



Tales of Zestiria™

**BANDAI
NAMCO**™
Entertainment

Story

In the depths of a forest unbeknownst to humankind, there lies a grove called Elysia, home to the seraphim, a mysterious race that cannot be seen by the naked eye. With the continent shrouded by an evil force known as the “malevolence” and the invisible monsters called “hellions” that create it running wild, only Elysia has remained untouched by the malevolence in this Age of Chaos.

A single human by the name of Sorey lives in the grove. He possesses a rare ability known as “resonance” that allows him to see the seraphim. Surrounded by gentle seraphim like his childhood friend, Mikleo, and the elders who raised him as if he were their own, Sorey has grown into a young man with a pure heart untouched by the evil influence of the malevolence. Elysia exists as a sanctuary, isolated from the outside world. Growing up in such a confined space, the only play available to Sorey was to explore the grove’s ancient ruins with Mikleo, and reading the Celestial Record, a written collection of the world’s folklore.

Inevitably growing interested in the ancient world, he comes to believe that a legend “that humans and Seraphim once coexisted” is far from a fairy tale but in fact, rooted in reality. He dreams of someday being the one to put that mystery to rest.

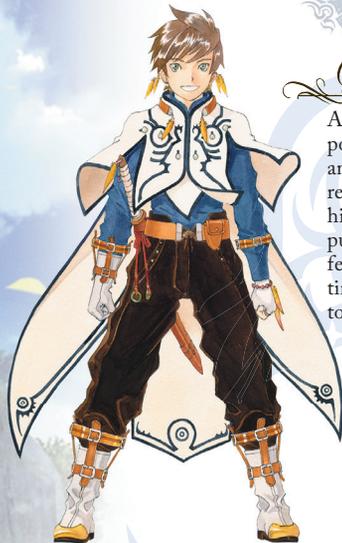
One day, while Sorey and Mikleo are exploring the ancient ruins, a collapse drives them underground, where they discover a warrior maiden who has lost consciousness. Mikleo distrusts her after she refuses to give her name, but Sorey does not hesitate to help the troubled young girl and takes her back with them to Elysia. Sorey’s naturally cheerful personality gradually chips away at the previously cautious young girl’s tension, leading her to finally reveal that her name is Alisha. Wanting to rid the world of the chaos that has consumed it, she had set off on a journey to find a savior of legend. She insists that the savior is their only hope of saving the outside world from certain doom...

That fateful meeting with Alisha would finally take Sorey and Mikleo into the great expanse of the outside world. Consequently, their foray into the world would breathe new life into the legend of a world savior known as the Shepherd. So begins the journey of the Shepherd Sorey and his dream of making a past legend about humans and Seraphim into the future’s reality.

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Characters



Sorey

A young man with a resonance powerful enough to see both seraphs and hellions. Sorey is human in some respects but has spent the entirety of his life in a seraphim village. He is pure-hearted and quick to express his feelings. Though naive to a fault at times, his positive attitude endears him to everyone around him.



Alisha

A princess who is last in line to the throne of the kingdom of Highland. Born to a mother of humble birth, Alisha struggles to be accepted as royalty. She is kept at arm's length by ministers looking to seize the kingdom's power for themselves. Kind by nature, she rushes to the aid of the world, which is overwhelmed with chaos and war, despite the increasingly difficult position it puts her in.



Mikleo

A seraphim youth who has been friends with Sorey since before they could walk. Mikleo is Sorey's best friend and complements him by grounding Sorey's wild ideas and behavior and offering him frank advice as needed. His insistence on an archaeological perspective different to that of Sorey frequently leads to arguments between the two of them. Though Mikleo's small build makes him appear childish, his speech and conduct do anything but.

Lailah

A seraphim woman who resides within a holy sword. Having long awaited a person with the qualities required to become the Shepherd, Lailah is as kind as she is calm, but make no mistake, she has occasionally been known to have a few wild ideas. She knows much about the hellions and acts like a battlefield officer, offering detailed advice to her companions. Though an adult woman who is as kind as she is calm, she has occasionally been known to have a few wild ideas of her own.



Characters



Edna

A young seraphim girl who does not find it easy to understand the feelings of others. Edna typically distrusts humans and is extremely wary of them. She has a sharp tongue, will tease someone as if it were second nature, and has a fondness for leaving people perplexed. Edna is normally calm and collected, and her brother seems to be the only one who can really get under her skin.



Zaveid

A seraph who has long continued to hunt the hellions on his own. Zaveid is as hard to read as the wind. He doesn't mind bad mouthing others and considers himself quite the ladies' man, but he is able to put these traits aside when it matters the most. While his intentions and true identity are unknown, he kills hellions on sight and it would appear he is as dangerous in battle as the Shepherd himself.

Dezel

A seraph who looks like an outlaw. Dezel has been fighting alongside a human band of mercenaries for a number of years. Rarely if ever showing emotion, he is a loner who keeps to himself. In his heart, however, resides a deep-seated lust for revenge against the hellions who took his friend from him, and he continues to work from among the shadows of the human world to achieve that aim.



Rose

A young woman who travels the continent as a member of the merchant guild's Sparrowfeathers. Rose is lively, cheerful, and does everything at her own pace. While she gets along well with people, she has strong opinions and refuses to go along with anything she finds irrational or impossible to understand. She values the fellow guild members who accompany her above all else and comes to accompany Sorey and his companions by a stroke of fate.



Video Game Warranty

This video game carries a warranty conforming to the laws of the country in which it was purchased, and valid for a duration of not less than 90 (ninety) days following the date of purchase - (proof of purchase required).

The warranty is not valid in the following cases:

1. The video game was purchased for commercial or professional use (all such uses are strictly forbidden)
2. The video game is damaged due to incorrect handling, accident, or improper use by the consumer.

For further information concerning this warranty, the consumer is invited to contact the retailer that sold the game, or the hotline at the video game publisher in the country the game was purchased.

Basic information

Note 1: An option to Adjust Graphics is available to select the desired resolution, FXAA, anisotropic filtering, LOD details and also start the game in Windowed mode. The options 'Controls Settings' and 'Graphics Settings' are available on the Title menu.

Note 2: The Title also supports PC Gamepads. The PC Gamepads work in a similar fashion as the Xbox 360 Controller when used in X-Input mode, in this mode the button prompts will always display Xbox 360 Controller icons regardless of the device selected to play.

Note 3: The PC Gamepads can be used as a Direct-Input device as well.

Controller Types	Customizable Controls
Keyboard/Mouse	Yes
Xbox 360 Presets	Yes
Xbox One Presets	Yes
Direct Input	Yes

Game Controls

Default keyboard and mouse mapping

The Keyboard and Mouse controls are provided assuming the following

Assumed Keyboard	QWERTY Keyboard.
Assumed Mouse	2 Buttons + 1 Wheel.

MAP SCREEN CONTROLS

Seraph map actions	1, 2, 3, 4
Run	W, A, S, D
Walk	W, A, S, D [while pressing the Right Mouse Button]
Camera adjustment	Mouse
Cancel, fast forward text	Right Mouse Button [long press]
Confirm, enter/exit, search/speak	Left Mouse Button
Display Top menu screen	E
Sorey map action	Space bar
Reset camera	Left Shift
Display area map	M
Expand/reduce area map	Left Mouse Button
Display navigation	Tab [while pressing]
Display specified menu shortcuts	T
Display world map	Caps Lock
Display pause menu	Escape
View skit	Enter

MENU SCREEN CONTROLS

Select item, select equipment (equipment screen)	Arrow keys/Mouse
Rapid scroll	Mouse Wheel
Cancel	Escape
Confirm	Enter
Switch battle character (top menu), remove equipment (equipment screen), discard item (item screen)	E
Switch seraphs (top menu)	Page Up
Switch characters (status screen, arte screen, equipment screen, support talent screen, fashion screen), switch categories (item screen, library screen)	Insert, Home
Turn equipment lock ON/OFF (equipment screen), display edit screen (fashion screen), Switch armatization artes (arte screen)	Delete
Switch armatization artes (arte screen), switch to skill sheet screen (equipment screen)	End
Reset model display (fashion screen), switch skill display (equipment screen)	R
Display help screen, confirm settings (options screen)	Space bar
Switch control mode (arte screen)	Control
Display equipment skill list (equipment screen), display custom set register and equip screens (fashion screen)	Tab

Game Controls

Default keyboard and mouse mapping

BATTLE CONTROLS

Change seraph	1, 2, 3, 4
Move	W, A, S, D
Guard	Space bar
Step	W, A, S, D [short press] or W, A, S, D [while pressing Space bar]
Command	Arrow Keys
Perform martial arte, perform hidden arte (when armatized)	Left Mouse Button
Perform hidden arte, perform seraphic arte, cancel (battle menu)	Right Mouse Button
Display battle menu	E
Armatize, cancel armatization (when armatized)	Left Shift
Change target	A or D [while pressing Tab]
Display enemy info	Tab [long press]
Display enemy details	Left Mouse Button [while pressing Tab]
Target nearby enemy	Tab [short press]
Adjust camera zoom (battle menu)	Mouse [Wheel while pressing Shift]
Adjust camera height (battle menu)	Mouse [Wheel while pressing Control]
Perform blast, perform banish blast	R
Confirm battle actions (battle menu)	End
Cancel command	Q
Display pause menu	Esc
Switch controlled character (battle menu)	Space
Switch control mode (battle menu)	Tab

Xbox 360 controls

Xbox 360 controller



Note: The Xbox 360 Wireless Controller for Windows requires an adapter/receiver to use the wireless controller.

Xbox 360 controls

MAP SCREEN CONTROLS

Directional Pad	Select item, seraph map action
Left Stick	Select item, run, walk [push gently/push while holding down the B Button]
Right Stick	Camera adjustment
B Button	Cancel, fast forward text [long press]
A Button	Confirm, enter/exit, search/speak
Y Button	Display Top menu screen
X Button	Sorey map action
LB Button	Reset camera
LT Button	Display area map, expand/reduce area map
RB Button	Display navigation [while pressing]
RT Button	Display specified menu shortcuts
Right Stick Button	Display world map
START Button	Display pause menu
BACK Button	View skit

MENU SCREEN CONTROLS

Directional Pad/Left Stick	Select item, select equipment (equipment screen)
Right Stick	Rapid scroll, rotate model (fashion screen)
B Button	Cancel
A Button	Confirm
Y Button	Switch battle character (top menu), remove equipment (equipment screen), discard item (item screen)
X Button	Switch seraphs (top menu)
LB Button/ RB Button	Switch characters (status screen, arte screen, equipment screen, support talent screen, fashion screen), switch categories (item screen, library screen)
LT Button	Switch armatization artes (arte screen), turn equipment lock ON/OFF (equipment screen), display edit screen (fashion screen)
RT Button	Switch armatization artes (arte screen), switch to skill sheet screen (equipment screen)
Right Stick Button	Reset model display (fashion screen), switch skill display (equipment screen)
Left Stick Button	Switch control mode (arte screen)
START Button	Display help screen, confirm settings (options screen)
BACK Button	Display equipment skill list (equipment screen), display custom set register and equip screens (fashion screen)

Xbox 360 controls

BATTLE CONTROLS

Directional Pad	Change seraph
Left Stick	Move, step [flick Left Stick]
Right Stick	Command
B Button	Perform martial arte, perform hidden arte (when armatized), cancel (battle menu)
A Button	Perform hidden arte, perform seraphic arte
Y Button	Display battle menu
X Button	Guard, step [Left Stick while holding X]
LB Button	Armatize, cancel armatization (when armatized)
RB Button	Change target [Left Stick while holding RB], display enemy info [long press], display enemy details [B with long press], target nearby enemy [short press], adjust camera zoom and height [Left Stick with long press] (battle menu)
RT Button	Perform blast, perform banish blast, confirm battle actions (battle menu)
Right Stick Button	Cancel command
START Button	Display pause menu, switch controlled character (battle menu)
BACK Button	Switch control mode



CUSTOMER SERVICE SUPPORT

Australia	1902 26 26 26	\$2.48/min (may change without notice)	au.support@bandainamcoent.com.au
Belgie		Support en français: Support in English:	fr.support@bandainamcoentLeu customerserviceuk@bandainamcoentLeu
Deutschland	Technische: 0900-1-771 862 Spielerische: 0900-1-771 863	1,24€/min aus dem dt. Festnetz Montag - Samstag: 14.00-19.00 Uhr	de.support@bandainamcoentLeu
España	+34 902 10 18 67	Lunes a jueves: 09.00 – 18.00 Viernes: 09.00 – 14.00	es.support@bandainamcoentLeu
Ελλάδα	+30 210 60 18 800	Αστική Χρέωση Δευτέρα - Παρασκευή: 09.00-17.00	gr.support@bandainamcoentLeu
France	0825 15 80 80 0.15€/min Lundi-Samedi: 10.00-20.00 non stop	Support Technique CS80236 33612 GESTAS	fr.support@bandainamcoentLeu
Italia			it.support@bandainamcoentLeu
Nederland		Support in English:	customerserviceuk@bandainamcoentLeu
New Zealand	0900 54263	\$1.99/min (may change without notice)	au.support@bandainamcogames.eu
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Portugal	+34 902 10 18 67	Segunda a Quinta: 09.00 – 18.00 Sexta Feira: 09.00 – 14.00	pt.support@bandainamcoentLeu
Schweiz	Technische: 0900-400300 Spielerische: 0900-770780	2.50 CHF/Min Montag - Samstag: 14.00-19.00 Uhr	de.support@bandainamcoentLeu
Singapore	+65 6538 9724		support@bandainamcoent.asia
United Kingdom		Monday - Friday: 09:00 - 18:00 GMT	customerserviceuk@bandainamcoentLeu

Please visit
www.bandainamcoent.eu
For the full list of support contacts

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Published by BANDAI NAMCO Entertainment Europe SAS.
Distributed by BANDAI NAMCO Entertainment and its subsidiaries.
Developed by BANDAI NAMCO Studios.