

# Manual

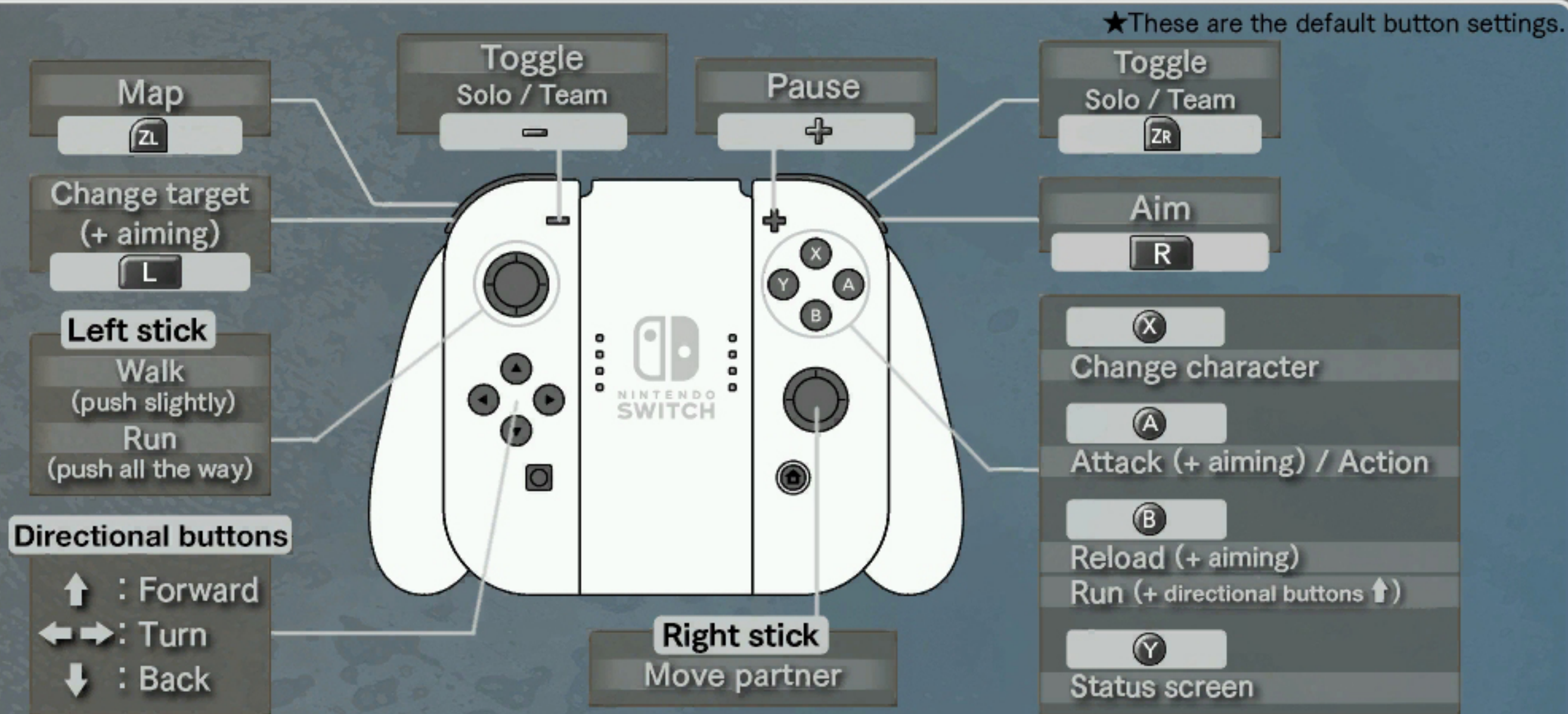
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## Controls



### Original Controls

The above settings are the alternate controls. If you'd like to play using the original control scheme, you can choose this setting via "Controls" in the Options screen.



## Title Screen Options

The following options are selectable from the title screen.

### Load Game

Continue a previously saved game.

After selecting data to load, choose "Continue" to start where you left off, or choose "Restart" to start from the beginning.

### New Game

Start a game from the beginning.

You can choose from the following difficulty settings.

- Easy ... Not too stressful.
- Normal ... The road most traveled.
- Hard ... You've been warned.



### Options

Change audio, control, language, and screen settings.

Choose "Quit Game" to return to the title screen. (Quitting will not erase progress you've already saved.)





## Title Screen Options

### Extras

Select from the following options.

Manual ... Learn how to play the game.

Gallery ... Rewatch movies from the game. More are added as you progress.

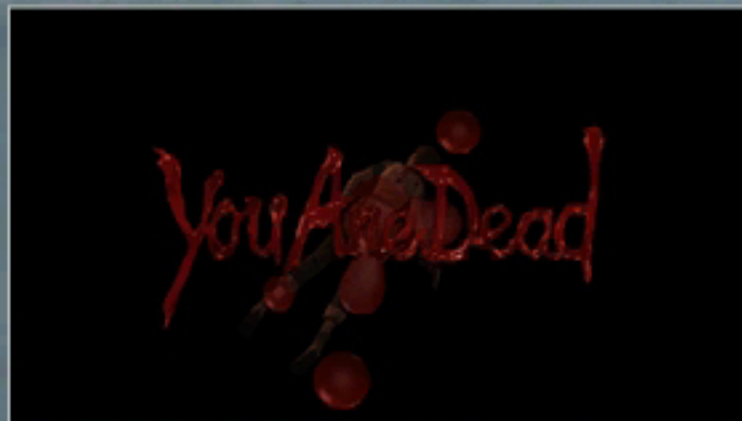
Credits ... View the game's credits.

More options will become available after you complete the game.

## Game Over

You and your partner will take damage if attacked or are caught in a trap. If you take too much damage, your character will die and it will be game over.

The game will end even if only one character dies.



Press **Y** to check character health via the heart monitor in the status screen.



Try to stay out of the Danger zone.



## Player Actions

### Examine Approach places of interest and press **A**



You can examine objects directly in front of you. (Note: "Examining" a door will open the door.) You might be able to obtain hints to help you survive by examining different areas (if there is nothing to examine, no message will be displayed).

### Push Push and hold **Left stick** in one direction

You can move certain objects by pushing them. Push and hold **Left stick** in the direction you want to move the object.



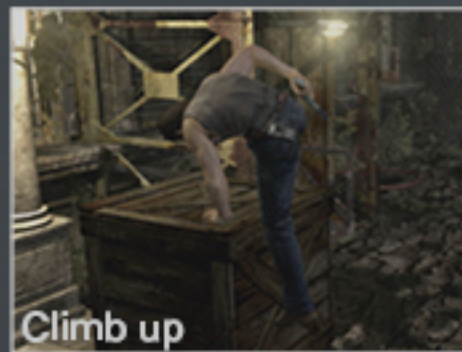
### Aim/Attack **R** : Aim/ **A** : Attack



Press **R** to aim **R** + **Left stick** ↑ **R** + **Left stick** ↓

Use **R** and **A** to attack with your equipped weapon. You can aim up and down by pushing **Left stick** up or down while aiming.

### Climbing Up/Down While near a raised object, press **A**



Face a raised object and press **A**

Go to the edge of the raised object and press **A**

You can climb up and down objects that are around waist height.

*Note:* There are some raised objects you cannot climb.



# Status Screen

## Menu Items

Use these menu items to navigate to different screens.

**Partner** Opens the partner menu in the status screen

**Map** Opens the map screen

**Files** Opens the files menu

**Options** Opens the options menu

**Exit** Exits the status screen and returns you to the game

## Partner Status

This half of the screen displays your partner's current status.

### Partner Menu

The partner menu displays how your partner is set to behave.

( Press **L** to display your partner's items.)

Note: Partner items will not be displayed if there is only one player.

## Message Window

This window displays information related to things such as items and commands.

## Condition

The heart monitor shows your current condition.

**Normal**



**Badly wounded**



**Close to death**



**Poisoned**



## Player Status

This half of the screen displays the status of the character you are controlling.

### Personal Item

Your personal items

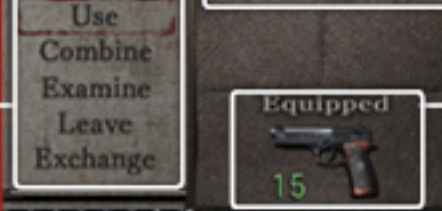


### Items

The items you currently own

### Command Menu

Commands that can be used with the items you own



### Equipped Weapon

The weapon you currently have equipped



## Items

The following commands will be displayed when you select an item on the status screen: Use, Combine, Examine, and Leave. Selecting one of these commands will perform the corresponding action. You can use the "Exchange" command when your partner is nearby. (You can also use commands with your personal item, which is displayed near the center of the status screen.)

### Using Items/Equipping Weapons Select "Use" or "Equip" and press **A**

Select an item and choose "Use" from the command menu to use that item. If you select a weapon, the command menu will display "Equip" instead of "Use." Select "Equip" to equip the selected weapon.

- \* Even if you have a weapon, you can't attack an enemy unless you equip it by selecting "Equip" from the command menu.
- \* You can't select "Use" for weapons or ammo.



### Examining Items Select "Examine" and press **A**

Select an item you want to know more about and choose "Examine" to open a window that lets you examine the item in detail.

Zoom Out: **L**  
Zoom In: **R**  
Rotate: **Directional buttons** **Left stick**  
OK: **A**





# Items

## Combining Items **Select "Combine" and press A**

Some items have to be combined with other items to make them into something useful (such as ammo), while other items (such as herbs) can be combined to make new items with special properties.

Select the item you want to combine, and choose "Combine" from the command menu. After that, another cursor will appear. Use this cursor to select the item you want to combine your first item with, and the two items will be combined.



① Select an item and choose "Combine"

② Choose the item you want to combine the first item with

③ The new, combined item will appear  
(If you combine ammo with a weapon, the ammo will be loaded into the weapon.)



### Tip

Different characters can combine different items. Try experimenting!



# Items

## Leaving Items

Select "Leave" and press **A**

You can leave an item near your current location by selecting the item you want to leave and choosing "Leave" from the command menu. However, you can't leave items piled on top of each other, so make sure there is enough space before trying to leave an item! You can check the items you have left behind on the map screen.

### Tip

You can only leave a certain number of items in each room. Keep your items organized and choose which items you want to carry with you carefully.



## Exchanging Items

Select "Exchange" and press **A**

When you're near your partner, you can exchange items with them. Select the item you want to exchange and choose "Exchange" from the command menu, and your partner's items will be displayed. To complete the trade, simply select the item you wish to exchange with them.

To take an item from your partner, select an empty slot in your item window and press **A**. Ammo can also be split between players.

### Tip

If your partner isn't nearby, the "Exchange" command won't be displayed. Why not try using the "Leave" command instead?





## Changing Costumes

You can change costumes by following the steps below.



① Select your Personal Item on the status screen, and then select "Switch." Change your Personal Item to the Suitcase.



② Select the Suitcase and then select "Use" to see the costumes you own. Select the costume you want to use.





## Saving & Loading

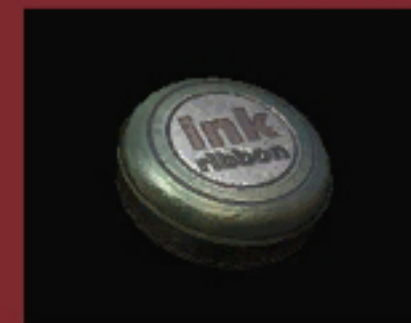
To save your game's progress, you need to obtain an Ink Ribbon and then use it at a Typewriter.

### Saving a Game



To save your game's progress, you need to have an Ink Ribbon. Once you have one, press **A** at a typewriter. It will ask you if you want to save. Select "yes" to do so. A save file list will be displayed. Select a file and press **A** to save.

### CAUTION



It costs one Ink Ribbon to save, but they are limited so use them wisely!

### Loading a Game

Choose "Load Game" from the title screen and then choose a save file to continue a game you previously saved.

★The font color of the save file represents the game's difficulty setting.



## The Partner System

This game lets you control two different characters. The character you're currently controlling is called the "main character," and the character you are not currently controlling is called the "partner character." You'll need to switch control between the two characters to progress through the game.

You can give commands to your partner via the menu on the status screen. Select the "Partner" menu item from the top of the status screen, and then set how you want your partner to behave via the options on the partner menu. You should set your partner's behavior based on their current condition and the items they have in their possession.



### Changing Characters Press **X**

You can change which character you are controlling in real time as long as both characters are available to control.

You can also change your character by pressing **X** in the status screen, or by selecting "Change" from the partner menu.



### Changing Partner Behavior (Attack/Idle) Select from the partner menu and press **A**

You can set how your partner will behave via the partner menu. If you select "Attack," your partner will use their equipped weapon to help you defeat enemies. However, attacking decreases your partner's ammo. Make sure they don't run out of bullets!

#### Tip

If your partner doesn't have a weapon equipped, or if they don't have any ammo, then they will act as they would when set to "Idle," even if you set them to "Attack."





## The Partner System

### Switching Follow Behavior (Solo/Team) Press ZR / —

You can choose whether your partner should follow you or act independently. If you select "Team," your partner will follow you.

#### Tip

You can also switch between "Solo" and "Team" behavior by selecting the relevant command from the partner window and pressing A.



ZR  
or  
—



### CAUTION

It's dangerous to leave your partner alone and go exploring by yourself for a long time. If you are separated from your partner and they find themselves in danger, they'll call for help over the radio. When this happens, go to help your partner as quickly as you can, or switch control to your partner and get them out of danger yourself.



## Viewing Maps & Files

You can acquire maps and files as you progress through the game. Push **Left stick** up while on the status screen, select "Map" or "Files," and then press **A** to view the maps and files you've obtained so far.

### Map

You can use the map to see the location of the room you're currently in and the doors and paths between other rooms. You can see whether a room has been investigated or not by checking its color on the map.



**Zoom Out/Zoom In:** L / R  
**Change Floor:** Left stick or Directional buttons ↑ / ↓  
**Select Map:** ZL  
**Item List:** A  
**Hide Frame:** ZR

**Note:** If you don't have a map of your current area, only rooms that you have been in will be displayed.



Press **A** on the map screen to see a list of items that you've left on the selected floor. Push **Left stick** left and right to scroll through the item list.

### Files

Select "Files" to view a list of the files you've obtained so far.

Push **Left stick** left and right to scroll through the list of files you've obtained, and then press **A** to select the file you want to view. After you've selected a file, you can press **A** to confirm the information in the file.





## Options

You can open the options menu by selecting "Options" from the title screen or status screen. The options menu lets you change various settings such as the aspect ratio, music volume, controller type, vibration settings, and screen brightness.

**Note:** Some settings can only be changed when you enter the options menu via the title screen.



### Display



You can set your screen aspect ratio to be "Wide" (16:9) or "Original" (4:3). The game will be displayed using the ratio you select, so choose the option you like best.

The default aspect ratio is "Wide," but you can play the game using the original aspect ratio by selecting "Original."

### Audio



The audio menu lets you change listening modes; switch your subwoofer on and off; and change the volume of the background music, and voice and sound effects. Push **Left stick** up and down to select different menu items, and push it left and right when you have the "BGM" or "SFX & Voices" menu item selected to change the volume of the selected item.

Changing the listening mode changes the dynamic range of the sound. If you select "Home Theater," there will be a wider range of volume between sounds, creating a more realistic atmosphere. This setting is for players who enjoy playing at a high volume.



# Options

## Controls



Push **Left stick** left and right to switch between several different preset controller types.

## Brightness

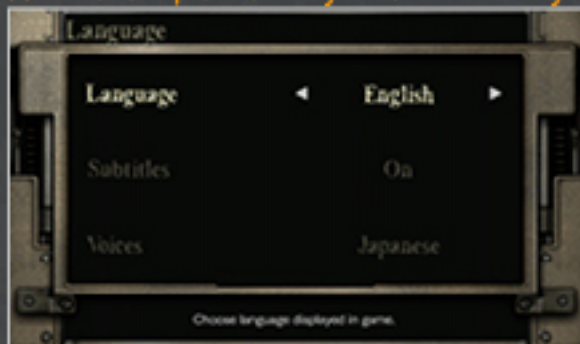


Adjust your brightness according to the instructions on the screen for a more enjoyable experience. You can also adjust the brightness on your TV.

This screen lets you adjust the in-game brightness. Push **Left stick** up and down to adjust the brightness.

## Language

Note: This option is only available when you enter the options menu from the title screen.



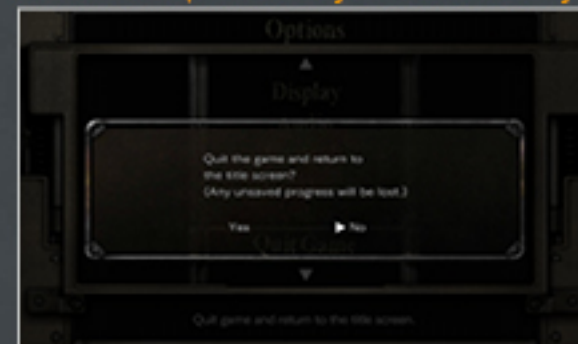
You can set the in-game text to display in the following languages.

- |                            |                           |
|----------------------------|---------------------------|
| <b>Japanese</b>            | <b>English</b>            |
| <b>French</b>              | <b>Italian</b>            |
| <b>German</b>              | <b>Spanish</b>            |
| <b>Traditional Chinese</b> | <b>Simplified Chinese</b> |

This screen contains settings related to in-game text and voice. Text can be displayed in one of eight different languages, and subtitles can be switched on and off.

## Quit Game

Note: This option is only available when you enter the options menu from the status screen.



Select this option to quit the game and return to the title screen.