XBOX 360

LIGHTNING RETURNS™
FINAL FANTASY® XIII

SQUARE ENIX®

WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. **www.xbox.com/support.**

Important Health Warning: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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THE END OF GOD'S MYTH.
THE BEGINNING OF HUMANITY'S TALE.

Centuries have passed since she fell into crystal sleep, and the world has continued all the while, edging closer to destruction with every passing moment. Consumed by Chaos, it has slowly fallen into its own demise—and the people have been unable to do a thing to stop it.

Now, as the end arrives at last, *she wakes again.*

Lightning—humanity's last hope.

The world has no more than thirteen days remaining.

Lightning has been awakened as the savior, but this brief time is all she has for her final battle: a battle for humanity's future, in which she must save as many souls as she can for the world that is to replace this one.

This is her final duty. This is her fate.

The curtain has been raised. It is time for the final act.

CHARACTERS

Lightning

The savior of humanity—that is the duty that has been given to Lightning. She awoke at the end of the world, but will she be able to save everyone before the coming destruction? Has she been brought back to bring the world salvation, or is she an angel of death, here to cull the souls of the living?

When I awoke from my dreamless sleep, I was just in time to witness the end of the world.

Lumina

A devilish young girl who waits in Lightning's path, troubling others with her mischief and yet occasionally guiding Lightning on her journey. She has a striking resemblance to Lightning's younger sister, Serah, but her true identity is hidden behind a thick shroud of mystery.

God turns her into the savior and it all goes straight to her head!

Hope Estheim

Lightning's faithful partner, Hope, has been chosen by almighty Bhunivelze to help Lightning on her journey as the savior. Centuries have passed in the world, and yet time has moved in reverse for Hope, returning him to the form of a boy. But despite his young appearance, he always has wise advice at the ready for Lightning.

Hello, Lightning. Welcome home.

GETTING STARTED

TYPES OF SAVE DATA

The table below lists the kind of data that will be saved and the amount of space you will need on your Xbox 360 Hard Drive.

SAVE DATA/AUTOSAVE DATA	At least 2 MB This data will be created when you begin a new game.
INSTALL DATA	At least 4800 MB for a full install or at least 3300 MB for a quick install. Installing the game will shorten load times.

THE TITLE SCREEN

When you start up the game, you will find the title screen displayed. Select **NEW GAME** if you wish to start an adventure from the beginning, or **CONTINUE** if you wish to carry on with an adventure begun previously.

NEW GAME	Begin a new game from the story's beginning. You can choose from NORMAL MODE or EASY MODE. You will be unable to change these difficulty settings once you begin play. After making your selection, follow the instructions shown on the screen to create your save data.
CONTINUE	Select your save data and continue the game where you last left off.
SETTINGS	View and change game settings.
INSTALL	Install the game on your Xbox 360 Hard Drive. You can choose from the full install or quick install.
DOWNLOADABLE CONTENT	Connect your Xbox 360 to the Internet to download a variety of additional content.
NEWS & UPDATES	Connect your Xbox 360 to the Internet to view news about the game.

SAVING YOUR GAME

As you play, your progress will automatically be saved and past records overwritten. While the game is autosaving, you will see the save icon on the screen. Do not turn off the power while this icon is being displayed. You can choose to have your regular save data overwritten by the autosave data, or create another slot exclusively for autosaving. You can also save in the field by pressing ▶ and selecting Save from the pause menu.

SETTINGS

You can view and change the following from within Settings.

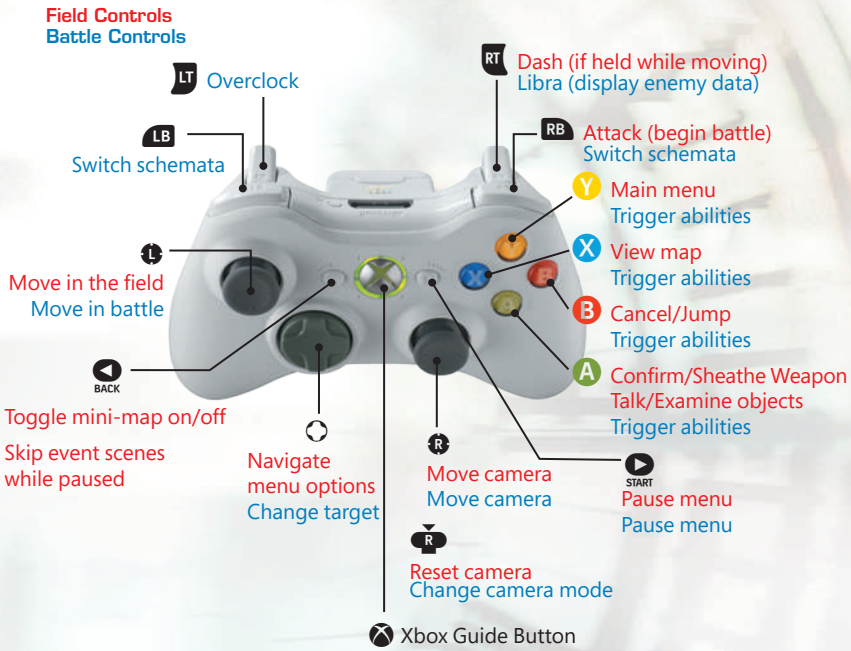
CAMERA CONTROLS	Set how the camera is controlled during gameplay. STANDARD: The camera moves in the same direction as the right stick. INVERTED Y-AXIS: The camera's vertical controls are reversed. INVERTED X-AXIS: The camera's horizontal controls are reversed. DUAL INVERTED: All of the camera's controls are reversed.
CAMERA SENSITIVITY	Set the camera sensitivity. The larger the number, the further the camera will move in response to input.
BRIGHTNESS	Adjust the brightness of the images on the screen.
MAGNIFY FONT	Turn this option on, and subtitles and messages will appear in a larger font.
EVENT SUBTITLES	Choose whether or not to have subtitles displayed during event scenes.
SPEAKER NAMES	Choose whether or not to have speakers labeled in the subtitles.
NON-EVENT SUBTITLES	Choose whether or not to have subtitles displayed outside of event scenes.
MINI-MAP SETTINGS	Change how the mini-map functions relative to the player icon.
MAP SETTINGS	Change how the main map functions relative to the player icon.
CAMERA MODE AT BATTLE START	Choose whether the camera is in near-view or long-view mode when battles begin.
OUTERWORLD SERVICES	Choose whether to connect to the network and communicate with other players (p. 27).
OUTERWORLD CHARACTERS*	Set the conditions under which Outerworld characters can appear in your game, bearing messages from other players.
LINK WITH FACEBOOK*	Turn this setting on to link your game to your Facebook account.
LINK WITH TWITTER*	Turn this setting on to link your game to your Twitter account.
AUTOSAVE SLOT	Choose where autosave data will be saved.
OPEN-SOURCE SOFTWARE LICENSES	View license information for open-source software.

*Items marked with an asterisk require that you have Outerworld services turned on.

GAME CONTROLS

XBOX 360 CONTROLLER

The basic controls are illustrated below. Text in red describes actions that can be taken in the field, and text in blue describes actions that can be taken in battle. Guides to controls are also displayed on-screen while navigating each particular menu.



RB	Right Bumper	R	Right Stick
LT	Left Trigger	START	START Button
LB	Left Bumper	R	Press Right Stick
RT	Right Trigger	BACK	BACK Button
L	Left Stick	L	Press Left Stick
	Directional Pad		Xbox Guide Button

FIELD CONTROLS

The controls that you can use in the field are described below.

Pause menu

If you press , the game will pause and the pause menu will appear with the following options.

SAVE	Save your progress. This option is not always available.
EXIT GAME	Exit the game and return to the title screen.
RESUME GAME	Close the pause menu and resume your game.

Main menu

If you press , the game will pause and the main menu will appear with the following options.

RECOVERY ITEMS	Use recovery items to help Lightning heal.
EP ABILITIES	Use Lightning's special EP (energy point) abilities.
CUSTOMIZE SCHEMATA	Customize Lightning's schemata, or sets of equipment (p. 25).
QUESTS	View a list of the quests that you have discovered or accepted (p. 14).
INVENTORY	View a list of the items Lightning is currently carrying.
MAP	View the main map.
DATALOG	Review all of the information that has been recorded to date.
REWARDS BARTER SHOP	Claim or purchase DLC and other rewards (p. 28).
SETTINGS	View and change game settings (p. 06).

Map

If you press or select Map from the main menu, you will open a detailed map of your surroundings. This map shows your present location, and is marked with icons for shop locations and any destination you might have. You can scroll across the map using , and zoom in and out using . Pressing will return the map to your current location. You can place markers on the map, or press to view the world map.

GAME FLOW

A SAVIOR'S BUSY DAY

As the savior who is tasked with saving the souls of humanity, Lightning will spend her time moving between the world of Nova Chrysalia and the Ark, her base that hovers in the sky above.

The Field (p. 11)
This is the world of Nova Chrysalia, where the last survivors of humanity still struggle to live. The world's time slips away with each passing moment that you stay here. You will be free to roam this world, completing quests and winning battles along the way as you explore the story of the world's end.

Quests (p. 14)
While in the field, you will encounter people who need the help of the savior. The tasks they give the savior are called quests, and helping to solve the people's quandaries before the end of the world will save their souls for the next world—and help Lightning grow stronger as well.

Battle (p. 17)
While in the field, you may also encounter enemies and be drawn into battle with them. Victory over such enemies will gain you EP and items.

THE ARK

Every morning at 6:00 AM, Lightning will automatically be called back to her base in the Ark. The more Eradia that she gathered by completing quests in the past day, the more time she will be able to buy herself before the world's end. Returning to the Ark will also fully restore her lost HP and any spent EP.

Hope: You can obtain items from him, or talk to him about events.

Book of Conquests: This fantastic tome records data about the challenging foes that Lightning has defeated. By investigating it, you can choose to battle those foes once more.

Warp device: This is where you can transport yourself back to the field. You will be able to use it once you have completed the game's tutorial.

THE WORLD'S REMAINING TIME

The world is destined to end in a scant thirteen days. When you begin your adventure, however, the world has even fewer than that—only seven days remain. You can extend this time to the full thirteen days by having Lightning gather Eradia and offering it up to Yggdrasil, the great tree of life that stands in the Ark.

ABOUT ERADIA

Eradia is a special energy needed to grant the world more time. You obtain Eradia by completing quests and saving the souls of the people.

EP AND EP ABILITIES

The attacks and spells that Lightning can use are called abilities. Among her many abilities, some are further classified as EP abilities. These are special skills that require EP to trigger, either from the main menu while in the field or by opening the pause menu during battle.

GAME OVER

If the world runs out of time and ends before the destined thirteenth day, your game will be over. If you run out of HP in battle, you will be knocked out, but the game will not end.

THE FIELD

THE FIELD SCREEN

The field screen displays a variety of useful information, as explained below.

① **The mini-map:** This small map helps you get your bearings in the immediate area. These are some of the important icons that may appear:

Current location

Destination

Gate (p. 13)

Station (p. 13)

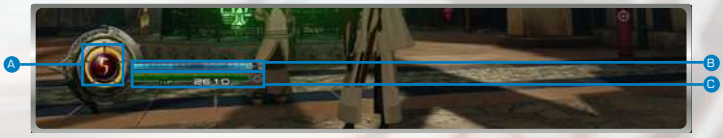
Foe

② **Remaining time** (p. 10)**:** The time remaining to the world.

③ **Current time:** The current time in Nova Chrysalia. People's actions may change based on the hour, and certain gates may open or close at certain times.

④ **Gauges:**

- Ⓐ **EP Gauge:** Your current EP. Can be restored by winning battles or by returning to the Ark.
- Ⓑ **Action Gauge:** Will be drained by dashing. When empty, you cannot dash or attack enemies.
- Ⓒ **HP Gauge:** Your current HP. Can be restored by using items or EP abilities, eating food or resting at an inn, or returning to the Ark.



FIELD ACTIONS

Move around the field using Ⓛ, and jump by pressing Ⓑ. When you find ladders on the sides of buildings, or poles and similar structures, you can climb up or slide down them by approaching them.
You can also use Ⓐ to trigger switches and perform other such actions.
Hold down RT while moving to dash—though you will deplete your action gauge by doing so. When your action gauge is empty, you will not be able to dash or strike preemptively to start a battle.

ENCOUNTERING FOES

If you approach a foe in the field and press RB, you will be able to attack the enemy and draw it into battle with you. If your timing is good, you will be able to achieve a preemptive strike and the battle will begin in your favor.

CHAOS INFUSIONS

The places where Chaos spontaneously manifests are called Chaos infusions. Within these pockets of Chaos, you will encounter foes that are stronger than the usual fare. By defeating the monsters that you find within the Chaos, you may obtain rare items.

LONG-DISTANCE TRAVEL

The world of Nova Chrysalia is split into a number of disparate regions. You can view the world map by pressing Ⓨ while looking at the map, and see these land masses in perspective (p. 08). You can move from one continent to the next by riding on the monorail, which departs from stations in each land (p. 13). You can also use the EP ability Teleport to move instantly to any previously visited area.

FIELD OBJECTS

PEOPLE

Among the many people that you may encounter in the field, there are a few special kinds to look out for. These characters will be marked with icons, and you can talk to them by approaching and pressing A.

Can be talked to

Outerworld character

Outerworld Tips
Speaking to characters whose names appear in blue will display messages sent from other players via the internet. You may also view these players' profiles and purchase the items they have to offer.

TREASURE SPHERES

Approach treasure spheres or treasure boxes in the field and in the Ark, and press A to collect the items contained within. You will find that some treasure spheres have certain conditions that must be fulfilled before you can open them.

TIME-LOCKED GATES

In the field, there are special gates and doors which shut off some areas. These open and close based on the time of day or other special conditions. Approach the sign that is placed beside such doors and press A to learn about them and what makes them open. Any time-activated doors that you examine in this way will have their opening times added to your map, which can be viewed from the Map option in the main menu (p. 08).

STATIONS

The stations that can be found in each area will allow you to board the monorail and ride to another destination. Talk to the station staff to catch a train.

QUESTS

ABOUT QUESTS

Each quest is its own little adventure, which you complete by fulfilling certain conditions. By completing quests, Lightning will grow stronger. When you find that your foes are too strong and you cannot take them on, try to complete more quests and gain the strength that you need to gain the victory.

ACCEPTING QUESTS

There are two kinds of quests: main quests, which are triggered by the main story of the game, and side quests, which are triggered by talking to other people in the field. There is also the Canvas of Prayers, a special board filled with requests that is located near each station and managed by the inimitable Chocolina. Quest details can be seen in your quest list by opening the main menu (p. 08). There are no do-overs when it comes to quests, and the only way to attempt them again is to use the Crystal of Atonement to restart your adventure.

COMPLETING QUESTS

When you have achieved whatever was required for a particular quest, talk to the requester again and the quest will be marked as complete. You may be rewarded with gil (money) or with improvements to Lightning's stats, such as increases to her maximum HP or ATB, or higher Strength or Magic.

FIELD TIPS

SHOPS

There are a variety of shops to be found in Nova Chrysalia. Some are proper shops, with shelves bursting with wares, while others are no more than lone merchants hawking what goods they can carry. At either, you need merely approach the shopkeepers and talk with them to make a purchase. The types of shops and their wares are explained below. The icons that appear beside each will appear on the mini-map and the regular map to mark their locations.

	General stores These shops stock consumables, such as recovery items.
	Sorcery shops These shops are where you synthesize your abilities (attacks and spells).
	Outfitters These shops stock garb and adornments for your pleasure.
	Forges These shops deal with weapons and shields in all their forms.
	Inns Inns allow you to restore HP by resting for a set amount of time.
	Restaurants Restaurants and taverns allow you to restore HP with food and drink.

WATCH THE CLOCK

The people you find in the field behave differently at different times. Shops also have their own opening and closing hours, which you need to be mindful of. It is important to observe when people perform certain actions and remember how the time of day affects which areas you can access. You will be in particular trouble if you do not keep in mind when certain gates automatically lock. You may find yourself unable to get to the one place you want to go most, and wasting a day of the world's time. Whenever you find a time-locked gate, be sure that you first learn when it opens and closes.

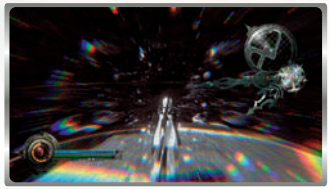
BE OBSERVANT

Be sure that you observe the area around you carefully, especially when exploring a new region. You might, for example, find a ladder that allows you to scale a wall even after the area's gates close for the day.

EARN GIL EFFICIENTLY

In the field, you will find that certain locations and certain times are particularly prone to monsters. Learn these by heart so that you can quickly defeat a large number of foes, allowing you to earn gil (money) efficiently.

USE EP ABILITIES



There are a number of different EP abilities that you will be able to use in the field. Using them allows you to tackle quests and battles effectively. For example, you will find the ability Chronostasis—which stops time in the field for a short period—quite handy during quests that have a strict time limit.

BATTLE

THE BATTLE SCREEN

The battle screen displays a range of useful information, as detailed on this and the following page.

❶ **The names and HP gauges of foes.**

❷ **EP Gauge:** Your current EP. Can be restored by winning battles or by returning to the Ark.

❸ **ATB Gauge:** ATB levels for your current schemata.

❹ **HP Gauge:** Your current HP. Can be restored using items or EP abilities or by returning to the Ark.

❺ **Schema:** The schema you currently have equipped.

❻ **Abilities:** The abilities set to each button.

BATTLE

BATTLE BASICS

During battle, time flows in real time and Lightning reacts as soon as you select an ability for her to unleash. Each ability you use drains your ATB (Active Time Battle) gauge to some degree. If you do not have the necessary amount left in your ATB gauge, you will not be able to trigger the abilities you choose.

ABILITIES

Abilities come in varieties like physical attacks, magic attacks, and guarding moves, and each will consume a set amount from your ATB gauge. Abilities can generally be obtained by obtaining garb that are set with abilities or by defeating foes in battle. You can also synthesize the abilities you possess in sorcery shops to make them stronger (p. 15).

EP Abilities

Some abilities do not deplete the ATB gauge but the EP gauge. These are called EP abilities. When you wish to use them, press ▶ and select them from the pause menu (p. 08).

Auto-Abilities

Some abilities do not need to be selected to be used, but will instead trigger automatically. Auto-abilities do not deplete the ATB gauge.

ATB GAUGES

The ATB gauges play a crucial role in battle. Unleashing an ability will drain the ATB gauge, but it will regenerate over time. Each schema has its own gauge, so if you deplete the gauge of one, simply switch to another schema. The ATB gauges of the schemata not currently in use regenerate faster than your active schema.

SWITCHING SCHEMATA

Schemata are sets of garb, weapons, and shields that Lightning can easily switch between. Press LB or RB in battle to switch your currently equipped schema for one of your other main schemata. You can set up to three main schemata and switch between them in an instant. You can customize the schemata that you will use in battle (p. 25).

PAUSE MENU

If you press ▶ during a battle, the game will temporarily pause and you will be able to see the items that Lightning has on her. You can use items by selecting them from this list. Press LB or RB to switch to your abilities list and trigger your EP abilities.

CHANGING TARGETS

When you are battling multiple foes at once, you can change which enemy you target by pressing ◀ or ▶.

BATTLE

ATTRIBUTES

Both equipment and attacks can have elemental attributes like fire and ice. Some foes will attack using such attributes during battle. Enemies may also have resistances or weaknesses to certain attributes. If you attack a foe using the attribute to which it is vulnerable, you will be able to deal even more damage than usual. But if you attack a foe using an attribute it is resistant to, the damage that you deal will be reduced. You can view a foe's vulnerabilities and resistances by pressing RT to open Libra and review data on enemies you have fought before.

Physical

Magic

Fire

Ice

Lightning

Wind

STAGGERING FOES

By targeting foes' weaknesses relentlessly, or striking at them when they are attacking, you can "stagger" them, greatly lowering their defenses. When you strike a foe's weak points, you will see a stagger wave emitted from its HP gauge. The more effective hits that you land, the greater this wave will grow. It will also turn red as the foe gets closer to being staggered. Once you stagger a foe, your attacks will do more damage than usual and you will be able to launch a devastating assault.

OVERCLOCK

By pressing LT, you can choose to use some of your EP to trigger the ability Overclock. Using this ability will make time slow to a crawl for everyone except Lightning, allowing you to unleash consecutive hits without interruption. If you use Overclock while a foe is staggered, you will extend that window of opportunity for even greater effect!

BUFFS AND STATUS AILMENTS

When you are affected by a buff or status ailment in battle, you will see its icon displayed above your HP gauge. These status conditions are described below, along with their icons.

	Bravery	Strength increased		Exposed	Weak to Ice attribute
	Debrave	Strength decreased		Conductive	Weak to Lightning attribute
	Faith	Magic increased		Brittle	Weak to Wind attribute
	Defaith	Magic decreased		Imperil	Elemental resistance lowered
	Haste	ATB recovery hastened		Vigilance	Less likely to have attacks interrupted
	Slow	ATB recovery slowed		Curse	More likely to have attacks interrupted
	Protect	Physical resistance increased		Pain	Unable to use physical attacks
	Deprotect	Physical resistance decreased		Fog	Unable to use magic attacks
	Shell	Magic resistance increased		Regen	Gradually recover HP
	Deshell	Magic resistance decreased		Poison	Gradually lose HP
	Un-protected	Weak to physical attacks		Doom	KO'd after a countdown
	Unshelled	Weak to magic attacks		Daze	ATB gauge frozen and actions prevented until damaged. Damage multiplied.
	Parched	Weak to Fire attribute		Reraise	Will revive from KO

Note: Icons appearing within hexagons cannot be canceled out by other conditions.

BATTLE

LIBRA

You can use Libra to view information about foes that you have fought before. Just press RT during battle, and you will see the following information displayed.

1. Name
2. Current HP/maximum HP
3. Main habitat
4. Distribution
5. Dropped items
6. Status ailment resistance (p. 22)
7. Attribute resistance (p. 21)
8. Stagger conditions (p. 21)

BATTLE RESULTS

When you emerge victorious from battle, you will be presented with the results screen, which shows you how much gil you have earned and any items you may have found.

BATTLE SCORES

When you defeat certain enemies, you will be awarded a battle score. Enemies who are assigned a battle score can be fought again and again in the Ark (p. 09). The following information will be displayed on the battle score screen.

1. Foe's Name
2. Battle Time
   How long the battle lasted
3. Score
   The score for your performance
4. Rating
   A rating based on your score and time
5. High Score
   Your highest score to date

BATTLE HINTS

ATTACK FIRST TO WIN

When you run into a foe in the field, quickly press RB to attack and you will be able to begin the battle in an advantageous position. If, on the other hand, you are not the first to attack, the battle will continue as poorly as it began. Keep a close eye on your surroundings and your mini-map to be sure that you get the first strike.

USE YOUR SCHEMATA

You can customize and change the schemata that you use in battle (p. 25). You can set up schemata that are optimized for attack or defense, or even create a schema that is decked out with deadly one-hit KO moves. Switch between them effectively to turn the battle in your favor.

STRENGTHEN YOUR ABILITIES

At sorcery shops, you can use the components that you have found in the field or obtained through battle to strengthen your abilities. Choose which abilities to improve based on your schemata and battle style.

KNOW WHEN TO GUARD OR EVADE

Some abilities become more effective based upon how well you time their use. A guard can also shield Lightning from more damage than usual if you time it perfectly. Try to guard just when an enemy attack is about to land.

Outerworld Tips
By submitting your battle scores to the Outerworld, you can see where you stand in the world rankings.

CUSTOMIZATION

CUSTOMIZATION SCREEN

Select Customize Schemata from the main menu to edit and change your schemata. You can create a new schema from scratch or select one of your existing schemata to edit.

HOW MANY SCHEMATA CAN YOU HAVE?

You can have up to three main schemata for use in battle, and keep another six schemata saved as your sub schemata. However, you cannot use the same garb or equipment for more than one schema at a time. This means that you can only make as many schemata as you have complete sets of garb, weapon, and shield. You can switch between your three main schemata in battle, and choose which one appears in the field.

CREATING A SCHEMA

When making a new schema, you will need to go through the following steps.

1. Select a garb

Select the garb that Lightning will wear. The garb that you choose will not only change Lightning's appearance, but will also determine her ATB gauge's starting value and maximum value. It may also have abilities or auto-abilities attached to it. Select a garb that suits the way you would like to fight.

2. Select a weapon

Select the weapon Lightning will use in battle. The weapon you choose will affect your Strength and Magic stats, which will influence which abilities you may wish to equip. Some weapons also have auto-abilities attached to them.

3. Select a shield

Select the shield that Lightning will carry. Shields can have various effects, such as raising HP or boosting the ATB gauge, or making guarding more effective. Some shields also have auto-abilities attached to them.

4. Select accessories and adornments

If you have accessories or adornments, you can set them to a schema as well. Accessories can have a variety of effects, such as boosting Strength or HP. Accessories worn on the arm will share their effects with all three main schemata, not only the one schema they are set to.

5. Select abilities

Select the abilities that will be used with your schema. Select a button and then choose the ability to be triggered by that button. You can toggle between the different categories of abilities by pressing LB or RB.

6. Give the schema a name

If you wish to change the name of your schema, select the name where it is displayed and input a new one.

7. Save

When you are done making your changes, select Done, and choose a slot in which to save your schema. If you choose a slot which already contains another schema, you will overwrite that schema and delete it.

THE OUTERWORLD

WHAT IS THE OUTERWORLD?

The Outerworld is the name of the online environment where you can interact with other players by connecting your Xbox 360 console to the network. You can change your Outerworld settings within the Settings section of the main menu (p. 08).

You will be able to communicate with other players via Outerworld characters who appear in the field. These Outerworld characters deliver submitted messages and images from other players to your game. Any messages that you submit are also delivered in the same way to the gameworld of other players around the world. If you use the Facebook app, you can also "summon" specific friends to the world of your game.

HOW TO ACCESS THE OUTERWORLD

Connect your Xbox 360 console to a network, then open Settings, and select "Enable network connection" from within the Outerworld Services settings (p. 06).

TYPES OF SUBMISSIONS

The kinds of information that you can submit to the Outerworld are detailed below. When you first open the submission screen, you will automatically be taken through the steps to create your own profile. Follow the instructions on the screen to choose a nickname and enter a brief self-introduction.

Posting Snapshots

You can post screenshots to the Outerworld. Open the pause menu during battle or while in the field, and when you see "X Submit snapshot" displayed on the bottom of the screen, press X. Try posting shots of your favorite schemata or scenes for the world to see.

Posting Battle Scores

After battling boss enemies and other certain foes, you will receive a battle score. If you press X while your battle score is displayed, you can submit your battle score to the Outerworld (p. 27). The enemies for which you receive battle scores can be fought again on the Ark using the Book of Conquests (p. 09).

Posting Lightning Messages

As you progress through the game, you can post messages from Lightning herself. When you see an icon appear above Lightning's head in the field, open the pause menu and press Y to submit Lightning's message to the world.

Message available to be posted

LINK UP TO YOUR TIMELINE

If you link your game to your Facebook or Twitter accounts in Settings, then any time that you submit a snapshot, battle score, or Lightning message to the Outerworld, the same message will appear in your Facebook or Twitter timelines. Lightning messages cannot appear in their entirety in your Twitter stream, so only your own message will appear.

SENDING ITEMS

With every submission to the Outerworld, you can choose to attach an item that you have obtained within the game. The item will be delivered to other players through the Outerworld characters.

REWARDS BARTER SHOP

Select the Rewards Barter Shop within the main menu to collect any downloadable content you have purchased, as well as special items from the Outerworld and rewards for achievements you have unlocked.

When there is new DLC or items to be had in the Rewards Barter Shop, a notification will appear on the top left corner of the screen.

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You can also contact Customer Support at +65 6538 9724. Please note that toll charges do apply when contacting us through phone support.

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