

Vana'diel is a world of magic, chivalry, and technology.

This beautiful land was once engulfed in a great war between armies of enlightened people and the dark hordes of the beastmen.

It was a fight for survival from which the victor would emerge in control of the crystals-- physical manifestations of the primordial elements.

The beastmen mercilessly destroyed city upon city, turning the land and water black with their foul presence.

But the people united in solidarity, and seized victory from the claws of the ravenous beastmen. At last, peace had come to Vana'diel.

More than twenty years have passed since the end of the war. But as memories of that conflict begin to fade, evil lurks in the shadows once again, biding its time...

And it hungers for the power of the crystals.



WELCOME TO FINAL FANTASY XI

FINAL FANTASY XI is a massively multiplayer online role-playing game, which means you are not the only player adventuring in Vana'diel. It is filled with characters controlled by other players, whom you will meet and fight alongside during the course of your travels. This interaction between fellow players is integral to playing FINAL FANTASY XI.

NOTE:

Online games change from day to day. New features that are not listed in this owner's manual may be added via updates. The most up-to-date information is contained in the "Information" section (► p. 18) of PlayOnline, while details about playing the game can be found in the "Quick Manuals" section of PlayOnline. You should make a point of checking this information whenever you log in.

Updates

Whenever the game is updated, the data will be automatically downloaded to your hard disk drive the next time you log into the game. These revisions are referred to as updates. When PlayOnline services are temporarily suspended due to server maintenance, the news will be reported on the Internet on the official PlayOnline website. You can also check the website for information about scheduled server maintenance and other notices.

The "Quick Manuals" section under PlayOnline contains a wide variety of information to help you enjoy the game. It covers useful topics ranging from the history of Vana'diel to basic playing techniques, and is updated regularly.

• This owner's manual is current as of the time of printing. If you are unable to use PlayOnline at any time, please check <http://www.playonline.com> for the most up-to-date information.

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FINAL FANTASY XI

ONLINE

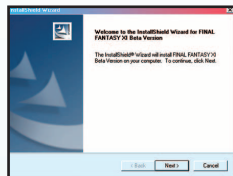
First, make sure that you can answer “yes” to the following questions:

- ☐ Have you completed the PlayOnline registration process? (➔ p. 5)
- ☐ Have you installed the PlayOnline software on your hard disk drive?
- ☐ Have you logged into PlayOnline and are able to use it without any problems?

You are now ready to install FINAL FANTASY XI on your hard disk drive.

1. Insert FINAL FANTASY XI disc 1

Insert the FINAL FANTASY XI disc 1 into your computer's CD-ROM drive.



2. Launch Installer

The installer should start automatically. If it does not, run “setup.exe” from the root directory of FINAL FANTASY XI disc 1. Select “Next” to continue installation.

3. Read the Important Notice

Once you have read the screen, select “Next”. If you select “Cancel”, the installation will be stopped.

4. Accept the Software License Agreement

Please read the FINAL FANTASY XI Software License Agreement carefully. If you accept the terms of the software license agreement, select “Yes”. If you do not accept the terms, select “No”. If you select “No”, you will be unable to play FINAL FANTASY XI.

5. Begin Installation

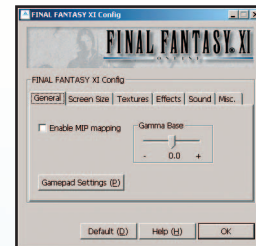
Once you agree to the software license agreement, you are ready to install the game files. Select the destination folder and confirm the settings. When you are satisfied with the settings, select “Next” to begin the installation process.

6. Installation

The progress of the installation is displayed on a bar at the bottom of the screen. Change discs when prompted. When the bar reaches 100%, the installation is complete. Once the installation is complete, select “Finish”.

FINAL FANTASY XI Config allows you to change the screen resolution, adjust the sound, and configure a gamepad for use with FINAL FANTASY XI. Once you have installed PlayOnline and FINAL FANTASY XI, a “PlayOnline” shortcut will be added to the Windows Start Menu. Select the PlayOnline shortcut, then FINAL FANTASY XI, and then FINAL FANTASY XI Config to display the window shown at the right. Select a tab to configure the corresponding settings.

- It is not possible to use Config while you are playing a game of FINAL FANTASY XI or using the PlayOnline Viewer.



GENERAL

The “General” tab allows you to toggle the MIP mapping features, adjust the base gamma level, and access the gamepad configuration tool.

Enable MIP Mapping

Checking “Enable MIP mapping” substitutes lower-resolution textures on distant objects. Depending on your machine's specifications, toggling “Enable MIP mapping” on can increase the image quality and improve your game experience.

- When “Enable MIP Mapping” is toggled on, a much larger amount of texture memory is used. Please be aware that this mode is not suitable for all machines.

1. Click the “Enable MIP mapping” check box to toggle this feature on or off.

Checked Applies lower-resolution textures to distant objects.

Not checked Applies full-size textures to distant objects.

2. Click the “Quit” button.

3. A window asking if you would like to save the new settings will appear. Click “Yes” to save them.

4. The next time FINAL FANTASY XI is started, lower-resolution textures (or full-sized textures) will be applied to distant objects.

Gamma Base

(Default: 0)

Changing the “Gamma Base” setting allows you to increase or decrease the base gamma level for FINAL FANTASY XI. The gamma level affects the overall brightness of the game's screen.

1. Adjust the “Gamma Base” slider bar to the desired level.

Slide left Lowers the base gamma level, resulting in a darker screen.

Slide right Raises the base gamma level, resulting in a brighter screen.

2. Click the “OK” button.

3. A window asking if you would like to save the new settings will appear. Click [Yes] to save them.

4. The next time FINAL FANTASY XI is started, the gamma level will be adjusted accordingly.

Gamepad Settings

Clicking “Gamepad Settings” opens the “FINAL FANTASY XI Gamepad Configuration Tool” window, which allows you to configure your gamepad.

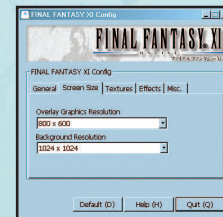
For assistance with configuring your gamepad, please use the “Help” button located at the top of the “FINAL FANTASY XI Gamepad Configuration Tool” screen.

SCREEN SIZE

The “Screen Size” tab allows you to adjust the following two settings:

Overlay Graphics Resolution

Changing the “Overlay Graphics Resolution” allows you to set the screen resolution level of text and various overlays for FINAL FANTASY XI.



- Please be aware that a machine with at least 64MB of texture memory is required to run FINAL FANTASY XI with the "Overlay Graphics Resolution" set to "800 x 600" or above.
- The higher the screen resolution is set, the more detail the graphics will have. Higher screen resolutions result in more detail at the cost of processing speed.

1. Select a desired resolution from the pull-down menu under the "Overlay Graphics Resolution" tab.

640 x 480 FINAL FANTASY XI will display at a resolution of 640x480.

800 x 600 FINAL FANTASY XI will display at a resolution of 800x600.

1024 x 768 FINAL FANTASY XI will display at a resolution of 1024x768.

- The number of available resolution selections will depend on your system specifications.

2. Click the "Quit" button.

3. A window asking if you would like to save the new settings will appear. Click "Yes" to save them.

4. The next time FINAL FANTASY XI is started, the game will display at the selected resolution.

Background Resolution

Changing the "Background Resolution" allows you to set the resolution for 3D graphics in FINAL FANTASY XI.

- Please be aware that "Background Resolution" only specifies the resolution for 3D graphics. The screen resolution for FINAL FANTASY XI depends on the "Overlay Graphics Resolution" setting.
- Please be aware that a machine with at least 64MB of texture memory is required to run FINAL FANTASY XI with the "Background Resolution" set to 1024 x 1024.

1. Select a desired resolution from the pull-down menu under the "Background Resolution" tab.

256 x 256 FINAL FANTASY XI will render 3D graphics at a resolution of 256x256.

512 x 512 FINAL FANTASY XI will render 3D graphics at a resolution of 512x512.

1024 x 1024 FINAL FANTASY XI will render 3D graphics at a resolution of 1024x1024.

2. Click the "Quit" button.

3. A window asking if you would like to save the new settings will appear. Click "Yes" to save them.

4. The next time FINAL FANTASY XI is started, the game will render 3D graphics at the selected resolution.

TEXTURES

The "Textures" tab allows you to adjust the following two settings:

Texture Compression

"Texture Compression" allows you to set the quality of textures used in the game.

1. Select a setting from the pull-down menu under the "Texture Compression" tab.

High Light flare and cloud textures are compressed.

Low Light flare textures are uncompressed and cloud textures are compressed.

Uncompressed Light flare and cloud textures are uncompressed.

- Using compressed textures reduces the required texture memory at the expense of texture quality.

- The default setting is "Low".

2. Click the "Quit" button.

3. A window asking if you would like to save the new settings will appear. Click "Yes" to save them.

4. The next time FINAL FANTASY XI is started, the selected textures will be used.

On-Screen Maps

"On-screen Maps" allows you to set the texture quality of the maps you open from the FINAL FANTASY XI main menu.

1. Select a setting from the pull-down menu under "On-screen Maps".

Compressed Compressed textures will be used for the on-screen map. Reduces the required texture memory, but reduces image quality.

Uncompressed Uncompressed textures will be used for the on-screen map. Increases image quality, but increases required texture memory.

- The default setting is "Uncompressed".



2. Click the "Quit" button.

3. A window asking if you would like to save the new settings will appear. Click "Yes" to save them.

4. The next time FINAL FANTASY XI is started, the main menu map will use the selected textures.

EFFECTS

The "Effects" tab allows you to adjust the following two settings:

Enable Bump Mapping (Your system must have certain specifications to use this feature.)

Checking "Enable bump mapping" is processor-intensive, but allows the landscape in FINAL FANTASY XI to be rendered in further detail by adding bump maps to texture surfaces. In order to use bump mapping, your video card must support "Vertex Shader Ver.1.1", "Pixel Shader Ver.1.1", and have at least 64MB of texture memory.

- Please be aware that the "GeForce 4 Ti" series and "GeForce 3" series of video cards support "Vertex Shader Ver.1.1" and "Pixel Shader Ver.1.1", but the "GeForce 4 MX" series, "GeForce", and "GeForce 2" series of video cards do not support them.

- If your video card does not support "Vertex Shader Ver. 1.1" and "Pixel Shader Ver. 1.1", the dialog box will be faded, and you will not be allowed to toggle the check box.

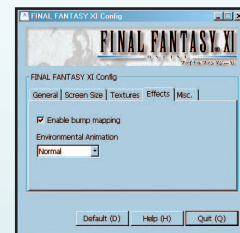
1. Click the "Enable bump mapping" check box.

2. Click the "Quit" button.

3. A window asking if you would like to save the new settings will appear. Click "Yes" to save them.

4. The next time FINAL FANTASY XI is started, the landscape will be rendered in further detail with bump maps on the surface textures.

- This feature may be incompatible with video cards other than those listed above. For the latest information about recommended video cards, please visit <http://www.playonline.com/>.



Environmental Animation

"Environmental Animation" allows you to set the degree of grass and tree animation in FINAL FANTASY XI.

1. Select a setting from the pull-down menu under the "Environmental Animation" tab.

Off Grass and trees will not move.

Normal The default setting.

Smooth The redraw rate is increased to animate grass and trees more smoothly.

2. Click the "Quit" button.

3. A window asking if you would like to save the new settings will appear. Click "Yes" to save them.

4. The next time FINAL FANTASY XI is started, grass and trees will be rendered at the selected setting.

SOUND

The "Sound" tab allows you to toggle the sound on and off, as well as set the number of sound effects that can be heard simultaneously in FINAL FANTASY XI.

Enable Sound

You can use "Enable Sound" to toggle all FINAL FANTASY XI sound on or off, including the background music and sound effects.

1. Click on the "Enable Sound" check box to toggle this feature on or off.

2. Click the "Quit" button.

3. A window asking if you would like to save the new settings will appear. Click "Yes" to save them.

4. The next time FINAL FANTASY XI is started, the background music and sound effects will be disabled (or enabled).



SoundEffectNum

Changing the "SoundEffectNum" setting allows you to increase or decrease the number of sound effects that can be heard simultaneously in FINAL FANTASY XI.

1. Adjust the "SoundEffectNum" slider.

Slide left Number of simultaneous sound effects in FINAL FANTASY XI will decrease.
Slide right Number of simultaneous sound effects in FINAL FANTASY XI will increase.

2. Click the "OK" button.

3. A window asking if you would like to save the new settings will appear. Click [Yes] to save them.

4. The next time FINAL FANTASY XI is started, the number of simultaneous sound effects in FINAL FANTASY XI will be increased or decreased.

MISC.

The "Misc." tab allows you to adjust the following three settings:

Show Opening Movie

"Show opening movie" allows you to toggle the opening movie that plays when FINAL FANTASY XI is started.

1. Click the "Show opening movie" check box to toggle the movie on (or off).

2. Click the "Quit" button.

3. A window asking if you would like to save the new settings will appear. Click "Yes" to save them.

4. The next time FINAL FANTASY XI is started, the opening movie will play (or be disabled).

Enable Hardware Mouse Cursor

"Enable hardware mouse cursor" allows you to select between using hardware or software to display the cursor and associated graphics within FINAL FANTASY XI.

1. Click the "Enable hardware mouse cursor" check box to toggle this feature on or off.

2. Click the "Quit" button.

3. A window asking if you would like to save the new setting will appear. Click "Yes" to save it.

4. The next time FINAL FANTASY XI is started, hardware (or software) will be used to display the cursor and associated graphics within FINAL FANTASY XI.

Simple Character Creation Visuals

"Simple character creation visuals" allows you to toggle between using real-time 3D animations or static images on the FINAL FANTASY XI character creation screen.

1. Click the "Simple character creation visuals" check box to toggle the feature on or off.

Checked Uses static images at the character creation screen.

Not Checked Uses real-time models at the character creation screen.

2. Click the "Quit" button.

3. A window asking if you would like to save the new settings will appear. Click "Yes" to save them.

4. Returns to the default "FINAL FANTASY XI Config" settings.

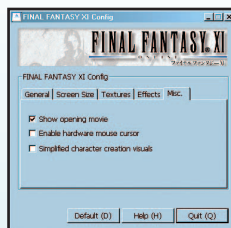
Default

Returns to the default "FINAL FANTASY XI Config" settings.

1. Click the "Default" button to display a dialog box.

2. Click "OK" to restore all "FINAL FANTASY XI Config" settings to their default values.

• The "FINAL FANTASY XI Gamepad Config" settings will not be changed.



PURCHASING A CONTENT ID

In order to enjoy games such as FINAL FANTASY XI on PlayOnline, you must first purchase a corresponding Content ID. A Content ID allows you to create a personalized character. You will have to purchase a Content ID for every character you wish to create. Let's try logging into FINAL FANTASY XI and purchasing a Content ID.

Once you have finished the installation process, remove the disc and log into PlayOnline. (➡ p. 12)



1. Select "Games" from the PlayOnline main menu. Then, select "FINAL FANTASY XI" to open the top page. Please note that you will need your PlayOnline ID, PlayOnline password, and FINAL FANTASY XI registration code at this time. Refer to the last page of this owner's manual.



2. Select "Content ID", then "Purchase".



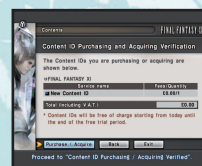
3. Enter your PlayOnline ID and PlayOnline password. When you have finished, move the pointer to "Log In" and press the [Enter] key.



4. Next, enter your FINAL FANTASY XI registration code shown on the last page of this owner's manual. Different services require separate registration codes. When you have finished entering your registration code, move the pointer to "Submit" and press the [Enter] key.

CAUTION! About Your Registration Code

The registration code cannot be reused or replaced. Only one person can use the registration code to purchase Content IDs.



5. A user agreement screen will appear. If you agree to its terms, move the pointer to "Accept" and press the [Enter] key. If you do not agree, move the pointer to "Decline" and press the [Enter] key.

6. Once you accept the user agreement, a Content ID purchase screen will appear. Read the information. If you wish to complete the purchase, move the pointer to "Yes" and press the [Enter] key. If you do not wish to complete the purchase, move the pointer to "No" and press the [Enter] key.

If you selected "Yes," a message confirming your purchase will appear on the screen. Select "Exit" to end the process.

NOTE: Registering Expanded Services

After you have purchased a Content ID for FINAL FANTASY XI, you must register for all expanded services. There are no additional fees for registering an expansion pack Content ID. For more details, please refer to Registering Expanded Services (➡ p.113).

7. Move the pointer to "Play" and press the [Enter] key to access FINAL FANTASY XI and begin creating your character.

CANCELLING OR REACTIVATING A CONTENT ID

Please be aware that cancelling and reactivating a Content ID are handled on a different screen.

Cancelling a Content ID

From the FINAL FANTASY XI top page, move the pointer to "Content ID" and press the [Enter] key. Then, move the pointer to "Cancel" and press the [Enter] key. OR, from the PlayOnline Viewer, select "Service & Support", then "Membership", then "Content ID", then "Cancel". Make absolutely sure that you are cancelling the correct Content ID.

NOTE:

If you cancel a Content ID, it will remain available for use until the end of that month. It will become inactive on the first day of the following month.

CAUTION!

Once a Content ID is cancelled and no longer available for use, it is considered inactive. Your player data is retained for three months after the Content ID becomes inactive. After this period, all data is deleted and cannot be restored.

How Do I Stop Using FINAL FANTASY XI?

Cancelling all FINAL FANTASY XI Content IDs will disable access to FINAL FANTASY XI.

On the FINAL FANTASY XI top page, move the pointer to "Content ID" and press the [Enter] key. Then, move the pointer to "Cancel" and press the [Enter] key. Select the Content ID that you wish to cancel and press the [Enter] key to cancel it.

Reactivating a Content ID

From the PlayOnline Viewer, select "Service & Support", then "Membership", then "Content ID", then "Reactivate". You can reactivate your Content ID within three months of the date it becomes inactive.

PLAYONLINE IDS AND CONTENT IDS

A single PlayOnline ID allows you to purchase up to 16 FINAL FANTASY XI Content IDs. A single Content ID allows you to create a single character. This means that if you purchase the maximum number of Content IDs, you can create up to 16 characters.

After you register a Content ID and create a character, you must link them to a PlayOnline handle. (→ p. 25)

CAUTION!

Selecting "Delete Character" from the FINAL FANTASY XI top menu and deleting a character does not cancel the corresponding Content ID. You must follow the above steps to complete the Content ID cancellation process.

If you wish to create a new character for an active Content ID, select "Create Character".

- **Be careful! Once a character is deleted, it cannot be restored.**

Please refer to "Reactivating a Content ID" above.

Please refer to "Creating a Character".

USING THE KEYBOARD

[Enter] (either key)	Confirm / Select closest target or talk to NPC / Open the action command menu.
[Esc]	Cancel
[Space bar]	Open the input window for text entry
[↑] [↓] [←] [→]	Move camera / Move cursor in menus
[8], [2], [4], [6] on the numeric keypad	Move character (forward, back, left, and right, respectively)
[7] on the numeric keypad	When pressed while character is moving, toggles "autorun"
[J] on the numeric keypad	Switch between "walk" and "run" while moving
[*] on the numeric keypad	When no target selected, heal / When target selected, lock on to target
[+] on the numeric keypad	Select active window, and allows setting of options for each window
[=] on the numeric keypad	Open main menu
[Tab] or [0] on the numeric keypad	Switch target
[Page Up] or [9] on the numeric keypad	Zoom in (this feature is only available when using the keyboard)
[Page Down] or [3] on the numeric keypad	Zoom out (this feature is only available when using the keyboard)
[Scroll Lock]	Hide all windows / Show all windows
[Pause Break]	Temporarily pauses the game and returns you to the PlayOnline Viewer.
[Shift]	When pressed while character is in first-person view and moving, moves character side-to-side ("strafes")
[Home]	Return to default viewpoint (this feature is only available when using the keyboard)
[Prt Scr]	Take screenshot (when all windows are hidden)

USING A COMPACT KEYBOARD

You may select the compact keyboard layout using Config on the main menu.

[y]	Confirm / Auto-target
[n]	Cancel
[z]	Switch between "walk" and "run" while moving
[f]	Select active window
[v]	Toggle first-person and third-person viewpoints
[r]	Autorun
[h]	When no target selected, heal / When target selected, lock on to target
[=]	Open the main menu
[.]	Zoom out
[,]	Zoom in
[w], [s], [a], [d]	Move character (forward, backward, left, right)
[i], [j], [k], [l]	Move camera (up, down, left, right) / Move cursor in menus

COMMAND SHORTCUTS FOR KEYBOARDS

[F1]-[F6]	Target party members in the order that they appear in the window in the bottom right area of the screen
[F7]	Target yourself
[F8]	Target the closest NPC ("Non-Player Character"; a character controlled by the computer)
[F9]	Target the closest PC ("Player Character"; a character controlled by another player)
[F10]	Target the first character in your party's member list
[F11], [F12]	When you are part of an alliance, target the first character in each allied party's member list
[Ctrl], [Alt]	Open a menu containing user-defined macros / Hold down [Ctrl] or [Alt] and press the corresponding macro number to execute the macro.

- You can also enter other commands by opening the input window and entering them directly.

The following commands are shortcuts that are activated by pressing the letter along with the [Ctrl] key or [Alt] key:

[a]	Begin or break off an auto-attack
[c]	Check a target
[e]	Open the "Equipment" window from the main menu
[g]	Give up and call for help during a battle
[h]	Heal (when not in battle)
[i]	Open the "Item" window from the main menu
[j]	Display the list of job abilities that you have learned
[L]	Set the chat mode to "Linkshell"
[y]	Confirm / Auto-target
[z]	Toggle between walk and run
[-]	Open the main menu
[.]	Zoom in
[]	Hide all windows / Show all windows
[m]	Open the "Magic" list from the main menu
[p]	Open the "Party" input window
[r]	Reply to the last PC who sent you a message
[s]	Open the "Say" input window
[t]	Open the "Tell" input window
[v]	Toggle first-person and third-person (this can also be toggled by pressing [5] on the numeric keypad)
[w]	Display a list of weapon skills that you have learned
[d]	Perform a ranged attack
[n]	Cancel
[f]	Select active window
[']	Zoom out
[]	Take a screenshot when all windows are hidden

USING THE MOUSE

Types of Mouse Cursors:



Normal



When placed over a menu item or a PC (Player Character)

Left Mouse Button	Single click	Select menu item / Targets (PC, NPC or object)
	Hold button down	Hold down the left mouse button and move the mouse to make your character move in the specified direction.
Right Mouse Button	Single click	Cancel menu item selection / Cancel targeting PC, NPC or object
	Click while moving mouse	Click while you are moving your character with the mouse to toggle autorun. Click again to return to walking normally
Scroll Wheel	Up/Down:	Move the scroll bar up or down
	Click:	Open menu

- The order of priority for mouse controls is as follows: movement and camera operation are highest, followed by menu selection and then targeting.
- A mouse with a scroll wheel is recommended.

There is no need to save or load your game in FINAL FANTASY XI. Once the software is installed on your hard disk drive, the game will automatically load when you begin, and there is no need to save when you quit your game. (Your data will be automatically saved on the server. However, some data, such as local user settings (macros, map markers, menu preferences, etc.) are saved on your hard disk drive.)

Logging In

Turning on your computer, starting PlayOnline, and accessing FINAL FANTASY XI is called "logging in".

Logging Out

Quitting FINAL FANTASY XI and returning to the PlayOnline Viewer is called "logging out". You can stop the game at any time by selecting "Log Out" from the main menu. When you log out, your game data will be automatically saved on the server. (A portion of data will be saved on your hard disk drive as well.) Before logging out, your character must stand still for 30 seconds (unless you log out from your Mog House). If you are attacked during this time period, the logout process will be interrupted. Please be sure to select a safe place, such as a city, before logging out. If you log out while in the midst of a group of enemies, you may be attacked by them when you log in the next time. After logging out, you will return to the game's title screen. Select "Back" to return to PlayOnline's game selection screen.

Saving Your Status

All of your character's data is saved on the server when you log out. Your character's data is also automatically saved on the server during the game.

Recalling Your Status

After logging out, you will start the game in the same place and the same status when you log in the next time. A 30 second period of time is required to log out. If you are attacked during this period, the logout process will be interrupted. If your connection to the game is cut off for some reason, your connection to the server will be interrupted (in other words, you will no longer be in control of the game) and your character will remain in the world of FINAL FANTASY XI for 30 seconds. If your character is attacked during this time period, you may fall in battle. In such a case, you will begin the game as fallen in battle the next time you log in.

Once you finish the registration process you will begin the game.

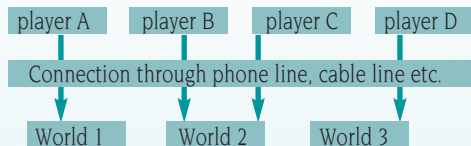
Select "Play" and the following screen will appear.

If this is your first time logging in after purchasing a Content ID, you will only be able to select "Create Character" or "Back". Select "Create Character" to move to the character creation screen.



FINAL FANTASY XI is a massively multiplayer online game, and allows many different players to simultaneously participate in a virtual world that exists on a server. However, there is a limit to the number of people who can use one server at the same time. Because of this, identical virtual worlds have been created on different servers to ensure that the maximum number of people can enjoy the game. In FINAL FANTASY XI, these are called Worlds. When you create a character, you can choose one of these Worlds for your character. After you create a character and log into the game, you will be able to go adventuring with other player characters (or PCs) that exist in the same World. The name of your character's World will appear in the log window whenever you log into the game.

World image



- Each World has a specific name.

Can I Play in the Same World as a Friend?

Yes. You can choose a World when creating your character. If you wish to play with a friend, choose the same world as their character.

CAUTION!

Once created, a character cannot be moved to another World. There is a limit to the number of players who can be logged into the same World simultaneously.

You can display the name of your character's World in your log window at any time by entering /smes and pressing the [Enter] key. Please refer to "Text Commands".



Game Masters (GMs) act as support staff in FINAL FANTASY XI. They play a major role in ensuring that the game proceeds smoothly by assisting with problems that players cannot resolve on their own. GMs are also charged with taking disciplinary action against those who act in a disruptive manner.

How to Contact a GM:

To request the assistance of a GM, select "Help Desk" from the main menu and select the item that best describes your situation. In some cases, you may be able to find a solution to your problem without having to call a GM. If you cannot find a solution to your problem, you can call a GM directly. When you call a GM, please explain your situation so that they can assist you as quickly as possible.

GMs make every effort to respond to calls, but they must respond in the order in which call requests were received. Because of this, some time may be required for them to respond to your call. Furthermore, please be aware that GMs will not always appear directly; they may send you a Tell message to determine the details of your situation. Make sure to watch your log window after calling a GM. Please remember that GMs are support staff and not characters in the game. Please refrain from contacting GMs simply to talk or to ask for opinions or instructions about specific game content.

NOTE:

Please call a GM only in cases when you encounter problems that prevent you from playing the game. GMs cannot offer any opinions or advice about strategy or how to play the game.

A GM may direct you to stop doing something or to try doing something in a different way. These directions are given with the intent of preserving the overall balance of the world of FINAL FANTASY XI. You are expected to follow these directions, even if you are not given a specific reason for them, or even if you were not doing anything that was against the rules and regulations of the game.

When to Call a GM:

1. Your character becomes trapped in an area and cannot move, or
2. You are being harassed by another player.

GMs will not intervene in disputes between players. However, if a GM is called to respond to harassment or other disruptive behavior, they will take the appropriate action after carefully reviewing the facts of the situation. GMs will not disclose the actions that they take against other players, even to the individual who initiated the call.

Four nations exist within Vana'diel: the Kingdom of San d'Oria, the Federation of Windurst, the Republic of Bastok, and the Grand Duchy of Jeuno. When you begin the game, you will be allowed to select from any of the nations (except for Jeuno) as the country to which you swear allegiance. It's your chance to earn yourself a name in the world of Vana'diel!



THE KINGDOM OF SAN D'ORIA

A kingdom located in the northern half of the Quon continent, forged from the fires of a tumultuous civil war by a proud race of warriors known as the Elvaan. The heads of the d'Oraguille family have ruled the kingdom in a line of unbroken succession for more than five hundred years. The nation's fortress-like capital of San d'Oria boasts impenetrable defenses manned by a pair of stalwart military orders: the Royal Knights, who secure the kingdom's borders and lead foreign expeditions; and the Temple Knights, who maintain public security and order within the capital.



THE REPUBLIC OF BASTOK

A republic founded by the technologically advanced Hume race on the southern portion of the Quon continent. Every few years, the citizens of Bastok elect a Hume president as their head of state. Bastok was once a small town that was mainly supported by the nearby mythril mines. Today, however, it has grown into a highly industrialized city famed for its advances in smelting, refining, and metalworking. The southern portion of the city is largely settled by a race of powerful individuals known as the Galka, who play a major role in excavating, developing, and working the mines.



THE FEDERATION OF WINDURST

A federation founded by tribes of Tarutaru on the southern portion of the continent of Mindartia and its neighboring islands. The descendants of these tribes govern their nation based on the revelations of the mystic Star Sybil. Even though the capital city of Windurst was leveled in the war twenty years ago, the city has made a spectacular recovery and rose to become the academic center of Vana'diel. The capital is also occupied by the Mithra, who are longtime friends and associates of the Tarutaru. The Mithra, a predominantly female race of superb hunters, have deeply contributed to the success of the Federation of Windurst.

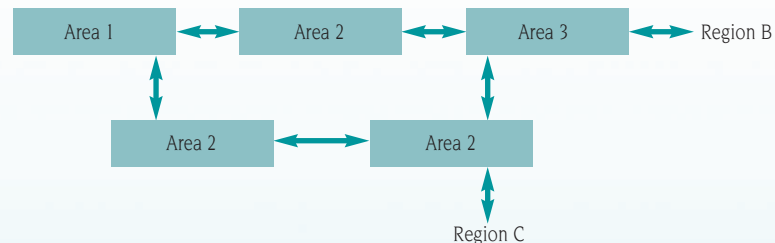


THE GRAND DUCHY OF JEUNO

Built at the converging point of "Heaven's Bridges" – a group of bridges that spans the divide between Quon and Mindartia – this duchy is a relatively new nation. In addition to this geographical advantage, Jeuno's political neutrality has also fostered its growth as an international gathering point. A wide range of races and individuals, from Hume merchants to Goblin craftsmen, can be found plying their trades here. Jeuno is also known as the repository for long-forgotten technologies, such as those found in the airships that allow rapid travel between the nations of Vana'diel. However, Jeuno is most famous for brokering the alliance between the other three nations during the Great War when the Allied Forces of Altana defeated the beastmen.

Vana'diel, the setting for FINAL FANTASY XI, consists of different regions, which are broken down into many smaller areas.

REGION A



As shown above, your adventure unfolds as you travel from area to area. Whenever your character moves from one area to another (including from region to region), the screen will darken for a moment as the new area information is loaded. You can check your current area at any time by selecting "Map" from the main menu. (Even if you do not have a map for the area, the area's name will be displayed.) Similarly, you can view the name of the region and the areas it contains by selecting "Region Info" from the main menu. You will need to familiarize yourself with the areas and regions of Vana'diel to fully enjoy FINAL FANTASY XI.

TYPES OF AREAS

Cities

Home to countless citizens, shops, and private residences.

As cities are protected by stout fortifications and walls, you will never encounter monsters inside.

Wilds

Areas located outside of the city walls. Home to many types of monsters.

Dungeons

Cave-like areas consisting of complicated passageways. Home to many types of monsters. Generally, any maze-like area in the game is referred to as a dungeon.

The Character Creation Process

When you begin playing FINAL FANTASY XI, you will have to create a new character. Creating a character consists of several steps, each allowing several options to customize your gameplay experience:

1. Race → Gender (except Mithra and Galka) → 2. Face type → 3. Hair color → 4. Physical size (small, medium, large) → 5. Standard job → 6. Character name → 7. Country (allegiance)

When you select "Create Character" from the top menu and press the [Enter] key, the character creation screen will appear. Remember that you must first sign up for a Content ID on the FINAL FANTASY XI top page to create an open account. You may purchase up to 16 Content IDs (in other words, create up to 16 characters). If you already have 16 characters, you will be unable to create additional characters. You must select "Delete Character" to create an empty space first.

If you have purchased a Content ID to create your first character, you should see one open slot. Select the open slot with the pointer and press the [Enter] key to begin the character creation process.

Simply deleting a character does not cancel a Content ID. To cancel a Content ID, you will need to use the "Cancel" option for Content IDs on the FINAL FANTASY XI top page.

1. RACE AND GENDER

The world of FINAL FANTASY XI is home to many different races. Pick the type that you feel best suits you. Once you begin the game, you will not be allowed to switch races or genders, so please read the description of each race carefully before making your decision.



Hume (Male/Female)

The most numerous of the five races, Humes have spread from Bastok to live all over Vana'diel. In comparison to the other races, Humes are characterized by having a fairly equal balance of abilities.



Elvaan (Male/Female)

A tall, slender race famed for their swordsmanship, the Elvaan form the majority of the population of San d'Oria.



Tarutaru (Male/Female)

The Tarutaru form the majority of the population of Windurst and are known for their skill with magic. Although they outwardly resemble small children, their physical appearance belies their true age.



Mithra

A race of catlike humanoids, the Mithra live in Windurst and its surrounding islands. They are characterized by their large ears, long tails, and superior agility. There are very few male Mithra, and only female Mithra venture out into the world.



Galka

The Galka are a physically imposing race, and are the minority population of Bastok. Characterized by their hulking frames, the Galka are renowned for their unsurpassed strength. The Galka reproduce through a form of reincarnation and hence have no specific gender, but are generally considered to be male.



2. FACE TYPE

Each race allows you to choose from eight different face types. Select a face type and press the [Enter] key to make your choice.



3. HAIR COLOR

You may select between two hair colors per face type.

4. PHYSICAL SIZE

Once you have decided your character's physical features, select a body size of small, medium, or large.

5. MAIN JOB (STANDARD JOB)

You must select a job for your character. Each job comes with a certain set of special proficiencies that are collectively referred to as abilities. You will find these special abilities invaluable as you proceed through the game. You can select from six standard jobs when you create your character. You can also change your job at any time by going to your Mog House.

Standard Jobs

The standard jobs are the six jobs that you can select when you begin playing the game. You will find yourself quite weak the first time you start, but your powers will develop and grow as you proceed through the game and gain experience.

Warriors

Close-combat specialists capable of using a wide variety of weaponry. Have a high defensive rating stemming from the ability to wear many types of armor. Poor at using magic.

Monks

Martial artists whose bodies are deadly weapons. Can turn even the weakest of weapons into a destructive force.

White Mages

Experts in white magic that specialize in healing and recovery spells. Weak in close combat, and prohibited from using bladed weapons.

Black Mages

Experts in black magic, specializing in offensive spells. Cannot use heavy armor that would compromise their ability to concentrate.

Red Mages

Capable of using both white and black magic; adept at swordsmanship. However, red mages take far longer to master powerful spells than white or black mages due to their broad range of abilities.

Thieves

Agile combat support specialists that excel at hindering enemies and stealing their items rather than attacking directly.

Extra Jobs

Extra jobs can be selected only after you satisfy certain conditions.

Paladins

Similar to warriors, paladins excel in close combat. However, intensive spiritual training allows them to learn white magic spells as well.

Dark Knights

Similar to warriors, dark knights can wield a wide variety of weapons. However, these outcast knights have taken the path of black magic to turn battles to their favor.

Beastmasters

Masters of the natural world, beastmasters are capable of communicating with various types of monsters and controlling them at will.

Bards

Expert musicians that enchant their friends with merry melodies, support their compatriots with songs of bravery, and occasionally entrap their enemies with forbidden verses.

Rangers

Skilled hunters with an unparalleled ability for tracking enemies. Experts at using ranged weapons to end battles before they even begin.

Summoners

Heretic mages schooled in the forbidden art of summoning and controlling ancient spirits known as avatars.

6. CHOOSING A NAME

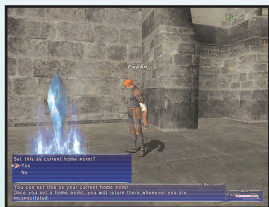
Type in a name for your character using the keyboard. The name you choose must be between three and fifteen letters long. Press the [+] key to generate a random name for your character. When you have finished entering a name, press the [Enter] key. If you receive an error message stating that the name cannot be registered, please try another name for your character. If you do not receive an error message, you have successfully created an alter ego for your adventures in FINAL FANTASY XI.

If you are using a World Pass, enter the world name and password. Otherwise, leave the World specification set to "Not Specified" and press the [Enter] key to proceed.

7. ALLEGIANCE

Now that you have made it this far, all that remains is to choose a nation in which you will begin your adventure. You may want to consider the relationships between races in each nation before choosing your allegiance. Once you have decided, you are ready to enter the world of FINAL FANTASY XI.

When you decide on a country for your character, an opening sequence will play. After the movie is finished, your character will appear on the street in the country of your allegiance. Your journey has just begun!



Home Points

When you select a country, a "home point" in that country's capital will automatically be assigned to you. A home point is a location that your character will return to after falling in battle. There are many home points throughout the world of Vana'diel. They take the form of crystal pillars that appear on the playing field. You can freely change your home point by targeting a crystal pillar. You may find it useful to change your home point if your adventures take you far from the country of your allegiance. However, you can only specify one home point at a time. You can set home points in areas outside of countries by speaking to the guards there. (a fee is required to set a home point in an area that is not under your home nation's control). Also, a home point can be set in front of any residential area when you leave your Mog House following a change of jobs.

THE GAME SCREEN LAYOUT

Let's take a look at the types of information that appear on the playing screen:

1. Various help messages will appear here.
2. The name of another character (refer to the next page for an explanation of colors).
3. Directional indicator (compass). Other PCs appear as blue, NPCs as green, party members as pink, and pet monsters as yellow points. In addition, if you have certain main jobs, monsters will appear as red points.
4. Messages from other players and information (such as battle information) will appear in this log window.
5. The communication meter. The percentage, S, and R values indicate the current status of your connection to the server. If you have received a PlayOnline message, an icon will appear here.
6. Your character's name.
7. Information about your character (name, HP, and MP). If you are in a party, the names, HP, and MP of the members will also appear. If you are part of an alliance, the alliance members' names will appear above this window.
8. The local Vana'diel time and date, and information on weather conditions.



The area on the bottom of the screen where conversations and other information appear is called the "log window". The log window is used to display all sorts of important information, so make sure to keep an eye on it. You can delete one line of the log window at a time by pressing the [Esc] key. After a certain period of time has elapsed without any new information appearing, the log window will begin clearing itself line by line, and will eventually disappear. You can view the log window history by pressing [+] on the numeric keypad and then the [Enter] key. You can scroll through the log window by pressing the up or down arrow keys. Pressing [+] on the numeric keypad when viewing the log window history allows you to select a single chat channel to display. However, the viewing area is limited when using this filtering feature.

Date and Weather

When the time display is on, the elemental attributes of the current date and weather will appear near the compass in the lower left corner of the screen. You can toggle the display of this information on or off by selecting "Current Time" from the menu. The elemental attributes of the date and weather will affect magic attacks during battle. Certain types of weather can increase in strength. At such times, these weather conditions are indicated by two weather icons, allowing you to confirm that the weather is stronger than normal.



HEALING

Pressing [Ctrl] or [Alt] and the [H] key while not targeting anything will cause your character to begin healing. HP and MP gradually recover at a fixed rate during the healing process. After a certain period of time, they will fully recover. However, if you are attacked by a monster or move while you are healing, the process will be interrupted. You can press [Ctrl] or [Alt] and the [H] key a second time to interrupt the healing process yourself.

DIFFERENT CHARACTERS

In the world of FINAL FANTASY XI, you will encounter many other characters as you travel: Non-Player Characters ("NPCs") controlled by the computer, Player Characters ("PCs") controlled by other players such as yourself, and even dangerous monsters. You can tell who's who at a glance by looking at the color of their names above their heads.



Friendly NPCs: green
(shopkeepers, for example)



PCs: white
(party members: light blue; those seeking parties: purple; players who have set their status to anonymous: blue.)



Monsters: yellow
(those being fought by yourself or a member of your party: red; those being fought by a third party: pink; those being fought by someone who is calling for help: orange; pet monsters: light blue.)

Try pressing the [Enter] key when any of the above are on the screen. A marker (target cursor) will appear over the head of the nearest character. You have just "targeted" the character. If there are other PCs or NPCs in the area, try pressing the arrow key in their direction. You will see the marker move, starting with the character that is closest to your position on the screen. You can move while you are targeting another character. Press the [Esc] key to deselect the target. In FINAL FANTASY XI, targeting is an important skill that is fundamental to most forms of communication, so be sure to master it.

TARGETING AN NPC OR PC

Target the character with whom you wish to communicate (refer to section above). Press the [Enter] key.

If the target is an NPC:

A dialog event will occur. You cannot communicate freely with the NPC, and will move into "dialog event mode".



If the target is a PC or monster:

The action command menu will appear in the bottom left corner of the screen. See next page for more information.



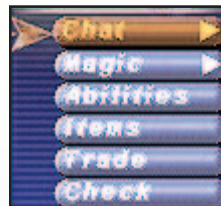
Locking On To Targets

Press [*] on the numeric keypad while you have another PC, NPC, or monster targeted. The border of the target window will become red, indicating that you have locked on to the target. When you are locked on to a target, you will always face the targeted character, even if they move. Press the [*] key again to turn off the target lock.



Auto-Follow

To automatically follow a character to a destination, target and lock on to the PC, and press [7] on the numeric keypad to toggle autorun on. You will automatically follow the other PC. If the PC stops running, your character will stop as well.



THE ACTION COMMANDS WINDOW

The window that allows your character to interact with the game world is called the action command menu. The action command menu will appear in the lower left corner of your screen when a character is targeted (including yourself). The commands that appear vary depending on the situation:

1. Targeting another PC and pressing the [Enter] key
2. Targeting an enemy monster and pressing the [Enter] key

1. Action Commands while Targeting PCs

Chat

Pressing the right arrow key opens the chat window and allows you to select a chat mode. Pressing the [Enter] key again opens the chat mode input window. You can also target another PC and press the [Enter] key twice to open the input window and send a "Tell" message directly.

Magic

Press the right arrow key to select a spell, then target the PC on whom you wish to use the spell. Press the [Enter] key to activate the spell. Some spells cannot be used on other PCs.

Abilities

Pressing the [Enter] key opens a list containing four commands: "Job Abilities", "Weapon Skills", "Ranged Attacks", and "Pet Commands".

Items

Select an item, choose a target for the item, and press the [Enter] key to use the item on that target.

Trade

Allows you to trade items or equipment with the targeted PC. For more information, please refer to the "Trade" section of the main menu.

Check

If you are targeting a PC, this command displays the items the PC has equipped. You can also look at the list of items they are selling in their bazaar.

- If the PC you are targeting is in "Seek Party" status, the "Invite" command will appear between "Trade" and "Check".

2. Action Commands while Targeting Enemy Monsters

Please refer to "Battles".

- In addition to the above, there are additional action command menu selections when riding a chocobo and fishing.

In Vana'diel, you will encounter various shops that sell armor, weapons, and items in city areas. There are also people selling things out in the open. When you encounter an NPC who is running a shop, target them and press the [Enter] key.

Making Purchases

When you talk to an NPC who is running a shop, "Buy" and "Sell" choices will appear above the upper left of your log window. Select "Buy". A list of items for sale will appear. Select an item, press the [Enter] key, and choose "Buy" to purchase the item. If the shop gives you the option to buy multiple quantities of the same item, use the arrow keys to select a quantity, press the [Enter] key, then choose "Buy" to complete the transaction.



Selling Items

To sell extra items that you have collected, select "Sell" and a list of your items will appear. Select the item you would like to sell and press the [Enter] key. The price offered for that item will appear. If you wish to sell the item for the offered price, press the [Enter] key and choose "Sell" to complete the transaction. (If you have more than one of the selected item, you will first be able to select the quantity to sell with the arrow keys.)

In addition to shops, you will also find "Guilds", which are places that sell materials that can be used for item synthesis.

NOTE:

Taking In-Game Screenshots

You can save images of the game screen onto your hard disk drive.

1. Press the [Scroll Lock] key to hide the game's windows.
2. Press the [Print Screen] key to take the screenshot.

- You cannot take screenshots without first hiding open windows as described above.

Use the PlayOnline Viewer's File Manager to view, delete, or e-mail your screenshots. It is located within "Navigator" on the PlayOnline Viewer main menu.

If screenshots appear too dark on your computer monitor, you can adjust the brightness level using third-party graphics software.

All FINAL FANTASY XI screenshots are copyright of Square Enix Co., Ltd. To protect your privacy and the privacy of other players, please ensure that you are in compliance with the PlayOnline privacy policy before taking any screenshots. The privacy policy can be found at the back of this owner's manual and in the PlayOnline Viewer's "Rules & Policies" section.

Furthermore, it is strongly recommended that you hide all character names before taking any screenshots. The text command "/names on" toggles the display of character names on or off.

Mog Houses are safe places that allow players to take a rest from their travels and adventures. Each city has a residential area (marked on the city maps). These areas contain personal Mog Houses for each player. For example, if your character's allegiance is to Bastok, a Mog House will automatically be created in the residential area of Bastok for you.

When you finish creating your character and logging into the game, look for the residential area of your city. When you enter the residential area, the screen will go dark for a moment, and your character will appear inside your personal Mog House. You cannot invite other players to your Mog House. Speak to the NPC guards that stand at the entrance to the residential area for an explanation about Mog Houses. Using your Mog House effectively can make your gameplay experience even more enjoyable.



Leasing a Rent-a-Room in Another Country

In other countries, you can lease a Rent-a-Room at no charge. For example, if your allegiance is to Bastok and you travel to Windurst, you can speak to the guard at the gate of the Windurst residential area to learn how to lease a Rent-a-Room there. You can lease one Rent-a-Room in another country, allowing you to have a total of two residences: a Mog House in your home country, and a Rent-a-Room in another country. If, after leasing a Rent-a-Room in Windurst, you travel to San d'Oria and wish to lease a Rent-a-Room there, talk to the guard at the gate of the San d'Oria residential area. The guard will allow you to cancel your Rent-a-Room lease in Windurst.

CAUTION!

If you lease a Rent-a-Room in another country, a moogles will move any items stored in the Mog House in the country of your allegiance to the new Rent-a-Room. This means that if you are from Bastok, are leasing a Rent-a-Room in Windurst, and you return to Bastok, you will be unable to access any of the gil or items that you had previously stored there; the moogles has moved everything to Windurst. In this case, you can speak to the guard at the entrance to the residential area to cancel leasing the Rent-a-Room in Windurst. A moogles will then return all of your items and money to your Mog House in Bastok.

When you enter your Mog House for the first time, your own personal moogles will explain the Mog House's features:

Recover HP / MP

You will fully recover all HP and MP simply by walking into your Mog House. If you open the main menu while in your Mog House, "Mog House" will replace the "Map" command. Selecting "Mog House" and pressing the [Enter] key opens a list of additional commands: "Mog Safe", "Delivery Box", "Change Jobs", "Gardening", "Layout", and "Tribune".



Mog Safe

Selecting "Mog Safe" opens your inventory and the Mog Safe window. Choose an item from your inventory and press the [Enter] key to place it in the Mog Safe for safekeeping. There is a limit to the number of items that can be stored in your Mog Safe. To reclaim items from your Mog Safe, select this option, then select the items and press the [Enter] key to return the item to your inventory.

Storage

You can use the storage space found in various types of furnishings to increase the number of items you can keep in your Mog House.

Delivery Box

You will encounter delivery people in various places throughout the world of Vana'diel. Talking to them will open an item window. You can send items, equipment, and gil to other player characters by entering their names into the window. In your Mog House, you can check your delivery box for items you have received from other players. If you don't need an item that has been sent to you, you can discard it or return it to the sender.

Job Change

Normally, you can only change jobs while inside your Mog House. You can freely switch between any of the six standard jobs. Once you meet certain requirements, you will be allowed to select from extra jobs as well. Changing jobs unequips everything that your character is wearing, so you will need to re-equip afterwards. Please refer to "Equipping Weapons and Armor". If you switch back to a previous job, the weapons and armor your character had equipped for that job (except for items that have been discarded) will be automatically re-equipped on your character. Additionally, once you meet certain requirements, you will be able to select a support job.

Gardening

In your Mog House, you can plant seeds in flowerpots to cultivate plants. Over time, your plants will sprout, flower, produce fruit, and finally die. Once a plant has fully grown, you can harvest various items from it.

- Even if you are using a Rent-a-Room in another country, you can still use gardening commands through your moogles.

How to Garden

1. Acquire a flowerpot and a bag of seeds. There are various types of seeds.
2. Use the "Layout" command to place the flowerpot in your Mog House. Place the bag of seeds in your Mog Safe. You can place up to ten flowerpots in your Mog House. Each pot can accommodate one bag of seeds.
3. Select a flowerpot and press the [Enter] key. The following list of commands will appear:

Examine: This command asks your Moogle to use the log window to display the current growth level of your plants. If you don't examine your plants regularly, they will stop growing. If left in this state, the plants will eventually die, so make sure to examine them on a regular basis.

Plant Seeds: This command can only be used on empty flowerpots. It allows you to select one of the seeds that you have stored in your Mog Safe and begin the gardening process.

Feed Crystal: This command appears once a plant has reached a certain growth level. It allows you to feed crystals, which act as fertilizer, to the plant. You can only feed one crystal at a time to the plant. Feeding crystals to plants can change them in interesting ways.

Harvest: Used for plants that have produced fruit or died. Harvesting from a plant that has produced fruit will yield a variety of organic items depending on the seeds and crystals used. If you harvest a plant that has died, you may be able to retrieve some seeds from it. In either case, the flowerpot will be emptied so that you can use it again.

Dry Flowers: Stops the growth of your plant, allowing you to preserve it for use as a flower arrangement. You cannot reverse the process, so be careful when selecting this command.

Empty Pot: Stops the gardening process for a plant and empties the flowerpot. You cannot reverse the process, so be careful when selecting this command.

Layout (Cannot be used in Rent-a-Rooms)

Decorative items such as furniture and artwork can be obtained as you proceed through the game. These items can be used to decorate your Mog House. First, store the item in your Mog Safe, then select "Layout" from the "Mog House" menu and press the [Enter] key. The screen will switch to an overhead grid view of your Mog House. Press the [Enter] key again to open the Mog Safe window. Select the item you would like to place, move it to an appropriate location within the grid, and press the [Enter] key to place it.

- Items such as beds and bookshelves can be rotated 90 degrees during placement by pressing [-] on the numeric keypad. This allows you to rotate the item to a desired orientation before placing it in the room. You can relocate or remove furniture that you have placed in your room. There is a wide variety of furniture available in the world of FINAL FANTASY XI. Use it to create a fully customized Mog House!



Mannequins

Mannequins are a type of furnishing that can be used in your Mog House to visually display weapons and armor. If you are lucky enough to obtain one, don't forget to place it in your room!

Displaying Equipment

Place the mannequin in your Mog Safe as you would any other furnishing.

Select "Layout" from the command window and press the [Enter] key. Move the cursor to the mannequin and press the [Enter] key once again.

A new button, "Equip," will appear in the Mog House menu. Selecting this command and pressing the [Enter] key will bring up the equip screen, where you can select armor and weapons to display on the mannequin.

- Items can be equipped in the following slots: Main, Sub, Range, Head, Body, Hands, Legs, and Feet.

Equipment kept in your Mog House's "Storage" can be displayed on the mannequin.

RIDING CHOCOBOS

Each town contains a Chocobo Stable that allows you to rent chocobos. You must first clear a certain quest before you are allowed to rent chocobos.

When you rent a chocobo, your character will appear in the wilds near the entrance to the city. You cannot ride chocobos inside towns or dungeons. Chocobos are controlled using the arrow keys or gamepad.



Rules for Riding Chocobos:

- You cannot engage in battles while riding a chocobo.
- You can only ride a chocobo for a certain period of time. You will automatically dismount the chocobo once your time runs out.
- You cannot use items while riding a chocobo (however, you can arrange your item list or discard items).
- You cannot use magic while riding a chocobo (however, you can arrange your magic list).
- You cannot use abilities while riding a chocobo (however, you can arrange your ability list).
- You cannot fish while riding a chocobo.
- The "Dismount" command will be added to the action command menu.
- You cannot get back on a chocobo once you have dismounted.
- You can change areas while riding a chocobo (you must choose "Dismount" before entering a dungeon or town).
- You will automatically dismount the chocobo if your HP are reduced to 0.
- The "Dig" command will be added to the action command menu. (For more information, please refer to the "Digging with Chocobos" section below.)
- If you target a monster while riding a chocobo, the "Attack" command will appear on the action command menu. This will allow you to dismount and auto-attack the monster.
- You cannot heal, log out, return to the PlayOnline Viewer, or trade while riding a chocobo.

DIGGING WITH CHOCOBOS

If you select "Dig" from the action command menu while riding a chocobo, your chocobo will dig a hole on the spot. If you're lucky, you may find an item. You may occasionally unearth items of surprising value.

Rules for Digging With Chocobos:

- You can only dig in earth, grass, sand, or shallows.
- You must be riding a chocobo in order to dig.
- You must have food (bunches of gysahl greens) in order to dig. One bunch of gysahl greens is required for each hole you wish to dig.



FISHING

There are various places in the world of Vana'diel where you can enjoy the sport of fishing. You can use the fish you catch for all sorts of things—even item synthesis.

Before You Begin:

To begin fishing, you must obtain a fishing rod along with bait or a lure. Once you have these items, open the equipment screen by selecting “Equipment” from the main menu. Equip the items in the following locations:

Rod: Ranged weapon slot

Bait or lure: Ammo slot

Once you have equipped both items, head for a lake, pond, or beach. The following conditions must be met in order for you to fish.

Conditions for Fishing:

- You must have a clear view of the water, with nothing blocking you.
- You cannot be in the process of healing or logging out.
- You cannot be in the middle of a trade with another PC or NPC. If you begin fishing while in the middle of a trade, the trade will be cancelled.
- You cannot be riding a chocobo.
- You cannot be fighting a monster.
- You must be targeting yourself or not targeting anything.

Characters in the Fishing Guild can help you to learn to fish. Fishing can succeed or fail. The result will appear in the log window. You will lose one piece of bait every time you get a bite. You can use artificial bait such as lures or flies over and over again, but you will lose them if your rod or line breaks.

You will be unable to open the main menu or action command menu until you stop fishing. Additionally, you will be unable to use any macro commands. You can open the input window to send messages, but you can only switch chat modes by using a text command. Press the [Esc] key at any time to stop fishing.

MINING, HARVESTING, AND LOGGING

You can obtain valuable ore, plants, and other materials in Vana'diel.

Mining

To mine from one of Vana'diel's mines, target a mining location, select a pickaxe from the “Items” menu, and use it. Alternatively, you can open the “Trade” menu and select the pickaxe for the same effect. You may occasionally find extremely rare ore.

Harvesting

Harvesting is similar to mining. Target a harvest location in a grassland area and use a sickle. Alternatively, you can open the “Trade” menu and select the sickle for the same effect.

Logging

In addition to the above, you can also target specific trees in Vana'diel and use a hatchet to obtain wood. Alternatively, you can open the “Trade” menu and select the hatchet for the same effect.



At each town's auction house, you can bid on items placed up for auction by other player characters, or sell items yourself. First, target one of the auction counters and press the [Enter] key. A menu will appear that allows you to do the following:

BIDDING IN AUCTIONS

Select “Bid” and press the [Enter] key to display the following list of categories: “Weapons”, “Armor”, “Scrolls”, “Medicines”, “Furnishings”, “Materials”, and “Others”. Select a desired category and press the [Enter] key. Some categories are further divided into sub-categories. Select the desired sub-category and press the [Enter] key.

When you select a sub-category, you will be shown a list of items accompanied by a number, such as [5], displayed to the right of the item. This number signifies the quantity of items up on auction. Items with a “12” directly after them indicate that those items are being offered by the dozen.

Weapons, armor, and spells displayed in yellow indicate that you are able to equip or learn them. Those displayed in green indicate that you are currently equipping that item, or have already learned that spell.

Price History

Shows recent transactions involving the currently selected item.

Bid

Chooses a bid price and places a bid. Select the desired purchase price with the arrow keys and press the [Enter] key. If your bid is high enough, you will immediately receive the item and it will be placed in your inventory. If your bid is less than the reserve price, a message will be displayed.

Sort

It is possible to sort the items that are found in each category. Weapons and armor can be sorted using parameters such as level, attack, and defense. All other items can be sorted alphabetically.

Auction		Select an item to bid on.
Curaga II	1,000 G	Jeuno
Shelira	1,000 G	Jeuno
Poison Dust	12 11,000 G	Jeuno
Grenade	1,000 G	Jeuno
Protectra II	1,000 G	Jeuno
Herb Seeds	200 G	San d'Oria
Adventurer Cpn.	10,000 G	San d'Oria

Scroll of Protectra II	WHM Lv.27	Teaches the white magic Protectra II.
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NOTE: Regarding Bids

At the auction house, the first player character to enter a price higher than the reserve price set by the seller will gain precedence in all transactions. Bidders cannot see the reserve price set by the seller.

AUCTIONING ITEMS

Select “Sell” and press the [Enter] key to display your inventory. Select the item that you wish to auction and press the [Enter] key. The auction fee will be displayed. If you accept the fee, enter the reserve price. If your item fails to receive any bids, it will be returned to the Delivery Box in your Mog House.

Sales Status

Select “Sales Status” and press the [Enter] key to view the names and prices of the items that you are currently selling at the auction house. You may auction up to seven items at a time. Names displayed in green indicate items that are being sold at the auction house you are currently in. Names displayed in gray indicate items that are being sold in another nation's auction house. Names displayed in yellow indicate items that have been sold. Names displayed in red indicate auctions that have ended without a sale. If the item name appears in green, you can press the [Enter] key to view the price history or stop the sale. (You can only check the status or cancel the sale of an item from the same auction house in which it is being sold.) If an item is sold at auction (i.e., the item name appears in yellow), the payment will be delivered to the Delivery Box in your Mog House. If an auction ends without a sale (i.e., the item name appears in red), the item will be returned to the Delivery Box in your Mog House. The Sales Status list only indicates the status of your merchandise on auction. Returned items will not disappear from the list even after you take them out of your Delivery Box. You must manually acknowledge receipt of each sold and returned item on your Sales Status list. If you do not, the items will remain as-is in your seven sales slots, preventing you from listing new items for auction.

In FINAL FANTASY XI, you can use the log window to converse (chat) with other players who are logged into the game. By chatting with other players, you can form parties, discuss game strategies, and more.

During chat, text is entered into the input window that appears at the bottom of the screen. To open the input window, press the [Space bar] or any letter key on the keyboard. The current chat mode is displayed directly above the input window.



THERE ARE FIVE CHAT MODES IN FINAL FANTASY XI:

Say

Used for speaking openly to any PCs in your immediate vicinity. "Say" text will appear in white...

EXAMPLE: Exchanging greetings with the PCs near you when you log into the game.

Shout

Used when you need to be heard over a wider area than "Say". "Shout" text will appear in pink...

EXAMPLE: "Shout" can be used when you are publicly searching for party members.

Tell (One-on-one conversation)

"Tell" allows you to communicate with a specific PC regardless of the distance or areas separating the two of you. It cannot be heard by other players. "Tell" text appears in purple, and with the sender and receiver clearly identified. When you receive a "Tell" message, you will see "Other PC's name ➔ Message" in your log window. When you send a "Tell" message, you will see "➔ Other PC's name: Message" in your log window.

EXAMPLE: "Tell" can be used to invite a specific PC into your party.

Party

"Party" allows you to communicate with the members of your party regardless of the distance or areas separating you. It cannot be heard by players who are not in your party. If your party is part of an alliance, (➔ p. 99) alliance members will be included in the "Party" chat as well. "Party" text appears in blue.

EXAMPLE: "Party" can be used to decide on a meeting place when party members are spread out over a wide area.

Linkshell

The "Linkshell" chat mode allows you to communicate with a group that has been formed using a "linkshell". (➔ p. 101) "Linkshell" chat is effective regardless of the distance or areas separating the group members, and can only be heard by members of the linkshell group who have equipped linkpearls. "Linkshell" text appears in light green.

EXAMPLE: "Linkshell" chat can be used to find people in your linkshell group to join a party.

SELECTING THE CHAT MODE AND ENTERING TEXT

There are several ways to select or change chat modes. Choose the method that works best for you.

Method 1

Target a player character and press the [Enter] key to make the action command window appear. Move the pointer to "Chat" in the action command menu and press the right arrow key. If you would like to chat in "Say" mode, move the pointer to "Say" and press the [Enter] key. The "Say" mode input window will appear, allowing you to enter text. When using the keyboard, as long as you do not change the chat mode, you can open the "Say" mode input window simply by typing any letter key besides the [Space bar]. You can select other chat modes in the same way. However, the "Linkshell" mode can only be selected if a link item has been equipped. This is the default method for all chat modes other than "Shout".

TIP: If you target a PC, open the chat mode window, and select "Tell", you will automatically begin chatting with the targeted PC (in other words, the "Current Tell Target" will become the targeted PC). You can also choose a target from among the players with whom you have previously chatted using "Tell" by pressing the up or down arrows.

Method 2

If you are in a chat mode other than "Say", enter "/say" then a space, and then the text. You will speak it in "Say" mode. However, be aware that this method of chatting does not change the chat mode setting. The next time you open the input window, the chat mode will revert to what it was before. However, you may find Method 3,

"command input" (described below), even easier to use. You can enter chat text for the other modes in the same way by typing /shout, /tell, /party, or /linkshell. (When using the "Tell" mode, however, you must enter /tell, a space, the name of the PC with whom you wish to chat, another space, and then the chat text.)

- PC names are not case-sensitive.

Method 3

You can enter shortcuts for chat commands on the keyboard. For example, to chat using the "Say" mode, press [Ctrl] or [Alt] and the [S] key to open the "Say" input window. Once you get used to it, this is the fastest, easiest way to change chat modes.

Tell Mode: To chat using the "Tell" mode, press [Ctrl] or [Alt] and the [T] key to open the "Tell" input window. When you see /tell and a space, enter the name of the PC with whom you wish to chat, then another space, and then the text you wish to say. To send a "Tell" message to a PC who you just chatted with, press [Ctrl] or [Alt] and the [R] key to send a reply. The PC's name will automatically appear in the input window. You can cycle through the names of other PCs with whom you chatted by "Tell" by repeatedly pressing [Ctrl] or [Alt] and the [R] key.

Party Mode: To chat using the "Party" mode, press [Ctrl] or [Alt] and the [P] key to open the "Party" input window.

Linkshell Mode: To chat using the "Linkshell" mode, press [Ctrl] or [Alt] and the [L] key to open the "Linkshell" input window.

- You cannot use this method for the "Shout" chat mode.
- You can enter other commands using a combination of the [Ctrl] or [Alt] keys and a letter key as well.

Setting a Chat Mode as a Default

Method 1, shown on the previous page, is one way to set a chat mode as a default, but there is another way to do this as well. When the input window is open, enter "chatmode [name of chat mode]" (without the quotes) and press the [Enter] key.

- Entering /chatmode tell [name of PC] sets /tell [name of PC] as the default. Once you do this, the entered chat mode will be set as the default whenever you open the input window. However, please be aware that you cannot set "Shout" as the default chat mode.

If you choose the incorrect chat mode, you may find that you aren't reaching the PC with whom you want to talk, or that your speech is being heard by PCs who shouldn't. Make sure to always check the chat mode in the input window before sending a message.

Chatting Directly from the List

You can search for PCs using the Search or Linkshell features and chat with them directly in "Tell" mode. Select the name of a PC that appears in a search list and press the [Enter] key. A command window with the choices of "Tell", "Send Message", and "Invite" (for inviting them to join your party) will appear in the upper right of your screen. (If the PC is in another area, however, the "Invite" choice will not appear.)



Tell: Allows you to talk directly to the selected PC. Press the [Enter] key to display the input window on the bottom of your screen. Then, enter the text you would like to say.

Send Message: Select a PC from the search list, select "Send Message", and press the [Enter] key to display that character's name. Press the [Enter] key again to send a "Let's be friends!" message to the player. Once the player is registered on your Friend List, selecting "Send Message" and pressing the [Enter] key allows you to send a message to the player's PlayOnline message box. However, you cannot format the text into paragraphs when using FINAL FANTASY XI. Please refer to "The Friend List".

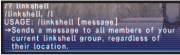
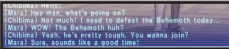
Invite: Press the [Enter] key to invite the PC to your party (PC must be in your area).

You can make your character perform various actions by using text commands. Press the [Space bar] to open the input window, enter one of the commands listed below, and press the [Enter] key.

Pressing the [/] key, which is located to the left of the right-hand [Shift] key, opens the input window. The / will automatically appear in the input window, so you may enter a text command directly. To cancel entering the command and enter chat text, simply delete the /.

- You must begin all text commands with a "/" character. Commands that can be used even if your character has fallen in battle are displayed on a yellow-green background, while those that cannot appear in yellow. The following is not a complete list of text commands, and more may be added in future updates. To view an up-to-date list of commands, refer to the "Quick Manuals" section located within the PlayOnline Viewer.

COMMANDS:

/?	Displays a list of all command names in the log window.
/? (space) command name	Displays the help message associated with that command. Ex: If you want to know more about the /linkshell command, enter "/? linkshell" and press the [Enter] key. 
/say (space followed by text)	Speaks in "say" mode.
/shout (space followed by text)	Speaks in a loud voice. Has greater range than "Say".
/tell (space, PC name, space, text)	Sends a one-on-one message to the targeted PC. PC names are not case-sensitive.
/party (space followed by text)	Speaks to all members of your party. 
/linkshell (space followed by text)	Speaks to all members of your linkshell group.
/emote	Emotional display. Example: typing "/emote feels sleepy" will display "(PC name) feels sleepy" in the log window. /emote messages have the same range as "say" messages.
/logout	Logs the player out of FINAL FANTASY XI.
/search	Performs a player search.
/playlog (or /playtime)	Displays the total amount of time played.
/clock	Displays the current time (both Earth time and local Vana'diel time).
/shutdown	Logs the player out of FINAL FANTASY XI and closes the PlayOnline Viewer.
/smes	Displays the name of the World that you are in and the current system message.

BATTLE-RELATED COMMANDS:

/attack (or /a)	Launches an auto-attack against the target ("/attack off" disengages from battle).
/lockon	Locks on to the currently selected target.
/magic (or /ma)	Uses magic. /ma "(spell name)" (target name) can be used as a macro.
/weaponskill (or /ws)	Uses a weapon skill. /ws "(weapon skill name)" (target name) can be used as a macro.
/jobability (or /ja)	Uses a job ability. /ja "(ability name)" (target name) can also be used as a macro.
/range (or /↗/shoot/throw)	You must also enter a space and a target name. Launches a ranged attack against the target.
/recast	Displays time remaining until the specified job ability or magic spell can be used again. /recast "(job ability name)" or /recast "(spell name)" can be used as a macro.

TIP

When you are recording a macro, you can abbreviate "target" as <t> and yourself as <me>.

EXAMPLES: A macro for using the Cure spell on yourself: /ma "Cure" <me>

A macro for telling your party members your current TP level: /p <tp>

A macro for telling your party members the coordinates of your current position: /p I am at <pos>

In addition, you can use <p0> - <p5> to target any of the other PCs in your party, or <a10> - <a15> to target upper alliance members 1 through 6 and <a20> - <a25> to target lower alliance members 1 through 6.

PARTY-RELATED COMMANDS:

/partycmd (or /pcmd)	Party command, which is followed by a space and one of the following:
leave	Leaves the current party.
add	Adds the targeted character to the party (can only be used by leaders).
kick (space, character name)	Removes the character from the party (can only be used by leaders).
breakup	Disbands the party (can only be used by leaders).
/join	Accepts an invitation to join a party or alliance.
/decline	Declines an invitation to join a party or alliance.
/invite (or /inv)	Toggles your character's "Seek Party" status on or off.
/autogroup	Toggles the "Autogroup" feature on or off.

PLAYONLINE-RELATED COMMANDS:

/online	Sets your online status to "Online".
/away	Sets your online status to "Away".
/invisible (or /hide)	Sets your online status to "Invisible".
/anon	Toggles your privacy setting (hides your job and level information from other players) on or off.

OTHER COMMANDS:

/target (or /t) (space, target name)	You must enter a space and target name after the command. Targets the specified PC.
/targetpc	Targets the closest PC (player character).
/targetnpc	Targets the closest NPC (non-player character).
/help	Issues a call for help during battle.
/blacklist add (space, target name)	Adds the specified character to your blacklist. Once added, all text generated by that character will be hidden from your view.*
/blacklist delete (space, target name)	Deletes the specified character from your blacklist (so you can see their text).
/names on	Toggles the display of character names on or off.
/automove	Toggles the "autorun" setting on or off.
/fish	Begin fishing
/follow	Follows the currently selected target.
/random	Generates a random three-digit number and shows it to PCs in your vicinity.

* The blacklist is handled separately from your Friend List.

MACRO-RELATED TEXT COMMANDS

<me>	This command is used to automatically target your character when using spells, items, or abilities, e.g. /ma "(spell name)" <me>.
<t>	This command automatically casts spells or uses abilities on the current target, e.g. /ws "(weapon skill)" <t>. It can also be used to display the name of the target in the different chat modes, e.g. /p Watch out for the <t>!
<st>	This command allows you to select a target on which to cast spells or use abilities.
<hp>	Displays a character's current/max hit points.
<hpp>	Displays a character's current hit point percentage.
<mp>	Displays a character's current/max magic points.
<mpp>	Displays a character's current magic point percentage.

MACRO-RELATED TEXT COMMANDS

<tp>	Displays a character's current tactical point percentage.
<pos>	Displays a character's current position on the map as a set of coordinates, e.g. H-9.
<call0> <call1>...<call21>	This command can be used to make a sound that can only be heard by the members of one's party. The commands <scall> (sound only) and <ncall> (vibration only) can also be used in conjunction with the 22 different sounds. Only usable when chat mode is set to "Party."

EMOTE COMMANDS:

The following commands are used to express emotions. Enter them and press the [Enter] key to display the emote in your log window. Some emote commands are also expressed using motions. Try them for yourself and see!

/bow	/welcome	/blush	/doubt
/point	/joy	/angry	/sulk
/salute	/cheer	/disgusted (or /upset)	/stagger
/kneel	/clap	/muted	/sigh
/laugh	/praise	/doze	/comfort
/cry	/smile	/panic	/surprised
/no	/poke	/grin	/amazed
/nod (or /yes)	/slap	/dance	/stare
/wave	/psych	/think	/toss
/farewell (or /goodbye)		/fume	/hurry



The Auto-Translate Function

FINAL FANTASY XI has an auto-translate function. Text entered from the list of common phrases will appear in either English, French, German or Japanese, depending on the version of the game that the player is using. You cannot modify or add to the list of common phrases. However, the list contains a comprehensive vocabulary of words and phrases that will allow you to easily communicate with other players—no matter which language they are using!

There are a lot of Japanese-speaking players in Vana'diel. The auto-translate function enables you to play in the same world as them so you can enjoy the best that online gaming has to offer.

Using the auto-translate function

1. Auto-complete

Perform a search on the list of common phrases based on letters you've already entered. Words in brackets are category headings. Select a heading to see entries related to that category. Enter the word "Who," then press Tab. All of the entries beginning with "who" will appear.

2. Category Search

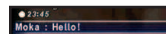
If you open the list of common phrases when there is no text in the input window, you will see a list of categories. Select a category heading (enclosed in brackets) to view a list of entries. Press the space bar on the keyboard to open the input window.

Open the input window, then open the list of common phrases by pressing Tab.

Category headings like [Greetings] and [Questions] will appear.

Select the appropriate category to see a list of entries in the category.

- The (Items) category keeps a list of items that you have recently accessed from your item list, viewed at an auction, or acquired in battle.



Select "Hello!" from the [Greetings] category.



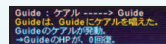
Players using the Japanese version of FINAL FANTASY XI will see the Japanese equivalent of "Hello!"

- If you enter "Hello!" without selecting it from the list of common phrases, your text will not be translated.
- The auto-translate function can also be used with macros.



Create a macro for "/ma Cure <t>."

Be sure to use the list of common phrases when entering the word "Cure"



When you use this macro, the effects will be displayed in Japanese for players using the Japanese version of the game.

Words selected from the list of common phrases will appear in a different color than text that has been entered normally. If you backspace over a section of text that you entered from the list of common phrases, the color of that text will change, and it will not be translated. To fix this, you will need to re-enter the text using the list of common phrases.

Examples from the list of common phrases:

Categories(English)	English String
Greetings	Nice to meet you.
Greetings	See you again!
Questions	How?
Questions	What's the battle plan?
Answers	No thanks.
Answers	Please.
Check	Even match
Check	Very tough
Tactics	Defeat this one first!
Tactics	Run away!
Keyboard	Numeric keypad
Keyboard	Arrow keys
Game Terms	Call for Help
Game Terms	Auction
Modes of Transport	Airship
Modes of Transport	Chocobo
Races	Tarutaru
Races	Hume
Settings & Setup	Lag
Settings & Setup	Macro
Titles	Leader
Titles	Initiate
Text Commands	/anon
Text Commands	/say

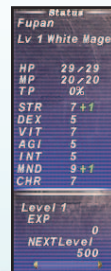
Examples from the list of common phrases:

Locations	This way
Locations	That way
Groups	Party
Groups	Alliance
Jobs	Warrior
Jobs	Monk
Time	Monday
Time	Long time
Trade	Lower the price?
Trade	Do you need it?
Organize	Please let me join.
Organize	Taking a break.
Place Names	Jugner Forest
Place Names	Battalia Downs
Reasons	Time for work!
Reasons	Have to meet someone.
Languages	I can understand a little.
Languages	Please use simple words.
Online Status	Online
Online Status	Away
Skills	Alchemy
Skills	Polearm
Shops	Delivery
Shops	Armor Shop
Fiends	Orc
Fiends	Tiger
Spells	Cure
Spells	Protect
Songs	March (Song)
Songs	Elegy
Equipment	Hairpin
Equipment	Starting Gear
General Terms	Distortion
General Terms	Fusion
Job Abilities	Provoke
Job Abilities	Sneak Attack
Job Traits	Dual Wield
Job Traits	Clear Mind
Weapon Skills	Raging Fists
Weapon Skills	Howling Fist
Ninjutsu	Jubaku
Ninjutsu	Tonko
Avatars	Carbuncle
Avatars	Ifrit
Pet Commands	Blood Pact
Pet Commands	Crimson Howl

During the game, press [-] on the numeric keypad to open the main menu. Once the main menu is open, you can use the up and down arrow keys to highlight an item. The main menu is broken up into two pages. Press the left and right arrow keys to switch between the two pages.

1. STATUS

Allows you to view your character's current stats. Move the cursor to "Status" and press the [Enter] key to display the status windows. These windows allow you to check your character's current stats at a glance. The upper left status window contains the following statistics, in order from top to bottom:



Main Job Name and Level
Support Job Name and Level (if set)
HP (Hit Points)
MP (Magic Points)
TP (Tactical Points)
STR (Strength)
DEX (Dexterity)
VIT (Vitality)

AGI (Agility)
INT (Intelligence)
MND (Mind)
CHR (Charisma)
Current Job Level
EXP gained at current level
EXP required to level up



Status Menu

After selecting "Status" from the main menu, a smaller Status Menu will appear in the upper right corner of the screen, offering the following options:

Profile: Shows the race and allegiance of your current character.
Job Levels: Shows the current level for each job.
Combat Skills: Shows the current values for each combat skill.
Magic Skills: Shows the current values for each magic skill.
Craft Skills: Shows the current level and title for each craft skill.

2. EQUIPMENT

You can highlight each equipment slot with the cursor to display the name and specifications of the currently equipped weapon or armor. Move the cursor over a slot and press the [Enter] key to show a list of items that can be used for that position. Use the cursor to highlight an item and view its stats. If you are satisfied, press the [Enter] key to equip the item.

Equipping Weapons and Armor

You can equip weapons and armor on the following slots. Generally speaking, each slot can be used for one item, though certain items may require multiple slots to equip.

The Equipment Slots:

Main (Main Weapon): One-handed and two-handed weapons

Sub (Sub-weapon): One-handed weapons, shields, etc.

Ranged (Ranged Weapons): Bows, boomerangs, Stand-alone throwing weapons, etc.

Ammo (Ammunition): Arrows, Stackable throwing weapons, etc.

Head (Head): Helms, hats, etc.

Neck (Neck): Necklaces, collars, etc.

Ear (Left Ear): Earrings, etc.



Ear 2 (Right Ear): Earrings, etc.
Body (Torso): Clothes, armor, etc.
Hands (Both Hands): Gloves, bracelets, etc.
Ring 1 (Left Hand): Rings, etc.
Ring 2 (Right Hand): Rings, etc.

Items that can be equipped will appear in white on the equipment list. Currently equipped items appear in green. If an item cannot be equipped due to a restriction of your current job or because you have not reached the item's required level, the item name will be listed in gray.

When the equipment list is open, you can press [+] on the numeric keypad to switch between displaying a list of items that correspond to the currently selected slot, or vice versa. When you select and confirm a piece of equipment for an equipment slot, an icon will appear in the slot. The illustration above shows a two-handed sword equipped in the main weapon slot.

Your character will begin the game with basic equipment. Once you create your character and set foot into Vana'diel, check the Equipment screen, and equip a weapon and any other items you may need.

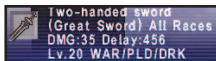
Rules for Equipment

Certain jobs and races have restrictions that limit the types of items that a character can equip. These restrictions will appear in a window beneath the equipment slots (see below). As shown in the screen below, "DMG: 35" indicates the amount of damage inflicted when this sword is used in battle. "Delay: 456" indicates the interval between attacks when used in auto-attack mode. When armor is selected, the defensive ability is listed instead. Equipping certain accessories can change the status values displayed on the left side of the screen.

CAUTION!

Keep your job, level, and current equipment in mind when purchasing equipment in shops or auctions. Items that are listed for purchase in gray can be bought, but cannot currently be used by your character. Consider purchasing items listed in yellow (which can be equipped and used immediately).

The notation in the screen shot at right indicates that the two-handed sword can be used by a character of any race, but that character must have the job of warrior (WAR), paladin (PLD), or dark knight (DRK), and must be at a minimum level of 20. Also, certain pieces of equipment will prevent you from equipping and using other pieces of equipment (for instance, you cannot equip a shield while using a two-handed sword.)



You can equip two types of weapons: a main weapon and a sub-weapon. In the case of warriors, the character's primary weapon is generally equipped in the right hand, while the left hand is used for a shield. Certain combinations of races and jobs will allow your character to use one weapon in each hand, or a two-handed weapon. (However, if both hands are holding weapons, you will be unable to equip a shield.)

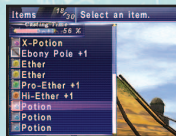
3. MAGIC

In FINAL FANTASY XI, magic is usually learned by purchasing scrolls at magic shops. However, some scrolls aren't sold in shops and must be found elsewhere. Select "Magic" from the main menu to display a list of spells that you have currently learned. While the list is open, you can press [+] on the numeric keypad to sort your spells. Select "Auto" to display the spells by name and category. Select "Manual" to arrange your spells in any order that you wish.

4. ITEMS

Displays a list of items that your character is currently carrying. There is a limit to the number of items that can be carried. You can sell or drop unneeded items, or store them in the Mog Safe at your Mog House.

Items that can be used will appear in yellow.



CAUTION!

If you move or are paralyzed while using an item, it will not take effect and the item will be lost. This also applies to magic scrolls.

Back (Back): Capes, mantles, etc.
Waist (Waist): Belts, obi, etc.
Legs (Both Legs): Breeches, etc.
Feet (Both Feet): Shoes, greaves, etc.

For example, to use a potion, highlight it with the cursor and press the [Enter] key. You will be given the choice to "Drop" or "Use" it. Highlight "Use" and press the [Enter] key. A target must be selected before using the potion. Use the arrow keys to select a target, then press the [Enter] key.

You can also use the "Item" command on the action command menu to use recovery items on other player characters. While the item list is open, press [+] on the numeric keypad to sort your items. Select "Auto" to sort the items by name and category. Select "Manual" to arrange the items manually.

- The "Item" command can also be accessed through the action command menu.

5. ABILITIES

Select "Abilities" and press the [Enter] key to open the Abilities menu. This allows you to view a list of abilities that your character has learned. Abilities that affect only your player character can be used even when you are not engaged in battle.



Job Traits

Job traits are passive abilities that are always in effect. Selecting this item displays a list of job traits that are currently in effect for your current job and support job.

Job Abilities

Job abilities are skills that correspond to your current job and must be manually activated. Select "Job Abilities" to display a list of abilities that your character has learned. While this list is open, press [+] on the numeric keypad to sort your abilities. Select "Manual" to arrange your abilities manually. Some abilities may be selected and used directly from the list.

Weapon Skills

Displays a list of weapon skills that your character has learned. You can select and use weapon skills from this list during battle once your TP exceeds 100%.

Ranged Attack

Allows you to launch a ranged attack using weapons such as bows. Certain jobs cannot use ranged weapons.

6. PARTY

Adventuring by yourself is referred to as playing "solo", while adventuring in a group is referred to as playing in a "party". You will undoubtedly encounter monsters that are far easier to defeat when fighting in a group rather than by yourself. The ability to play cooperatively with other players is one of the most enjoyable features of playing an online game. Even if you're just a beginner, there's no need to be shy; feel free to seek a party right away. Once you've reached a certain level, you may find it enjoyable to invite beginners to your own party to give them a hand. Parties may consist of up to 6 players, and one of the members is set as the party leader. You will find the controls for joining, forming, and setting up parties under "Party" on the main menu.

How Do I Form a Party as a Solo Player?

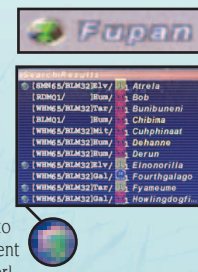
If you want to join another party as a member:

Select "Party" from the main menu, then "Seek Party", and press the [Enter] key to signal to other players that you would like to join a party. A "Seek Party" icon will appear next to your character's name on the screen.

The "Seek Party" icon will appear next to the names of characters in search lists as well.

If another player targets you, or sees your desire to seek a party in a linkshell group or search list, you may receive a message in your log window asking you to join their party. (Both the person sending the invitation message and the recipient must be in the same area.) Select "Party" from the main menu and press the [Enter] key. You will be asked if you wish to join the party. Select "Join" to join the party. Select "Decline" if you wish to decline the invitation.

If you wish to stop displaying the "Seek Party" icon, select "Party" from the main menu, then "Play Solo", and then press the [Enter] key.



Your “Seek Party” status will be dropped when:

- You join a party
- You log out of the game

If you want to become a party leader and look for members:

There are several ways to search for party members.

Select “Party” from the main menu and then “Find Member”. Press the [Enter] key to search and display a list of PCs who are in “Seek Party” status in your area. Select a PC name to send them an invitation message directly. (Also, as long as you are in the same area, you can use a regular search to look for PCs with the “Seek Party” icon next to their names, and invite them directly from the list as well.) You can also perform a “Search” and select “Current Area”. Highlight a player's name and select “Invite”. This will only work if the player is in the same area.



If you encounter a PC with the “Seek Party” icon next to their name, you can target them and send an invitation directly. Target the PC, open the action command menu, select “Invite”, and press the [Enter] key. If they accept the invitation, a window with the PC's name will appear in the lower right area of your screen, indicating that they have joined your party.

As you form your party, a list of the members will appear in the bottom right area of your screen. The party leader is indicated with a yellow mark to the left of their name.

Autogroup

This command automatically forms a party from PCs who are in “Seek Party” status, have chosen “Autogroup” and are within two levels of each other. If the area you are in does not have enough potential members, the search range is broadened to the regional level. When you form a party with this command, you will not be asked to confirm that you wish to join a party. The leader is chosen at random by the system.



Languages

You can select from among “Japanese”, “English”, “French”, “German” and “Others” for the language to be used within your party. When you search for those in “Seek Party” status, their language setting will appear to the right of their name (J = Japanese; E = English; F = French; G = German. Make sure to confirm the language setting when you form a party.

Leaders

When you become a party leader, you will be able to access the following commands under “Party” on the main menu.

Find Member	Please see above
Member List	Display a list of all party members
Distribution	Allows you to select between “Lottery” and “Quartermaster” systems for distribution of treasure
Change Leader	Allows you to cede leadership authority to another player. Use the arrow keys to select the new leader from the member list on the bottom right of the screen, and press the [Enter] key to make the change.
Remove Member	Remove a member from the party
Disband	Disband the party
Alliance	(→ p. 83)

Members

Party members other than the leader have access to the following commands under “Party” on the main menu. When you leave a party, please follow proper etiquette. Don't just drop out - let the other members know that you plan to leave.

Member List	Display a list of all party members
Distribution	Allows you to see the treasure distribution rules as decided by the leader
Disband	Allows you to leave the party

Alliances

“Alliance” allows you to form an alliance among multiple parties. Alliances can consist of up to three parties and a total of 18 PC members.

Forming an Alliance

The leader of party A targets the leader of party B. Then, the leader of party A selects “Party” from the main menu, then “Alliance”. A message stating “[Character Name] invites you to form an alliance with his party” will appear in the log window of the leader of party B. The leader of party B then selects “Party” from the main menu, selects either “Join” or “Decline”, and presses the [Enter] key. If they select “Join”, an alliance will be formed.



When you form an alliance, the names of the alliance members will appear in the upper right of your screen. The person who sent the invitation is set as the alliance leader. The leader of the alliance is indicated with a white mark to the left of their name.

Distribution	Can only be set by the alliance leader.
Change Leader	If the party leader and the alliance leader are the same, they must cede the alliance leadership authority as well as their party leadership authority.
Disband	Parties cannot be disbanded when part of an alliance.
Alliance	If the alliance already consists of 3 parties, this choice will become “Dissolve”. The alliance will be dissolved when the alliance leader selects “Dissolve” and presses the [Enter] key. If the alliance consists of only 2 parties, this choice will remain simply “Alliance”.

Party Commands for Alliances

When an alliance has been formed, the “Alliance” command on the “Party” menu on the main menu will become “Dissolve” for the party leader (or leaders) other than the alliance leader. Selecting “Dissolve” allows a party to leave the alliance. Please be aware that there are differences between dissolving and leaving an alliance.

Logging Out

When a party member logs out of the game, they automatically leave their party as well. If the party leader logs out, another leader is decided at random from the remaining party members. The party will remain as long as even one member is online. The treasure pool will remain as well. This is called a “solo party”, and is not the same as “playing solo”. Please be aware that if all party members log out, the party (and any alliance) will be dissolved.

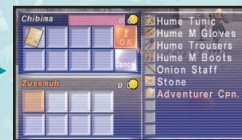
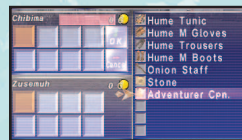
7. TRADE

This allows you to exchange items, weapons, or armor with other PCs. You can also use “Trade” to exchange items with NPCs during quests.

Trading With PCs

First, target the PC you wish to trade with, open the main menu, and select “Trade”. A message will be sent to the other player. The other player must also select “Trade” from their main menu to begin the trading process. (Both sides must agree to begin the trading process.)

Select an empty slot in the item window (your item slots appear on the upper left, while the other player's slots appear below). A cursor will appear in your item list. Select the item you wish to trade and press the “OK” button. Anicon will appear in your slot window. (If the other player has an item to trade, it will appear in their slot window as well.) You can view the details of an item by highlighting it with the cursor. Once both sides select “OK” on their respective slot windows, the trade will be completed. If either side selects “Cancel”, the trade will be cancelled.



Please be aware that changing the trade conditions will reset the process, even if one side has already selected "OK". Up to eight items may be traded at once. There is no requirement that the same number of items be exchanged; as long as both sides agree, you could exchange one item for another item, seven items for three items, or even eight items for nothing. Gil can also be traded between PCs.

Trading with NPCs

Highlight the NPC and select "Trade" from the main menu to open the item window. Select the item you wish to give to the NPC and select "OK". If the NPC does not need the item, it will be returned to you.

8. SEARCH

Allows you to set various search conditions to find other player characters in your World. You can further refine the results of your search by selecting additional search criteria. Once you find another PC with a search, you can send them a "Tell" message, or if you are a party leader and in the same region, invite them to your party. The search conditions are as follows. (With the exception of "Search by Area", all searches are limited to characters in the same area as you.)



Area

Allows you to search for another player character in any of the areas you have visited. If you wish to refine the search results, select the "Search Results" button at the top of the results window, specify further search criteria on the right side of the screen, and press the [Enter] key.

Name

Searches for a player character by name. If you do not enter a name, it will display a list of the player characters in your area.

Job

Searches for player characters by job.

Country

Searches for player characters by country of allegiance.

Race

Searches for player characters by race.

Level

Searches for player characters within a specified level range.

Rank

Searches for player characters by a selected mission rank.

Friend

Searches for player characters that are registered as your friends.

- This cannot be used if you have not registered any friends.

Linkshell

Searches for player characters you have established a linkshell group with, and have currently equipped linkshell items for the corresponding linkshell group.

- You must equip a linkshell to use this search.

Ballista

Search for people who have entered, or are currently participating in, Ballista.

Comment

Search for people by comment: "EXP Party", "Mission/Quest", "Item Related", or "Others".

NOTE: Comment

You can create a comment to communicate your intentions to other players. Selecting "Edit Comment" will display the following options.

- EXP Party (Green):** Looking for party or party members to raise levels.
Mission/Quest (Red): Looking for party or party members to go on missions or quests.
Item Related (Blue): Comments concerning item trading or synthesis.
Others (Yellow): Miscellaneous comments.

Selecting one of these options will open a text window. Enter any message you like, then press the [Esc] key to close the text window. Your message will now appear in the log windows of other players who select your name in their search result lists.

Viewing Other Players' Comments

Characters displaying a comment will have a small icon (of one of the colors listed above) next to their names in search result lists. Selecting one of these character's names will display their comment in your log window. The character's job and level will also be shown. Players who have their privacy setting turned on (by using the /anon command) will have this information displayed as "???".

Refining Search Results

If you wish to further refine the results of a search, highlight the "Search Results" button at the top of the search results window, and press the [Enter] key to select additional search parameters. After selecting new parameters, press the [Enter] key to start the search.

NOTE: Job Abbreviations

WAR= Warrior	RDM= Red Mage	BST= Beastmaster	NIN= Ninja
MNK= Monk	THF= Thief	DRK= Dark Knight	DRG= Dragoon
WHM= White Mage	PLD= Paladin	RNG= Ranger	SAM= Samurai
BLM= Black Mage	BRD= Bard	SMN= Summoner	

Text Information that Appears in Search Results:

Main Job; Main Job Level; Support Job and Support Job Level (if set); Race; Allegiance; Current Area. (If a character's privacy setting is set to "Invisible", only their name will appear in search results.) The names of PCs who are currently in a party appear in light blue, while the names of party leaders appear in yellow.

9. LINKSHELLS

"Linkshells" are communication tools. By using items called "linkpearls", a large group of friends can communicate with each other, regardless of each member's location.

Linkshells are available as items, called "new linkshells", at certain shops. Purchase one to get started.

Select "Linkshell" from the main menu and select the new linkshell. You will be asked to name your linkshell when you select "Name Link" from the linkshell menu. You may enter up to 19 alphanumeric characters. The name you choose will become the name of your linkshell group. The linkshell name cannot be the same as any other linkshell name in your World. Once you decide on a name, you will be allowed to create a color for the linkshell. After you have decided a name and color for your linkshell, you will be allowed to generate items called "linkpearls". One linkshell can create an unlimited number of linkpearls. (However, once your inventory is full, you will not be able to create any more until you make some space.) Once you obtain a new linkshell, make sure to go to the main menu and select "Linkshell" to equip it.



1. Move the pointer to "New Linkshell" and press the [Enter] key.



2. Now, choose a name and color for the linkshell.



3. The name and color is decided.



4. Now you can create linkpearls.



5. A linkpearl is created.

Distributing Linkpearls

You can create your own linkshell group by giving linkpearls to players that you meet in the game. The linkshell owner can increase the size of their linkshell group by creating more linkpearls and giving them to others. Players who receive linkpearls become members of the owner's linkshell group.

How Do I Use the Linkshell Chat Mode?

The linkshell owner must equip the linkshell, and linkshell group members must equip a linkpearl to connect the linkshell group together. This is handled on the linkshell menu, which is accessed by selecting "Linkshell" from the main menu. No matter what distance separates you and the other members, you can communicate with your linkshell group simply by equipping the linkpearl. However, please be aware that a heavy load on the server may restrict the maximum number of people who can participate in a linkshell group at a time. If this occurs, active linkshell participants are decided by the order in which the players activated their links to the group. If the group is full, you will not be able to activate your link to the group. Linkshell owners should give linkpearls only to close friends so that the linkshell group does not become unwieldy.

You Can Have as Many Linkshells as you Like

You can only create one linkshell group per linkshell. If you decide to purchase another linkshell, you will need to decide another name for the new linkshell group. As long as there is space in your inventory, you can have as many linkshells and linkpearls as you like. You can use different linkshell names to create and organize new groups of friends.

You can only activate a single linkshell group at a time. Furthermore, if the linkshell owner discards their linkshell, the linkshell group will be dissolved. However, as long as the linkshell is not discarded, the group will remain even if the linkshell owner deletes their character or terminates their FINAL FANTASY XI account.

Creating a Pearlsack

Linkshell owners can specify a linkshell group member to act as their deputy for times when they are not logged in or need to activate another linkshell group. Select a member of the "link list" and press the [Enter] key. Move the pointer to "To Sack" and press the [Enter] key. The chosen member's linkpearl will morph into a "pearlsack", granting him administrator privileges.

Linkshell Owners Have the Following Powers:

- They can name the linkshell group.
- They can create as many linkpearls as their inventory allows (pearlsack holders have this ability as well).
- They can issue the "To Sack" command (see above).
- They can kick members out of the linkshell group (see below; pearlsack holders have this ability as well).
- They can disband a linkshell group by using the "discard" command.
- Once it has been decided, the name of the linkshell group cannot be changed.

What is Kicking?

The "Kick" command is used to remove a member of a linkshell group. Linkshell owners have the authority to kick out both pearlsack holders and members. Pearlsack holders only have the authority to kick out members. Once a member has been kicked from a linkshell group, they will not be able to rejoin unless they are given (and equip) a new linkpearl. Linkshell groups are not disbanded when you log out of the game. Please take care not to create unnecessary linkshell groups.

10. THE FRIEND LIST

Just as with the PlayOnline Friend List, you can set up a Friend List on FINAL FANTASY XI that allows you to set your online status display and send messages to your friends.

- Please refer to "Friend List". (⇒ p. 29)

Selecting "Friend List" from the main menu lets you access the following commands:

To List

Displays your current Friend List. Select a friend with the arrow keys and press the [Enter] key. You can send them a message, or if they are in the same area as you, invite them to join your party.



Messages

Displays a list of messages that you have received from your friends. Move the pointer to a message and press the [Enter] to view its contents. You can also use the Message List to accept or decline invitations, or to add someone's handle to your Friends List.

Online Stat.

Here you can set the display of your online status, which appears in the friend lists of players who have registered you as a friend.

Privacy Lv.

Here you can set your privacy level, which affects whether or not you can be seen on other players' Friend Lists.

NOTE:

The Friend Search, Options, Edit Profile and Handle List features are not available in FINAL FANTASY XI.

PlayOnline and FINAL FANTASY XI Friend Lists

If a friend who is registered on your PlayOnline Friend List is not logged into FINAL FANTASY XI, only his PlayOnline Friend Name will appear on your Friend List. If a friend registered on your PlayOnline Friend List is logged into FINAL FANTASY XI, the friend name registered on your FINAL FANTASY XI Friend List and his character information will appear as well. Generally speaking, your online status setting will remain as is unless you change it. However, if you have set your online status to "Away", it will automatically change to "Online" when you move your character into another area.

11. REGION INFO

Here you can check the status of conquests in your current area. Please refer to "The Conquest".

12. MAP

Displays a map of your current area and allows you to check your position. The red point indicates your current location. The coordinates of your position are shown in the upper left corner of the screen. You can move the map around by pressing [2], [4], [6] and [8] on the numeric keypad. You can also zoom in by pressing [9] on the numeric keypad. Hide the map window by pressing the [Scroll Lock] key on the keyboard.

Markers

Select "Markers" and press the [Enter] key to open a window with a list of blank entries in the upper right of the screen. Select an entry and press the [Enter] key to open a window with "Mark", "Markers" and "Change Name" commands.

Select "Mark" to place a marker in a desired location on the map. Choose a location and press the

[Enter] key. Once you have placed a marker, select

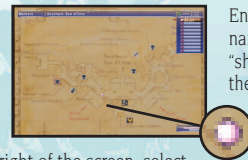
"Change Name" and press the [Enter] key to enter a name for the marker. Now

you can select a place name from the window in the upper right of the screen, select

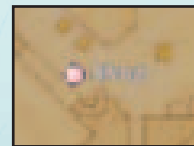
"Check", and press the [Enter] key to center the display on that location. Once you have set a marker, you

can select it again to delete it or change its name.

- These settings are stored on your hard disk drive.



Enter a descriptive name such as "shop" and press the [Enter] key.



TIPS & TECHNIQUES:

If you and your party members are in the same area, select "Markers", press the [Enter] key, and hold the left or right arrow keys to show the positions of the party members. If there are multiple party members, move the pointer over a character name and press the [Enter] key to center the map display on that member's marker.

NOTE:

You will begin the game with a map for the city and area of the country of your allegiance, but you must find or purchase maps for other areas on your own.

Wide Scan (Rangers and Beastmasters only)

Allows you to see what kinds of monsters are currently in your area. To use Wide Scan, open the map and select "Wide Scan".

A list of monsters currently in your area will appear in a window. Highlight the name of the monster you wish to find, and their location will appear as a red cross on the map. Red points represent monsters, while green points represent NPCs. Rangers are capable of scanning a larger area than beastmasters. Press the [Enter] key a second time to open a window with the "Track" and "Remote Scan" commands.

- As your level increases, you will be able to scan progressively larger areas.

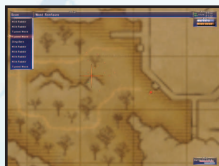
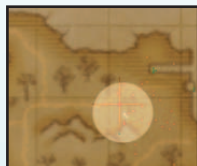
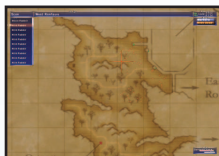
Track

Indicates the direction of the specified monster on your radar display.

Remote Scan

Scans a specific portion of the map. Selecting this command displays a white circle on the map.

Use the arrow keys to adjust the position of the circle and press the [Enter] key. All monsters and NPCs within the white circle will appear on the map and in a list. Highlight a name on the list to pinpoint its location on the map.

**13. MISSIONS**

Allows you to view a list of current and completed missions.

Your path through the game of FINAL FANTASY XI is not a linear one. As a player, you have total freedom to decide how to play the game. Although you will find yourself involved in certain specific events during your adventures, you can find and initiate many other missions and quests at your own pace. In order to fully explore the complex story of FINAL FANTASY XI, we suggest you undertake a wide variety of missions and quests. Completing them will help you to understand the affairs of each country and unravel the many mysteries of Vana'diel.

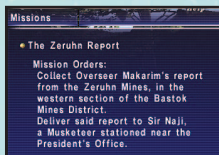
Missions are important events that take the form of orders from your character's nation. They relate to the internal affairs of each country and can have a major impact on world influence. Each country has its own set of missions, and as a general rule, you can only accept missions from your own country.

Accepting a Mission

In order to receive a mission, visit one of your country's gatehouses. A guard will be present to tell you about the missions that are currently being offered. Unlike quests, you cannot take on multiple missions at the same time, so exercise caution when accepting. As the story progresses, you may find yourself able to accept missions from the consulates of other nations as well. You can view the details of both current and completed missions by selecting "Mission" from the main menu. Select a mission from either list and press the [Enter] key to view the details about that mission. Press the left or right arrow keys to view the details of missions from other countries.

Completing a Mission

The conditions for completing a mission can be viewed at any time by selecting the mission from the "Missions" menu.

**Mission Rank and Rank Points**

When you complete a mission that you have accepted, your mission rank will increase. Unlike your job level, your mission rank is expressed as "Rank" and "Influence" within your country. You can check your mission rank by selecting "Status" from the main menu.

Mission Rank indicates the rank of your PC within your home country.

Job Level indicates the skill level of your character in a given job class.

You will be given missions that correspond to your current mission rank. You will be unable to accept certain missions until your character obtains a certain number of rank points. In other words, you must effectively build up your mission rank and rank points to enjoy a wide variety of missions. Additionally, certain missions can only be accepted by characters that have reached specific job levels.

There are two ways to obtain rank points:

- Completing a mission.
- Donating crystals to your country's gatehouse guards.

Higher Rank Advantages

A high mission rank can be advantageous. Places that you were previously unable to enter will become accessible. You will hear increasingly useful information from NPCs. In addition, the length of time that Signet remains active will increase.

What happens when I complete a mission?

When you complete a mission, you will receive a certain number of Rank Points. Occasionally, you may receive gil or items as a reward.

**14. QUESTS**

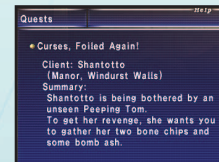
Allows you to view a list of quests.

Quests can be triggered by speaking to specific NPCs (non-player characters) in towns. For example, you may be asked to collect a certain item in a specific location. Not only can you receive items or gil for completing these requests, but you can obtain hints that relate to playing the game as well. Speak to townspeople, and you may eventually discover powerful items that you never knew existed.

Quests can be accepted regardless of allegiance. Furthermore, you can accept new quests even if you have not completed previous ones. There is no limit to the number of quests you can accept. You can view a list of "Current" and "Completed" quests by selecting "Quests" from the main menu. Once you complete a quest, it will move to the "Completed" list. You are not required to accept quests, but doing so can add an extra dimension to your playing experience. Helping townspeople can also boost your reputation within a town and be beneficial in the long run. For the ultimate challenge, try to complete all the quests in the game!



Talk to NPCs to learn about Quests



The current list

15. KEY ITEMS

Allows you to view a list of important items for quests. Key items cannot be dropped, traded, or sold.

16. BAZAAR

Allows you to sell your items or equipment to other PCs. To set up a bazaar, highlight "Bazaar" on the main menu and press the [Enter] key.

1. The item list will appear. Highlight the item you wish to sell and press the [Enter] key.





3. Select "Sell" or "Cancel".
If you select "Sell", the items and prices will appear whenever another PC checks your PC and selects "View Wares". You can create a bazaar with as little as one item. Once you set a bazaar, the bazaar icon will appear above your character's head.

Select "View Wares" and press the [Enter] key to display a list of items and prices. Highlight an item that you wish to buy, press the [Enter] key, and select "OK" to complete the transaction. PCs do not need to speak when conducting a transaction, but the seller will see the name of the person who is viewing their items and the details of any items purchased in their log window.

The "Comment" feature allows you to set a comment that will be displayed to other player characters who target and "Check" your character. You can use the comment to advertise your items for sale, or in any way you like.

Macros are handy automated commands that allow you to record up to six actions and trigger them with a single key stroke. Note that this system is mainly designed for advanced players. There are several default macros pre-recorded for your convenience. The following is a detailed explanation of how to create your own custom macros.

Let's start with a simple example. It's a macro for those who are tired of typing "Hello!" whenever they meet a PC for the first time.

Select “Macro” from the main menu and press the [Enter] key. The macro palette will appear. You can switch palettes by pressing the up or down arrow keys.

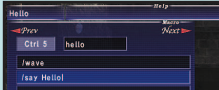
- You may record up to 200 macros with the macro system. You can use the [Ctrl] and [Alt] keys to toggle between buttons when you are editing macros.

When the macro editing window appears, move the cursor to the macro name area at the top of the window and press the [Enter] key. Enter a name for the macro. You may enter a maximum of 8 characters. Press the [Esc] key or [Enter] key, and move the cursor to the first line. Press the [Enter] key again.

First, enter “/wave” into the box, minus the quotes. This will perform a friendly wave to the characters around you. Press the [Esc] key or [Enter] key, and move the cursor to the next line.

Now, let's enter a command for greeting the people around you. Enter `"/say Hello!"` into the box, minus the quotes.

Once you have finished entering the text, press the [Esc] key to return to the previous screen.

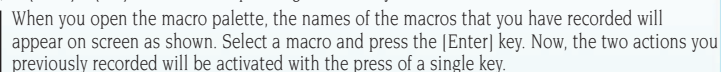


You can open the macro palette by pressing and holding the [Ctrl] and [Alt] keys.

Press the [Ctrl] key to open the macro palette. The numbers above each button correspond to the [1] ~ [0] number keys on the keyboard.

Press the [Alt] key to open the macro palette. The numbers above each button correspond to the [1] ~ [0] number keys on the keyboard.

You can toggle between macro palettes by holding the [Ctrl] or [Alt] keys and pressing the up or down arrow keys. You can directly select macro palettes by pressing either (Shift) + [Ctrl] and the corresponding number key, or (Shift) + [Alt] and the corresponding number key.



- You can record up to six actions per macro and a total of 200 macros. You can also edit previously recorded macros. Macros are saved to your hard disk drive. Please be aware that you will lose your saved macros if you uninstall the software.

You can move the contents of a macro quickly and easily using the cut and paste features. Move the cursor to the line of text you wish to move. Then, press **[+]** on the numeric keypad, select "Cut", press the **[Enter]** key, and the highlighted text will disappear. Move the cursor to the location where you want to paste the text you just cut, press **[+]** on the numeric keypad, select "Paste", and press the **[Enter]** key to paste the text.

Gameplay

Adjust in-game settings exclusive to FINAL FANTASY XI.

Allows you to filter the information that appears in your log window.

Allows you to change the color of text displayed in your log window for chat messages, battle messages, and more.

Allows you to change the settings for windows and the number of lines displayed.

Allows you to change the on-screen damage display, adjust your privacy setting, set the type of keyboard you wish to use, set the screen proportions for the game, and more.

Remove on-screen battle effects to improve frame rate.

Adjust the mouse and camera settings.

Allows you to toggle language filtering and set the amount of time until auto-disconnect.

Allows you to view a list of items currently being stored in your Mog House's Mog Safe. This menu cannot be used to withdraw or place new items in the Mog Safe. You must return to your Mog House and use the "Mog Safe" command there to use those commands.

20. HELP DESK

Allows you to view various troubleshooting methods and contact GMs.

21. PLAY TIME

Displays total login time.

22. CURRENT TIME

Displays the current time (Vana'diel and Earth time) along with the current moon phase in the log window. One day of Vana'diel time is equivalent to one hour of Earth time. Keeping track of the time and moon phase can be advantageous in certain gameplay situations.

23. SHUTDOWN

Logs out of FINAL FANTASY XI and closes PlayOnline. See the LOG OUT command below for more details on the log out process.

24. LOG OUT

Quits FINAL FANTASY XI and returns to the title screen after a 30-second countdown. Select "Log Out" again or cancel healing at any time during the countdown to cancel the logout process. When you log out of the game, your character's data will be automatically saved on the server. Selecting "Log Out" does not disconnect you from the PlayOnline server. To disconnect, you must return to the PlayOnline Viewer and select "Log Out".

RTB (REAL TIME BATTLE)

FINAL FANTASY XI utilizes the real time battle (RTB) system for combat. In RTB, characters and monsters do not take turns fighting. The action that a player takes has an immediate impact on the battle. As such, there is no need to wait for your turn to attack monsters. The first step in battle is to target a monster.

You can target a monster on the screen by facing it and pressing the [Enter] key. Normally you must get close in order to attack. While the monster is targeted, press the [Enter] key again to open the action command menu. This window lets you select the action you wish to take in battle.

• Locking On to Targets

Once the battle begins, your character will automatically lock on to the monster (the border of the target window will turn red). If you wish to adjust the distance between you and the monster, or run away, press [*] on the numeric keypad to release the target lock.

You can toggle the auto-target feature on or off by using "Config" on the main menu.

THE ACTION COMMAND MENU

Target something and press the [Enter] key to bring up the action command menu on the left side of the screen (if you are targeting another PC, the topmost command will be "Chat"). Here you can select commands to perform various actions.

You can attack a monster if its name appears in yellow. Once you or a member of your party attacks it, the monster's name will change to red. The names of monsters in combat with other player characters appear in purple; neither you nor any member of your party may attack them (unless the player character is a part of your alliance). However, if the person fighting a monster calls for help, the monster's name turns orange. If you wish to assist, target and attack the monster.

The events of the battle appear in your log window. The HP, MP, and TP (tactical points) of your character appear in the upper left.



1. ATTACK

When targeting a monster, the first choice on the action command menu will be "Attack". Press the [Enter] key to enter auto-attack mode. The attack will proceed with the main weapon that you have equipped at the speed determined by the characteristics of the weapon. You will be able to move your character, but you will exit auto-attack mode if you move beyond a certain range. The action command menu will remain open during battle, allowing you to cast magic spells or use items between your attacks. When in auto-attack mode, the top selection in the action command menu will become "Switch Target". Selecting this will cause a second, purple-colored target cursor to appear above the yellow target cursor. Use the arrow keys to move it. If there are other monsters in sight, place the cursor over them and press the [Enter] key to change your auto-attack target.

2. MAGIC

Move the pointer to "Magic" in the action command menu and press the right arrow key. A list of magic types will appear. Move the pointer to a listing and press the [Enter] key to display the list of spells that you have learned in that category. Select a spell and the target cursor will appear. Select any target (including yourself) and press the [Enter] key. Most spells take time to cast. During this period of time, your character's guard will be down and you will be susceptible to attacks from the enemy. If you are attacked or move during the casting period, the spell may be interrupted. Your progress is displayed in the "casting time" gauge in the upper left of the screen, and varies according to the spell and your job level.

Once you have completed casting the spell, you will need to open the action command menu again to select your next action.

White Magic	Can only be used if your main or support job can use white magic.
Black Magic	Can only be used if your main or support job can use black magic.
Songs	Can only be used if your main or support job is Bard.
Ninjutsu	Can only be used if your main or support job is Ninja.
Summoning	Can only be used if your main or support job is Summoner.

Auto-Attack and Casting Spells

When you cast a spell while in auto-attack mode, you temporarily stop attacking. Auto-attack mode resumes after the casting is complete, or if the spell is interrupted. Every spell has a different range. Spells must be cast within a certain range to be effective.

3. ABILITIES

Types of Abilities:

A. Job Abilities

Special actions that are unique to each job. They can be broadly divided into two categories:

Abilities that take effect during combat

EXAMPLE: The warrior's "Mighty Strikes" ability makes all successful attacks critical hits for a certain period of time.

When these types of abilities are activated during an auto-attack: The auto-attack mode will pause once the ability is activated. You will return to auto-attack mode once the ability is completed.

When you aren't in auto-attack mode: You can also activate an ability before you enter auto-attack mode. You can begin attacking the enemy as soon as you use the ability. Open the action command menu, select "Attack", and press the [Enter] key.

Abilities that are special actions

EXAMPLE: The "Benediction" ability allows white mages to recover the HP of all members of a party, including themselves (although it does not extend to members of other parties in an alliance).

When these types of abilities are activated during an auto-attack: The auto-attack mode will pause after the ability activates. Once the ability is completed, you will return to auto-attack mode.

When you aren't in auto-attack mode: Once the ability is completed, you will be able to access the action command menu again to select another command.

Entering Ability Commands

Select "Ability" from the action command menu, then "Job Ability", and then press the [Enter] key. A list of available abilities will appear. Select an ability to activate the target cursor. Select a target and press the [Enter] key.



CAUTION!

Job abilities need a certain period of time to recharge after being used. The amount of (real-world) time that you must wait to use the ability again will be displayed to the upper right of the log window. Also, be aware that moving or being paralyzed during the activation process will interrupt an ability.

B. Weapon Skills

Once the skill value that you acquire for each weapon as you use it in battle reaches a certain level, your character will learn a weapon skill that corresponds to the type of weapon (hand-to-hand, knife, single-handed sword, singlehanded axe, etc.). Some weapon skills can only be used by characters of certain job classes. If your character is not of that job class, you can add a support job to take advantage of the skill. In order to use these weapon skills in battle, the TP (tactical point) gauge in the upper left of the screen must reach or exceed 100%. Once your TP level reaches 100%, you will be able to select "Weapon Skill" from "Ability" on the action command menu. Use the cursor to select a target, and press the [Enter] key to activate.

Once you use a weapon skill, your TP gauge will be reduced to zero. Activating a weapon skill when you have more than 100% TP may alter the effect of the attack on an enemy (including the amount of damage it will cause). TP is earned by hitting and being hit by enemies in battle. You will gradually lose TP as you heal, and the gauge will be reset to zero if you leave the area in which you earned the tactical points.

• Skillchains

Members of a party can time the activation of their individual weapon skills to attack an enemy consecutively and cause massive amounts of damage. If successful, this technique will generate a special

effect multiplier, and "Skillchain: [Type], [Amount] Damage" will appear in the log window. Some weapon skills can be combined in this manner, while others cannot. Experiment for yourself and see.

• Magic Burst

Members of a party can time magic to take effect after an enemy has been hit with a combination of weapon skills, causing a far greater amount of damage from the spell than normal. This is called a "Magic Burst". Because a certain amount of casting time is required for a spell to take effect, timing a magical attack to coincide with consecutive weapon skill strikes is an extremely advanced technique. Only certain magic spells can be combined with consecutive weapon skill attacks in this manner.

C. Ranged Attacks

This technique can be used to attack an enemy from a distance. You must first equip a ranged weapon to utilize this method of attack. Certain jobs will only allow certain ranged weapons.

There are three types of equipment that can be used in ranged attacks:

Ranged Weapons with Ammunition (Ex: Bow and arrow): The Equip screen, accessible from the main menu, has slots for ranged weapons and slots for ammo (ammunition). You will not be able to use a ranged weapon without filling both slots. Select "Abilities", then move the cursor to "Ranged Attack" and press the [Enter] key. Then, select a target. Items equipped in the "Ammo" slot will be expended after one use. Of course, you can fire arrows in a stack one after the other.

Stand-alone Ranged Weapons (Ex: Boomerang): You can equip a stand-alone ranged weapon in the "Range" slot on the Equip screen. It is used in the same way as a bow and arrow.

Stacked Stand-alone Ranged Weapons (Ex: Pebbles, Darts, etc.): You can equip stackable stand-alone ranged weapons in the "Ammo" (ammunition) slot. These are used the same way as a bow and arrow.

D. Pet Commands

This command can only be used by jobs that allow pets. Additional commands will become available as your job level increases.

4. ITEMS

Select "Items" from the action command menu and press the [Enter] key to display a list of usable items. Select an item that you wish to use and a target cursor will appear. Select a target (you can target yourself as well) and press the [Enter] key. The item will require a period of preparation time to take effect. Once the item has been used, you will have to open the action command menu and select another action.

Using Items During Auto-Attack Mode

If you open the action command menu and select an item, auto-attack mode will pause while the item is being used. Once the item has been used, the auto-attack mode will resume. Auto-attack mode will also resume if you move your character and interrupt the process of using an item.

CAUTION!

Choose your targets wisely. If you move your character while you are trying to use an item, the process may stop.

5. "DISENGAGE" AND "CALL FOR HELP"

During an auto-attack, you can select "Disengage" from the action command menu and press the [Enter] key to break off the attack. You can try to run away from the monster, but you may find that you cannot escape from some types of monsters. You can also select the "Call for Help" command by pressing the right arrow key when the "Disengage" command is highlighted. If you feel that the monster that you are fighting is too strong and you need assistance, select "Call for Help" and press the [Enter] key. A request for help will be issued to all PCs within a certain range. If another PC comes to help, a message will appear in the log window and the monster's name will change to orange. When "Call for Help" is used, no player will receive experience points.



If a PC in your vicinity calls for help, a mark indicating their direction will appear on your compass to assist you in navigation.

WHAT HAPPENS WHEN I AM DEFEATED IN BATTLE?

Unlike previous FINAL FANTASY games, your game does not end when your character falls in battle. If your character's HP are reduced to zero during combat, you will fall on the battlefield and remain where you are. You cannot move or use commands in this state, but you can move your viewpoint and use certain chat modes (only Tell, Party, and Linkshell). However, the Linkshell mode can only be used if you equipped a linkshell or linkpearl before falling in battle. Once you have fallen in battle, a window showing a time limit and the "Back to Home Point" command will appear.



Selecting "Back to Home Point" returns your character to your home point and fully restores HP and MP. However, there is a large penalty in experience points. Be careful – in some cases, your character may even lose a job level. If you remain on the playing field, and the time limit has not passed, you can have another PC or (if you are part of a party) a party member revive you with an item or a spell. If you are part of a party and are revived before the end of the battle, you will receive gil and experience if you make it through the rest of the battle safely. You will fully recover your HP and MP if you return to your home point, but you will only recover HP and MP based on the specific spell or item if you are revived in the field. Still, when you consider the experience point penalty, being revived in the field is usually preferable to returning to your home point.

(If you are revived in the field, experience points lost are 1/4 of the loss incurred by returning to your home point.) If the time limit expires, you will be automatically returned to your home point. If you are part of a party and are returned to your home point, try to regroup with your party right away.

LOGGING OUT DURING BATTLE

Open the main menu and select "Log Out". Once selected, a thirty-second countdown will begin. If you are attacked during this time period, the logout process will be interrupted and you will not log out of the game. If you are playing as part of a party and decide that it is time to quit, don't simply log out as it is poor etiquette. You should always let your fellow party members know before you log out of the game.

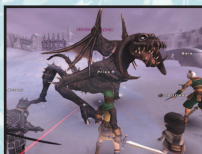
FIGHTING "BOSS MONSTERS"

The strongest monsters lurk deep within Vana'diel in places such as dungeons. These enemies, which have a profound impact on missions and the storyline, are referred to as boss monsters. The locations where your character squares off against boss monsters are called battlefields. You must fulfill certain requirements to fight boss monsters.

- Even though they do not have any connection to missions, there are also battlefields where you can fight "Notorious Monsters".

In Order to Fight a Boss Monster:

1. You must have satisfied certain conditions. These vary from boss monster to boss monster.
2. You must find and target the entrance to the battlefield.
3. You must press the [Enter] key while targeting the entrance to the battlefield. (When you do, you will be asked if you wish to enter the battlefield. Select "Yes".)
4. After an event sequence, you must move your character to the boss monster's location. The battle begins when you target the boss monster.



While you are on a battlefield, a key icon will appear on the top of your screen. Be careful! In some cases, trading a special item will automatically send you into a battlefield.

Parties and Boss Monsters

Some boss monsters are far too powerful and dangerous to be fought alone. In these cases, you can face the boss monster along with your fellow party members. All members of a party must fulfill the requirements to fight a boss monster. Once they have, each member targets the entrance to the battlefield and presses the [Enter] key to enter.

Can I Fight the Same Boss Monster More Than Once?

Yes. If even one member of a party has not yet faced a boss monster and enters the battlefield, the other party members will be allowed to enter as well, even if they have previously defeated the boss monster.

Time Limit

There is a time limit when fighting some boss monsters. If you fail to defeat the boss monster within this time limit, you will be ejected from the battlefield and returned to the entrance.

- You will move to another area when you defeat the boss monster.

NOTE:

Battlefields contain restrictions regarding the level of players that can fight there. If you are above a battlefield's level cap, your level will be temporarily reduced when you enter. You must equip weapons and armor corresponding to the maximum allowed level before entering a battlefield. When you leave the battlefield, you will return to your original level.

Will I Encounter Other PCs Besides My Party Members on the Battlefield?

If you are part of a party, when one member enters a battlefield, the rest will enter as well. Each individual or party faces the monster on their own separate battlefield, so you will not encounter other player characters or parties while fighting. However, if too many parties or individual player characters are fighting the boss monster at the same time, you may find yourself temporarily unable to enter the battlefield. The details will be explained in your log window. If this occurs, please wait a moment before attempting to enter the battlefield again.

How Do I Win?

Generally speaking, you win by defeating all the enemies on the battlefield.

If your character's status changes, such as being poisoned by an enemy attack or using an ability to increase your attack power, it will be reported in your log window and an icon will appear at the top center of your screen. Various icons are used to indicate the different types of status changes. To view the details of a given icon, press [+] on the numeric keypad twice, and move the cursor over the icon. The status will be explained in the top window. If there are multiple icons, you can use the arrow keys to move the cursor. If an effect wears off, it will be reported in your log window, and the icon will disappear from the top of the screen. All status changes and ailments persist for a certain amount of time (the actual duration depends on the specific status). You can cure certain status ailments yourself with the appropriate spells or items.

A List of Status Icons:

(This is not an all-inclusive list.)

	Weakness
	Sleep
	Poison
	Bio
	Paralysis
	Darkness
	Silence
	Petrification
	Disease
	Curse
	Bind

	Protect
	Shell
	Attack Down
	Defense Down
	Dia
	ReRaise
	Blink
	Stoneskin
	Haste
	Slow
	Attack Boost

	Aquaveil
	A bard song effect is active
	An effect (such as "Mighty Strikes") is active
	You are gradually recovering HP
	Your level has been temporarily reduced upon entering a battlefield
	You have received "image support" from a guild
	You are riding a chocobo
	You have received your nation's Signet
	Your MP is gradually increasing

JOBS

Things to Remember When Selecting a Main Job

If your current job is a standard job, you can change to another one at any time in your Mog House. If you have satisfied certain requirements, you will be able to select an extra job as well. Remember, if you are in a party and are facing hard-to-beat monsters, keep the jobs of your fellow party members in mind. Different combinations of jobs can have a drastic effect on tactics.

Your Main Job Level

As you win battles, your PC will obtain experience points corresponding to the difficulty of the monsters you have faced. Once your experience points reach a certain level, your main job level will increase. Each job class is divided into different levels, such as "Warrior/Lv. 3". However, even if your character has reached level 15 as a warrior, once you switch to another job you will start at level 1. As your main job level increases, so too will your HP, MP, and Status values. Additionally, you won't be able to equip certain items or learn certain spells until you reach the required level. This sort of information will always appear in the log window, so make sure to read it carefully before purchasing an item or scroll.

The Support Job System

The support job system allows you to create powerful and unique custom characters by building up experience in multiple job classes. This system allows you to select a "support job" in addition to your main job, so you can create characters such as a monk with the abilities of a black mage.

How to Set a Support Job

1. Gain experience in two or more main jobs and reach a certain job level in both.
2. Complete a certain quest that allows you to have a support job.
3. Open the main menu in your Mog House and select "Support Job".

Example: Creating a character with a main job of warrior level 20 and a support job of white mage level 10

Warrior	← Change Main Job To →	White Mage
Allows you to use any white magic available to a level 10 white mage		Restricts you to the abilities of a level 5 warrior.

The support job level is permanently restricted to 50% of that of the main job level. This means that if you create a character as above, with white mage level 10 as the main job and warrior level 20 as the support job, the support job level will be reduced to 5, which is half that of the main job level. Make sure to consider this relationship between main and support jobs when you select a support job for your character. Setting a support job will increase your HP and allow you to use the abilities of the support job. However, you will not gain experience in the support job. If you wish to gain experience in a specific job, you must make it your main job.

Abilities

Each job has a certain set of job traits, which automatically take effect in battle or in the field, and job abilities, which can be activated as necessary in battle. As your job level increases, you will gain new job traits and abilities.

Job Traits

The following is an example of the thief's "Treasure Hunter" job trait.

1. Select "thief" as your job class.
2. Obtain the "Treasure Hunter" job trait.
3. Once you have gained this job trait, the probability that a monster will drop treasure after a battle will increase.



Job Abilities

The following is an example of the warrior's "Berserk" job ability.

1. Select "warrior" as your job class.
2. Learn the "Berserk" job ability.
3. Select "Berserk" from the "Abilities" menu during battle.
4. For a certain period of time, your defense power will be lowered while your attack power increases.

Beastmasters and Summoners

Let's take a quick look at the specialized "beastmaster" and "summoner" jobs.

Beastmasters

Charm

The "Charm" ability allows beastmasters to command monsters as they see fit. (Certain monsters are immune to being charmed, however.)



NOTE: What Happens When I Successfully Charm a Monster?

A message will appear in your log window. Henceforth, the monster will become your "Pet" and follow behind your character. The effect of the "Charm" command wears off after a certain period of time. Also, if the charm runs out on an aggressive monster, the monster may attack the player.

- Only one pet can be charmed at a time.

Familiar

Enhances your pet's powers in various ways.

Pet Commands

As long as "Charm" is in effect, a beastmaster can issue commands to a pet by opening the action command menu, selecting "Abilities", and then "Pet Commands". As a beastmaster, you will gain additional pet commands as your level increases.

Fight

Makes your pet attack the targeted monster. If your pet's HP are reduced to zero, it will disappear. You cannot use recovery magic or items on pets.

Heel

Pet stops attacking the targeted monster and returns to your PC's side.

Stay

Makes your pet stay and wait on the spot.

Sic

Orders your pet to perform a special attack.

Away

Releases the pet from your control.



Summoners

Summoners can wage battle against their enemies by using avatars. There are various types of avatars. As a summoner's level increases and they meet certain requirements, they will be able to control more types of avatars.

Summoning

Open the action command menu, select "Magic", then "Summon Magic", and press the [Enter] key to call forth an avatar. You can then use "Pet Commands" to issue orders to the avatar.

The Job Abilities of Summoners

Astral Flow

Allows avatars to use their full strength.

Pet Commands for Summoners

Assault

Orders the avatar to attack (auto-attack).

Retreat

Orders the avatar to retreat.

Release

Releases the avatar and sends it away.

Blood Pact Rage and Blood Pact Ward

Opens a separate window and allows you to select special abilities corresponding to the type of avatar. When under the effect of the "Astral Flow" ability, devastatingly powerful attacks will be added to the list as well.

Summoners spend MP when they summon avatars, and continue to use MP after the avatar has appeared. The amount of MP used depends on the avatar. Furthermore, more MP is used when an avatar is commanded to use a special attack. When a summoner's MP reach zero, their avatar will automatically be released. PCs cannot restore the HP of avatars.

If a PC that is ordering a pet or avatar to attack a monster attacks a different monster, they will lose their control over the pet or avatar.

SKILLS

Your character will acquire various special skills as you adventure in Vana'diel. Your skills improve every time you use a weapon or magic in battle or equip a new item or piece of equipment. You can view your character's specific skill levels by selecting "Status" on the main menu. If you have reached the maximum skill level for your current job level, the number will appear in blue.

Battle-Related Skills

As you can see in the screen shot, messages will appear in yellow text in your log window as your skills increase during battle. Here you can see that your "sword" skill has increased by 0.2 points in battle.



Weapon-Based Skills

As you use your equipped weapon in battle, your skill with that weapon will increase. These skill increases are reported in the log window.

Bare Hands	Hand-to-Hand Skill
Knives & Daggers	Dagger Skill
One-handed Swords	Sword Skill
One-handed Axes	Axe Skill
Staves	Staff Skill

Once each of these skills reaches a certain level, you will learn a new weapon skill.

Defense Skills

Evasion	Your ability to dodge enemy attacks
Shields	Your ability to block enemy attacks with a shield
Parry	Your ability to block enemy attacks using your weapon

Magic Skills

As your magic skill level increases, so too will the effectiveness and aim of your magic spells.

Magic	Skill Example	Spell Description
Divine	Banish	Deals light elemental damage
Healing	Cure	Restores HP
Enhancing	Protect	Enhances defense temporarily
Enfeebling	Blind	Blinds an enemy, lowers accuracy
Elemental	Fire	Deals fire elemental damage
Dark	Bio	Deals dark damage

Item Synthesis and Related Skills

Item Synthesis

The items called "crystals" are infused with a powerful energy. Releasing this energy to energize, transmute, or fuse items is called "Item Synthesis" in Vana'diel. Your success at synthesizing items is largely based on your craft skill level. You must increase your craft skill level in order to synthesize high quality items on a regular basis.

Craft Skills

Item synthesis isn't always successful. In fact, you will find that you fail more often than you succeed. The key to success is your craft skill level. Your skill level increases slightly every time you attempt to synthesize something. As it increases, you will find yourself more successful at synthesizing items - and you may even occasionally produce items of surprising value. There is a whole array of different craft skills. Focus on a single skill to become a specialist, or learn a wide variety as a jack of all trades. It's all up to you!

Craft Skill	Materials and Work	Resulting Goods
Smithing	Forging, Metalworking, etc.	Metals, axes, armor, etc.
Clothcraft	Clothmaking, weaving, etc.	Clothes, hats, capes, etc.
Alchemy	Chemical & rare metal synthesis, etc.	Medicine, special weapons, chemicals, etc.
Woodworking	Wood carving, wood turning, etc.	Musical instruments, shields, furniture, etc.
Goldsmithing	Gemcutting, weapon refinement, etc.	Gems, rings, rare swords, etc.
Leathercraft	Tanning, etc.	Shoes, belts, mantles, etc.

When your craft skill reaches a certain level, the guildmaster will give you a task. When you synthesize the item detailed in the task, your skill ranking will increase. (As your skill ranking increases, you will be able to synthesize items of increasing value.) **Example: Amateur → Recruit → Initiate → Novice**

Your craft skill level reaching 1 does not necessarily mean that your skill ranking has reached 1.

An Example of Item Synthesis:



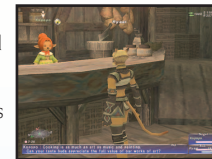
How to Synthesize Items

Select "Items" from the main menu and choose a crystal to open the item synthesis menu. Select the materials you wish to combine and place them in open slots. Once you have selected all the materials you wish to use, move the cursor to "OK" and press the [Enter] key. If your combination of the crystal and the materials was correct, the synthesis process will begin. If you succeed, you will obtain a new item; if you fail, the crystal and some materials may be lost. However, even if your attempt is a failure, your craft skill may still improve. If at first you don't succeed, try and try again!



Guilds

The major cities in Vana'diel are home to organizations of skilled craftsmen called "guilds". Guilds are divided into various specialties, such as the Blacksmiths' Guild, the Alchemists' Guild, and the Culinarians' Guild. Guilds provide various services, such as selling the materials needed for item synthesis and offering tests for craft skills. If you join a guild, you can ask the craftsmen there to coach you in improving your craft skill level. You can pay some gil to a guild to receive a temporary increase in the skill level associated with that guild. You will find that your success at synthesizing items will dramatically increase during this time. (A message will appear in your log window, and an icon indicating your status change will appear on the top of your screen after you pay.)



CRYSTALS

The energy that fills the world of Vana'diel occasionally coalesces in the form of "crystals". Adventurers find these portable crystals invaluable for their role in synthesizing various items. Crystals are infused with energy, and this energy can be released for various effects. The eight different types of crystals have the following effects:

	Fire Crystals (red)	Heat
	Ice Crystals (blue)	Congel
	Dark Crystals (black)	Decay
	Lightning Crystals (purple)	Split

	Earth Crystals (yellow)	Bond
	Water Crystals (light blue)	Dissolve
	Wind Crystals (green)	Carve
	Light Crystals (white)	Restore

Obtaining Crystals

Receiving "Signet" from Guards: Guard forces (whose names differ from nation to nation) are stationed in the cities and observation posts of the three nations. While these forces are charged with keeping law and order in their respective nations, they will also assist adventurers who are in search of crystals. Find a guard, target them, and press the [Enter] key. If the guard is from the country of your allegiance, they will bestow a magical "Signet" upon you. Signet allows you to find crystals. Once you have been bestowed with a nation's Signet, a crystal-shaped icon will appear at the top of your screen. The effect of Signet wears off after a certain period of time.

Defeating Monsters

You may obtain a crystal if you defeat a monster while Signet is in effect. Guards are only stationed in regions that are under your nation's control. You can use "Region Info" to determine which regions are under your nation's control, and look for the outposts that are closest to the area where you are fighting. You can cooperate with fellow citizens of your nation in "Conquests" to increase the number of regions that are under your nation's control. If your nation is part of an "Allied Campaign", you can receive Signet from the guards of allied countries as well as your own.

Using Crystals

Crystals are used in item synthesis to create totally new items. (You will need to mix the proper combination of materials and have the appropriate craft skill level to succeed, however.) Guilds provide information and assistance with item synthesis, so make sure to drop by when you are in need of help.

Contribute to Gatehouses for Rank Points

You can speak to the Guard in any gatehouse of your country to make a donation of crystals. When you make a donation, you will receive a number of rank points proportional to the number of crystals given.

Obtaining Crystals in Parties

If you are playing as part of a party, as long as any one member has Signet, you will have a chance of finding crystals. Crystals obtained during party play are treated as treasures.

Vana'diel's three great nations of San d'Oria, Bastok, and Windurst are officially allies, but behind the scenes they long for expansion. Currently, no nation desires to invade another. Instead, they scheme to bring the vast neutral regions under their control. That is where adventurers enter the picture.

Conquests are formal competitions based on battles between players and monsters. When a player defeats a monster, he or she gains gil and experience. In addition, however, your nation also gains a small amount of influence in the region in which you fight.

When you defeat a monster while under the effect of Signet, a certain number of points corresponding to the experience you receive will be credited to your nation. This means that if your nation is San d'Oria, the points will be added to San d'Oria's influence point total for that region. These points are recalculated after a certain period of time, and the country with the greatest influence in a region will gain control there. Furthermore, an average point value is calculated based on the number of players who contributed to the total. These two point calculations are then combined to yield the global balance for the three nations of Vana'diel.

Total Points

A point total for each region is tallied at fixed intervals. When the calculation begins, a message will appear in every player's log window. You can also check the results in the "Region Info" section of the main menu.

Conquests are ongoing. Feel free to watch the rankings and move to a different area, or stop furthering conquests and focus on a mission or quest instead. As long as you have Signet cast on you, you do not need to do anything specific to enter conquests. You participate simply by defeating monsters in a given region. However, you may find it helpful to use Region Info to find the area in which you are needed most.

You will also earn a fixed number of points (conquest points) for defeating monsters in certain regions.

Using "Region Info" on the Main Menu

Select "Region Info" from the main menu and press the [Enter] key to display a map of Vana'diel. A pointer will indicate the region in which you are currently located. In this example, you can see that you are in the region called "Ronfaure".

- **Conquest Results:** Shows the current balance of power between the three nations throughout Vana'diel.
- **Conquest Points:** Shows the number of points that you have earned.

Move the pointer to a region other than a city to display the current ruling nation, the time to the next calculation (in Vana'diel time), and the comparative influence of the three nations within the region.

Once a certain number of PCs have fallen in battle in a region, beastmen (monsters) will gain control of the region. Even if you have a nation's signet, you cannot obtain crystals from regions ruled by beastmen.

Areas not subject to conquest:

- The capital cities of San d'Oria, Bastok, Windurst, and Jeuno • Ports • Air and sea port towns

BEFORE JOINING IN A CONQUEST

You must receive your nation's signet to participate in conquests. Be sure to check "Region Info" on the main menu once you reach the region you have chosen. This will allow you to check the relative statuses of the three nations within the region. If your nation is weak in the region, you can fight to build up points for it; if your nation is strong, you can fight to maintain your superiority. It's all up to you. The rankings are recalculated on a regular basis, so keep an eye on your log window.

Participating in Conquests Solo and as a Party

There is no difference between playing solo or in a party when participating in conquests. When playing as part of a party or alliance, the nations of each member will receive points just as if the members were playing solo. Also, you will receive conquest points just as if you were playing solo. Form a party of players from the same nation to tackle strong monsters, or fight weaker ones on your own. The choice is yours!

Conquests and National Ranking

A nation's ranking is determined by the number of regions under its control.

- **The Advantages of a Higher Ranking:** Guards that are stationed in regions under the control of a given country will only bestow signets upon characters of the same nation. As such, player characters that belong to a stronger nation will have a much higher chance of obtaining crystals. In addition, shopkeepers in the conqueror's capital will offer special goods from the conquered region.

Allied Campaigns

If one nation manages to control half of all regions in Vana'diel, the remaining two nations will form an alliance. The Guards of allied nations will bestow Signet upon players from either nation in the alliance.

Ballista

With the recent cessation of hostilities between nations, the guards who patrol their countries' borders have grown complacent. On the other hand, soldiers who serve in areas of heavy beastman activity are exhausted by the necessity to be constantly alert. In the event that war should suddenly break out, an army's morale would be hampered by both of these extremes.

Some asked the question: Is this not the perfect time to revive a practice that stirs a nation's soldiers--nay, the entire country--into a frenzy of patriotism? Thus, in a rare show of unity, the four great nations have decided to form a board for International Resolution through Non-lethal Conflict (IRNC, or simply "Conflict"), and resurrected an ancient set of rules that govern simulated combat. The first scheduled Conflict event, Ballista, is based on the training exercises of the Royal Knights of San d'Oria.

Basic Rules

Ballista is played by two groups of adventurers representing their nations of allegiance. The nation with the most points at the end of the allotted time period is declared the winner.

Ballista License

Before an adventurer can participate in Ballista, he/she will require a Ballista License.

Only after obtaining permission from the leaders of the three nations, as well as from the Conflict Commander of one's nation, can a player obtain a license. A player must also be at least rank 3 to begin the application process. This license will never expire and will be lost only if a player changes nationality. If a license is lost in this manner, the player must reapply with the Conflict Commander of his or her new nation.

Schedule

Ballista matches will begin as limited events until the following schedule is gradually implemented.

Matches will be played on even days of the Vana'diel calendar in each of the three areas areas: Jugner Forest, Pashow Marshlands and Meriphataud Mountains.



Participation fees are based on the level restriction of the match.

Level 30	Level 40	Level 50	Level 60	No level restriction
500gil	1000gil	1500gil	2000gil	2500gil

* Level restrictions are carried out in much the same way as a boss battle. Once the match commences, a player's level will be lowered to the cap determined by the month. Players with levels lower than the cap will not be affected.

Entry

Entries will be accepted from 12:00 (Vana'diel time) on the day before the match.

Matches will start at 12:00 midnight (Vana'diel time) and last either one or one-half Vana'diel day (approx. 30 or 60 minutes Earth time).

The maximum number of participants for one team is 36.

While Ballista is still being performed as a limited event, the match time, level restriction, number of participants allowed, etc. are subject to change. Please check PlayOnline as well as in-game system messages for further details. To participate in Ballista, a player must first speak with a Herald in one of the three areas mentioned above, and then pay the participation fee. The entry period is approximately one half of a day (Vana'diel time) before the commencement of the match.

If the difference in number of players on each team grows too large, there will be a temporary stop on the acceptance of applications for the larger team. The application process for that team will recommence when more players have joined the smaller team. If a player requests a discharge from his or her nation's forces before the match begins, the participation fee will be refunded in full. At the end of the entry period, if either team has less than six members, the match will be cancelled. If a match is cancelled, the participation fee will be refunded in full.

Opening Ceremony

At the close of the entry period, if both teams have met the minimum player number requirements, the opening ceremony will begin.

Take caution, as monsters will remain active until the match is underway.

The ceremony consists of a speech by the Herald, an oath read by a representative from both teams, the level restriction and the casting of Invisible and Sneak onto players

During the Match

Once the match begins, Invisible and Sneak will wear off. In addition, any TP stored will reset to zero. Each nation's Pursuivant will appear near the camps after the starting signal.

No entries will be accepted after the start of the match. By talking to the Herald, a player can request discharges from his or her nation's forces after the match has started; however, the participation fee will not be refunded.

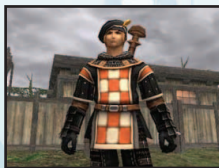
End of the Match

All matches will conclude after 12:00 Vana'diel time (after one Vana'diel day). At this time, the Herald will conduct a closing ceremony.

After the ceremony, members from the victorious forces can receive their reward* from the Herald. After the match is over, the Herald will return to the Conflict headquarters in Jeuno. All rewards must be collected immediately before the referee's departure. Also, in the case of a draw, the participation fees collected will be refunded in full to members from both forces. This reimbursement must also be carried out before the Herald leaves.

* Reward

The monetary reward for the victors of a match is as follows: (Entry Fee) + (No. of players on the losing team) / (No. of players on the winning team) In addition to this sum, the victor's original participation fee will also be returned. The losing team receives nothing after a match.



Onscreen Interfaces

With the start of the match, the following information will appear in the upper left corner of the screen: the number of members in each nation's force, the number of Petras a player is carrying, Gate Breach status (indicated by a star-shaped mark located by the Petra counter)

Also, the following buttons will appear in the action command menu:

"Quarry", "Sprint" or "Scout"

Finally, the color of the participant's name will change and an icon representing the player's nationality will be displayed to the left of his/her name.



Quarry

This command (/quarry) allows a player to dig up the area at his or her feet and search for buried Petras. However, an attempt may not always be successful. The further a player is from a Rook, the easier it is to find Petras. Once a Petra has been obtained, a player cannot dispose of away. A player will lose his/her Petras by making an area change or returning to camp after being knocked out. Sometimes, items can be found by using the Quarry command. However, the rules of Ballista require a player to use those items immediately. The Quarry command cannot be repeated in quick succession.

• If a player uses Quarry while invisible, the status will wear off. • Quarry will be cancelled if a player is attacked while digging. • Thieves can steal Petras from opposing players by using the Steal or Mug commands.

Sprint

Sprint (/sprint) temporarily increases a player's movement speed. Sprint can only be used when a player does not possess any Petras. The Sprint command cannot be repeated in quick succession.

Scout

Scout (/scout) informs the player of the location (distance and direction) of the nearest Rook. Scout can only be used when a player possesses a Petra. The Scout command cannot be repeated in quick succession.

Penalty

A penalty is incurred by players who change equipment during a match. After equipping new armor or weapons in any slot other than "ammo", a player will be penalized for a set number of seconds. During this period the player will be "stunned" and unable to move or act. Concerning the ammo slot, a penalty will only be incurred if a weapon or item is unequipped and a new one is not equipped in its place. Also, further equipment changes can be made while penalized. However, caution should be taken when performing these actions, as a player will be vulnerable to attacks from nearby players.

SPECIAL ABILITIES

Provoke

Provoke can be used to lock the target of an enemy player. While provoked, a player can only target the provoker. All actions performed by the person provoked (attacks, magic, items, etc.) will be directed at the provoker. This ability can be used to help teammates who are in trouble. However, Provoke is not guaranteed to take effect.

Steal

Petras can be stolen from members of the opposing force by using this ability.

Mug

Increases the chances of stealing large numbers of Petras from a member of the opposing forces.

Auto-Attack

During Ballista, the range of all melee weapons is increased.

"Resist" Abilities

All "Resist" abilities are enhanced.

Weapon Skills

The range of all melee weapon skills is increased. However, that of ranged weapons is not affected.

K.O.

Experience will not be lost when knocked out. There are three options available after being knocked out:

1. Wait for automatic revival

A few moments after being knocked out, a player will automatically revive. At this time, 100% of the player's HP

and 50% of the player's MP will be restored. The amount of time a player must wait for automatic revival increases each time this method is chosen.

2. Return to camp

Choosing to return to camp will warp a player back to his/her nation's base, where he/she will be revived with full HP and MP.

There is nothing special about the camps themselves. They are merely points in the current area where you are revived to and where your Pursuivant is located.

Reviving using the above methods will not weaken the player. These two forms of revival will result in the loss of all Petras. Also, after using the above methods, the player will spend a short amount of time "preparing for battle". During this period, he/she cannot be attacked.

3. Be raised

When raised with magic or a bard song, a player will temporarily be in a weakened state. However, that player will not lose the Petras he/she has accumulated.

If a player is knocked out when the match comes to a close, he/she can still accept automatic revival without the loss of experience points. In such instances, "Return to Camp" will change to "Return to Home Point". Players in this situation can choose to return to their home point without a loss of experience points.

Instances where a player will have the option to "Return to Home Point"

- When the match ends while in the process of being moved by the spell Tractor
- When a player returns to a finished match after losing his/her connection while in a knocked out state.

Rooks

Rooks are open territory for both teams. Anyone can score Petras in any Rook. The number of Rooks on the battlefield is determined by the number of players participating in the match. The Rooks change their position at regular intervals. A Petra cannot be thrown in a Rook directly before or after it moves.

In most cases, Petras can only be thrown in Rooks when a player has achieved Gate Breach status. However, if the majority of the leading force's members have left the area, the Rooks' gates will open, allowing any player to freely score Petras (with or without achieving Gate Breach status).



Scoring

Petras may be thrown into Rooks only after a player defeats a member of the opposing team and has achieved Gate Breach status. However, only ten Petras can be scored at one time, and once a player has scored, his/her Gate Breach status will be disengaged.

- One Petra counts for one point.
- A player cannot throw Petras while he/she is invisible.
- A player cannot throw Petras while he/she is invisible.
- After throwing, a player must wait a minimum of five seconds before attempting another shot.

At the end of a match, the high scorer and his/her point total will be displayed.

Ballista Terminology

Conflict
All nationally sponsored player versus player battle exercises.
Ballista
A Conflict exercise with its roots in San d'Orian Royal Knight battle practices.
Rook
The castle-shaped goal in Ballista. It changes positions at regular intervals.
Petra
A spherical stone used in Ballista. After finding buried Petras on the battlefield, the player must throw these into Rooks to score points for his/her team.
Gate Breach
This status is achieved by defeating a member of the opposing team. Only a player with Gate Breach status can throw a Petra into a Rook.

Herald

The acting referee of a Ballista match.

Pursuivant

These assistants of the Herald are dispatched by each nation to watch over their force's camp, as well as offer advice to players.

Camp

Players have the choice to be transported here after being knocked out. Also, a Pursuivant is stationed nearby.

/quarry

The command used to dig for Petras.

/scout

The command used to locate the nearest Rook.

/sprint

The command used to temporarily increase movement speed.

Laissez aller!

Signals the start of the match.

Victoire!

Signals Victory

Echec

Signals Defeat



HELP FOR NEW ADVENTURERS

MENTOR SYSTEM

Need help in getting used to the huge world of Vana'diel? Then perhaps you could try contacting a mentor.

Mentors are experienced adventurers who have registered with the Adventurers' Mutual Aid Network (A.M.A.N.), an organization founded by adventurers and merchants. These mentors help and advise new adventurers as well as any others in need of assistance throughout Vana'diel.

Consulting an experienced mentor can be very helpful when you encounter problems you cannot solve on your own. To search for a mentor, select Mentor Search from the main menu Help Desk option, or use the Search function to find players with mentor icons.

Once you've purchased a FINAL FANTASY XI Content ID and created a character, a system message explaining how to search for a mentor will appear. A "New Adventurer(*)" icon will be displayed beside your character's name.

(*)The New Adventurer icon will be displayed until you have reached level 5 or logged ten hours of play time.

Mentors are neither representatives nor employees of Square Enix, and Square Enix holds no authority or governance over the words or actions of players designated as mentors. As such, we ask that players who seek assistance from mentors interact with them at their own discretion and risk.

