

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.

Exploration Section Controls

Battle Controls

RB button

Moogles Hunt/ Moogles throw (throw moogles)
Show enemy information

LB button

Moogles throw (hold moogles and aim)
Paradigm Shift

Directional buttons

Select between menu options (while on menu screens)
Select targets or commands

Left stick / Left stick button

Move character
(While the map is displayed, push down the left stick (left stick button) to centre on the current location)

BACK button

Toggle the navigational map display on or off
Not used

START button

Open the pause menu
Open the pause menu

Y button

Open the main menu
Execute a command queue

B button

Jump
Cancel

X button

Open map
Activate Feral Link

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.

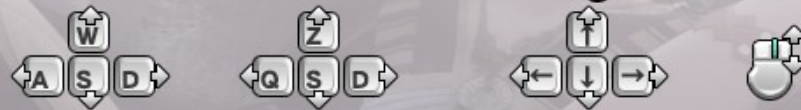
Settings

Character movement



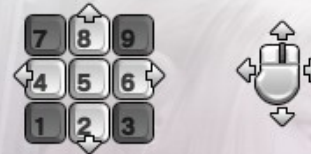
* AZERTY (French) layout

Select between menu options (while on menu screens) /
Select targets or commands

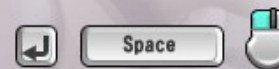


* AZERTY (French) layout

Rotate camera



Confirm a selection



Exit game



Cancel



Mini-map Settings

Fixed to North

* Standard 101 key keyboard layout



- Open menu/ Activate commands: **E**
- Area map/ Feral Link: **X**
- Grab moogle to throw/ Paradigm Shift: **Tab**
- Moogles Hunt/ Show Libra info: **C**
- Passive Abilities: **R**
- Open the pause menu: **O**
- Navi-map/ Restart (pause menu): **I**