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LEGENDARY RPG
CREATOR

Hironobu
Sakaguchi

RENOWNED
CHARACTER DESIGNER

Akira
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FAMED
MUSIC COMPOSER

Nobuo
Uematsu



Microsoft
game studios

ARTOON™

MISTWALKER

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Jump in.



XBOX 360

XBOX
LIVE



ETERNAL SONATA™



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

Important Health Warning About Playing Video Games

Photosensitive Seizures

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

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

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

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

ETERNAL SONATA™

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BASIC CONTROLS

This section explains how to use the Xbox 360™ controller when playing ETERNAL SONATA™. See Game Controls (pages 8-9) for detailed explanations of controls for each of the various screens.

{USING THE XBOX 360™ CONTROLLER}

This section gives the name and basic function of the buttons on the Xbox 360™ controller.



USING XBOX LIVE®

{XBOX LIVE®}

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

{CONNECTING}

Before you can use Xbox LIVE®, connect your Xbox 360™ console to a 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.

{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. For more information, go to www.xbox.com/familysettings.

PIANO MUSIC KEY

Connect to Xbox LIVE® and purchase the Piano Music Key at the Marketplace. Purchasing the Piano Music Key requires Microsoft Points.

Note 1: Purchasing Microsoft Points requires real money.

Note 2: All songs that can be unlocked by purchasing the unlock key can also be unlocked by progressing in the game.

USING THE PIANO MUSIC KEY

After you have purchased the Piano Music Key in the Marketplace, choose and display "Piano Music" in the Main Menu. Press the Y button to display the Storage Device Selection Screen, and from there choose a storage device that contains the saved Piano Music Key. All Piano Pieces will be unlocked once the data is loaded.

INTRODUCTION

It was a world of dreams...

Late on the night of October 16, 1849, in an apartment at 12 Place Vendome in the heart of Paris, Frédéric François Chopin, known as the poet of the piano, dreams his last dream while lying in his sickbed. It is a dream of a beautiful, magical world, like something from a fairy tale.

In that world, those with incurable illnesses are able to harness the power of magic. He encounters a young girl facing a terrible destiny and the boy who will fight to save her. Though he first thinks that this world is just a fantasy, an illusion created by his mind, Chopin realizes that there might be more to this place.

A world of vivid colors. A world that feels so real.

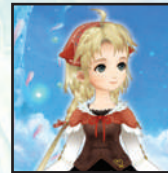
Can this truly be just a dream?

CHARACTERS



{FRÉDÉRIC FRANÇOIS CHOPIN}

He is a renowned composer and pianist. In the world of his dreams he meets Polka, a young girl with an incurable illness, who is the same age his younger sister Emilia was when she died of tuberculosis. Chopin adventures with his companions in search of answers in a world which is slowly becoming his new reality.



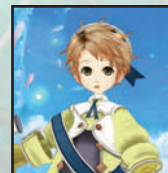
{POLKA}

Polka has powerful magic abilities, which in turn means that she is doomed to die. Faced with this sad fate, she nonetheless refuses to give up hope and uses her magic for the benefit of others. Although she is reviled and shunned because of her illness, she holds within her a burning desire to save the people she loves.



{ALLEGRETTO}

A young man standing up to the contradictions of the world. Though Allegretto is poor, he has a good heart. He is a thief who steals bread in order to feed children who are not able to feed themselves. However, he knows that this is not a solution to the underlying problem. He has decided that he must do something in the hopes that someday none will go hungry.



{BEAT}

Beat is a young boy who lives with Allegretto in the port city of Ritardando. His greatest treasure is a camera which was given to him by his father. He has a cheerful personality and can immediately get along with almost anyone he meets.

GETTING STARTED

The Title Screen will be displayed when you start the game. Select a menu item by using the directional pad or the left stick and press the A button or the START button to confirm your selection.

NEW GAME

Start a new game from the beginning.



LOADING DATA

You can continue this game from a previously saved position. Select the data you wish to load by using the directional pad or the left stick and press the A button to confirm your selection.



OPTIONS

You may change game settings here. The settings listed here are the same as the Options in the Main Menu (see pg. 22), except for the Player Controls settings.



SAVING DATA

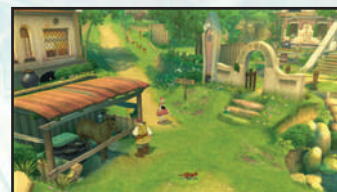
You can save your progress through the game at Save Points found in the field. Save your game by selecting Save in the Main Menu, or by pressing the A Button at a Save Point. Saving the game will require at least 5.7 MB of free space. Note: Both an Xbox 360 User Profile and saved data for this game are required to load a saved game.

GAME SCREENS

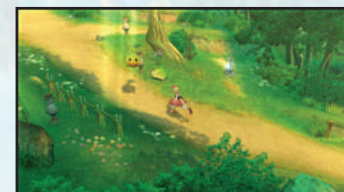
The game mainly progresses in the Field Screen where events and battles occur. You can open the Main Menu while in the Field Screen.

{FIELD SCREEN}

There are two major types of environment in the game: towns (which contain shops, inns, and such), and dungeons (which contain many enemies). The story will take place as you visit a variety of these locations.



{TOWN}



{DUNGEON}

{MAIN MENU}

You can open the Main Menu by pressing the Y button while in the Field Screen. This screen allows you to view party information, use items, and perform various other actions.



{BATTLE}

Battle will ensue when you come in contact with enemies in the field, or after specific events. Winning a battle will reward you with experience points, gold, etc.



GAME CONTROLS

{FIELD SCREEN} *see pgs. 10-13*

Left stick	Walk / Run
A button	Talk, Search (when a “?” is displayed) Perform Action (when a “!” is displayed) Page Forward
B button	Cancel
Y button	Display Main Menu
START button	Pause Skip Event

{MAIN MENU} *see pgs. 14-23*

Directional pad/left stick	Select Menu Item
A button	Confirm
B button	Cancel Back
Y button	Change Character Order (Main Menu) Display Order Menu (Item Screen)
LB/RB	Change Tab (at Item Screen, Item Set Screen, or Music Screen) Change Page (at Party Level Screen, Piano Music Screen, or Options Screen)

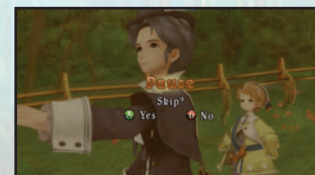
{BATTLE} *see pgs. 24-33*

Left stick	Walk / Run
A button	Attack
Y button	Special Attack
B button	Defend
X button	Use Item
Left stick button	Skip Action
LB/RB	Select Item Escape (hold down LB + RB)
START button	Pause
LT	Change View



SKIPPING EVENTS

Press the START button during cut scenes and select “Yes” to skip the cut scene, or “No” to resume.



FIELD SCREEN

You can control the character to explore a variety of places in this screen. Talk to people in towns to gather information, or battle with monsters as you explore dungeons.

SCREEN DISPLAY



{TOWN}

SAVE POINT

You can save your progress in the game here (see pg. 23). While standing next to a save point, press the A button to display the selector.



{DUNGEON}

ENEMY

A battle will ensue if you come in contact with it.

TREASURE CHEST

Approach the treasure chest from the front and press the A button to retrieve any items inside.

TALK / SEARCH

Press the A button while you are in front of a person, door, or other objects to talk or perform various actions.



{ACTION SYMBOLS}

A “!” or “?” may appear when you stand in front of a sign, ladder, or other objects. These symbols mean that you can perform an action at that location. Press the A button when these symbols appear.



{EXAMPLES OF ACTIONS WHEN “!” IS DISPLAYED}



{GRAB ROPE}

You can grab onto a rope or ladder to climb up or down by moving the left stick.



{JUMP}

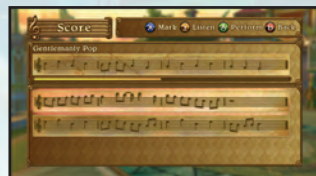
You can jump down onto ledges or over gaps. If you find yourself stuck, look around for a place where you can jump.

FIELD SCREEN

continued...

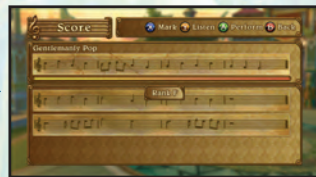
SESSIONS

A Session is performed with another individual with a Score Piece who can be found throughout the game. It can be performed with specific individuals in towns or dungeons (see pg. 7). You will be evaluated on how well the Score Piece that you selected fits with the Score Piece held by the individual. You may win rare items depending on the result.



{PERFORMING A SESSION}

Select a Score Piece using the directional pad or the left stick, and press the A button to begin the Session. When you are finished playing, the Session will be evaluated. Select a Score Piece with matching rhythm and harmony in order to receive a high ranking for that Session.



INNS

You can pay gold to stay at an inn. This will heal the HP of all characters.



SHOPS

You can buy and sell items at shops. You can also sell Photos that you have taken during battle (see pg. 31).

BUY ITEM: Purchase items

SELL ITEM: Sell items in your inventory

SELL PHOTO: Sell photos that you took during battle



{BUYING AND SELLING ITEMS}

Select an item using the directional pad or the left stick, then set the number of that item you wish to buy or sell. Press the A button to confirm.

ITEM NAME AND PRICE

CHARACTER

Numbers in green indicate parameters that will increase after equipping that item. Numbers in red indicate parameters that will decrease after equipping that item. A character with the item equipped will have a check mark.



ITEM DESCRIPTION
IN POSSESSION
GOLD IN POSSESSION

{SELLING ENEMY PHOTOS}

Select a photograph by using either the directional pad or the left stick, and press the A button to confirm. The selling price of the photo depends on several factors such as if the entire subject is shown, etc.

MAIN MENU

Press the Y button at the Field Screen to display the Main Menu. You can select various menu items and change the characters who will fight in battles.

MENU SCREEN

Choose a menu icon by using the directional pad or the left stick and press the A button to display the associated menu. Refer to the appropriate page for information about each menu.



MENU CONTROLS (page 8-9)

CHARACTER (page 18-19)
Displays a simple status for each character.

PLAY TIME / GOLD (page 13 & 27)

PARTY LEVEL (page 20)
Indicates the ability of the entire party.

MENU ICONS

	Items		Score Pieces		Options
	Item Set		Photos		Load
	Status		Piano Music		Save
	Party Level		Music		

{SWITCH CHARACTER}

You can change the order of characters in the Main Menu. Press the Y button, and switch characters in the order that you wish them to be listed.

Characters in positions 1 thru 3 will participate in battles. Characters in the fourth or later positions will not take part in the battle. There will be some situations where characters taking part in battle will be automatically changed as part of the story.



When a battle begins with Allegretto in position 1, Polka in position 2, and Beat in position 3...



Characters in positions 1-3 will take part in the battle. The character in position 4 will not.

TWO AND THREE-PLAYER GAMES

Up to three players can simultaneously take part in battles if you have more than one Xbox 360 controller. You can change controller designations in "Player Controls" in the "Options" heading in the Main Menu (see pg. 22). The number indicated by the Xbox Guide button determines player numbers 1-4.

Note: "Player Controls" is not retained with game save data. If the game is reloaded, you will need to reassign controller designation.



MAIN MENU

continued...

ITEMS

To use an item, press LB/RB to switch the tab to "Use", and select an item.

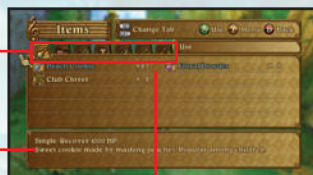
TAB

View and use items by category.

- USE ITEMS
- ITEM SET
- VIEW WEAPONS
- VIEW ARMORS
- VIEW ACCESSORIES
- VIEW VALUABLES
- VIEW NEW ITEMS

ITEM DESCRIPTION

Displays information about the currently selected item.



ITEM LIST

Displays a table of item names and the number of each item in possession.

{SORT MENU}

Press the Y button at the Item Screen to display the Sort Menu, which allows you to change the order of the item listing. The menu will change according to the current tab.

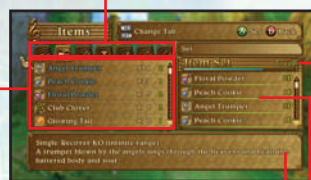


- BY TYPEDisplay items according to their type
- BY ATTACK POWERDisplay items according to their attack power
- BY DEFENSE POWERDisplay items according to their defense power
- BY ACQUIRED TIMEDisplay items in the order that you obtained them
- BY NAMEDisplay items alphabetically
- BY PRICE.....Display items sorted according to their value

ITEM SET

Items must first be equipped before they can be used in battle. Choose the item you wish to equip, and press the A button to move it to the Item Set.

Note: Items displayed in blue are already in the Item Set.



TAB

Press LB/RB to toggle menu tabs.

POINTS

This is the equipment points currently used, and the maximum number of equipment points that you can use. The maximum number of allowed equipment points will rise along with your party level (see pg. 20).

ITEM LIST

The name of the item, the number held, and the item points.

ITEMS EQUIPPED IN THE ITEM SET

ITEM DESCRIPTION

{ITEM POINTS}

Items are assigned a number of points according to their effect and importance. You can continue to equip items as long as their combined points do not exceed the maximum.

Note: You can only equip up to 32 items even if the maximum allowed points have not been met.



MAIN MENU

continued...

The Status Screen allows you to view a character's equipment and status. Be sure to check the information presented here before taking on a powerful enemy.

STATUS

You can view a character's status and change equipment. Select "Status" in the Main Menu and select the character. Press LB/RB to switch between characters.

EQUIPPED WEAPON

EQUIPPED ARMOR

EQUIPPED ACCESSORIES

Each character may equip up to two accessories.

SPECIAL ATTACK 1 / SPECIAL ATTACK 2

The top two lines are the attack assigned as Special Attack 1, and the bottom two lines are for Special Attack 2. You can use Special Attack 2 when your Party Level reaches level 3.



DESCRIPTION

It displays information about the currently selected equipment or special attack.

STATUS

{SPECIAL ATTACK ICONS}

LIGHT SPECIAL ATTACKS

You can only use these special attacks in sunlight or other bright areas.

DARK SPECIAL ATTACKS

You can only use these special attacks in shade or other dark areas.

{CHANGING EQUIPMENT AND SPECIAL ATTACKS}

Press the A button to change equipment and special attacks. The right side of the screen displays any changes to your status that would result from equipping the selected item. Numbers in green indicate an increase, and numbers in red indicate a decrease.



EFFECTS OF SPECIAL ATTACKS

{STATUS SCREEN}

A character's hit points (HP), attack power (ATK), defense (DEF), magic (MAG), and speed (SPD) will increase as the character levels up. Characters increase their level by earning experience points (EXP) in battles.



Lv......This is the character's current level. Higher levels mean more abilities.

Age.....This is the character's age.

HPThis displays the current and maximum HP.

Exp.....The number of experience points obtained so far.

NextThe number of experience points the character needs to reach the next level.

ATK.....This is the character's attack power; higher the number, more powerful the attack.

DEFThis is the character's defense; higher the number, more effectively the character can defend against enemy attacks.

MAGThis is the character's magic and is related to the character's ability to use special attacks.

SPD.....This is the character's speed and is related to the frequency of turns the character will have in battle.

KNOCKDOWNS AND KNOCKBACKS

Special attacks will sometimes have a Knockdown probability or a Knockback power. Knockdown refers to the ability to knock the enemy off its feet, while Knockback refers to an ability to blow the enemy back some distance.

MAIN MENU

continued...

PARTY LEVEL

Party Level is an indicator of your party's overall ability. Your party level affects battle specs such as the Action Gauge and Harmony Chains. You can view your current party level here.

PARTY LEVEL

TACTICAL TIME

Tactical Time indicates how long the player can strategize the character's action during battles.

ACTION GAUGE

Action Gauge indicates how long a character can act during battles.

SPECIAL ATTACK SLOT

It indicates the number of special attacks that can be equipped.



LEVEL INFORMATION

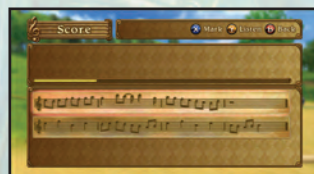
Detailed description about the features of the current level. Press LB/RB to change pages.

{INCREASES IN PARTY LEVEL}

Party Level will rise as you progress through the game. The higher your level, the more skill will be required to play the game. Additional features such as counterattack will become available, and your movement speed in battle will increase as well.

SCORE PIECES

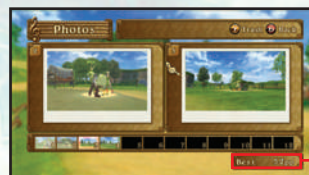
A Score Piece is a fragment of a musical score. It allows you to perform a Session with people that you meet in towns and dungeons (see pg. 7). Score Pieces can be obtained mainly from treasure chests and by searching the world.



{VIEW SCORE PIECES}

To hear the melody of a Score Piece use the directional pad or the left stick to select and press the Y button. You can place a check mark next to Score Pieces that you want to mark as noteworthy by pressing the X button.

PHOTOS



You can view the photos that you have taken during battle. You can store up to 12 photos at a time. Discard a photo by selecting it and pressing the Y button.

MAXIMUM PHOTO POINTS (PPS)

Displays the highest photo points earned from a single photo.

PIANO MUSIC

Piano music composed by Chopin will be played as you progress through the game. You can listen to the music that you have already heard and read background information about it. Choose the music by using the directional pad or the left stick to and press the A button. You may also purchase an Unlock Key at Xbox LIVE® Marketplace that will unlock all Chopin piano music, regardless of your progression through the game (see pg. 3).

MAIN MENU

continued...

MUSIC

You can listen to the background music from the game. Select by using the directional pad or the left stick and press the A button. Press the Y button to stop the music.

TITLE

TAB

Press LB/RB to change tabs

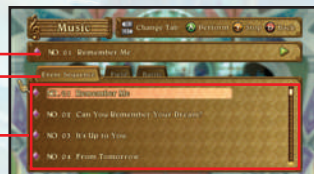
Event Sequence: Music played during event scenes

Field: Music played on the Field Screen

Battle: Music played during battles

MUSIC LIST

A list of the names of music that you have heard so far will be displayed. Music that you have not heard yet are listed as "???".



OPTIONS

You can change various game settings in this menu. Choose an item by moving the directional pad or the left stick up or down, and move it left or right to modify that setting. Change pages by pressing LB/RB.

BATTLE CAMERA: Turn the camera on or off to follow a character performing an action.

ATTACK BUTTON: You can set either the A or B button as the attack button during battles. When the A button is chosen the B button will be used for guarding and vice versa.

VOLUME: You can adjust the volume of the game's music, sound effects, and characters' voices from 0 (mute) to 100.

SUBTITLES: You can turn subtitles in event scenes on or off.

VOICE: You can switch the voice over audio in the game between English and Japanese.

PLAYER CONTROLS: You can set the controller used for each character during battles (see pg. 15). You can choose from "No. 1", "No. 2", "No. 3", or "No. 4". Please note that save data does not retain this setting. If you reload the game, you will need to adjust these settings again.

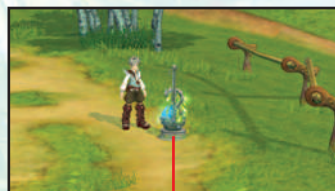
LOAD



This option will load a previously saved game. Choose the data to load by using the directional pad or the left stick and press the A button to confirm.

SAVE

This option will save the progress of the current game, but will only be available when the character stands by a Save Point. Open the Save screen and select a slot to save the game.



SAVE POINT



BATTLE BASICS

BATTLE SCREEN

Battles can occur after events, or when you come in contact with an enemy on the Field Screen.

You win a battle when all enemies are defeated. Pause the game by pressing the START button. The camera can be toggled between the three modes; Standard, Full, and Above, by pressing the left trigger.

TACTICAL TIME (TT)

This allows you to strategize your next action until this number reaches zero. Once it does the Action Gauge will start to move down. An infinity symbol (∞) means that Tactical Time is unlimited.

NEXT

This is displayed next to the character that will be acting next.



CHARACTER HP

The character's current and maximum hit points (HP). HP decreases as a character is attacked by enemies. The character will become unconscious when HP reaches zero.

ACTION GAUGE

The Action Gauge will start moving once a character's Tactical Time runs out. The gauge can be increased by a small amount when a character's attack hits the enemy. The next character's turn begins when the Action Gauge reaches zero.

ECHO METER

Increase the number of Echoes to increase the strength of special attacks. Echoes are shared by everyone in the party.

HITS

The number of consecutive hits landed.

Note: Tactical Time does not decrease when your Party Level is at 1 or 2.

Note: Echoes can be accumulated when your Party Level is at 2 or greater.

DIRECTION OF CONTACT WITH ENEMIES

The direction that your characters are facing at the beginning of battle is determined by the angle at which you contacted the enemy on the Field Screen. Some angles will be strategically advantageous, while some are not.

Note: Winning battles, or escaping from them may cause the player character to blink for a time. Battle will not ensue when coming in contact with the enemy while the character is blinking.

COMING IN CONTACT FROM THE FRONT, LEFT, OR RIGHT

The enemy will be facing to the left or the right of the party at the beginning of battle. There is no strategic advantage or disadvantage to this start.



COMING IN CONTACT FROM BEHIND

The enemy will be facing the direction opposite from the party at the beginning of battle. The player is at a strategic advantage.



ENEMY COMING IN CONTACT FROM BEHIND

The party will be facing the direction opposite from the enemy. The player is at a strategic disadvantage.



BATTLE BASICS

continued...

BATTLING WITH ENEMIES

The turn order is decided by the Speed stat of the character. A character's turn is over once both the Tactical Time and the Action Gauge for that character run out.

{1} TACTICAL TIME

You can think about what you want a character to do until that character's Tactical Time reaches zero. During that time, all other character's actions are frozen.

Note 1: The character's Action Gauge will immediately start to move if you perform an action before the character's Tactical Time reaches zero.

Note 2: Some party levels have no limit to the character's Tactical Time.



TACTICAL TIME

NEXT

It is displayed by the next character that will take a turn.

{2} ACTION GAUGE

You can move, attack, and perform other actions until the character's Action Gauge reaches zero. Once the Action Gauge reaches zero, the character that is labeled "Next" will take its turn.



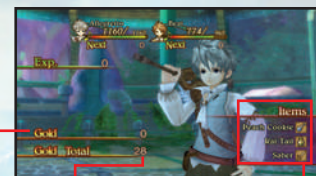
ACTION GAUGE

{3} NEXT CHARACTER

The next character will then take a turn with a new Tactical Time and Action Gauge. Pay attention during enemy attacks to guard and counterattack.

BATTLE RESULT

Battle Result will be displayed when you win a battle. It will display experience points and gold that you earned. You may also acquire items. Press the A button to return to the Field Screen.



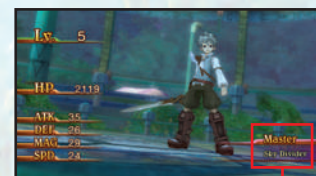
GOLD ACQUIRED

TOTAL GOLD IN POSSESSION

ITEMS ACQUIRED

{LEVEL UP}

Characters will gain a level when they obtain the required number of experience points. New stats for the character are displayed along with any new special attack.



NEW SPECIAL ATTACK



GAME OVER

Characters with zero HP are rendered unconscious in battle. If all party members become unconscious then "Game Over" will be displayed on screen and you will be returned to the Title Screen.

Note: Characters that are knocked unconscious will recover after the battle, but will have only 1 HP.



BATTLE ACTIONS

MOVING (LEFT STICK)

Move a character by using the left stick when it is that character's time to act. Move the stick just a little to make them walk, or a lot to make them run.

USING ITEMS (X BUTTON)

Select an equipped item by pressing LB/RB, and press the X button to use it. Get close to a character to use an item on that character before pressing the X button.



ATTACK (A BUTTON)

A character can attack a nearby enemy by pressing the A button during the character's turn. Move the character towards the enemy that you want to attack, and then press the A button.

Note 1: The attack button can be changed using the "Attack Button" option under "Options".

Note 2: Beat and Viola are able to perform long-range attacks.



SPECIAL ATTACKS (Y BUTTON)

Activate a special attack by pressing the Y button during that character's turn. If a character is in the light, a Light Special Attack is used. When a character is in the shade, a Dark Special Attack is used. The special attack is used against the closest enemy or party member. The following are some examples of special attacks:

SUN SLASH (Light Special Attack)



You can use this special attack in sunlit areas, or other places where the ground underfoot is bright. This attack will launch multiple slashing attacks against a nearby enemy.

PHANTOM WAVE (Dark Special Attack)



You can use this special attack in shady areas, or other places where the ground underfoot is dark. This attack launches a shock wave that will attack all enemies that are in the line of fire.

[SPECIAL ATTACK 1 AND SPECIAL ATTACK 2]

When your Party Level reaches level 3, the length of time you hold down the Y Button determines which of two special attacks you will use. Special Attack 1 will be used when you press the Y button down for a short time, and Special Attack 2 will be used when you press the Y button down for a longer time and release it when the name changes.



TARGETING

Opponents that you attack or characters that you use items on are chosen automatically depending on the controlled character's position and the direction they are facing. If you wish to change targets, try moving closer to them, changing your direction to face them, etc. The attack will miss if there are no targets within range.

BATTLE ACTIONS

continued...

{SPECIAL ATTACKS AND ECHOES}

Echoes increase when you land attacks on enemies. Echoes are accumulated among the party and anyone in the party can use them. The power of a special attack increases with the amount of Echoes available and raises the amount of damage or healing that it does.



The Echoes that Allegretto and Beat created by attacking...



...are used when Polka uses her special attack, increasing the effectiveness of her special attack.

ESCAPE [HOLD DOWN LB + RB]

Characters can attempt to escape from battle by holding down LB and RB at the beginning of their turn. If they are successful, they will escape from the enemy. No experience points or gold are acquired. Please note that you cannot escape from some battles.



Note: When two or more players are playing the game, everyone will need to press both LB and RB.

SKIP A TURN [LEFT STICK BUTTON]

Press the left stick button to stop performing actions and pass the rest of your turn. Passing early will result in that character's turn coming quickly in the next round.

GUARD [B BUTTON DURING ENEMY ATTACK]

During an enemy attack, the words "Chance!" will sometimes be displayed above the character. Press the B button at just that moment to guard against the enemy's attack and reduce the amount of damage.

Note: If you set the B button as the attack button at the Options Screen, then the A button will be the guard button.



PHOTOGRAPHING ENEMIES

You can use Beat's special attacks to take photographs of your enemies.

[1] SET THE SPECIAL ATTACK

First, set Beat's special attack to Vivid Shot (Light Special Attack) or Night Shot (Dark Special Attack) in the Main Menu's Status Screen.



[2] TAKE A PHOTOGRAPH DURING BATTLE

Perform the special attack when it is Beat's turn. Choose the direction that you want to aim the camera, press the Y button to switch to the camera view, next press the Y button or the A button (the attack button) before the Action Gauge runs out. It will take time for the photos to develop after battle. You can view the photos taken under "Photos" in the Main Menu.



BATTLE ACTIONS

continued...

COUNTERATTACKS (PRESS THE A BUTTON WHEN AN ENEMY ATTACKS)

When “Counterattack” appears next to the attack button and the word “Chance!” appears above the character’s head, press the A button to counterattack instead of guarding. If you are successful in timing the counterattack, the character will be given 2 seconds on the Action Gauge. Use that time to perform an attack to damage your enemies.

Note: You can perform counterattacks when your Party Level reaches 4. Special attacks can be used as counterattacks when your Party Level reaches 5.



DARKNESS AND LIGHT

The battlefield is comprised of light and dark areas that affect the special attacks used by the characters. Enemies will use the same attacks regardless of which type of ground they stand on with the exception of some bosses. Some enemies may change form, resulting in a status change depending on whether they are in the light or dark. Be sure to keep in mind where you are standing on the battlefield as part of your battle tactics.



LIGHT AREA

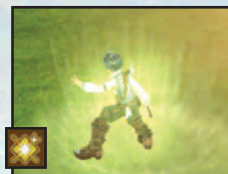


DARK AREA



STATUS EFFECTS

Enemy attacks may sometimes cause status effects. Status effects generally last for some duration, or until you use an item to remove the effect. Status effects will also end when the battle ends.



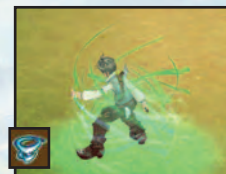
SHINING BODY

Your body gives off a light that illuminates your surroundings. You can only use Light Special Attacks.



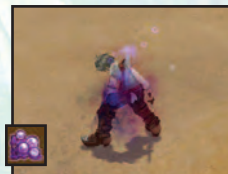
DARKNESS BODY

Shadow envelops your body and your immediate surroundings. You can only use Dark Special Attacks.



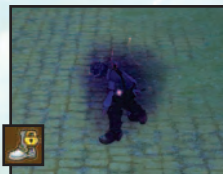
AIR BODY

Your body pales and no longer casts a shadow. Your shadow can no longer affect your surroundings.



POISON

You will take a fixed amount of damage each time your turn comes.



STOP

You cannot move for the first 2 seconds of your Action Gauge. You can recover more quickly by using the left stick.



BURST

Cuts your defense in half, but increases your attack power by half.



PASSIVE

You cannot perform counterattacks. This status does not heal with time.



SLOW

Your movement speed is half of normal.



REGENERATE

You will heal a fixed amount of damage each time your turn comes.

MUSIC

FRÉDÉRIC FRANÇOIS CHOPIN

Chopin was born in 1810 in Zelazowa Wola, a suburb of Poland's capital Warsaw, and ended his thirty-nine year life in Paris in 1849 under the watch of friends and his sister Ludwika. He is famous for being one of the great composers of the romantic period, and a brilliant pianist.

Most of Chopin's works were solo pieces for piano. He is sometimes called "The Poet of the Piano" because many of his pieces are expressions of extremely delicate sounds and ideas that seem to connect directly to the listener's heart.

Never a healthy man, he was often plagued by illness. He also had a delicate temperament, and tended to be withdrawn and easily hurt. That may be, however, one of his secrets for producing such surprisingly emotional musical works.

His nocturnes and waltzes are still loved throughout the world today.



"HEAVEN'S MIRROR"

A gust of wind flutters, the world in dark night,
A soul sets out into the empty sky

Passing over, its destination is the end of paradise.
If only one prayer can be heard, let life resound

Faint light blossoms, together we believe,
A row of many gazes

A gentle melody is the end of memory,
If only one wish may be granted, let life run free

Floating dust

Rising moon

Concealing a miracle

A flower that is heaven's mirror

Beams of sunlight shine through the trees,
a dazzling world,

A soul that rings the bell of peace

STANISLAV BUNIN

Born in Moscow in 1966, he is a grandson of Heinrich Neuhaus, noted founder of the Soviet Piano School. In 1983, he became the youngest ever winner of the Long-Thibaud International Contest at 17 years old. He went on to the Moscow Music Academy, and won the illustrious 11th International Chopin Piano Competition in 1985. He walked away with the Concerto Prize and the Bolognese prize.

In 1990 his "Bach Recital" and "Mozart: Chamber Concertos" won the Japan Gold Disc Award. In the winter of 1999, he won the Italian Viotti d'Oro Prize for his highly regarded performance in Europe, becoming the first pianist to receive the award since Michelangeli.

In 1999, to commemorate the 150 year anniversary of the death of Chopin, he began the "Chopin-Zyklus", which were eight appearances throughout Europe (mainly in Italy) and Japan. In November 2001, he performed a "reenactment" of his winning performance at the Chopin Competition with the Warsaw Philharmonic Orchestra.

In 2005, the 20 year anniversary of his Chopin competition win, he performed all-Chopin piano recitals throughout Japan to sold out crowds.



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