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Europe S.A.S. Distributed by BANDAI NAMCO Games Europe and its subsidiaries.
Developed by BANDAI NAMCO Games Inc.

BLES-01962

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PRECAUTIONS

• This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®3. • Read the PlayStation®3 system Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®3 system always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

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Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

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Some people may experience discomfort (such as eye strain, eye fatigue or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

Generally we recommend that you avoid prolonged use of your PlayStation®3 system and take 15 minute breaks during each hour of play. However, when playing stereoscopic 3D games or watching 3D video, the length and frequency of necessary breaks may vary from person to person – please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor.

The vision of young children (especially those under six years old) is still under development. We recommend that you consult with your child's doctor or optometrist before allowing young children to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above.

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SYSTEM SOFTWARE UPDATES

For details about how to perform System Software updates for the PlayStation®3 system, visit eu.playstation.com or refer to the PS3™ system's instruction manual.



See back page of this manual for Customer Service Numbers.

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Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:



The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

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This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system instruction manual.

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

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PS3™ system to enable play.

BLES-01962

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Full downloadable manual available on our website:
<http://bngames.eu/TOX2manual>

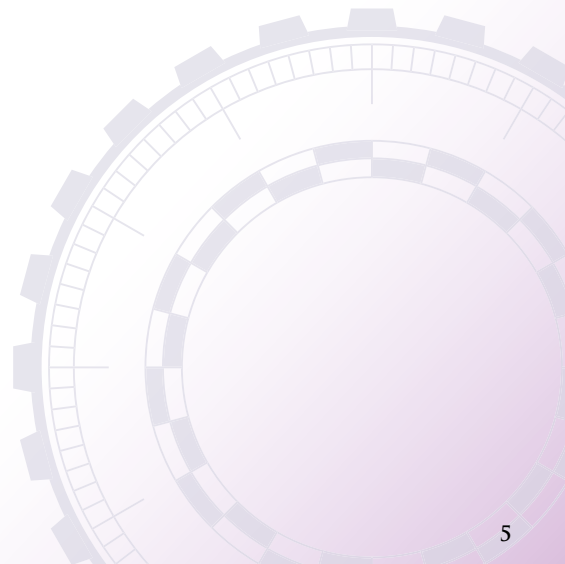


TALES OF XILLIA 2 DOWNLOADABLE MANUAL

Approximately one year has passed since the barrier that divided the world was dispelled and Rieze Maxia and Elympios became one. After 2,000 years of separation, the two lands are working toward integration, but the flames of conflict still smolder.



Looming over Trigleph, the capital city of Elympios stands the monolithic headquarters of Spirius, a megacorporation that has grown exponentially in recent years.

This story begins with Ludger Will Kresnik, an ordinary young boy who lives in Trigleph.

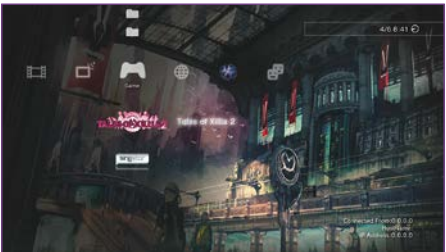


SETTING UP

Set up the PlayStation®3 system according to the instructions in its instruction manual. At start-up, the power indicator light will glow red to indicate that the PlayStation®3 system is in Standby Mode. Press the power button and the power indicator light will turn green.

Insert the TALES OF XILLIA™ 2 disc into the disc slot with the label side facing upwards. Select the  icon from the XMB™ Menu and press the  button to continue. Make sure there is enough free space on the Hard Disk Drive (HDD) before commencing play. Do not insert or remove peripherals once the power is turned on. Please refer to the PlayStation®3 system's instruction manual for further details about setting up and recharging a Wireless Controller.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.



XMB™ Menu

STARTING A GAME

Insert the disc into the PlayStation®3 system and run the game. Game data will be installed onto the system when playing for the first time.
* A minimum of 3003MB of HDD space is required to install this game.

TITLE MENU

Press any button at the title screen to display the Title Menu.



NEW GAME

Play from the beginning of the story.

QUICK LOAD

Load quick save data and continue a previously saved game.
* Loading will not delete the existing quick save data.

CONTINUE

Select and continue a game from available save data.

DOWNLOADABLE CONTENT

Connect to the PlayStation®Store and download additional content (see P. 59).

* You must quit the game in order to use the PlayStation®Store.

SAVING THE GAME

Game progress can be saved at Memory Rings that appear on the Field screen. Press X button at a Memory Ring or select System and then select Save from the Menu screen (see P. 45) and select a slot to save the game. A minimum of 893KB of free space on the PlayStation®3 system HDD is required to save the game.


* Do not disconnect power from the PlayStation®3 system while saving is in progress or save data may be lost.

Memory Ring




Touch a Memory Ring to recover from status conditions and to revive KO'ed party members (see P.48). This will also recover half of the maximum HP.

QUICK SAVE

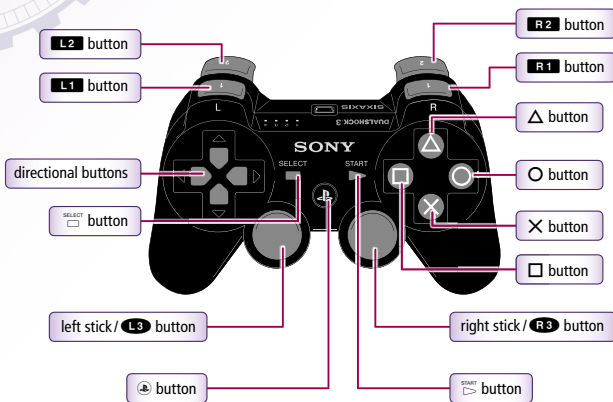
Select System from the Menu screen to access the Quick Save option, or select Quick Save from the Pause Menu which can be accessed by pressing the  button. Only one slot is available for quick save data.

SCREENSHOTS

To save a screenshot, press the  button, then from the XMB™ (Cross Media Bar) select Photo → Save Screenshot and press X button.

CONTROLS

DUALSHOCK 3 WIRELESS CONTROLLER



FIELD SCREEN CONTROLS

directional buttons	Select menu item
left stick	Run, walk (move lightly)
right stick	Adjust the camera
X button	Enter / exit, check / talk, map action
○ button	Cancel, skip text (hold down)
Δ button	Menu screen
□ button	Location Map (see P.17)

L2 button	Reset the camera
L1 button	Debt Repayment screen
R1 button	Navigator (hold down)
R2 button	Dash (in conjunction with left stick)
L3 button (Press left stick)	Menu shortcuts
R3 button (Press right stick)	World Map (see P.16)
START button	Pause menu
SELECT button	View skit

MENU SCREEN CONTROLS

directional buttons / left stick	Select menu item
X button	Confirm
○ button	Cancel / Back
□ button	Release set item (Artes screen, Equipment screen), release all skills (Skills screen), discard item (Items screen), toggle ON/OFF (Artes screen)
Δ button	Advance through information (Equipment screen, Allium Orbs screen)
L1 button / R1 button	Switch character (Status screen, Artes screen, Equipment screen, Allium Orbs screen, Skills screen), change type (Items screen, Event List screen Title Screen, Item Data, Skits screen, Records screen), change combat type (Enemy Book)
L2 button	Rotate model (Equipment screen, Enemy Book)
R2 button	Display Linked Artes list (Artes screen), rotate model (Equipment screen, Enemy Book)
R3 button (Press right stick)	Return to top of menu (Menu screen)
START button	Use artes (Artes screen), dispatch kitty (Kitty Dispatch screen), equip strongest weapons (Equipment screen), edit attachments (Equipment screen)
SELECT button	Change control mode (Artes screen), change item display order (Equipment screen), change weapon set (Equipment screen while Ludger is selected), set recommended (Skills screen)

COMBAT SCREEN CONTROLS


directional buttons	Link with character
left stick	Move, forward step / backstep, free run (while holding L2 button)
X button	Normal attack, strong attack (while holding L1 button), side step (while holding L1 button and moving the left stick up or down)
○ button	Use artes
□ button	Open the Combat menu
Δ button	Guard, step forward / back (with left stick), jump (with left stick moved up)
L1 button	Change character (with directional buttons), shift weapon (with R1 button or R2 button while controlling Ludger)
R1 button	Change target, view enemy information (hold down)
R2 button	Activate Linked Artes (while the Linked Artes icon is displayed)
R3 button (Press right stick)	Taunt
L3 button (Press left stick) + R3 button (Press right stick)	Transform (while controlling Ludger)
START button	Pause menu
SELECT button	Change control mode

* To toggle the vibration function ON/OFF during play, select System from the Menu screen, then Options Vibration (see P. 46).

GAME PLAY

Progress through the main story by exploring the map, fighting enemies and paying off Ludger's debts. The next chapter of the main story becomes accessible when a fixed amount of debt is paid off.

MAIN STORY CHAPTERS

To start a main story chapter, visit an area in the Mini Map or Location Map (see P. 17) marked by .



DEBT REPAYMENT

Pay off Ludger's debt in installments using gald (in-game currency). Press **L2** Button to display the Debt Repayment screen.

* Reminders may be refused by pressing **O** button. However, reminders cannot be refused if Ludger has more than a certain amount of gald.

WAYS TO EARN GALD

- Jobs (see P.23)
- Combat (see P.49)
- Defeating elite monsters (see P.24)
- Character Episodes



CHARACTER EPISODES

Speaking with certain characters around town will start new events.

* Only occurs during debt repayment time.

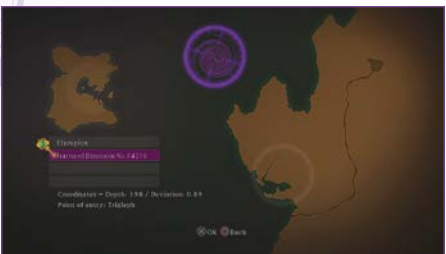
SELECTIONS



Press **L1** button or **R1** button to make decisions during events and skits (see P.19). In cases where a time limit is imposed and the time runs out, a selection will be made automatically.

* Some selections will increase affinity (see P.27) between characters.

FRACTURED DIMENSIONS



As the main story progresses, alternate worlds called fractured dimensions appear. Beware: once you enter these dimensions, it will not be possible to return to the real dimension until certain conditions are fulfilled.

* Jobs cannot be contracted in the fractured dimensions.

SKIPPING EVENT MOVIES



Press the **START** button during an event movie to pause it and open the Pause menu. Select 'Skip Movie/Cutscene' to skip or 'Back' to resume the movie.

* Certain event movies cannot be skipped.

IN-GAME SCREENS

FIELD SCREEN (P.17-24)

The Field screen shows towns where people live, dungeons where monsters dwell and fields. Towns and dungeons are linked by fields.



MENU SCREEN (P.25-46)

Press **△** button at the Field screen to open this screen and use items, equip the party's equipment and prepare for adventures.



COMBAT SCREEN (P.46-58)

Control your characters and battle with enemies on this screen. Win battles to earn experience points and items.



THE WORLD MAP

The World Map becomes available as the adventure progresses and can be viewed by pressing **R3** button (Press right stick) on the Field screen. Press **L1** button or **R1** button to switch between the Towns, Dungeons, or Fields lists. 'Shop Information' may be viewed by pressing the **△** button while in a town. Press **SELECT** button to change to the full map and **□** button to switch to an area view.



Locations

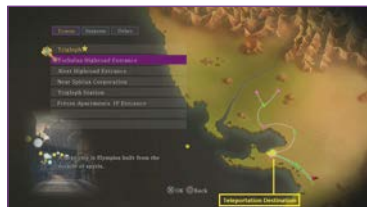
- Towns
- Dungeons
- Ports
- Fields

SELECT AND TELEPORT TO A LOCATION

The World Map can be used to teleport to certain locations. Select a location to visit, then select point within that location and press **X** button to teleport there.

* Teleportation to grayed-out locations is restricted due to story progress. Locations marked '?' have not yet been visited and cannot be teleported to. Visit these locations on foot to reveal their names.

* As the main story progresses, fractured dimensions (see P.14) will become available as a teleportation destination.



Teleportation Destination

FIELD SCREEN



NAVIGATOR

Hold down **L1** button to display the current objective.

ENEMY MARKER

Touch this to start combat (see P.46).



AREA NAME

Appears when another area is accessible.

CONTROLLED CHARACTER

The currently controlled character (see P.26).

MINI MAP

A map of the present location.  indicates a character that can be talked to.  indicates an enemy.

LOCATION MAP



Press **□** button to open the Location Map and view detailed information about the present location. When an area name and 'X Next' appear, press **X** button to change the map area. Use the right stick to elevate the map and press **△** button to view explanations of the map icons.

DASHING



Hold **R2** button and move the left stick to dash. This is useful for quickly avoiding enemies. Be careful, turning is difficult while dashing and this can easily result in bumping into enemies and triggering Back Attacks (combat that begins with the player at a disadvantage).

TALKING AND EXPLORING

Press **X** button near a person with a speech bubble to speak with that person.

- Person who can be spoken to
- Person that launches a main story chapter
- Person with a character episode
- Person that launches another kind of event
- Person with important information

* After speaking to a person, their speech bubble will become dark.

MAP ACTIONS

Press **X** button to climb or jump down from high ledges, or to crouch and pass through narrow paths. Hold down **X** button to use these actions even when close to locations where map options are available.

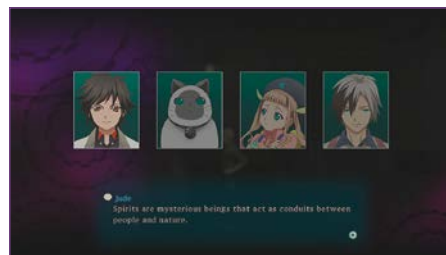


MOVING OBJECTS

Some objects in towns and dungeons can be moved. Approach an object from the front and hold down **O** button to grab the object. Use the left stick while grabbing an object to pull or push it.



VIEW SKITS



Press **SELECT** button when a skit title appears at the bottom left corner of the screen to listen to characters skit. During the skit, selectable options may become available. To skip a skit, press **START** button to pause the game, and then select 'Skip Skit'.

ESTABLISHMENTS

Towns contain various types of establishments. Prepare for adventures by purchasing items in shops, resting at inns, visiting job boards, etc.

SHOPS


Items can be bought and sold in shops. Talk to shop staff to open the Shop Menu. Select 'BUY' or 'SELL' to open the below screen. Select an item and its quantity using left and right on the left stick or the directional buttons.


When all items have been selected, press **X** button and select 'YES' to buy or sell the items.





EQUIPMENT EFFECTS

This information appears when equipment is selected. Characters that cannot be equipped are darkened.

 Parameter increases

 Parameter decreases

 Currently equipped

 Parameter does not change

TALKING AND EXPLORING

Press X button near a person with a speech bubble to speak with that person.

ITEMS LIST

Shows item names, prices, quantity to be purchased or sold and quantity owned.

EQUIPABLE CHARACTERS

Shows which characters can equip the currently selected item.


ITEM INFORMATION

Press □ button to advance through multi-page descriptions.

PARAMETERS WHEN EQUIPPED

When equipment is selected, press Δ button to cycle through characters.

CUSTOM ORDERS

Select Custom from the Shop Menu to have materials delivered and purchase items. Items for which you have sufficient materials and gold to purchase are displayed brightly. Press  button at the Merchandise list to see a list of materials.

- * Custom order items are the same in all shops around the world.
- * Custom orders become available as the main story progresses.



MERCHANDISE LIST

Shows item names, prices and the available quantities.

MATERIALS LIST

The materials required to purchase the selected item.

OBTAINING ELEMENTAL ORES AND MATERIALS

Elemental Ores are required to learn artes and skills. Materials can be used in custom orders. These can be found in various locations around the world, and can even sometimes be obtained by defeating monsters.

- * Materials can also be found in treasure boxes.



INNS

Pay gold to stay at inns and fully recover HP and TP for all party members. Incapacitated (see P.47) characters will also revive.



FOOD VENDORS

Food can be purchased at food vendors. Eating provides special effects for a set number of battle turns. Only one of each type of food can be carried at once.

* The type of food for sale varies depending on the town.



JOB BOARDS

Various jobs (see P.23) can be contracted, such as exterminating monsters, delivering materials, etc.



ENTERING AND EXITING TOWNS

'Battle Member Information' appears at the bottom right of the screen when visiting towns in debt repayment time. Characters that appear here will take part in combat. These characters can be changed in towns (see P.26). * This may also appear after completing certain main story and character episode events.



JOBS

Contract jobs and help clients by completing tasks. Gold or items are awarded for successfully completed jobs.



CONTRACT SCREEN

Contract jobs at job boards. Up to 5 jobs can be contracted at once. Detailed information about contracted jobs can be viewed within the Events list (see P.42) in the Library.

JOB INFORMATION

Information about the client and the reward for the selected job.


TITLE

Your current title. Your title will change as medal points are collected.

JOB LIST

This list increases as progress is made in the main story and jobs are completed. Jobs marked in red have special rewards or events.

SELECTED JOB DETAILS

Items with the  mark may be obtained by using Kitty Dispatch (see P.40).

TITLES AND CONTRACTS

Medal points accumulate as jobs are completed and your title will change when a certain amount of medal points is reached. Some jobs can only be contracted once a certain title has been reached.

* In certain cases, the contract conditions and the required title are displayed when a job is selected.

EVENT JOBS

Event jobs are triggered when particular locations are visited or when speaking to certain people. Some event jobs can only be contracted at certain times, so be sure to visit job boards regularly.

COMPLETED JOBS

Report back to the job board when jobs are completed and gold and medal points will be given as rewards. Depending on the job, items may also be awarded.

EXTERMINATING ELITE MONSTERS

Information about the elite monsters that live around the world can be obtained from the Elite Monster Info menu at job boards. Use eyewitness accounts to determine where the monsters have appeared. After defeating elite monsters, receive your rewards at the job board.

* These jobs do not have to be contracted beforehand.



MENU SCREEN

MAIN MENU

Press Δ button at the Field screen to view the Main Menu.
Use the menu items to view the status of characters and prepare for adventures.

Menus

- Items (see P.28)
- Artes (see P.29)
- Equipment (see P.32)
- Allium Orb (see P.35)
- Skills (see P.36)
- Strategy (see P.39)
- Kitty Dispatch (see P.40)
- Library (see P.42)
- System (see P.45)



GALD

The upper number is the amount of currently held gald. The lower number is the next debt repayment installment.


TIME PLAYED

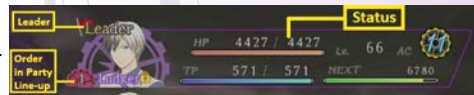
The number on the left is the total time played. In () is the time played in the current game.

FOOD EFFECTS

Shows the number of battle turns remaining for food effects. (1 unit is used per combat turn.)

CHARACTER WINDOW

Party members marked with  cannot be excluded from battles.



EDIT YOUR PARTY

To edit your party, first move the cursor to the character window using directional buttons or left stick.

* Only characters ordered in numbers 1 to 4 can venture into fields or dungeons. In single player mode, the player controls character number 1 during combat.



CHARACTER ORDER

Select a character using \square button, then select the character with which to swap and press \square button again to alter the line-up.

The player-controlled character can be changed during combat (see P.56).

Once combat ends, the line-up reverts to the original order.

* Characters in positions 5 and higher can be switched with numbers 1-4 while in towns.



SELECT A LEADER

The player controls the character marked 'Leader' in the Field screen. To change the Leader, select a character in the character window and press Δ button.

* While in town during debt repayment time, Ludger temporarily separates from the party and is controlled by the player.



STATUS

Move the cursor to the character window and press \times button to view the status of the characters.



CHARACTER INFORMATION

This shows information such as the current parameters and equipment. Select Parameters, Equipments, Skills, or Linked skills and press \times button to see detailed information about each. When Ludger is selected, press \square button to view Ludger's affinity level with each character.



INCREASING AFFINITY

Ludger's affinity with other characters increases depending upon selections made during events or skits, links during battle, etc. Increased affinity can provide usable benefits.

PARAMETERS

Parameters are measures of a character's abilities. Parameters such as HP or TP increase when a character's level increases. Parameters are also affected by equipped items and assigned skills.



ITEMS

View and use items and outfit characters with equipment such as weapons and armor.

Types of Item

- Newly obtained items
- Consumables
- Dishes (Food)
- Weapons
- Headgear
- Armor
- Accessories
- Fashion (attachments and appearance items)
- Materials
- Valuables
- Items received as DLC (downloadable contents)



ITEM DETAILS

For some items, additional information can be viewed by pressing □ button.

USING ITEMS AND EQUIPMENT

Some items can be used or equipped from this menu by selecting item → target character.

DISCARDING ITEMS AND EQUIPMENT

Items can be discarded from this menu by selecting item and pressing Δ button.

* Some items cannot be discarded.



ARTES

View and assign artes for each character. Certain recovery-related spirit artes can be used from this screen.

ARTES SCREEN

Open the Artes screen from the Main Menu by selecting Artes Characters. The content available on the Artes screen varies depending on the character control mode (see P.30).

Artes List

Lists the artes that the character has learned.

- Martial Arte
- Low Level Spirit Arte
- Mid Level Spirit Arte
- High Level Spirit Arte
- Physical Arcane Arte
- Magical Arcane Arte



ARTES INFORMATION

Up to 4 artes can be selected for use in combat (see P.46). Move the left stick up or down to toggle between the Set Artes and the Set Shortcuts (see P.30-31).

Auto Controls

Only artes that are set to ON (marked with the ON ○) will be used in combat. Move the cursor to an arte icon and press X button or Δ button to toggle ON/OFF.



CONTROL MODES

* At the Artes screen, press SELECT button to change the control mode. Characters set to Manual or Semi-auto which are not controlled by a player will be inactive during combat

CONTROL MODES

Manual	Player controls all of the character's actions.
Semi-Auto	Player directly controls the character, but support is provided to adjust the distance when attacking and the character will automatically guard against attacks while waiting.
Auto	The character fights automatically, following predetermined tactics (see P.38).

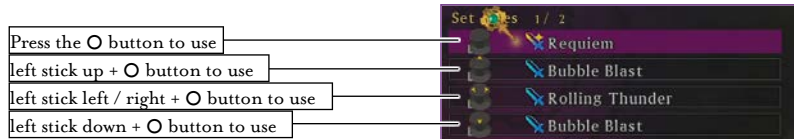
PLAYING WITH 2-4 PLAYERS

When a controller is available for each player, up to 4 people can play together during combat. The character controlled by each player is determined by the line-up order. Before playing, set the control mode of the controlled characters to Manual or Semi-auto.

ASSIGNING ARTES

Characters set to Manual or Semi-auto can be assigned up to 4 artes. Select the location and press X button to assign an Arte. Press O button or press O button together with left stick to activate the assigned artes (see P.54).

* When carrying an Artes Sphere, up to 8 artes can be assigned by using L1 button.



ASSIGNING SHORTCUTS

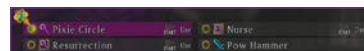
At the Artes settings screen, move the cursor down or press R3 button to open the shortcut settings window. Up to 4 shortcuts can be assigned. Shortcuts are assigned in the same way as artes, but L1 button or R1 button can be used to switch characters and assign artes for non-player controlled characters.

When carrying an Artes Sphere, combine with L1 Button to register up to 8 shortcuts.



USING ARTES

Some healing-related spirit artes can also be used outside the battles. To use one, select an arte marked [use], press [use] button and then select the target character.



LINKED ARTES LIST

Press R2 button on the Artes screen to view a list of unique Linked Artes (see P.57).

* Common Linked Artes (see P.57) combinations are not included in this list.

Linked Artes

Linked Artes	By Arte	Sort
Falling Snow + Whirlwind Snap	=	X Twin Lance
Falling Snow + Deadly Gaze	=	X Dark Projection
Falling Snow + Eradication Sweep	=	X Evil Spirit
Hunting Phoenix + Wind Lance	=	X Frost Edge
Hunting Phoenix + Cyclonic Surge	=	X Swallow Rage

EQUIPMENT

Types of equipment are Weapons, Headgear, Armor and Accessories. Attachments can also be equipped.

* The number of weapons available to Ludger increases as the main story progresses.

EQUIPMENT SCREEN

From the Main Menu, select Equipment and then select a character to open the Equipment screen.



ITEM LIST

These items can be equipped at the selected location. Press button to change the order.

EQUIPPABLE CHARACTERS

These icons indicate which characters can equip the selected equipment.

EQUIPMENT SETTING WINDOW

Move the cursor down to switch between Equipment, Attachments and Appearance Items.

EQUIPMENT DETAILS

Press button to advance through the explanations.

CHANGING EQUIPMENT

To change equipment, select the location of the equipment to be changed, and then select a desired equipment. To remove equipment, select the equipment and press Button.

Press Button to automatically set the strongest equipment from the available equipment.

* Weapons cannot be unequipped.

Spiritus Blades				
HP	2476	TP	424	
AC	8			
P. ATK	512	581	P. DEF	533
A. ATK	482	551	A. DEF	498
STR	214	VIT	214	
INT	214	PSY	214	
AGI	264	DEX	214	

PARAMETERS WHEN EQUIPPED

Increased parameters are blue, decreased parameters are red.

CHANGING ATTACHMENTS AND APPEARANCE ITEMS

A character's appearance may be customized by equipping 'attachments' and 'appearance items'. At the Equipment window, move the cursor down to display the Attachments window and then select the location to equip and the desired equipment.

Press button to display the Custom Set menu. Up to 5 sets of currently equipped attachments and appearance items can be assigned. Stored Custom Sets can be equipped by selecting "Equip" and then the set you wish to restore.

* The Appearance Items window appears when appearance items are available. Appearance items cannot be removed.



CUSTOMIZING ATTACHMENTS

Select an equipped attachment and press **START** button to change its color, position, etc. Select the item to be customized and press **X** button.

Use the right stick to adjust the character's position, press **Δ** button to enlarge, **□** button to shrink and **L1** button or **R1** button to rotate the character.

* Some attachments cannot be customized.

PLEASE NOTE

Equipped attachments and appearance items are reflected on the character in the Field screen, the Combat screen and during events. Attachments and appearance items cannot be removed during events or combat.

ALLIUM ORBS

Each character possesses an 'Allium Orb' with its own artes and skills. Allium Orbs are used to learn new artes and skills.

EXTRACTORS

When items called 'Extractors' are equipped to the Allium Orbs, characters can learn various artes and skills when Elemental Ores (see P.21) are obtained. Extractors automatically allocate elemental (fire, water, earth, wind, light, darkness) energy from acquired Elemental Ores across Allium Orbs' artes and skills.

Artes and skills become available to use by learning them.

* The artes and skills available to be learned differ per character, even if the same Extractor is used.

LEARNING ARTES AND SKILLS

When the elemental energy absorbed reaches a certain amount, new artes or skills are automatically acquired.

* Once acquired, artes or skills will not be lost even if the Extractor is unequipped.



FORTIFYING ARTES

Elemental energy continues to accumulate after learning an arte. When this energy reaches a certain amount, the arte is fortified and new effects are added. Artes can be fortified up to 4 levels.

* Some artes obtained from Arte Tomes or from levelling up cannot be fortified.



ALLIUM ORBS SCREEN

Select Allium Orbs from the Main Menu and equip each character with an Extractor. Press **Δ** button to remove an equipped Extractor.

Note: Characters that are not equipped with Extractors cannot absorb elemental energy and therefore cannot learn new artes or skills.



EXTRACTOR LIST

The character faces to the left indicate which character has that Extractor equipped.

ARTES / SKILLS LIST

Displays the artes and skills across which the Extractor can allocate Elemental Energy.

Press **SELECT** button to change the sort method.

DETAILS OF THE SELECTED ITEM

Select artes or a skill and press **□** button to switch to other information.

EXTRACTOR VISUALIZATION

The elemental energy that can be absorbed from an Elemental Ore is indicated by icons.



HOW TO OBTAIN EXTRACTORS

Extractors cannot be purchased from shops except by placing custom orders. You can also obtain extractors as job rewards or from treasure boxes.

SKILLS

Skills raise parameters and provide beneficial effects during combat.

SKILLS SCREEN

Open the Skills screen from the Main Menu to view and set learned skills. Press **START** button to view/set the skills transmitted to partners during Link (see P.57).

* Some skills are learned when certain skill tomes are obtained.

Skill Types

Press **L2** button or **R2** button to cycle through the list.

- ALL** All learned skills
- PS** Parameter skills
- AS** Action skills
- SS** Support skills
- CS** Currently set skills



SP (SKILL POINTS)

The remaining / maximum skills points. The number of points available determines the number of skills that can be set. When skills are removed, points return to the SP pool.

SKILLS LIST

Shows the skill name, type and the quantity of SP required to set the skill. (Currently set skills are colored blue.)

SKILL EXPLANATION

An explanation of the skill and the SP required to set it.

INCREASING MAX SP

When new skills are learned, half of the SP required to set that skill are awarded. SP are also awarded when certain amount of enemies are defeated. The types of enemy that award SP vary per character and can be viewed in the Enemy Data (see P.44).

SETTING SKILLS

The number of skills that can be set depends upon the amount of available SP. To set or remove a skill, select the skill then press X button. Δ button can be used to release all of the set skills.



AUTOMATICALLY SETTING SKILLS

To reset the current settings and automatically set skills, press □ button and select the type of skill to set.



SKILL TYPES

Attack Type	These skills increase attack parameters, AC (see P.49) and TP. Skills that prevent being knocked back by attacks are given priority.
Defense Type	Priority is given to skills that increase defense parameters, guard skills, or skills that increase HP or provide recovery.
Balance Type	Sets a balance of skills that increase attack and defense parameters.

TRANSMITTING LINKED SKILLS

Skills marked with the Linked Skill icon are transmitted to partners when linked.



STRATEGY

Set the strategies that determine the actions of each party member during battle, set the line-up order for combat and decide which items should be automatically used.



CHANGING THE PARTY ORDER DURING BATTLES

Press Δ button at the Strategy screen to change the party line-up order (character formation) during combat. Select a character and press X button then select a position and press X button to confirm. If the selected position already contains a character, the characters will switch positions.



AUTO-ITEMS

Obtaining 'Item Sphere' allows Auto-Items to be set. Once set, AI characters will automatically use recovery type items depending on the combat situation.

Press **START** button at the Strategy screen to set Auto-Items. You may then select the set items to be used and the conditions in which to use them from the setting list. Use **Δ** button to toggle item usage ON/OFF. Priority level can be changed by using the start button and choosing the two slots you prefer to swap.

- * Items set to ON are displayed more brightly than items that are set to OFF.
- * Use **SELECT** button to reset the settings. The owned number cannot be changed.



KITTY DISPATCH

Kitties that have been located and caught from around the world can be dispatched to search for items.

KITTY DISPATCH SCREEN

Open the Kitty Dispatch screen from the Main Menu. Press **R3** button to view the list of caught kitties. Press **START** button to immediately dispatch or call back a kitty.



DISPATCH INFORMATION

View the number of available kitties, dispatch locations and travel items. The time that dispatched kitties will return is displayed as a gauge in the upper right of the screen.

DISPATCH LOCATION INFORMATION

View items found in the selected 'Dispatch Location'. Press **□** button to view available kitties in the dispatch location.

DISPATCH LOCATION LIST

View the locations to which kitties can be dispatched.

CATCHING KITTIES

Kitties can be found all over the world. Meows can be heard when a kitty is nearby. When you find a kitty, press **X** button to catch it. Dispatched kitties will sometimes return with kitties they have befriended.



DISPATCHING KITTIES

Once caught, kitties can be dispatched to that location. To dispatch kitties, choose a 'Location' and choose whether or not to give them a 'Travel Item' within the dispatch information menu and then press **START** button.

RETURNING KITTIES

When the return gauge reaches zero, 'Your Kitty has Returned' displays on the Field screen. Collect the reward items from the Kitty Dispatch screen. Some items can only be obtained through Kitty Dispatch.

BONUSES

Press **SELECT** button while the Kitty Dispatch screen is displayed to view a list of daily bonuses. Depending on the day that kitties are dispatched, the quantity and types of obtainable items or the time required for the kitty to return varies.

LIBRARY

View information such as item data, titles, enemy data, skits, etc. Detailed information about battles can be viewed in the Battle Book.

LIBRARY SCREEN

Open the Library screen from the Main Menu.




EVENT LIST

Events and jobs that are currently underway or completed can be viewed here.



EVENTS

Events that are underway are marked with  and show the next objective. Completed events are marked 'Complete!'

SELECTING NAVI HELP

When several events are in progress at the same time, select an event and press **□** button to set that event as the current 'Objective'. This assigns it to the Navigator (see P.17) on the Field screen. Other events can still be completed even if they are not set as the current objective.



TITLES

View a list of titles and the conditions required to obtain them.

GRADE

Each title has a grade which increases as titles are obtained. 'Grade Acquired' displays the current grade. Grades can be used at specific locations during subsequent playthroughs of the game.



BATTLE BOOK

View detailed information about battles and the related systems.

XILLIA ENCYCLOPEDIA

A glossary of terms from the previous game 'Tales of Xillia™'. The number of terms increases as the main story progresses.

ENEMY DATA

View information about encountered enemies. Select an enemy and press button to cycle through the details.

ITEM DATA

View information about items that have been obtained so far.



SKITS

View available recordings of skits. Skits that have not yet been viewed are marked 'NEW!' * The skit list includes all skits that are presently available to view.



RECORDS

View all types of data about the adventures so far.



SYSTEM

Save your current game progress and continue previously saved games. Various types of games options can be configured from 'Options'.

SAVE

Game progress can be saved from this screen whenever you are next to a Memory Ring (see P.08).

Note: When a user tries to add the save data on a slot which already contains a previously saved data, then the existing save data in the slot will be overwritten with the newly created save data.



QUICK SAVE

Game progress can be saved any time when the Menu screen or Pause menu can be accessed. Data saved by quick save can be loaded from 'QUICK LOAD' on the Title Menu. Quick Save data cannot be loaded from the Menu screen. * Only one slot is available for Quick Save data.



LOAD

Load saved data to continue play from a previous session.

Note: Unsaved progress will be lost.



OPTIONS

Adjust each of the game settings from this screen. When changes to the settings are complete, press **START** button. Select 'restore default settings' to restore all settings to their default state except button configuration.

* Some menu items become available as the game progresses.

COMBAT SCREEN

The Combat screen appears when you touch an enemy on the Field screen or when certain events occur.

READING THE COMBAT SCREEN

Press **Δ** Button at the Combat screen to open the Combat menu (see P.50). Press **START** button to pause or resume combat.



Combat Message

Names of activated artes appear here.

Current Target

The enemy under attack from the player-controlled character. As the enemy loses HP, the gauge in decreases.

Total Damage / Combo Length

The total damage done (or received) and the number of hits in the current combo.

Participating Characters

At the top is 1P (the player-controlled character), on the left is 2P, 3P is on the right and 4P's character is at the bottom.

PARTICIPATING CHARACTERS STATUS

TP



















TP can be gained by hitting enemies with normal attacks, by guarding against enemy attacks, or by taunting (see P.53).



CHARACTER STATUS

Special attacks, artes, or elemental attacks from enemies may cause a character's status to change. Status changes can be restored by using special items or artes, after time elapses, or sometimes by ending the combat. When status changes occur while Linked, the partner will also be affected; certain status changes such as incapacitation, unconsciousness and natural recovery will not affect a linked partner.

STATUS CHANGE LIST

 KO'ed	The character's HP has reached zero. They will become completely unable to move.
 Burn (Fire)	The character is engulfed in flames and HP decreases over time. Free run to speed up recovery.
 Petrify (Earth)	The character has been turned to stone and is unable to move. Tap buttons quickly to speed up recovery.
 Paralysis (Wind)	The character's body is numb and may freeze up while attempting to attack. Stay still to speed up recovery.
 Skillseal (Water)	The character is unable to use their skills. Guard to help speed up recovery.
 Confusion (Light)	The character has lost control and indiscriminately attacks allies or enemies. Tap buttons quickly to speed up recovery.
 Poison (Darkness)	The character is ravaged by poison and HP decrease over time. Stay still to help speed up recovery.
 Bleeding (Slash)	The character's HP decrease with any type of action. Stay still to help speed up recovery.
 Weakness (Strike)	Guard Break (see P.53) occurs at the first hit, even when guarding. Quick Step (see P.53) to help speed up recovery.
 Nausea (Shot)	The affected character becomes unable to continuously attack by artes. When enemies are dulled, the frequency of attacks is reduced. Taunting helps to speed up recovery.
 Unconscious	The character is unable to perform actions for a period of time. Tap buttons repeatedly to speed up recovery. Receiving enemy attacks or Cure Unconsciousness from an ally will speed up recovery.
 Physical Attack	Physical attack power has increased or decreased. A blue highlight indicates an increase; a red highlight indicates a decrease.
 Physical Defense	Defense ability has increased or decreased. A blue highlight indicates an increase; a red highlight indicates a decrease.
 Arte Attack	Arte attack power has increased or decreased. A blue highlight indicates an increase; a red highlight indicates a decrease.
 Arte Defense	Arte defense ability has increased or decreased. A blue highlight indicates an increase; a red highlight indicates a decrease.
 Movement Speed UP	Movement speed has increased. This is indicated by a blue highlight.
 Auto Recovery	The character will automatically recover if incapacitated.
 Protected against Status Change	Protects the characters from status changes.

COMBAT RULES

During combat, control and fight with the player-controlled character while the other characters follow their assigned tactics (see P.39).

USE AC (ASSAULT COUNTER) TO ATTACK

Attacking or using artes uses AC. 1 AC is consumed for each action performed.

* Movement and guarding do not use AC, but repeatedly stepping (see P.53) will use up AC.

RECOVERING AC AND INCREASING THE MAX

AC recovers while doing nothing, moving, or defending. AC can also recover when certain actions are performed during combat or due to artes effects.

The maximum AC depends upon the equipped weapons and can be increased with certain skills or equipments. Maximum AC temporarily increases at other times, such as when attacking enemies from behind and scoring a critical hit, or when a particular skill is used to avoid enemy attacks. In these cases, the maximum AC returns to its previous state once the AC is used.



GAME OVER

The game ends when all characters participating in combat become incapacitated. Select from 'Load Save Data' (to restart from last saved point), 'Load Quick Save Data', or 'Return to Title Screen'. In some cases, an option to 'Retry' will be presented.

THE DIFFERENCE BETWEEN AC AND TP

1 point of AC is used each time an attack is performed or artes are used. Artes use set amounts of TP; the amount of TP depends upon the arte.

COMBAT RESULTS SCREEN

Press **X** button at the Combat Results screen to view combat results, experience points (EXP) gained, items obtained, etc.



CHARACTER TRAITS

Each character has their own unique trait that activates when certain actions are performed.
* Some of these may also be triggered even if the characters are not linked.

COMBAT MENU

Press **△** to temporarily halt combat and open the Combat Menu. From this menu, artes can be adjusted, items can be used, and other preparations can be made.



With the Combat menu open, press **R3** button to toggle Auto-Item ON/OFF. Press **L2** button to view the Battle Book (see P.43) or **R1** button to view the skills that will be transmitted during link. Press **L1** button to adjust camera.

ITEMS

Use available consumable items. First, select the character to use an item, then choose item to be used and choose target character. The Item Gauge appears at the bottom left of the screen when items are used. Other items cannot be used until the Item Gauge reaches zero.



ARTES

Select a character and open the Artes screen (see P.29) to adjust the assigned artes. Shortcut settings (see P.31) and the control mode (see P.30) can also be modified. To use artes for characters set to the Auto control mode, select an arte and a target.

EQUIPMENT

Adjust the equipment for each character. Select a character then open the Equipment screen (see P.32). Attachments and appearance items cannot be changed during combat.



STRATEGY

View and modify the strategies (see P.39) for each character. Auto Item settings can be adjusted by pressing **△** button.



ESCAPING

Select 'Escape' to escape from combat. Once Escape is selected, the Escape gauge appears at the bottom left of the screen. Escaping succeeds when this gauge becomes full. Select this menu item again to cancel escaping. * Escaping is sometimes not possible.



COMBAT CAMERA

With the Combat menu is visible, hold **L1** button and use the right stick to adjust the camera angle, distance and the field of view.



COMBAT ACTIONS

Set the control mode to Semi-Auto or Manual to directly control the characters, perform various actions and link with the party members (see P.57).

MOVE **LEFT STICK LEFT OR RIGHT**

This will perform a dash when approaching enemies and a walk when moving away.

FREE RUN **L2** **BUTTON + LEFT STICK**

Move freely around the combat field.

JUMP **□** **BUTTON + LEFT STICK UP**

When the control mode is set to Semi-Auto, jumping can be performed by pressing **□** button and left stick up. When the control mode is set to Manual, jumping can be performed by moving the left stick up only.

QUICK STEP **□** **BUTTON + LEFT STICK**

Press **□** button and left stick left / right or flick the left stick left / right to quick step in that direction. Certain skills can be set to activate when stepping. * Repeatedly stepping consumes AC.

SIDESTEP **□** **BUTTON + LEFT STICK UP / DOWN + X** **BUTTON**

You will not be knocked back while sidestepping.

GUARD **□** **BUTTON**

Protect yourself from enemy attacks and reduce damage taken. Continuously guarding enemy attacks will result in a Guard Break. * You may not be able to guard against some attacks.



TAUNT **L3** **BUTTON**

Perform that character's taunt and recover TP. Characters are defenceless while taunting.



NORMAL ATTACKS **LEFT STICK + X BUTTON**

Press X button or press X button together with left stick to perform a normal attack. (The attack used depends on the direction in which the left stick is pushed.) Attacks can be performed continuously as long as AC is available.



STRONG ATTACKS **LEFT STICK + L1 BUTTON + X BUTTON**

Use in combination with the left stick to perform various types of strong attack. Strong attacks can knock enemies back, launch enemies into the air and knock enemies unconscious. Use strong attacks while linked (see P.57) to quickly fill the Linked Artes Gauge (see P.58).

SELECT A TARGET **R1 BUTTON + DIRECTIONAL BUTTONS / LEFT STICK**

Hold R1 button to temporarily halt combat and display information about enemies. At this time, directional buttons or left stick can be used to switch between targets.



ENEMY INFORMATION

Press R1 button to temporarily halt combat and view information about enemies.

WEAPON SHIFT (SWITCH WEAPONS) **L1 BUTTON + R1 BUTTON / R2 BUTTON**

When controlling Ludger, hold L1 Button and press R1 Button or R2 Button to switch between equipped weapons.

USE ARTES **LEFT STICK + O BUTTON**

Press O button or press O button together with Left Stick to use the artes assigned in the Artes screen. TP will be consumed depending on which arte is used.

CHANT AND STOP CHANTS **□ BUTTON WHILE CHANTING**

Most spell requires the character to chant for a period of time before it activates. Movement and guarding are not possible while chanting, leaving the character open to attack. Chants will be interrupted if attacked by an enemy while chanting. To stop a chant, press □ button while chanting.

* After completing a chant, hold O button to wait, then release O button to activate.

FREE TARGET **O BUTTON + LEFT STICK**

Some spells that produces an area effect allows the target location to be selected using the free cursor. When the free cursor appears, hold O button and use left stick to designate the target location and then release O button to activate.



USE SHORTCUTS **RIGHT STICK**

Shortcuts can be activated during combat by using the right stick. Characters other than the player-controlled that have artes set can be ordered to use their artes.

SPIRIT ARTES AND MARTIAL ARTES

Spirit Artes

Chant a spell to attack, heal, or provide support. A set period of time must be spent chanting in order to use spell.

Martial Artes

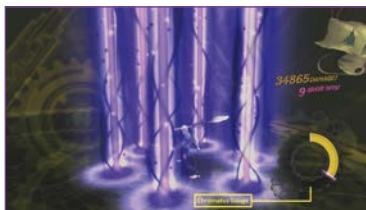
Attack enemies using weapons or martial arts. The time required to activate is short and it is possible to combine artes with other attacks.

TRANSFORMATION

L3 BUTTON + **R3** BUTTON

When controlling Ludger and the Chromatus Gauge is full, he can transform and fight enemies in another dimension. While transformed, press **X** button to perform a normal attack and **O** button to activate an arte. The arte activated by pressing **O** button depends on the number of sequential normal attacks performed.

Transformation ends when the Chromatus Gauge reaches zero.



CHANGE THE CONTROL MODE

SELECT **□** BUTTON

Press **SELECT** **□** button to view the current control mode. Thereafter, the control mode of the controlled character will change each time the **SELECT** **□** button is pressed. The control mode can also be changed from 'Artes' screen in the Combat menu (see P.50).



CHANGE THE CONTROLLED CHARACTER

L1 BUTTON + DIRECTIONAL BUTTONS

When combat ends, the controlled character reverts to the initially controlled character.

POWER HITS

Deal greater damage by using elemental attacks that enemies are susceptible to and by combining the attacks with elemental attributes. Power hits also prevent enemies from counter attacking. Attacks while transformed have no elemental attributes, but power hit states engaged prior to transformation continue to be active as long as the combo persists. Combine multiple power hits before transforming to deal massive damage.

LINKED CHARACTERS

DIRECTIONAL BUTTONS

Link with another party member to fight enemies as a 2-person unit. Use the directional buttons to select the character you would like to link from those displayed at the bottom of the screen. When linked, the player-controlled character and the linked partner are connected by a blue or green line. To release the link, press the Up directional button. Press any other directional button to change the linked partner.

* The character that initiates the link is the 'Lead' and the partner is the 'Support'.

When playing single player, the player-controlled character is always the 'Lead'.

* Characters whose control mode is set to Auto may decide to link themselves. To prevent characters from linking, from the menu set 'Strategy' 'Linking' to 'Do not link'.

* When linking with another player-controlled character, the control mode of the Support partner switches to Auto and the Support obeys the Lead. A Support partner can also elect to release the link.

PARTNER SKILL

Linked partners can aid the player-controlled character using unique Partner Skills.



Open the Combat menu while linked to another character to view the Partner Skill.

LINKED ARTES

R2 BUTTON

The Linked Arte Gauge fills up while attacking enemies in Link mode. When the first area of the Linked Artes gauge is full and an arte is activated, the Linked Arte Combo icon appears. While the Linked Artes Combo icon is visible, press **R2** button to activate a Linked Arte.



UNIQUE LINKED ARTES AND COMMON LINKED ARTES

Certain combinations of characters and artes produce Unique Linked Artes (indicated by a gold Linked Artes icon). Linked Artes produced by other combinations are called Common Linked Artes (indicated by a silver Linked Artes icon).

OVERLIMITS AND LINKED ARTE CHAINS

The Linked Artes Gauge is split into 5 sections and fills when Linked Artes are activated. When all 5 areas are full, unleash a Linked Arte and successfully chain artes to activate OVERLIMITS.

During OVERLIMITS, the characters will be invulnerable to knock back and can perform actions without using AC or TP. During OVERLIMITS, you can also continuously use Linked Artes (Linked Artes Chaining). Use mix Linked Artes and artes that matches well to perform Linked Arte Chain.



MYSTIC ARTES **HOLD X BUTTON WHILE LINK ARTES ARE ACTIVE**

Hold X button while Link Artes are active in an OVERLIMITS state to activate the Lead partner's Mystic Artes. Hold **L1** button and X Button to activate the Support partner's Mystic Artes.

Depending upon the combination of Lead and Support partners, it may be possible to use **R2** button to activate a 2-person Linked Mystic Artes.

* This requires particular skills to be assigned to each character.



CONNECT TO THE PLAYSTATION®NETWORK TO DOWNLOAD VARIOUS ITEMS FROM THE PLAYSTATION®STORE.


USING THE PLAYSTATION®NETWORK

The PlayStation®Store can be accessed from 'DOWNLOADABLE CONTENT' on the Title Menu. A variety of items can be bought from the 'Tales of Xillia 2' DLC menu in the PlayStation®Store.

- * You can also connect from the PlayStation®3 system's XMB™ (cross media bar).
- * The game must be quit in order to use the PlayStation®Store.
- * Purchasing items requires real money.



PURCHASED ITEMS

Items purchased from the PlayStation®Store are automatically installed and can be found in  (DLC) in 'Items' (see P.28) from the Menu screen. Use these items from the Items screen to receive the contents.

CARRYING OVER DOWNLOADABLE CONTENTS FROM THE PREVIOUS GAME

Items (clothing, attachments, etc.) purchased in the PlayStation®Store 'Tales of Xillia' will be automatically carried over into 'Tales of Xillia 2'.

* Some items are unable to be carried over.

Customer Support Service



Australia 1902 26 26 26 \$2.48/min (may change without notice) au.support@bandainamcogames.com.au

Belgique Support en français: Lundi - Samedi: 10.00-20.00 non stop fr.support@bandainamcogames.eu
Support in English: Monday - Friday: 09:00-18:00 GMT customerserviceuk@bandainamcogames.eu

Deutschland Technische: 0900-1-771 882 1,24€/min aus dem dt. Festnetz de.support@bandainamcogames.eu
Spielerische: 0900-1-771 883 Montag - Samstag: 14.00-19.00 Uhr

Ελλάδα +30 210 60 18 80 Αστική Χρέωση Δευτέρα - Παρασκευή: 09.00-17.00 gr.support@bandainamcogames.eu

España +34 902 10 18 67 Lunes a jueves: 09.00 -18.00 es.support@bandainamcogames.eu
Viernes: 09.00-14.00

France 0925 15 80 80 SUPPORT TECHNIQUE 0,19€/min CS80236 fr.support@bandainamcogames.eu
Lundi - Samedi: 10.00-20.00 non stop 33612 CESTAS

Italia it.support@bandainamcogames.eu

New Zealand 0900 54263 \$1.99/min (may change without notice) ausupport@bandainamcogames.com.au

Nordic Countries Monday - Friday: 09:00-18:00 GMT customerserviceuk@bandainamcogames.eu
Nederland (Support in English)

Österreich Technische: 0900-400 654 €1,35€/min de.support@bandainamcogames.eu
Spielerische: 0900-400 655 Montag - Samstag: 14.00 - 19.00 Uhr

Portugal +34 902 10 18 67 Segunda a Quinta: 09.00-18.00 pt.support@bandainamcogames.eu
Sexta Feira: 09.00-14.00

Schweiz Technische: 0900-929300 2,50 CHF/min de.support@bandainamcogames.eu
Spielerische: 0900-770780 Montag - Samstag: 14.00-19.00 Uhr

Singapore +65 6538 9724 support@bandainamcogames.asia

United Kingdom Monday - Friday: 09:00-18:00 GMT customerserviceuk@bandainamcogames.eu

For Help & Support please visit: eu.playstation.com or refer to the telephone list below.

Australia 1300 365 911 Calls charged at local rate

Belgique/België/Belgien 011 516 406 Tarif appel local/Lokale kosten

Česká republika 0225341407

Danmark 90 13 70 13 Pris: 6,-/minut, support@dk.playstation.com
Mandag - Torsdag 10.00 - 18.00, Fredag 10.00 - 17.30

Deutschland 01805 766 977 0,14 Euro/Minute

España 902 102 102 Tarifa nacional

Ελλάδα 801 11 92000

France 0820 31 32 33 prix d'un appel local - ouvert du lundi au samedi

ישראל - ישראל מוצרי צריכה טלפון תמיכה 09-9711710 פקס 09-9560957
www.isfar.co.il בקרו באתר

Ireland 0818 365065 All calls charged at national rate

Italia 199 116 266 Lun/Ven 8:00 - 18:30 e Sab 8:00 - 13:00; 11,88 centesimi di euro + IVA al minuto Festivi: 4,75 centesimi di euro + IVA al minuto Telefoni cellulari secondo il piano tariffario prescelto

Malta 234 36 000 Local rate

Nederlands 0495 574 817 Interlokale kosten

New Zealand 09 415 2447 National Rate 0900 97669 Call cost \$1.50 (+ GST) per minute

Norge 820 68 322 Pris: 6,50,-/min, support@no.playstation.com
Mandag - Torsdag 10.00 - 18.00, Fredag 10.00 - 17.30

Österreich 0820 44 45 40 0,116 Euro/Minute

Portugal 707 23 23 10 Serviço de Atendimento ao Consumidor/Serviço Técnico

Россия + 7 (495) 981-2372

Suisse/Schweiz/Svizzera 0848 84 00 85 Tarif appel national/Nationaler Tarif/Tariffa Nazionale

Suomi 0600 411 911 0,79 Euro/min + pvm fi-hotline@nordiskfilm.com
maanantai - perjantai 12-18

Sverige 0900-20 33 075 Pris 7,50,- min, support@se.playstation.com
Måndag - Torsdag 10.00 - 18.00, Fredag 10.00 - 17.30

UK 0844 736 0595 National rate

If your local telephone number is not shown, please visit eu.playstation.com for contact details.



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This symbol may be used on batteries in combination with additional chemical symbols. The chemical symbols for mercury (Hg) or lead (Pb) will appear if the battery contains more than 0.0005% mercury or more than 0.004% lead.

Please visit
www.bandainamcogames.eu/support
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