XBOX 360

NTSC

FINAL FANTASY XIII-2

TEEN
ADOLESCENTS
T
CONTENT RATED BY
CONTENU EVALUE PAR
ESRB

SQUARE ENIX

CONTENTS

Xbox LIVE 1
Story 3
Characters 4
Controls 6
Title Menu 7
Main Menu 8
Settings 9
Historia Crux 10
In the Field 12
Battles 22
Hints and Tips 39

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **www.xbox.com/live** to learn more.

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

Family Settings
These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings.**

DOLBY DIGITAL DECODING

DOLBY DIGITAL SURROUND SOUND SETUP

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

FINAL FANTASY XIII-2

She embraced her destiny and fought the false gods who would enslave humanity.

It was a battle that changed the world. A brave few defeated the fal'Cie and saved mankind from destruction. Without the power of the gods to hold it aloft, Cocoon fell from the sky, and the cradle of humanity became locked in a frozen embrace with Gran Pulse, realm of monsters.

The tyranny of the gods was lifted, and a new age began.

But she did not see the new dawn. She disappeared, at the very moment of her triumph.

They all believed she was gone forever, never to return. Everyone, that is, except Serah Farron. She clung to a different truth.

Three years have passed.

One clear night, a meteorite strikes Gran Pulse and shatters the peace of the new era. Spacetime becomes distorted and terrible monsters attack through rifts in the fabric of time.

In the chaos that ensues, Serah is saved from death by a young stranger called Noel. He says he is a hunter who has crossed time and space to find her.

"Come with me," he says. "We will travel the timeline and find your sister."

Lightning! Could she be alive? Could her beloved sister really be in that world of chaos and death, fighting to save a dying goddess?

It does not take long for Serah to make the fateful decision.

She accepts the weapon that Lightning has gifted her, and resolves to follow this stranger into the future...

Noel Kreiss

A young man who appears in Serah's village after the meteorite strike. He has a straightforward manner, but is unwilling to talk much about his mysterious past. He carries two swords into battle—an elaborate great sword and a smaller stabbing blade—and he likes to use them up close and personal.

Serah Farron

Having found herself at the center of a series of tragic events, Lightning's younger sister Serah now bears the emotional scars of her past experiences. In spite of everything that's happened, however, she remains a resilient and dependable young woman. Loyal to the end, she refuses to believe that her sister is dead, and so she follows Noel into the future to find her.

Lightning

She once took on a whole world to save Serah from a crystal prison. Now she is a knight in Valhalla, pledged to stand guard over the temple of the goddess Etro. Here in this realm of chaos, Lightning has been granted power beyond reckoning; she is something beyond human, almost a goddess herself. She will need all of that power in the terrible battle to come.

CONTROLS / TITLE SCREEN

Controls

Here are the Xbox 360 CONTROLLER button mappings. Green text refers to controls used during exploration, blue text refers to battle controls.

RB Right Bumper
Moogle hunt
Throw moogle (when LB is held)
View enemy monster information

A, Y, X, B Buttons

B Button
Jump
Cancel

X Button
Open map
Unleash Feral Link

A Button
Confirm/Operate devices, open doors, etc.
Execute commands
Confirm
Stock selected command

Y Button
Open menu
Execute available commands

LB Left Bumper
Moogle throw (grab moogle)
Paradigm shift

L Left Stick
Move character
Select targets and commands

L Left Stick (when pressed down)
Center map on your current location (when viewing map)

Directional Pad
Navigate menu items
Select targets and commands

BACK Back Button
Toggle mini-map display
Not used

R Right Stick
Move camera
Aim Moogle (when LB is held)
Move camera

R Right Stick (when pressed down)
Reset camera position

START Start Button
Pause menu
Pause menu

Saving your game

When starting the game if not signed into an Xbox 360 gamer profile you will be requested to select a profile to use for saving your data. Save data cannot be created or loaded unless a profile is selected. If a profile already contains data for Final Fantasy XIII-2 select that profile to continue your game.

The game will automatically save your progress. During auto-save, the save icon will appear in the upper-left corner of the screen. You can also save manually. When in the field, press the START button to open the Pause menu and select **Save**.

Title Screen

When the game loads, you will be taken to the FINAL FANTASY XIII-2 title screen. It contains the following menu options.

NEW GAME	Begin a new adventure. You will be asked if you want to start the game in NORMAL MODE or EASY MODE, but you may change this later in the Settings. After making your choice, follow the onscreen instructions to create new save data. To save your game, you will need at least 24MB of free space on your storage device.
CONTINUE	Continue playing from a previously saved game.
DOWNLOADABLE CONTENT	Downloadable content will be available after the game's release.
BEGINNER'S PRIMER	A summary of the events of FINAL FANTASY XIII. Our story picks up three years after that game's conclusion.
EXTRAS	Unlock special extras by collecting achievements and performing various other in-game feats.
SETTINGS	Configure your controls and gameplay environment.

MAIN MENU / SETTINGS

Main Menu

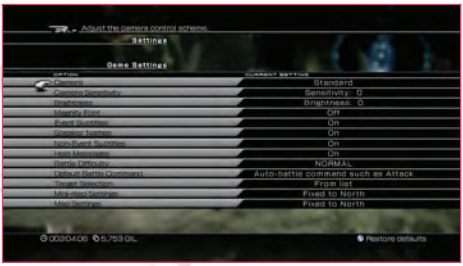
Press Y during exploration to open the main menu screen. Here you can check the status of your characters, equip weapons and accessories, view maps of the local area, and more. Some of the submenus will only become available after certain points in the adventure.

Use ✥ to select a submenu and press A to confirm. In some submenus, such as **Equipment** and **Crystarium**, you can cycle through party members using LB and RB.

PARTY PARADIGMS	Edit paradigms and your Paradigm Pack.
CRYSTARIUM	Enhance character parameters and add new abilities.
MONSTERS	Adorn, name, and infuse members of your monster menagerie.
EQUIPMENT	Select your characters' weapons and accessories.
CHANGE LEADER	Switch to a different controllable character.
STATUS	View detailed character status information.
INVENTORY	Review all the equipment and items you have collected.
DATALOG	View tutorials and useful information about the game world.
BESTIARY	View information about the monsters you have faced and defeated.
FRAGMENTS	View the shards of time that you have collected.
FRAGMENT SKILLS	View your fragment skills and their descriptions.
MAP	Open a map of the local area.
SETTINGS	Configure controls and change game environment settings.

Settings

Configure camera controls, toggle subtitles, change the difficulty level, and more.



CAMERA	Choose from four types of camera control.
CAMERA SENSITIVITY	Change the number to adjust how much the camera moves in response to controller input.
BRIGHTNESS	Select from nine levels of brightness.
MAGNIFY FONT	Increase the size of the font in messages and subtitles.
EVENT SUBTITLES	Toggle subtitles for event dialog.
SPEAKER NAMES	Select whether or not to display the speaker's name during conversations.
NON-EVENT SUBTITLES	Toggle subtitles for dialog heard during exploration. The subtitles are displayed in the lower left-hand corner of the screen.
HELP MESSAGES	Toggle the display of help messages in battle.
BATTLE DIFFICULTY	Set the battle difficulty to either **EASY** or **NORMAL**.
DEFAULT BATTLE COMMAND	You can start a battle with auto-commands or manual commands.
TARGET SELECTION	You can select targets from a list or using an on-field cursor.
MINI-MAP SETTINGS	The mini-map is in the top right-hand corner of the screen. You can choose to have it fixed in a northerly orientation (**Fixed to North**), or to rotate relative to the direction you are currently facing (**Facing**).
MAP SETTINGS	Choose to have your map **Fixed to North** or **Facing**.

Historia Crux

In FINAL FANTASY XIII-2, your characters will travel through time and space. The Historia Crux is your portal to history, the place where you will navigate the timeline. To visit a location and era, move LS or ✥ to highlight the location, and press A to confirm.

New areas will be added to the Historia Crux as you find and unlock more Time Gates.

Navigating the Historia Crux

LB	Toggle the Historia Crux display.
RB	Open and close gates (Gate Seal item required).
Y	Open the main menu.
X	Save your progress.
LS / ✥	Navigate to a location.

GATES

Each location has one or more gates. As these gates are activated, you gain access to more places along the timeline. The icons below the name of the location show how many gates there are in that area, and the icons flash gold when the corresponding gates are activated. Below and to the right of these icons is a message indicating how many fragments are available, and how many you have recovered.

ARTEFACTS

The gates that allow you to travel the timeline must be opened with special "keys" known as artefacts. When a Time Gate is unlocked using an artefact, a new location appears in the Historia Crux. Some artefacts are hidden from sight. You may need to call upon the skills of your moogle sidekick to find them.

OPENING AND CLOSING GATES

During your adventure, you will acquire items called Gate Seals. When you are in the Historia Crux, you can use them to close gates that have already been opened. This resets history in that location by rewinding time to how it was before you first arrived in that place. You can enter the location again to replay past events and perhaps even correct mistakes that you made. When you close a gate, related artefacts disappear from the **Key Items** list in your inventory. To recover the missing artefacts, you can either play through the location again, or simply re-open the gate.

Remember, by replaying a location you might change part of history. To restore the first timeline, just re-open the gate. You open and close gates in the Historia Crux with RB.

Moving from the field to the Historia Crux

If you wish to return to the Historia Crux from the field, press START to open the Pause menu and select **Return to Historia Crux**. At times, this option may not be available. Whenever you return to the Historia Crux, your progress is automatically saved.

Note: When you load a previously saved game, you will first arrive in the Historia Crux. To pick up the adventure from where you left off, enter the area you were last in and the story will continue from the last save point.

In the Field

Much of your adventuring will take place out in the field. Knowing how to navigate the world is the first step to mastering the game.

MAIN GAME SCREEN

1 **Leader** ··· This is the main character that you control. You can switch characters with the **Change Leader** option in the main menu.

2 **Mini-map** ··· The map in the top right-hand corner of the screen shows the location of your main character and objectives, as well as other points of interest such as gates and shops. Press BACK to toggle the map on and off.

Mini-map Icons

Current location	Objective	Gate
Chocolina	Chocobo	Recovered treasure
Moogle	Waystone	Obstacle

ENEMIES AND ENCOUNTERS

When you encounter monsters out in the field, the Mog Clock will appear on the screen. The Mog Clock detects how ready the monsters are for a fight and changes color as the threat increases. Your character can attack any foes that are inside the encounter circle. Try to find the enemy and attack them by pressing Ⓐ before time runs out. Sometimes, you may not be ready for a fight, in which case you can always try fleeing the area. If you reach a safe distance the encounter circle will disappear and you will be able to continue your explorations.

Mog Clock (green)

Enemy is immobile. A preemptive strike is possible. If you attack successfully, you will begin the battle with bonuses.

Mog Clock (yellow)

Enemy is moving and ready for battle. Coming into contact with the enemy will begin a standard battle.

Mog Clock (red)

Enemy is fully alert and attacks. When time runs out, the battle begins automatically. You cannot select Retry for battles that begin in this manner.

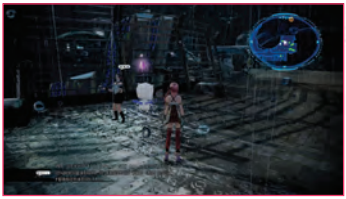
Strike first and seize the early advantage

If you manage to find the foe and strike while the Mog Clock is still green, you will begin the battle with a preemptive strike. Your party will have the early advantage, with bonuses such as Haste and improved chain bonuses. If you simply run into the enemy without a weapon strike, the battle will begin normally and you will have to fight harder to gain the upper hand.

IN THE FIELD

TALKING TO PEOPLE

The world you explore is populated with people from all walks of life, and they may have something to say when you approach. Some characters will speak spontaneously, without any action from you, and their subtitles will appear in the lower left-hand corner of the screen. Sometimes a speech bubble icon will appear over a person's head, which means you can approach them and press Ⓐ to engage them in conversation. If there are two or more such people nearby, move ✥ to the left or to the right to choose which person you would like to talk to.



LIVE TRIGGERS

Sometimes, in the middle of events or conversations, a Live Trigger will occur. The Live Trigger presents you with a menu in which you can select an action or choose a line of questioning. In some conversational Live Triggers, you can explore all the branches; in others, some choices may not appear until you fulfill certain conditions. As you make decisions and choose different paths, changes accumulate, and you may find yourself receiving treasure boxes and items from up and down the timeline. Choose each Live Trigger wisely, and see if you can uncover hidden treasure.

JUMPING

Out in the field, you may jump over low obstacles by pressing Ⓑ. In certain places where the height or distance is too great for a normal jump, a blue ring will appear on the ground. Approach the ring and press Ⓑ to perform an extra high jump that will take you over the obstacle.

SWITCHES AND DEVICES

In your explorations, you will come across all kinds of buttons, switches, and devices. Often, using them will be as simple as pressing Ⓐ but some will not work until you have found one or more specific items needed to unlock them. In such cases, you must explore the area carefully to find the missing items. As ever, Mog and his special hunting skills will come in handy.

TREASURE SPHERES

When you find a treasure sphere in the field, approach it and press Ⓐ to get at what's inside. Some treasure spheres will be out of phase with the current timeline and hidden from view. Use Mog's treasure hunting abilities to bring these spheres back into the current reality.

RIDING A CHOCOBO

Chocobos are large birds used as riding mounts. Find gysahl greens and feed them to the chocobo by pressing Ⓐ, and it will let you hop aboard and go for a ride. You will not encounter any monsters while mounted, so chocobos are your best option when you wish to travel across the map quickly and safely. There are some locations where these speedy avians are not initially available, but keep exploring and they may eventually appear.

IN THE FIELD

MOG'S SENSOR BOBBLE

Not only does Mog turn into Serah's weapon, he can sometimes find hidden items out in the field. When you are searching for treasure spheres or artefacts to open gates, keep an eye on Mog's bobble. When it starts flashing, follow Mog's trail and try pressing RB.

Mog Hunt

When Mog approaches an item or artefact that is out of phase with the current timeline, the bobble on his head will start flashing furiously and he will fly to the point where the item is hidden. Press RB to dispel the nearby distortion and reveal the object. Some of these hidden items are essential to progressing through the story, so keep an eye on Mog and watch how he reacts to the environment. Note that Mog can't detect all hidden items—sometimes you have to find them yourself!

Moogle Throw

As you progress further into the story, Serah's moogle will eventually—albeit grudgingly—allow himself to be thrown to distant spots.

If you see an item or artefact that is out of your reach, hold LB to grab Mog, use L2 to aim, then press RB to throw him. If your aim is true, Mog will retrieve the treasure for you. Be warned, though, that if Serah's moogle is far away when enemies appear, his warning will come too late and the Mog Clock will tick around at a much faster rate. Be careful when throwing Mog in monster-infested areas!

THE MAP

The map provides a lot of essential information, including your current location, your objectives, and points of interest such as gates and waystones. The left-hand side of the map screen also has a list of your current objectives and goals, so it is a good idea to check the map whenever you enter a new area. You will find maps in treasure spheres, and receive them from other characters. To display the map, you can either press X when in the field or open the main menu with Y and select the **Map** option.

Map Icons

Current location	Objective	Gate	Chocolina	Chocobo
Ally	Recovered treasure	Obstacle	Moogle	Waystone

Map Controls

	Move map.
	Zoom in and out.
	Center map on current location.

CHOCOLINA'S SHOP

Chocolina is a mysterious traveling merchant who somehow manages to manifest herself all along the timeline. She sells many useful items and, with the right components and a crafter's fee, even creates special weapons and equipment. When you are browsing the shop menu for items, make sure you have the required components as well as sufficient gil!

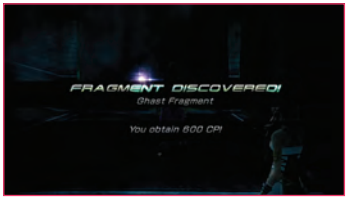
ITEMS	Potions, Phoenix Down, and similar items will often prove useful in a fight.
MONSTER MATERIALS	Use materials to strengthen your monsters and help them grow.
WEAPONS	Better weapons will give your characters an extra edge in combat. You will need gil to purchase weapons, and often special components as well.
ACCESSORIES	You can buy stat-boosting accessories for your party members. You will need gil to purchase accessories, and often special components as well.
COMPONENTS	Useful materials for crafting weapons and accessories.
SPECIAL ITEMS	In each area, Chocolina may have special and unique goods for sale.

Equipping Accessories

You can strengthen your characters by equipping accessories that grant special abilities. It is possible to equip more than one accessory at a time, but be mindful of each item's equipment cost. If the combined cost exceeds a character's accessory capacity, you will have to rethink your accessory choices. Capacity can be increased as you develop your character.

FRAGMENTS (SHARDS OF TIME)

When you resolve anomalies along the timeline, you will obtain special objects known as fragments. Fragments are memories of time, solidified into shards, each containing a valuable piece of knowledge or slice of history. There are a total of 160 fragments scattered throughout history.



MISSIONS

If you talk to people living in the various locations along the timeline, you may be given the opportunity to undertake missions on their behalf. These might include finding special items or defeating problematic monsters. When you successfully complete a mission, you will be rewarded with fragments, crystogen points, and more.

FRAGMENT SKILLS

Once you have collected a large number of fragments, it's time to travel to Serendipity and pay a visit to the mystic. Through the grace of the goddess, she may be able to awaken new powers within you. These abilities are known as fragment skills, and they are quite unlike your regular abilities. For example, you can learn how to enhance Mog's skills, or change the music that plays when you're riding a chocobo.

A CASINO CALLED SERENDIPITY

Somewhere at the very edge of space and time floats the mystical neverworld of Serendipity, where you can while away the hours on games and amusements. To join the fun, you will first need to purchase casino coins at one of the exchange counters. As you accumulate more coins, you can trade them in for unique items and prizes that are not available anywhere else.

Slot Machines

Stop the spinning reels so the winning icons line up either horizontally or diagonally. Payouts depend on the type and sequence of icons you manage to line up. At first, you can only insert five coins at a time, but if you find yourself on a winning streak you can add more coins to boost your winnings and go for the ultimate jackpot.

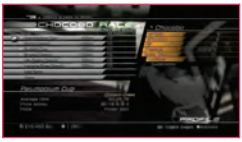
Chocobo Races

The Serendipity chocobo races give you the chance to pit your chocobo against other feathered thoroughbreds in a dash for the finish line. You can race your own chocobo to win coins and prizes, or bet on rival chocobos for big payouts (although there is a limit to how many coins you can bet on one race). Note that any allied chocobos registered for the races will not be able to join you in battles.

Racing Chocobos

Racing chocobos have the following attributes:
Speed: Excels over short distances.
Stamina: Excels over longer distances.
RP (Race Points): Race points represent a chocobo's racing life span, and are consumed with every race entered. If a chocobo runs out of RP, his racing days are over.
Abilities: These are the chocobo's special traits. Press Y to view ability details.

Entering a Race



Chocobo Races are split into five classes. Your chocobo will begin his racing career in Cocoon Class. As you meet certain requirements, higher classes will be unlocked and new races will appear on the race list. To reach higher classes, you need to win lower-rank races within the qualifying time.

The Racing Form

On the Racing Form screen, you select your chocobo's strategy, use items, and place bets on other chocobos. There are four racing strategies to choose from. Depending on your selection, you may choose to have your chocobo take an early lead and try to hold it, or linger at the back of the pack, ready to snatch victory in a sprint for the line.

Retiring a Chocobo

When your chocobo runs out of race points, he can no longer enter races and must be retired. The retired bird's records are saved and kept unaltered until new records are set.

Controlling the Race

During the race, there are a couple of things you can do to boost your chocobo's odds of victory.

Sprinting Start: Press A just as the gate opens to get a jump on the rest of the pack.

Boost: Press A during the race to give your chocobo an extra turn of speed. Note, however, that doing so will deplete the Boost gauge at the bottom right-hand corner of the screen.

Controlling the Camera: Press LB to view your chocobo from the front. Press RB to follow him from behind.

TEMPORAL RIFTS

The voids between the timelines harbor extra-dimensional spaces known as Temporal Rifts. To escape a Temporal Rift, you must unravel the mystery set forth by the crystals and resolve the presented anomaly. There are a number of different puzzles to be solved, some more fiendish than others. You must master them all if you are to complete your journey.

Battles

This section will introduce the battle screen and describe how battles unfold.

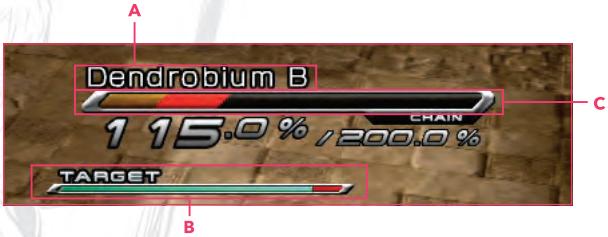
BATTLE SCREEN

1 **Help Message** ··· A quick explanation of the selected command, item, or ability. You can toggle these messages on and off in the **Settings** section of the main menu.

2 **Paradigm** ··· Shows the current paradigm.

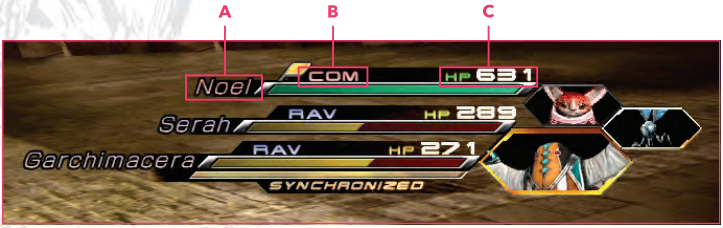
3 **ATB (Active Time Battle) Gauge** ··· The ATB gauge and the stocked commands.

4 **Battle Menu** ··· Used to issue battle commands. Menu items change depending on the situation.



5 **Enemy Monster Status** ··· Shows remaining HP and other info.

- **A** **Monster Name**
- **B** **HP Gauge**
- **C** **Chain Gauge** Increases with every hit the enemy takes.



6 **Character Status** ··· Provides status info for each of your allies.

- **A** **Character Name**
- **B** **Role** ··· The current role of the character or allied monster.
- **C** **Remaining HP** ··· Remaining HP. When your party leader's HP reaches zero, he or she will be automatically replaced by a surviving partner. When both of the main characters run out of HP, the battle—and the adventure—is over.

BATTLES

BATTLE BASICS

Battles ensue when you encounter monsters in the field. Every fight unfolds in real time. When your characters perform actions, they consume part of their ATB gauge. The gauge fills up again over time.

1 Stock Commands

The ATB gauge is divided into a series of slots. You can stock as many commands as will fit into these slots. The numbers next to the commands in the command menu show how many slots they require on the ATB gauge. To perform a series of stocked commands, you must wait until the gauge has filled past every occupied slot.

2 Selecting Targets

After you have stocked all the commands you want to perform, choose a target and press Ⓐ to complete the issuing of orders. Move ⊙ to select a target from the list or use the cursor on the battlefield.

3 Auto Command

You can have the game automatically stock commands in the ATB gauge by selecting the top option on the battle menu. Note that the label for this option varies depending on the leader's role: **Auto-battle** for Commandos, **Auto-support** for Synergists, and so on. The leader's role will also determine the kind of commands and abilities that are stocked. For example, Commandos will generally stock Attack commands and hit targeted foes with physical attacks.

Mastering Commands

You can press Ⓑ to remove a stocked command from the ATB gauge. As well as this, you can press Ⓨ to immediately perform stocked attacks before the ATB gauge fills up completely. The Ⓨ trick is useful when you only want to issue one command at a time. When you input a string of commands manually, you can re-stock the same sequence by returning to the menu and move ⊙ to the right to show the **Repeat** option. Select it with Ⓐ to restock the last sequence of commands.

ABILITIES

You can manually select commands with the **Abilities** option. Remember that each ability has its own ATB cost. By way of an example, some commands consume three ATB slots, and you have to wait until all three slots are full before the associated action can be performed.

AUTO COMMAND	The name of this option will change depending on the leader's role. It automatically stocks a set of commands appropriate to that role.
ABILITIES	Manually select abilities to stock in the ATB gauge.
ITEMS	Use an item. (This does not consume the ATB gauge.)
CHANGE LEADER	Select this to switch party leaders on the fly.

MORE ABOUT ABILITIES

As your characters grow and develop they acquire more powerful and sophisticated abilities, some of which require more slots in the ATB gauge to perform. Abilities fall into two categories: those that have to be selected from the battle menu during a battle, and passive abilities whose effects occur automatically.

Libra and the Bestiary

During a battle, you can press RB to view the Bestiary page for your current foe. This information accumulates steadily as you fight more of the monsters, or you can use the Librascope item to get all the info immediately. The more you know about your foes, the more efficiently you can exploit their vulnerabilities. You can review all available enemy information by selecting **Bestiary** from the main menu.

CHAINING ATTACKS AND STAGGER

As you hit the enemy with attacks, the chain gauge in the upper right-hand corner of the screen will slowly fill up. The gauge will increase slightly with every blow landed, but by concentrating your attacks you can increase the chain bonus (damage percentage) to deal extra damage. Should you manage to completely fill the gauge, landing another blow on the enemy will stagger it. A staggered foe is much more vulnerable to damage, and some of your abilities will become devastatingly effective. Staggering enemies is the key to winning the most difficult battles.

CINEMATIC ACTION

Sometimes, you will find yourself in a cinematic action sequence which combines movie action with interactive battle inputs. When a cinematic action sequence begins, watch the screen for button icons and messages, and follow the instructions by pressing the buttons and moving in the correct sequence. Depending on how quickly and accurately you respond, you can avoid enemy attacks, deliver killer blows, and change the outcome of the battle.

Select an Attack

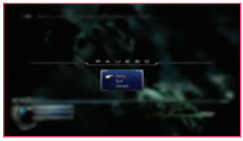
Sometimes in a cinematic action sequence, you will be given a choice of actions. The ensuing scene will differ according to the decisions you make.

PAUSE MENU

Pressing START either during a battle or in the field will open the Pause menu. The context-sensitive menu provides a number of useful options depending on where you are, including the ability to save your progress or quit the game and return to the title screen.

Retry (during battle)

If you open the Pause menu during a battle (by pressing START), you can select the **Retry** option to go back to the point just before the battle began. When you restart a battle, the consumable items you used are restored to you, and you recover all lost HP.



Return to Historia Crux (when in the field)

In the field, you can return to the Historia Crux via the Pause menu (press START), although this option will not always be available. When you return to the Historia Crux, your game is automatically saved. Your progress within that particular area will be saved, so you can go and explore elsewhere before returning to pick up where you left off.

Save (when in the field)

Open the Pause menu in the field (press START) to save your progress. Note that sometimes this option will not be available. **Note:** When you load a previously saved game, you will first arrive in the Historia Crux. To pick up the adventure from where you left off, enter the area you were last in and the story will continue from the last save point.

Skip (when viewing events)

Press START during an event to pause it. While an event is paused, you can press BACK to skip it entirely and fast forward to the end. You can skip all kinds of scenes in this way, be they conversations in the field or story movies, but note that the option might not be available during certain scenes.

MONSTER ALLIES

Sometimes, monsters that are defeated in battle will leave behind strange items known as monster crystals. By collecting these crystals, you can turn those same monsters into allies who fight alongside you.

Paradigm Packs

You can assemble three allied monsters into a group called a Paradigm Pack, and this pack in turn can be added to your paradigms.
Open the main menu with Y and select **Party Paradigms**. From the Party Paradigms menu select **Paradigm Pack** to create a monster group that can be included in your paradigms. During a battle when you switch between paradigms, the monsters of the Paradigm Pack will take turns joining the fray.

Feral Link Abilities

Your allied monsters have their own special attacks known as Feral Link abilities. When a monster ally joins you in battle, a Feral Link gauge appears in the lower right-hand corner of the screen. Once the gauge is full, you can press X to unleash the attack. Some Feral Link attacks require you to hit a button combo as well, and the effects will be more devastating the faster you complete the combo. Immediately hit the buttons in the order they appear on screen for maximum Feral Link impact!

Monster Customization

Allied monsters can be customized with nicknames and colorful adornments. Press Y to open the main menu and select the **Monsters** option.

Adornments

Decorate your monsters and have them look their best. Adornments have absolutely no effect on battle prowess, abilities, or stats, but there's no denying how cool they look!

Changing Monster Names

You can give your monsters new names to make them more easily distinguishable. Select a name from a list of recommendations or have the game assign one randomly. Should you have second thoughts, you can always select **Reset** to restore the original name.

Infusing Abilities

Make your favorite monster even stronger by infusing it with the abilities of other monsters.

Releasing a Monster

You can release monsters to remove them from your list of allies. When you release a monster, you also lose its corresponding monster crystal.

PARADIGMS

Learning the proper way to deploy paradigms is the key to winning battles in FINAL FANTASY XIII-2. Characters can be assigned one of six different roles, each of which provides different abilities and behaviors. When you build a paradigm, you are creating a combination of characters with different roles assigned to them. To edit your paradigms, open the main menu with Y and select **Party Paradigms**. Explore the combinations and possibilities, and build battle parties that focus on aggressive offense, stalwart defense, healing, buffing and support, and more.

PARTY PARADIGMS

To use paradigms in battle, you must first create them in the **Party Paradigms** option of the main menu. If you want to include allied monsters in your battle party, you will need to set up a Paradigm Pack.

PARADIGM PACK	Create a group of three allied monsters for inclusion in your paradigms.
CUSTOMIZE	Assign each character's role and create a paradigm.
GENERATE	Have the game automatically generate a paradigm for you.
DELETE	Delete paradigms from your list.

Options on the Customize Screen

Y	Save and load paradigms.
X	Set the current paradigm as the default when battle begins.

CUSTOMIZE

Select the **Customize** option to edit a paradigm by assigning roles to your characters and choosing an allied monster. You can create up to six different paradigms. The order of the list on this screen will be the same as the paradigm list in battle, so it's a good idea to sort your paradigms before the battle for maximum efficiency.

Paradigm Tuning

It is possible to fine-tune your paradigms for greater control over battle tactics by telling your party members to focus on single or multiple targets. On the main menu, select **Party Paradigms**, then **Customize**. To tune a paradigm, highlight its name, then move ✥ or L1 to the right to move the cursor to the Tune icon which appears to the right of each paradigm name. Next, press A to view the three tuning options. Select one of them, and press A again to confirm your choice.

Normal: Characters behave according to the nature of their roles.

Cross: Characters focus their attacks and spells on one target.

Wide: Characters broaden the focus of their attacks and use more area effect spells.

Once a paradigm is tuned, its tuning icon and name will change. For example, if Cross is selected, the paradigm Cerberus will become Cerberus-X. If Wide is selected, the paradigm Cerberus will become Cerberus-W.

PARADIGM SHIFTING

Paradigm shifting is the act of switching between paradigms in the middle of battle. To carry out a paradigm shift, press LB to open the paradigm menu, select a new paradigm by moving ✥ up or down, and press A to confirm. You can perform paradigm shifts whenever you like and as often as you like without penalty, so never hesitate to change formations and keep the advantage firmly in your hand. When you switch paradigms, be aware of the bonuses that roles confer upon your entire party. Different roles offer more than just a different set of abilities.

ROLES

There are six character roles, such as damage-dealing Commandos and recovery specialist Medics. During battles, your allied characters and monsters are controlled by the game's AI, but by switching role assignments you can fine-tune your party for maximum fighting effectiveness. To set up character roles, open the main menu with Ⓨ and select **Party Paradigms** and then **Customize**.

Types of Roles

Commando

A relentless attacker boasting the highest offensive power of all roles. Chain gauges charged by a Commando's blows will recover at a slower rate, making it easier to stagger foes.

Role Bonus: Augments the physical and magical 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 that draws enemy attacks and protects his or her allies. By reducing damage taken and unleashing counterattacking abilities, the Sentinel helps shield your party from harm. Successful use of the Provoke ability will extend chain bonuses against the enemy.

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

Saboteur

A cunning subversive who believes the best way to beat an enemy is to weaken him first, the Saboteur casts spells that reduce the enemy's attacking and defensive strength. Saboteurs can also inflict status ailments such as Poison, and each successful spell extends the foe's chain gauge.

Role Bonus: Abilities are more likely to affect foes.

Synergist

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

Role Bonus: Increases duration of enhancements and defensive abilities 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.

Monster Roles

You monster allies also have roles, but unlike humans, they are fixed for each monster and cannot be changed. As monsters develop, their role-specific abilities and powers will be enhanced. Check the **Party Paradigms** section of the main menu to view your monsters and their roles.

BATTLES

ELEMENTARY KNOWLEDGE

Many of the foes you encounter are vulnerable to elements, and the right kind of elemental attack will deliver an extra dose of damage. There are four elements: fire, ice, lightning, and wind. Use the Libra ability by pressing RB during battle and check out the Bestiary to see which monsters are vulnerable to which elements. Remember that Ravagers are not the only roles that can deliver elemental damage. Casting Enfire and similar spells on your own allies will add elemental damage to subsequent attacks.

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 felled by a Synergist-enhanced attack—but be forewarned: your enemies have similar abilities at their disposal. Up to eight status effects may influence a target at any given time; if you are not careful, you may find your foe has been rendered virtually invincible, or an ally utterly helpless. Learn about status effects so you can best enhance your own party with status boosts while withstanding the ailments inflicted upon you by your foes.

Status Enhancements

These status effects augment the target's offensive or defensive strength, and can be bestowed with abilities or accessories.

Bravery
Boosts the damage inflicted with physical attacks.

Faith
Boosts the damage inflicted with magical attacks.

Haste
Accelerates the ATB gauge recharge rate.

Protect
Reduces the damage inflicted by physical attacks.

Shell
Reduces the damage inflicted by magical attacks.

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

Veil
Increases resistance against status ailments.

Status Ailments

These status effects impair the victim in battle. You can guard against status ailments by equipping certain equipment or accessories, or using the Veil spell. Status ailments may be cured with the Esuna spell or Remedy item.

Poison
Damage continues to be inflicted over time. Can be cured with the Antidote item.

Fog
Stops the victim from casting spells. Can be cured with the Mallet item.

Deprotect
Reduces the victim's ability to withstand physical attacks.

Imperil
Reduces the victim's resistance to elemental attacks such as fire, ice, lightning, and wind. Can be cured with Wax.

Pain
Disables the victim's physical abilities. Can be cured with a Painkiller.

Deshell
Reduces the victim's ability to withstand magical attacks.

Curse
Renders the victim more likely to be interrupted. Wound damage is increased. Can be cured with Holy Water.

These ailments can only be used by certain monster foes:

Debrave
Reduces the victim's physical attack strength.

Slow
Reduces the victim's ATB recharge rate.

Defaith
Reduces the victim's magical attack strength.

Daze
Renders the victim unable to act, and increases damage received.

Special Status Effects

Doom
When Doom is cast on a victim, a countdown appears over their head. When it reaches zero, they are out for the count. Nothing stops Doom, not even Remedy item or Esuna.

Dispel
Removes enhancements, starting with those most recently bestowed.

Regen
HP will be healed over time. This status effect cannot be removed.

Reraise
Target is revived from death. This status effect cannot be removed.

Status Counterpoise

In addition to the methods described above, status ailments may also be cured by negating them 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.

BATTLES

SWEET VICTORY

After every successful battle, you will be taken to the battle results screen. Your battle score is based on the speed with which you dispatch the enemy, and varies depending on how your time compares to the target time. The score determines the battle rank, which is displayed using stars. If you finish the battle within the target time, you will receive between three to five stars. The rank in turn determines what items you receive at the end of the battle, with a higher rank granting better spoils.

TARGET TIME	The time in which a skilled player could be expected to dispatch the foes.
BATTLE DURATION	Your time. Beat the target time to maximize your score and bonuses.
ENEMY POINTS	Points awarded based on foes fought.
PREEMPTIVE BONUS	Bonus is increased when you start the battle with a preemptive strike.
SCORE	A final score based on your battle results, enemy points, and time bonus.
RATING	The score determines your battle rank, which is displayed using stars. The highest rank is five stars.
CRYSTOGEN POINTS	The number of crystogen points earned. These are used to develop your characters in the Crystarium.
GIL	The amount of gil you won. Gil is the basic currency of the game world, and is used to buy weapons, accessories, and more.
RECENT BATTLE TOTAL	This is your total score from the last twenty battles.

CRYSTARIUM

Accessed via the main menu, the **Crystarium** is where you enhance your character's parameters and learn new abilities. Throughout your adventure, you will earn CP (crystogen points) for winning battles, finding fragments, completing missions, and more. You use these points in the Crystarium to proceed along the growth route and develop your character.

Character Growth

1 Select the role you want to develop

You grow your characters by developing their roles. The parameters for different roles increase at different rates. For example, Commandos will quickly gain Strength, while Sentinels will see their maximum HP rapidly increase. You can distribute crystogen points among a character's roles in any ratio you like.

2 Large crystals on the growth route grant growth bonuses

Large crystals accelerate development of roles by granting growth bonuses such as Commando Bonuses and Ravager Bonuses. One of the keys to using the Crystarium is deciding which roles receive these important large crystals.

3 Leveling up and learning abilities

Each crystal you pass through on the growth route increases the role level. As you progress, your character will acquire role-specific abilities as well. The abilities that can be learned are shown at the lower right-hand corner of the screen.

Leveling Up in the Crystarium

The Crystarium consists of several tiers. As you pass through the crystal levels and complete an entire route, you will pass on to the next development tier. These transitions in the Crystarium unlock special bonuses from which you can select, including access to new roles, the chance to enhance accessory capacity, or level up the ATB gauge.

Monster Growth

1 The Power of Crystogen

Like your human allies, monsters can be grown and developed in the Crystarium. Monster materials obtained from battles and other means contain power similar to crystogen, and they are used to develop your monsters in the same way. Materials have grades, and the required grade of material increases as you level up your monsters in the Crystarium.

2 Infusing Abilities

You can enhance monsters by infusing them with the abilities of other monsters. On the main menu, select **Monsters**, then the monster you wish to enhance. On the following menu select **Infusion**, and then the monster crystal from which you wish to transfer abilities. You can infuse command abilities and auto-abilities from monsters that have the same roles. Passive abilities can be transferred amongst all monsters. Note that when you infuse a monster into another, it will be consumed and disappear from your menagerie.

Hints and Tips

Read these pages carefully, for they contain wisdom that no self-respecting adventurer should be without.

BASIC CONTROLS IN THE FIELD

A Gate for Every Occasion

Three types of gates exist in the world. The ones that shine like the sun have been blessed by the goddess and require special artefacts. Crystal gates require Wild Artefacts that can be obtained in many locations and times, but the artefacts are consumed with each use. Scorched gates are ones that have been most recently used to travel to that location. Approach them and press A to return to the Historia Crux.

Embrace the Light and Avoid the Beast

The behemoths of Yaschas Massif loathe the light. If one should appear, move into a pool of light until the Mog Clock returns to a safe state. Once the Mog Clock is holding at green, you can try to sprint for the next well-lit spot. You can also stay safe if you move within the roving beams of the searchlights. Whatever you do, stay away from the dark!

Captain Cryptic's Confounding Quiz

Captain Cryptic appears in unexpected places only to frazzle folk with his confounding quiz. Try it yourself and see if you can solve the confusing conundrums. Who knows? You might win a special reward. Captain Cryptic is always somewhere in a certain city, in a certain year... but finding him is half the trouble. Eavesdrop on the citizens of the city for clues as to his whereabouts.

HINTS AND TIPS

BATTLE TIPS

Wound Damage

Certain powerful attacks are so damaging that they sap the life of the target and reduce maximum HP. This is called wound damage. Characters afflicted with this debilitating condition need to drink Wound Potions to recover. Wound damage is automatically healed at the end of battle, when full HP is restored. On Easy Mode, wound damage inflicted by monster foes will be greatly reduced.

Elemental, Physical, and Magical Resistance

Physical and magical resistances take precedence over elemental resistance. For example, a spell like Thunder will not harm a foe that nullifies magical attacks, even if the creature is vulnerable to lightning. In this case, a physical attack that deals lightning damage such as Sparkstrike is the way to go. Some foes nullify both physical and magical attacks, however. When in doubt, use a Librascope to find an efficient strategy against these most troublesome adversaries.

Getting Monster Crystals

Foes that are defeated by an allied monster's Feral Link ability are more likely to leave crystals behind. The faster you complete the button combo, the more effective the attack will be, and the greater the odds of recovering a monster crystal from the enemy. If you want to collect as many crystals as possible, use plenty of Feral Link attacks!

Bonus Abilities

If you select **Equipment** on the main menu and navigate to the weapons and accessories, you can see the equipment's passive abilities on the right-hand side of the screen. Combinations of certain equipment can create a synergistic effect that adds bonus abilities. There are numerous bonus abilities to discover. Try combining different weapons and accessories to find the abilities that work best for you.

Secret Skills of Monsters

When you infuse a monster with the abilities of other monsters, it may eventually discover an additional hidden ability. Study the characteristics of your monsters to create an undefeatable party of powerful allies.

CASINO AND EVENTS

Moody Slot Machines

Would you believe that slot machines have moods, just like you and me? No? Well, they do in Serendipity. The happier a machine grows, the better the odds are that it will reward you with a big payout. Knowing when the reels will line up in your favor is the key to winning big at the slots, so it's worth your while to pay attention to the little clues. You might start by talking to the nearby attendants. They know the machines better than anyone.

Unretiring Chocobos

Chocobos who retire from the racing scene because they run out of RP can always re-register for another run at the race circuit. However, if the chocobo's level is unchanged, he will have the same starting attributes and RP as on his first go-around. To improve his chances of achieving racing glory, try boosting your chocobo's abilities in the Crystarium before re-registering for more races.

Special Item with FINAL FANTASY XIII Save Data

If you begin a new game with a gamer profile which contains FINAL FANTASY XIII save data, you will receive a special item.

Paradox Endings

Sometimes, because of the decisions Noel and Serah make elsewhere on the timeline, history changes and the story ends in an unexpected way. These roads-less-travelled are known as paradox endings. There are a number of them hidden throughout the Historia Crux. Can you find them all?

Downloadable Content

Downloadable content will continue to be released for FINAL FANTASY XIII-2 even after the game goes on sale, including cool stuff like costume changes for characters and additional boss monsters. Be sure to get online and check it out!