

# Tokyo Mirage Sessions™ #FE

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# 1

## Important Information

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

Also, before using this software, please read the content of the  Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

## 2 Supported Controllers

This software can be used with any of the following controllers once they have been paired with the console.



◆ Only one Wii U GamePad controller can be used.

### Pairing Controllers

From the HOME Menu, select **Controller Settings** to display the screen shown to the right. Select **Pair**, and then follow the on-screen instructions to pair the controller.



## 3 Internet Enhancements

Connecting your system to the Internet lets you enjoy the following features:

- Purchasing DLC
- ◆ See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet.

### Paid Downloadable Content

#### ● How to Purchase

Select ESHOP on the title screen of the game to go to Nintendo eShop. From there, view the section on "Purchasing DLC and Access Passes." Follow the instructions on the screen.

- ◆ To view the electronic manual, select **My Menu** in the menu bar while in Nintendo eShop. Then select **Help** in the upper-right corner and choose **eShop Manual**.

## 4 Parental Controls

You can restrict use of the following features by selecting  (Parental Controls) from the Wii U Menu.

Item	Content
Wii U Shopping Services	Restricts the use of credit cards and the purchase of software through services, such as Nintendo eShop  .

- ◆ Access to this game (as well as other games) can also be restricted through the **Game Rating** item in Parental Controls.

After turning on the game, the title menu appears.



## DEBUT

Begin a new game. After selecting this, select the desired difficulty.

## LOAD

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

## ESHOP

Purchase additional content by using the Wii U console's network features to access Nintendo eShop.

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

## Button Controls

### Basic Controls

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

### In the Field

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

## Touch Controls

Touch menu items and information on the Wii U GamePad to select or move them or to view detailed explanations.



Select Save from the System section of the main menu to save the game. There are also prompts to save between chapters and at other spots throughout the game.



## Deleting Save Data

To delete save data, select  (System Settings) in the Wii U Menu. Then select Data Management and Copy/Move/Delete Data.

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

Press  $\odot$  outside of battles or event scenes to access the main menu.

## MENU

### Skills

Use any available skills. (Inaccessible skills are grayed out.)

### Items

Use any accessible items. (Inaccessible items are grayed out.) Performa and key items are also viewable here.

### Wardrobe

View and change equipped weapons, accessories, and outfits.

### Artists

View the status and profiles of party members. After selecting a character, press  $\odot$  to access their skill information and change the order of their skills.

### Casting

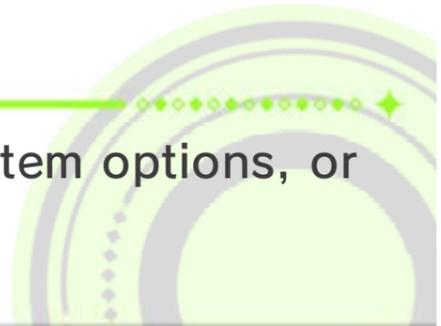
Swap active party members.

## Analysis

View enemy details. This information will appear on the GamePad.

## System

Save or load data, change system options, or adjust the game difficulty.



Outside of battle, the GamePad displays a social-media service called TOPIC. Tap any of the four categories on the bottom of the GamePad screen to open their respective tabs.



### MAIN STORY

Messages received from other characters relevant to the main story.

### SIDE STORY

Messages received 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, 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.



## Tokyo Map

Used to move between different parts of Tokyo. Exiting from the outer edge of a field map leads to the City Map screen.



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

## Requests

Characters with a  over their heads have requests. While their request is in progress, the icon above their head will change to . Fulfilling the conditions of the request will change it to . Talking to them while this mark is shown will grant a reward.



## The Idolasphere

Enemies will appear during trips into the Idolasphere. Running into them will initiate a battle → 11 . Use ⊗ to strike them first and then run into them when they are down to get an advantage going into battle.



## 11 The Battle Screen



### 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 selecting an enemy to target. The top half shows the enemy's level and remaining HP, while the bottom half shows their resistances

→ 12 .

### 4 Combat Actions

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

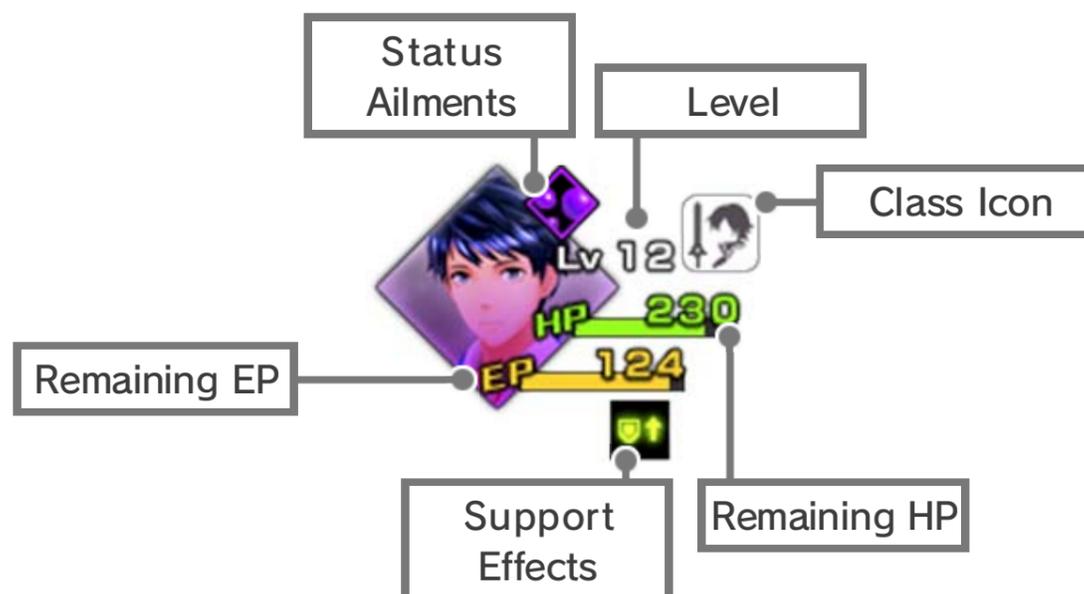
<b>ATTACK</b>	➤ Attack an enemy with the currently equipped weapon.
<b>SKILLS</b>	➤ Use a Mirage's abilities.
<b>ITEMS</b>	➤ Use an item from the inventory.
<b>GUARD</b>	➤ Adopt a defensive stance to prepare for the enemy's attack.
<b>TACTICS</b>	➤ Choose combat tactics for other party members. (Only available to Itsuki.)
<b>CHANGE</b>	➤ Swap out an active party member for an ally in reserve.
<b>ESCAPE</b>	➤ Run away from battle.

### 5 SP Gauge

The SP Gauge rises as the party performs actions in battle. Filling it provides one SP. 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.

## 12 Basics of Battle

Select from the commands to direct party members in battle.

### Attacking

Choose whether to deal a regular Attack or use a special Skill. If the enemy is weak to the selected attack's damage type, a  icon will show up beside its name. Try aiming for their weak points.

- ◆ Press  to activate auto-battle, causing the party to use only the Attack command and the 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 against nor weak to attack type.

- ◆ Enemy resistances are shown as "?" until they are hit with an attack of that damage type. Some enemies will have resistance types other than those listed above.

## Weapon Triangle

Three weapon types have a particular relationship: Sword, Axe, and Lance. Each of these weapons has an advantage over one of the other as shown in the diagram. For example, attacking a sword-wielding enemy with a lance will deal more damage.



## List of Elemental Types

🗡️ Sword

🏹 Lance

🔪 Axe

🏹 Bow

🔥 Fire

❄️ Ice

⚡ Elec

🌀 Force

🌀 Spirit

👹 Body

## Session Attacks

Successfully striking an enemy's weak point with a skill 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 be aware of the party's own weaknesses.

## Victory Screen

Defeating all of the enemies will result in victory. In addition to experience points and mastery points that lead to learning new skills, the player also earns money and items. The rewards received after a battle increase with the number of Session Attacks successfully completed, so try to chain together as many as possible.

## Learning Skills

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



acquisition screen, where Mirages can learn new skills or power up the ones they already know. If a Mirage's skill list is already full, choose whether to overwrite an existing skill or abandon the new one. To exit the skill-acquisition screen without learning any new skills, press ⊗ to close the screen without making any changes.

## Defeat

If every party member's HP reaches 0, the game is over. The player may continue from a saved game at the title screen.

◆ This applies on all difficulty settings except Easy.

## 13 Status

During battle, the abilities, resistances, skills, and other details of party members and their opponents are shown on the GamePad screen. Touch the  in the bottom right of the screen or the  in the bottom left of the screen to switch pages.

- ◆ During the first encounter with a new enemy, very little information about them is known.



- 1 HP and EP
- 2 Resistances
- 3 Stats

A list of attributes that affect performance in battle.

<b>Str</b>	➤	Damage dealt by physical attacks.
<b>Mag</b>	➤	Damage dealt by magic attacks.
<b>SkI</b>	➤	Chances of hitting and scoring a critical hit.
<b>Spd</b>	➤	Chances of dodging enemy attacks, as well as frequency of turns in the turn order.
<b>Def</b>	➤	Ability to resist sustaining physical damage.
<b>Res</b>	➤	Ability to resist sustaining magical damage.
<b>Lck</b>	➤	Affects various things, including the chances of taking a critical hit.

#### **4** Current attack and defense

#### **5** Mirage Details

Shows the name of the Mirage and their current class.

#### **6** Current skills

This list can be scrolled with the stylus. Touching any item on the list will show its description.

<b>Command Skills</b>	➤ Skills usable in battle via the Skills command.
<b>Session Skills</b>	➤ Skills used by allies during Session Attacks.
<b>Passive Skills</b>	➤ Skills that are always in effect without needing to be activated.
<b>Extra Skills</b>	➤ Special Performance skills that require SP to activate.
<b>Radiant Skills</b>	➤ Skills that improve the party members in various ways.
<b>Enemy Skills</b>	➤ Shows an enemy's skills.

**7** Page Select

Touch to show the details of other combatants.

### IMPORTANT

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■ Lua

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## 15 | Support Information

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1-800-255-3700

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