Legasista™

TEEN
ADOLESCENTS
T
CONTENT RATED BY
CONTENU ÉVALUÉ PAR
ESRB

NIS America

SYSTEM PRISM

日本一 SOFTWARE

©2012 Nippon Ichi Software, Inc. / SYSTEM PRISMA. ©2012 NIS America, Inc.
All rights reserved. Legasista is a trademark of Nippon Ichi Software, Inc.

Getting Started

NOTICES:

Video output in HD requires cables and an HD-compatible display, both sold separately.

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Select the Legasista™ icon for the software title under [Game] in the PS3™ system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the Ⓟ button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint

Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

Prologue

When science becomes mythology...

People have come to fear technology for being ancient magic and curses.
The Ivy Tower—a ruin where ancient science slumbers.

For over a thousand years, no one has dared to enter this mysterious tower.
That is, until today, when a youth is about to step foot inside.

For the sake of his only desire...

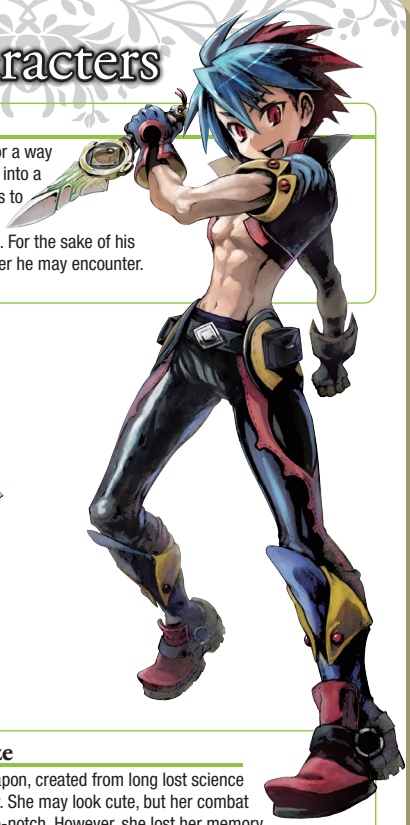
Contents

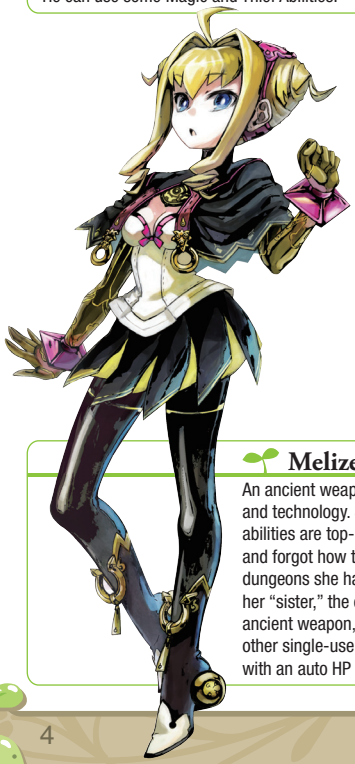
Characters 4
Controls 8
Starting the Game 10
Save and Load 10
Trophies 11
Settings 11
Game Flow 12
The Railyard 13
Status (Energy Frames) 14
Transplanting Titles 17
Types of Weapons 17
Dungeon Battles 18
Traps 19
Poison 20
Doors and Keys, Blocks and Switches, Other Devices 21
Single-Use Items 21
Jobs 22
Character Creation 22
Personalities, Job Properties, Job Points (JP) 23
Job Change 23
Variety of Dungeons 24
Explore 24
Ran-geons 25
Edit Mode 27

Characters

Alto Straiter

A young explorer who has been searching for a way to return his younger sister, who was turned into a crystal by a curse, back to normal. He comes to the Railyard after finding out that a certain ancient relic might be able to cure the curse. For the sake of his sister he enters dungeons, ready for whatever he may encounter. He can use some Magic and Thief Abilities.





Melize

An ancient weapon, created from long lost science and technology. She may look cute, but her combat abilities are top-notch. However, she lost her memory, and forgot how to use most of her functions. She starts exploring the dungeons she had slept in to retrieve her memory and reunite with her "sister," the only thing that she did remember. Because she's an ancient weapon, she can't eat bean sprouts or mushrooms or any other single-use items. She also can't be poisoned, and is equipped with an auto HP recovery function. She can use some Magic.

Shout

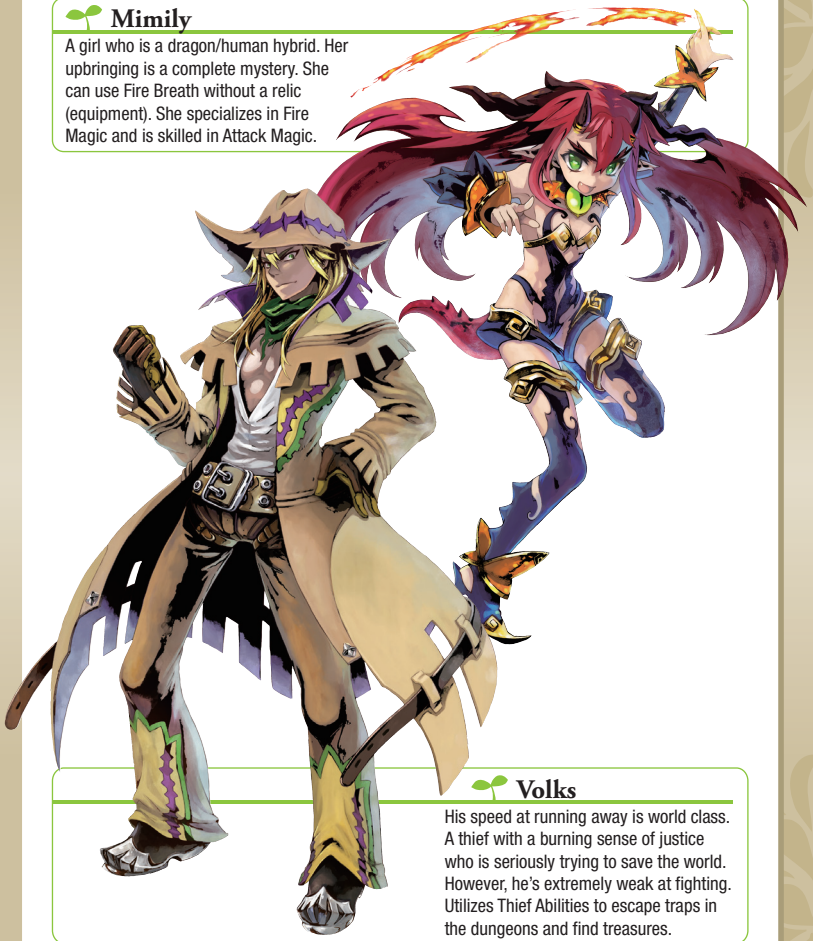
An ancient weapon that travels with Leina. Possessing great combat abilities, he makes an ideal choice for being an Active. Because he's an ancient weapon, he cannot eat bean sprouts or mushrooms or any other single-use items.
He also can't be poisoned.

Leina

A treasure hunter that comes to loot the Ivy Tower with her partner, Shout. Known as a "witch," she sells relics to the underworld. Her knowledge and abilities are top-notch. She specializes in Ice Magic and is skilled in Attack and Aid Magic.

Mimily

A girl who is a dragon/human hybrid. Her upbringing is a complete mystery. She can use Fire Breath without a relic (equipment). She specializes in Fire Magic and is skilled in Attack Magic.

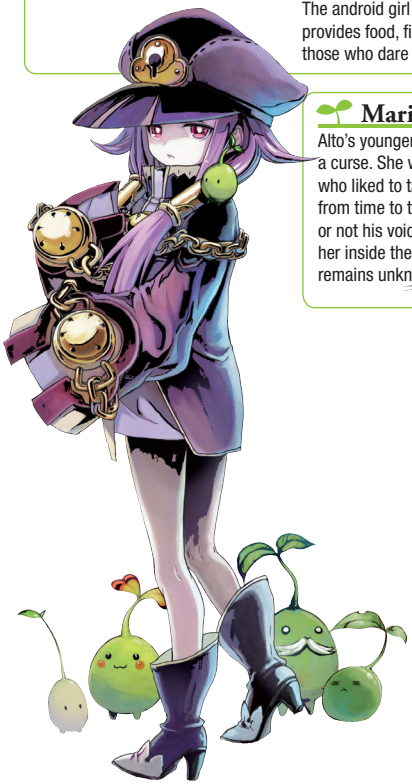


Volks

His speed at running away is world class. A thief with a burning sense of justice who is seriously trying to save the world. However, he's extremely weak at fighting. Utilizes Thief Abilities to escape traps in the dungeons and find treasures.

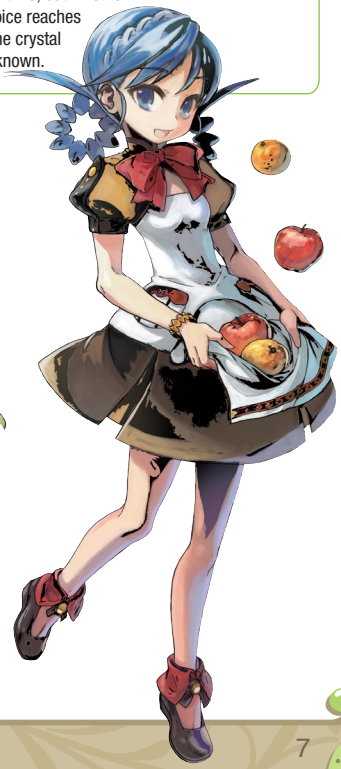
Ms. Dungeon

The android girl who is the manager of the Ivy Tower. She provides food, fixes equipment, and treats the wounds of those who dare to challenge the Ivy Tower.



Mari Straiter

Alto's younger sister who was turned into a crystal by a curse. She was a friendly and strong-minded girl who liked to take care of everybody. Alto talks to her from time to time, but whether or not his voice reaches her inside the crystal remains unknown.



Sprouts & Sprouty

Bean sprouts created by Ms. Dungeon's use of gene manipulation. When your exploration fails, they'll carry your team back to the Railyard.

Controls

In the Railyard

button	Confirm, Advance Message, Jump
button	Cancel
button	Menu
button	Dash or Shield Guard
Directional buttons	Move Character, Move Cursor
Left stick	Move Character, Move Cursor
Right stick	Toggle Up or Down to Change Characters Within Your Team

L1 button	Not Used
L2 button	Switch Magic Abilities
R1 button	Not Used
R2 button	Character Disposition
START button	Menu
SELECT button	Not Used
button	End game (you can end without saving). You can save your Screenshots from Photo.

Equip/Change Energy Frames

button	Confirm, Advance Message
button	Cancel
button	Switch Displayed "Information" Content
button	Unequip
Directional buttons	Move Cursor
Left stick	Move Cursor
L1 button	[When the Cursor is on a Slot] Switch Characters [When the Cursor is Within the Window] Page Up for Windows With More Than Two Pages

L2 button	[When the Cursor is Within the Window] Switch Slots (to the left)
R1 button	[When the Cursor is on a Slot] Switch Characters [When the Cursor is Within the Window] Page Down for Windows With More Than Two Pages
R2 button	[When the Cursor is Within the Window] Switch Slots (to the right)
START button	Sort Equipment
SELECT button	Protection (Protected equipment can't be discarded.)
button	End game (you can end without saving). You can save your Screenshots from Photo.

In the Dungeons

⊗ button	Confirm, Advance Message, Jump (can attack while jumping), Analyze
○ button	Cancel, Attack
△ button	Switch Magic Ability Caster
□ button	Dash or Shield Guard
Directional buttons	Move Character, Move Cursor
Left stick	Move Character, Move Cursor
Right stick	Toggle Up or Down to Change Characters Within Your Team
L1 button	Use Magic Ability (Aid or Heal Magic will target the Active)
L2 button	Switch Magic Abilities
R1 button	Use Single-Use Item, Throw When Held
R2 button	Switch Single-Use Item, Cancel Throwing the Item
START button	Dungeon Menu
SELECT button	Not Used
PS button	End game (you can end without saving). You can save your Screenshots from Photo.

Events

⊗ button	Advance Message	START button	Skip Event

* Buttons can be changed from “Button Config” in the “Settings”

Edit Mode

⊗ button	Confirm, Use Tool
○ button	Cancel
△ button	Edit Mode Menu
□ button	Eyedropper (remove color)
directional buttons	Move Cursor
Left stick	Move Cursor
Right stick	Switch Panels
L1 button	Change Selected Palette Color
L2 button	Undo
R1 button	Change Selected Palette Color
R2 button	Redo
START button	Reflect Current Canvas on Thumbnail
SELECT button	Guide Display ON/OFF
PS button	End game (you can end without saving). You can save your Screenshots from Photo.

Starting the Game

When starting the game, the Title Screen will display several options. To start a new game from the beginning, please select “New Game.” To start the game from where you left off, please select “Continue.” Also, selecting “Settings” will allow you to change various game settings.

Save and Load

Save

You will need at least 3,136KB of free space on your HDD to save. Also, each new Character Creation data will need at least 4,096KB of free space to save. Press △ at the Railyard to bring up the Menu, and select “Save.” You can either create and save as a new Save Data, or overwrite an old Save Data. You can create up to 256 Save Data files.

*Overwriting Save Data will erase the old data, so please be careful.
*From Settings, if you choose to turn the “Auto-save” function “ON,” each time you return to the Railyard, it will automatically save and overwrite the last Save Data you used. Also, during the auto-save, you will see the note “Saving” at the bottom right of the screen.
*While saving, please do not perform any of the following actions:
1. Pushing the power switch.
2. Turning off the system.
Performing these actions may result in your data being lost, so please be careful.

Load

From the Title Screen, selecting “Continue” will let you start the game from where you left off.

Trophies

In “Legasista,” you can obtain trophies as you progress through the game. When you obtain a trophy during your gameplay, a message will be displayed at the top-right of your screen. You can access your obtained trophies from the PlayStation®3 system’s XMB™ menu. You will need at least 3174KB of free space on your HDD when you start this title for trophies.

Settings

SFX	Changes the volume of sound effects.
BGM	Changes the volume of the BGM.
Voice	Changes the volume of the voices.
Battle Voice	Changes the volume of the battle voices.
Decimal Points for Damage	Toggles the display of decimal points in damage.
Obtained Item Availability	Settings to put single-use items to the leftmost column for immediate use.
Auto-save	Auto-save the last saved data.
Log Message	Setting for displaying log messages.
Control Help During Battle	Set the controls for tutorials during battle.
Character Disposition	Set formation method for characters created through Character Creation.
Vibration	Set amount of vibration in the scenes. You can set to “None,” “Little,” or “A Lot.”
Dash Rendering	Set whether or not to render a blur effect.
Adjust Screen	Adjust the yellow lines to fit the screen. Red lines will display everything.
Button Config	Changes the button configuration.

Game Flow

Here we will explain the flow of this game.
The following is the how the game is basically carried out.

Start game

↓

Events

The story will progress as the events are triggered.

↓

The Railyard

You can freely roam around the Railyard. From here, you can access the Main Menu and organize your equipment.

↓

Dungeon Map Selection

You will be taken to the Map Selection screen by either talking to Ms. Dungeon or selecting "Head Out" from the Main Menu → Ruin Dungeons.

↓

Battle in the Dungeons

Head for the exit while you fight enemies in real time. Once you select a dungeon and enter the battle, you can only return to the Railyard if you clear the dungeon, select "Give Up" from the Dungeon Menu, or when everyone on your team is KO'ed.

↓

Reach the Exit to Clear the Dungeon!

Once you reach the "Exit," you will clear that dungeon. There is no need to defeat all of the monsters all of the time.

This game will progress as you repeat the process above.
(There are times when events will not happen.)
Also, playing around in the Random Dungeons (Ran-geons) will not progress the game.

When Your Whole Team is KO'ed

If everyone on your team is knocked out in a dungeon, you will be transported back to the Railyard. You can also return to the Railyard by selecting "Give Up" from the Dungeon Menu. At times like this, the following penalties will apply.

* You'll lose half the EXP you gained on your expedition.
* You'll lose all the equipment you've found.
* Even if you are transported back to the Railyard after being KO'ed, your level will not decrease, nor will you lose any equipment that you had obtained prior to entering the dungeon. (The number of times you are KO'ed is not kept track of.)

The Railyard

At the Railyard, you can move your characters and enjoy various conversations with other characters, or prepare for your adventure.

Basic Controls at the Railyard

directional buttons	Move Your Character
⊗ button	Talk to a Person, Analyze an Object, Jump
△ button	Menu

Menu Options at the Railyard

When you press △ or the START button at the Railyard, the following menu will be displayed. Depending on where you are in the story, some options will be displayed as "???" and can't be accessed. **The more dungeons you clear and the farther you progress through the story, the more menu options you can select.**

Head Out	Ruin Dungeons	Head to the Dungeon Map Selection Screen
	Ran-geon	Head to the Ran-geon Selection Screen
	Explore	Send Sprouts to Search for Dungeons Outside the Ivy Tower
Form	Equip. Change	Change Energy Frames and Equipment, Check Statuses, or Obtain Job Traits
	Change Team	Choose "Active," "Support 1," and "Support 2" to Send Into Dungeons
	Character Creation	Create New Characters
	Job Change	Change the Jobs of Characters Over Level 20
	Switch Sub-titles	Transplant Sub-titles You've Obtained by Discarding Equipment Onto Other Equipment
	Monster Encyclopedia	View Information About the Monsters You've Defeated
	Jukebox	Set the Music for the Railyard, Edit Mode, or Ran-geons
Edit	Character Creation	Create New Characters
	Edit Mode	Edit and Customize Characters You've Created from Character Creation
Battle Info		Check Various Information That Will Be Useful on Your Adventures
Options		Change Various Game Settings
To Title		Return to the Title Screen Without Saving (your current data will be lost)
Save		Save Your Game Progress

Status (Energy Frames)

Energy Frame

An “Energy Frame” is like a blueprint where you can see how much HP each character has, and what kind of equipment they can equip. Each job has its own Energy Frames, each with their own specific features.

When a character levels up, you may be able to use a new Energy Frame.

(New Energy Frames that can be obtained are dependant on the character’s Job.)

①	HP (Hit Points)	Displayed as green bars on Energy Frames. HP is the condition of your character. When all HP is gone, the character will collapse and will not be able to fight.
②	Durability	Displayed as yellow bars on Energy Frames. Durability is the condition of your equipment. When its durability reaches 0, that equipment will break and you won’t be able to use it. The durability of equipment that was found and equipped in a dungeon will be displayed as red bars.
③	Slot Mana	The number above the Durability bar on Energy Frames is the Slot Mana. Each slot is assigned a certain amount of Mana, which is used to activate the equipment. Without enough Mana, the equipment will have no effect.

Level Up

As characters level up, the HP and Slot Mana on their Energy Frames will increase. **With increased Slot Mana, you can equip stronger equipment that you weren’t able to equip before.**

Status

You can increase your status by adding the effects of equipment that is equipped to the Energy Frame to each character’s basic ability level.

LV (Level)	A basic number representing a character’s strength. Starts at 1 and can go up to 99. It’s possible to go beyond 100, but you’ll be required to gain 100x more EXP.
MP (Magic Points)	MP is needed to use magic and abilities.
ATK (Attack)	ATK is your attack power when punching or attacking with a weapon.
DEF (Defense)	DEF is your defense power.
SPD (Speed)	SPD is your speed.
CRT (Critical)	CRT is your critical rate when you attack.
LCK (Luck)	LCK is your luck for various things to happen. The rate of fine or keen equipment drops may increase, or gate levels in Ran-geons can increase as well. If the Active has a high LCK, the drop rate for items or equipment will increase.

Equipment

Durability	HP of equipment. It's displayed as yellow bars on Energy Frames. Durability is the condition of your equipment. When its durability reaches 0, that equipment will break and you won't be able to use it. However, returning to the Railyard will fully restore your equipment. The durability of equipment that was found and equipped in a dungeon will be displayed as red bars. Once a red bar decreases, it can't be restored, even when it's taken back to the Railyard. Once the red bar reaches 0, that equipment will break and be lost.
Mana Use	The amount of Mana required to activate equipment.
ATK, DEF, MP, CRT, SPD, LCK	The amount that will be added to a character's Status when the equipment is equipped.
Delay	Each weapon has a delay value. The value before the comma is the delay to swing, and after the comma is the delay after the swing. The lower the value, the less of a delay you'll have between attacks. Delay is increased by shields and armor.
Charge	You can charge by pressing and holding down the ○ button. Charging until it blinks will increase the power of the attack. The left number on the Bow's information is the charge time it takes to start blinking. When blinking, you'll reveal the Bow's true power The right number is the additional charge time. When it reaches max charge, it'll blink faster. The longer you can charge an attack, the more your Bow's power will be boosted.
Effect (Weapon)	A weapon's effect shows how much it can increase your ATK for each attack. For example, if your ATK is 20 and you use a weapon with Effect: 95 - 125%, then your attacks will be within the range of ATK 19 - 25.
Effect (Attack Ability)	The effect of an attack ability will be added to the power of the weapon when the ability is used.
Effect (Attack Magic)	The effect of Attack Magic is the ATK of the magic itself.
Shield DEF	The value that the shield will add to your DEF when used to guard. As the durability of the shield decreases, the value added to DEF will also decrease.
Shield RES	Element RES when using a shield to guard. When using a shield, the character's RES will be ignored and the shield's RES will be used instead.

Resistance

With different damage sources there also exist various elements. The amount of damage greatly varies on the resistance against such elements. Your RES status is basically decided by your armor. You cannot change your RES with any other equipment. However, very rarely, you'll be able to change your RES from an Energy Frame's "Fixed Slot."

RES LOW → HIGH

completely nulls all damage.

The max effect converts damage into a healing effect.

PH RES: Resistance to a normal weapon's physical attacks.
F RES: Resistance to Fire element attacks.
I RES: Resistance to Ice element attacks.
L RES: Resistance to Lightning element attacks.
D RES: A hidden element that isn't on your status. Some monsters will attack with the Dark element.

Monsters also have RES. A monster's RES can be checked from the Monster Encyclopedia. When using magic to put RES on a weapon, that weapon will carry 50% PH and 50% F RES.

Weapon Abilities, Magic, Thief Abilities

Weapons may have one Weapon Ability. Magic equipment will always have one magic spell. Thief Ability equipment will always have one Thief Ability.

Casting Time	The time between when you use a magic ability and when you're able to use the same magic again.
MP Used	Required amount of MP, which is used to activate abilities.
Effect (Attack Ability)	The effect of an attack ability will be added to the power of the weapon when the ability is used.
Effect (Attack Magic)	The effect of Attack Magic is the ATK of the magic itself.

Titles

Some equipment will have "titles." There are two types of titles: main-titles and sub-titles.

Main-titles	Main-titles apply their effects to their sub-titles.
Sub-titles	Sub-titles apply their effects onto their equipment. They take advantage of their main-title's effect.

Equipment will have stronger effects if they have a strong main-title and lots of sub-titles. When discarding equipment, the sub-titles will automatically be stored. By transplanting sub-titles, your stored titles can be used to overwrite your equipment's existing sub-titles.

Rare and powerful titles are more frequently found as you fight and defeat high-level enemies. Also, the higher the "Rare Title Drop Rate" in a Ran-geon, the higher the chance of coming across rare and powerful titles.

Transplanting Titles

You can transplant sub-titles.

When you discard equipment, its sub-titles will be stored, and you'll be able to transplant them by overwriting them on different equipment. Each sub-title has a transplant power that you can only see during a transplant. As a rule, you can only overwrite sub-titles if the new sub-title has less transplant power. However, it is still possible to overwrite a sub-title with one that has a higher transplant power. But in that case, you'll need to sacrifice extra stored sub-titles to make up for the difference.

Good Transplant

You can improve the effects of your equipment by transplanting a strong main-title and lots of sub-titles onto it.

Types of Weapons

Sword	An easy-to-use weapon with balanced attack speed and range. Press the attack button three times for a triple attack combo.
Club	ATK is relatively low, but can deal more damage to monsters from the front. The attack speed and range falls short of Swords.
Spear	A medium-range attack, ill-suited for close combat. Attacking while in motion will trigger a multi-hit attack.
Bow	You can charge by pressing and holding down the ⊙ button. Charging until it blinks will increase its power. The longer you can charge an attack, the more your Bow's power will be boosted.
Knife	Lowest in power, but increases SPD. Also has a narrow range of attack with a higher CRT.
Bare-handed	When you don't have a weapon equipped, you'll punch with your bare-hands. As expected, it's not very effective. If your equipped weapon breaks, you'll have to fight bare-handed.

Dungeon Battles

Goal of Battle

The dungeon will be cleared once you enter the exit. There is no need to defeat all the enemies, so proceed without wiping yourself out. Once you enter the exit, your results will be displayed and you'll obtain your final EXP. Also, when you defeat enemies, the Active will receive more EXP than the Supports. Unused single-use items can't be taken back to the Railyard, but they will slightly be calculated into the EXP.

Depending on the dungeon, it may have numerous floors. In that case, look for gates. A gate will take you to the next floor.

Basic Controls for Battle

Attack

Attack with your equipped weapon. You can add an element with magic and have multiple elements for a short period of time.

Dash

As long as you aren't equipped with a Shield, you can press □ while you move to dash. However, your DEF will be halved while you're dashing.

Shield Guard

With a shield equipped, you will guard with the shield instead of dashing when you press □. When guarding with a shield, the damage marker will always be fixed to the shield. With a shield, its element RES, not the character's, will be applied and the shield's DEF will be added to your DEF. As its durability decreases, the DEF will also decrease. You can still move while using Shield Guard.

Jump

You can jump to avoid traps and earthquake damage. You can attack during a jump. You can also use jump to jump across the gates in a Ran-geon.

Character Switch

You can toggle the right stick up or down to switch out the characters on your team.

Eat/Throw Single-Use Item

You can obtain single-use items in dungeons like lanterns or bean sprouts. The Active can use these items by pressing R1. Holding down R1 will ready the Active to throw it, and releasing R1 will throw the item. When ready to throw, you can press R2 to cancel the throw.

Found Equipment

In rare cases, equipment you obtain in dungeons will appear with a different color. **Yellow ones are called "fine" equipment and have stronger abilities than normal. Green ones are "keen" equipment and have even stronger abilities than fine items.** Fine or keen equipment are not broken when you find them in dungeons, so you can equip them immediately.

However, equipment that has not been taken back to the Railyard will show its Durability as a red bar on the Energy Frame, and if the equipment is equipped and damaged before you take it back to the Railyard, its maximum durability will decrease. **Also, if its durability is reduced to 0 before taking it back to the Railyard, it'll break into pieces and be gone forever.** It's up to the player whether or not to equip fine/keen equipment right away to increase their chances of clearing the dungeon, or keep it safe until you clear the dungeon.

Traps

When your character steps on the semi-transparent tiles on the floor, the traps will activate. Traps work against monsters, too.

Fire Arrow Trap	A Fire element arrow will come flying from the wall you are facing.
Ice Arrow Trap	An Ice element arrow will come flying from the wall you are facing.
Explosion Trap	Will cause a big explosion, dealing Fire element damage.
Spikes Trap	Spikes will appear from the surrounding ground for Physical element damage.
Earthquake Trap	Triggers an earthquake, causing Physical element damage for monsters and characters along the ground.
Healing Trap	HP recovers immediately.
Poison Gas Trap	An egg will come flying from the wall you are facing. Breaking the egg will release poisonous gas.
Ball Trap	An egg will come flying from the wall you are facing. Breaking the egg will release an HP healing effect gas.
Monster Egg Trap	An egg will come flying from the wall you are facing. Breaking the egg will make a monster appear.
Trigger Trap	Triggers all of the surrounding traps.
Monster Trap	Summons a monster.

*Other traps do exist.

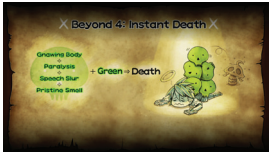
Poison

Some monster attacks and traps have poison. **There are 3 types of poison: Green, Yellow, and Black, and each type has 4 different symptoms.** Switching to Support will stop the poison from progressing. Also, there are good effects among the symptoms.
(Caution!) If you have all 4 symptoms of a poison and are poisoned one more time, you will die instantly.

Green Poison	Gnawing Body	The Active's HP will decrease.
	Paralysis	Your body will be paralyzed and you may not be able to attack or defend.
	Speech Slur	Can't activate magic spells.
	Pristine Smell	You'll be able to see traps and things you normally wouldn't be able to see.

Yellow Poison	Yellow Contagion	You have a chance to infect enemies with Yellow Poison.
	Suspicion	You can't switch to Support. (Unable to change characters.)
	Hallucination	You start hallucinating, missing attacks at a certain rate.
	Anesthetic	Damage to HP bars will decrease.

Black Poison	Blind	You won't be able to see your enemies.
	Oxidized Sweat	The durability of the Active's equipment will decrease.
	Intense Pain	When the damage marker is over an HP bar when hit, it will go to 0.
	Darkened Heat	Decreases your MP usage.



Doors and Keys, Blocks and Switches, Other Devices

There are various things that hinder your progress in the dungeons.

Door	There are bronze, silver, and gold doors. They can be opened with a key of the same color. Keys can be obtained by defeating enemies or opening treasure chests. Bronze Doors can also be opened with a certain ability.
Block	Similar to doors, but they can't be opened with keys. There are various types, and you can make them appear or disappear with the corresponding levers or switches.
Burner	A device that blows out flames or ice. Some can be stopped with a lever, and some can be crushed.
Blades	A device that brandishes blades suddenly. Some will spin. Some can be stopped with a lever, and some can be crushed.

Single-Use Items

"Heal Sprouts" and "Detox Sprouts" are single-use items that can be obtained within dungeons.
In order to conquer the dungeons, it is crucial to know how to use these items wisely.

Rules for Single-Use Items	Single-use items are common property among Active, Support 1, and Support 2, and you can carry up to 9 items. You cannot bring single-use items from the Railyard into the dungeons, nor can you take them with you when you leave the dungeons. Bean sprouts will deteriorate as you travel to the next floor.
Food	By using food with your character, you can recover HP or detox poisons. It can also be thrown at monsters. However, single-use food items won't have any effect when thrown at mouthless monsters, nor when thrown at the back of monsters with mouths. If a character cannot eat food items, they will have no effect.
Detox	Drinking a detox will recover HP or MP and detox all symptoms of the poison of the corresponding color. Drinking detox will give temporary invincibility, but will not apply to monsters when thrown. Rare detoxes may have effects to recover the durability of equipment.
Unidentified Items	In Ran-geons, you may obtain unidentified items. Use your abilities to distinguish them, or take a guess from its name or form.

*Single-use items cannot revive a character.
Very rarely, you may be able to revive characters due to a certain gate's effect.

Jobs

Explorer Weapon Forte: Sword, Bow, Knife
Has good combat abilities with some magic and thief abilities. Easy to use and is a versatile job. If it's too hard to collect items as a Warrior, or fighting as a Thief makes you worry, this job will cover your needs.

War Mage Weapon Forte: Sword, Spear, Knife
Can use all fire, ice, and lightning magic, and possesses good combat abilities, making it a versatile job. However, many of its Energy Frames place durability and HP bars where they can be easily damaged, so you need to be aware of your play style.

Warrior Weapon Forte: All
Has superior combat abilities to any other job by far. Can be equipped with various equipment, however, it can't use magic or Thief Abilities, and has low MP. This job will have a hard time against monsters with a high PH RES.

Pyro Weapon Forte: Club, Knife
Can use an Energy Frame specifically for Fire magic. Specializes in powerful attack magic to deliver lethal damage. Be careful of using up all of your MP.

Cryo Weapon Forte: Spear, Knife
Can use an Energy Frame specifically for Ice magic. Has a nice balance of healing, support, and attack magic.

Thief Weapon Forte: Bow, Knife
Has a very fast movement speed and great jumping ability. Weak at combat, but Thief Abilities make finding rare items easy. A must-have job for searching for good equipment.

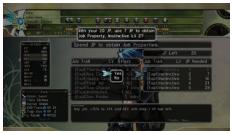
Character Creation

Through Character Creation, you can create your own original characters. And your character created through Character Creation can further be edited from the Edit Mode. With Character Creation, you can choose your gender, job, personalities, appearance, voice, age, and starting level. Also, the character's personality, which is a specific ability, can only be obtained during Character Creation.

Personalities, Job Properties, Job Points (JP)

Personalities that can only be obtained during Character Creation will continue to exhibit their effects. They cannot be reselected.

Job Properties



Points acquired when leveling up are used to obtain Job Properties. **Some Job Properties will only provide their effect when the character is a certain Job. Those labeled as "ALL" will always provide their effect, no matter which job your character has.** Job Properties that only provide their effect for specific jobs have a tendency to be very powerful, but if you plan on changing jobs, obtaining "ALL" Job Properties will be more useful later on.
In order for a Warrior to use Weapon Abilities, obtain Job Properties that will increase MP with Cryo and Pyro. Players are free to customize.

Job Change

When a character passes LV 20, you'll be able to change their job. When you change a job, you'll start over from LV 1, but returning to your old job will take you back to your old level.

Your Job Level will not decrease. And each job can go up to LV 99. It's possible to exceed LV 100, but you'll need 100x more EXP to level up. Please just consider LV 100+ as a bonus, and you can still obtain JP, little by little, from leveling up after LV 100.
The real maximum level limit is LV 999.

Job Change Example:

LV 22 Warrior Job Changes to Explorer

↓

LV 1 Explorer

↓

Level Up to LV 20 Explorer, Then Job Change Back to Warrior

↓

LV 22 Warrior

Caution for Job Change!!!

You can only choose Energy Frames from your current job. Also, your Mana and HP will depend on your current job.

Merits of Job Change!!!

The merit for job change is that you can obtain JP and gain various Job Properties. Plus, you can increase your abilities by collecting "ALL" effect Job Properties.

Variety of Dungeons

Ruin Dungeons
You will climb up the Ivy Tower. Proceeding through these dungeons will progress the story.

Ran-geon
You will dig a hole in the Railyard and go down into the Random Dungeons. The difficulty and floors will depend on where you dig.

Explore
Dispatch Sprouts outside the Railyard and have them discover new dungeons. See below for more details.

Explore

Sprouts are grown in the Railyard over time. Sprouts will age, and will naturally die after a certain time. You can dispatch these sprouts and make them find new dungeons. **The higher the ability of the dispatched sprouts, the better your odds of discovering new dungeons.** Also, during Exploration, the oldest sprout will present its leadership. They may discover other interesting things, too.

Explore
Name
Age
Ability
Sprout Pea
Sprout Bean
Sprout Corn
Sprout Tomato
Sprout Pumpkin
Sprout Watermelon
Sprout Eggplant
Sprout Strawberry
Sprout Apple
Sprout Cherry
Sprout Grape
Sprout Peach
Sprout Banana
Sprout Kiwi
Sprout Mango
Sprout Durian
Sprout Coconut
Sprout Pineapple
Sprout Orange
Sprout Lemon
Sprout Lime
Sprout Persimmon
Sprout Fig
Sprout Olive
Sprout Avocado
Sprout Papaya
Sprout Guava
Sprout Pomegranate
Sprout Dragon Fruit
Sprout Starfruit
Sprout Jackfruit

Ran-geons

Once you're able to dig holes in the Railyard, you can go down those holes to random dungeons (also known as Ran-geons). The location of where you dig the holes will alter the difficulty of the Ran-geon. You will rarely see exits in Ran-geons. Returning from the exits will allow you to keep the obtained equipment. Also, the 100F of a Ran-geon always has an exit, and returning from there means you have conquered it.

Merits of Ran-geons

In Ran-geons, you can control the rate of items or equipment though the "Gates." You can also increase the levels of the monsters from the "Gates." You may be able to utilize this to obtain more powerful equipment. Once you find powerful equipment, search for the exit and make sure your team doesn't get KO'ed.

Types of Ran-geons

Baby-geon	A random dungeon for beginners. Easy to find an exit and has many healing opportunities. Monsters are mellow and can be cleared in 30F. Monster levels will only go up to 100.
Ran-geon	A normal random dungeon. The exits will be there. Monsters are a bit more eager. Clear in 100F. Monster levels will go up to 9999.
Hard-geon	A hard random dungeon. It'll be hard to exit. Monsters are ready to fight. Monster levels will start at a high level. Clear in 100F.
Demon-geon	For the hardcore. Escaping is the ultimate challenge. Monster levels starts really high. Many unidentified equipment and items will appear and each floor is really big. Clear in 100F.

Gate Results

You will see this screen when you enter a gate in a Random Dungeon. The results below will be reflected as you proceed through the Ran-geons.

1	Monster Level	The level of the monsters that will appear on the next floor. Cannot be decreased.
2	Item Drop Rate	Until this value goes over 100, the Item Drop Rate in the Ivy Tower will be higher. If this value is over 100, there will be more items dropped than in the Ivy Tower.
3	Rare Title Drop Rate	The higher this value, the more likely equipment drops will have a rare title.

Types of Gates

Transit Gate	A peaceful gate that will only recover your MP and does nothing else.
Growth Gate	Your values will vastly change. Also, you may see one of the three following effects: - Increase one of the gate's level. - The Monster level will increase as much as your values increased. - EXP +20 to everyone on the team.
Angel Gate	Will recover everyone on your team without increasing the Monster level. If the gate's level is high, it may even restore your equipment.
Devil Gate	Increases Monster level, and decreases Item Drop Rate. It will rarely change into an Angel Gate.
Hell Gate	Greatly increases the Monster level, and greatly decreases the Item Drop Rate. It will rarely change into an Angel Gate.
Warp Gate	Your values will not change. May warp you to the next floor.
Change Gate	Will change into a different gate. The higher the level of the gate, the more types of gates it can change into.
Fortify Gate	Your values will not change. Once you enter, you can choose one piece of equipment that you've obtained and challenge to fortify it. If you fail, your equipment will be lost.
Rule Gate	A new rule will be added to your current expedition. By entering Rule Gates numerous times, the effects of the rules can be duplicated as well.
???	A mysterious gate that usually cannot be seen.

Edit Mode

Edit Mode is where you can freely change the appearance of characters that were made from Character Creation. Start by selecting the character you want to edit.

✕ button	Select, Use Tool	directional stick	Move Cursor
○ button	Cancel	left stick	Move Cursor
△ button	Menu	right stick	Switch Panels
□ button	Eyedropper	L1 button	Change Selected Palette Color
□ button + directional buttons	Change Directions	L2 button	Undo
		R1 button	Change Selected Palette Color
□ button + R1 button	Fast forward the frame for framed-animations	R2 button	Redo
		START button	Reflect Current Canvas on Thumbnail
□ button + L1 button	Return the frame for framed-animations	SELECT button	Guide Display ON/OFF

Edit is largely divided into six different sections, called “panels.” These panels are “Palette,” “Animation,” “Canvas Settings,” “Equip. Change,” “Tools” and “Canvas.”
The actual editing will be done on the Canvas.
Switching panels is done with the right stick. When the Canvas is in use, the panel will appear a little white. The panels that are not in use will appear lighter, and when they are in use, they will appear darker.

Palette

Where you change the number and the actual color. However, you cannot change the color of the picture you already illustrated. The Palette can be saved per character.

Animation

For managing the Canvas and thumbnails.

Canvas Settings

Can change the zoom of the Canvas or the parts you want to edit.

Equip. Change

You will be able to check your thumbnail and have it carry weapons or shields.

Tools

Select tools for editing or changing the size of the pixels. Tools will use the color selected on the Palette. See the following for the list of tools.

Pencil	Draw pixels of the selected color.
Adjacent Fill	Fills all nearby pixels that are similar in color.
Fill	Fills in.
Eraser	Erase pixels.
Line	Draw lines.
Circle	Draw colored circles.
Square	Draw colored squares.
1x, 2x, 3x	Change the size of the pencil or lines. The cursor movement will also correspond to the size. Please use when creating pixel characters.
Copy	Copy the selected area.
Cut	Copy the selected area and cut it out.
Paste	Paste what was copied or cut to the selected area.
Undo	Undo your last action. There is a limit to how far back you can undo.
Redo	Redo the last undo.

△ Button Menu

Press △ to bring out the menu while editing. This menu is called the "Edit Menu."
Here are the list of options on the menu.

Change Edit Area	Changes where you want to edit on the Canvas.
Palette Color	Make changes to your currently selected colors. This is the same as pressing ⊗ on the Palette panel.
Fill threshold	Adjust the looseness of similar colors when you use the Fill tool from 0-254. The smaller the number, the closer the similar colors have to be to be filled.
Cursor Speed	Change the speed of the cursor on the Canvas.
Change Standby Pose	Choose from four standby poses.
Hair Sway Setting	Decide whether or not to have the hair sway.
Hair Depth Setting	Change the depth of the hair.
Transparent Areas and Boundary Finish	Auto-fix the different colors of the transparent areas and their borders.
Edit Save	Save edit data.*
Edit Load	Load edit data.*
Copy from Other Character	You can copy parts from characters other than the one you're editing. For example, you can just copy the face (4 directions) of Melize.
Edit Export	Export this edit to the PS3™ system's XMB™ menu's Photo folder.
Edit Import	Import a 1024x1024 pixel PNG from the PS3™ system's XMB™ menu's Photo folder.
End Edit	End edit.

* Saving and loading edit data.

- Edit data is the character's graphic data created by the player. One edit data file will save one character's graphics.
- You will need at least 4320 KB of free space per edit data file to be saved.
- You can save up to a max of 256 edit data files.
- You can save and load edit data from "Edit Mode."

Edit Mode

Edit Mode Export/Import

You can export all the information needed to create a character in the game's Edit Mode as an image file (PNG format) to the PlayStation®3 system's XMB™ menu's Photo folder.

You can also load an image file (PNG format) that you've created on your computer to the PlayStation®3 system's XMB™ menu's Photo folder.

Loaded images can further be adjusted or edited from the game's Edit Mode.

Edit Export

When you export your edit, you'll have all the information needed to display that character in one image file (PNG format, 1024x1024 pixels) that will be loaded to the PlayStation®3 system's XMB™ menu's Photo folder. The image file can be copied to an outside media device (like a USB stick) from the XMB™ menu. The exported image file can be re-edited on your computer using a graphic tool.

What is PNG Format?

PNG is a type of image file format that you can load and edit on a graphic tool on your computer. Different from BMP format, PNG format has an alpha channel, which allows for transparency, but if you are using a graphic tool that does not support transparency, your image's transparency information may be lost, so please be careful. The game will export 32-bit PNG files with transparency information saved.

Edit Import

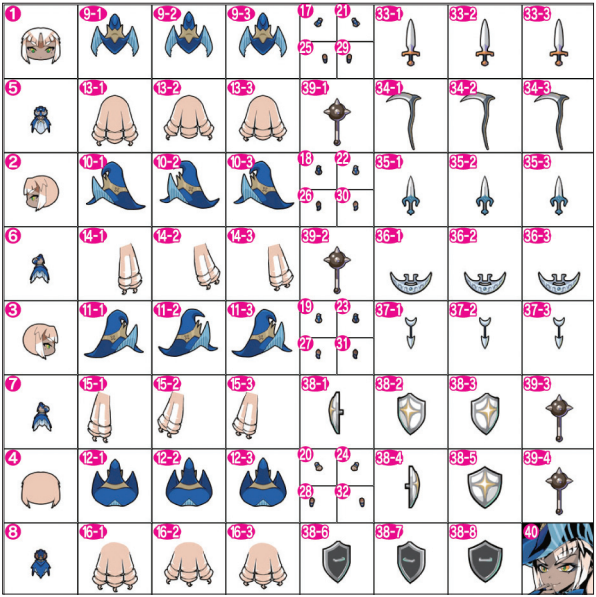
You can import image files you've created on your computer or ones you got from other people. Please prepare the same image file as when you exported (32-bit, PNG Format, 1024x1024 pixels). Please copy the image file to the PlayStation®3 system by using an outside media device (like USB sticks). The image will be copied to the PlayStation®3 system's XMB™ menu's Photo folder. You can load the image in the PlayStation®3 system's XMB™ menu's Photo folder from Edit Import on the game's Edit Mode.
(Caution!) When you load an image file, the file's information will overwrite the current character's edit. When you import a file, please use the image of a character you don't mind changing. Also only 32-bit, PNG Format, 1024x1024 pixel image files can be imported.

Image Order

On one image, each part is lined in equal intervals. Each section is basically divided up into 128x128 pixels. One section is 128x128, but the 126x126 that excludes the surrounding pixels will be the actual editable area. For hands and feet, the 128x128 is further divided into four, making each section 64x64, but the 62x62 that excludes the surrounding pixels will be the editable area. You can check which section is for which part from Copy From Different Character on the game's Edit Mode.

Exported Image Construction

1	Face Front
2	Face Right
3	Face Left
4	Face Back
5	Body Front
6	Body Right
7	Body Left
8	Body Back
9-1	Front Hair Front 1
9-2	Front Hair Front 2
9-3	Front Hair Front 3
10-1	Front Hair Right 1
10-2	Front Hair Right 2
10-3	Front Hair Right 3
11-1	Front Hair Left 1
11-2	Front Hair Left 2
11-3	Front Hair Left 3
12-1	Front Hair Back 1
12-2	Front Hair Back 2
12-3	Front Hair Back 3
13-1	Rear Hair Front 1
13-2	Rear Hair Front 2
13-3	Rear Hair Front 3
14-1	Rear Hair Right 1
14-2	Rear Hair Right 2
14-3	Rear Hair Right 3
15-1	Rear Hair Left 1
15-2	Rear Hair Left 2
15-3	Rear Hair Left 3
16-1	Rear Hair Back 1
16-2	Rear Hair Back 2
16-3	Rear Hair Back 3
17	Right Hand Front
18	Right Hand Right
19	Right Hand Left
20	Right Hand Back
21	Left Hand Front
22	Left Hand Right
23	Left Hand Left
24	Left Hand Back
25	Right Foot Front
26	Right Foot Right
27	Right Foot Left
28	Right Foot Back
29	Left Foot Front
30	Left Foot Right
31	Left Foot Left
32	Left Foot Back
33-1	SWD 1
33-2	SWD 2
33-3	SWD 3
34-1	SPR 1
34-2	SPR 2
34-3	SPR 3
35-1	KNF 1
35-2	KNF 2
35-3	KNF 3
36-1	BOW 1
36-2	BOW 2
36-3	BOW 3
37-1	ARW 1
37-2	ARW 2
37-3	ARW 3
38-1	SHD Left
38-2	SHD Left Front
38-3	SHD Right Front
38-4	SHD Right
38-5	SHD Front
38-6	SHD Left Back
38-7	SHD Right Back
38-8	SHD Back
39-1	CLB 1
39-2	CLB 2
39-3	CLB 3
39-4	CLB After Strike
40	Window Face (Illust)



Technical Support

Thank you for purchasing Legasista.

If you have any questions or concerns about the game you have purchased, please contact our customer service via e-mail at Support@NISAmerica.com or call our customer service department at 1 (714) 540-1122, between the hours of 10 a.m. and 5 p.m. Pacific Standard Time, Monday through Friday.

If you contact us via e-mail, please allow approximately 1-2 business days for an NIS America representative to respond to your inquiry.

If you have any problems or concerns with your online account, any online purchases, or your hardware, please contact the appropriate payment center, account management system, or hardware manufacturer.

NIS America values your thoughts and opinions, and we would love to hear from you. Please take the time to visit www.NISAmerica.com and head to the Games section to register your game and let us know what you think!

©2012 Nippon Ichi Software, Inc. / SYSTEM PRISMA. ©2012 NIS America, Inc.
All rights reserved. Legasista is a trademark of Nippon Ichi Software, Inc.
"PlayStation", "DUALSHOCK" and "SIXAXIS" are registered trademarks and "PS3" and the PlayStation Network logo are trademarks of Sony Computer Entertainment Inc.