

BRAVELY SECOND™

END LAYER

1 Important Information

Basic Information

2 Information Sharing

3 Online Features

4 Parental Controls

Introduction

5 Controls

6 Getting Started

7 Title Menu

8 Ending Your Adventure

Travel the World

9 World Map

10 Towns and Dungeons

11 Town Services

Map Menu

12 Map Menu

13 Rebuilding the Moon

14 Chompcraft

Menus

15 Menu Screen

16 Menus (1)

17 Menus (2)

18 Menus (3)

19 Tactics Menu (1)

20 Tactics Menu (2)

21 Tactics Menu (3)

Battles

22 Battle Screen

23 Battles

24 Battle Commands

25 Special Commands

26 Bravely Second

27 Other Battle Tips

Sending Data

28 Sending/Receiving Profiles

29 Sending Ba'als

Connecting with Others

30 StreetPass

31 Local Play

32 About Online Interactions

33 SP Drinks

Support Information

34 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.

- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to all systems in the Nintendo 3DS™ family.
- ◆ When playing on a Nintendo 2DS™ system, features which require closing the Nintendo 3DS system can be simulated by using the sleep switch.



IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu. You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

Language Selection

The in-game language depends on the one that is set on the system. This title supports seven different languages: English, German, French, Spanish, Italian, Japanese and Korean. 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.

For instructions about how to change the system language, please refer to the System Settings electronic manual.

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

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www.classificationoffice.govt.nz

Russia:
minsvyaz.ru/ru/documents/

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COLLADA Schema
<http://www.collada.org/2005/11/COLLADASchema>

COLLADA Schema Reference
http://www.khronos.org/files/collada_schema_1_4

COLLADA Top page
<https://www.khronos.org/collada/>

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float.c (pawn)

pawn
<http://www.compuphase.com/pawn/pawn.htm>

- ref: src
<http://code.google.com/p/pawnsript/source/browse/trunk/amx/float.c?pec=svn33&r=33>

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osdefs.h (ITB CompuPhase)

CompuPhase

http://www.compuphase.com/index_en.htm

- ref: src

<http://pawnscrip.googlecode.com/svn-history/r23/trunk/amx/osdefs.h>

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Pawn Abstract Machine for the Pawn
language

<http://www.compuphase.com/pawn/pawn.htm>

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Version 2.0, January 2004

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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

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- 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.
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3

Online Features

With this software, you can connect to the internet to purchase SP Drinks, add friends, update friends' profiles, update your own profile, and receive guest profiles, Ba'als, and other data into your game (p. 28, 29, 32, and 33).

- ◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.
- ◆ To use Miiverse features, you must have already launched Miiverse and completed the initial setup.

This software supports Nintendo Network™.



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

Online Precautions

- If you post, send or otherwise make available any information or content through wireless communication please make sure not to include any information that can be used to identify you

personally, such as your name, email address, your address or your telephone number, as others may be allowed to see such information and content. In particular, when choosing a user name or nickname for your Mii™ characters, please do not use your real name as others may be able to view your user name and the nicknames of your Mii characters when using wireless communication.

- Friend codes are a part of a system that allows you to establish a friendship with other users, so that you can play, communicate and interact with people you know. If you exchange friend codes with strangers, there is a risk that you could receive information or messages with offensive language or inappropriate content and that strangers may see information about you that you do not want strangers to see. We therefore recommend that you do not give your friend codes to people you don't know.
- Do not engage in harmful, illegal, offensive or otherwise inappropriate activity that might cause problems for other users. In particular, do not post, send or otherwise make available any information or content that threatens, abuses or harasses

other persons, infringes on the rights of others (such as copyrights, portrait rights, privacy rights, rights of publicity or trademarks) or that may make other people feel uncomfortable. In particular, when sending, posting or making available photos, images or videos displaying other people, make sure to obtain their permission beforehand. If inappropriate conduct is reported or confirmed, you may be subject to penalties such as being banned from the Nintendo 3DS Services.

- Please note that Nintendo servers may become temporarily unavailable without prior notice due to maintenance following any problems, and online services for certain software may be discontinued.

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 purchasing of SP Drinks (p. 33).
- Online Interaction
Restrict adding friends and updating data via the internet (p. 32).
- StreetPass
Restrict the distribution of profiles (p. 30) via StreetPass™.
- Friend Registration
Restrict adding friends (p. 31) via Local Wireless.

World Map/Town Controls

Move	○
Enter or exit an area/ Inspect/Talk	Ⓐ/Ⓛ
Party Chat	Ⓨ
Skip Party Chat	Ⓑ
Speed up text	+ / Ⓐ / Ⓛ
Autoplay events	Ⓨ
Skip events	ⓧ
Display menu	ⓧ / START / SELECT
Display R Button menu	Ⓡ
Display map menu	+

Other Controls

Make a selection	+
Confirm	+ / Ⓐ
Cancel/Back	+ / Ⓑ
Ask Agnès (on menu screen)	Ⓛ
Open SP Menu (on menu screen)	Ⓡ
Switch characters (on sub-menu screen)	Ⓛ / Ⓡ

Switch between menus or displays (on certain menus and in armories)

Left/right on 

Moon Reconstruction Controls (p. 13)

Update StreetPass data



Zoom in/out



Toggle icons on/off



Display list



Chompcraft Controls (p. 14)

Change background music

 / 

Turn sound effects on/off



Background music selection screen



Battle Controls (p. 22)

Engage/disengage Autobattle



Brave



Default



Change how many times to perform an action (while selecting a command or ability)

 / 

Bravely Second


 / 

View details (while selecting an ability or item)	⊗
Change action speed (while allies or foes are taking actions)	⊕
View allies' current status	Right on ○
View enemies' current status	Left on ○

Touch Screen Controls

You can also open the map menu, skip events, view information about abilities, and perform other operations by touching the respective icons on the Touch Screen.



You can also tap  to check which controls can be used on the current screen.

When you start up the game, the title menu will be displayed on the lower screen (p. 7).



Starting a New Game

Select NEW GAME, and then set options such as Difficulty and Autosave to begin a new game.

Transferring Data from the Bravely Second Demo

If you have save data on your SD Card from playing through Bravely Second: The Ballad of the Three Cavaliers, you can carry over the population of your moon base (p. 13) and data for your registered Friends (p. 19). You will also be able to receive additional rewards based upon your progress in the demo.

- ◆ You can only transfer this save data when starting a new game. It will not be possible to transfer this data midway through the game.
- ◆ You can only bring a maximum of 20 people to your moon base.



Continuing a Game



Select a save file, then select CONTINUE and you will be able to resume play from the last point where you saved your progress. Menu items appearing as ??? will become available as you make progress in the game. Some options may require that you physically move your Nintendo 3DS system in order to fully enjoy them.

When using this software, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands. Do not move the system with excessive force, as this could lead to injuries, damage to the product or damage to nearby objects.



From the title menu, you can choose from the following three options on the lower screen by tapping on them:



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



You can choose to delete your save file with this option. If you select DELETE ALL, all save data and game data will be deleted. SP and SP Drinks will be deleted as well.

◆ **Files cannot be recovered once they are deleted, so be certain of what you are doing when you choose to delete a file.**



You can receive items by entering any special codes you may have received with your game purchase.

Saving Data

You can save your progress from the Save Menu (p. 11–12). When working to rebuild the Moon (p. 13), your progress in that task will also be autosaved.



Autosave

When you enable Autosave at the beginning of your game, the game will automatically save your progress at set points in the game. Your Autosave settings can also be changed in the Config menu (p. 21).

- ◆ You will see  appear in the upper left-hand corner of the upper screen when your game is being automatically saved.

- Do not repeatedly reset the system or intentionally input incorrect controls. Do not remove any Game Card/SD card inserted into the system 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.



You can move around on the world map to visit different towns and dungeons and progress through the story.



1 Your character

The character that you place at the head of the party with the Order command (p. 21) will appear on the world map.

2 Towns and dungeons

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

3 Map menu (p. 12)

Tap here or press **(+)** to open the map menu.

4 Map icons



Main scenario location



Side story location



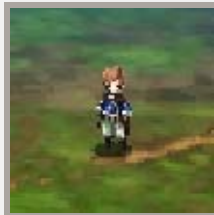
Current location

5 R Button menu

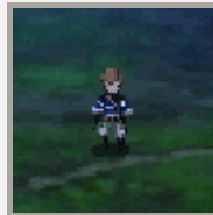
Tap here or press **R** to open the R Button menu, where you can adjust enemy encounter rates (i.e. how often you will be drawn into random battles) and enable or disable autobattle (p. 23).

The Passage of Time

On the world map, time passes from day to dusk and then on to night before morning dawns again. The enemies you encounter and even your surroundings will change according to the time of day.



Day

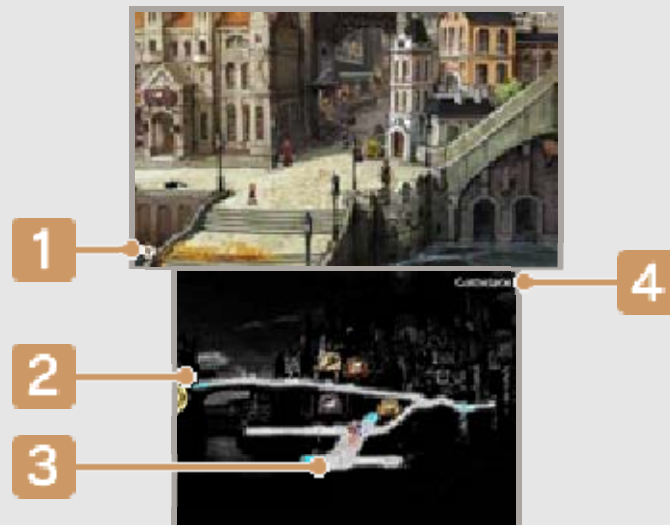


Night

10 Towns and Dungeons

The screens that you see will change when you enter a town or dungeon from the world map.

Town Screen



1 Party chat

When certain conditions are fulfilled and this icon appears, you can press \odot to view a party chat: a special conversation among your group of allies.

2 Entrance or exit (blue area)

Approach an area highlighted in blue and press A or L to enter buildings, return to the world map, or otherwise move between areas.

3 Map icons



Main scenario location



Side story location



Current location



Adventurer (p. 11)

4 Location name



Dungeon Screen



In a dungeon, the appearance of the lower screen is slightly different.



1 Map

Areas will appear as you explore them.

2 Entrance or exit (blue area)

Pass through areas highlighted blue to return to the world map or move to a new area.

3 Recommended levels

This recommendation gives you an idea of what level you and your allies should be at to tackle a given dungeon, if you wish to have a good chance of making it out again.



Striking Up Conversations



You can talk to people by approaching them and pressing **A** or **L**.



 Inn 

You can recover your HP and MP (p. 22) by staying at an inn. Any status ailments (p. 27) will also be cured.

 Trader 

Purchase items at these shops in exchange for pg.

 Armory 

Buy and sell weapons, armour, and accessories here. You can also change what gear your party members currently have equipped (p. 18).

 Magics 

Purchase magic scrolls here. You will need both magic scrolls and the appropriate ability (p. 17) in order to use magic spells.

 Pigs 

Talk to a pig to be able to warp instantly back to other towns you have previously visited.

The Adventurer

Speak with the adventurer and the following options will appear:



Save (Save Menu)

Save (p. 8)	Save your current game progress.
Update Data (p. 32)	Connect to the internet to update your data.
Update StreetPass (p. 30)	Receive information about other players you have passed by.
Add Friends (p. 31–32)	Add friends via Local Wireless or the internet.
To Title	Return to the title screen.

Buy Items

You can purchase items from the adventurer.

The variety of items available for purchase will increase as you help rebuild the moon base (p. 13).



Rest in Cottage

This option only appears in dungeons and allows you to restore HP and MP for a cost. It will also remove any status conditions.

AI Friends

When you talk to the adventurer, you may sometimes be introduced to an AI friend. These AI friends are registered like any other friends (p. 19) and their data may be updated when you speak with the adventurer again.

12 Map Menu

Open the map menu by pressing  or touching  on the lower screen.

- ◆ Some menu items will only become available after your adventure progresses to a certain point.

Save Menu

This option opens the same save menu that you find when speaking with the adventurer (p. 11). From here, you can save your game, update your data, update your StreetPass data, or register friends.

- ◆ You cannot select SAVE or UPDATE DATA when in towns or dungeons.

Yew's Diary



From here you can check the bestiary or view tutorials, among other things. You can also view past events again.

Quests

This is where you can check the particulars of your current quests.

Tutorial Quests

These special quests help you acquire the skills and knowledge you will need during your adventure.

 **Rebuilding the Moon** 
(p. 13)

Select this option to work on rebuilding Magnolia's homeland on the Moon.

 **Chompcraft (p. 14)** 



Make plush chompers in this special minigame.

 **The Rubadub** 

Step aboard the Rubadub to sail across seas and fly through the air.



This option will only be available to select when you are located in an area on the world map from which the Rubadub can launch.

 **Rubadub Menu** 

While aboard your trusty ship, selecting the Rubadub icon again will let you access the following options:

Enter Ship	Enter the ship's interior. While inside, select SET SAIL to freely pilot the ship yourself.
Autopilot	You can let the ship sail itself by selecting a region and then the town or dungeon which you wish to visit.
Board Rowboat	Climb into the small rowboat to traverse shallows and areas the Rubadub cannot sail through.



13 Rebuilding the Moon

This special feature allows you to help rebuild Magnolia's home on the Moon: Fort-Lune.

Moon Rebuilding Screen



1 Ba'als

2 Uncleared paths

3 Buster ships

4 Facilities

5 Unoccupied residents/total population

You can increase the population at the moon base through StreetPass and other means. The more residents you have, the more quickly you will be able to repair facilities and strengthen your buster ship.

6 Reconstruction menu options


	Toggle icons on/off.
	Zoom in/out.
	Update StreetPass data (p. 30).
	Return to the world map or your current location in a town or dungeon.

Rebuilding the Moon Base

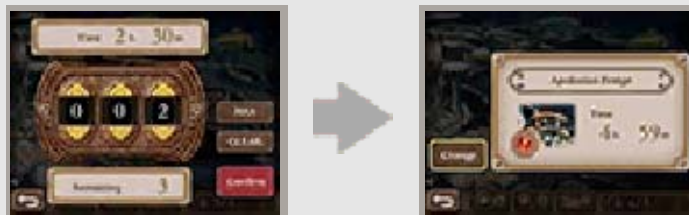
You can help rebuild the moon base by clearing roads, building facilities, and raising the levels of those facilities.

When you repair a new path, it will grant you access to another area to develop and increase the number of facilities that you can build. And as you build more facilities and raise their levels, the range of items that you can purchase from the adventurer will increase, as will your available special move types and parts (p. 18). You may even receive free items.

Repair and Build

Press  to choose where you would like to carry out repairs or build something. You can also select the icons on the Moon's surface. Then decide how many residents to dedicate to the task and work will begin at once. The amount of time it will take to complete each task can be lessened by assigning more people to it.

- ◆ You can change the number of residents assigned to a task at any time.



Facility Levels

You can upgrade your facilities by selecting a facility you previously built and choosing to work on it again.

Buster Ships

Using buster ships, you can attack Ba'als and weaken them before battle. If your ships are the same colour as the Ba'al, you will be able to deal extra damage!



- ◆ You can upgrade your buster ships just as you do with facilities.

14 Chompcraft

You can work on chompcrafting via the map menu. Produce plush chompers and earn cp in return.

◆ At a certain point during your adventure, you will meet someone who will exchange your cp for in-game currency (pg).

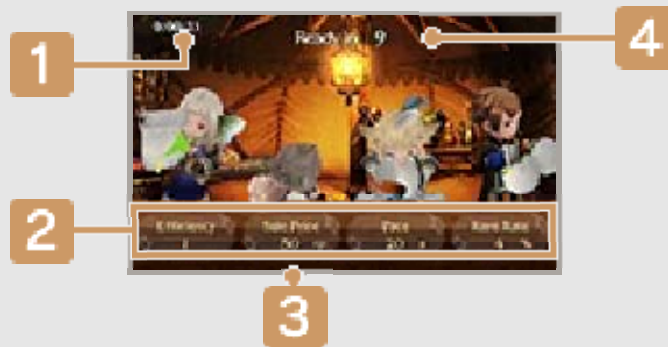


Chompcraft Screen



On the upper screen, you will see Yew and his allies working on crafting chompers. As they finish each set, the completed chompers will be dropped into the carton waiting on the lower screen.

Upper Screen



1 Playtime

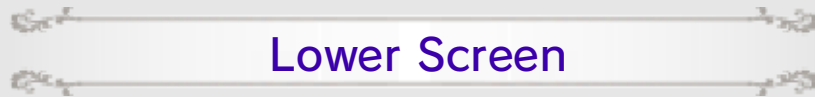
2 Production parameters

Here you can see your production rates and how your speed, quality, and rarity are measuring up.

3 Tool effect time

If you are using special tools, the parameters which they act upon will turn blue while being affected by their use.

4 Time until complete



1 Tool icons

The tools which each character can use appear here. Pay cp to be able to use them. The number of ★s indicate the tool's level and the number at the bottom shows how much cp you will have to pay to use it.

2 ? Icon

Touch this icon to view an explanation of how chompcrafting works.

3 Completed chompers

The figure at the bottom represents the value of all of the completed chompers currently in the carton.




4 Funds (cp)

5 Reward icon

As you complete chompers, your reward gauge will fill up. The ★s indicate the level of snack that you can reward your hardworking allies with.

6 Menu icon

Tap here to toggle on or off the following menu options:

	Use cp to buy tools or get better snacks for your team.
	Check your current and past performances.
	Leave chompcraft minigame.

7 Sell icon

Chompcraft 101

Watch your progress and perfect your timing as you carry out the following actions:

Use Tools

Touch tool icons to use them in exchange for cp. They will boost different production parameters for a fixed amount of time. Once you have obtained a higher-grade version of a tool, you can use it by first selecting the more basic version, then tapping the relevant icon again to upgrade.


Reward Yourself

When your reward gauge is full, you can tap the reward icon to give your team a well-deserved snack. Doing so will give all of your allies a temporary bonus, boosting their production parameters. The higher the level of the snack that you provide, the greater this effect will be.

Sell Chompers

Touch SELL to sell all of the completed chompers currently in your carton. Depending on the kinds of chompers you have created, you may earn some sales bonuses as well!

Calling It Quits

When you're done with chompcrafting for the moment, select  on the menu and all of your currently complete chompers will automatically be sold and your results will be displayed.

Jukebox

As you improve in your chompcrafting, you will be able to select different background music by pressing **L** and **R**. You can also open the music selection screen by pressing **X**. Songs will be unlocked by reaching different profit benchmarks as you sell off your chompers.

15 Menu Screen

Pressing ⊗ on the world map or in towns or dungeons will display the menu screen.

Upper Screen



1 Level

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

2 Menu options (p. 16–21)

3 Current funds (pg)

4 Current job level and job

Job level indicates how good characters are at their current job. It goes up when the character earns a certain number of JP (job points), at which point they learn a new ability (such as magic or special attacks) specific to their current job.

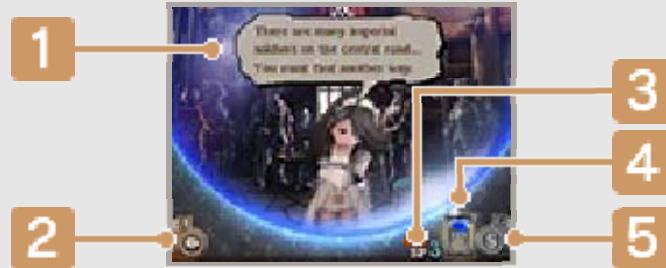
5 Friend's Mii (p. 19)

The Mii characters of friends with whom you are linked via Abilink (p. 19) are displayed here.

6 HP and MP (p. 22)

Your current HP and MP/max HP and MP.

Lower Screen



1 Messages from Agnès

2 Ask Agnès icon

Hear what Agnès has to say about your current situation or review old messages from her.

3 Current SP value

SP are points required to use Bravely Second (p. 26).

4 SP gauge

This gauge fills while you are playing the game. It takes eight hours to fill completely and earn one SP.

It is also possible to recover SP by using an SP Drink.

◆ As long as you don't exit the game, the SP gauge will fill even while your Nintendo 3DS system is in Sleep Mode.

5 SP menu icon

Tap here to open the SP menu and purchase SP Drinks to restore your SP.

Purchase
(p. 33)

Use your Nintendo
eShop balance to
purchase SP
Drinks.

Use

Use your SP
Drinks. One SP
Drink will restore
three SP.



Items

View information about the items you have on hand and use them on your party. Select an item and then a target, if applicable, to use it.

Magic

Use magic by selecting a spell and then a target.



Obtaining New Magic

Magic can be used thanks to the abilities (p. 17) which your characters can acquire from certain jobs. There are different kinds of magic, including black magic (offensive spells) and white magic (healing spells), and you will need to acquire the necessary abilities and also obtain specific spell scrolls in order to use each spell.

- ◆ A few special kinds of magic, such as summoning magic, are acquired by other means and cannot be purchased in the form of scrolls.

Display Details

On the various menu screens, touching the icons that appear on the lower screen may display more detailed information and explanations.



17 Menus (2)

Job

You can change you and your allies' jobs from here. When one of your characters changes jobs, their stats and appearance will change. Their proficiency with various weapons and armour can also change, along with the abilities which they can learn.

- ◆ The number of jobs you have access to increases as you progress through your adventure.



Ability List

This is a list of the abilities obtained through a particular job.

Equipment Proficiency

Each job grants proficiency for different kinds of weapons and armour, which makes your characters more skillful at using those kinds of equipment. This proficiency is expressed in a range from A to E, plus the best possible ranking of S. The closer your proficiency is to S, the greater your characters' stats will be boosted by equipping that kind of weapon or armour.

- ◆ All jobs have full proficiency (S) for any light armour, hats, and accessories.

Abilities

Here you can set the support abilities you want your characters to have access to and also view your current job's abilities and specialties.



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

Ability Categories

The abilities available to characters are categorised 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 if set. You can set as many support abilities as you have available slots.

Equipment


You can change a character's equipment from here.



On the upper screen, you can see which equipment your characters



currently have donned and a full list of the equipment you have. On the lower screen, you will see how it affects your characters' stats and appearance.

- ◆ Tap  on the lower screen to check out how your character looks on the upper screen.

Changing Equipment

Select the type of equipment you wish to change, and then select a new weapon or piece of armour to equip it. Selecting RECOMMENDED or OPTIMIZE will use the AI to determine an optimal arrangement of weapons and armour for your character.

Dual Wielding

Dual wielding refers to the ability to equip a weapon to both of your character's hands. With a weapon in each hand, you cannot hold a shield and so you open yourself to the chance to take major damage. You will be able to deal more blows by equipping two weapons, but the power behind each hit will also be lessened unless you have certain abilities set.

Some weapons also regularly take two hands to wield, including bows, knuckles, and firearms. These weapons allow for powerful attacks to make up for this potential downside.

Special

Special moves become available once certain conditions have been satisfied in battle (p. 21). In this menu, you can change the various settings for your characters' special moves, including the conditions for triggering them.



Setting Conditions

After choosing a character, select TRIGGER CONDITION, and then choose a particular condition.

Setting Parts

Selecting a category of special move parts takes you to the Set Parts screen. From



there, you can select the parts you

want from the Part List to make your special moves stronger.

- ◆ The lower screen will display a list of special moves matching the selected type.
- ◆ The parts you can set will depend on the special move's type.

Special Move Names and Catchphrases

Select CUSTOMIZE NAMES, then choose the special move to change its name.



After selecting a

character, choose CATCHPHRASE to edit the special battle cry that the character will use when triggering his or her special move.

Tactics (p. 19–21)

Open the Tactics menu.

19 Tactics Menu (1)

Select TACTICS from the menu to view the following options:



Favorites



Register favourite party setups, including jobs and abilities for each character, and then you can easily select them again at any time.



Friends



View a list of your friends and guests (p. 28), as well as friend candidates. Select each category to view complete lists. If you press **(A)** while looking at your lists of friends or guests, the following options will also appear:



Sort	Change the way the list is sorted.
Stop/Resume Updating	Profiles with updates stopped will not receive new information when you choose to update data (p. 32).
Protect/Unprotect (on Guest List)	You can protect the profiles of up to five guests so they do not get deleted.
Delete	Delete a selected profile.

Your Profile

When you select the Friends menu, your own profile will appear on the lower screen. Touch your title to change it, or touch EDIT to change your short message. You can also touch the tab on the right side of the screen to change what information is displayed.

Friend Candidates

Fellow players who have been registered as friends on your Nintendo 3DS system but whose profiles you have not yet received for this game title will appear as "Friend Candidates".

Abilink

Abilink is a special feature that allows your characters to use abilities that a friend's characters have learned. You can link one friend to each of your characters.



- ◆ You cannot use Abilink to link with guests.

Status

The current EXP and job information for the selected character will appear on the upper screen. The character's various stats will be displayed on the lower screen.

Upper Screen



1 Experience (EXP)

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

2 Job

Current job	Character's current job and job level.
To Next Lv	JP required to reach the next level.
Total JP	Total JP earned so far.


Lower Screen



1 Status

Review your characters' stats and conditions by viewing each of the four tabs: Stat Values, Base Values, Immunities, and Resistances. Touching each category within these tabs will provide you with more information about what it means.

2 Character's current appearance

Touch the lower screen and slide left or right to see your character's current appearance and equipment from all angles. You can also tap  to have the character displayed on the upper screen.

Immunities and Resistances

Some equipment and abilities can grant your characters resistance to status conditions and elements. Being resistant to a status condition (p. 27) will make a character immune to its ill effects. Resistance to a particular element (p. 27) can take one of the four following forms:

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.

21 Tactics Menus (3)


Order

You can rearrange the order of your characters within the party. The party's leader (the character appearing at the top of the list) will be the one displayed on the world map, in towns, and so on.



Config

Change a variety of game settings, including sound settings and difficulty levels.

Battle Settings	Set battle shortcuts and other options, like updating data when using Send.
Sound Settings	Change volume settings for sound effects, background music, and voiceovers.
Message Settings	Change settings for text speed, language and for autoplaying scenes.
Game Settings	Change settings for  operations, cursor defaults, and autosaving.
Difficulty	Turn destination markers on or off, and decide the strength of foes and how richly you are rewarded after battles.



The battle screen is displayed when a battle is triggered by an event or when you randomly encounter enemies in dungeons or on the world map.

Upper Screen



1 Enemy

2 Allies

The order of your allies depends on how you have decided to sort them. The leader of the party will appear farthest away (towards the left).

3 Explanation of selected ability or item

Lower Screen



1 ? Icon

Tap this icon to view more information about battle controls.

2 Battle commands

Select a command so that the battle can proceed.

3 GO! Icon

After choosing your battle commands, selecting this icon will set the next turn in motion. Characters who have not been given any battle commands will Default (p. 25).

4 BP

BP (brave points) can be used to increase the number of actions your characters can perform per turn or to use certain abilities.

5 HP and MP

HP decreases when taking an attack, and when it reaches zero, the character is KO'd. (p. 27). MP is required to use skills and magic.

6 SP menu icon

Tap this icon to open the SP menu (p. 15).

7 SP

Your current SP. SP is needed to use Bravely Second (p. 26).

First Strike and Brave Attack

Battles may sometimes start with your enemies or your allies in the First Strike or Brave Attack state. First Strike grants one side of the battle the chance to perform actions without any interference on the first turn. Brave Attack allows all members of one side to begin the battle with +1 BP.

Some battle controls and options will become available to you after reaching certain points in your adventure.



How Battle Proceeds



Input battle commands (p. 24) and your party will fight. When all allies and enemies




have acted, the next turn begins and you will once again have the opportunity to input battle commands.



Changing Action Speed





Press  during one of your allies' attacks to change how quickly actions play out in battle. You can set the speed to 1x, 2x, 4x, or pause the action.



Autobattle



Press  during a battle and you can choose a command set. Then select EXECUTE and autobattle will be enabled. Press  again to turn autobattle off.

Command Sets

All three of your command sets will initially be set so that all characters simply use Attack, but this can be overwritten with any actions of your choosing. You can also select REPEAT to have your party members repeat the actions taken on the most recent turn.

Autobattle Menu

Select one of your command sets and the following options will appear:

Execute	Use the selected command set to continue battling automatically.
Copy	Copy the commands you entered.
Use Command Set	Use a registered command set to select actions for all of your party members.
Save Commands	Save the actions you currently have selected as a command set. ◆ This option becomes available when you have set the cursor over GO!

Ending Battles

Defeat all of your enemies to emerge victorious, and you will be taken to the results screen. On the lower screen, you will be able to see how much EXP, JP, and pg you earned, as well as any items or rewards you received.



Bring It On!

If you seize victory in a single turn, you will have the chance to take on new enemies with the BRING IT ON! option. The only catch is that BP state remains as it was, including any deficits you incurred during your turn. Winning consecutive battles with this option will gain you greater rewards, if you are up to the challenge. Failing to defeat enemies in a single turn or selecting CALL IT QUITTS will end your battle streak.



- ◆ The message "Enemies lurk out of sight..." sometimes appears at the beginning of the battle. This message tells you that a consecutive battle will be triggered whether you like it or not.

Falling In Battle

When all of your characters' HP is reduced to zero, the party will fall. Press **A** or **L** to return to the title screen and try again.



Attack

Attack a selected target with your equipped weapon(s).

Abilities

Choose job commands and fixed commands to use. Using abilities such as magic, you can attack, heal, or perform other actions on the target or targets you select.



Brave (p. 25)

Use BP to take more actions during a single turn.

Default (p. 25)

Accumulate BP while defending for that turn.

Summon Friend (p. 25)

Use the moves of friends or guests. You can also register or change the move you will send to others.



Items



Use items on hand or change your character's equipment. Select an item and then a target to use it on.

- ◆ You can still choose battle commands after changing a character's equipment.



Using Equipment



Some kinds of equipment can be used like items to produce different effects. Equip them and then select USE.



Special Moves



Fulfil certain conditions and you will be able to use your special moves (p. 18). Select a



special move, then choose a target or targets to attack or heal.



Bonuses and Chains



When you trigger a special move, your characters will receive certain bonus effects as long as the special background music continues. If you use another special move before the music returns to normal, you will be able to chain together bonuses so that they continue as long as you continue using special moves.



Run



Flee from battle. The whole party can flee as long as one person escapes successfully.



Brave and Default

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

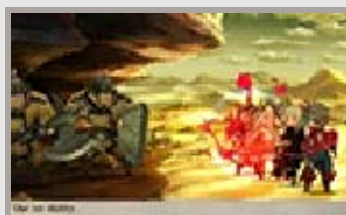
Accumulate BP with Default

Select DEFAULT to accumulate BP while defending yourself to lessen the damage you take. You can accumulate up to three BP maximum.



Take Extra Actions with Brave

Select BRAVE to use BP to increase the number of actions for the current turn (up to four maximum). You can select Brave even when BP is zero, but once your BP ends up in the negative, you will not be able to take actions on subsequent turns until it returns to zero.



- ◆ You cannot select Default for a character who has used Brave during the same turn.

- ◆ Each character recovers one BP at the end of each turn.
- ◆ BP cannot be reduced beyond -4. If you input a command which would reduce your BP further than this threshold, it will not be performed.

Duplicating Commands

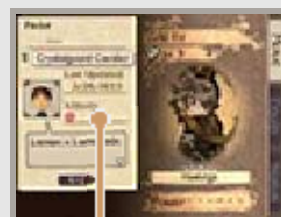
When selecting targets for your commands or abilities, you can use **L** and **R** to change the number of times you wish to have the character perform that action. If you choose to perform an action more than once, it will automatically trigger Brave to borrow against your current BP.

Summoning Friends

Summon friends or guests (p. 26) to use their actions. Select the friend or guest you want to summon, the move you want to use, and then the target or targets to attack or 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 may perform.




Affinity

- ◆ Affinity does not affect guests.

Send (Friend Summoning)

Register or change the profile you share with other players. Select SEND, then choose a battle command that you would like to make available when others summon your character in battle with Summon Friend.



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.

Stop Time

Press **START** or **SELECT** during your command selection or during an action to activate Bravely Second and stop time.



Use SP to Perform Actions

Selecting a character followed by a command will display the SP cost for that action. Select GO! at this point to execute the selected command. Bravely Second can be activated even when it will force SP into the negative, but if you choose to do so, you will not be able to use it again until your SP returns to zero.



SP Cost

- ◆ SP cost varies by command.
- ◆ You can use Brave and special moves during Bravely Second.

When using Brave, however, SP will be consumed instead of BP.



Elements and Families

Equipment and abilities can have elements and different effects upon specific families. Using them to strike at a foe's weakness will allow you to deal far greater damage than usual. Elements are aspects of nature, like fire, water, wind, earth, lightning, darkness, and light. Furthermore, enemies are divided into families such as humanoids, beasts, aerial and aquatic monsters, insects, plants, the undead, demonkind, dragonkind, and the inorganic.



- ◆ Using the Examine ability, you should be able to check your enemy's family and any weakness it might have.



Status Ailments



Status ailments may result when a character is struck by certain attacks or magic in battle or traps in dungeons. You can generally use items or magic to cure them. Many common status ailments are described below.

- ◆ Some status ailments also naturally go away after a battle ends.

KO	When characters' HP reaches zero, they become unable to take further action.
Poison	Poisoned characters suffer damage at the end of each turn. They also continue to take damage after the battle ends.
Blind	Characters' accuracy suffers, making it harder to land hits or evade enemy attacks.
Silence	Abilities like magic, which require verbal commands, become unavailable.
Sleep	Sleeping characters are unable to act, but will wake when attacked.
Paralyze	Paralysed characters cannot act or evade incoming attacks.
Dread	Prevents characters from using Brave or Default, and reduces any accumulated BP to zero.
Confused	Confused characters may attack allies or even flee from battle.

This game allows you to send out your profile and receive the profiles of other players via StreetPass, Local Wireless, and over the internet. Profiles can contain sent actions (the actions that can be used during friend summoning), Ba'als, buster ships (only for registered friends), and profile information.

- ◆ To exchange profiles, you must agree to make your profile visible to others.

Editing Your Profile

From the menu, select TACTICS and then FRIENDS to change options such as your title and your message for others.



Change Your Sent Action

Add or change your sent action by selecting SUMMON FRIEND and then SEND during a battle.

Change Your Ba'al

Change the Ba'al that you send to others by selecting SEND from the Ba'al menu (p. 29).



Receiving Profiles



Each player profile you receive from StreetPass or other means will be saved as either a friend or a guest.

- ◆ You can get the latest profiles from your friends by using Update Data (p. 32).



Friends



If you receive the profile of someone whom you have registered as a friend on your Nintendo 3DS system, that profile will be saved as a friend in Bravely Second as well. You can only keep a maximum of twenty profiles at a time. Once you exceed this number, you will have to choose a profile to delete before you can save any additional friends.

- ◆ All friends (p. 11) are also automatically registered as friends.



Guests



Player profiles received from non-friends using Add Friends (p. 31) or StreetPass (p. 30) will be registered as guests. You can only keep a maximum of twenty profiles at a time. Once you exceed this number, these guest profiles will be deleted automatically, starting with the oldest.

- ◆ Guest profiles cannot be used for Abilink (p. 19).

Ba'als are powerful enemies that appear on the moon base (p. 13). Defeating them will earn you special items as rewards.



Receiving Ba'al Data



You can obtain Ba'al data using the following methods:

Receive with Data Update

Use your internet connection to perform Update Data (p. 32), and you may receive data for new Ba'als.

Receive via StreetPass

When a player you pass by has sent out a Ba'al, you will automatically receive its data via StreetPass as long as you have StreetPass activated.

- ◆ You can receive the same Ba'al over and over again via StreetPass.
- ◆ You can receive up to seven Ba'als at a time. If you receive more than seven Ba'als, then they will automatically be deleted, starting from the oldest.
- ◆ The Ba'als that you chose to share with other players via StreetPass do not disappear from your game.

Battling Ba'als

Touch the Ba'al icon on the moon base to open the Ba'al menu.



Ba'al Menu

Fire	Fire upon the Ba'al with your buster ships to weaken it. Your friends' (p. 28) ships can also join in on the barrage.
Engage	Start a battle (p. 22) against the Ba'al. Ba'als disappear after being defeated.
Target Lv	Set a target level which you hope to reach by firing upon the Ba'al with your buster ships. Your ships will automatically cease firing once the Ba'al's level has been lowered to the target level.
Protect	Protect certain Ba'als so that they will not be deleted in the event that you receive data for more than seven Ba'als (the maximum number).
Transmit	Choose a Ba'al to be sent out via StreetPass.

Exchanging Profiles (StreetPass)


If you enable StreetPass, your profile will automatically be sent to other players who have enabled StreetPass for this game whenever your systems are near one another.

Enabling StreetPass

If you have not enabled StreetPass for this game, select UPDATE STREETPASS from the save menu (p. 11–12) and enable StreetPass.

Updating StreetPass Data

When you have passed by other players, you will be able to retrieve and view their profiles by selecting UPDATE STREETPASS from the save menu.

- ◆ You can also receive new profiles by tapping on the  in the moon base menu.



Stopping StreetPass



To deactivate StreetPass for this title, open the System Settings for your system in the Nintendo 3DS family. Select DATA MANAGEMENT, and then STREETPASS MANAGEMENT. Touch the icon for this software title, then select DEACTIVATE STREETPASS.



Adding Friends (Local Play)

You can register a fellow player as a friend in the game using Local Wireless as long as you each have a Nintendo 3DS system and a copy of *Bravely Second*.

- ◆ This will also register your fellow player as a friend on your Nintendo 3DS system.

You Will Need:

- One system from the Nintendo 3DS family per player
- One copy of *Bravely Second* per player

Adding Friends

From the save menu (p. 11–12), select **ADD FRIENDS** and then **REGISTER FRIEND VIA LOCAL WIRELESS** to begin the process of adding your new friend over a Local Wireless connection.

1. Finding the Other Player

If you are acting as the host, simply select HOST UNIT and wait for your friend to appear as a guest. If you are the guest, you must select CLIENT UNIT and search for the host. Once the host is found, select the host's name from the list to make a friend request. The host can then choose whether to accept the guest's request.

2. Completing Friend Registration

Friend registration will be complete once the host approves the guest's request.



Online Play (Internet)

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

Adding Online Friends

Select ADD FRIENDS from the save menu (p. 11–12) and then REGISTER FRIEND VIA INTERNET to connect to the internet and register online friends.

- ◆ To register friends via the internet, you must already be registered as friends on your Nintendo 3DS systems.


Updating Data

You will be connected to the internet and all of your data updated whenever you have access to an internet connection and select UPDATE DATA from the save menu.



Updating your data may entail:



- Uploading your latest profile data
 - Receiving updated data for your friends' profiles
 - Receiving data for guest (p. 26) profiles (once per day)
 - Receiving data for new Ba'als
- 

Purchasing SP Drinks (Paid Add-On Content)

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

How to Purchase SP Drinks

1. On the SP Menu select PURCHASE.
2. You will be connected to the internet.
3. On the next screen, you can decide how many SP Drinks you would like to buy.
4. Choose how many SP Drinks you want to buy and select PURCHASE again to complete your purchase.

Notes on Purchasing SP Drinks

- You can check your purchase history in the Account Activity section of the Nintendo eShop.
- Purchases are non-refundable and may not be exchanged for other products or services.
- This content can only be used on the system used to purchase it.

Adding Nintendo eShop Funds

You must have sufficient Nintendo eShop funds to purchase SP Drinks. If you do not have enough funds, you can select ADD FUNDS to add more.

A Nintendo eShop Card or a credit card is needed to add Nintendo eShop funds.

- ◆ To save time when adding Nintendo eShop funds again, it is possible to register the credit card information and protect it with a password.
- ◆ The credit card information can be deleted at any time in Nintendo eShop by going to SETTINGS/ OTHER and selecting SETTINGS.

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

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