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TALES OF SYMPHONIA Chronicles ™

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PRECAUTIONS

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

HEALTH WARNING

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

3D HEALTH WARNING

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

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

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

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SYSTEM SOFTWARE UPDATES

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

See back page of this manual for Customer Service Numbers.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. For further information visit **www.pegi.info.**

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

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

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

For further information visit
www.pegionline.eu

PARENTAL CONTROL

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

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

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

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

CONTENTS

SETTING UP

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

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

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

XMB™ Menu

Please select your preferred language from the "System Settings" menu.

TALES OF SYMPHONIA

Once upon a time, there existed a giant tree that was the source of all mana. A war caused the tree to wither away, and a hero's life was sacrificed in order to replace it. Grieving over the loss, the goddess disappeared unto the heavens. The goddess left the angels with the edict: "You must wake me, for if I should sleep, the world shall be destroyed." The angels bore the Chosen One towards the tower that reached up into the heavens. Thus began the regeneration of the world.

TITLE SCREEN

NEW GAME

Start the game from the beginning. From the Title Screen, move the left stick or press the directional buttons to select New Game, and press the ✕ button or the ▷ button to confirm the selection. You will then be able to change game settings, including Skit Title Display and Battle Control Type.

LOAD GAME

If you have existing saved data for Tales of Symphonia, you can continue a previously saved game. From the Title Screen, select Load Game and then select the saved data you wish to load.

CUSTOM

Customise various game settings, including Message Speed, Window background, and Window Color.

SAVING
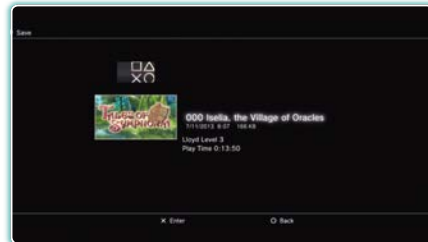
You can save your game at Memory Circles in Towns and Dungeons or on the Field. From the Save Menu, select a save slot and press the ✕ button to save your game.

MEMORY CIRCLE

While at a Memory Circle, press the ✕ button to open the Save Menu.

FOUR PLAYER MODE

In the Four Player Mode, up to four players can battle against fierce enemies. When three of your friends wish to battle alongside you, make sure that each wireless controller is properly synced with the PS3™ system.

Note: This manual is generally written under the assumption that a single player is playing the game.

GAME CONTROLS

The following is the default DUALSHOCK®3 Wireless Controller setup. Game controls for the Field, Town/Dungeon, Menu Screen, and Battle Screen are described in this section. The default setting for the Vibration Feature is ON. The Vibration Feature can be turned ON/OFF in the Customise Menu.
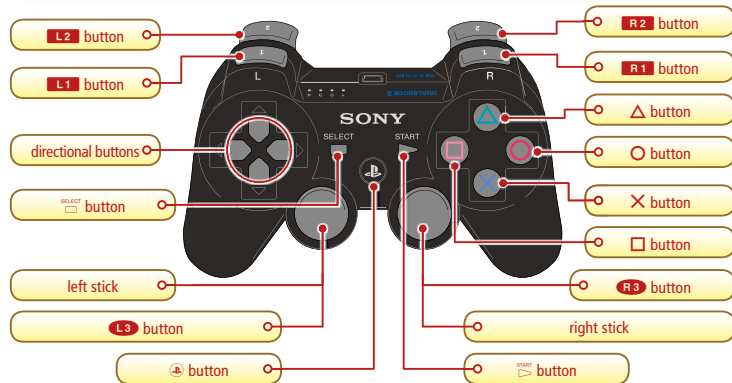
DUALSHOCK®3 WIRELESS CONTROLLER

L2 button	
L1 button	
directional buttons	
SELECT button	
left stick	
L3 button	
PS button	

R2 button	
R1 button	
△ button	
○ button	
✕ button	
□ button	
R3 button	
right stick	
START button	

MENU

Move cursor	left stick/directional buttons
Scroll page	right stick
Confirm	✕ button
Cancel	○ button
Discard item(Items)/Forget magic or technique(Tech)/Remove equipment(Equip)	□ button
Change order, Set the optimal equipments(Equip)/Change Auto Usage mode for Artes(Tech)	△ button
Change character (Tech, Status, EX Skill, Equip)/Change item type (Items)	**L1** button/**R1** button
Change control modes(Tech)	**SELECT** button

FIELD

Move player-controlled character	left stick/directional buttons
Rotate the camera left/right	right stick
Enter Towns and Dungeons	✕ button
Cancel/Board Rheaird, Embark/Disembark EC	○ button
Mount/Dismount Noishe (activates Long-range Mode)	□ button
Open Menu Screen	△ button
Start Skit	**SELECT** button
Open Map	**R3** button

TOWN / DUNGEON

Move player-controlled character	left stick/directional buttons
Action (Talk, Examine, etc.)	✕ button
Use Sorcerer's Ring	□ button
Open Menu Screen	△ button
Rotate player-controlled character 45 degrees (only while standing still)	**L1** button/**R1** button
Start Skit	**SELECT** button

BATTLE (DEFAULT SETTINGS)

Move player-controlled character/Menu selection	left stick/directional buttons
Attack	✕ button
Perform magic or technique	◯ button
Delay magic or technique	◯ button (hold)
Guard/Cancel the magic and technique	☐ button
Open Battle Menu	△ button
Change target (hold to select a target)	R1 button
Magic or technique shortcut	L2 button/R2 button
Initiate Unison Attack	R3 button
Change control modes	SELECT button
Pause	START button

TOWN/DUNGEON

TOWN/DUNGEON SCREEN

The Town/Dungeon Screen is displayed when you enter Towns and Dungeons. This section will mainly explain its use in Towns.

Player Character

Skit Title

It ll Be Fine

NPC (Non-player Character)

NPC (NON-PLAYER CHARACTER)

Press the ✕ button near an NPC to talk to them.

PLAYER CHARACTER

Move the left stick/directional buttons to move your character.

ENEMY

Touch an enemy to start a battle.

TREASURE CHEST

Press the ✕ button near a treasure chest to open it and collect the item inside.

MOVABLE BLOCK

Press and hold the ✕ button near a movable block to grab it. Move the left stick or press the directional buttons to push or pull the movable block.

FIELD

This screen allows you to move from Town to Town and search for other destinations.

FIELD SCREEN

This shows the current location and the direction the camera is facing. Press the ▷ button to toggle the display of the World Map.

LONG-RANGE MODE

Press the □ button after examining one of the Guide Post Monuments found throughout the world to activate Long-Range Mode. This zooms the camera farther out than normal, allowing you to see a wider field of view.

SPECIAL VEHICLES

As the game progresses, you will be able to ride vehicles such as boats and Rheairds. You can only use these special vehicles on the Field.

USING THE MAIN MENU

MENU SCREEN

The Main Menu allows you to set Techs, use Items, and adjust various game settings.

Menu Items

On-screen Indicator

Character Window
Gald
Time
Encounter
Combo

ON-SCREEN INDICATOR

Shows the character that will be on-screen in the Field and the Town/Dungeon.

MENU ITEMS

A list of items that are accessible from the Menu Screen.

GALD

Shows the amount of money you currently possess.

TIME

Shows the total play time (white) and the amount of time since the last game load (yellow).

ENCOUNTER

Shows the number of battles that you have encountered.

COMBO

Shows the highest number of successful combo hits in battle.

CHARACTER WINDOW

Displays a character's current level, the amount of Experience required to reach the next level, current and max HP, current and max TP, and Type Gauge.

TECH

How you set magic and techniques will greatly influence the course of battle.

BATTLE CONTROL TYPE

Battle Control Type

You can set each character's Battle Control Type to Auto, Semi-Auto, or Manual. Under Tech, highlight the character's name, and press the _{SELECT} button until the appropriate Battle Control Type is highlighted.

Auto

Auto sets the battle to perform automatically according to the set strategy. Magic and techniques used automatically during battle are displayed in white. To turn off magic or techniques, select the magic or technique you want to turn off and press the △ button. Turning off magic or techniques will prevent them from being used during battle.

Semi-Auto

Semi-Auto lets the player control the character, but support features such as automatic guard are enabled. You can also map magic and techniques from the Tech Menu to different combinations of the left stick and the ○ button for use during battle.

Manual

Manual allows the player to completely control the character with no support features enabled. As with Semi-Auto, you can still map magic and techniques from the Tech Menu to combinations of the left stick and the ○ button.

USING MAGIC IN THE MENU SCREEN

When you want to use magic and are not in battle, move the cursor to the magic or technique you want to use and press the ✕ button to confirm the selection.

Note: Magic and techniques labeled with a red "B" cannot be used outside of battle.

TP COST

Using magic or techniques consumes TP.

When selecting a magic or technique, you can view its TP cost at the bottom of the screen.

SETTING MAGIC AND TECHNIQUES

To set magic and techniques, set the Battle Control Type to Manual or Semi-Auto, select the left stick input method, and press the ✕ button to confirm. Next, select the magic or technique that you wish to set and then press the ✕ button to confirm the selection.

SHORTCUTS

When a character is set to Manual or Semi-Auto, you can map magic and technique shortcuts to the **L2** button and the **R2** button. This lets you use magic or techniques for any character.

LEARNING MAGIC AND TECHNIQUES

You will learn basic magic and techniques just by leveling up. However, there are also some magic and techniques that you will not be able to learn until you have used specific magic and techniques a certain number of times. The Usage number shown at the bottom right of the screen displays how many times the currently selected magic or technique has been used.

Technique Type

Each character will be of type **T** (Technical) or **S** (Strike), which will determine what magic and techniques they can learn. You can check a character's type by looking at the Type Gauge. If the gauge is pointing in the **T** direction, the character is a **T** type; if it is pointing in the **S** direction, the character is an **S** type. Only one **T** type or **S** type high-level magic or technique can be learned from a single magic spell or technique. Magic or techniques of one type can be forgotten in order to learn magic or techniques of a different type.

Forgetting Magic and Techniques

First, select the magic or technique you wish to forget and then press the □ button. On the confirmation window that appears, select YES to forget the selected magic or technique.

A Unison Attack is a special attack that allows you to execute magic or techniques with all party members consecutively. Combining specific magic or techniques will activate a special extension of the Unison Attack. Mix and match different combinations to find the best ones.

NOTE: Unison Attacks will not be available until after you have gone through the tutorial on the Ossa Trail.

SETTING UNISON ATTACKS

In the Unison Attack Menu, you can set magic or techniques for each character to different combinations of the left stick, the ✕ button, the □ button, the △ button, and the ○ button.

NOTE: Characters set to Semi-Auto or Manual control will have the same settings in both the Unison Attack Menu and the Tech Menu.

EXECUTING A UNISON ATTACK

To execute a Unison Attack, the Unison Attack Gauge must be full, and your character must be within normal attack range. First, approach the enemy and press the R3 button. If the initial attack does not hit the enemy, the Unison Attack will fail to initiate. Input the commands for the desired magic or techniques; time is limited, so input the commands quickly!

STRATEGY

There are three types of strategies: Action, Skill/Magic, and Position. These strategies are used to decide how characters with Battle Control Type set to Auto will behave during battle.

SETTING STRATEGIES

First, choose the character you wish to set strategies for and then press the ✕ button to confirm your selection. Next, select a strategy type, and press the ✕ button to confirm your selection. Finally, select a strategy and press the ✕ button to apply it to the character.

ORDERS

Orders allow you to set strategies for each character and save them to one of three Order Types: Reserve, Guard, and All Out. You can access the Orders Menu by pressing the ☐ button while viewing the Strategy Menu. Setting strategies for orders is the same as setting normal strategies. Press the L1 button and the directional buttons or move the left stick (⬆/⬅/➡) during battle to make the characters with Battle Control Types set to Auto behave according to the settings applied in each Order Type.

STATUS

Check the status of each character on the Status Screen. This menu also allows you to change character titles. Move the right stick ⬆ or ⬇ to switch between the Status 1 and Status 2 screens. To see another character, move the left stick ⬅ or ➡, press the directional buttons ⬅ or ➡, or press the L1 button or R1 button.

STATUS PARAMETERS

The following is a list of parameters displayed on the Status 1 screen: Character Name, Character Title, Type Gauge, Character Attributes, and the currently equipped weapon, armor, and accessories. Elemental attributes and accessory effects are displayed on the Status 2 Screen.

CHARACTER ATTRIBUTES

LV	The character's current level.
HP	The number of hit points the character has. The current number of hit points is shown to the left, and the maximum number of hit points is shown to the right. The character is KO'd if his or her remaining hit points reach zero.
TP	The number of technical points, which are required to use magic and techniques. To the left is the current number of TP, and to the right is the maximum number of TP.
EXP	Experience points. When the amount of EXP reaches a specific number, the character will advance a level and all of the character's attributes increase.
NEXT	The EXP required to reach the next level.
STR	This number is the base for determining attack strength.
SLA	The attack strength for slashing attacks (Lloyd only).
THR	The attack strength for thrust attacks (Lloyd only).

ATK	Attack power. This number is a combination of STR and the current weapon's ATK.
INT	The character's intelligence. This reflects magic attack and defense power.
DEF	Defensive strength. This number is affected by the capabilities of your armor.
ACC	Accuracy. This reflects the character's ability to land a hit in battle.
EVA	Evasion. This reflects the character's ability to evade enemy attacks.
LCK	Luck. This number changes each time you stay at an inn and affects many game features, including battle.

TITLES

Characters obtain titles through battle and other events. They will sometimes alter character attributes when a character levels up (lvUp).

To change a character's title, move the cursor to the title and press the ✕ button to display the Title List. Select the desired title and press the ✕ button to confirm the selection. While viewing the Title List, title information such as the title description and level up bonus are displayed at the bottom of the screen. Level up bonuses in red decrease, bonuses in grey do not change, and bonuses in green increase when a character's level increases.

SYNOPSIS

In the Synopsis Menu, review the story and your game progress, and confirm what you should do next.

EVENT LIST

Review a list of event titles. Titles displayed in white are events that have already been completed, while titles displayed in yellow are events that have not yet been completed.

LOCATION/LEVEL/DATE

View locations and levels associated with an event, along with the date that the event occurred.

WORLD MAP

See the location associated with the event on the World Map.

READING EVENTS

To read an event, select the event you want to read and press the ✕ button to confirm the selection.

ITEMS

The Items Menu allows you to use, equip and discard items. Select the item you wish to use and press the ✕ button to confirm the selection. Next, choose the character you wish to use the item on and then press the ✕ button to confirm. To discard items, select the item you want to discard and press the □ button to discard it. You cannot discard important items.

ITEM TYPES

Items fall into the following categories. The types of weapons and armor that a character can equip vary from one character to the next.

	Newly obtained items.
	Recovery items, customization items, battle items, etc.
	Swords, axes, etc.
	Armor equipped on the body.
	Armor equipped on the head.
	Armor equipped on the arm.
	Items with special attributes, other than weapons and armor, that can be equipped.
	Ingredients required for cooking.
	Items required for your adventure.

BOOKS AND MAPS

As the game progresses, you will obtain a Collector's Book, Monster List, Figurine Book, Training Manual, and various maps. The Collector's Book lists items you have found, the Monster List is a collection of information on monsters you have encountered, the Figurine Book lists people you have met, the Training Manual has useful information on various aspects of the game, and maps tell you about places you have been and where you currently are. These items will be placed in the Key Items Menu when you obtain them.

EX SKILL

EX Skills are skills that are obtained when an EX Gem is set to a character. EX Skills are either **T** (Technical) or **S** (Strike) and have a number of different effects, such as changing character attributes or increasing the number of attacks a character can perform during battle. Combinations of different EX Skills will unlock more advanced Compound EX Skills. Be sure to set different combinations of EX Skills in order to find the most effective Compound EX Skills.

EX GEMS

There are four different EX Gem levels. When an EX Gem is set to a character, four EX Skills become available, but only one EX Skill for every EX Gem can be set. Up to four EX Gems can be set for each character in your party.

SETTING EX GEMS AND EX SKILLS

First, select a slot for an EX Gem and press the ✕ button to confirm the selection. Next, choose the appropriate level of EX Gem and press the ✕ button to confirm. EX Skills are equipped in a similar manner. Once EX Gems have been set they cannot be removed, but they may be exchanged for other EX Gems. Exchanging an EX Gem for another destroys the EX Gem being removed.

TECHNIQUE TYPES

EX Skills can be either technique type **T** or **S**. During battles, a character's Type Gauge moves in the direction of the set EX Skill type. You can take advantage of this by setting skills of the type you want the character to become. If multiple skills of different types are set, the majority type determines the technique type the character will become. For example, a character with two **T** type skills and one **S** type skill set will have a Type Gauge that moves toward the **T** type.

EQUIP

You can use a Magic Lens to determine the elemental attributes of an enemy. Attacking an enemy with magic or weapons that have an elemental attribute that an enemy is weak against will allow you to inflict more damage than usual. You can check a character's current attribute in the Status Menu.

Elemental Attribute Icons

Water	💧	Light	☀	Lightning	⚡
Wind	🟢	Earth	🔶	Darkness	⚫
Fire	🔴	Ice	❄		

COOKING

The Cooking Menu allows you to cook any of the recipes that you have learned. Cooking different recipes will restore HP and TP, cause a variety of effects, and cure a variety of ailments.

NOTE: You can cook only once after a battle.

Each character has a cooking skill level for each recipe, indicating how well the character can prepare the recipe. As the character repeatedly prepares a recipe, the skill level will increase and the list of additional ingredients that may be included will expand. As skill level increases, the use of additional ingredients may result in higher-level effects.

LEARNING NEW RECIPES

Hiding in many areas of the game is the mysterious Wonder Chef. Each time you find him he will teach you a wondrous new recipe. Some recipes can be acquired through events.

COOKING A DISH

Select a character and the dish you want that character to cook, and press the □ button to start cooking. If the dish was cooked successfully, a variety of effects may occur. If the dish was not cooked successfully, the effects will be weaker.

SYSTEM

The System Menu allows you to save data or load previously saved data. It also allows you to change and customise various settings used in the game.

SAVE

Save data while on the Field or while standing on a Memory Circle.

LOAD

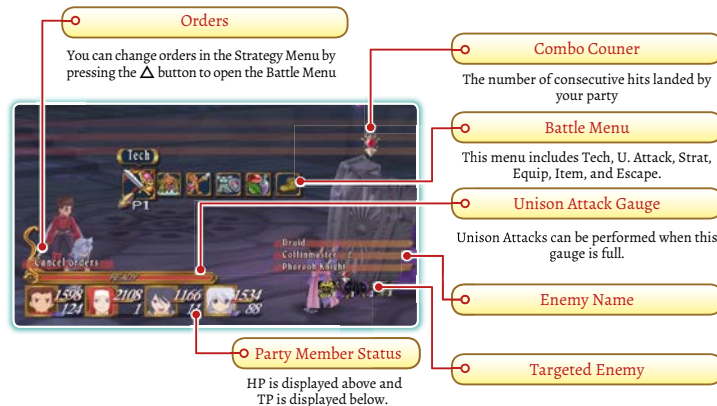Load previously saved data.

CUSTOMIZE

Change the various settings used by the game. Selecting Cancel will remove all current changes and recover the previous settings. Selecting Default will return all options to their default settings.

BATTLE

When you come into contact with enemies in Dungeons and the Field, the Battle Screen will appear.

BATTLE SCREEN

The following shows the parts of the Battle Screen. The screen below shows the Battle Menu display after pressing the △ button.

Orders
You can change orders in the Strategy Menu by pressing the △ button to open the Battle Menu

Combo Couner
The number of consecutive hits landed by your party

Battle Menu
This menu includes Tech, U. Attack, Strat, Equip, Item, and Escape.

Unison Attack Gauge
Unison Attacks can be performed when this gauge is full.

Enemy Name

Targeted Enemy

Party Member Status
HP is displayed above and TP is displayed below.

BATTLE MENU

Press the △ button during battles to open the Battle Menu.

TECH: Change magic and technique settings here.

U. ATTACK: Change Unison Attack settings here.

STRAT: Change strategy settings here.

EQUIP: Change equipment settings here.

ITEM: Allows use of items.

ESCAPE: Allows you to run from the battle.

BATTLE RULES

A battle is decided when all enemies are defeated, or when all party members taking part in the battle have KO status (HP reaches 0).

VICTORY

Victory is attained by defeating all of your enemies. When you are victorious in battle, you are rewarded with experience points and money (Gald), and you will recover some TP. Sometimes you will also find items.

DEFEATED

The game is over if all the party members in a battle are KO'd. Select Load Data to open the Load Menu, and select Quit Game to return to the Title Screen.

TECHNICAL SMASH

A Technical Smash occurs if certain requirements are met when defeating an enemy. Examples of the different types of technical smashes include Skill, Counter, No Damage, 5 Hits, and 10 Hits

ESCAPING

If you want to escape a battle, press the △ button to open the Battle Menu and select Escape. An Escape Gauge will be displayed and you will be able to escape when this gauge is full. Selecting Cancel Escape (found in the same location as Escape) while the Escape Gauge is displayed will cancel the escape. There are some battles that you cannot escape from.

STUN

You will sometimes get stunned during a battle. While you are stunned, you cannot perform any actions. Move the left stick rapidly to shorten the time that you remain stunned.

OVER LIMITS

When enemies and party members take a certain amount of damage, they will go into Over Limit for a short period of time. During Over Limit, damage received is reduced and the character cannot be staggered or knocked down, among other beneficial effects.

PHYSICAL AILMENTS

Physical ailments may occur during battle. Some ailments will remain even after the battle is over.

Poison	HP decreases with time.
Deadly Poison	HP decreases at a faster rate than with Poison.
Paralysis	Many abilities become limited.
Petrify	No abilities may be performed. If all characters have Petrify status, the game is over.
Curse	Magic and techniques cannot be used.
KO	If a character's HP reaches 0, that character is knocked out and can perform no actions unless that character is revived.

PHYSICAL AILMENTS

Physical ailments may occur during battle. Some ailments will remain even after the battle is over.

⬆/⬇ Attack	Attack power is increased or reduced.
⬆/⬇ Defense	Defense power is increased or reduced.
⬆/⬇ Accuracy	Hit accuracy is increased or reduced.
⬆/⬇ Magic Attack	Magic attack power is increased or reduced.
Physical Ailment Immunity	Prevents physical ailments.
Holy Song Effect	Attack power and defense strength are increased.
Magical Ailment Immunity	Prevents magical ailments.
Weak	Maximum HP is reduced by half.

BATTLE RESULTS SCREEN

When you are victorious in battle, the Battle Results Screen is displayed. This screen shows items and titles received and notifies you of level ups.

EXP: Experience points earned.

BONUS: This bonus is awarded based on the number of combo hits and increases the experience points received.

MAX: The maximum number of combo hits obtained during the battle.

GALD: The amount of Gald received.

TIME: Total time taken to defeat all enemies.

GRADE: Grade points are awarded based on performance during the battle.

COOK AFTER BATTLE

If you have enough ingredients to cook a dish, you can cook it after a battle on the Battle Results Screen. Press the □ button on the Battle Results Screen to cook the assigned dish.

OTHER BATTLE CONTROLS

This section will explain other battle controls that will help you adapt to any situation during battle.

CHANGE TARGET

Pressing the R1 button will change the player character's target between the two closest enemies. Holding the R1 button will pause the battle and enter a Targeting Mode where you can move the left stick to target any enemy.

CHANGE CONTROLLED CHARACTER

To change the player-controlled character, press the △ button to open the Battle Menu and press the START button . You cannot change the player-controlled character to a character that is not taking part in the battle.

DELAY MAGIC

To delay magic for the player-controlled character, input the commands for the appropriate magic spell and hold down the ○ button. The magic will be cast when the ○ button is released. Pressing the □ button while a magic spell is being cast will cancel the magic. Spells from one specific character assigned to other character's shortcuts can be delayed by holding down the L1 button, and the magic spell will be cast when the button is released.

CHANGING BATTLE CONTROL TYPES DURING BATTLE

You can change the player-controlled character's Battle Control Type during battle. First, press the △ button to open the Battle Menu, and then press the SELECT button to change the Battle Control Type for the player-controlled character.

UNISON ATTACK

The Unison Attack Gauge increases as you inflict damage on enemies. You can unleash a Unison Attack when the gauge is full. If a Unison Attack is successful, the magic and technique that follow will always hit the enemy and will not consume any TP.

HOW TO EXECUTE A UNISON ATTACK

Step 1: The Initial Attack

Press the R3 button when the Unison Attack Gauge is full to unleash the initial attack. If this attack hits the enemy, the Unison Attack will initiate. If this attack misses the enemy, the Unison Attack will fail.

Step 2: Magic and Technique Input

When a Unison Attack is initiated, all enemy movement will cease, and the Magic and Technique Input Screen will be displayed. Here you must input the magic and technique commands set for each character. The Unison Attack will not succeed if you do not input the commands within the time limit.

Step 3: Complete the Unison Attack

When the magic and technique input is finished, the Unison Attack is complete. Note that certain combinations of magic and techniques will result in a special Unison Attack.

SPECIAL UNISON ATTACKS

Here we will describe two of the special Unison Attacks. There are many other different combinations. Try to find them all!

Compound Special Attack: Pow Blade

This is a combination of Lloyd's Tiger Blade technique and Colette's Pow Hammer technique. Lloyd will execute the Pow Blade technique with toy hammers.

Compound Special Attack: Cross Thrust

This is a powerful stabbing attack where Lloyd and Kratos both use their Sonic Thrust techniques. Both of them perform a simultaneous Cross Thrust, causing massive damage to the enemy.

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TALES OF SYMPHONIA
Dawn of the New World

Once upon a time, the world was divided into two according to the mandate of Heaven. It was restored to its former self by the Chosen of Regeneration. In place of the Giant Kharlan Tree that had been destroyed in ancient times, a new World Tree was born.

With the reunited new world came the birth of new chaos. Before the world was restored, the world of Tethe'alla was prosperous, while the world of Sylvarant was in decline. This gap in civilization caused division among the people as time went on.

CHARACTERS

EMIL CASTAGNIER

Emil lost his parents in the Blood Purge that occurred in the Town of Palmacosta. He has a straightforward personality and an innocence that leads him to believe anything he's told. Generally a coward, Emil is not successful in anything that requires significant force of will.

MARTA LUALDI

Marta lost her mother when the Great Tree rampaged throughout the world. Determined and unafraid to make her voice known, she is not satisfied unless she can think of things in absolutes. She hates Colette, who killed her mother, and Lloyd, who attacked Palmacosta.

TENEBRAE

A being shrouded in darkness, Tenebrae is one of the Centurions that accompany the Summon Spirit Ratatosk. Tenebrae's personality is calm and collected, but he also likes jokes and can be rather gregarious, showing that he has a human side.

NEW GAME

Start a new game from the beginning.

LOAD GAME

Choose the save data you would like to load from the Load Screen.

Save Data: Displays the current chapter and the numbers in the brackets represents your play time.

Party Members: Displays your current party members.

Play Information: Displays the current, money in possession, and location.

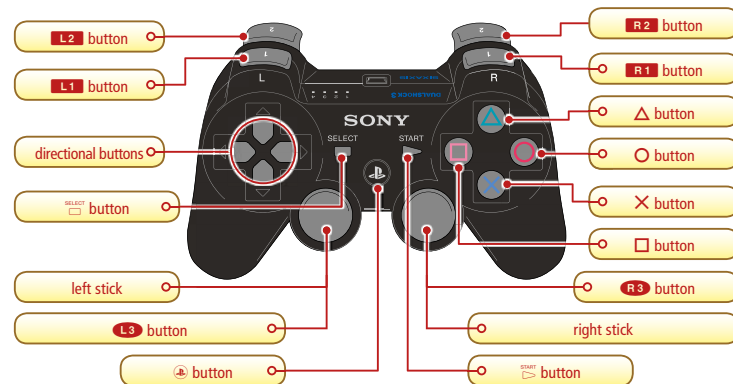**Character Information:** Displays name, level of characters in the battle party.

Save Data

Play Information

Party Members

Character Information
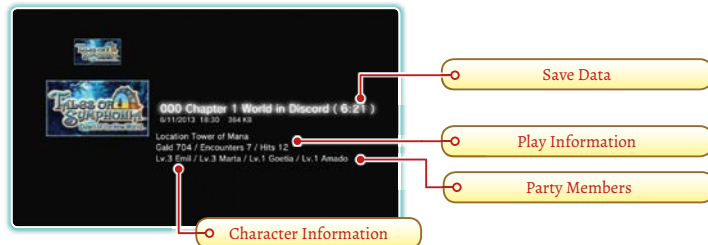
OPTIONS

Customise various game settings, such as Message Speed and Window Color.

GAME CONTROLS

DUALSHOCK®3 WIRELESS CONTROLLER

L2 button

L1 button

directional buttons

SELECT button

left stick

L3 button

button

R2 button

R1 button

△ button

○ button

✕ button

□ button

R3 button

right stick

START button

WORLD MAP CONTROLS

Choose destination	left stick/directional buttons
Map Scroll	right stick
Confirm	✕ button
Cancel	○ button
Run	○ button (hold)
Display Menu	△ button
Activate Skit	SELECT button

TOWNS AND DUNGEONS CONTROLS

Walk (Run when tilting the left stick firmly)	left stick/directional buttons
Confirm/Action	✕ button
Cancel	◯ button
Display Menu	△ button
Use Sorcerer's Ring	R1 button (hold) + □ button
Activate Skit	SELECT button
Skip event movies	START button

MENU CONTROLS

Move cursor	left stick/directional buttons
Confirm	✕ button
Cancel	◯ button
Toggle Equipment Screen and Item Screen explanations	□ button
Change Auto Usage mode for Artes	△ button
Toggle item/monster categories, Change character	L1 button/R1 button
Change control modes	SELECT button
Set the optimal equipment/Assign Artes to shortcuts	START button

BATTLE CONTROLS

Move	left stick/directional buttons
Activate artes assigned to shortcuts	right stick
Normal Attack	✕ button
Activate Arte	◯ button
Guard/Cancel Arte	□ button
Display battle menu	△ button
Free-Run	□ button + left stick
Swap targets or hold button to display enemy information	R1 button
Activate Unison Attack	R3 button
Change control modes	SELECT button
Pause	START button

BATTLE MENU CONTROLS

Move Cursor	left stick/directional buttons
Confirm	✕ button
Cancel and return to battle	◯ button
Display help menu	□ button
Return to battle	△ button
Change control modes	SELECT button
Switch the controlled character	START button

MAPS

WORLD MAPS

Press directional buttons or move the left stick to navigate the world map, and move the right stick to scroll.

CHOOSE DESTINATION

Move the cursor by moving the left stick or pressing the directional buttons. Position the cursor above your chosen destination icon and press the ✕ button to bring up a confirmation message.

You can also choose your destination on the world map from a list. Pressing the directional buttons or moving the left stick will bring up the list. Move the cursor up and down to choose a destination from the list.

SKITS

Press the ☐ button while a skit title is displayed to begin a skit on the world map, or while inside Dungeons or Towns. Press the ▷ button to cancel a skit in progress.

TOWN AND DUNGEON MAPS

Move the character by moving the left stick or pressing the directional buttons while in Town or in a Dungeon. Press and hold the left stick forward or hold the ✕ button while pressing the directional buttons to run. To open a treasure chest, approach it and press the ✕ button. Coming in contact with the enemy will initiate a battle.

To save the game, approach a save point and press the ✕ button. There are two types of save points: green and yellow. Green save points fully restore your characters' HP and TP.

SORCERER'S RING

Once you have acquired the Sorcerer's Ring, hold the R1 button and use the left stick to aim. Then, press the ☐ button to use the Sorcerer's Ring and shoot at the cursor location.

SHOOTING AN ENEMY

If the Sorcerer's Ring's element is favorable against the enemy's elemental attribute, the enemy will become frozen when shot by the Sorcerer's Ring. However, using any other element in these situations will anger the monster, so be careful.

INNS

Spend money (Gald) to stay the night, and your party will recover full HP and TP.

SHOPS

Buy and combine items in shops. Talk to the shopkeeper to bring up the menu screen, and choose from the various options.

KATZ GUILD

Use the Katz Guild to change the order of your allied monsters in your party or feed them to increase their powers. You can also undertake Quests. Talk to the Katz and choose "Party", "Cooking" or "Quest" from the menu.

PARTY

Swap allied monsters in and out of your party. You can have up to four monsters in your party. To remove a monster from you party, select it and press the △ button. If you press the △ button while selecting a monster that is not in your party, they will leave permanently.

Monsters in Your Party

Monster Types

Monsters Not in Party

Monster's Status

	Plant
	Beast
	Insect
	Bird
	Aquatic
	Free Form
	Demon
	Dragon
	Ghost
	Magical Being

COOKING

Cook food and feed it to your monsters. You can feed a monster once each time its level increases. Choose the character to cook, and the monster you want to feed. A monster's stats will increase or decrease depending on what you've fed them. Occasionally, monsters will even evolve. Get additional recipes by talking to the Wonder Chef in various places around the world.

QUEST

Choose the quest you'd like to undertake from the list. Press the □ button to view details about the quest, or press the ✕ button to begin the quest. Quests have Ranks in ascending order of difficulty: D > C > B > A > S.

ARTES

CONTROL MODE

Consumed, and elemental attributes of each Arte are also displayed.

- The [SELECT] button is used to change the control mode
- Change character by selecting the character and by pressing the L1 button or the R1 button.

Three Control Modes

Auto: Character will act based upon the battle strategy set by the player.

Semi- Auto: Player controls the character, but with auto-targeting, auto-guard and movement.

Manual: All actions are controlled by the player.

ARTE TYPES

Magic Artes Icon

Strike Artes Icon

Strike Artes: These attack the enemy with a weapon or martial arts. They have short activation times, and can usually be chained with regular attacks.

Magic Artes: These are chant incantations used to attack or heal. Their effects are powerful but they take some time to activate. If an enemy hits you while you are casting, the spell will be cancelled.

ARTE ASSIGNMENT

Characters set to Semi-Auto or Manual can have up to four Artes assigned. Choose the slot and then select the Arte you would like to assign. Assigned Artes can be activated in battle by using a combination of moving the left stick and pressing the ○ button.

1-Press the ○ button to activate

2-Press the ○ button and move the left stick ⬆ to activate

3-Press the ○ button and move the left stick ⬇ to activate

4-Press the ○ button and move the left stick ⬅ or ➡ to activate

SHORTCUT ASSIGNMENT

Press the ▷ button to assign shortcuts. Arte shortcuts can be activated by moving the right stick while in combat. Choose the slot you would like to use and then select the Arte and character you would like to assign. Up to four shortcuts can be assigned.

AUTO SETTINGS

For characters with control mode set to Auto control mode, select an Arte and press the △ button to turn that Arte ON or OFF in battle. The O icon signals that the Arte can be used in battle, while the **X** icon indicates that it cannot be used in battle.

NOTE: Each quest can only be undertaken once, so if you fail or cancel the quest, you will not be able to try it again.

MENU

MENU SCREEN

Move the left stick ⬆ or ⬇ or press the directional buttons ⬆ or ⬇, and then press the ✕ button to confirm.

1) Evolution Icon: Monsters with this icon will evolve when fed.

2) Character Order: Displays information about your characters. The icon at the upper-left of the portrait indicates their elemental attribute.

LV: Current Level.

HP: Current HP/Maximum HP.

TP: Current TP /Maximum TP.

NEXT: EXP required to reach the next level.

3) Gameplay Information: Current location

Chapter: Current chapter

Time: Your playtime

Encounters: Number of enemies encountered

Hits: Maximum number of hits achieved in battle

Gald: Current money in possession

CHANGE ORDER

Change the order of your characters by selecting a character, and then choosing the character you want to swap with.

CHARACTER ORDER

The character at the top slot on the Menu Screen (Emil or Marta) will serve as your control character. The characters that are in the first four slots of the Menu Screen will be your battle party. In single-player mode, you will control the character in the first slot.

HOW TO PLAY WITH 2-4 PLAYERS

Up to four players can play in battle using wireless controllers. The character used by each player will correspond to their slot on the Menu Screen. Monsters cannot be controlled by players 2 to 4.

EQUIP

In the Equip Menu, select the location of the equipment you wish to change, and press the ✗ button to confirm the selection. Next, choose the item you wish to equip and press the ✗ button to equip that item. Moving the cursor to the character's name and pressing the ▷ START button will equip the character for optimal performance.

SKILLS

1. Character Information: The character's current level and SP/ Maximum SP.
   Change character by pressing the L1 button or R1 button.

2. Skill Type: Use the SELECT button to change Skill Type.

3. Skill List: Displays the name of the skill you have learned and the SP needed to use it.

Character Information
Skill List
Skill Type
Skill Explanation

You can set a skill by using SP. Equipped skills will display an "E" mark.

ITEMS

Items in your inventory are listed here.
Press the L1 button and R1 button to switch between item types.

ITEM TYPES

	Newly acquired
	Consumables
	Weapons
	Body Armor
	Head Armor
	Arm Armor
	Accessories
	Synthesis Materials
	Cooking Materials
	Precious Items

COOKING INGREDIENTS

STRATEGY

1. Change Strategy: Set the actions your character will take while the control mode is set to Auto.

2. Change Formation: Change your formation in battle.

Change Strategy

Change Formation
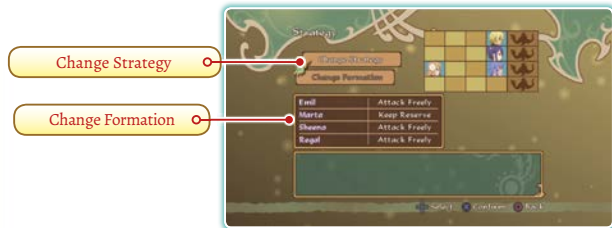
STATUS

Check each character's current status and abilities. You can also change your character's Title.

CHANGE TITLE

For Emil and Marta, move the cursor over their title on the status screen and press the X button to change it. The title you assign can affect their parameter growth when their level increases.

PARAMETER LIST

LV: Current Level

ELEMENT: The character's elemental attribute

HP: Current/Maximum HP

TP: Current/Maximum TP

EXP: Current EXP

NEXT: EXP required to reach the next level

P. ATK: Attack power with weapons and Strike Artes

A. ATK: Attack power when using Magic Artes

P. DEF: Defense against attacks with weapons and Strike Artes

A. DEF: Defense against Magic Arte

DEX: Ability to wear down an enemy's defense. This also affects SP increase.

LUCK: Affects critical hit rate

SYNCH (Monsters only): Determines the rate at which allied monsters will restore an ally's HP or take other actions

ABOUT ELEMENTS

Each character has one of eight elemental properties. Damage taken from an element you are weak against will cause more damage than normal. Damage taken from an identical element, or one you are advantageous toward, will cause less damage than normal.

LIBRARY

Contains various gameplay information, such as a list of monsters you have fought against.

MONSTER BOOK

Information on monsters you have encountered.

JOURNAL

Journal entry that reviews the story so far.

CURRENT QUEST

View the quest you have currently undertaken.

PLAY RECORD

View a variety of information about your current playthrough.

BATTLE HELP

Contains various help options for battle, Skills and Synch.

SYSTEM

Save or load data by choosing Save or Load.

SAVE

Record your current game progress. You can access this menu from the world map or by touching a save point in a Dungeon or Town.

LOAD

Load saved data to resume playing from a saved location.

OPTIONS

Change various game settings.

BATTLE

BATTLE SCREEN

Press the △ button while in battle to bring up the Battle Menu. Press the ⧉ button to pause battle.

1. Name of Arte

2. Target Icon: Appears over the enemy targeted by your character. The gauge represents the enemy's HP.

3. Monster Ring: Shows blue around the feet of allied monsters, and red around the feet of enemies.

4. Elemental Grid

5. Combos: The number of consecutive and successive attacks you have landed.

6. Damage Value: The amount of damage that your combo has inflicted.

7. Unison Attack Gauge

8. Ally Status: The top gauge displays current HP, the bottom gauge the current TP. Characters under the influence of status ailments will have their ailment displayed on their icon.

9. Item Use Gauge: Appears when you use an item. You cannot use another item until the gauge runs out.

BATTLE MENU

Press the △ button during battle to bring up the Battle Menu. Bringing up the Battle Menu will pause the game. You can choose an Arte, Equipment or Item to use, what Strategy to take, or you can choose to Escape. You can press the △ button or the ○ button to return to combat.

Escape (Cancel Escape): This option allows you to run from combat. The Escape Gauge will appear and you will escape when it is full.

NOTE: There are some battles from which you can't escape.

BATTLE RESULTS

BATTLE RESULT SCREEN MENU ITEMS

EXP: EXP earned

BONUS: Additional EXP earned based on your biggest combo

MAX HIT: Maximum number of hits in your combo

GALD: Gald earned

TIME: Amount of time the battle took

GRADE: Grade earned in battle (Grade Points can be used in the Grade Shop after you clear the game).

GAME OVER

If all human characters in battle are KO'd, or Petrified, it's Game Over. Select RETURN TO TITLE SCREEN to return to the Title Menu or LOAD GAME to return to your last saved game and try again.

VIEW ENEMY INFORMATION

Hold the `R1` button to pause the battle briefly and see your current target's HP, elemental attribute, and other information.

WATCH YOUR CHARACTER'S STATUS

Certain Strike Artes and Magic Artes will cause your character's status to change. These can hinder you in battle, so you'll want to use items or Artes to cure them. Note: Status effects that raise abilities are in red, those that lower them are in blue.

Physical Ailments

	Poison	The character's HP gradually reduces.
	Paralyze	The character will not be able to attack occasionally.
	Petrify	Turns the character to stone and prevents the character from performing actions.
	Weak	Saps strength away from the character and reduces HP greatly.
	Sick	The character's TP gradually reduces.
	Sealed Arte	The character will not be able to use Artes.
	Shock	The character becomes stunned when attacked by an enemy.
	Sleep	The character falls asleep and is not able to perform any actions until hit by an enemy.

Magical Ailments

	Attack Up/Down	Raises/lowers attack stat.
	Defense Up/Down	Raises/lowers defense from physical attacks.
	Magic Up/Down	Raises/lowers magic stat.
	Resist Up/Down	Raises/lowers magic resistance.
	Magic Speed Up/Down	Raises/lowers the speed at which Magic Artes are cast.
	Dexterity Up/Down	Raises/lowers dexterity.
	Movement Speed Up/Down	Raises/lowers movement speed.
	Auto-Resurrect	Automatically revives when KO'd.

Status

Stun: The character cannot perform any actions for a certain amount of time.


KO: The character cannot perform any actions when their HP reaches 0.

ACTIONS

MOVEMENT

Move: left stick/directional buttons

**Free-Run:** left stick + □ button

**Backstep:** left stick ⬅ (double tap)/left stick ➡ (double tap) (in the opposite direction of the enemy)

Jump: left stick ⬆ (only when the control mode is set to Manual)

REGULAR ATTACKS

Slash: ✕ button

Thrust: left stick ⬇ + ✕ button

Sweep: left stick ⬅ + ✕ button/left stick ➡ + ✕ button

Anti-Air Attack: left stick ⬆ + ✕ button

Jump Attack: ✕ button (while jumping)

Guard: □ button

Artes: left stick + ◯ button

Use Shortcut: right stick ⬆ / ⬇ / ⬅ / ➡

ELEMENTAL GRID

Check the battlefield's elements with the Elemental Grid. The major element will always be predetermined by your location. Each time you use an Arte that has an elemental property, that Arte's element will be stocked as the battlefield's minor element. The major element will change when there are three of the same minor elements.

THREE COMBO REGULAR ATTACK

You can perform a three-hit combo through regular attacks. The second and third attacks will be executed as different attacks than they would normally.

UNISON ATTACK

The Unison Attack gauge fills as you deal or take damage. Press the **R3** button while the Unison Attack gauge is more than half filled to execute a cooperative Unison Attack.

MYSTIC ARTE

When certain skills are set, you can use a Mystic Arte if you fill up your Unison Attack gauge to maximum. In order to activate a Mystic Arte, you must first have a character use one of the Arcane Artes or High Magic Artes. Press and hold the ○ button after using the Arcane Arte, or while chanting the High Magic Arte to activate the Mystic Arte.

MONSTER PACTS

MONSTER PACTS

Spellbind will appear when you defeat a monster in battle when the major element and four of the minor elements on the Elemental Grid are the same. After battle, you will be given the option to form a magical pact with that monster. If you succeed, they will join your party.

PACT MAGIC ENHANCEMENTS

If you have allied monsters in your party, you can borrow their power while forming a pact.

MONSTER GROWTH

Allied monsters can level up by earning EXP through battle. They can also learn skills and Artes as well. Cook them food at the Katz Guild to increase their stats.

MONSTER EVOLUTION

Monsters with the orange Evolve Icon, which can be seen in the Main Menu, can evolve. An evolved monster will return to level 1, but they will carry over 20% of their stats, and all of their skills.

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Customer Support Service

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

Please visit
www.namcobandaigames.eu/support
for the full list of support contacts

66

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

Australia	1300 365 911 Calls charged at local rate
Belgique/België/Belgien	011 516 406 Tarif appel local/Lokale kosten
Česká republika	0225341407
Danmark	90 13 70 13 Pris: 6:-/minut, support@dk.playstation.com Mandag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30
Deutschland	01805 766 977 0,14 Euro/Minute
España	902 102 102 Tarifa nacional
Ελλάδα	801 11 92000
France	0820 31 32 33 prix d'un appel local – ouvert du lundi au samedi
ישראל – ישפאר מוצרי צריכה	טלפון תמיכה 09-9711710 פקס 09-9560957 או בקרו באתר www.isfar.co.il
Ireland	0818 365065 All calls charged at national rate
Italia	199 116 266 Lun/Ven 8:00 – 18:30 e Sab 8:00 – 13:00: 11,88 centesimi di euro + IVA al minuto Festivi: 4,75 centesimi di euro + IVA al minuto Telefoni cellulari secondo il piano tariffario prescelto
Malta	234 36 000 Local rate

Nederland	0495 574 817 Interlokale kosten
New Zealand	09 415 2447 National Rate
	0900 97669 Call cost $1.50 (+ GST) per minute
Norge	820 68 322 Pris: 6,50:-/min, support@no.playstation.com Mandag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30
Österreich	0820 44 45 40 0,116 Euro/Minute
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This symbol may be used on batteries in combination with additional chemical symbols. The chemical symbols for mercury (Hg) or lead (Pb) will appear if the battery contains more than 0.0005% mercury or more than 0.004% lead.