



# SUMMON NIGHT 6

## Lost Borders



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# Introduction

02

This story takes place in Cocoon World Fillujah, where everything you need—even food!—comes falling from the sky. A young man named Raj spends his days gathering necessities from these fallen items with the help of his adorably strange sidekick, Patch.

One day, Raj sees something new: a number of falling objects in the distance that appear to be shooting stars. He hurries to where he saw them fall, and comes face-to-face with people who have been abruptly summoned from another world they call Lyndbaum. It's the first time Raj has ever seen another human! Curious and concerned, he agrees to help the visitors find a way to return to their world.

Meanwhile, somewhere in the distance lives a young woman named Amu. Like Raj, she survives by scavenging fallen objects, and also believes that her sidekick is the only other living thing on Fillujah. And just like Raj, she meets up with other people who have been summoned from Lyndbaum.

Unaware of each other's existence, Raj and Amu lead their new friends on an adventure that will take them to the "String Precipice," a massive wall that divides Fillujah. Is it possible that Lyndbaum can be found on the other side?



## RAJ ♂

A young man who survives in the Cocoon World by scavenging for necessities. When he meets a group of strangers who have fallen out of the sky, this chance encounter leads him down a completely new path.

## PATCH

A mysterious little round thing with tiny wings. It is native to Fillujah and acts as Raj's sidekick. Within its body is a large space where Raj stores all the things he has collected.

## AMU ♀

A resourceful young woman who explores Fillujah with her sidekick, Quilt. She enjoys a peaceful life, but circumstances pull her toward an adventure from which there is no turning back.

## QUILT

Like Patch, Quilt is a genderless creature with an uncanny ability: It can open a gateway to a massive storage space containing Amu's residence and all of her worldly possessions.

## IST ?

The third Fillujah resident is the only one with some in-depth knowledge about the Cocoon World, but chooses not to reveal much. Ist has the calm demeanor of a watcher who refuses to judge.

## LINEN

Ist's floating companion; the same kind of creature as Patch and Quilt.







**HAYATO**

Possessed by the "Ravenous Dragon Demon Lord of Sapureth." After taking over Hayato's body, the Demon Lord enters the gate meant to take him to Hayato's world—modern Japan—where he plans to devour everything. But before he arrives, he is summoned to Fillujah.



**NATSUMI**

Previously summoned from modern Japan to Lyndbaum, Natsumi tried hard to adjust to life in her new world. But when she is abruptly summoned from Lyndbaum to Fillujah, the sudden change leaves her sobbing uncontrollably as Amu approaches.



**TOUYA**

A student who was summoned to Lyndbaum from modern Japan, Touya overcame many difficulties to become the legendary Linker, even defeating the revived Demon King. Before his relocation to Fillujah, he had been working behind the scenes with Kir and his other friends to save the world from catastrophies.



**AYA**

Like her counterpart, Touya, Aya became the Linker of prophecy and saved Lyndbaum from disaster by defeating the revived Demon King. Despite her youthful appearance, Aya's experience with intense battles has given her a demeanor and grace beyond her years.





**MAGNA**

A former Brave One who defeated Evil Demon King Melgitos in Lyndbaum's legendary "Puppet War." After being summoned to Fillujah along with the childlike yokai Hasaha, he meets Raj and they set off on a journey together, with Magna as the convenient "exposition fairy."



**TORIS**

Toris and her friends were on their way to deal with Evil Demon King Melgitos in the Forest of Taboo when she fell into the Cocoon World. Teamed with the foul-mouthed demon Bulrell, she is searching for her companion Nesty when she encounters Amu.



**REXX**

A retired soldier who has inherited the legendary sword Wistalias. He meets a robot named Le-O-LD when they are summoned to Fillujah and they decide to travel together. Rexx joins Amu and her group to reinforce their ranks when they are drawn into a battle against a crazed maniac named Banossa



**ATY**

The red-haired swordswoman Aty is encountered when Raj and his new friends trace the origin of a strong magical force they detected during their journey. She too has come from Lyndbaum and is looking for a way back.





RAY

A young chef who runs a restaurant in the Lyndbaum nation known as Empire. He is summoned to Fillujah while running an errand with his friends Lyurm and Lisher, and is desperate to return before the restaurant is scheduled to open.



FAIR

An expert martial artist due to the training forced upon her by her father. She is anxious to find a way back to Lyndbaum with her friends Milreaf and Seilong and rejoin the restaurant where she applies her formidable cooking skills.



FOLTH

A Eucross Summoner from Lyndbaum's Otherworld Mediation Bureau. He is brewing coffee as a part-time barista in his landlord Lorah's shop when he gets summoned to Fillujah along with his cross, Pariet and his friend Torque, a master blacksmith.



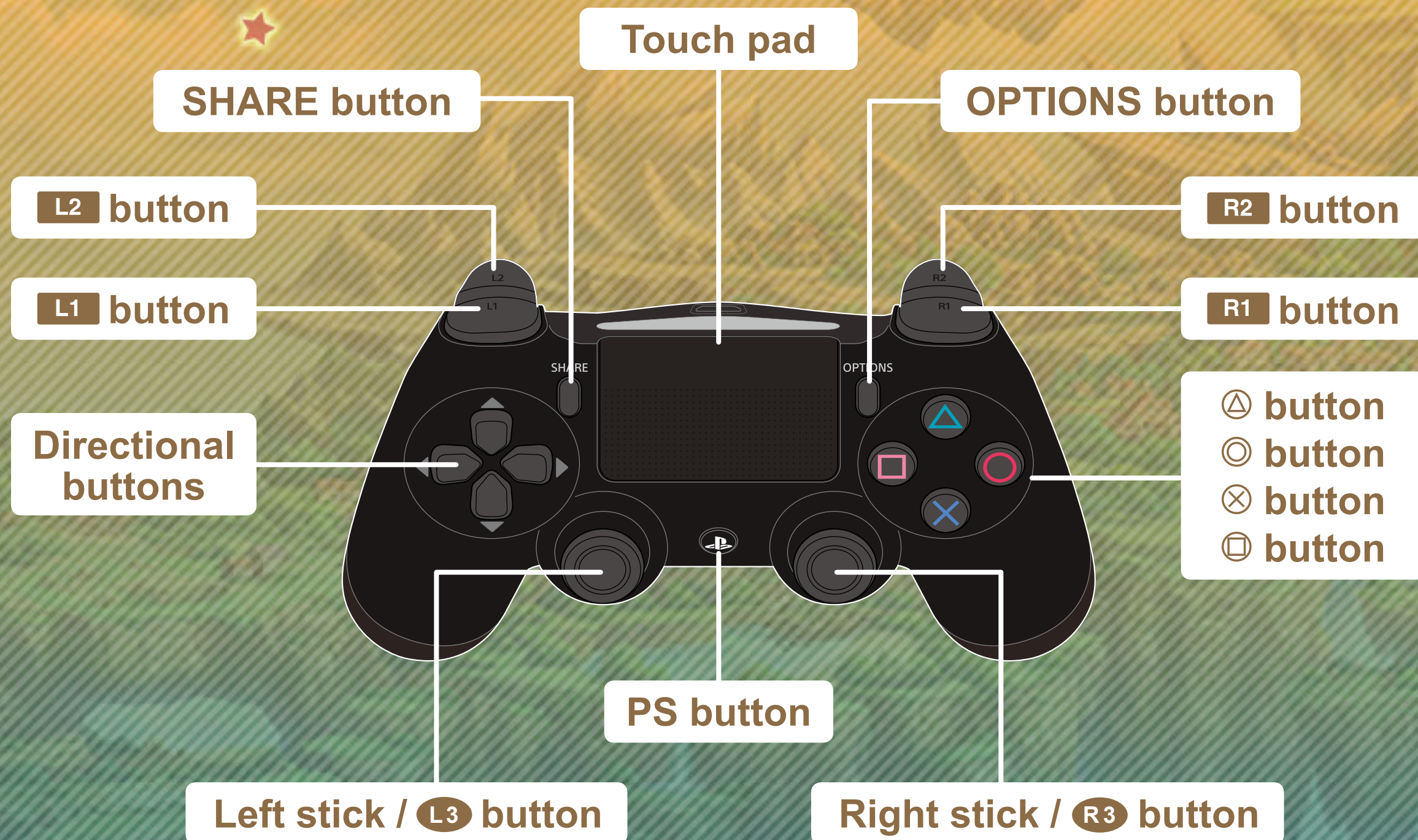
ARCA

Because of her role in the breakup of the Crimson Chain group's experiments with the mysterious Nether substance, Arca meets with Rail Agency to aid in their research against the threat of Nether. Upon her arrival in Cocoon World, she encounters her former role model, Erst, who was presumed dead.



## BASIC CONTROLS

### DUALSHOCK®4 Wireless Controller Layout



### General Controls

Directional buttons / left stick	Move cursor
⊗ button	Select item / Skip text
○ button	Cancel selection / Toggle message window visibility
□ button	Display backlog
L1 button / L2 button	Switch pages
OPTIONS button	Skip event
R1 button + ⊗ button	High-speed text display

### Map Controls

○ button	Switch between world map and town map
△ button	Display menu
□ button	Display entire map

### Battle Controls

Directional buttons / left stick	Move character
Right stick	Left/Right: Camera movement, Up/Down: Camera zoom in/out
⊗ button	Display battle commands / Skip animation for Summon spells or skills
○ button	Switch to free cursor mode
△ button	Reset character position / Display status (when in free cursor mode)
□ button	Change view angle
L1 button / L2 button	Search for targets (during attack)
Touch pad button	Auto-battle
OPTIONS button	Start battle



## STARTING THE GAME



Place the *Summon Night 6* disc into your PlayStation®4 console and start it. After the opening movie, the title screen will be displayed. Press any button to enter mode selection.

### Start Menu

NEW GAME	Start a new game.
CONTINUE	Load a saved game.
CROSS SAVE	Connect to network to share game data.
OPTION	Open the Options menu.
GALLERY	Open the Gallery.

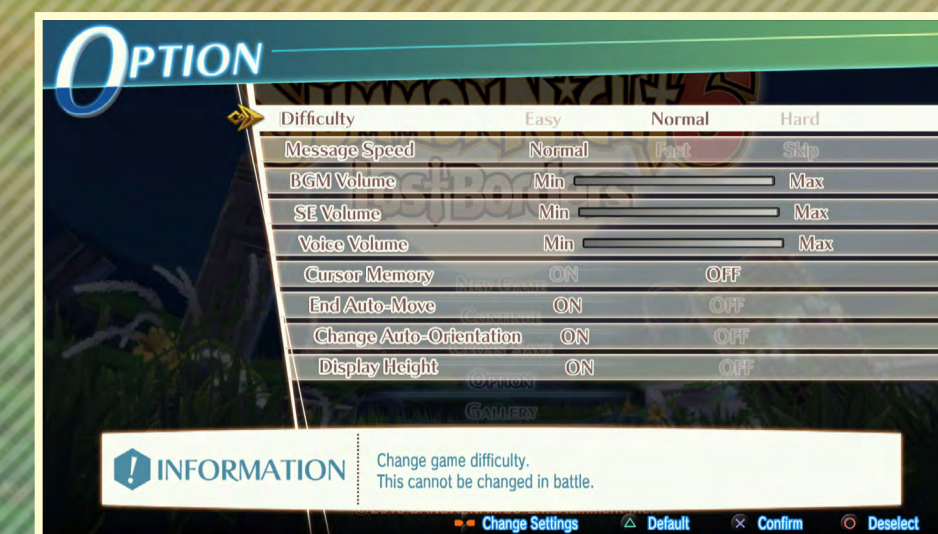
## NEW GAME

Select "NEW GAME" to enter the difficulty selection screen. The difficulty setting does not change the story, obtainable items, or character development. Select a difficulty level to start the game.



## OPTION

Choose a setting and use the directional buttons or left stick to change the values with left/right movements. Press the ⊗ button to save the setting, or press ◎ to discard changes and return to the previous screen. The Ⓐ button resets all settings to default.



## GALLERY

View the gallery items you've collected in the game.





## SAVING / LOADING

### Saving

Saving can be done in the Adventure or Battle menus, or at chapter divisions. You'll need 8,192 KB of memory space in your PS4 console to save. To save a new game, select "Create New" and press the ⊗ button to confirm. If you choose an existing save, the game will save over it. You can create up to 200 saves.



### Loading

Loading a saved game can be done using the "CONTINUE" option in the title screen, or in the Adventure or Battle menus. Select a save file to load and confirm with the ⊗ button. Choose "Yes" at the next dialog to continue playing from the point where you created that save file.



### Cross-Saving

Choosing this option from the title screen menu connects to a network to upload or download your save data files, which makes the PS4 and PlayStation®Vita saved games cross-compatible with each other.



## CLEARED GAME BONUS

After completing the game, you'll be able to make a save game containing cleared game data and a cleared game bonus. Load the cleared game data using the "CONTINUE" option to make use of this bonus in subsequent playthroughs. You'll also inherit your previous playthrough's character levels, Experience Points, money, items, and other things.



You progress in this game through a cycle of Adventure Mode and Battle Mode scenarios. The story is divided into chapters, and at the end of most chapters, a Night Conversation will take place.

## Adventure Mode



In this mode you can move around on the world map, meet other characters, and advance the plot. You can also buy things from shops, play mini-games, and upgrade your weapons.

## Battle Mode



In this mode, you do battle against enemy units by fulfilling each battle's victory conditions. If you fulfill the battle's defeat conditions instead, it's "game over."

## Night Conversations



After clearing certain events, you can have a Night Conversation with characters who have joined you in the journey. The chosen character will receive an affinity boost.



# Adventure Mode

## MENU

Press the **△** button to open the menu during the Adventure Mode, where you can select a number of things to do.



Menu

Money

Status	Check character status
Party Skills	Check and set party skills
Items	Check items
Tutorials	Check out tutorials
Option	Edit settings
Save	Save game progress so far
Load	Load a previously saved game
Title	Return to the title screen

## CONVERSATIONS

In Adventure Mode, the story progresses through a series of conversations. Press **⊗** during conversation screens to skip to the next message. Hold **R1** + **⊗** to scroll through messages at high speed. The **OPTIONS** button skips entire events. When there are options to choose from in an event, conversations may change depending on which option you choose.



Character speaking

Content of conversation

### About Night Conversations

At the end of most chapters, there's a Night Conversation, where you can select a character to converse with. The selected character will receive a massive affinity boost.





## MAP

In Adventure Mode, you make progress by moving around locations on the map to chat with characters or use available facilities. Use the directional buttons, left stick, or **L1** / **R1** buttons to move the cursor and confirm your destination with the **⊗** button.



## COVE

As the story advances, a mini-game will open up here after an event. Enter the cove and select "Fishing" to enter the fishing mini-game. Choose your rod and bait and select "Start Fishing" to begin. Follow the onscreen instructions to net a whole lot of useful items!

### Map Types

#### Town Map

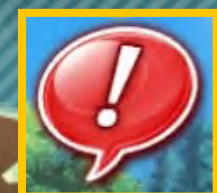
Map of the town found inside Patch or Quilt's body, which is equipped with various facilities.

#### World Map

Map of the world outside Patch or Quilt's body, where you can engage in free battles in various areas.

### Point Types

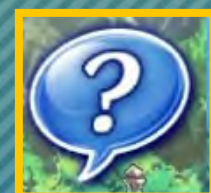
Points on the maps will be marked with the following types of icons:



Story Event



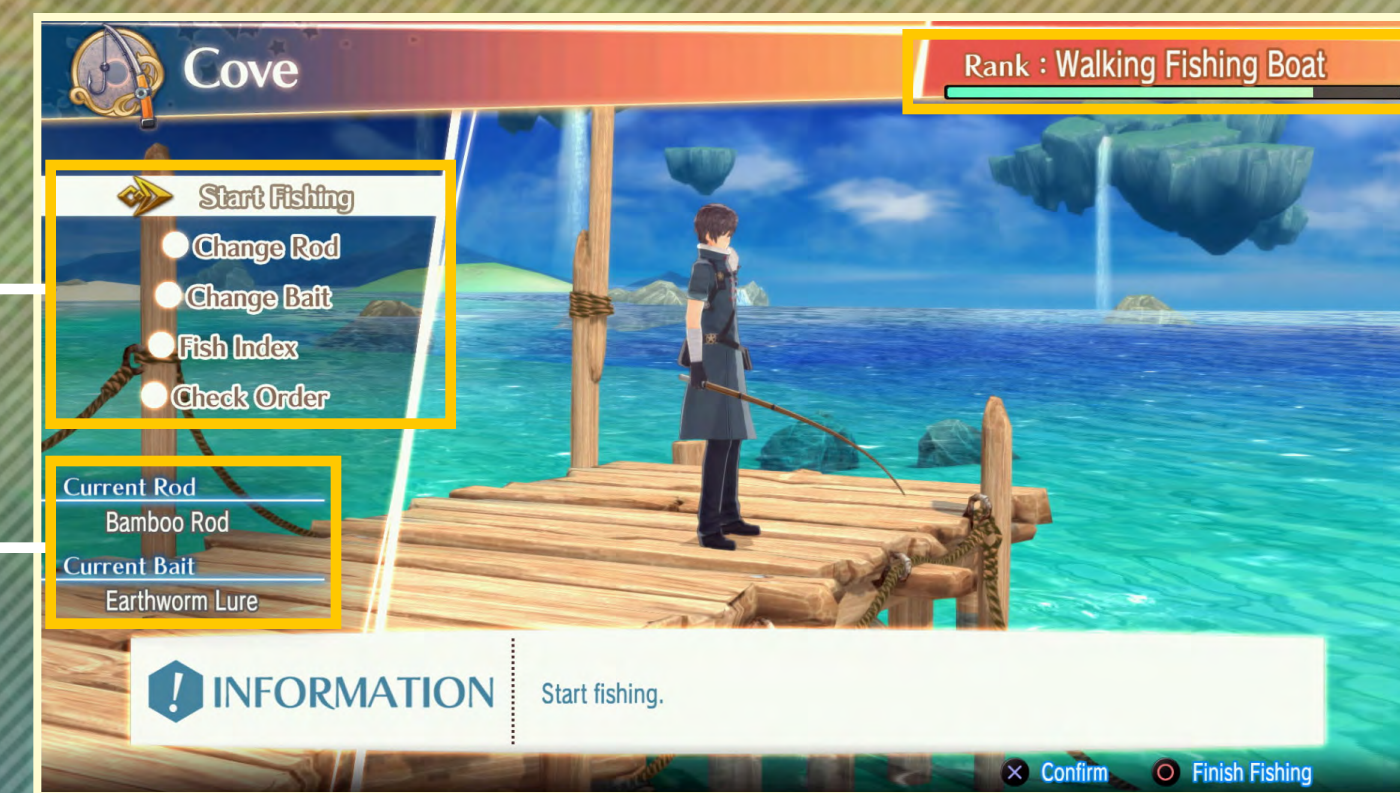
Battle Event



Free Event

### Mini-Game Menu

### Current Rank



### Current fishing rod / bait



## FORGOTTEN PAVILION

The Forgotten Pavilion is where you can make food items using ingredients in your inventory. Select "Make Food" to enter the cooking screen. Select the dish you wish to make and confirm with the ⊗ button to obtain the dish. Of course, you won't be able to do this if you don't have the recipe or enough ingredients!

Dish with Recipe



Food Effect

Necessary ingredients and amount

## SCRAP MOUNTAIN

At Scrap Mountain, you can buy and sell accessories, items, and other things. You can also improve your weapons and Summons here.

### Shop

Select "Shop" to buy and sell accessories, items, etc. As you progress through the story, stronger and better accessories and items will be made available.



Try	Select a character to try the accessory on them and buy if desired.
Buy	Buy accessories or items.
Sell	Sell accessories or items.

Select the item you want and confirm with the ⊗ button to buy or sell it.

### Blacksmith

Select "Blacksmith" to enhance your weapons or Summons.





## Strengthening Weapons

To strengthen a weapon, you'll need ore-type raw materials, which are consumed after use. Choose a character and confirm with the ⊗ button, then select the item you wish to strengthen and confirm with ⊗ to proceed with the improvement.

**Weapon to strengthen**

**Current money**

**Raw materials (needed amount/ currently held) and money needed**

**Attributes that can be improved**

**Details of improvement**

## Strengthening Summons

To strengthen Summons, you'll need magic stone-type raw materials, which are consumed after use. Choose a character with the ⊗ button, then select the Summon you wish to strengthen and confirm with ⊗ to proceed with the improvement.

**Summon to strengthen**

**Current money**

**Raw materials (needed amount/ currently held) and money needed**

**Item that can be improved**

**Details of improvement**

## Effects of Adding Abilities to Accessories

You may attach one accessory to a weapon or Summon. The attached accessory can be switched at any time, but the previously attached accessory will be lost after the switch. Also, the same accessory may not necessarily have the same effect when attached to a weapon as it did when attached to a Summon.

### Example: Electric Motor

Attached to weapon	Adds Machine attribute to normal attacks.
Attached to Summon	(Can only be attached to Machine Summons) 5% MP reduction to Summon Arts.

### Example: Nine-Tails Amulet

Attached to weapon	Learn Ogre-attribute spell "Flame Strike."
Attached to Summon	Adds Poison effect (8%) to Summon Arts attacks.

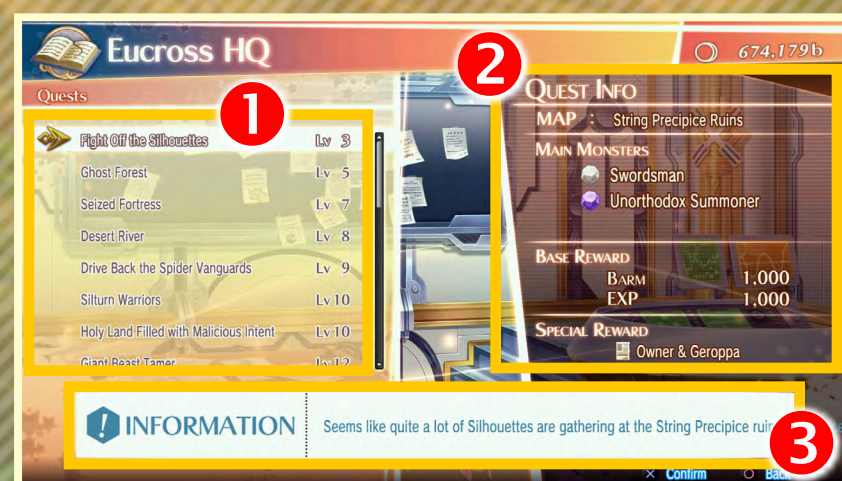


## EUCROSS HEADQUARTERS

Visit the Eucross Headquarters to take on Dispatch Quests and browse the Gallery (Page 08).

### Dispatch Quests

Select "Quest Dispatch" to go on a quest. Battles in Dispatch Quests are automatically played out.



- 1 Selectable Dispatch Quest
- 2 Quest information
- 3 Quest details

Select the quest with the ⊗ button to move into the character selection screen.

- 1 Number of people you can dispatch
- 2 Characters you can dispatch
- 3 Character condition
- 4 Character information

Select characters you wish to dispatch with the ⊗ button to enter the confirmation screen. Press ⊗ and select "Yes" to begin the Dispatch Quest.

### Character Condition

Each character has a Condition attribute that will affect their performance during the quest. Each time you sent a character on a Dispatch Quest, that character's Condition will be lowered. You can boost the entire party's Condition by completing free battles.

### Dispatch Quest Flow

Press the OPTIONS button to display the Dispatch Quest confirmation screen, then select "Yes" to begin the quest.



- 1 Remaining time
- 2 Number of enemy waves
- 3 Characters and skill gauges
- 4 Brave Points (BP)
- 5 Skill details for selected character

Although characters battle enemies automatically, you'll be able to use their skills with the ⊗ button after some time has passed and you've accumulated enough BP. Your Dispatch Quest is considered completed if you can defeat all enemies within the stipulated time, after which you progress to the Battle Clear screen, just like after a normal battle (Page 35).



## Controls for Dispatch Quests

	Before Dispatch Quest	During Dispatch Quest
Directional buttons / left stick	Toggle between characters	Toggle between characters
⊗ button	Change position	Use skill
⊙ button	Check map	Check map
△ button	—	Toggle between normal/high speed
□ button	Change camera angle	Change camera angle
OPTIONS button	Start quest	Display retreat window

## CAFÉ AND BAR

In the Café and Bar you can visit the Fortune booth, level down your characters, retry Event Battles, and take on the Endless Domain.

### Fortune

Divine your main character's affinity with other characters. Press **L1** and **R1** to switch between affinity for the main character and affinity between other characters.



Affinity for main character



Affinity between other characters

## Level Drain

When you use level drain to level down, the bonus points you got when leveling up can be redistributed. Choose the character you wish to level down, confirm with the ⊗ button, and the level drain window will be displayed.

Experience Points returned

Parameters after level drain



Level after level drain

Set the level drain amount by using the directional buttons. Up and down adjusts by one level, while left and right adjusts by ten levels. Confirm with the ⊗ button to display a confirmation screen, then select "Yes" to level down the character and regain 70% of experience points used. The character's parameters are reduced along with a level drain, but all acquired skills and skill levels will be retained.



## Event Rematch

Event Battles can be retried. Brave Order rewards you may have missed the first time around can be obtained using this method. However, Brave Order rewards you have already previously obtained cannot be obtained again even if you complete that Brave Order in the rematch.


Chapter where battle occurred



Opponent

Battle level

Experience Points obtainable

Select the Event Battle to retry, select "Yes" on the confirmation dialog and the battle will begin. Press the  button during selection to display battle information. You may choose to "Retreat" in the middle of an Event Battle rematch, but all Brave Orders achieved in the battle up to that point will be forfeited.

## Endless Domain

You may also challenge the Endless Domain.

Endless Domain level



Opponent

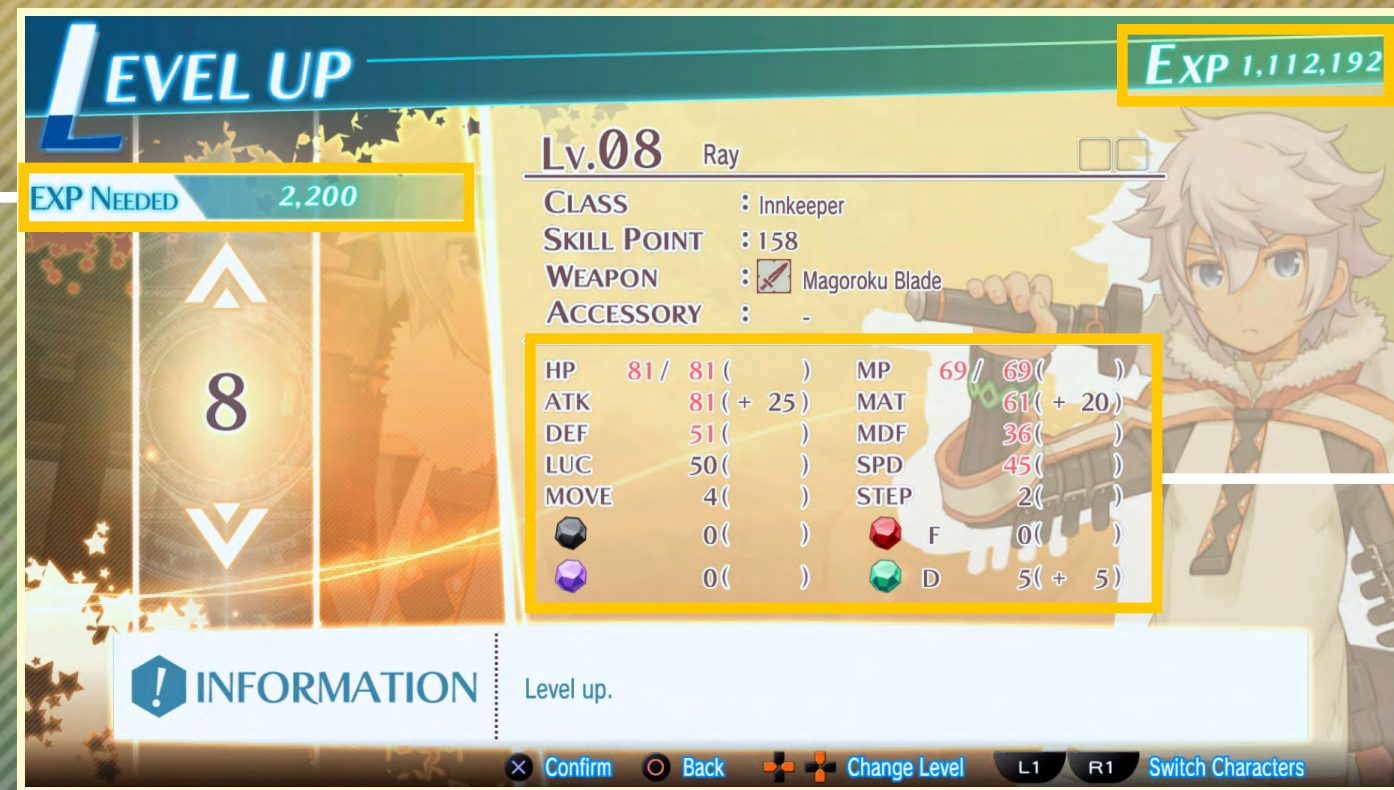
Experience Points obtainable

Choose a quest to take and select "Yes" at the confirmation screen to begin the quest. Press the  button when selecting a quest to view battle information.



## LEVEL UP

You can raise characters' levels in the Level Up screen that appears after every battle. Only units remaining on the battlefield at the end of each battle are eligible for leveling up. Select the character to "Level Up" to move to the Level Up screen.



Level and required Experience Points

Character status

Set the desired level using the directional buttons and confirm with the ⊗ button to display the confirmation screen. Select "Yes" to enter the bonus points distribution screen. Unused Experience Points will be carried over to the next battle.

Total Experience Points available

## Bonus Points

Whenever a character levels up, they gain bonus points per level, which can be distributed to their different stats to raise their abilities. Select a stat to increase and add bonus points to it. Once all points are distributed, the confirmation screen pops up. Select "Yes" to finish distributing the points.

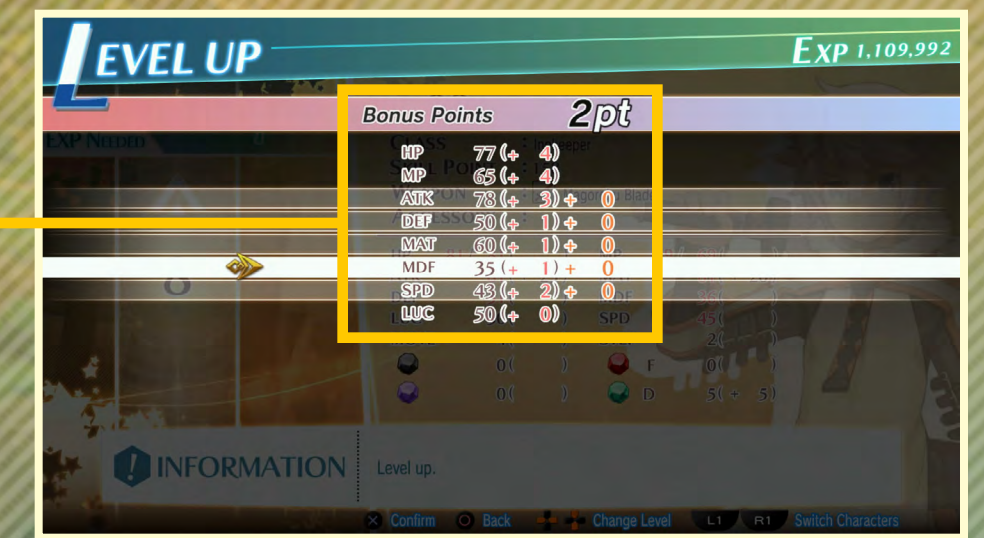
Bonus points available for distribution

Bonus Points		2pt
HP	77 (+ 4)	
MP	65 (+ 4)	
ATK	78 (+ 3)	+ 0
DEF	50 (+ 1)	+ 0
MAT	60 (+ 1)	+ 0
MDF	35 (+ 1)	+ 0
SPD	43 (+ 2)	+ 0
LUC	50 (+ 0)	

Distributed bonus points

Current stats

Stat you can distribute bonus points to



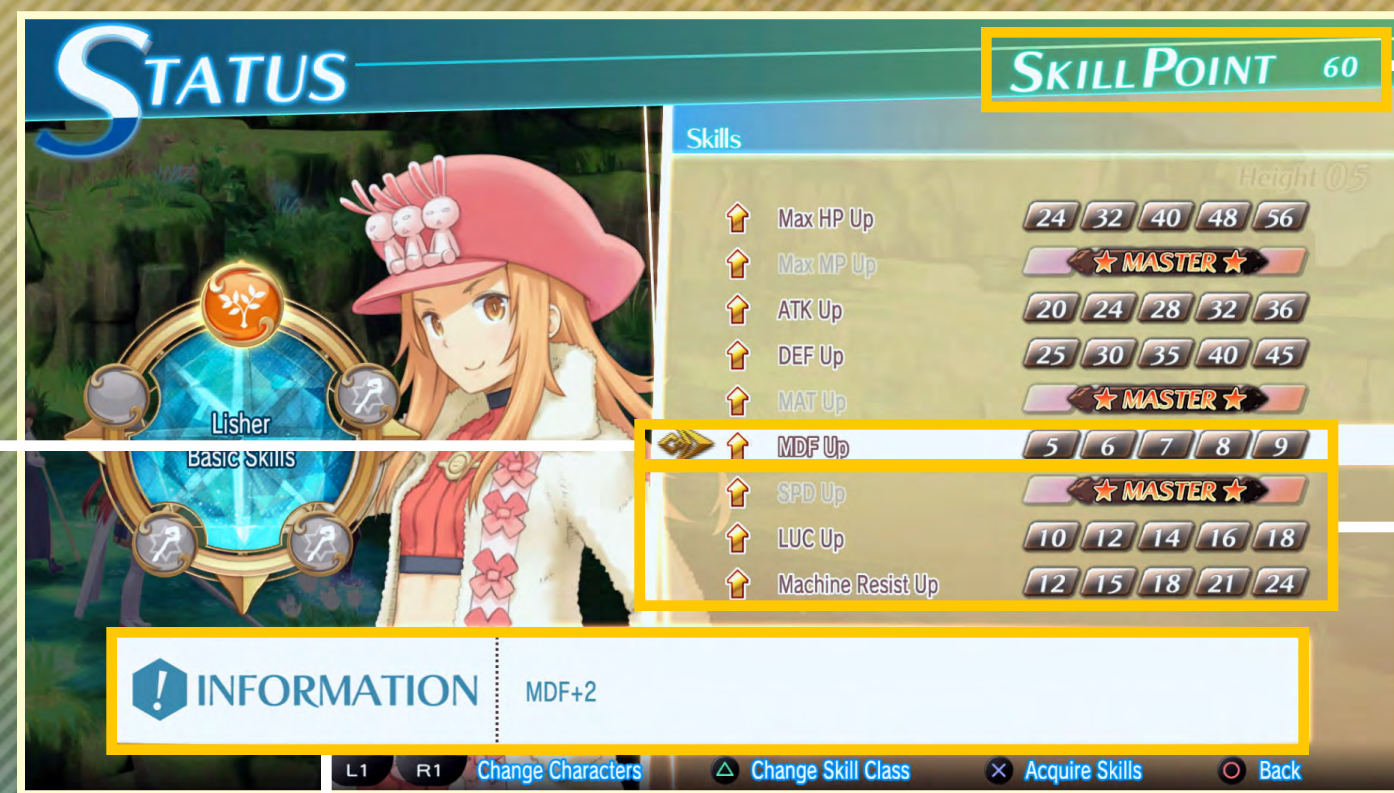


## SKILLS

Each character can acquire skills that can be used during battle. Select "Obtain Skills" in the Status screen or Level Up screen to enter the skills acquisition screen.

Selected skill class

Skill points available



Skill information

Skill name and level

Select a skill to acquire with the up / down buttons, and press the ⊗ button for a confirmation dialog. Select "Yes" to obtain a new skill or level up an existing one. New classes will unlock new skills. Press the △ button at the skills acquisition screen to switch skill classes.

## Skill Mastery

When you max out a skill's levels, the skill is "mastered." Depending on the skill you master, you may receive additional effects for it.



## CLASSES

When a character fulfills certain conditions, like reaching a certain level, they obtain a new class. To change classes, select the "Chg Classes" option from the Status menu or Level Up menu.



Current selected class

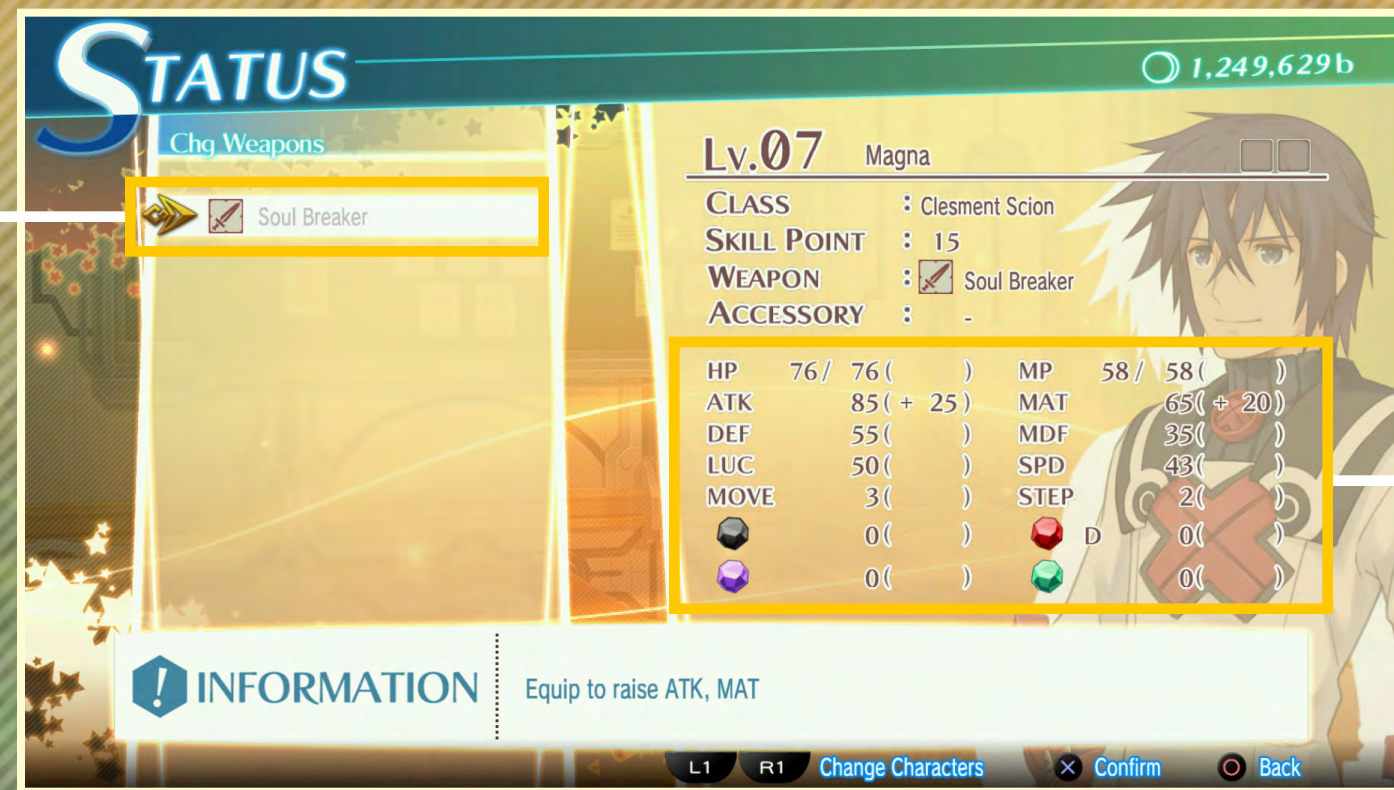
Character stats

Select a class and press the ⊗ button to switch the character over to that class. When a character changes classes, their stats, skill structure, and usable weapons change as well.



## WEAPONS

Changing weapons changes a character's stats and method of attack. Select "Change Weapons" from the Status screen to display the weapons window.



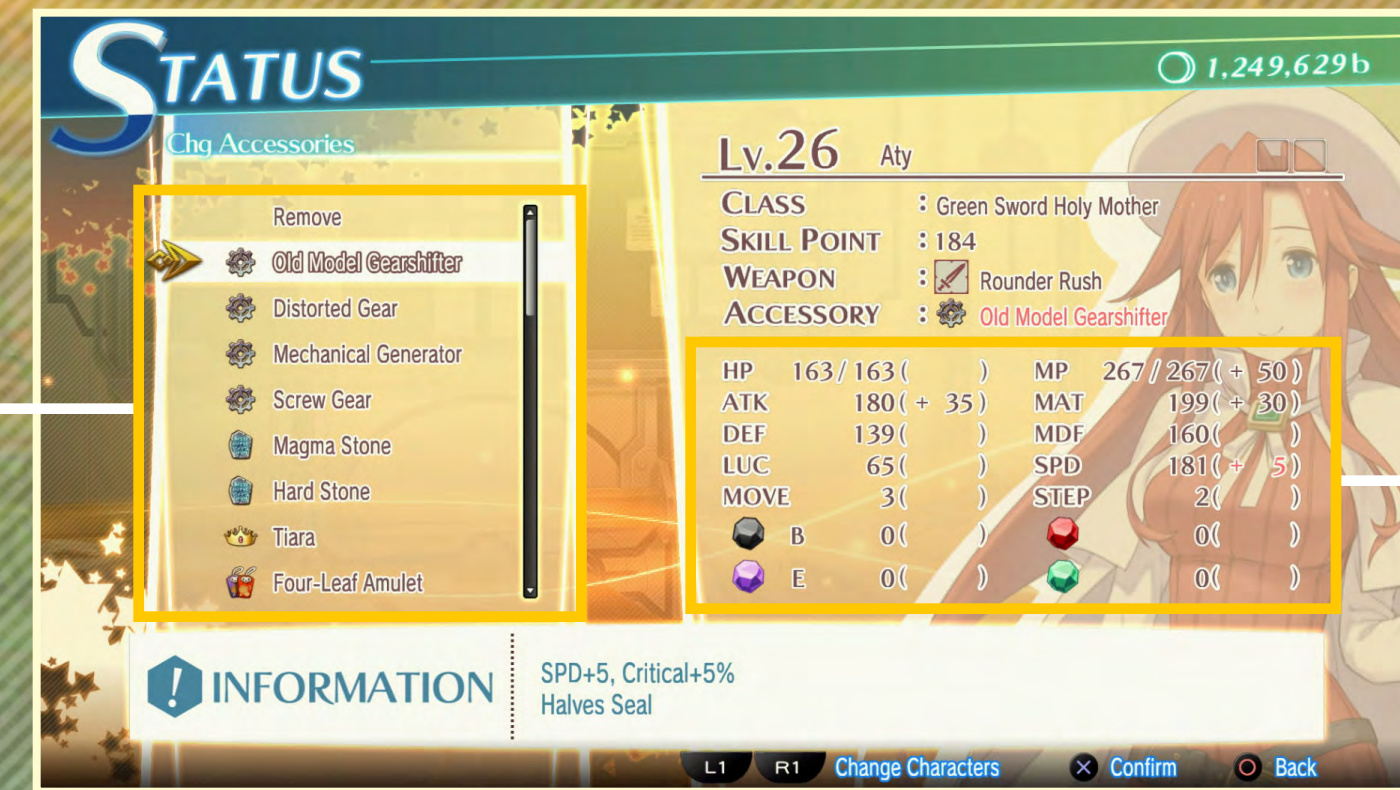
Weapons list

Character stats

Select the weapon you wish to equip and confirm with the ⊗ button.

## ACCESSORIES

Changing accessories changes a character's stats. Select "Change Accessories" from the Status screen to display the accessories window.



Accessories list

Character stats

Select the accessory you wish to equip and confirm with the ⊗ button. Selecting "Remove" removes the character's equipped accessory.



## ITEMS

Check the items you currently have in your possession by selecting "Items" from the  $\triangle$  button menu. Change item type by using the **L1** / **R1** buttons.



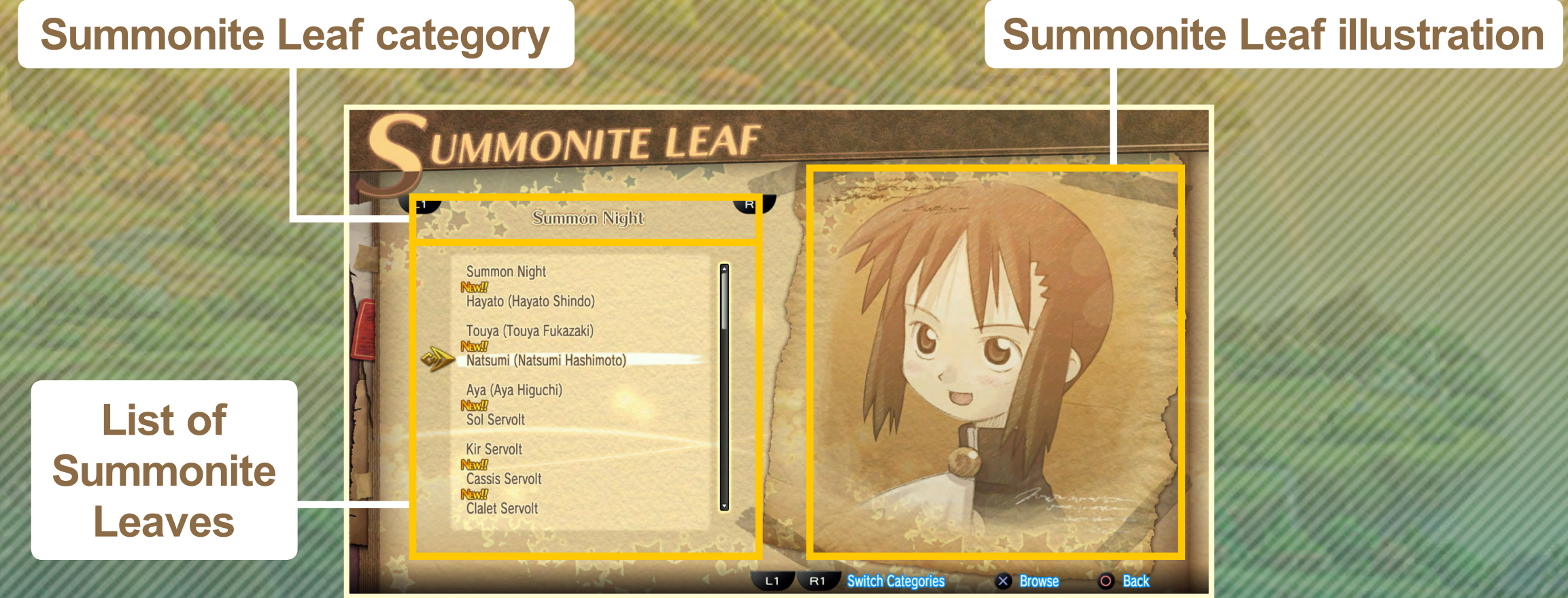
Information on selected item

Item list

Hover over an item in the list to see information about it.

## SUMMONITE LEAVES

You'll obtain something called Summonite Leaves during battles or on the field. These contain illustrations of past *Summon Night* series characters and Summons, and they can be viewed in the "Summonite Leaf" section of the Gallery screen.



List of Summonite Leaves

Select a Summonite Leaf and confirm with the  $\otimes$  button to read up on information related to that illustration.



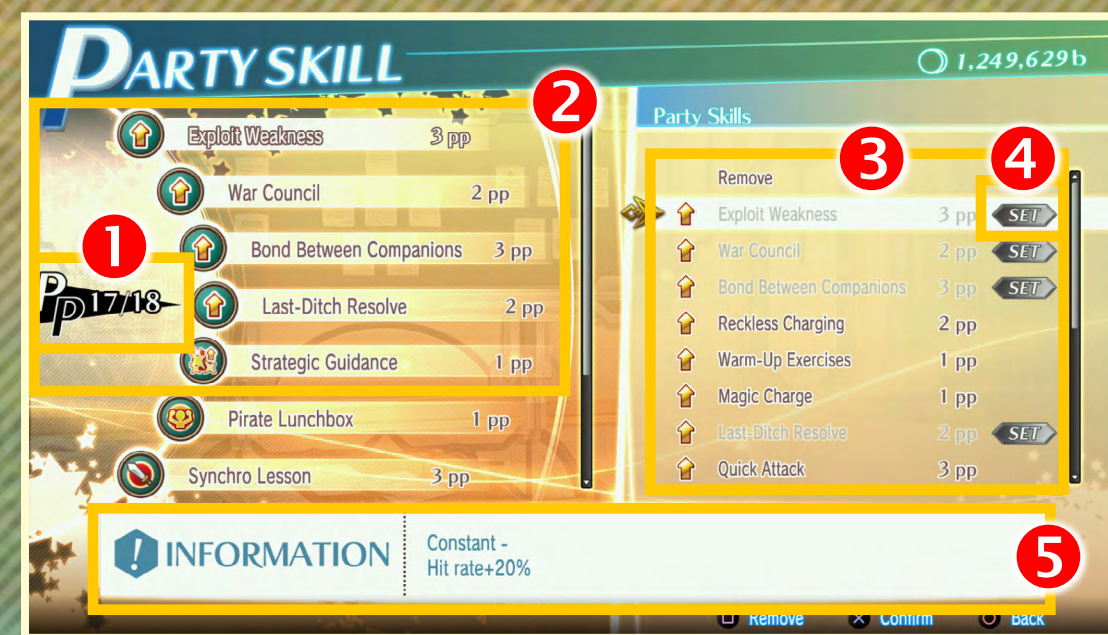


## PARTY SKILLS

As you obtain more Summonite Leaves, you'll start gaining access to party skills. Party skills are special skills that have an effect on all party members during battle.

### Change Party Skills

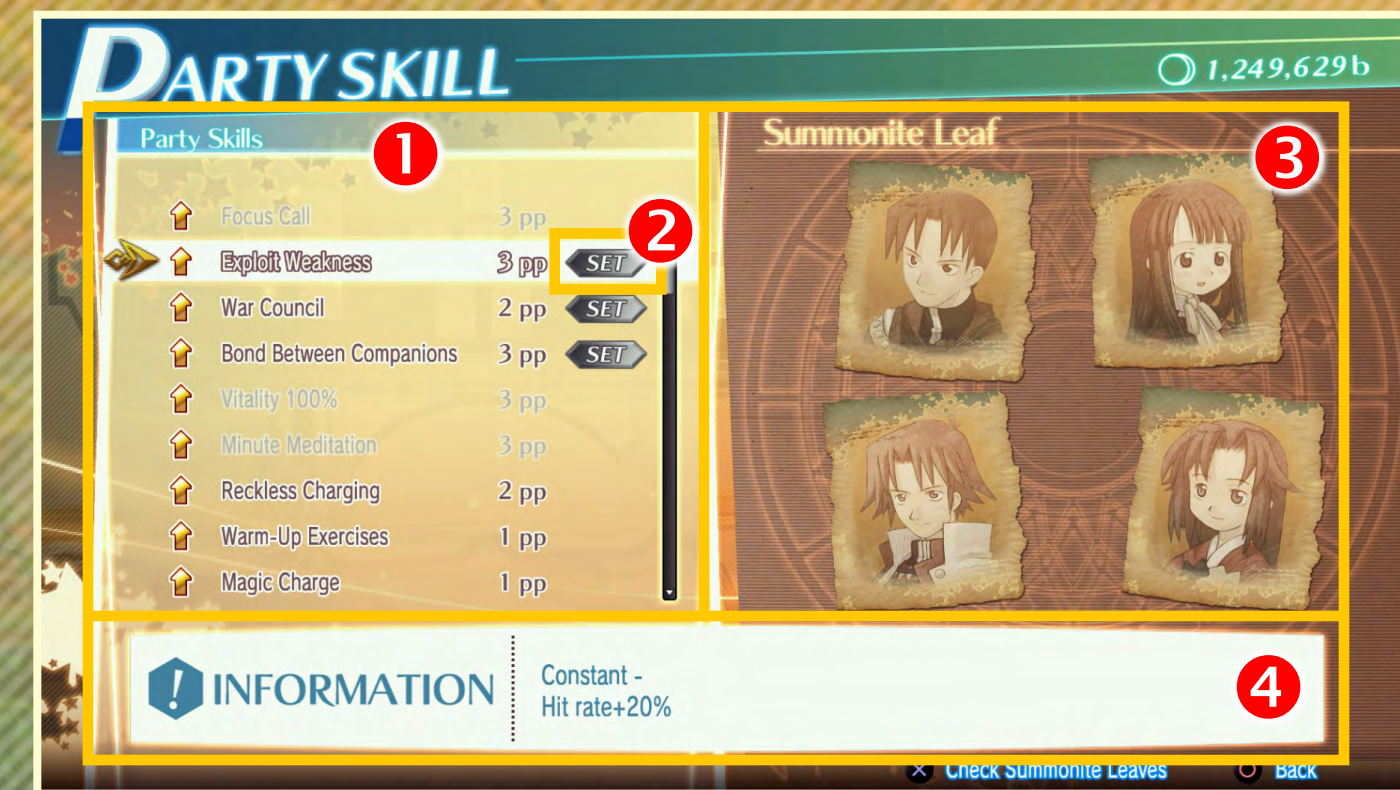
You won't get a party skill effect unless you set them in place beforehand. Select the "Party Skill" item in the menu screen or battle preparation screen, then select "Change Skills" to enter the party skills screen. Select a slot with the ⊗ button to bring up the party skills list. Select a party skill and press the ⊗ button to set it in place. "Remove" removes the party skill that was already in the selected slot.



1	Party Points (PP)
2	Set skill / PP consumed
3	Obtained party skills
4	Icon indicating party skill is set
5	Effect of selected party skill

### Check Party Skills

You can check available party skills from the menu screen or battle preparations screen by selecting "Party Skills," then "Check Skills."



1	Party skill list
2	Icon indicating party skill is set
3	Summonite Leaves needed to use selected party skill
4	Effect of selected party skill

Move the cursor over a party skill to display information about its effect.



## BATTLE TYPES

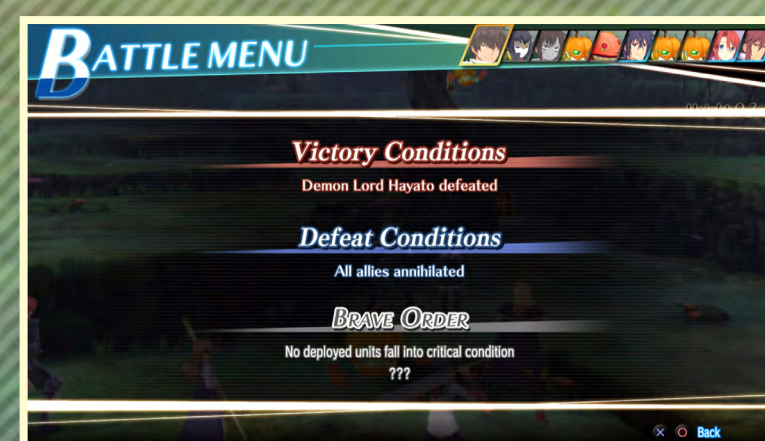
The following types of battles are available:

Event battles	Battles that are bound to occur as the story advances, generally when you select an event marked with a red exclamation mark icon. These battles come with Brave Orders.
Scenario rematches	Retry event battles you've already cleared at Café & Bar. These battles come with Brave Orders.
Free battles	Battles you can choose to engage in on the world map.

## BATTLE FLOW

### 1 Victory/Defeat Conditions

Before a battle begins, a window containing its victory/defeat conditions and Brave Orders will be displayed.



### 2 Briefing

In the Briefing screen, select the characters (units) that will be joining the battle. You can also change equipment, acquire skills, change classes, check enemy units, and look through the battlefield map.



### 3 Battle Begins

Move your units on the battlefield in response to enemy unit movements to advance the battle.



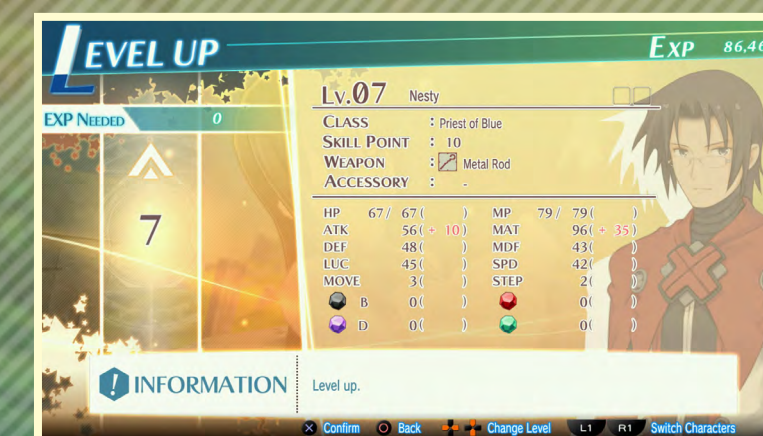
### 4 Battle Ends

The battle comes to an end if victory or defeat conditions are fulfilled.



### 5 Victory

Distribute Experience Points to units that have remained on the battlefield to the end.



### 6 Defeat

When defeat conditions are fulfilled, the game is over, and you'll be able to choose whether to retry, load a saved game, or return to the title screen.





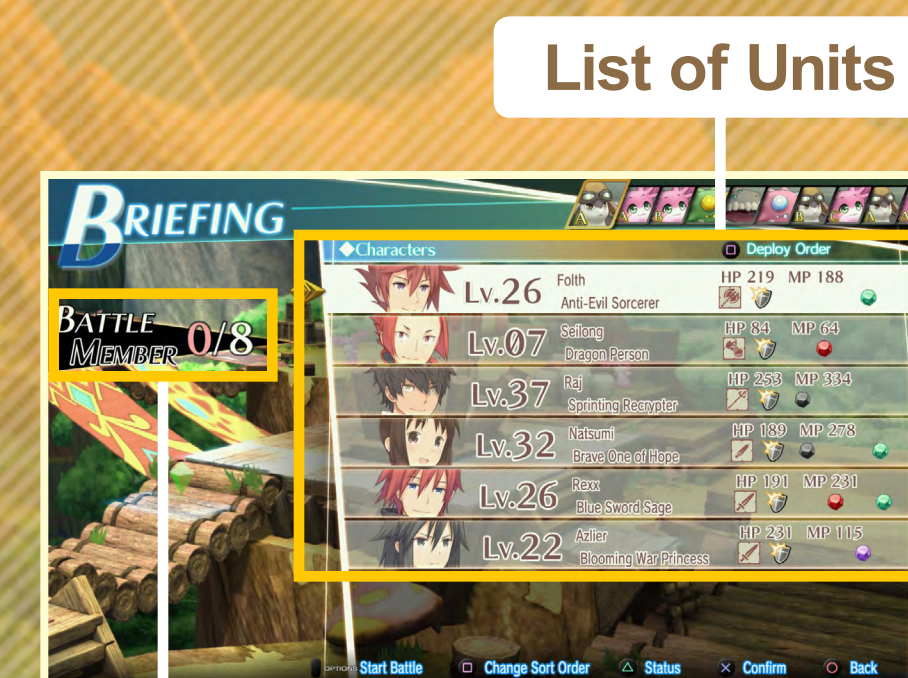
## BATTLE PREPARATIONS

When a battle begins, a window containing its victory/defeat conditions and Brave Orders will be displayed. Pressing the ⊗ button anywhere on the field without a unit brings up the Briefing screen, where you can select units participating in the battle, change their equipment, classes, and other things. After all preparations are done, press the OPTIONS button and select "Start Battle" to begin the battle.



## Deploy

Select a unit to deploy and confirm with the ⊗ button. An "ENTRY" marker will appear on the unit, indicating their participation. Units not participating will be put on reserve. You may deploy up to 8 units at most. Press the △ button to display a selected unit's status screen, where you can modify their various settings.



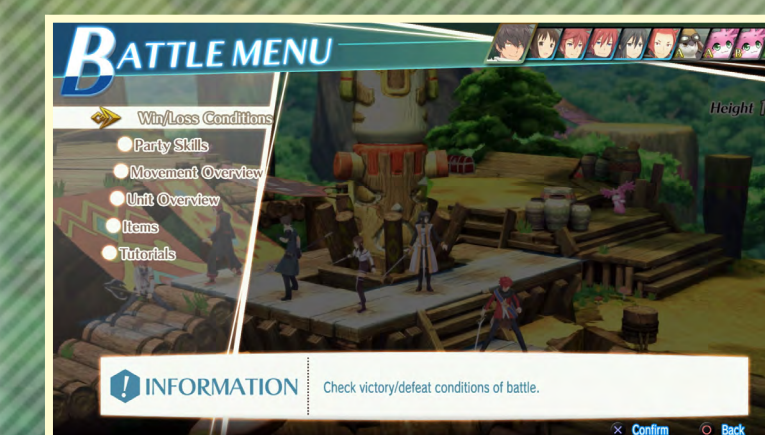
## Preparations

Deploy Units	Select units to deploy. You may also change a character's stats and other settings here.
Battle Info	Open battle information menu, where you can review victory/defeat conditions and set party skills.
Option	Change settings.
Retreat	Retreat from battle.
Save	Save game.
Load	Load game.
Start Battle	Start the battle.



## Battle Info

Win/Loss Conditions	Check victory/defeat conditions and Brave Orders here.
Party Skills	Check and change party skills.
Movement Overview	Check move order of currently deployed units.
Unit Overview	Check battle units by ally/enemy affiliation. Use the L1 / R1 buttons to switch affiliation.
Items	Check items owned.
Tutorials	Check tutorials.





## CHANGING POSITIONS

Deployed units may be placed on squares highlighted in blue.

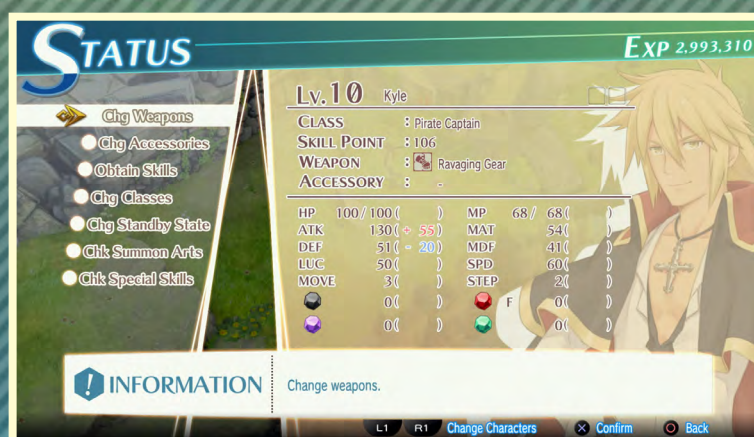
- 1 Squares unit can be deployed onto.
- 2 Already deployed units.



You may place deployed units anywhere onto squares highlighted in blue by selecting the unit first and confirming with the ⊗ button. After that, use the directional buttons or left stick to select a position, confirming with the ⊗ button again. Use the ⊞ button to change unit orientation.

## STATUS SCREEN

Use the Status screen to check your unit's stats and equipment. To access the Status screen, enter battle preparations before a battle, or press the △ button over a selected unit. To access it during Adventure Mode, simply select "Status" from the menu screen.

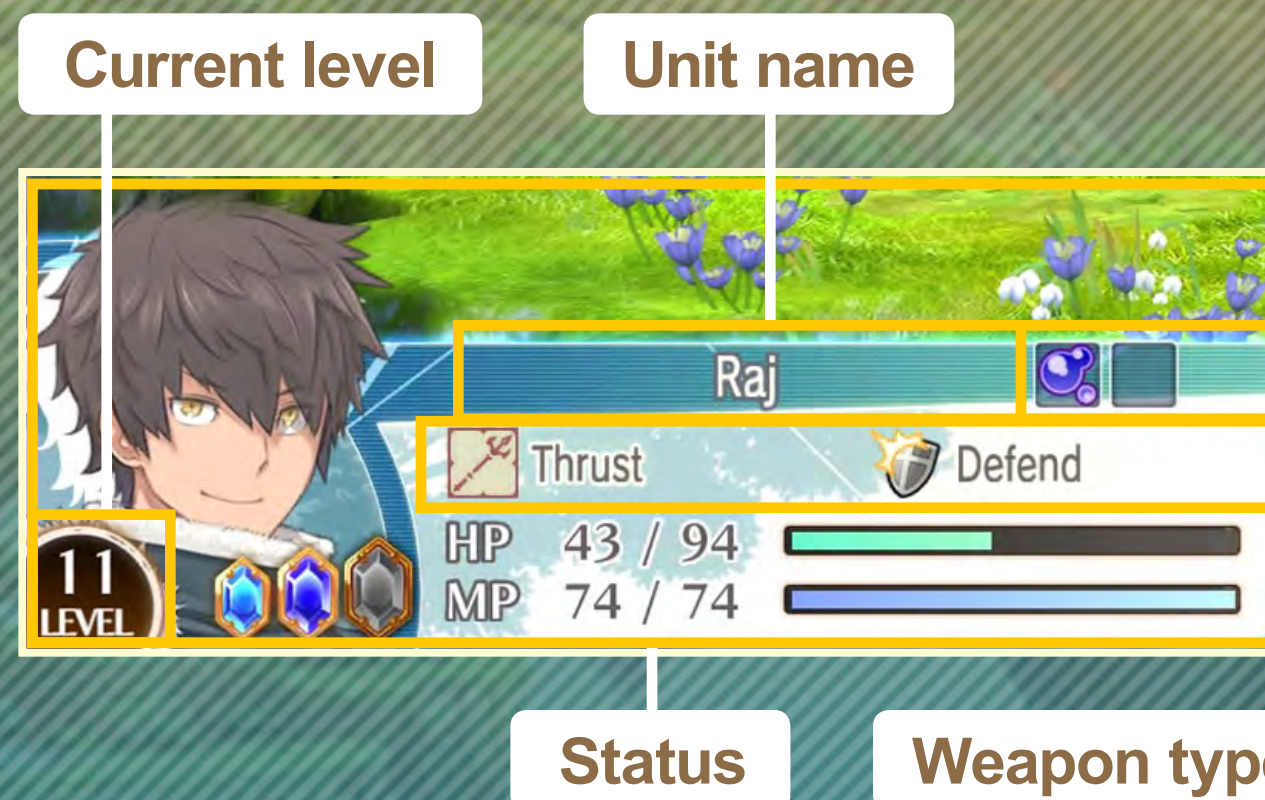


## HOW TO READ THE BATTLE SCREEN



- Move order
- Height of cursor position
- Unit movement range
- Quick stats

### How to Read Quick Stats



Status effects afflicted with

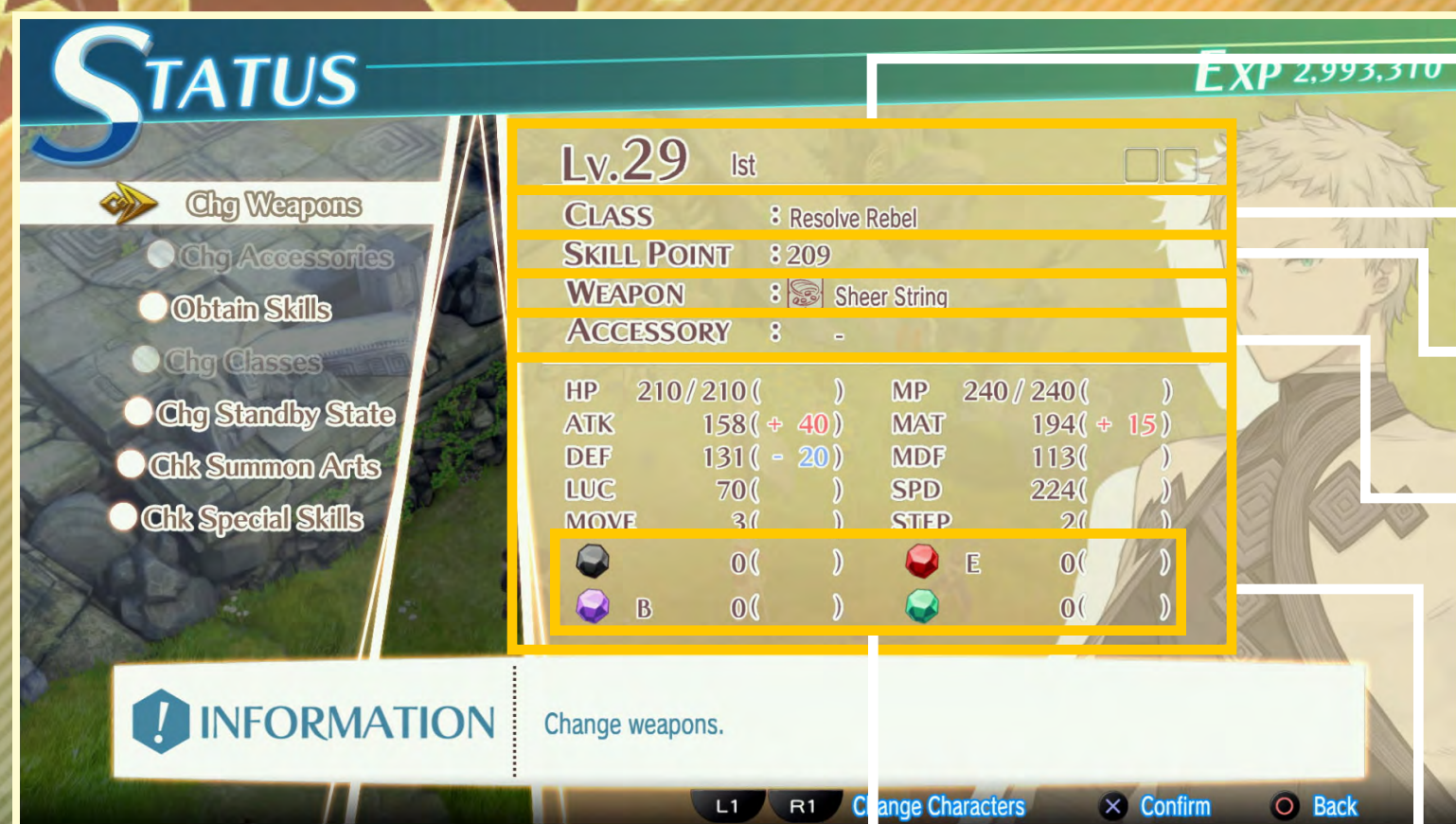
Status

Weapon type equipped and standby state

- HP Unit stamina. Unit becomes incapacitated when this value drops to 0.
- MP Unit magic. Consumed when using Summon Arts and certain skills.



## STATUS WINDOW



Level and name

Current class

Skill points

Equipped items

Summon rank and attribute

Status

<b>ATK</b>	Physical attack power. Affects weapon-based attacks.
<b>MAT</b>	Magic attack power. Affects Summon Arts-type attacks.
<b>DEF</b>	Physical defense power. Affects damage received from weapon-based attacks.
<b>MDF</b>	Magic defense power. Affects damage received from Summon Arts-type attacks.
<b>LUC</b>	Luck. Affects critical and evasion rate.
<b>SPD</b>	Speed. Affects move order.
<b>MOVE</b>	Movable range.
<b>STEP</b>	Movable height range.

## STANDBY STATE

When a unit is attacked, its reaction is predetermined by the standby state you chose for that unit. Generally, there are two types: "Counterattack" and "Defend." Of course, there are many other special standby states with additional effects besides these two basic types. Some of these special standby states consume MP. They can be acquired as skills, and leveling them up improves their effects as well.



### Basic Standby States

<b>Counterattack</b>	When attacked and attacker is within weapon attack range, counterattack.
<b>Defend</b>	Reduce physical attack damage received by 25%.

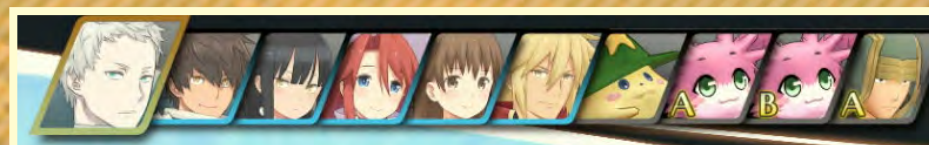
### Special Standby States (Examples)

<b>Preempt</b>	Fixed chance of attacking before being attacked.
<b>Counterstrike</b>	Consume MP to definitely execute a counterattack.
<b>Anti-Magic</b>	Reduce magic attack damage.
<b>Perceive</b>	Fixed chance of evading attacks from certain weapons.



## MOVE ORDER AND TIMELINE

Each unit has their own move order during battle, which may change depending on the action they or other units take. The "Timeline" in the upper right corner of the screen displays character icons indicating their move order, going in sequence from left to right.



## COMMANDS

When it becomes a unit's turn, move the unit within their movement range by using the directional buttons or left stick. Press the ⊗ button to confirm movement and display available commands. You can still change the character's position if you have not yet executed a command.



Attack	Attack with weapon.
Summon Burst	Unleash Summon Burst.
Summon Arts	Use Summon Arts.
Special	Use special skills.

Item	Use item.
Swapout	Switch places with a reserve unit.
System	Open Battle menu.
End Turn	End unit turn.

## ★ Height and ZOC

You may not be able to reach some places even with enough MOVE, if you don't have enough STEP to climb an adjacent square, or if the enemy unit is equipped with ZOC (Zone of Control), a passive skill that blocks movement. With this skill, you cannot cross certain squares within just one turn.



## ★ Obstacles

In some battles there may be obstacles on the map that can be destroyed with one attack. Some obstacles afflict adjacent squares with abnormal status effects when destroyed.



## ★ Map Effects

Some maps have special effects that range from restricting movement to reducing accuracy. Make sure you're aware of any effects before entering a battle.



Mist	Reduces accuracy of normal attacks by 20%.
Quicksand	Units on quicksand have MOVE restricted to 2, and are shifted 1 square every time a turn ends.





## ATTACKS

When you select "Attack," squares displaying the unit's attack range are highlighted in red. This attack range is determined by the weapon equipped, but if there is an ally between the unit and its target, the unit may not be able to reach their target. When hovering over a target within attack range, details about the attack will appear along with unit quick stats. Confirm with the ⊗ button to attack the target. Use the **L1** / **R1** buttons to switch between attack targets.

Attack details and accuracy



Attacker quick stats

Target quick stats

Counterattack and accuracy

RATE



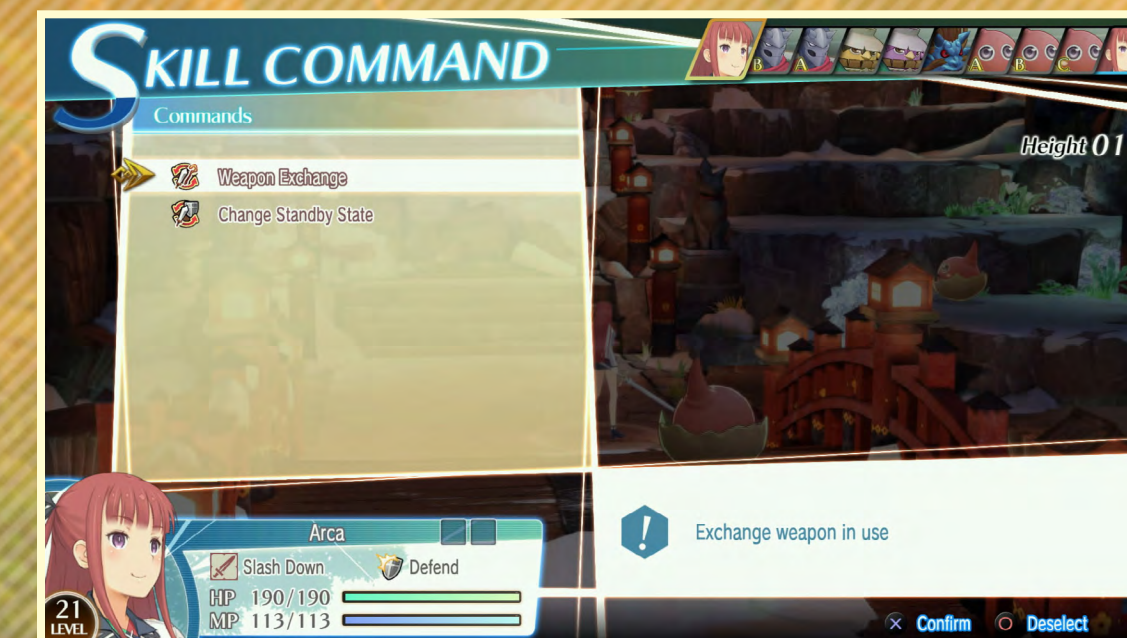
## Attack Direction and Height

Damage, hit rate and counterattack rate are affected by the unit's orientation and/or height position. A unit can deal greater damage from the side or back of a target than from the front. Also, attacking from a greater height deals more damage than from a lower height.



## Change Weapons

Some classes allow access to different weapons, which you can equip by using a special command during battle. You may only change weapons before moving (at the initial starting position of the turn).



## CHAIN ATTACKS

## RATE

This indicates the fluctuation value of an attack adjusted based on orientation, attributes, skill effects and other factors. A completely unaffected RATE is 100%. Anything higher delivers a more potent attack, whereas anything lower indicates the attack will have reduced power.



When attacking, if the target happens to be within another ally's attack range, it may sometimes trigger a chain attack in which the ally unit attacks along with the current unit. Whenever chain attacks occur, the enemy unit does not counterattack.





## SUMMON BURST

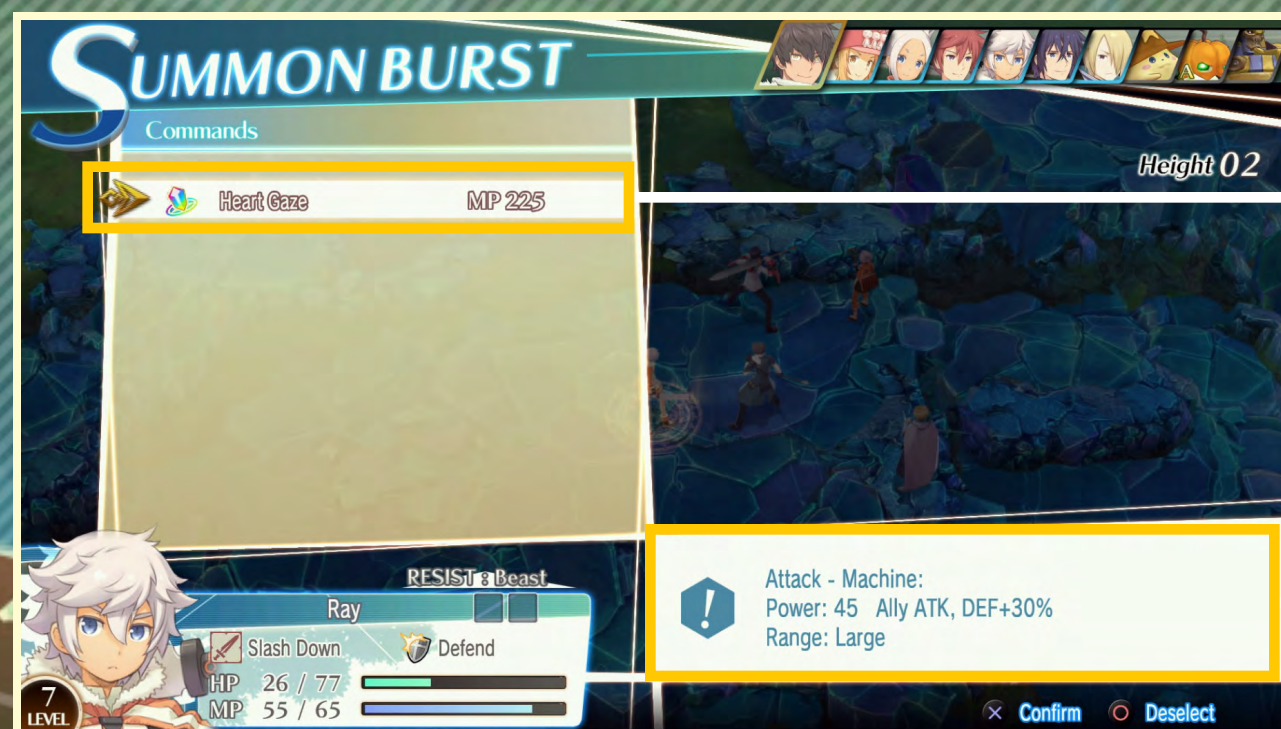
This powerful Summon Arts attack uses the combined powers of two units. Select "Summon Burst" to display the range, which will be highlighted in green.



Summon Burst range

Units eligible for Summon Burst

Select the unit to perform Summon Burst with. MP for both units will be consumed.



Summon Arts list

Summon Arts information

## SUMMON ARTS

Select "Summon Arts" to expend MP and perform a Summoning. Use the summoned character's abilities to either attack enemies or heal allies.

Select a Summon to use and confirm with the ⊗ button to see the list of available Summon Arts.



Summon Arts list

Selected Summon Arts information

Select the Summon Arts you wish to use and confirm with the ⊗ button. Its area of effect will appear on the map. Move the cursor over to the target and press the ⊗ button to unleash its effects.

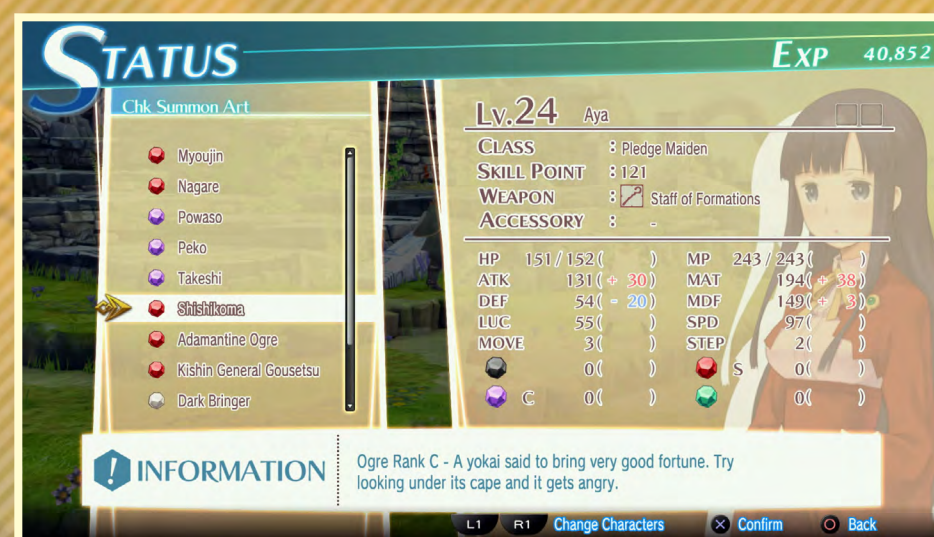


Summon Arts area of effect



## Summon Rank

Every unit has a Summon Rank for each attribute. Units cannot use Summons that are of a higher Summon Rank than their own. There are seven ranks in all, in descending order: S, A, B, C, D, E, and F.



## Attribute Resistance

This refers to a unit's resistance to attribute-based attacks/spells. Resistance strength is expressed in numeric values. The higher the value, the better the resistance, which reduces damage received.



## Types of Summon Arts

Attack Summon Arts	Deal HP damage to units. Damage is reduced by MDF.
Recovery Summon Arts	Recovery unit HP or cure abnormal status effects.
Possession Summon Arts	Possess unit with Summon, changing the unit's stats for a few turns. The Summon cannot be used during the period of Possession.

## Summon Assist



Select "Summon Assist" in the Summons list to amplify effects of a unit's Summon Arts by borrowing strength from ally units nearby. Ally units within 3 squares on level ground and 3 steps up and down from the Summoner unit can participate in the Assist. This range can change depending on unit-to-unit affinity rate. Select units that will be joining the Assist with the ⊗ button, and confirm participants by pressing the ◎ button. Assists can range from reducing MP cost, boosting power, range, Summon Rank, and others, depending on the number of characters assisting. Each unit taking part in the assist uses 10 MP.



## SPECIAL SKILLS

Select "Special" to use a unit's special skills and commands.

- 1 Special abilities list
- 2 Information about special ability



Select "Special" and the skill to use. Confirm with the ⊗ button to execute the special skill. Some examples of special skills are the "Connect" command which brings a unit on an adjacent square along, and the powerful "Unsheathe Awakening" available only to certain units. You can also change unit standby states here.

### Special Ability Gauge

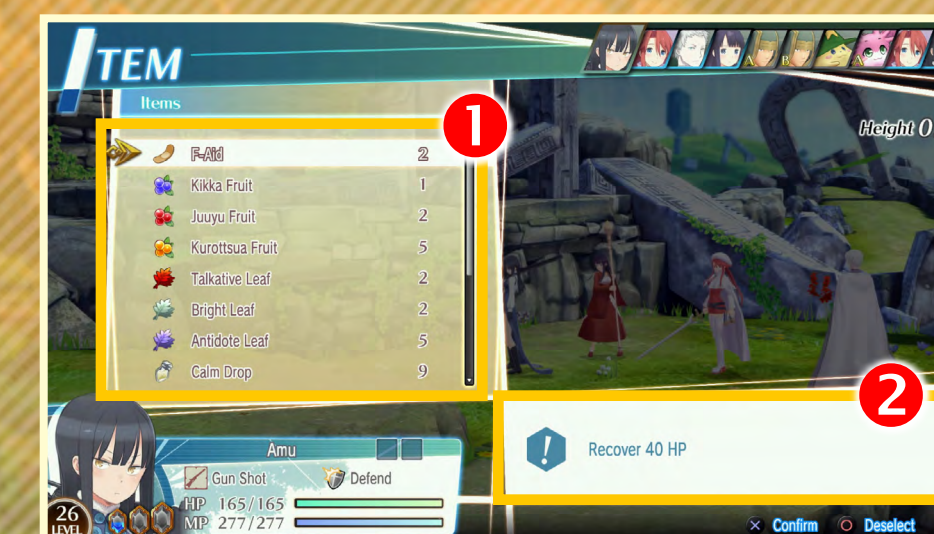
Some units have a special ability gauge on their quick stats window, which can be consumed to execute special abilities. The gauge goes up to a maximum of three, and higher level abilities will consume more of the gauge. Higher-level abilities are made available as the story progresses. The gauge can be filled by defeating enemy units, executing/joining Summon Assists, and using chain attacks.



## ITEMS

Select "Item" to display inventory items that can be used during battles.

- 1 List of items
- 2 Effect(s) of selected item



Select an item with the ⊗ button to display the unit's range of item usage. Move the cursor over to a target and press ⊗ to use the selected item on the unit.

## SWAPOUT

Select "Swapout" to display a list of units in reserve. Press the ⊗ button over a reserve unit to switch it with the current unit on the field. Units put in reserve from the battlefield will gradually recover HP and MP every unit turn. However, you cannot swapout forced entry units, reinforcement units, or units afflicted with abnormal status effects. Also, swapping out a unit terminates any Possession Summon Arts effective on them.





## SYSTEM

Select "System" to display the battle menu. The menu is the same as the "Battle Info" option found in the battle preparations menu.

## END TURN

Select "End Turn" to end the current unit's turn.

## AUTO BATTLE

You can choose to let battles run automatically. Press the touch pad to display battle tactics.

ALL ATTACK	Attack nearby enemies with normal attacks.
GO ALL OUT	Attack nearby enemies with Summon Arts.
CARE OF LIFE	Use normal attacks and healing Summons.
DO YOUR BEST	Use Possession Summons and normal attacks.



Select the tactic you wish to use and confirm with the ⊗ button to start auto-battling. Press the ⊗ button or touch pad again to bring up the tactics screen, where you can change tactics. Pressing the © button terminates auto-battling.










## STATUS EFFECTS







Certain attacks, skills, and Summon Arts inflict a special status on their target. These are known as "Status Effects," of which there are two types: "Abnormal Status Effects" and "Possession Status Effects." Only one effect from each category can be inflicted at once. When multiple status effects are stacked on one unit, the unit may be afflicted with one abnormal status effect and one possession status effect at the same time. Status effects terminate after a number of turns, or until they are cured by items or Summon Arts.






## Abnormal Status Effects

	Name	Effect
	Poison	Take damage at the end of every unit turn.
	Paralysis	MOVE reduced to 1, evasion and accuracy down. Cannot use Summon Arts.
	Darkness	MOVE -2, range of Summon Arts -1. Evasion and accuracy down.
	Seal	Cannot use Summon Arts or Summon Burst.
	Berserk	Normal attack strength greatly boosted, damage received from normal attacks greatly reduced.
	Confusion	Lose control over unit even if their turn comes. Unit will always use a normal attack on nearest ally unit.
	Sleep	Unable to move. Move order not displayed for a fixed number of turns.
	Cheer	Critical rate up, damage received from enemy units reduced.
	Charge	Greatly increase normal attack damage dealt.

## Possession Status Effects

	Name	Effect
	Ability UP	Specific stat increased. EG: Gear Build: DEF+10
	Ability DOWN	Specific stat decreased. EG: Kishin Bind: SPD-30%
	Regenerate	HP recovery at the end of every unit turn. EG: Dream Heaven
	Magic Barrier	Evade magic attack once. EG: Arc Barrier

## Special Status Effects

	Name	Effect
	Unsheathe Awakening	HP and MP full recovery on activation, all status effects terminated. During effective period, no status effects can be inflicted, and all stats receive a boost. It can only be used once per battle.
	Sperr Sleig	All status effects terminated on activation. During effective period, no status effects can be inflicted, unit can take a few turns successively, and can move anywhere on the map without regard for STEP requirements.
	Tolan Sleig	Disappears from move order during activation, all status effects terminated. During effective period, no status effects can be inflicted, and all ally units receive a massive stat boost.



## BRAVE ORDERS



Each event battle comes with a set of Brave Orders. Fulfilling these Brave Orders will net you certain rewards. You can only fulfill a Brave Order once, but any Brave Orders you may have missed the first time can be attempted again with the Event Rematch option in the Café & Bar.

## BATTLE RESULTS

Once victory conditions are fulfilled, the battle is graded. This grade changes depending on the amount of damage received from enemies, number of items used, special abilities used, and other actions taken during battle. There are five grades, in descending order: S, A, B, C, and D. The closer you get to S rank, the better the spoils received. Press the ⊗ button to enter the level up screen.

**Battle rank** → S

**Experience Points received** → EXP 5,060

**Money received** → BARM 3,795

**Battle spoils** →

GET ITEM	
Iron Ore	x 1
Impure Red Magic Stone	x 1
Impure Black Magic Stone	x 2
Impure Purple Magic Stone	x 1
Black Mineral	x 1
Straw Effigy	x 1
Aya	x 1
Adaman Ore	x 1
Summon Night 3	x 1

**Brave Order fulfillment status** →

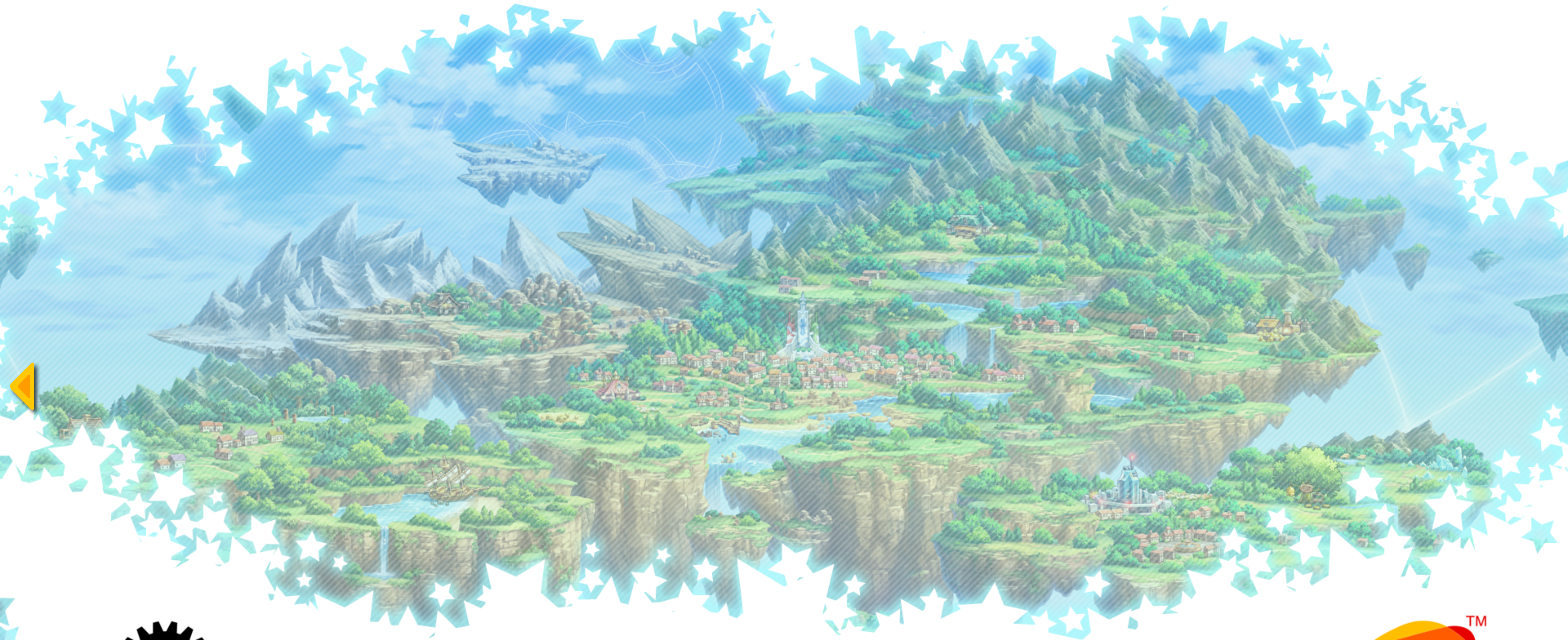
- CLEAR!** No deployed units fall into critical condition
- CLEAR!** Ally reinforcements defeat the Demon Lord

## Defeat and Retreat

Fulfilling defeat conditions results in a Game Over. Choose whether to retry, load game, or return to title screen. If you choose to "Retreat" from the battle menu, you will return to the Adventure Mode. In both cases, you will not receive any Experience Points, money, or spoils.







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Entertainment