

Tokyo Mirage Sessions #FE

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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.

Health and Safety

Before use, please read the contents of the  Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

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.classificationoffice.govt.nz

Russia:

minsvyaz.ru/ru/documents/

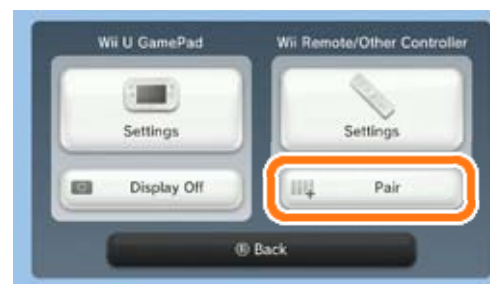
The following controllers can be paired with the console and used with this software:



- ◆ Only one Wii U GamePad can be used with this software at a time.
- ◆ Some parts of the game cannot be played using only a Wii U Pro Controller.

Pairing Controllers

Open the HOME Menu and select "Controller Settings" ⇒ "Pair". Follow the on-screen instructions to pair your controller.



Connect to the internet to enjoy the following:


- Downloadable Content Purchase
- ◆ For information about connecting your Wii U console to the internet, refer to the Wii U Quick Start Guide.

Purchasing Downloadable Content

● Procedure

Select "ESHOP" on the title screen of the game to go to Nintendo eShop. From there, follow the on-screen instructions, referring to the information about DLC/passes in the Nintendo eShop electronic manual.

- ◆ To open the electronic manual, select "Menu" in Nintendo eShop, then select "Help", followed by "Manual".

Parents and guardians can restrict certain features of the Wii U console through  Parental Controls on the Wii U Menu.

The following features can be restricted:

Name	Description
Wii U Shopping Services	Restricts the purchase of downloadable content.

After turning on the game, you will be taken to the title menu.



Debut

Begin a new game. After selecting this, you must select your desired difficulty.

Load

Continue from a saved game. From here, choose which save data to load.








eShop

You can purchase additional content by using your console's online features to access Nintendo eShop.















- ◆ The following controls can be used with either the Wii U GamePad or the Wii U Pro Controller.

Button Controls

Basic Controls

 / 	➤ Select
	➤ Confirm
	➤ Cancel
 / 	➤ Switch pages/characters
	➤ Skip cutscene

In the Field

 / 	➤ Move
	➤ Talk/Investigate
	➤ Slash (Idolasphere only)  10
	➤ Open menu
 /  / 	➤ Adjust camera ( /  only used for this in the Idolasphere)
	➤ Centre camera (Idolasphere only)
 + 	➤ Zoom in/out (Idolasphere only)


Touch Controls

You can touch items on menus, as well as information displayed on the GamePad screen, to select them, move them around and get more detailed explanations.

Selecting "Save" from the System section of the menu will allow you to save your progress. You will also be prompted to save your game between chapters and at other spots throughout the game.



Deleting Save Data

You can delete your save data by choosing  System Settings in the Wii U Menu and then selecting "Copy/Move/Delete Data" in the Data Management menu.

- ◆ Please take care when deleting your save data. Once deleted, save data cannot be recovered.

Press (Y) when not in battle or a cutscene to access the menu.

Using the Menu

Skills

Any skills that are not greyed out can be used here. Their names, effects and required EP are all displayed.

Items

View your inventory, Performa and key items. You can also use any items that are not greyed out.

Wardrobe

View and change a character's equipped weapon (Carnage), accessory and outfit.

Artists

View the status and profiles of your party members. After selecting a character, press (Y) to access their skill information and change the order of their skills.

Casting

Swap your active party members.

Analysis

View enemy details. This information is displayed on the GamePad screen.

System

Save or load data, change various settings, or adjust the game difficulty.



While in the field, the GamePad screen displays a social media service called Topic. You can touch any of the four categories on the bottom of the screen to open their respective tabs.



Main Story

Messages that you receive from other characters relevant to the main story.

Side Story

Messages that you receive from other characters related to advancing their side stories.

Contacts

Messages exchanged between Itsuki and the other characters in the game.

Map

Displays the map. Select "Icon Help" on the left side to view the map legend.

Field

While in the field, you can enter into conversations or investigate the area to advance the story.



Recovery

To restore HP and EP and remove status effects, either use items and skills or buy beverages from vending machines. There are other ways to restore your health while in the field, too - try looking around.






Tokyo Map

Used to move between different parts of Tokyo. Exiting from the outer edge of a field map will take you to this screen.



- ◆ In areas where "ⓧ Tokyo Map" is displayed, you can access the Tokyo Map screen by pressing ⓧ.

Requests

Characters with a  over their heads have requests for you. While their request is in progress, the icon above their head will change to ; fulfilling the conditions of the request will change it to . If you talk to them while this mark is shown, you will receive a reward.



The Idolasphere

Enemies will appear while you are in the Idolasphere. Running into them will initiate a battle → 11 . If you use ⊗ to strike them first, then run into them when they are down, you may get an advantage going into battle.





1 Rounds and Turn Order

Combatants take their turn in the order shown from left to right. Once every combatant has acted, the next round begins.

2 Session Lineup

Shows the order in which other party members will use their displayed skills, should the currently selected attack trigger a Session.

→ 12

3 Target Cursor

Appears when you are selecting an enemy to target. The top part shows the enemy's level and remaining HP, while the bottom half shows their resistances. → 12

4 Combat Actions

During battle, you can choose from the following actions, or view more detailed information on the situation.

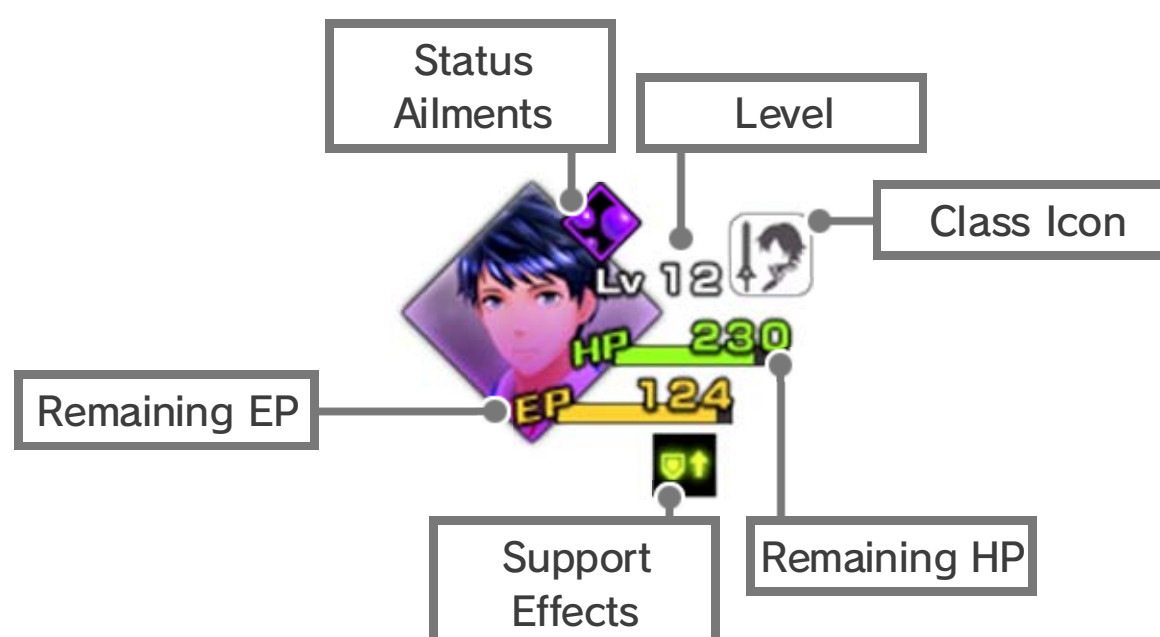
Attack	➤ Attack the enemy with your currently equipped weapon.
Skills	➤ Use one of your Mirage's abilities.
Items	➤ Use an item from your inventory.
Guard	➤ Adopt a defensive stance to prepare for the enemy's attack.
Tactics	➤ Choose combat tactics for your party members. (Only available to Itsuki.)
Change	➤ Swap out a party member for one of your allies in reserve.
Escape	➤ Run away from battle.

5 SP Gauge

The SP Gauge rises as you perform actions in battle. When it is full, you will gain one SP. You can use earned SP to activate powerful attacks called Special Performances.

6 Party Panel

Shows the party's condition. If there's any change to a party member's status, it will be shown here as well.



Support Effects and Status Ailments


◆◆ Examples of Support Effects


 Increased attack power.


 Increased defensive strength.

 Increased Hit and Evade.

✦ Examples of Status Ailments


 Poison, which inflicts damage at the start of a character's turn.



 Sleep, which prevents a character from taking action. All attacks against them are automatically critical.

 Confusion, which causes a character to act uncontrollably.

Select commands to direct your allies in battle.

Attacking

You can choose whether to deal a regular Attack or use a special Skill. If the enemy is weak to the damage type that you use, a  icon will show up beside its name. Try aiming for their weak points.

- ◆ Press  to activate auto-battle, causing your characters to use only the Attack command, and battle to progress at a high speed. Pressing  once more will deactivate auto-battle.

Viewing Resistances



Wk: Enemy is weak to this attack type (damage increases).

Rs: Enemy is strong against this attack type (damage decreases).

-: Enemy is neither strong nor weak against this attack type

- ◆ Enemy resistances are shown as "?" until you use an attack of that damage type against the enemy. Some enemies will have resistance types other than those listed above.

Weapon Triangle

There are three different types of weapon - the sword, the axe and the lance, which are related as follows: Sword > Axe, Axe > Lance, Lance > Sword, where the arrow points to the weapon that loses out in the match-up. Should you encounter a sword-wielding enemy, attacking with a lance will give you the advantage.



List of Attack Types

- ⚔️ Sword
- ⚔️ Lance
- ⚔️ Axe
- 🏹 Bow
- 🔥 Fire
- ❄️ Ice
- ⚡ Electricity
- 🌀 Force
- ⊗ Spirit
- 👤 Body

Session Attacks

Successfully striking an enemy's weak point will trigger follow-up attacks by allies with the Session Skill of a corresponding element.



These are called Session Attacks. Selecting a skill that will trigger a Session Attack will show the Session Lineup in the upper left area of the screen.

- ◆ Enemies can also execute Session Attacks, so mind your party's own weaknesses.

Victory Screen

Defeating all of the enemies will result in victory. In addition to experience points and mastery points, which allow you to learn new skills, you are also awarded money and items. The rewards you receive after a battle increase as you pull off more Session Attacks, so try to chain together as many as you can.

Learning Skills

After gaining enough mastery points with a weapon on the victory screen, you will be taken to the skill acquisition screen,



where you can learn new skills or power up the ones you already know. If your skill list is already full, you will either need to overwrite an existing skill or abandon the new one. If you do not wish to learn any new skills, press ⊗ to close the screen without making any changes.

Defeat

If all of your party's HP reaches zero, the game is over and you will be taken back to the title screen.

- ◆ This applies to all difficulty settings except Easy.

During battle, the abilities, resistances, skills and other details of your party members and the enemies they are fighting are shown on the GamePad screen. Touch the ◀ and ▶ arrows at the bottom of the screen to switch pages.

- ◆ On your first encounter with a new enemy, very little information on them is known.



1 HP and EP

2 Resistances

3 Stats

A list of attributes that affect performance in battle.

Str	➤	Damage dealt by physical attacks.
Mag	➤	Damage dealt by magical attacks.
Skl	➤	Chances of hitting and of scoring a critical hit.
Spd	➤	Chances of dodging enemy attacks, as well as frequency of turns in the turn order.
Def	➤	Ability to protect against physical damage.
Res	➤	Ability to protect against magical damage.
Lck	➤	Affects various things, including the chances of taking a critical hit.

4 Current Attack and Defence

5 Mirage Details

Shows the name of the Mirage and their current class.

6 Current Skills

You can scroll through this list. Touching any item on the list will show you its description.

Command Skills Skills that can be used in battle via the Skills command.

Session Skills Skills that may be used during a Session Attack.

Passive Skills Skills that are always in effect without needing to be activated.

Extra Skills Special Performance skills that require SP to activate.

Radiant Skills Skills that improve the character in various ways.

Enemy Skills Shows an enemy's skills.

7 Page Select

Touch to show the details of other combatants.

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The use of an unauthorised device or software that enables technical modification of the Wii U console or software may render this game unplayable.

A system update may be required to play.

For use with the European/Australian version of the Wii U console only.

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■ Lua

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Support Information

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 Wii U console or visit:

support.nintendo.com