

Controls

Exploration Section Controls

Battle Controls

This section of the manual explains how to use the game controller. The controls marked in green are for use on the exploration screen while those marked in blue are for use on the battle screen.

FINAL FANTASY XIII

RB button

Not used

View enemy intel reports

LB button

Use shrouds

Paradigm shift

Directional buttons

Select a shroud to use

Select targets or commands

Left stick / Left stick button

Character movement

(When viewing the area map, press down on the left stick (left stick button) to centre the map on your current location)

Gestalt mode controls

(once an Eidolon has been summoned)

BACK button

Toggle the navigational map display on or off

Retry a battle from the beginning

(while on the pause menu during battle)

START button

Open the pause menu

Open the pause menu

Y button

Open the main menu

Execute a command queue

B button

Cancel

Cancel

X button

Open the area map

Initiate gestalt mode

(once an Eidolon has been summoned)

A button

Confirm a selection/

operate switches and other objects

Execute a command/

Confirm target/

Stock action commands

Right stick / Right stick button

Move the camera position

(press down on the right stick (right stick button) to reset the camera to its default position)

Rotate camera



HELP Assign keys for when using keyboard control.

Settings

Character movement / Gestalt mode controls
(once an Eidolon has been summoned)



Rotate camera



Exit game



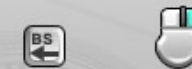
Select a shroud to use / Select targets or commands



Confirm a selection



Cancel



Keyboard Settings

*** Standard 101 key keyboard layout**



- Open menu/ Activate commands: **E**
- Open area map/ Gestalt Mode: **X**
- Use shrouds/ Paradigm Shift: **Tab**
- View Enemy Intel (in battle): **C**
- Open the pause menu: **O**
- Navi-map/ Restart (pause menu): **I**