

INSTRUCTION BOOKLET



www.square-enix.com Published by Square Enix, Inc. 999 N. SEPULVEDA BLVD., 3RD FLOOR EL SEGUNDO, CA 90245



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- . Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- · Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- · Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions Altered vision Eye or muscle twitching Involuntary movements

Loss of awareness Disorientation

- · To reduce the likelihood of a seizure when playing video games:
 - 1. Sit or stand as far from the screen as possible. 2. Play video games on the smallest available television screen.

 - 3. Do not play if you are tired or need sleep.
 - 4. Play in a well-lit room.
 - 5. Take a 10 to 15 minute break every hour.

▲ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- . Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- . If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- . Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- . Take a 10 to 15 minute break every hour, even if you don't think you need it.
- · When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- · If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- . If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

▲ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- · Do not expose battery to excessive physical shock, vibration, or liquids.
- . Do not disassemble, attempt to repair or deform the battery.
- · Do not dispose of battery pack in a fire.
- . Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games Official and related Nintendo products. Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



A CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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PROLOGUE

AN AGE WHEN MAGICK WAS COMMONPLACE AND AIRSHIPS PLIED THE SKIES...

"Purvama, the floating lands. In the border-skies they wait. Untrodden, unknown."

So the legend went. And the children who heard it turned their eyes to the sky, and dreamed.

The Cache of Glabados is the key, throwing wide the doors of fading memory.

There, above, an all but forgotten land—demesne of the winged ones.

DRAMATIS PERSONAE



PENELO HUME, 18 YEARS OLD

Vaan's childhood friend, always there to lend a helping hand—or a proper scolding. Penelo is ever the faithful navigator, even when Vaan strays off course in new (and alarming) ways.



VAAN HUME, 18 YEARS OLD

A young sky pirate whose journeys through Ivalice have taught him much. At last the captain of his own airship, Vaan travels the skies in search of adventure.



HUME, 10 YEARS OLD

An orphan living in Rabanastre's Lowtown, Kytes is one of Vaan's closest friends. Hoping to become a sky pirate himself, Kytes practices magick with single-minded determination.









FILO HUME, 11 YEARS OLD

Another orphan from Lowtown, Filo follows faithfully in Vaan's footsteps. She still bears the emotional scars of the war, but she doesn't let them interfere with her dream of becoming



BANGAA, AGE UNKNOWN

A vile and ruthless headhunter who's been marked with a bounty on his own head. Ba'Gamnan still carries a grudge against Vaan and his friends.



TOMAJ HUME, 19 YEARS OLD

An old hand from the Sandsea, a tavern in Rabanastre. Tomaj collects information to help Vaan and the others on their adventure.



LLYUD AEGYL, 20 YEARS OLD

A warrior from the sky continent of Lemurés. He exhibits a curiosity not commonly found among the aegyl, for which he is regarded as something of a



HUME, AGE 23

Legendary sky pirate who flies his beloved airship, the Strahl, to the ends of Ivalice. He stepped from the limelight at the great war's end, keeping his whereabouts



FRAN VIERA, AGE UNKNOWN

Mysterious and quiet, as viera are wont to be. Fran shares a bond of unshakeable trust with her fellow sky pirate and partner, Balthier.









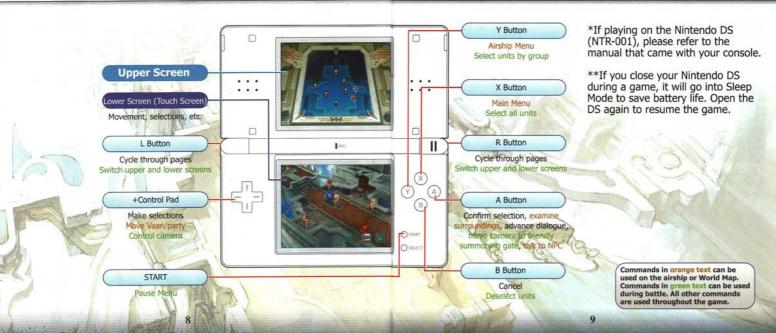






CONTROLS

You can control the game using both the stylus and the buttons. When both can be used to perform the same task, the controls using the stylus are given.





GETTING STARTED

Make sure the Nintendo DS is turned off before inserting the FINAL FANTASY XII REVENANT WINGS Game Card into your Nintendo DS.

1. When you turn on the Nintendo DS, the screen on the right will be displayed. After reading the message, tap on the Touch Screen to continue.



Touch "FINAL FANTASY XII REVENANT WINGS" on the DS Menu Screen or press the A Button to begin the game.

*If you set your DS to Auto-Start mode, this step is not necessary. Please see the Nintendo DS hardware manual for details.



A The Title Screen

Select "New Game" to play from the beginning of the story. Select "Continue" to continue play from a previously saved game.



Saving Your Progress

Select "Save" from the Main Menu (see page 20) or Battle Party Screen (see page 27) to save your progress. You will also be prompted to save your game after completing a battle. You can save your game to one of two slots.





PLAYING THE GAME

You can talk to your friends, purchase useful items and equipment, travel the World Map, and accept missions aboard the airship. Open the Main Menu to adjust your party's equipment and prepare for the battles ahead.

The Airship (see pages 14 to 17)

This is the party's base of operations. Here you can talk to your friends or purchase items to help you on your way.



*You can move directly from the airship's bridge to any mission posted on the notice board (see page 17).



World Map (see pages 18 to 19) Locations you can visit appear as dots

Locations you can visit appear as dots on the World Map. You can travel to these locations aboard the airship or afoot. Once there, you can engage in mission or melee battles.

Battles (see pages 26 to 42)

Missions and melee battles take place on the battlefield. You can advance the story by progressing through certain key missions.



Main Menu (see pages 20 to 25)

You can view detailed information about your party members, adjust their equipment to prepare for battle, and save your progress from the Main Menu.





THE AIRSHIP

You can talk to your friends and other NPCs in the airship's bridge or sky saloon. You can also visit shops to purchase items and equipment for your travels.

Aboard the Airship

Use the stylus or +Control Pad to move Vaan through the airship.



Airship Map

Displays location of NPCs and other points of interest.

Talk Icon

You can talk to NPCs displaying this icon above their heads.

Menu Icons

Touch these icons to open the corresponding menu.



Main Menu (see page 20)



Airship Menu

Talking to NPCs

Touch characters displaying a Talk Icon with the stylus to begin a conversation with them. Touch the Touch Screen to advance through the conversation.



The Airship Menu

Touch or press the Y Button to open the Airship Menu and move to other locations aboard the airship or exit the airship. You can also access the Airship Menu from the World Map (see page 18).



*The selections available on the Airship Menu vary with your location.

Bridge	Go to the airship's bridge.	
Sky Saloon	Go to the airship's sky saloon.	
Launch	Travel the World Map aboard the airship (see page 18).	
Disembark	Exit the airship and travel the World Map afoot (see page 19).	

& Shopping on the Airship

Approach one of the shopkeepers aboard the airship and touch them with the stylus to begin shopping. As you progress through the story, more shops will become available.

Tomaj's Shop

You can purchase new equipment and sell things you no longer need to Tomaj. Select the category of item you would like to view by touching the tabs at the top of the screen, then choose a specific item to buy or sell. Select a piece of equipment and touch "Details" to see a character's stats with the current selection equipped.



Material Shop

You can buy "materials," items used to craft weapons at the forge, from the Material Shop. You can also sell materials you have no use for here.

The Forge

You can craft powerful new weapons with the right combination of three materials. However, before you can craft a weapon you'll need a recipe book detailing which materials are needed for a given weapon. When crafting a weapon, you must 1) select a recipe book, 2) select the weapon you'd like to craft, and 3) select the materials you want to use. Once this is done,



you'll be asked a series of three questions and be prompted to name your newly forged weapon.

*The crafted weapon's quality varies with the grade of materials used and the answers given to the questions. 16

The Ship's Log

You can view summaries of completed missions, collected recipe books, information about Lemurés, and your party's log entries here.



The Notice Board

The notice board contains a list of optional missions. Selecting a mission will take you directly to the battle.



Optional Missions

These missions become available as you progress through the story or when certain conditions are met. You can attempt these missions at your leisure.



Mission Types



Open battle against random foes. Can be repeated.

Sky pirate hunt.



Monster hunt.



Treasure hunt.



Rare monster hunt to forge pacts with new Espers (see page 23).



THE WORLD MAP

You can travel the World Map aboard the airship or afoot. Approach your destination by airship, and then disembark to reach the location of your next mission.

Traveling by Airship

Use the stylus or the +Control Pad to navigate the airship. Touch the Land Icon or approach a landing point and select "Disembark" from the Airship Menu to travel afoot.

The World Map

Map of the sky continent of Lemurés.

- Airship
- Next destination
- Landing point
 Other location

Location Names

Your next destination is marked with a picon.

Land Icon

Landing points are indicated by a Land Icon.



Menu Icons

Touch these icons to open the corresponding menu.

- Main Menu (see page 20)
- Notice Board (see page 17)
- Airship Menu (see page 15)

ATraveling Afoot

Once you've exited the airship, you can travel afoot using the stylus or +Control Pad.

Land Icon

Touching the Land Icon will bring up the Airship Menu.



A Word on Locations

The World Map contains a variety of locations. To enter a location, approach it afoot and touch the location name or press the A Button, then select the mission you would like to attempt. Locations marked with a icon contain missions vital to advancing the story. Other locations contain optional missions (see page 17).





MAIN MENU

Touch the Menu Icon or press the X Button on the World Map or aboard the airship to bring up the Main Menu.

♦ Viewing the Menu

Select a sub-menu to equip your characters, save the game, etc. Touching a character with your stylus will display that character's status in the upper screen.

*The available sub-menus will increase as you progress through the game.



The Status Screen Displays a character's vital statistics. Characters gain levels as they earn experience points (EXP). **Unit Information** Displays unit type, elemental nature of attacks, Level elemental weakness, and resistance (see page 36). Character's hit points. If HP reaches 0, the character is KO'd. Determines the number of Espers that Affinity can be summoned (see page 41). Character's experience points. Earned EXP during battle. NEXT EXP needed to reach the next level. Attack Physical attack power. **Attributes** Magick Magickal attack power. Attack Affects physical damage and abilities. Strength Defense Defense against physical attacks. Magick Affects spell potency. Magick Defense against magickal attacks. Defense Affects physical defense. Stamina

Mind

Speed

Affects magick defense

Affects swiftness of attacks, etc.

Attack

Speed

Rate of attack.

Equip

side of the character's name

or use the L Button and R

characters in your party.

Button to cycle through the

Each character can equip one weapon, armor, and accessory. To change a character's equipment, select his current equipment and choose a replacement from your inventory. Touch "Details" to view detailed information about the selected equipment.

Attributes Attributes that will increase with the currently selected equipment are displayed in Select equipment to be changed. blue, while those that will decrease are displayed in red. **Current Equipment** Selected Character Touch the arrows at either

Equip Menu

Select"Magick/Ability' to view the character's available magicks and abilities (see page 34). Select "Bambit" to set the character's gambit (see page 35).

The Ring of Pacts

Once you've obtained the Ring of Pacts, you will be able to use auracite to forge pacts with new Espers, whom you can then summon during battle (see page 38). Touch an Esper's icon to forge a pact with that Esper. As you forge pacts and complete certain missions, new Espers will become available.

*To summon an Esper during battle, it must first be assigned to one of your Esper troupes (see page 24).

Select Exper to enlist

Auracite

Displays the amount of auracite you currently hold and the number needed to forge a pact with the selected Esper. Gain auracite by completing missions.

Slide Wheel

Touch the slide wheel or press the L Button or R Button to rotate the Ring of Pacts.

Esper Status

Displays the Esper's abilities, cost (see page 41), and rank. Your Espers' levels correspond to the levels of your party.

Esper Icons

The icon's color indicates the Esper's elemental nature. while the icon itself indicates its unit type. Icons of Espers with whom you've not yet forged a pact appear in grev.







Inventory

Espers

During battle, you can only summon Espers assigned to your active Esper troupe. You can have up to three Esper troupes, and you can assign Espers to each troupe as you see fit.



Each troupe can contain up to five different Espers.

Modifying Esper Troupes

Modifying a troupe is as simple as selecting an Esper for each slot in the troupe. Espers are ranked from I to III, and each slot can only hold Espers of a given rank or lower.

Nature

Touch the tabs at the top of the screen or press the L Button or R button to select Espers by their elemental nature.

Troupe Slots

As you forge pacts with higherranked Espers, the ranks of the slots in your Esper troupes also increase.

Assigned Espers

Available Espers

Espers already assigned to the troupe are marked with a . Espers that cannot be assigned to the selected slot are indicated by a .

A Inventory

The items in your inventory are divided by category. Items with a ♥ beside them are currently equipped by one of your characters. Touch "Discard" to throw away items you no longer need.



Primer

Contains basic gameplay information. Select a topic to view a brief explanation on the subject.



Save

Saves your current game progress (see page 11). After selecting "Save," select the data slot to which you wish to save your data.

BEGINNING BATTLE

Move to a location on the World Map and select a mission to enter battle. Once you've selected your battle party and Esper troupe, battle begins.

Objectives

At the beginning of each battle, a list of objectives will appear. A battle is won once the objectives have been met. If any of the objectives are not met in the course of the battle, the battle is lost (see page 33). The objectives can change during battle, so pay careful attention.



Leaders & Groups

The party members you choose to send into battle are known as "leaders." Each leader can command up to 8 Espers at a time. A leader and his Espers are known as a "group." Leaders and Espers are both referred to as "units."



Battle Party Screen

Before battle, you must first select the characters and Esper troupe you wish to use. You can examine your enemy's leaders and Espers before making your selection. Touch "Begin" when you're ready to begin the battle.



Selecting Group Leaders

Touch "Leaders" to select the characters you wish to send into battle. Characters with a a icon cannot be removed from the battle party.



Selecting an Esper Troupe

Touch "Espers" to select the Esper troupe (see page 24) you wish to use in battle. You can also access the Ring of Pacts to forge new pacts (see page 23) or modify your Esper troupes from this screen.





THE BATTLE SCREEN

During battle, the bottom screen displays fighting units (leaders and Espers), while the upper screen displays a map of the battlefield.

Battle Map

Overview of the battlefield

- Unit (Leader)
- Unit (Esper)
- Unit (KO'd)
- Summoning Gate
- **8** Scavenging Point
- Foraging Point
- Soul Crystal
- **Destination**

Group Information

Displays information about all members of the selected group. If a single unit is selected, detailed information about that unit is displayed.

Leader Information

Esper Status

As Espers lose HP, the color of the



Leader's HP Gauge

Affinity (see page 41)

Displays the combined cost of all summoned Espers.







bars changes from [] [[(defeated).



Astral Power (AP)

AP accumulates as time passes. Use AP to fortify your Espers (see page 42).

Units

An HP gauge appears above the head of selected units and units engaged in combat. When a unit's HP reaches 0, it is KO'd. Units affected by buffs and debuffs display an icon above their heads (these wear off with time). Here is a small sampling of buff and debuff icons:

- Attributes increased
- M Attributes decreased
- Sleep (unit temporarily unconscious)
- A Poison (reduces HP over time)
- Blind (unit's vision is clouded)
- Confuse (unit cannot take commands)

Controlling the Camera

Use the +Control Pad to move the camera. Touching the bottom screen briefly will cause the icon at right to appear, at which point you can slide the stylus to scroll vour view.

Switching Upper and Lower Screens

Press and hold the L Button or R Button to switch the display of the upper and lower screens. You can then touch a location on the Battle Map to jump the camera to that location.





WAGING BATTLE

Select your units and give them a destination. When units reach their destination, they will automatically attack nearby enemies and harvest resources. Control your forces wisely to meet the battle objectives.

Selecting Units

There are various ways to select units. Some ways are more effective in certain situations. When a unit is selected, an HP gauge and a \P icon will appear above its head.

*Touch ■ or press the B Button to deselect units.

Selecting Single Units



Touch a unit with the stylus to select it.

Selecting Multiple Units



Pragging the stylus on the Touch Screen will cause a selection rectangle to appear. All units inside the rectangle

Selecting Groups

Touch a leader's information tab or press the Y Button to select an entire group.

Touching a leader's information tab or pressing the Y Button repeatedly will select the leader and the leader's group in turn.

*Dragging down a leader's information tab will display the group's information in the lower screen, enabling you to select individual units in the group.



Selecting All Units

Press the X Button to select all friendly units on the battlefield.



Pause Menu

Press START to bring up the Pause Menu and display the battle objectives. Battle ceases while the Pause Menu is open.



Restart Mission	Start the mission from the beginning.				
Exit to World Map	Quit the mission and return to the World Map.				
View Prime	View basic gameplay information.				
Resume Battle Exit Pause Menu and return to battle.					

Moving & Taking Actions

After selecting a unit, touch the location to which you'd like it to move. You can move a unit to any location displaying a dicon. Moving a unit to locations displaying the below icons will cause it to automatically take certain actions.



Move a unit to an enemy unit to attack the targeted unit. Units will also automatically attack any nearby enemy units.



Friendly Units

Move a healing unit (see page 37) to a friendly unit to heal the targeted unit.

Summoning Gates

Move a leader to a summoning gate to capture the gate (see page 40).

Soul Crystals

After a short time, fallen leaders will automatically recover from being KO'd on maps containing soul crystals (pictured at right). You can attack enemy soul crystals (which are red) just as you would attack enemy units to destroy them.



Foraging Points

Move a leader to a foraging point to recover the group's HP.

*Time is required to recover HP. Using a foraging point repeatedly will eventually deplete it.



Scavenging Points

Move a leader to a scavenging point to gather the item it holds.

*Some scavenging points take time to gather.



Victory!

When the battle objectives are met, the battle is won, and the leaders are given experience points. Touch "Done" to exit the screen and view a list of items obtained in the course of the battle.



Defeat

If all of the battle objectives are not met, the battle is lost, and the leaders are given a token amount of experience. You are then prompted with the option to attempt the battle again. (All items obtained during the battle are lost.)



USING MAGICKS & ABILITIES

Units can use a variety of magicks and abilities which can even be automated by assigning them to gambits. When units have accumulated enough Mist Charge, they can also use quickening attacks.

& Commands

Selecting a single unit brings up a list of commands at the bottom of the Touch Screen. Touch a command to select it.



Magicks & Abilities

Leaders and certain Espers can use magicks and abilities.
Select the magick or ability you'd like to use, then select a target. After using a magick or ability, a short amount of time must pass before it can be used again.



Dismiss

Selecting an Esper brings up the Dismiss command. Dismiss an Esper to remove it from the battlefield and free up Affinity (see page 41).

Gambits

By assigning a leader's magick or ability to a gambit, the unit will automatically use the assigned skill as the situation warrants. Each leader can have one active gambit. Select "Gambits" to assign the desired magick or ability.



The highlighted magick or ability is currently assigned to a gambit.

Quickenings

Quickenings are special abilities that leaders can learn as the game progresses. Quickenings require a full Mist Charge gauge to execute. Units gain Mist Charge as they deal and receive damage.



Mist Charge Icon



When the Mist Charge gauge is full, the icon turns yellow.



Select "Quickenings" and a target for the quickening.



Quickenings have devastating effects that can change the tide of battle!

WUNIT TYPES

There are three types of unit, which act in a rock-paper-scissors relationship. Using these unit types effectively is the key to victory.

Melee Units

Approach and attack enemies. While effective against ranged units, their attacks have difficulty reaching flying units.



Weak

Strong



Flying Units

Attack from the air. Although they can pick off melee units with ease, they're extremely vulnerable to ranged units.



Strong

Weak

Nature of Attacks

Each unit has an elemental Nature, Resistance, and Weakness. Attacks of an element a unit is resistant to deal little damage, while attacks a creature is weak to deal enhanced damage.



Water

Lightning

Earth
Healing

■ None

Ranged Units

Attack from afar with magick, bows, or the like. Though very effective against flying units, ranged units are little use against foes in melee range.



Healing Units

A subset of Ranged Units, Healing Units do not attack, instead healing their allies from a distance.



SUMMONING ESPERS

Espers are essential to victory on the battlefield. You'll need to use summoning gates and AP to realize their full potential.

Espers

You can summon any Esper assigned to your currently selected Esper troupe (see page 24) during battle to fight at your side. Espers have a variety of unit types and elemental natures. You can forge pacts to summon new Espers using the Ring of Pacts (see page 23).

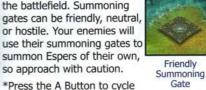






Summoning Gates

You can summon Espers from friendly summoning gates on the battlefield. Summoning gates can be friendly, neutral, or hostile. Your enemies will use their summoning gates to summon Espers of their own, so approach with caution.







Gate

Neutral Summoning Gate

Hostile Summoning Gate

Starting Espers

summoning gates.

the camera past friendly

At the start of battle, group leaders are assigned a certain number of Espers from the selected Esper troupe that matches the leaders' attack type.



Capturing Summoning Gates

Move a leader to a neutral or hostile summoning gate to capture it. It takes time to capture a gate, but the more leaders capturing a gate, the less time it will require.



Approach a neutral or hostile summoning gate.



As your leader captures the gate, the arrow on the gauge moves from right to left.



When the arrow reaches the left end of the gauge, the summoning gate is captured.

Summoning Menu

Touch a friendly summoning gate to open the Summoning Menu. Use the Summoning Menu to summon additional Espers or fortify your current Espers.



Summoning

When summoning Espers through a summoning gate, you must first select the leader to whose group the Esper will be assigned, and then select the Esper you wish to summon. Touch the Esper you wish to summon once more to add it to the summoning queue.

*Summoning takes time. You can only summon one Rank III Esper.



Esper Cost & Affinity



Each Esper costs a certain amount of

Affinity to summon. The total cost of all Espers summoned cannot exceed the available Affinity. Affinity is determined by the number of leaders in the battle party and number of friendly summoning gates on the battlefield.

*You recover Affinity when an Esper falls in battle or is removed using the "Dismiss" command.

Fortifying Espers

You can spend Astral Power (AP) to fortify your Espers, temporarily raising their level for the duration of the battle. To fortify an Esper, select "Fortify Esper" from the Summoning Menu, and then touch the Esper to be fortified. The AP gauge fills as time passes, up to a maximum of 5 AP.





AP needed to fortify the Esper

Summoning Queue

Select "Queue" from the Summoning Menu to view the Espers currently being summoned through the gate. You can touch an Esper twice to cancel the summoning.



The Esper at the left of the queue is currently being summoned. When the gauge beneath it fills, it will appear on the battlefield.

NOTES

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Square Enix, Inc. ("SEI") warrants to the original purchaser of the enclosed product (the "Product") that the media containing the Product (which includes any replacement media provided under this warranty) will be free from defects in materials and workmanship for a period of niety (90) days from the date of purchase (the "Warranty Period"). SEI's entire liability and your exclusive remedy under this limited warranty shall be, at SEI's option, repair or replacement, without charge, of the whole or affected portion of any Product that proves to be defective in material or workmanship during the Warranty Period.

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This warranty applies only to defects in factory materials and factory workmanship. Any condition caused by abuse, unreasonable use, mistreatment, neglect, accident, improper operation, destruction or alteration, or repair or maintenance attempted by anyone other than SEI is not a defect covered by this warranty. Parts and materials subject to wear and tear in normal usage are not covered by this warranty.

IMPLIED WARRANTIES AND INCIDENTAL AND CONSEQUENTIAL DAMAGES

Under state or provincial law, you may be entitled to the benefit of certain implied warranties. ANY APPLICABLE IMPLIED IMARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WILL CONTINUE IN FORCE ONLY DURING THE WARRANTY PERIOD. Some states and provinces do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. NEITHER SEI NOR YOUR RETAIL DEALER HAS ANY RESPONSIBILITY FOR ANY INCLIDENTAL OR CONSEQUENTIAL DAMAGES RELATING TO YOUR OF THE PRODUCT, INCLIDING, WITHOUT LIMITATION, ANY DAMAGES FOR LOSS OF DATA OR LOSS OF PROFIT, OR FOR ANY INCLIDENTAL EXPENSES, LOSS OF TIME, OR INCONVENIENCE. As some states and provinces do not allow the exclusion or limitation of incidental or consequential damage, the foregoing limitation or exclusion may not apply to you.

HOW TO OBTAIN WARRANTY SERVICE

To obtain warranty service, please send the defective Product, together with a copy of your original sales receipt, your return address, name and telephone number, should contact be necessary, and a brief note describing the defect to SEI at the following address: Square Enix, Inc., Customer Warranty, 999 N. Sepulveda Blvd., 3rd Floor, El Segundo, CA, 90245.

THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE. The shipping costs for sending the defective Product to SEI is a sole responsibility of the Customer. SEI will not be liable for any damage or loss that occurs during shipping. To minimize loss during shipping, you may opt to use a tracking method when shipping.

If you have warranty questions, you can also contact our Customer Warranty department at (310) 846-0345 during its hours of operation, Monday – Friday, 9:00 am – 6:00 pm, Pacific Standard Time.

CUSTOMER SUPPORT

For customer support and technical support questions, please call (310) 846-0345 during the following hours of operation: Monday - Friday, 9:00 am - 6:00 pm, Pacific Standard Time.