

### BATTLE SCREEN



You know who they are!

CURSOR This shows who will fight

next.

## These are your choices for

attack. Each choice has a time and place. (described on page 30)

rAtt. Tech Item

> Att. Comb Item

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.

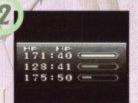
# BATTLE

This is an example of a typical battle sequence.



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

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



Choose from one of the three commands.



Att. Att. Comb Comb Item Item

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





To win you must defeat all the enemies.