

Fantasy Life™

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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.

- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to Nintendo 3DS™ and Nintendo 3DS™ XL systems.
- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual also apply to Nintendo 2DS™ systems, excluding references to features which make use of 3D visuals. 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 five different languages: English, German, French, Spanish and Italian.

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

OFLC (New Zealand):
www.classificationoffice.govt.nz

Russia:
minsvyaz.ru/ru/doc/index.php?id_4=883

Advisories

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After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of any unauthorised device in connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently

unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

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CTR-P-AFLP-00

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

someone uncomfortable.

- 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.
- Do not include any content which violates public morality.

This software allows you to play co-op and chat with other players online. For more information, see the relevant sections (p. 24-25).

- ◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.

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 Restricts the purchase of new game content.
- Sharing Images/Audio/Video/Long Text Data
Restricts use of the Chat feature during Online Multiplayer.
- Online Interaction
Restricts use of Link Mode and Online Multiplayer.
- StreetPass
Restricts the sending/receiving of data via StreetPass™ (p. 26).

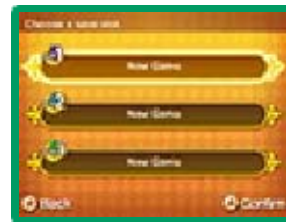
Playing from the Start



1. Select **START GAME** on the title screen.



2. Select an empty save slot to create new save data. An empty slot will display **NEW GAME**.



3. Customise your avatar's appearance and voice.



4. Input your name using the character icons on the Touch Screen. Select the green icons to switch between character sets. Select **CONFIRM** when you're done.



5. Choose a Life and enter the world of Reveria! For more information on each Life, please refer to the relevant pages (p. 12-13).

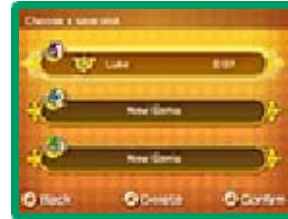


- ◆ Once you have progressed far enough in the main story, you will be able to change your Life freely (p. 9).

Continuing a Saved Game



Select **START GAME** on the title screen, then select your save data.



New

Add-On Content



Select **PAYABLE CONTENT** on the title screen to connect to the internet and download the Origin Island Expansion Pack. For more details, please see the relevant section (p. 27).

- ◆ You will need at least two blocks free on your SD Card in order to download the Origin Island Expansion Pack.
- ◆ Once purchased, the Origin Island Expansion Pack can be re-downloaded for free.

New

Origin Island Expansion Pack Additional Features

In this e-manual, sections introducing the new features associated with the Origin Island Expansion Pack will be marked with **New**.

6

Saving

Examine a save point or the bed in your room (p. 19) to save your progress.











Save Point

A Note on Save Data

You can create up to three different save games.





- Do not turn the power off, reset the system or remove Game Cards/SD Cards 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.

Button Controls Field Controls 

	Move
	Gesture (hold a direction for a short while)
	Talk / Examine / Pick up / Draw weapon / Attack (when weapon is drawn)
	Dash (hold while moving) / Sneak (hold before moving) / Put away weapon
	View more details on certain characters / Perform Special Skill (when Special Skill gauge is charged)
	Display main menu / Switch target (when weapon is drawn)
	Move camera
	Reset camera position

Menu Controls 

	Navigate
	Confirm

	Back
	Switch upper screen display
	Switch tab
	Take Snapshot

A Note on Snapshots

Snapshots you take during the game will be saved to the SD Card.

- ◆ Once you have progressed to a certain point in the game, you can go and talk to the Link Clerk (p. 20) in the Castele Guild Office to activate the Snapshot feature.

Touch Controls



You can select menu options and icons displayed on the Touch Screen by simply tapping them.

Main Screen






1 Avatar's status




2 Time of day

3 Current objective

4 Selectable icon







Touch icons like this one to open various menus and screens.

	Display the map.
	Switch Link Mode (p. 25) on when connected to the internet.
	Display the main menu (p. 15-17).

	<p>Check your Challenges and requests (p. 9).</p>
	<p>This icon will be displayed when you're playing Online Multiplayer. Touch it to communicate with your friends (p. 24).</p>
	<p>Open your Pouch.</p>

5 Mini map

Characters, enemies and other objects in your surroundings are displayed as icons on the mini map.

-  Direction of objective
-  Save point
-  Character
-  Your room or holiday home (p. 19)
-  Inn (p. 20)
-  Enemy

◆ You'll see many other icons on the mini map as well, including icons for mounts and shops.

Avatar's Status

The screenshot below shows your avatar's status.





1 Current Life (p. 12-13)

2 Avatar's name


3 HP

Your health will decrease if you take damage from enemies. When your HP reaches 0, you will pass out (p. 18).

4 SP

Your SP will be depleted when you dash, sneak (p. 14) or perform certain other actions. It will gradually recover over time.

Map Screen


Touch  to display the map, and press ⊗ to toggle the area displayed.




Here, you can view information about the various locations in Reveria, as well as fast-travel to your Life master's location, the Castele Guild Office, your room or any holiday homes you own.

Using the Pouch

Items placed in the Pouch can be used quickly and easily.

Touch  on the Touch Screen, then touch the item you wish to use.

You can carry up to eight different kinds of items in the Pouch at once.

To add or remove items from the Pouch, touch  then touch ASSIGN.



Explore the fantasy world of Reveria while completing quests, developing your avatar and enjoying each Life the world has to offer!



Get a Life!



Visit a Guild Office (p. 20) to obtain a licence for your chosen Life. Each Life comes with a different set of skills. For more information on each Life, see the relevant sections (p. 12-13).



Change Your Life Whenever!

Outside of the main story scenarios, you can change your Life as often as you want, whenever you want. Changing your Life may open up new adventures and experiences!

Completing Challenges and Requests



You will receive story-related requests from Flutter in your room (p. 19), Challenges (p. 11) from your Life master and other support characters, and Other Requests from various characters in Reveria. Complete these quests to advance in the story, and to gain Stars, Bliss, Dosh and useful items.



Stars	Acquire enough of these and your rank in your current Life will rise.
Bliss	Report to Flutter in your room once you've gained enough Bliss and you'll be able to pick out a Bliss Bonus. Bliss Bonuses let you enjoy various fun and useful upgrades, such as taking in a pet or increasing the size of your Bag.
Dosh	This is the currency of Reveria. Use it to buy items, equipment and other useful things.

Developing Your Skills



As you perform various actions, the progress gauge for the relevant skill will be filled. When the gauge is full, the skill will level up, increasing its effectiveness. As your skill levels increase, you'll be able to use better equipment, tools, etc.

- ◆ The gauge will fill faster for skills that belong to your current life.

Levelling Up



You will gain experience points from defeating enemies and completing various other tasks, such as mining, woodcutting and fishing (p. 14), or crafting items (p. 22). When you have gained a certain number of points, your level will rise, increasing your HP. You will also gain some status points (p. 17) to use on improving your stats.

Raising Your Rank



As your rank (p. 10) in a Life rises, you may learn new techniques (p. 10) or recipes for crafting items.

You'll be issued with a licence for your chosen Life at a Guild Office



(p. 20). Once you have received a licence, you'll be able to get on with your Life! First, you'll need to pay a visit to your Life master, who'll take you on as a pupil. The master for each Life can be found somewhere around Castele.

Ranks



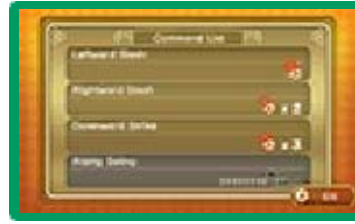
Each Life has a certain number of ranks. Complete Challenges (p. 11) then report back to your Life master and you'll gain Stars. Once you've earned enough Stars, you'll rank up! By ranking up, you'll learn new techniques or recipes for crafting items (p. 22), depending on your Life. You may also receive rewards from your master or other support characters.

The Life ranks are as follows: Novice, Fledgling, Apprentice, Adept, Expert, Master, Hero and Legend. Rumour has it that ranks beyond even Legend may also exist...

Techniques



As you rank up, you'll learn techniques relevant to your selected Life. Those drawn to battle will learn combat techniques, crafters will learn new recipes, while others will learn techniques to aid them in gathering materials.



- ◆ You can check the controls for combat and gathering techniques by selecting LICENCES in the main menu. Press ⊗ to switch the display on the upper screen and view the Command List.

Life Bonuses



Pursuing a Life will yield certain bonuses, such as increased maximum HP. The bonuses differ from one Life to another. As you rise up through the ranks, your Life bonuses will also improve.


Changing Your Life



Once you have reached the Fledgling rank in your current Life, you can go to a Guild Office to start another Life. If you change your Life, you will no longer be able to use Special Skills (p. 14) learnt in another Life. However, you will still be able to use skills and techniques learnt in any other Life.

Support Characters



As you progress in your Life, you'll meet a number of support characters who'll kindly offer hints and may even pass a few items your way. They'll also occasionally issue you with Challenges. Each support character will display the icon for their associated Life (p. 12-13) beside their name. When they have something new to tell you or something to give you,  will appear above their head.




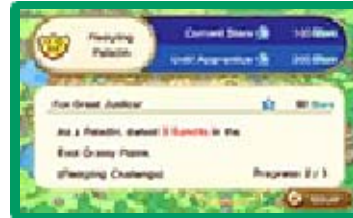
New Friendship

Spend a lot of time adventuring with support characters, and your friendship with them will improve. The friendlier you get with your companions, the better.

An Introduction to Challenges



For any given Life, you will be issued a number of Challenges to complete. To view the Challenges you can undertake, select LICENCES (p. 16) in the main menu, then press **(A)** to view Challenges you've been issued for the selected Life. Alternatively, simply touch  when on the main screen.



Reporting to Your Master



When you complete a Challenge, report back to your current Life master. Your master will award you Stars, allowing you to rank up. When you rank up, your master will issue new Challenges for you.





Paladin



Monsters and creatures of evil never take a holiday, and neither does the valiant Paladin. Weapon in hand, become a shield of the innocent and the sword of the weak.

Signature Skills

- Longsword Skill
- Shield Skill



Mercenary



Allegiance to none, a soldier to all. You only need your trusty blade and keen skills to get the job done. Oversized claymore totally included!



Signature Skill

- Greatsword Skill

 **Hunter** 

Let your hunting instincts guide you as you stalk your prey deep in the forest or out under the scorching desert sun.



Signature Skill

- Archery Skill

 **Magician** 



Harness the power of the elements to perform a variety of potent healing and attacking spells. Now that's magic!

Signature Skills (sample)

- Magic Skill
- Fire Magic



Arm yourself with your trusty pickaxe and get ready to rock some rocks! A cornucopia of precious metals lies in wait deep underground. Can you dig it?



Signature Skill

● Mining



Arm yourself with an axe and take to the forest for that authentic lumberjack lifestyle. Remember, respect nature and nature will respect you!

Signature Skill

● Woodcutting





Angler



Grab your trusty fishing rod and traverse the land in search of fishing spots! Fishing may seem like an easy job, but if you come home empty-handed, you'll be going to sleep hungry.



Signature Skill

● Fishing



Cook



Become a gourmet Cook and enslave even the King with the heavenly taste of your signature dishes! Spice up your life with, um... condiments!



Signature Skills (sample)

- Cooking
- Meat Cuisine

  **Blacksmith** 



What would a Paladin do without a sword, or a Miner without a pickaxe? Blacksmiths are simply indispensable in every town! Forge the finest tools, weapons and armour!

Signature Skills (sample)

- Smithing
- Weaponsmithing

  **Carpenter** 



Weapons and armour of steel and alchemic elixirs? No, yours is a more practical craft. What good is a Paladin if they have no bed to sleep in? All other crafts rest on the product of your skills. Literally.

Signature Skills (sample)

- Carpentry
- Furniture Carpentry



Tailor

Fashion. Everyone wants it but few can truly "get" it. You can double-stitch your way to the centre of the fashionista's wardrobe. And you look FAB-U-LOUS doing it!



Signature Skills (sample)

- Sewing
- Garment Tailoring



Alchemist

It's not magic, I say!
No, not a scam either!
Alchemists can really turn weeds and the like into usable items!



Signature Skills (sample)

- Alchemy
- Compound Alchemy

14 Basic Actions

Here are some of the basic actions you can perform in-game. You can learn many other skills, and as you rank up in your Life, you will learn various other techniques as well.

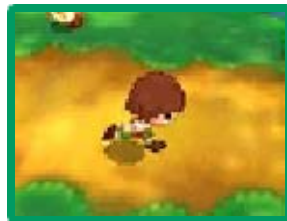
Moving



Slide **○** to move in the desired direction.

Dashing

Hold **Ⓑ** while moving. Dashing consumes SP.



Sneaking

Briefly hold **Ⓑ**, then move **○** to sneak around. Sneaking consumes SP.



Enemies are less likely to notice you when you're sneaking. To stop sneaking, press **Ⓑ** again.

Gestures



Hold a direction on **+** for a little while to perform the gesture assigned to that spot (p. 15).



Camera Controls



Use **L** and **R** to move the camera around. Press **L** and **R** simultaneously to reset the camera to its default position.

Talk / Examine




Approach characters or certain objects and press **A** to interact with them.

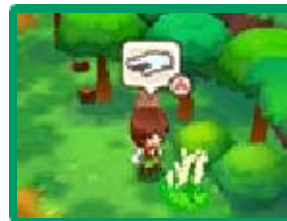


In some situations, you can press **X** to view more details.

Gathering



Press **A** when standing in front of objects that display  and you'll be able to pick up an item and store it in your Bag.



Attacking



Press **A** to draw your weapon. When your weapon is drawn, press **A** again to attack. Press **B** to put your weapon away.



When using a bow or staff, you can use **+** to change the arrow or magic type you are using.

◆ Press **Y** when your weapon is

drawn to switch target.

- ◆ You cannot pick up Bounties or gather certain materials while your weapon is drawn.

Mining / Woodcutting / Fishing



If you have the right tools and skills, you can press **A** when you come across certain types of trees, ore and fish to catch or gather materials.



Special Skills



Once you reach Adept rank, you'll be able to use a powerful Special Skill. As a Paladin, for example, you will have an especially powerful attack at your command. In order to use a Special Skill, you'll need to have an appropriate weapon or tool equipped. When your Special Skill gauge is charged, press **X** to use the Special Skill.



Charging Your Special Skill Gauge



Using tools and weapons specific to your Life will charge your Special Skill gauge.



Special Skill Gauge



15 Main Menu Screen

The main menu options (p. 16-17) are displayed on the Touch Screen. On the upper screen, you can view your avatar's status, stats and various other information. Press ⊗ to cycle through the different sets of information. To change game settings, select OPTIONS on the Touch Screen.



Stats



The various stats for your avatar are described below.

Combat Stats

Attack





Affects the amount of damage you deal to enemies using physical attacks.

Defence

Affects the amount of damage you take from enemies' physical attacks.

Magic Attack

Affects the amount of damage you deal to enemies using magic attacks.

<p>Magic Defence</p>	<p>Affects the amount of damage you take from enemies' magic attacks.</p>
	<p>Your tolerance to fire element attacks. The higher this number, the less damage you will take from this element.</p>
	<p>Your tolerance to wind element attacks. The higher this number, the less damage you will take from this element.</p>
	<p>Your tolerance to water element attacks. The higher this number, the less damage you will take from this element.</p>
	<p>Your tolerance to earth element attacks. The higher this number, the less damage you will take from this element.</p>

A Note on Elements

Both you and your enemies may have a certain element bound to your attacks. The higher your or the enemy's tolerance to that element, the less damage an attack will deal.

Life Stats

The stats for your abilities in each Life are displayed here. The higher a stat, the more likely you are to succeed in gathering materials, crafting items (p. 22), etc.



Basic Stats

Strength

Affects your Attack and your Life Stat for any labour-intensive, non-combat Life.

Vitality


Affects your Defence and your Life Stat for any labour-intensive, non-combat Life.

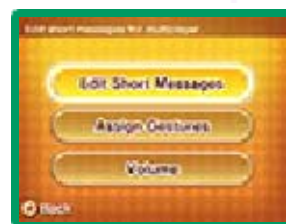
Intelligence


Affects your Magic Attack and Magic Defence, as well as your Life Stats for more intricate walks of Life.

Focus	Affects your Attack and Magic Attack, as well as your ability to use various tools successfully.
Dexterity	Affects your Attack and your ability to use various tools successfully.
Luck	A high figure will boost your chances of striking lucky.

Options

Here, you can edit short messages to use in chats when playing Online Multiplayer, assign gestures to  and alter the volume of BGM and sound effects.

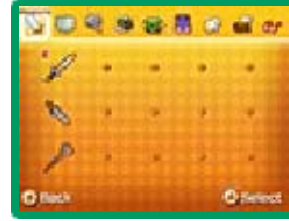


Edit Short Messages	Edit short messages to be sent during Online Multiplayer (p. 24).
Assign Gestures	Assign gestures to directions on  .
Volume	Change the volume of background music and sound effects.

Gear



Change your equipment here. Use **[L]** and **[R]** to switch between equipment types, use **+** to select a piece of equipment and press **(A)** to confirm your selection.



Equipment Types

Equipment is divided up into categories such as weapons, shields, tools, etc. Equipment from different categories will affect different stats.

Some equipment can only be used by those in a particular Life, or once you have reached a certain level, learnt a particular skill, or reached a certain level with the required skill.

Switching Info

Press **(X)** to cycle through the information displayed on the upper screen and view more details on a piece of equipment.

Items



Check or use items in your Bag.

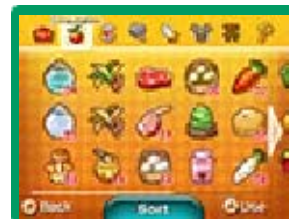
Types of Items

There are seven different categories of items.

Consumables	Items you can use just as they are.
Materials	Sell these items for Dosh in shops or use them to craft new items (p. 22).
Tools	Life-specific items. You will be able to use these once you have learnt the necessary skills.
Weapons	Equip these to use them in combat.
Armour	Equip armour to improve certain stats.
Decor	Place these items around your room.
Key Items	Important items you receive during the course of the game.

Sort Icon

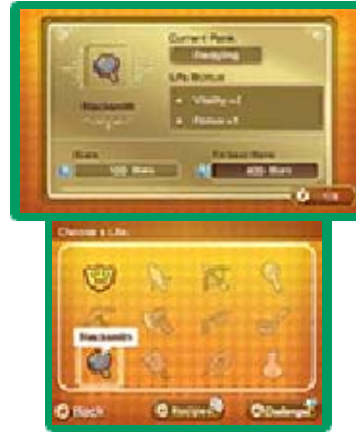
Touch SORT to arrange your items or discard items you no longer want.



Licences



Here, you can check your ranks, the number of Stars you've gained and other information about each Life, such as skills and combat techniques.



Press **X** to cycle through the various sets of information on the upper screen. Press **A** to view Challenges you've been issued for the selected Life. Depending on the selected Life, you may also be able to press **Y** to view recipes.



Skills



Check the level and progress gauge for each of your skills.



1 Skill level

2 Progress Gauge

Once the gauge is full, the skill will level up.

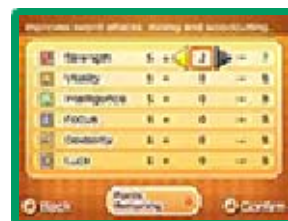
Status



Check your avatar's status.

Assigning Status Points

Select your avatar on the Status screen and you'll be able to spend any status points you have on



improving your Basic Stats. Use \oplus to move between stats and use \oplus to assign points. Press \textcircled{A} to confirm.

Bliss



Check the amount of Bliss you have, as well as your Bliss Bonuses.



New Lunares Coins

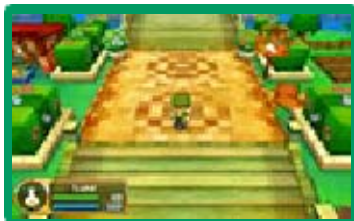
Check the Lunares Coins (p. 23) you've acquired.



The Passage of Time



In Reveria, time passes from morning to afternoon to evening to night and so on. Select SLEEP at the bed in your room (p. 19) or an inn (p. 20) to advance time to the following morning. If you select REST during the daytime, it will become night. At night, the atmosphere around towns will change. You may also hear people talking about different things at night.



Gathering



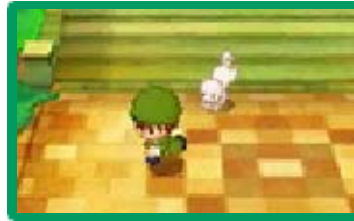
You can gather the various plants, fruits, insects, mushrooms, etc. that can be found around Reveria. Sell these items in shops or use them as ingredients to craft other items (p. 22). Some items can be used just as they are.



Keeping Pets and Mounts



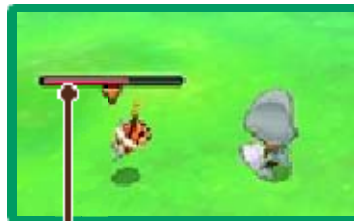
Gain enough Bliss and you'll be able to keep pets in your room or have a mount at the stables (p. 20). You can take pets out adventuring with you, while mounts can be ridden around Reveria.



Combat



Defeat enemies in the field and you'll be rewarded with experience points. Enemies may also drop Dosh and items.

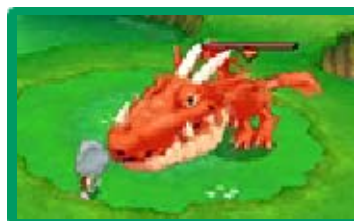


Enemy's HP

It's worth noting that some monsters only appear at night.

Beasts and Bounties

In your adventures, you'll come across some exceptionally powerful monsters. When you defeat



one of these monsters, a Bounty may appear. Take Bounties to a Bounty Clerk for a reward. Bounty Clerks can be found throughout Reveria, both in the field and inside any Guild Office (p. 20).

Out of HP...

If you lose all your HP in combat, you will collapse on the spot. Use a Life Cure to revive yourself, or alternatively, restart from your last save point or from your room.

This is your avatar's home. There are a number of options available here.



My Room Menu



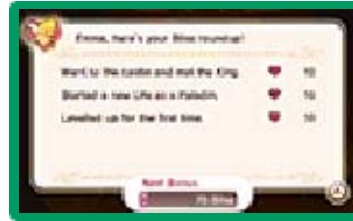
While in your room, touch MY ROOM on the Touch Screen to display the menu. The following options will be displayed:

Mail	Check the letters you've received in the post (p. 20).
Re-arrange	Add, remove or rearrange the decor in your room. Furniture and other decor can be purchased in furniture shops (p. 21).
Storage	Place items in storage or withdraw items to carry with you.
Theatre	Read through the story so far, listen to music and watch movies from the game.

Talking to Flutter



Talk to Flutter to have her perform a Bliss Check, reviewing the amount of Bliss you've gained.



Bliss Bonuses

If you go for a Bliss Check after gaining enough Bliss, you'll be able to select a Bliss Bonus. There are many Bliss Bonuses to choose from.

Your Bed



Examine your bed and you'll be presented with the following options:

Sleep	Sleep until morning, restoring all your HP and SP.
Rest	Rest until night, restoring all your HP and SP.
Save	Save your current progress.
Back	Close the options.

- ◆ The REST option is not available at night.

Holiday Homes and Moving

As you progress in the game, you'll be able to move to other properties in Castele, as well as purchase your own private holiday homes elsewhere. The My Room menu in holiday homes will be the same as in your room in Castele.

In Castele and other towns, you'll find many different shops, services and other establishments, including a Guild Office and item stores.

Guild Office



Obtain licences here or cash in Bounties with the Bounty Clerk to collect your reward. In the Castele Guild Office, you can also join or invite other players for multiplayer (p. 24) and manage your StreetPass settings (p. 26). During multiplayer, you can use the Exchange Box to swap items with other players (p. 24).

Chat with the Link Clerk

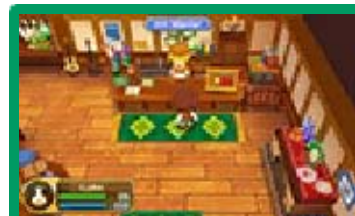
Talk with the Link Clerk at the back of the Guild Office in Castele to hear all about Snapshots, Link Mode features (p. 25) and multiplayer (p. 24).



Inn



Rest or sleep here to restore your HP and SP.



Shops



Buy and sell items in shops. There are many different shops, each selling different things (p. 21).



Crafting



There are a number of locations around each town for crafting items (p. 22).

Post Office



Talk to the Password Clerk to input special passwords. Enter a correct password and you'll get a rare item.



Mail

Check your mail to view letters you've received. You can also check tutorials for certain game features here.



Stables



Each major town has its own Stables. For example, Castele's

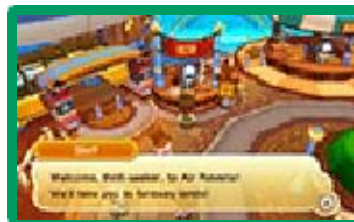


are located in South Castele. Here, you can call your mount or rent one from the staff if you don't have your own yet.

Garage & Airship Port



Each town also has a Garage and an Airship Port.



Castele's Garage is located in South Castele, while the Airship Port is in West Castele. Ride in aircraft to travel around Reveria quickly and easily.

New

Goddess Statues



Offer a prayer and a Lunares Coin (p. 23) at any of the Goddess Statues located throughout the land to receive special items.



- ◆ You'll need to progress far enough in the game before you can offer prayers to Goddess Statues.

General Goods



Purchase consumables, tools and various other items here.



Fashion Boutique



Purchase fabric-based armour and other clothing here.



Fine Arms Store



Purchase weapons and metal or leather armour here.



Furniture Shop



Purchase furniture and other decor here.



Market Stalls



Market stalls can be found in every major town in Reveria. Castele's stalls can be found in its Shopping District and Artisans' District.



The Shopping District is a good place to buy consumables, whereas ingredients can mainly be found in the Artisans' District.

Buying and Selling Items

When buying or selling an item, a screen like the one below will be shown.

Select the item you wish to buy or sell and set the quantity with \oplus . Press $\text{\textcircled{A}}$ to confirm.



1 Item info

Check the item's rarity, the number you own, etc.

2 Requirements

Some items can only be used in a certain Life, and may require a specific level, skill or skill level to use.

3 Item name & value

4 Your Dosh

At the various crafting facilities, use materials you've collected to create new items. In order to craft new items, you will need certain skills, recipes, items, materials, and of course, the right tool for the job!

Locations



Below are the various places around Castele where you'll be able to craft items.

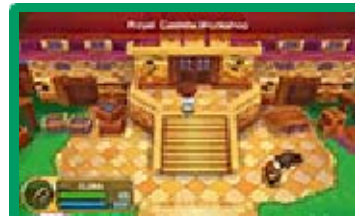
Royal Castele Library (Castele Square)

Use the Alchemy skill to concoct restorative items, bombs and much more.



Royal Castele Workshop (Castele Artisans' District)

Use the Smithing, Sewing and Carpentry skills to craft and forge various items.



Necessary Skills and Craftable Items

Smithing

Forge weapons, tools and armour from tough materials.

Sewing

Craft fabric-based armour, decor and clothing.

Car-pentry

Craft wooden weapons, tools and decor.

Alfredo's Bistro (Shopping District)

Use the Cooking skill to whip up various dishes.



Learning Recipes

You'll learn more recipes as you rank up in your Life. You can check the recipes you know by selecting LICENCES in the main menu and pressing **Y** with the relevant Life selected.

How to Craft




1. Ready, Steady...

Workbenches in the crafting locations for each Life will display the corresponding icon above them. Equip the necessary tool and then press **A** in front of the workbench.






2. Craft!

Use  to move to the part of the workbench where a crafting icon is displayed and follow the icon instructions.



1 Crafting icon

The controls for the different crafting icons are explained below.

	Press A when the cursor is in the centre of the bar. Watch your timing!
	Hold down A .
	Press A quickly and repeatedly with good timing.

2 Icon gauge

The gauge will fill up if you enter the correct commands. When the gauge is full, the next crafting icon will be displayed.

3 Crafting icon order

4 Time remaining

You'll fail to craft anything if time runs out.

5 Special Skill gauge

This will be charged by filling up the crafting icon gauges. The better you perform, the faster the Special Skill gauge will charge. When it is fully charged, press ⊗ to use your Special Skill and speed through several crafting steps automatically. Use your Special Skill well and you'll be finished in no time!

Items you craft, if exchanged via StreetPass or multiplayer, may be saved by a third party. For more information, please refer to the Information Sharing section (p. 2).

New

About Lunares Coins



As you progress in the game, you'll receive Lunares Coins from Pam and various other characters. There are two types: Gold and Silver. These coins allow you to offer prayers at the Goddess Statues (p. 20) located throughout the land.

**New**

Silver Lunares Coins



Talk to Pam and complete Pam's Errands to be rewarded with Lunares Coins. Use the coins to pray at Goddess Statues and receive special items.

New

Gold Lunares Coins

These are rare Lunares Coins you'll receive for completing Special Requests and some of the later Flutter's Requests. You can also obtain them by trading Silver Lunares Coins with a certain character in-game. These coins can be used to get extremely rare and powerful items.

Multiplayer

(Local Play)  /
(Internet) 



Play together with up to two other players. Invite them to your world, or visit theirs, and explore to your heart's content. You can also exchange items with other players using this feature.

There are two types of multiplayer: Local Wireless (Local Play) and Online Multiplayer (Internet). Play together with others nearby using Local Wireless, or connect with friends anywhere in the world using Online Multiplayer.

- ◆ You'll be able to access the multiplayer feature once you have progressed far enough in the game.

You Will Need:

- One Nintendo 3DS system per player
- One copy of the software per player

Setup



Talk to the Multiplayer Clerk in the Castele Guild Office and select either LOCAL



WIRELESS or INTERNET, confirm your selection, then select VISIT or INVITE.

- ◆ When using Online Multiplayer, you can only play with friends registered on your friend list.

Visit	Visit another player and adventure in their world. Select the player whose world you'd like to visit.
Invite	Play host to other adventurers.

Multiplayer Requirements

- Players using the additional Origin Island Expansion Pack cannot play together with players who have not purchased it.
- Players using the additional Origin Island Expansion Pack can play together with other players who have also purchased it.
- For more details, please see the official website.



Network
Version


Exchanging Items



During multiplayer, examine the Exchange Box in the Castele Guild Office to leave items for other players, or collect items they have left for you.

Chat with Friends

During multiplayer, you can use the Chat feature to communicate with other players.

Touch  when on the main screen (p. 8), then touch the characters on the lower screen to enter messages to send to other players.

Editing Short Messages

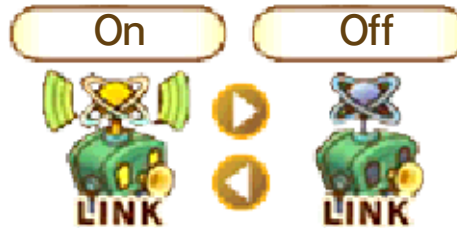
You may find it convenient to input phrases you use often to your list of short messages. You can register your messages by selecting **OPTIONS** on the main menu, then **EDIT SHORT MESSAGES**. Once you have registered a short message, it will appear on the main screen. To send a short message, all you have to do is tap the one you want to send on the Touch Screen.


◆ Chat and short messages can only be used during Online Multiplayer.

Link Mode (Internet)



The first time you switch Link Mode on, the steps will differ slightly



to the usual process. Touch  on the main screen (p. 8), then select FRIENDS ⇒ OPTIONS ⇒ LINK SETTINGS and set Link Mode to ON. After activating Link Mode for the first time, you can simply touch the Link Mode icon on the main screen, then select ON when prompted in order to use the feature.

To switch Link Mode off, touch the Link Mode icon again, then select FRIENDS ⇒ OPTIONS ⇒ LINK SETTINGS and set Link Mode to OFF.

When Link Mode is activated, even though you're playing alone, you'll still be able to connect with friends via the internet and see what they're up to, as well as send messages to them. You can also send private messages to individual friends.

- ◆ You cannot connect with players who have Link Mode set to OFF.
- ◆ You cannot use Link Mode during multiplayer (p. 24).

Please Put Your Hands Together

If the situation calls for it, you can Applaud when communicating with other players via Link Mode. For example, if you receive a notification that a friend has levelled up, why not Applaud them to send your congratulations?

Exchanging Avatar Data (StreetPass)

Your system will automatically exchange avatar data with other players nearby who have StreetPass activated for this software on their Nintendo 3DS systems.

When you tag another player via StreetPass, their avatar will appear in your world as a resident of Castele.

- ◆ To communicate using this feature, all players must activate StreetPass for this software on their Nintendo 3DS systems.

Activating StreetPass

Talk to the StreetPass Clerk in the Castele Guild Office and select **ENABLE STREETPASS** to activate StreetPass for this software.

Select **CHECK PROFILES** to view your own profile and those of players you've tagged via StreetPass. You can also edit your profile here.

Deactivating StreetPass

To deactivate StreetPass, talk to the StreetPass Clerk in the Castele Guild Office and select STOP STREETPASS to deactivate StreetPass for this software. Alternatively, on the HOME Menu, open the System Settings and select DATA MANAGEMENT, then STREETPASS MANAGEMENT. Touch the icon for this software, then select DEACTIVATE STREETPASS.

Castele's Newest Residents

Avatars you meet via StreetPass will appear in your game as residents of Castele. Talk to these avatars to increase your friendliness with them.

You'll become closer the more you talk to them, and eventually, you may even receive a present!

New

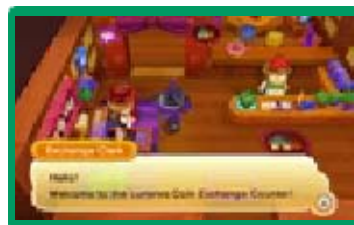
Origin Island Expansion Pack



The Origin Island Expansion Pack includes the following new content:

- A new island to explore and new quests
- Additional elements for avatar customisation
- Re-customisation of avatar
- New ranks and new recipes
- Additional pets
- New holiday homes
- New decor and other additional items

After installing the Origin Island Expansion Pack, you will have access to



additional, exclusive items to exchange against the Lunares Coins that you earn while playing.

Attention

Multiplayer will only be possible with other owners of the Expansion Pack. You will be able to tag players who do not have the Expansion Pack via StreetPass, but they will not be able to receive gifts that are exclusive to the Origin Island Expansion Pack.

In order to access the Origin Island

Expansion Pack, please make sure to do the following:

WARNING: Spoilers below!

- Complete the main story
- Be able to invite both Yuelia and Noelia to join your party
Yuelia: automatically becomes an ally after completing the main story
Noelia: reach level 45
- Reach level 50
- After completing the above, go and speak with Yuelia in your room

You can find the information on how to purchase the Expansion Pack below.

- ◆ In order to download the Origin Island Expansion Pack, you will need at least two blocks free on your SD Card.

Purchasing the Origin Island Expansion Pack

1. Select PAYABLE CONTENT on the Title Screen, then select YES when asked if you wish to connect to the internet.



2. Highlight ORIGIN ISLAND EXPANSION PACK, then select PROCEED. Read the precautions carefully before selecting NEXT.
3. Select PURCHASE.
4. Select PURCHASE once more to begin the download.

5. Once the download is complete, launch the game and select **START GAME** to play with the additional Origin Island Expansion Pack.

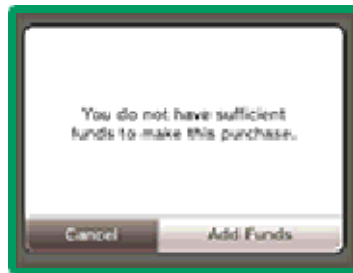
About Purchasing Content



- You can check your purchased content in the Account Activity section of Nintendo eShop.
- This content is non-refundable and may not be exchanged for other products or services.
- Once purchased, content can be re-downloaded for free.
- ◆ This content may no longer be available for re-download if the service is suspended or discontinued, or if you delete your Nintendo eShop account or Nintendo Network ID. For details, refer to the Nintendo eShop electronic manual.
- This content will be saved to the SD Card.
- This content is only compatible with the Nintendo 3DS system used to purchase it. If you insert the SD Card into another system, this content will not be available on that system.

Adding Funds

To purchase the Origin Island Expansion Pack, you must have the required funds in your Nintendo eShop account balance. If you do not have the required funds, you will be prompted to add funds. Select ADD FUNDS to proceed.



One of the following is required to add funds:

- Nintendo eShop Card
 - Nintendo eShop activation code
 - Credit card
- ◆ You can save your credit card details on your system. If you do this, you will not need to enter your details every time you add funds.
 - ◆ You can remove your saved credit card details at any time through SETTINGS / OTHER in Nintendo eShop.

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

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