

# BATTLE SCREEN

## BATTLE SCREEN



### ENEMIES

You know who they are!

### BATTLE CURSOR

This shows who will fight next.

### BATTLE COMMANDS

These are your choices for attack. Each choice has a time and place. (described on page 30)



**ATTACK  
TECH  
ITEMS  
COMBINATIONS**

A battle starts when you touch or run into a monster or group of monsters. You can try to run away but you must fight them to build up your levels.

### MESSAGE WINDOW

This tells you what's happening, like who you are battling and what Tech you are using.

### HIT POINTS REMAINING

This tells you how many hit points you have left.

### BATTLE GAUGE

If your Battle Gauge is on, it must be full before your next attack.

## BATTLE SEQUENCE

This is an example of a typical battle sequence.

1



When you run into an enemy or group of enemies, the action bar will appear.

2



When the Battle Gauge is full, you are able to attack (or you can run away by holding L/R together).

3



Choose from one of the three commands.

4



Choose the enemy or group of enemies you wish to attack. It is possible to attack more than one monster at a time.

5



6



To win you must defeat all the enemies.