

1 Important Information

Basic Information

2 Information Sharing

3 Online Features

4 Parental Controls

Introduction

5 Characters

6 Controls

7 Getting Started

8 Title Menu

9 Saving

10 World Map

11 Towns

12 Town Services

13 Map Menu

14 Norende Village

Menu

15 Menu Screen

16 Menus (1/2)

17 Menus (2/2)

18 Tactics Menus (1/3)

19 Tactics Menus (2/3)

20 Tactics Menus (3/3)

Battle

21 Battle Screen

22 Battle Rules

23 Battle Commands

24 Special Commands

25 Bravely Second

26 Sending/Receiving Profiles

27 Nemeses

28 StreetPass

29 StreetPass Data

30 Local Wireless

31 Online Interactions

32 SP Drinks

Support Information

33 How to Contact Us

Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.

Before use, please also read the Operations Manual for your Nintendo 3DS system. It contains important information that will help you enjoy this software.

- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual refer to both Nintendo 3DS™ and Nintendo 3DS™ XL systems.

Health and Safety Information

IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.

To access this application, touch the  icon on the HOME Menu, then touch OPEN and read the contents of each section carefully. When you have finished, press  HOME to return to the HOME Menu.

You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

For precautions related to wireless communication and online play, please refer to the Operations Manual, "Health and Safety Information".

Language Selection

This title supports six different languages: English, German, French, Spanish, Italian and Japanese. If your Nintendo 3DS system language is set to one of these, the same language will be displayed in the software. If your Nintendo 3DS system is set to another language, the in-game default language will be English.

It is also possible to change the language while playing the game. To do so, select TACTICS on the main menu, then select CONFIG and finally MESSAGE SETTINGS (p. 20).

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):
www.pegi.info

USK (Germany):
www.usk.de

Classification Operations Branch
(Australia):
www.classification.gov.au

OFLC (New Zealand):
www.censorship.govt.nz

Advisories

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After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of

any unauthorised device in connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

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CTR-P-BTRP-00

User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, QR Code patterns, etc.

Exchanging UGC

These are general precautions for exchanging UGC with other users. The extent of UGC exchange depends on the software.

- Uploaded content may be seen by other users. It may also be copied, modified and redistributed by third parties.
Once sent, you cannot delete such content or limit its usage, so be careful.
- Any uploaded content may be removed without notice. Nintendo may also remove or hide content which is considered to be unsuitable.
- When uploading content or creating content for upload...
 - Do not include any information that can be used to identify you or a third party personally, such as your or a third party's name, email address, address or telephone number.
 - Do not include anything which could be damaging or offensive to another person, or make

someone uncomfortable.

- Do not infringe on the rights of others. Do not use content owned by a third party or that displays a third party (photos, images, videos) without their permission.
- Do not include illegal content or any content which aids illegal activity.
- Do not include any content which violates public morality.

This software supports Nintendo Network™.

With this software, you can add friends, update their profiles, update your own profile, and invite Net Friends.

- ◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.

About Nintendo Network



Nintendo Network is an online service which allows you to play with other players all over the world, download new software and add-on content, trade videos, send messages and much more!

Internet Precautions

- Friend codes allow people who know each other to play together without having to worry about dealing with strangers. Exchanging friend codes with strangers on online bulletin boards or by any other means may result in you receiving altered data or being exposed to offensive language. Do not reveal

your friend code to strangers.

- Do not engage in unfair conduct that inconveniences others, including tampering with game data. Users found to be engaged in such conduct will be dealt with accordingly, including being banned from this service.
- The game server may temporarily go offline for maintenance purposes without prior notice. In addition, service may be halted for supported software sometime in the future.

You can use the following Parental Controls to restrict certain features of this software.

- ◆ For more information about Parental Controls, refer to the Operations Manual.
- Nintendo 3DS Shopping Services Restrict the purchase of SP (sleep points) Drinks (p. 32).
- StreetPass Restrict the distribution of profiles (p. 26) and nemeses (p. 27) via StreetPass.
- Online Interaction Restrict adding friends and updating data via the internet (p. 31). This prevents access to the independent server for the game. Friend registration is restricted throughout the adventure.
- Friend Registration Restrict adding friends (p. 30) via Local Wireless. Friend registration is restricted throughout the adventure.



Tiz is a nineteen-year-old boy with a kind soul and a strong sense of justice. His village was swallowed up in the Great Chasm, but he miraculously survived and was taken to Caldisla. As the sole survivor of his village, he has a fateful meeting with Agnès, who has vowed to stop the spreading darkness that has already destroyed his home. The two decide to join forces, but Tiz is still deeply haunted by his failure to save his younger brother--his only family. He has vowed to one day rebuild Norende.



Agnès is a twenty-year-old girl who pursues her mission with zeal. As vestal of the Crystal Orthodoxy, a religion with a long and rich history, she watches over the Wind Crystal, one of the four crystals worshiped by the faithful. When the dark power that is covering the world swallows up her temple, the acolytes there make a valiant effort to save her life, but at the cost of their own. Alone for the first time in her life, she leaves her temple, and with the aid of a cryst-fairy she meets, she sets off on a quest to awaken the crystals.



Edea is an eighteen-year-old girl with a fierce sense of right and wrong. She is the only child of the grand marshal who rules the Duchy of Eternia, a realm that advocates Anticrystalism in defiance of the Crystal Orthodoxy. She has been trained by her stern father, but her true abilities have yet to be tested. In her very first mission, she was dispatched to subjugate the vestals. But shocked by the abominable conduct of the duchy's forces, she joins Tiz and company's quest in direct rebellion against her fellow soldiers and even her own father.



While no one is sure about his true age, he looks and acts as if he is about twenty-one years old, and as such, he functions like a big brother figure within the party. He likes to joke about how he is traveling the world to break the hearts of women near and far, but behind his happy-go-lucky facade is a worldly youth on a journey to seek his roots based only on dim, distant memories. When he first awoke after losing his memory, he had in his possession a notebook entitled D's Journal, which inexplicably tells of his future. He joins the other three party members whose names he finds written in this enigmatic journal.

World Map/Town Controls

Move	○
Enter/Exit area	Ⓐ/Ⓛ
Inspect/Talk	Ⓐ/Ⓛ
Party Chat	Ⓨ
Skip party chat	Ⓑ
Speed up text	+ / Ⓐ / Ⓛ
Autoplay events	Ⓨ
Skip events	ⓧ
Show menu	ⓧ / START
Show map menu	+

Other Controls

Make a selection	+
Confirm	+ / Ⓐ
Cancel/Back	+ / Ⓑ
Switch categories	+ / Ⓛ / Ⓡ
Switch characters (on menu screen)	Ⓛ / Ⓡ
Turn page (D's journal)	Ⓛ / Ⓡ

Adjust battle speed (in battle)	⊕
Switch menus	Left/right on ◎ (Job, Ability, Equip, and Special only)
Display detailed info	Left/right on ◎ (in battle)

Touch Controls

You can also show the map menu, skip events, view ability explanations, and perform other operations by touching the respective icon on the Touch Screen.



The game starts when you select a file on the title screen. You can also touch the Menu button to display the copy and delete options (p. 8).



Menu

Playing from the Beginning

The game starts once you select NEW GAME and then set options such as the Difficulty and Autosave.

- ◆ The Difficulty and Autosave settings can be changed on the Config menu (p. 20).



Transferring Data from the Demo

If save data from the demo version is on the SD card, you will be able to acquire advantages according to the game play.

Continuing a Game

Select a saved data file.



Start Game

Play the game from where it was last saved.



AR Movie

Loading AR markers with the Nintendo 3DS Camera allows you to watch AR movies featuring characters from the game's story. Visit the official site (<http://www.nintendo.co.uk/bravelydefault>) for more information on AR movies, including how to download AR markers.

This software involves use of the gyro sensor. Ensure that you have adequate space around you and that you hold the system firmly in both hands while playing. Failing to do so could result in injury and/or damage to surrounding objects.



Copy

To copy data, first select a source file and then a destination file.

Delete

Delete a file. If you select CLEAR ALL, all save data and game data will be deleted. SP and SP Drinks will be deleted as well.

◆ Check the file before you delete it. Files cannot be recovered once they are deleted.



Saving Data

You can save your progress in the Adventurer Menu (p. 12) and Save Menu (p. 13).



Autosave

When you enable Autosave, the game will automatically save your game progress at different times, such as when you enter or leave certain buildings and after events end. The Autosave setting is available on the Config menu (p. 20) or when you select NEW GAME (p. 7).

- Some progress will be Autosaved – for example, when you work on rebuilding Norende Village (p. 14).

- Do not turn the power off, reset the system or remove Game Cards/SD Cards while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.



10 World Map

Move around the world map, visiting a variety of towns and dungeons.

World Map Screen

The 3D Screen shows your character and the surrounding area. The Touch Screen shows the map for the surrounding area as well as the map menu (p. 13).



① Character

The character you place at the head of the party with the Sort command (p. 20) will be displayed.

② Towns and dungeons

Approach the location and press **(A)** or **(L)** to enter.

③ Map menu

Save your progress so far and view information about your adventure.

④ Destination

Destinations for important quests are marked with , and other destinations are indicated by .

⑤ Your current location

About the Passage of Time

On the world map, time passes from morning/afternoon to evening and then onto night. The enemies you encounter and even your surroundings will change according to the time of day.



Morning/
afternoon



Night

Opening Chests/ Inspecting

Press **A** or **L** to open treasure chests or inspect something when you think there is more than meets the eye.



Boarding Airships

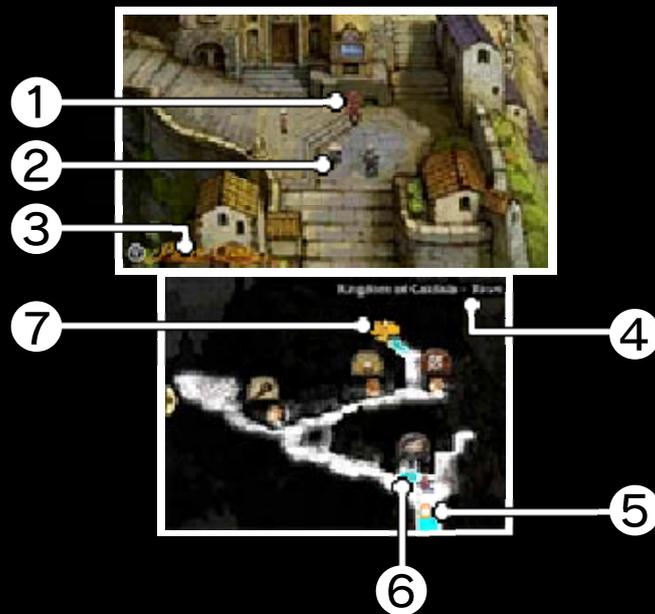
You will get an airship as the story progresses. With it, you can move faster than on foot and travel to previously inaccessible locations.



11 Towns

Visit towns to gather information for your adventures and get the equipment you need.

Town Screen



① Adventurer (p. 12)

② Character

③ Party Chat

Appears when Party Chat is possible.

④ Name of current location

⑤ Your current location

⑥ Entrance/exit (shown in blue)

Approach and press **A** or **L** to enter buildings or go to the world map.

⑦ Destination

Destinations for important quests are marked with , and other destinations are indicated by .

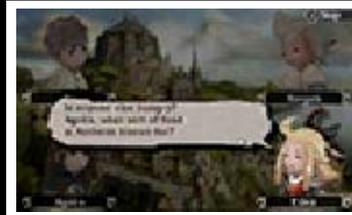
Talking to People

Approach the person you want to talk to and then press the A Button or L Button.



Viewing Party Chat

"Party Chat" appears on the 3D Screen under certain conditions. Pressing  at that time allows you to view Party Chat events with other party members.



Camera Views

In towns or buildings, the camera will zoom out for a wide-angle view if you do not use any controls for a while. The original view will return when you move.



12 Town Services

Use a town service by approaching it and then pressing **A** or **L**. This section introduces the services in the town of Caldisla.

Inn

HP and MP (p. 15) recover while you stay at an inn. Any status ailments (p. 22) you have will also be cured.



Trader

Purchase items.



Armory

Buy and sell weapons, armor, and accessories, as well as change your equipment (p. 17).



Weapon types

 Dagger

 Axe

 Staff

 Sword

 Spear

 Knuckles

 Katana

 Rod

 Bow

Armor types

 Shield

 Light armor

 Heavy armor

 Hat

 Helm

 Accessory

Magics Shop

Buy magic scrolls.
You must have
both the
appropriate ability
(p. 17) and scroll
to use magic.



Adventurer

The Adventurer Menu appears when you speak to the adventurer and then select SAVE.



Adventurer Menu



Adventurer Menu

Save	Save your game progress (p. 9).
Update Data	Use the internet (p. 31) to update data.
Add Friends	Add friends via Local Wireless (p. 30) or the internet.
To Title	Return to the title screen.



13 Map Menu

The map menu appears when you press  or touch  on the Touch Screen.

- ◆ Some menus are only available after your adventure progresses to a certain point.

Save Menu

You can select this menu while you are on the world map. You can save your game progress, update data, and add friends, just like with the Adventurer Menu (p. 12).

Quests

View your progress on various quests.

Tutorial Quests	Quests that help you learn what you need to know for your adventures.
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Inbox

Get the profiles of other players you pass by using StreetPass (p. 28-29).

Norende Village (p. 14)

Rebuild Norende Village, where Tiz was born and raised.

D's Journal

View tutorials and information obtained during your adventures.

Enigmatic Writings	Read about future events.
Notes	View information you have obtained during your adventures.
Encyclopedia	View information on items, enemies, battle bonuses, genome abilities, and compounding.
Help	View the game's tutorials.
Job descriptions	View information on the jobs you have obtained.
Event Viewer	View events that have occurred so far.

- ◆ The Event Viewer allows you to select the language in which you view an event.

Airship Menu

Fly around the world in a giant airship. You can only select this menu when you are in an area where you can board the airship.

Enter airship	Board the airship. Once inside, you can select PILOT YOURSELF to pilot the airship manually.
Autopilot	Have the airship fly automatically by selecting a region and then a destination, such as a town or dungeon.



14 Norende Village

To rebuild Norende Village, Tiz's hometown which was swallowed up by the Great Chasm, select it on the map menu.

◆ In Norende Village, you can only use touch controls for all operations except for Back ()



1 Obstacles

Remove obstacles to develop an area. The types of buildings that can be built will increase.

2 Worker count/total population

This is the total number of people you have encountered through StreetPass and Net Friend Invites. The more people there are, the faster Norende will be rebuilt.

3 Building

4 Norende Village menu

	Show/hide icons.
	Zoom in/out.
	Receive profiles obtained by StreetPass.
	Return to the world map or town.

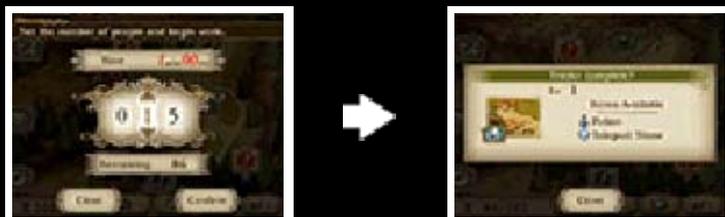
⑤ Nemesis icon

Touch to view the Nemesis menu (p. 27).

How to Rebuild

Rebuild Norende village by removing obstacles and erecting buildings. Touch  and  and set the number of workers to start rebuilding. The time required to rebuild the village depends on the number of workers.

◆ You can change the number of workers whenever you want.



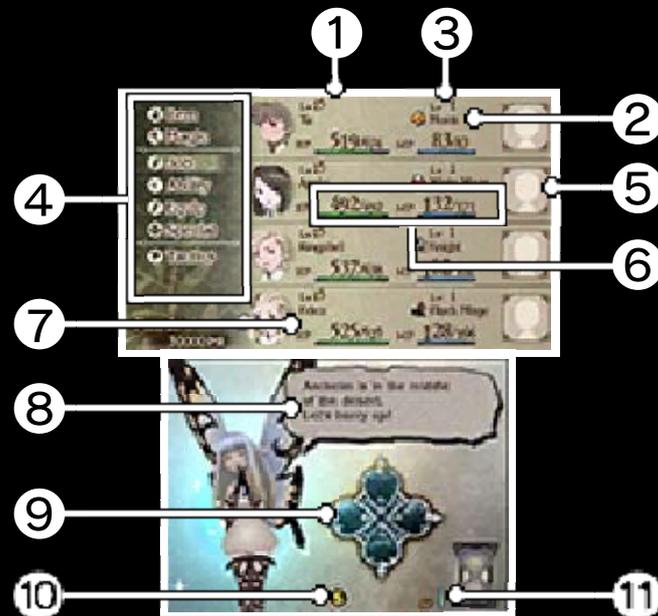
Effects of Rebuilding

Once a building is constructed, items will be awarded every so often. Some buildings allow you to buy items and equipment from adventurers. Selecting a building that has already been built allows you to level it up and change the items that are awarded.



15 Menu Screen

Pressing ⊗ or **START** on the world map or in certain locations such as towns displays the menu screen.



① Level

Characters level up when their EXP (experience points) exceeds a certain amount.

② Current job

Each character has a job. Character's statuses and available abilities (magic and skills) change depending on their jobs.

③ Job level

Job level indicates how good characters are at their current job. It goes up when a certain number of JP (job points) are earned, at which point the character learns a new ability.

④ Menu (p. 16-20)

⑤ Friend's Mii (p. 26)

The Mii characters of friends with whom you are linked via Abilink (p. 18) are displayed.

⑥ HP and MP (current/max)

HP goes down when a character takes damage, and when it reaches zero, the character is K.O.'d. (p. 22). MP is required for using skills and magic.

⑦ Current funds

⑧ Messages from Airy

Messages from Airy will appear here.

⑨ Crystal awakening state

The brooch lights each time you awaken a crystal.

⑩ SP Menu button

Touch this button to show the SP Menu.

⑪ Current SP value

SP are points required to use Bravely Second (p. 25).



12 SP Gauge

The gauge increases while your Nintendo 3DS system is in Sleep Mode, and is completely filled in eight hours. When the gauge is full, SP recovers by one. It is also possible to recover SP by using an SP Drink.

SP Menu

You can recover SP by purchasing drinks on the SP Menu.



Purchase SP Drink (p. 32)

Buy an SP Drink with the money you have.

Use SP Drink

Use an SP Drink. SP recovers by three for each drink used.



Item

Use items you have on hand. Select an item and then the target you want to use it on.



Magic

Use magic by selecting the magic you want to use and then the target you want to use it on. Use Ⓨ to sort.



About Magic

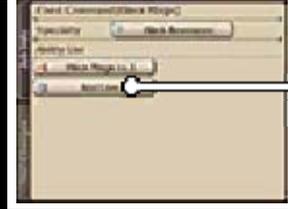
Magic is an ability available to certain jobs. There are different kinds, including black magic (offensive) and white magic (defensive/recovery), and to use them, you need the ability in question along with a scroll.

Job

Characters can change jobs. When this happens, their status, equipment aptitude, and visual appearance will change. View detailed job information that appears on the Touch Screen before deciding which job to take on.

◆ The number of jobs you can have

rises as the adventure unfolds.



Ability List

This is a list of abilities learned for a job.

Equipment Aptitude

Each job has an equipment aptitude that expresses how skillful the job is at using equipment. This aptitude is expressed in a range between S and E. The closer to S, the more the equipment will boost the character stats.



Item	Stat	Value	Level
100	0	100	0
100	0	100	0



Ability

Set the abilities you want to use and view the abilities and characteristics of the character's current job.



Job Command	Set a selected job command.
Support Abilities	Select a job, and then select the ability to set support abilities.
Fixed Command	Move the cursor over this to see a list of fixed commands on the Touch Screen.
Specialty	Move the cursor over this to see a description of the current job's specialty on the Touch Screen.

Ability Categories

The abilities available to characters are categorized as follows.

Abilities available without being set

Fixed Commands

These are the command abilities that have been learned for the current job.

Specialties

These are abilities for the current job that take effect automatically.

Abilities that must be set

Job Commands

These are command abilities a character learns for each job. They only take effect when you use them.

Support Abilities

These are abilities that take effect automatically. As long as they are within your cost limit, you can set them as you wish.

Equip

You can change a character's equipment. The character will be displayed on the Touch Screen. You can view the visual appearance of the character and equipment by touching and rotating the character.



Changing Equipment

Select the slot you want to change, and then select the equipment to equip or select REMOVE to empty the slot. Selecting RECOMMENDED or OPTIMUM automatically equips equipment from the character's inventory.

Weapons in Both Hands

"2-Hand" will be displayed when equipping a weapon in both hands. Since no shield is equipped, there is a potential for taking major damage, but on the other hand, the number of attacks will increase.

Special

Special moves are available once certain conditions have been satisfied in battle.



Conditions

Conditions differ depending on the weapon type, but once they are satisfied, the special move for the equipped weapon can be used.



Setting Parts

Selecting a special move takes you to the Set Parts screen where you can select the



parts you want from the Part List. This will enhance the special move once you set it.

- ◆ The part types you can set depend on the special move, and you can only set one part per type.



Special Move Names/ Dialogue

Touching **SPECIAL** on the on the Special Move screen or Set Parts screen allows you to edit the names of special moves. Touching **ATTACK MESSAGES** or **SUPPORT MESSAGES** allows you to edit the dialogue a character speaks when using a special move.



Tactics (p. 18-20)

Show the Tactics menu.



18 Tactics Menus (1/3)

From the Menu Screen, select TACTICS to display the following menu.

Friends

Lists of friends and guests (p. 26) will appear on the 3D Screen. Your own profile will appear on the Touch Screen. Touch EDIT to change your short message.



Friend Menu

Select a friend or a guest, and then press **A** to display the following menu.

Sort	Sort the list.
Stop/Resume Updating	Profiles with updates stopped will not be updated when you update data (p. 31).
Protect/Unprotect (while Guest List is displayed)	You can protect the profiles of up to five guests so they do not get deleted.
Delete	Remove the selected profile.

Abilink

Abilink is a special feature that allows your characters to use abilities that a friend's characters have learned (p. 26). You can link one friend per character.



- ◆ You cannot use Abilink to link with guests (p. 26).



19 Tactics Menu (2/3)

Status

The 3D Screen shows the experience (EXP) and job information for the selected character. The Touch Screen shows the visual appearance of the character with their equipment and various status information. Touch the various items on the Touch Screen to view details.



① Experience

Current Lv	Character's current level.
To Next Lv	EXP required for the next level.
Total EXP	Total EXP earned so far.

② Job

Current job	Character's current job.
To Next Lv	Job points (JP) required for next level.
Total Job Pts	JP earned so far.

③ Character Appearance with Equipment

Touch to rotate in that direction. You can also display the character on the 3D Screen.

④ Status

Switch between the Base Values, Stat Values, Immunities, and Resistances tabs to view status. You can touch each status item to view details.

Stat Values

R Hand	The attack power of the right hand affects damage dealt.
L Hand	The attack power of the left hand affects damage dealt.
DEF	Defense affects the amount of physical damage you receive.
M.ATK	Magic Attack affects the amount of damage dealt by magic.

M.DEF	Magic defense affects the amount of damage received from magic.
AIM	Aim affects the chance of scoring a hit.
EVD	Evade affects the chance of evading attacks.

Base Values

HP	Maximum HP (p. 21).
MP	Maximum MP (p. 21).
STR	Strength affects the power of attacks.
VIT	Vitality affects defenses against physical attacks.
INT	Intelligence affects black magic.
MND	Mind affects white magic.
DEX	Dexterity affects accuracy and the chance of a Brave Attack (p. 21) occurring.
AGI	Agility affects action order, number of attacks, and evasion.

Elements and Resistance

There are seven elements in all (Fire, Water, Wind, Earth, Lightning, Light, and Dark). Certain equipment and abilities allow characters to use them to attack. Depending on the target, they may react in one of the following ways.

Weak	Take more damage than usual.
Resist	Take less damage than usual.
Absorb	HP recovers by the amount of damage taken.
Nullify	No damage is taken.



Sort

You can rearrange the order of your characters. The character in front (at the top of the list) will appear on the world map, in towns, and so on.



Character in front

Config

Change a variety of game settings.



Battle Settings

Confirm Turn Start	Change whether to confirm the start of your turn.
Shortcut Settings	Set shortcuts for Brave and Default (p. 24).
Update Data at Send	Set whether to update profiles when sending data (p. 26).
Restore Defaults	Restore settings to their default values.



Sound Settings

SFX Volume	Set the volume of sound effects.
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Music Volume	Set the volume of music.
Voice Volume	Set the volume of character voices.
Restore Defaults	Restore settings to their default values.

Message Settings

Voice Settings	Set the language that characters speak.
Text Settings	Set the language of the text that is displayed.
Message Speed	Set the display speed of messages.
Autoplay	Turn Autoplay on/off.
Restore Defaults	Restore settings to their default values.

System Settings

Left/right on + Control Pad to Confirm/Cancel	Set whether to use left/right on the + Control Pad to confirm/cancel.
---	---

Cursor Position	Set whether the cursor will be at a fixed position when a window is opened.
Autosave	Turn Autosave on/off.
Restore Defaults	Restore settings to their default values.

Difficulty

Destination Marker	Turn destination markers on/off.
Gain EXP	Turn EXP gain after a battle on/off.
Acquire pg	Turn pg gain after a battle on/off.
Gain Job Points	Turn JP gain after a battle on/off.
Encounter Rate	Change the enemy encounter rate on the map.
Select Difficulty	Set enemy strength in battle
Restore Defaults	Restore settings to their default values

21 Battle Screen

The battle screen appears when an event battle begins or when you encounter enemies in dungeons or other areas.



① Enemy

② Allies

The order of your allies depends on how characters have been sorted (p. 20). The character in front will be on the far left.

③ Description of selected command

④ Battle commands

Select a command to proceed with the battle.

⑤ BP

Brave points are required to increase the number of actions and use certain abilities.

⑥ HP and MP

HP decreases when taking an attack, and when it reaches zero, the character is K.O.'d. (p. 22). MP is required to use skills and magic.

First Strike and Brave Attack

Battles may sometimes start with an enemy or ally in the First Strike or Brave Attack state. First Strike means only allies (or only enemies) get to perform actions for the first turn. Brave Attack means the battle starts with +1 BP.



Battle Procedure

Select battle commands (p. 23) to fight. When all allies and enemies have acted, the next turn begins, and you will once again be able to select battle commands.



Changing Action Speed

Use  to change the speed of actions in battle (Pause, 1x, 2x, 4x).

End of Battle

If you defeat all enemies, you win the battle and the Battle Results screen will appear. The 3D screen shows the combat bonuses you earned. The Touch Screen shows the experience (EXP), job points (JP), money (pg), and items you got.



Combat Bonuses

You earn combat bonuses when you satisfy certain conditions when winning a battle.



You get more EXP, JP, and pg when you earn combat bonuses.

Game Over

The entire party will be wiped out if the HP of all its members falls to zero.



Press **A** or **L** to return to the title screen.

Status Ailments

Status ailments may result when a character is struck by certain attacks or magic. Use items or magic to cure them. The following is a brief introduction to some of the status ailments.

K.O.	Characters that are knocked out have zero HP and cannot act.
Poison	Poisoned characters suffer damage at the end of each turn.
Darkness	Characters will find it harder to land attacks.
Silence	Some abilities that use HP, MP, or BP will be unavailable.
Sleep	Sleeping characters are unable to act, but will wake when attacked.
Paralyze	Paralyzed characters cannot act.

Confused

Confused characters may attack allies or even flee from battle.



Attack

Attack the selected target with the equipped weapon.

Abilities

Use Job Commands and Fixed Commands. Select a target to attack/heal. For some abilities such as magic, you can select more than one target.



Brave (p. 24)

Use BP to increase the number of actions.

Default (p. 24)

Accumulate BP while defending.

Special Move

Special moves (p. 17) are available when certain conditions are satisfied.



Select a special move and then the target to attack/heal.

Summon Friend (p. 24)

Use the moves of friends or guests and add/change the move you send.

Items

Use items on hand and change equipment. Select an item and then the target to use it on.

- ◆ You can perform another action after changing equipment.

Run

Flee from battle. The whole party can flee if one person succeeds.



Brave and Default

A character generally gets one action per turn, but you can increase the number by using the battle commands Brave and Default. Enemies can also use Brave and Default in battle.



Accumulate BP with Default

Select DEFAULT to accumulate BP while defending. You can accumulate up to three BP.



Increase actions with Brave

Select BRAVE to use BP to increase the number of actions for the current turn (up to four total). You can select Brave even when BP is zero, but once BP turns negative, no actions are possible until it returns to zero.

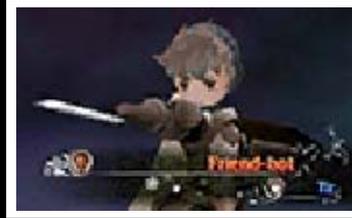


- ◆ You cannot select Default during a turn in which you used Brave.
- ◆ Negative BP recovers by one at the end of each turn.

Summoning Friends

Summoned friends/guests (p. 26) use their actions.

Select the friend/guest you want to summon, the move you want to use, and then the target to attack/heal.



Affinity

The more you use a friend's moves, the more your affinity with them will rise. The higher the affinity, the better the friend's move will perform.



Affinity

◆ Affinity does not affect guests.

Send (Friend Summoning)

Add/change your Sent Move, which is included in the profile you send. Select Send, then Battle Command (action to add).



Bravely Second is an ability that allows your characters to act while the enemy is frozen in time. While Bravely Second is in effect, you can use SP (p. 15) to execute commands.

Stopping Time

Press the START Button during command selection or during an action to activate Bravely Second.



Using SP to Perform Actions

Selecting a character followed by a command displays the SP cost. Selecting "GO!" at this point executes the selected command. Bravely



SP cost

Second can be activated even when SP is zero, but it cannot be activated again until SP returns to zero.

- ◆ SP cost varies by command.
- ◆ You can also use Brave and special moves. When using Brave, SP will be used.



The game allows you to send your own profile and receive the profiles of other players via StreetPass, Local Wireless, and the internet. Each profile contains a Sent Move (move used during friend summoning) and Profile Information.

- ◆ To exchange profiles, you must agree to share profiles.

Adding/Changing Your Profile

You can add/change your Sent Move as described below. To change the Short Message in your profile, select TACTICS » FRIENDS, and then touch EDIT on the Touch Screen.



Sent Move

Add/Change your Sent Move by selecting SEND under "Summon Friend". Select YES after a battle to send your profile.

Receiving Profiles

Each profile you receive will be added as a Friend or a Guest.



Friends

When the users of both systems are friends, received profiles will be added as a Friend. Once twenty people have been added, you must delete a profile before you can add another.



Guests

Profiles received from non-friends via Add Friends (p. 31) and StreetPass (p. 28-29) will be added as a Guest. Once twenty people have been added, subsequent additions will overwrite previous profiles, starting with the oldest.

- ◆ Guest profiles cannot be used for Abilink (p. 18).

Adding Friends/Updating Data

The ADD FRIENDS command lets users register each other as friends via various communication methods. The UPDATE DATA command allows you to update the profiles of people you have already added as friends.



Nemeses are powerful monsters that you will not ordinarily encounter. You can get special items by defeating them.

Receiving Nemeses

You can receive nemeses by the procedures described below. Note that the nemeses you receive will not be added to the Encyclopedia.



Receive via internet (Update Data)

You may receive a nemesis when you update data (p. 31). Nemeses that you receive will appear in Norende Village (p. 14).



Nemesis

- ◆ Once you have defeated a nemesis, you cannot receive the same one again with the Update Data command.



Receive via StreetPass

You will automatically receive Nemeses that other players send via StreetPass.

- ◆ You can receive the same nemesis any number of times via StreetPass.

- ◆ You can receive up to seven nemeses. Once you have seven, any more you receive will overwrite previous ones, starting with the oldest.
- ◆ You do not lose a nemesis when you send it via StreetPass.

Battling Nemeses

After you have received a nemesis, touching the Nemesis icon in Norende



Village displays the Nemesis menu.



Nemesis menu

Fight	Start a battle against a nemesis. Nemeses that you defeat will disappear.
Protect	Select PROTECT for any nemeses you want to save from being deleted when you get more than seven.
Send	Select a nemesis to send via StreetPass.



Exchanging Profiles and Nemeses (StreetPass)

Nintendo 3DS systems that have enabled StreetPass for this game will automatically exchange profiles and nemeses.

- ◆ To communicate using this feature, all players must activate StreetPass for this software on their Nintendo 3DS systems.

Activating StreetPass

To use StreetPass for the first time, select your inbox on the map menu (p. 13). You can add a profile to send from your system.



Inbox

Deactivating StreetPass

To deactivate StreetPass, open the System Settings and select DATA MANAGEMENT, then STREETPASS MANAGEMENT. Touch the icon for this software title, then select DEACTIVATE STREETPASS.



Sending/Receiving Data (StreetPass)

Whenever you pass by others who have enabled StreetPass, profiles and nemeses will be automatically shared between the two systems.

◆ Refer to page 27 for more information on receiving nemeses.

Inbox (map menu)

Whenever you pass by a new person who is also using StreetPass, UPDATE will appear on the inbox  on the map menu. Touch the icon to get their profile.

Inbox (Norende Village menu)

Whenever you pass by a new person who is also using StreetPass, UPDATE will appear on the inbox  on the Norende Village menu. Touch the icon to get their profile.

About Local Wireless (Local Play)

If you and another player each have a Nintendo 3DS system and a copy of *Bravely Default*, one of you can become the host and the other a guest in order to add the other player as a friend or update their profile.



You Will Need:

- One Nintendo 3DS system per player
- One copy of the software per player

Adding Friends

From the Adventurer Menu (p. 12) or Save Menu (p. 13), select **ADD FRIENDS » REGISTER VIA LOCAL WIRELESS** to begin the process of adding your new friend over the Local Wireless connection.



1. Finding the other player

If you are the host, simply wait for the guest. If you are the guest, you must search for the

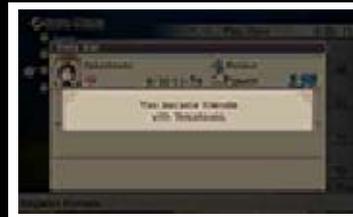


host. Once the host is found, select the host's name from the list to make a friend request. The host will then select whether to accept the guest's request.



2. Completing friend registration

Friend registration completes when the host approves the guest's request.



- ◆ You can update profiles for friends you have added using the UPDATE DATA command (p. 31).



About Online Interactions (Internet)

Connect to the internet to perform a variety of online interactions, including adding friends, updating profiles and other data, and getting nemeses.

Adding Friends

From the Adventurer Menu (p. 12) or Save Menu (p. 13), select **ADD FRIENDS » REGISTER VIA INTERNET** to connect to the internet and register friends.

- ◆ To add friends via the internet, both systems must already be friends.

Updating Data

From the Adventurer Menu (p. 12) or Save Menu (p. 13), select **UPDATE DATA** to connect to the internet and update various data.



Updating data includes:

- Uploading your own profile
- Updating your friends' profiles
- Uploading game progress as backup data
- Receiving items or quests in some cases
- Receiving guest (p. 26) profiles, in some cases

◆ If any nemeses are available, you will receive them at this time.



Purchasing SP Drinks (Premium Item) (Paid Add-On Content)

At a certain point in the game, SP Drinks will become available for purchase from the SP Menu with real-world money (p. 15).



How to Purchase

On the SP Menu, select PURCHASE SP DRINK. On the screen that appears, select the number you want to buy, and if you are satisfied with your order, select CONFIRM.



Notes on Purchasing SP Drinks

- You can check your purchased content in the Account Activity section of Nintendo eShop.
- This content is non-refundable and may not be exchanged for other products or services.
- Once purchased, content can be re-downloaded for free.
- ◆ This content may no longer be available for re-download if the service is suspended or discontinued, or if you delete your Nintendo eShop account. For details, refer to the Nintendo eShop electronic manual.

- This content will be saved to the SD Card.
- This content is only compatible with the Nintendo 3DS system used to purchase it. If you insert the SD Card into another system, this content will not be available on that system.

Adding Funds

To purchase an SP Drink, you must have the required funds in your Nintendo eShop account balance.

One of the following is required to add funds:

- Nintendo eShop Card
 - Nintendo eShop activation code
 - Credit card
- ◆ You can save your credit card details on your system. If you do this, you will not need to enter your details every time you add funds.
 - ◆ You can remove your saved credit card details at any time through **SETTINGS / OTHER** in Nintendo eShop.



For product information, please visit the Nintendo website at:
www.nintendo.com

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit:
support.nintendo.com

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