open the main menu
Execute command queue

⊙ Button
Cancel
Cancel

START Button
Pause menu
Pause menu

RESETTING CAMERA POSITION



During exploration, use the right analog stick to rotate the camera and inspect your surroundings. The camera can be returned to its default chase position behind the party leader by pressing the R3 button.

START MENU

After the game has loaded, press any button to bring up the start menu.



NEW GAME	Start FINAL FANTASY XIII from the beginning.
LOAD GAME	Continue playing from a previously saved game.
SETTINGS	Configure your controls and gameplay environment.
EXTRAS	Install bonus XMB™ (XrossMediaBar) themes to your PlayStation®3. The installation of each theme requires at least 1932KB of free HDD space on your PlayStation®3 console. *Extras will become available after certain trophies have been unlocked.

MAIN MENU

Press the △ button during exploration to open the main menu screen. Various tasks can be performed here, such as examining your characters, equipping weapons and accessories, and viewing a map of the current area. Use the directional buttons to select your desired submenu and the ✕ button to confirm. When viewing certain submenus such as Status and Crystarium, it is possible to cycle through party members by pressing the L1 and R1 buttons. Additional submenus will become available as you make progress through the story.



PARADIGMS	Select the party leader, battle team members, and paradigms.
STATUS	View detailed character status information.
CRYSTARIUM	Enhance characters via crystogenesis. (»P. 35)
ABILITIES	View character abilities.
EQUIPMENT	Change character equipment.
INVENTORY	View party inventory.
MAP	View map of current location. (» P.18)
DATALOG	View log of accumulated data.
SETTINGS	Change game settings. (»P. 13)

SETTINGS

Camera controls, subtitle display, battle settings, and so forth can be configured in this menu.



CAMERA	Adjust the camera control scheme.
EVENT SUBTITLES	Toggle the display of subtitles during cutscenes.
SPEAKER NAMES	Toggle the display of speaker names above subtitles during cutscenes.
NON-EVENT SUBTITLES	Toggle the display of subtitles for speech outside of cutscenes.
BATTLE SPEED	Select the rate at which the ATB gauge fills in battle.
DEFAULT BATTLE COMMAND	Select the default battle command cursor position.
TARGET SELECTION	Toggle the method for selecting targets in battle.
BATTLE HELP MESSAGES	Toggle the display of help messages in battle.
BRIGHTNESS	Adjust the brightness of the display.

EXPLORATION

This section of the manual will equip you with the basic knowledge needed to navigate the expansive worlds of Cocoon and Gran Pulse.

READING THE EXPLORATION SCREEN



1 Party leader The character you are controlling.

2 Enemy A hostile unit. Coming in contact with one during exploration will trigger a battle. Foes who have detected your presence will appear with an exclamation point (!) overhead, and will attempt to chase you down.

3 Mini-map The small map situated on the upper right-hand corner of the screen conveys information such as the direction you are facing, the surrounding terrain, enemy units, and your destination. Venturing inside an enemy's detection radius will cause the map to flash in warning. Press the SELECT button to toggle mini-map display.



Mini-map Legend

- Leader
- Ally
- Enemy
- Alerted enemy
- Recently slain enemy
- Destination
- Direction of destination

AUTO-TALK

The many lands you will explore are populated with a wide variety of colorful characters. Wander near enough to one of them and you may pick up pieces of conversation. Some may even begin conversing with you of their own accord, without the need to input a command. If a talk icon appears, however, you have the option to initiate a conversation by pressing the ⊗ button.



INDICATORS

In the course of your travels, you will come across two main types of indicators. Blue indicators denote the ability to leap from the highlighted area to another location, while red indicators serve as important hints. Stepping on the latter will either trigger an event or bring up a message indicating that an action is possible.





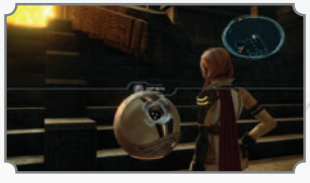
YELLOW INDICATORS

In certain places, you may also find rare yellow indicators that function differently from the aforementioned blue and red varieties. These yellow markers denote terrain that only chocobos can traverse.



INTERACTIVE OBJECTS

Treasure spheres and myriad objects of interest can be found scattered throughout the world, and approaching one will bring up a message indicating that interaction is possible. Press the ⊗ button to interact with such an object and either retrieve the contents of an unopened sphere, or operate the object's mechanism. As this action is disabled when an enemy unit is nearby, be sure to clear the area of any hostile presence beforehand.





CHOCOBO RIDING



Wild chocobos are a common sight in the lowerworld of Gran Pulse, and may be ridden by approaching one and pressing the ⊗ button. These flightless birds are a quick and convenient way to travel, and there are certain areas that can only be accessed via chocobo. Chocobos are courageous creatures, but even they have their limits. Come into contact with an enemy while riding, and the chocobo will lose one unit of morale. Should a chocobo lose all of its morale, it will throw its rider and flee. Otherwise, lost morale will gradually return, so long as no more close encounters occur.

*A certain mission must be completed before you are able to ride chocobos.

CIE'TH STONES AND MISSIONS

While exploring the vastness of Gran Pulse, you will encounter Cie'th Stones—the final remains of failed former l'Cie. Upon touching a Cie'th Stone, you will be given the opportunity to undertake its unfinished Focus as a mission, hunting down whatever terror it had been tasked with slaying.



Completing a Mission

Finding and defeating the mark will complete the mission, earning you special rewards. Complete enough missions, and previously dormant Cie'th Stones will begin to awaken, presenting you with new and more rewarding challenges.





Checking the Mission Summary

Information such as mission details and your current mark's location can be reviewed by opening the map. (»P. 18)

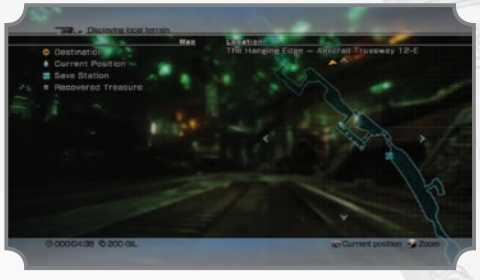
- **Cie'th Waystone**
- **Active Cie'th Stone**
- **Dormant Cie'th Stone**
- **Cie'th Waystone** (incomplete mission)
- **Active Cie'th Stone** (incomplete mission)
- **Mission mark**



* Once a Cie'th Stone awakens, the associated icon will flash until the mission is completed.

MAPS

The map displays information such as your present location, destination, and the area surrounding your character, and will prove indispensable in your exploration of new locales. During exploration, the map can quickly be accessed by pressing the ■ button, or by first opening the main menu with the △ button and then selecting "Map" from the list.



Map Legend

- **Destination**
- **Current Position**
- **Save Station**
- **Recovered Treasure**

Map Controls

LEFT ANALOG STICK/ DIRECTIONAL BUTTONS	Scroll map
RIGHT ANALOG STICK	Zoom in/out
THE L3 BUTTON	Center map on your current position
THE ■ BUTTON	Display mission details

SAVING YOUR PROGRESS

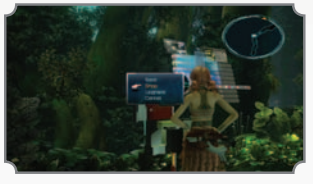
Game progress can be saved at one of the many Save Stations scattered throughout the world. Approach one and press the ✕ button to open the menu. From there, select "Save" to be taken to the save screen, where you can choose a destination for your save data.

*Saving your progress in FINAL FANTASY XIII requires at least 500KB of free HDD space on your PlayStation®3 console.



RETAIL NETWORKS

In addition to saving your progress, Save Stations also allow you to buy and sell items. Press the ✕ button to open the menu in the above manner, and then select "Shop." A list of retail networks will be displayed, so choose the one with which you wish to trade. The number of networks available to you will be limited at first, but this can be expanded by obtaining certain key items.



New Wares

Retail networks will stock an increasingly diverse selection of items as you make progress through the game. Such networks can be identified with an exclamation point (!), so be sure to examine their new offerings. To make purchases, you'll need gil—the currency of Cocoon—which can be acquired from treasure spheres, or via the sale of unwanted items.



UPGRADING EQUIPMENT

It is possible to upgrade weapons and accessories at Save Stations using the various components you collect on your journey.



1. Upgrading



First, approach a Save Station and press the ⊗ button to access it, then select "Upgrade" from the menu to access the workbench. Next, select the weapon or accessory that you wish to improve. You will need to select the type of component you wish to use for the upgrade, as well as the quantity. The combined EXP value of the chosen components will then be applied to the target piece of equipment and may grant an EXP multiplier. After enough EXP has been spent on a weapon or accessory, its level will increase, improving its abilities and attributes.

2. Transforming



Once a particular piece of equipment has reached its maximum potential, its level will be replaced by a star (★). At this point no further level advancement is possible, but the item can be transformed into an entirely different one by means of specialized components. When this happens, both its name and properties will change. A newly transformed item may initially seem weaker than it did in its previous form, but unlike its fully upgraded predecessor, it will be eligible for level advancement. Through further upgrades, it can be made even more powerful than its earlier incarnation.

3. Dismantling



Unwanted equipment can be scrapped for parts by selecting "Dismantle." The equipment itself will be destroyed, but you will be able to salvage components and items, some of which can be obtained in no other way. There exist well over 100 different components. Obtain as many as possible, and experiment with their effects in order to determine the most efficient and effective ways to customize your arsenal.

ENEMY ENCOUNTERS



Hostile units each have their own field of vision and are on constant watch for intruders into their territory. By venturing inside their surveillance perimeter, you run the risk of detection. Enemies that have been alerted to your presence will appear with an exclamation point (!) overhead, and will either display aggression or behave with caution. Making contact with such an enemy will trigger a transition to the battle screen. It is possible to initiate a preemptive strike by catching a foe off guard.

SHROUDS



Shrouds are special single-use aerosols that grant the party tactical advantages. A variety of shrouds exists, each conferring unique benefits to your party such as enhanced offensive or defensive power. Though they can be extremely effective, forward thinking is required in their application, as shrouds can only be used outside of battle.

AVOIDING DETECTION

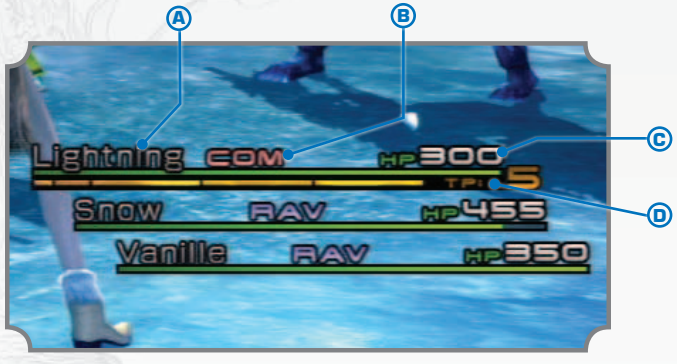


The "Deceptisol" shroud shields the party from enemy detection, eliminating any concerns over being spotted and attacked. It is useful for avoiding combat, and also for launching preemptive strikes.

BATTLES

READING THE BATTLE SCREEN





1	**Help message**	Information about the currently selected command. Toggle help message display in the settings menu.
2	**Chain gauge**	A gauge which increases with each successful attack on an enemy. (»P. 26)
3	**Paradigm**	The paradigm currently being employed. (»P. 27)
4	**ATB gauge**	The ATB gauge and stocked commands. (»P. 24)
5	**Battle menu**	The abilities and magic spells available to the character. (»P. 25)
6	**Character status**	Each party member's current status.

A	**Character name**	The character's name.
B	**Role**	The character's assigned role in combat. (»P. 28)
C	**HP**	The character's health. *The game will end if the party leader's HP is reduced to zero.
D	**TP gauge**	The gauge used to execute techniques.

BATTLE BASICS

Making contact with an enemy during exploration will trigger a battle. Battles are conducted in real time, and your character performs actions by spending points from the ATB (Active Time Battle) gauge, which increases over time.

1. Stocking Commands



The ATB gauge is divided into multiple segments, each of which can be used to stock a command. The number displayed beside each command indicates its ATB gauge cost for execution. To have your character string together a series of actions, you must wait for the gauge to reach an amount sufficient for the combined cost of all queued commands.

2. Selecting Targets



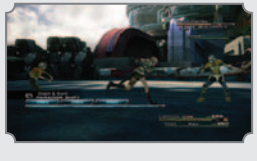
After stocking your chosen commands, press the ⊗ button to confirm your target and initiate the associated actions. When fighting multiple opponents, use the directional buttons and the ⊗ button to select different targets for your commands.

3. Automating Command Selection



It is possible to automate command selection for your character by choosing the Auto-battle option located at the top of the battle menu. The Auto-battle command available, and the actions subsequently performed, will vary depending on the party leader's assigned combat role (»P. 28). For instance, if the command appears as "Auto-heal," the character will perform a series of actions focused on healing fellow party members.

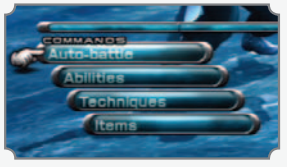
COMMAND INPUT TIPS



Press the ○ button to cancel command input, or the △ button to prematurely execute the command queue before your ATB gauge is full. This can be useful when you wish to execute only a portion of your stocked commands.

COMMANDS

Each command depletes your ATB gauge by a predetermined amount. Naturally, you must wait longer to perform actions with higher ATB gauge requirements.



AUTO-BATTLE	Stock a set of situationally appropriate commands. The Auto-battle option available varies depending on the character's combat role.
ABILITIES	Select commands to add to the queue. Select "Repeat," by holding the right directional button, to have the character perform the same command sequence used previously.
TECHNIQUES	Spend TP to use techniques.
ITEMS	Use items. This action does not deplete the ATB gauge.

TECHNIQUES

Techniques are powerful abilities which cost TP (technical points) to execute, and can be used independent of the ATB gauge. TP can be gained by either unleashing successful ability chains, or by earning a favorable evaluation at the end of battle. Items and shrouds can also be used to instantaneously replenish your party's TP. More techniques will become available to characters as they develop.



○ Libra



The technique "Libra" can be used to analyze an enemy unit, revealing information on its weaknesses. Once this information is known, your party members will automatically perform actions geared toward exploiting the enemy's vulnerabilities. Intelligence you have gathered on foes will be recorded within Enemy Intel, accessible during battle with the R1 button, or via the Datalog in the main menu.

ATTACK CHAIN

Each successful attack on an enemy charges its "chain gauge," increasing the associated "chain bonus." A higher chain bonus will enable you to inflict greater damage on your foe. As the gauge gradually decreases over time, it is recommended that you concentrate your offensive on a single enemy for maximum results.
Landing a blow on a foe when its chain gauge has peaked will cause it to become staggered—a state in which it is especially vulnerable to damage.





SHOW NO MERCY



Staggering an enemy has other benefits as well. Certain abilities only trigger against a staggered foe. Some enemies are more susceptible to being staggered than others, their chain gauges filling only after very few blows. By keeping a close eye on the chain gauge and employing the optimal ability against a particular enemy, you'll be able to breeze through some otherwise grueling encounters.

PARADIGM BASICS

Characters can be assigned one of six battle roles. Changing a character's role will alter the abilities available to that character as well as their behavior in combat. Combinations of role assignments are known as "paradigms."





Paradigm Shift

During battle, press the L1 button to open the paradigm deck. From there, use the directional buttons to select a new paradigm, and press the ⊗ button to confirm.
A defense-minded paradigm built around the Sentinel role will serve you best when facing a powerful foe. Once this initial policy of caution has allowed your party to sufficiently weaken the enemy, the time will be right to put a quick end to the battle by shifting to an offensive paradigm that employs damage-dealing roles such as Commando and Ravager.
As there is no limit to the number of times you can execute paradigm shifts in combat, do not hesitate to experiment and find a paradigm that best meets the ever-changing demands of the battlefield.





PARADIGM SPECIFICS

A total of six roles may be assigned to characters through paradigms, from the attack-oriented Commando to the recovery specialist Medic. Characters aside from the party leader will be controlled by the system AI, but by assigning roles, you can dictate the tactics your allies will employ to support you in battle. Roles may be assigned via the "Customize" option of the paradigm submenu.



Know Your Roles

• Commando

A relentless attacker boasting the highest offensive power of all roles. Chain gauges charged by a Commando's assault will recover at a slower rate, rendering your foes more easily staggered.

Role Bonus:
Augments the physical and magic attacks of all party members.



• Ravager

A specialist in offensive elemental magic, the Ravager will unleash a wide range of abilities against enemies, boosting chain potential and maximizing damage. Exploit your enemy's elemental vulnerabilities to chain even more efficiently!

Role Bonus:
Improves chaining for all party members.



• Sentinel

An unyielding defender able to draw enemy attacks and protect his or her allies. By reducing damage taken and unleashing counterattack abilities, the Sentinel will ensure that your party comes to no harm.

Role Bonus:
Reduces physical and magical damage taken for all party members.



• Medic

These recovery specialists direct their efforts toward restoring HP, curing status ailments (starting with those most recently inflicted), and reviving fallen comrades. With a Medic in your ranks, you may be battered, but you will never be beaten.

Role Bonus:
Increases potency of healing abilities and items for all party members.



• Synergist

True team players who forego personal glory in favor of strengthening their allies, Synergists wield abilities that enhance the offensive and defensive capabilities of the party and bestow elemental powers to teammates' attacks.

Role Bonus:
Increases enhancement ability duration for all party members.



• Saboteur

These wily types eschew outright attacks, instead relying on abilities to sap enemies of their strength, afflicting their victims with poison and a wide range of other status ailments. Sabotage your enemies and build chain bonuses, then go in for the kill!

Role Bonus:
Increases success rate for all party members when using abilities against foes.



WHAT'S YOUR STATUS?



Status changes come in many forms, and can quickly turn the tide of battle in favor of one side or the other. A once-daunting foe may be cut down to size by a Saboteur's arsenal, then easily felled by a Synergist-enhanced offensive—but be forewarned: your enemies, too, have similar abilities at their disposal. Up to eight status effects may influence a target at any given time, with the potential to render a foe virtually invincible, or an ally helpless—if you fail to monitor the situation. Thorough knowledge of the information below will allow you to use status-altering abilities to your benefit, while withstanding the ailments inflicted upon you by your foes.

Status Enhancements

These statuses augment the target's offensive or defensive strength, and can be bestowed by abilities, accessories, or shrouds.

Bravery
Raises the damage the target inflicts with physical attacks.

Faith
Raises the damage the target inflicts with magical attacks.

Haste
Accelerates the target's ATB gauge recharge rate.

Protect
Reduces the damage the target sustains from physical attacks.

Shell
Reduces the damage the target sustains from magical attacks.

Vigilance
Increases the target's likelihood of interrupting enemy actions, and decreases likelihood of being interrupted.

Status Ailments

These statuses impair the target's effectiveness in battle. You can guard against status ailments by equipping certain equipment or accessories, or using the "Veil" spell. (Such resistance will be indicated by the icon to the right.) Status ailments may be remedied with the "Esuna" spell or by one of the methods mentioned in the following sections.

Debrave (enemy ability)
Reduces the target's physical attack strength.

Defaith (enemy ability)
Reduces the target's magic attack strength.

Deprotect
Reduces the target's physical resistance.

Deshell
Reduces the target's magic resistance.

Slow
Reduces the target's ATB gauge recharge rate.

Imperil
Reduces the target's elemental resistance. Curable with Wax.

Poison
Deals damage to the target over time. Curable with Antidotes.

Pain
Disables the target's physical abilities. Curable with Painkillers.

Fog
Disables the target's spell-casting abilities. Curable with Mallets.

Daze
Stuns the target and increases damage sustained. Curable with Foul Liquid.

Curse
Renders the target less likely to interrupt foes, and more likely to be interrupted. Curable with Holy Water.

Special Status Effects

Doom (enemy ability)
Slays the target outright when the countdown reaches zero.

Dispel
Removes enhancements, starting with those most recently bestowed.

Status Counterpoise

In addition to the methods described above, status ailments may also be negated with the corresponding enhancement. Expand your tactical repertoire by deploying a Synergist to cure allies in lieu of a Medic, or a Saboteur to dispel your foes' enhancements.



(A) Brave negates Debrave. **(B) Faith negates Defaith.** **(C) Protect negates Deprotect.**

(D) Shell negates Deshell. **(E) Haste negates Slow.** **(F) Vigilance negates Curse.**

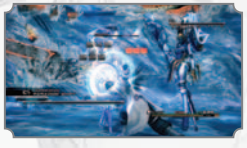
EIDOLONS

In the course of your adventure, you will encounter Eidolons, otherworldly beings whose formidable powers can be harnessed for your cause. Eidolons will not bow to just anyone, however—would-be masters must prove their worthiness on the field of battle.



1. Engaging Eidolons

Eidolons may sustain damage from standard attacks like any other foe, but this alone will not lead you to victory. Players are encouraged to experiment with abilities to uncover and exploit the unique vulnerabilities that will bring each adversary to heel.



2. Subduing Eidolons

As you demonstrate your power to the Eidolon, its gestalt gauge will slowly increase. Continue to attack until this gauge is full, at which time you may press the ● button to claim victory.



3. Summoning Eidolons

Characters who have claimed dominion over their personal Eidolon will learn the "Summon" technique. Summon an Eidolon in battle and it will fight at your side, replenishing your health and smiting your enemies until its SP gauge is depleted. The SP gauge will decrease gradually over time, or when the Eidolon takes damage.



GESTALT MODE

Once an Eidolon has been summoned, you may press the ● button to enter gestalt mode. While gestalt mode may be activated at any time, it will remain in effect only as long as your gestalt gauge permits. Charge the gauge by executing attack chains with your Eidolon prior to engaging gestalt mode to maximize the time you will have to wreak havoc upon your foes.



Gestalt Mode Controls

Controls in gestalt mode differ from standard battle controls, using combinations of left analog stick motions and button presses to execute an array of impressive attacks. Autogestalt allows you to leave the choice to your Eidolon by pressing the ⊗ button if you find yourself at a loss for your next move.



Be aware that using abilities in gestalt mode will reduce your gestalt gauge by the amount displayed to the left of the ability name. When the gauge reaches zero, your Eidolon will be dismissed.



Chains and staggers will be reset upon dismissal from gestalt mode, but in return, your party will return to the fray fully healed and cured of all ailments. Use their formidable powers wisely, and Eidolons can save you from otherwise inevitable demise!

Skippable Animations

Press the SELECT button during summoning or gestalt activation to skip the accompanying animation.



VICTORY IS YOURS!

When your party is triumphant, you will be greeted by a screen assessing your performance in battle. Earn high marks by skillfully dispatching your foes, and you may be rewarded with valuable spoils and other attractive bonuses.



TARGET TIME	The time in which a skilled player could be expected to dispatch the enemies in question.
INITIATIVE BONUS	Claim this bonus by sneaking up on enemies unexpectedly and scoring a preemptive strike.
BATTLE DURATION	Your time. Beat the target time to maximize your score!
POINTS PER SECOND	For each second you outdo the target time, your score will be increased by this amount. Conversely, for each second you exceed the target time, your score will be decreased by the same amount.
SCORE	Your final score, calculated using the formula above, with a base score of 10000.
RATING	Based upon your score, you will be assigned a rank ranging from zero to five stars.

EVOLUTION THROUGH CRYSTOGENESIS

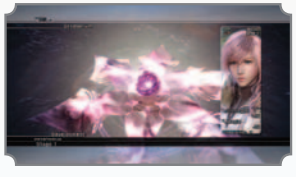
Character advancement is handled through a process known as crystogenesis, in which crystogen points (CP) obtained in battle can be spent to unlock new abilities and attribute bonuses in the Crystarium.





View Crystarium

Select “Crystarium” from the main menu, use the left analog stick to navigate to the character you wish to develop, then confirm with the ⊗ button to open the Crystarium.



THE MANY FACETS OF THE CRYSTARIUM

Read on for a step-by-step guide to character advancement through the Crystarium.

⊗ **(PRESS AND HOLD)**	Advance along the current path.
⊗ **+ DIRECTIONAL BUTTON**	Direct the course of crystogenesis.
DIRECTIONAL BUTTON	View course.
SELECT	Toggle crystal description display.

1. Choose Your Role

In the Crystarium, each role has its own path of development. Select a role with the directional button and confirm with the ⊗ button, and a cursor will appear on the most recently obtained crystal in that role.



2. Follow the Path

Hold down the ⊗ button to advance along the current path of crystogenesis. As you reach and obtain new crystals, your character will learn new abilities and increase attributes accordingly. Note that CP will be consumed as you progress. When the supply is depleted, you will have to obtain more CP in combat before proceeding any further.



3. Reap the Benefits

Abilities acquired through crystogenesis (excluding techniques) are role-specific. For example, the "Ruin" ability obtained as a Commando cannot be used when that character is serving as a Saboteur. On the other hand, attribute bonuses (to physical/magical attack power, HP, and so forth) are universal and apply across all roles.



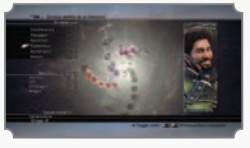
You may wish to specialize in a particular role in order to acquire its most powerful abilities, or you could take a more balanced approach focused on raising attributes—the choice is yours.

4. Direct the Course



Advance far enough down a given path, and you will eventually come to branching points. Here, you must direct the course of crystogenesis. Do so by holding down the ⊗ button and pressing the directional button in the direction you wish to proceed. Rather than proceeding blindly down new paths, it is wise to confirm the abilities and attribute bonuses that lie ahead. To do so, release the ⊗ button and press the directional button in the direction of the path you wish to view. You may use SELECT at any time to toggle the display of crystal names between three settings: display names for nearby crystals only, all crystals, or none at all.

5. Explore the Possibilities



Over the course of your adventure, all roles will become available to all characters, giving you the freedom to customize your party as you see fit. Be aware that at least one ability must be obtained before a newly acquired role can be used in battle.

Master a wide variety of roles, and you will find yourself executing paradigm shifts with unprecedented efficiency!

SURVIVAL TIPS

The world of FINAL FANTASY XIII is vast and often intimidating. Here are a few hints and pointers to aid you in your travels.

EXPLORATION

Cie'th Palings

These Cie'th Stone emanations are found all across Gran Pulse, blocking off roads and pathways. Complete the mission of the Cie'th Stone nearby, and they will dissipate. Be warned that the marks for these missions are formidable foes, and you need not slay them all to complete the game. Should you decide to undertake one of these missions, be prepared for a grievous challenge.



Cie'th Waystones

Certain Cie'th Stones function as teleporters, or Waystones, once you have completed their missions. Using these stones, you can travel instantly to other Waystones that you have activated previously.



Chocobo Treasure Hunting

Chocobos possess an uncanny knack for detecting buried treasure. When you pass near hidden treasure while riding a chocobo, an icon will appear above the bird's head. The closer you come to the treasure, the faster this icon will bob. Once you have discerned the treasure's location, press the ⊗ button to dig it up.



BATTLE AND MISCELLANEOUS

Let's Try That Again



Once a battle has been initiated, there is no way to run from your enemy. Should you come across a fearsome-looking foe in your travels, you would do best to avoid contact entirely.

Even if the tide of battle should turn against you, all hope is not lost. Pause the battle and press SELECT at any time to retry the battle. Items consumed and damage sustained by all combatants will be restored to their pre-battle states, allowing you to adjust equipment and paradigms in hope of bringing about a more favorable outcome. Experiment with different tactics to score higher battle ratings and reap the rewards!

Synthesized Abilities



When equipping weapons and accessories, take note of the passive abilities they bestow, displayed in the passive abilities tab in the "Equipment" menu. Synthesized abilities occur when certain combinations of equipment link to unlock previously hidden abilities. There is a wide range of these abilities to discover, so be sure to experiment with various equipment combinations to take advantage of their considerable power.

Skippable Cutscenes



For your convenience, cutscenes may be paused at any time by pressing START. If the "Skip" option appears on the pause screen, you can press SELECT to skip the remainder of the cutscene. Note that some cutscenes are unskippable.

Furthermore, if you pause while adventuring, pressing SELECT will reset the game and return you to the title screen.

Component Bonuses



Certain components bestow a bonus to any EXP spent on a piece of equipment. By utilizing these components, you will be able to make more efficient upgrades.

Likewise, some components reduce an item's EXP bonus. Careful consideration is required when deciding which components to employ.

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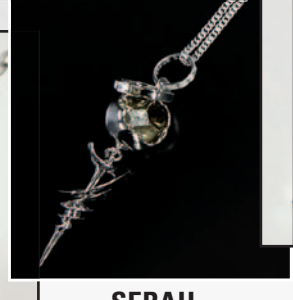
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