

# RAY レイ ギガント GIGANT™

## INSTRUCTION MANUAL

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# GAME FLOW

RAY GIGANT

The game proceeds according to storylines based on each main character's view point. The game progresses with each clearing of these stories. Level your character to defeat various obstacles in wait. In order to level, you will need to collect Resources found at Megalosites.



## Introduction

A brief intro of your objective is displayed.



## Base

After the introduction, the game will start from here. You can also conduct saves here.



## Megalosite

Explore the Gigant's Megalosite. You can find Resources here.



## Battle

Defeat the various Gigants within the Megalosite. The Gigants may also drop Resources.



## Status

Confirm character stats. You can also use Resources to level your character.



# GAME FLOW

RAY GIGANT

**Achieving  
Your  
Objective**



## Intermission

You can go back into the Megalosite you previously cleared to gain additional Resources. You can also level your character here.

**Next Story**

The game ends if all your characters lose their HP. You will be returned to the title screen.

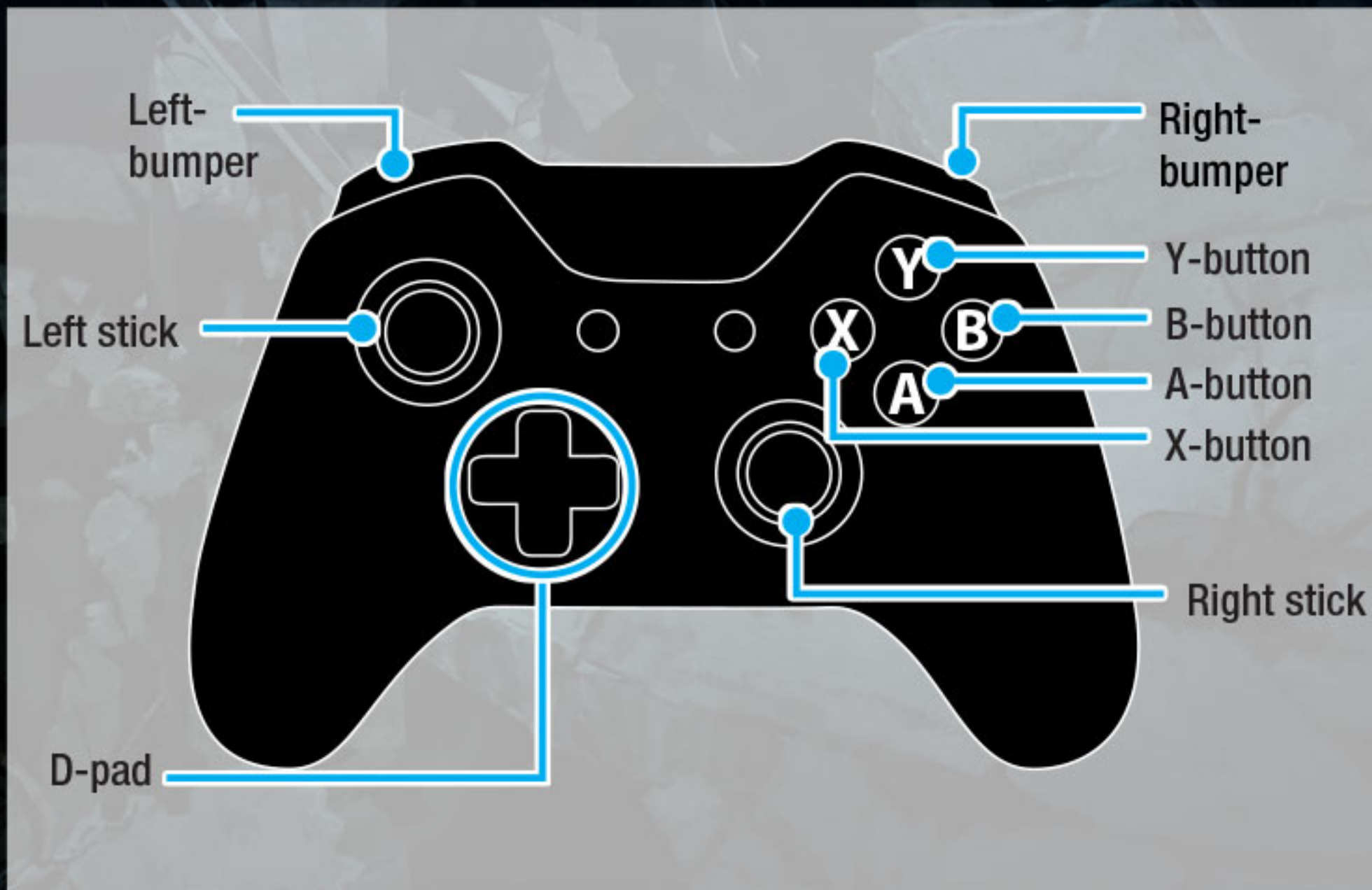




### Help Command

- ◆ **Controls:** Displays the controls specific to the current screen displayed.
- ◆ **Play Manual:** Various game related information can be found here.
- ◆ **Options:** Change various game options.
- ◆ **Return to the Title:** Return to the title screen.

### Default Controller Layout





# DEFAULT CONTROLLER LAYOUT

RAY GIGANT

Controller	Keyboard/Alt	Megalosite	Battle (Strategy Phase)	Battle (3-way Command)	Status
D-pad: Up	w	Movement	—	Action Start	Select Command
D-pad: Down	s		—	Change 3-way Command Set	
D-pad: Left	a		Target Select	Change Characters	
D-pad: Right	d				
Left Stick	down,left,up,right		(Same as the directional buttons)	Target Select	
Right Stick	Num8,5,4,6	Positioned Movement			
A button	k	Search	—	Undo Previous Entry	Decide
B button	l	—	Enter Manual Commands	3-way Command Entry	Cancel
Y button	o	Status Display	Repeat		Change Details
X button	i	Map Screen Display	Escape		Display Options Use Special Resources
Left-bumper	j / Num 7	Left Side Movement	Activate/Deactivate Parasitism		Change Characters
Right-bumper	; / Num 9	Right Side Movement	Activate SBM		
START button	Enter	Help Display			
BACK button	ESC	—	—	—	—

\*Control layout can be changed from the Option screen.



# STARTING THE GAME

RAY GIGANT

## Title Screen



Start the game from LiveArea™ to begin playing.  
You will be taken to the title screen.

Saves can be conducted either at the [Quarter] or through the [Jam Stone] found in the Megalosite.

### ◆ NEW GAME

Start the game from the beginning.

### ◆ LOAD

Load a previous game save.

### ◆ OPTIONS

Change various game options.

### ◆ MOVIE

Play movies you saw during the game.

\*[MOVIE] becomes available with game progression.

## Options

Change various game settings.

SOUND	Setting for music, sound effects, and others.	DEVICE	Select use of either a Keyboard or a Controller.
GAME	Adjust Mini Map/Megalosite controls.	EDIT KEY	Adjust Keyboard controls.
VIDEO	Adjust screen resolution/ Full Screen or Windowed mode.	RESET	Initialize all settings to default values.



Selecting the character will display the status command for that character.



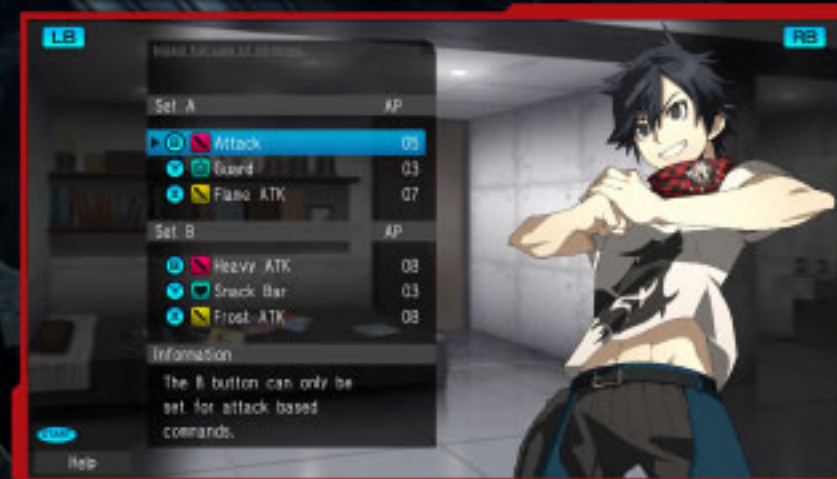
Maximum HP	The character's HP. When it reaches 0, the character will become Critical (P.22).
Weight Change	The character's weight change.
Physical Attack/Defense	Bonuses added to the Physical attack and defense.
Hit/Evade Rate	Bonuses added to the Hit/Evade rate.

## Weight Change Bonuses

The character weight changes based on item use, events, and battle commands. The bonus the character gains depends on their weight. The greater the weight, the stronger the physical attack and defense. The lower the weight, the easier it is to hit and evade enemy attacks.

## Status Commands

### Tactics



You can set the actions to the 3-way Command sets. Set various actions to the B button, Y button, and X button. The actions that can be set depends on the buttons.

Buttons	Command types
B button	Attack skills and spells.
Y button	Defense and healing skill, spells, and items.
X button	No restrictions.

## 3-way Command Sets

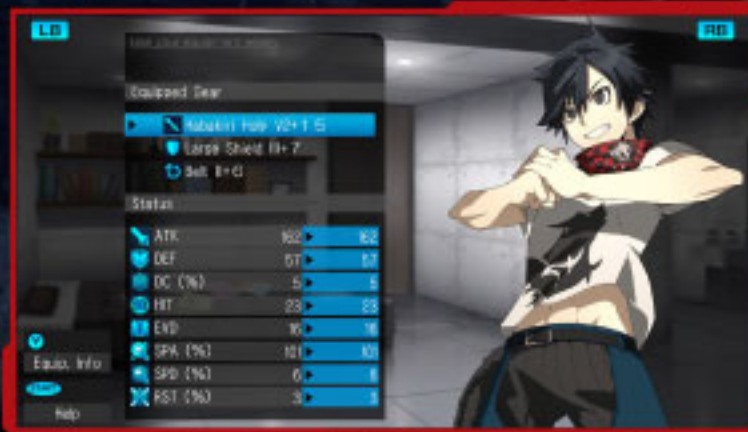
As the game progress, you will be able to access another set to allocate your actions to. You can change between Set A and Set B during battle to expand your battle options.



# STATUS

RAY GIGANT

## ◆ Equip



Equip the character's weapon, shield, and accessory. The numbers to the left represents the character's current stats, and the right shows the new stats with the equipment.

ATK	The higher the value, the greater the attack power.
DEF	The higher the value, the less damage you take from physical attacks.
DC (%)	Additional deductions to the damage taken.
HIT	The higher the value, the greater the odds of hitting the enemy.
EVD	The higher the value, the greater the odds of evading attacks.
SPA	The higher the value, the greater the spell power.
SPD	The higher the value, the less damage you take from spells.
RST	The higher the value, the lower the odds of being affected by anomalies.

Habakiri	
ATK	35
DEF	2
HIT	0
EVD	0
SPA	0%
SPD	0%
RST	0%
RGN	0
AFFINITY	
①	Grd X Aqu O Aer X Und
ELEMENT	
②	Neutral
SPE EFFECT	
③	(NONE)

## Weapon

Shield 1	
DEF	7
DC (%)	0%
HIT	0
EVD	2
SPA	0%
SPD	0%
RST	0%
RGN	4
AFFINITY	
①	Grd O Aqu O Aer O Und
ELEMENT	
②	Neutral
SPE EFFECT	
③	(NONE)

## Shield/Accessory

Press the Y button to display details.

RGN	The value here affects the HP recovered each turn during battle.
① Affinity	The effectiveness of the weapon against Gigant types (P.22).The effectiveness of the weapon against the Gigant type is as follows: [◎] > [○] > [×]
② Element	The elemental attribute of the weapon (P.22).
③ Spc. Effect	Special anomaly effects attributed to the weapon (P.22).

## Weapon and Shield Values

Some weapons and shields come with added values, such as [+10]. The greater the value, the stronger the weapon and shield.



# STATUS

RAY GIGANT

## ◆ Evolve



You can strengthen your character through the Evolve Tree system.

### ① Evolve Tree

### ② Character Level and Characteristics

LV	Level: The greater, the higher the max HP.
PW	Power: The greater, the stronger the physical attack. It also increases max HP and reduces physical attack based damages.
MG	Magic: The greater, the stronger the spell attack. It also reduces spell based damages.
TC	Technique: The greater, the better the hit and evade rate. It also affects your battle order and makes it easier to find hidden doors.

### ③ Resource Types

MATERIA	Materia: Used to unlock and level Item Tree Boxes.
FORCE	Force: Used to unlock Command Tree Boxes.
SEED	Seed: Used to unlock and level Physical Tree Boxes.
BREED	Breed: Used to gain weapons, shields, and items from the Item Tree Boxes.
ALTER	Alter: Used to relearn skills and spells.
REVERSE	Reverse: Used to reallocate characteristic values.

You can also press the Y button to see Resource explanations.



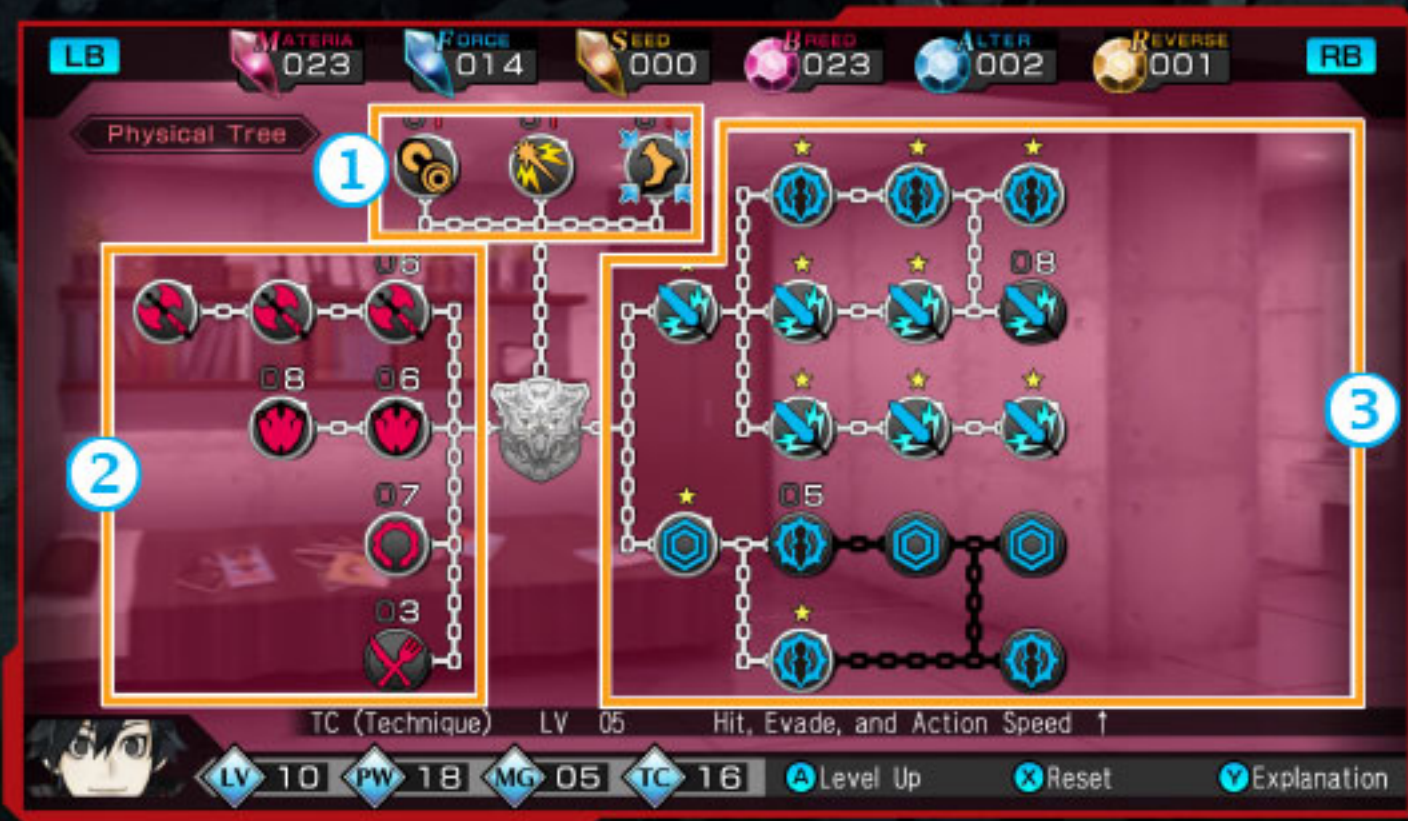
# CHARACTER LEVELING

RAY GIGANT

The character becomes stronger through strengthening of their characteristics, gaining stronger weapons and shields, and learning skills. These are done through the Evolve Tree system.

## Evolve Tree

The Evolve Tree system is comprised of 3 Tree types - Physical Tree, Item Tree, and the Command Tree. Each Tree contains multiple Boxes, and each are chained to each other. Use your Resources to learn and level these Boxes.



① Physical Tree    ② Item Tree    ③ Command Tree



④ Box (White borders: Learned / Grey borders: Not Learned)

⑤ Resources needed to learn the Box content (White numbers: Can Learn / Red numbers: Can't Learn)

⑥ Chain (you can only learn Boxes connected with the white chain)

## Physical Tree

By leveling the Boxes, you strengthen your characteristics, and raise the character level. You will need Seeds in order to access these Boxes.

	PW Box	Gain 1 PW for each level.
	MG Box	Gain 1 MG for each level.
	TC Box	Gain 1 TC for each level.

### Reallocation of Characteristic Values

You will need special Resources called "Reverse" to reallocate your values. Select the Physical Tree Box you want to reallocate, and press the X button.







# CHARACTER LEVELING

RAY GIGANT

## Item Tree

By unlocking Item Tree Boxes, you will gain access to weapons, shields, and items. You can level the Boxes once they are unlocked. Leveling will increase the odds of gaining stronger weapons, shields, and items. You will need Materias to unlock and level Item Tree Boxes.





	Weapon Box	Unlocking these Boxes will allow access to weapons. The greater the level, the better the odds of gaining stronger weapons.
	Shield Box	Unlocking these Boxes will allow access to shields. The greater the level, the better the odds of gaining stronger shields.
	Accessory Box	Unlocking these Boxes will allow access to accessories. The greater the level, the better the odds of gaining better accessories.
	Item Box	Unlocking these Boxes will allow access to items. The greater the level, the better the odds of gaining better items.

### Gaining Weapons, Shields, and Items

You will need Breeds in order to gain weapons, shields, and items. Press the X button on unlocked Boxes to use your Breeds. The values of weapons, shields, and items you gain will differ with each use of your Breed.

## Command Tree

By unlocking Command Tree Boxes, you will learn skills and spells. You will need Forces to unlock Command Tree Boxes. Unlike the Item Tree, Boxes can't be leveled.

	Attack Box	Learn these Boxes to gain attack based skills and spells. These can be set through [Tactics] for use in battle.
	Defense Box	Learn these Boxes to gain defense based skills and spells. These can be set through [Tactics] for use in battle.
	Heal Box	Learn these Boxes to gain healing skills and spells. These can be set through [Tactics] for use in battle.
	Passive Box	Learning these Boxes will put the specified effects active at all times. Unlike others, these do not need to be preset through [Tactics].

### Relearning Skills and Spells

You can use special Resources called "Alter" to relearn skills and spells. Note that this does not affect skills or spells you began with. Press the X button on unlocked Command Tree Boxes.

Each Tree has a limit to where it can level to, and this limit is progressively raised depending on the game progress. Note that when the main character changes, the Resources from the previous character does not carry over. When that main character appears again, the Resources can be accessed again.



# FACILITIES

RAY GIGANT

## Base

The screen where you base yourself from that changes depending on story progression. Press the Y button to view character status.



### ◆ Classroom

Various events occur here.

### ◆ Quarter

Conduct game saves and loads.

### ◆ Roof

Access the Megalosite from here.

Depending on the base, the name of the locations within may change. Note that, depending on game progress, new locations may become accessible.

## Intermission

The screen you enter after the end of each story progress.



### ◆ Training Deployment

Reenter the Megalosite.  
The Megalosite you can enter depends on story progress.

Use Training Deployment to gain Resources to strengthen your characters.

### ◆ Next Story

Proceed to the next story.

### ◆ Save

Save the game data.

### ◆ Load

Load game data.



# MEGALOSITE

RAY GIGANT



① HP	The character's HP.
② AP (Action Points)	Points used during battle (P.20).
③ SP (Slash Points)	Points needed to activate SBM in battle (P.24).
④ Mini Map	Displays the area map with your current location.

## Megalosite Features

### Map Chips

These are mini map and map screen icons representing tiles found within the Megalosite.

	Exit
	Up
	Down
	Portal
	Shift Zone
	Roll Zone
	AP Damage
	Pit

	Normal Encounter
	Light Encounter
	Heavy Encounter
	Deadly Encounter
	Resource
	Controlled Door
	Jam Stone



# MEGALOSITE

RAY GIGANT

## Dungeon Icons

These are symbols representing tiles found within the Megalosite.

	Exit: Escape from the Megalosite.
	Up: Move up one floor.
	Down: Move down one floor.
	Portal: Move to a different location.
	Event: An event will occur.
	Resource: Find Resources.

	Gimmick: Used to open controlled doors.
	Normal Encounter: Normal enemy battles.
	Light Encounter: Light enemy battles (1/2 AP use).
	Heavy Encounter: Heavy enemy battles (double AP use).
	Deadly Encounter: Boss-class battles.
	Jam Stone: Gain full view of the map, conduct saves, and more.

## Enemy Symbol Types

There are 4 different enemy symbols - Normal, Light, Heavy, and Deadly. Certain enemy symbols will affect the use and recovery of AP (P.20).

Symbol Types	Battle Effects
Normal	Normal battle. No AP effects (P.20).
Light	AP costs only 1/2 during the battle.
Heavy	AP costs double during the battle.
Deadly	The amount of AP recovered from enemy actions is increased.

You will find Normal, Light, and Heavy enemy symbols throughout the Megalosite. Be very careful what path and what enemy to face based on these symbols.

## Megalosite Gimmicks

Various gimmicks can be found on the floor and on walls in the Megalosite.

Floor	Shift Zone	Forced movement based on the direction displayed on the map chip.
	Roll Zone	Forced change in direction.
	Warp Zone	Warp to another location.
	AP Damage	Damage to AP.
	Pit	Drop to the lower floor of the same coordinates.
Wall	Controlled Door	These doors are locked. Find the gimmick or event to open these doors.
	Hidden Door	These doors are hidden from view. Press the A button facing the wall to find hidden doors.

## Jam Stone

Some Megalosites will have a Jam Stone. The following can be done through a Jam Stone.

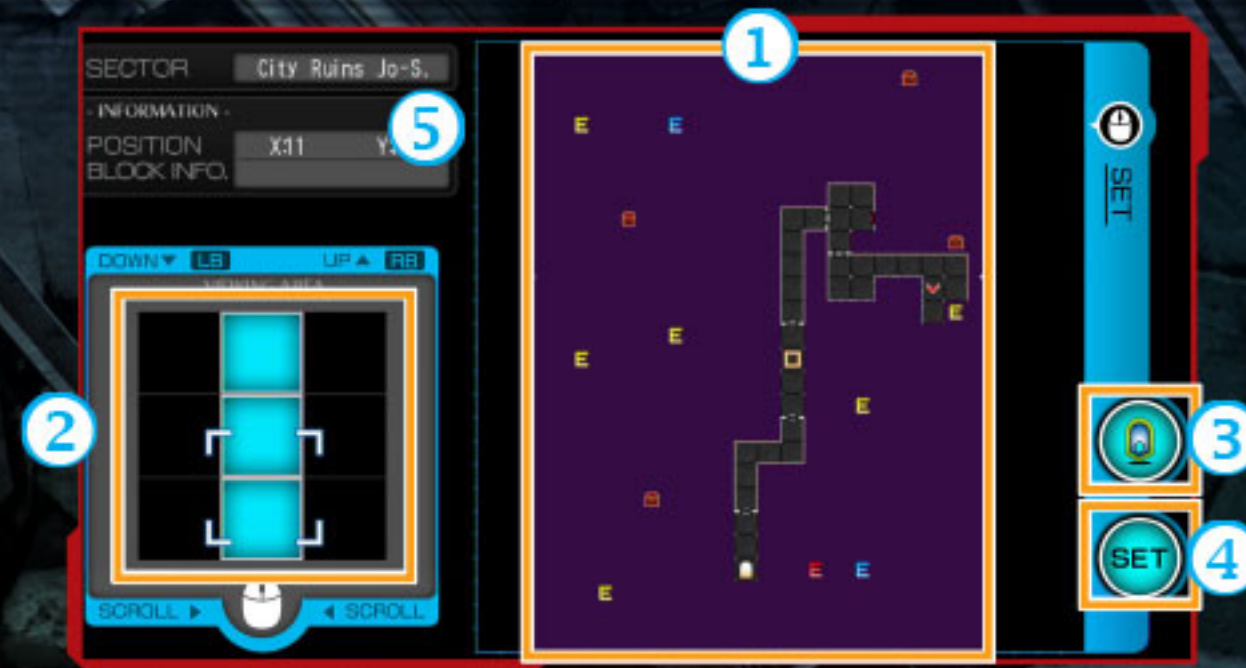
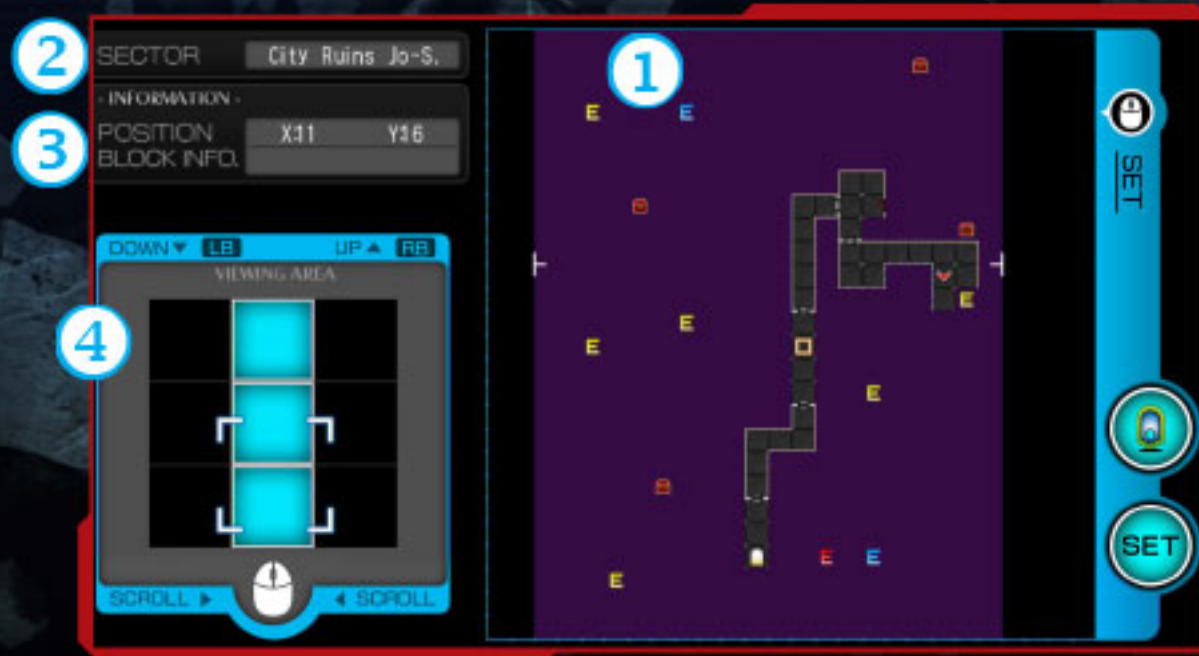
- The Megalosite map is made fully clear.
- Revive defeated enemies (excluding event based enemies).
- Save the game progress.
- Character recovery from Critical (P.22).



## Map Screen

### Mouse Functions

The map screen can be navigated using the mouse.



① Map	Megalosite map.
② Sector Name	Sector name of the Megalosite.
③ Position/Block Information	Position and Block information that the cursor is on.
④ Sector Map	Structural display of the Sector.

Sectors are units used to count the tiles you move on, and a 20 x 20 Block is considered 1 Sector.

① Map	Click	Move the cursor.
	Hold Left Click	Follow the cursor.
② Sector Map	Click / Hold Left Click	Move the map display.
③ Return Button	Click	Return to your base.
④ SET Button/ GO Button	Click	Set the route for the Auto Move feature.
⑤ Other areas on the screen	Hold Left Click	Move the map display.

\*If an error message occurs with the auto movement, click anywhere on the map to close the message.



## Returning to Base

Touch the A button or press the BACK button to return to your base. Note that you may not have the option of returning to base depending on story progress.

## Auto Move

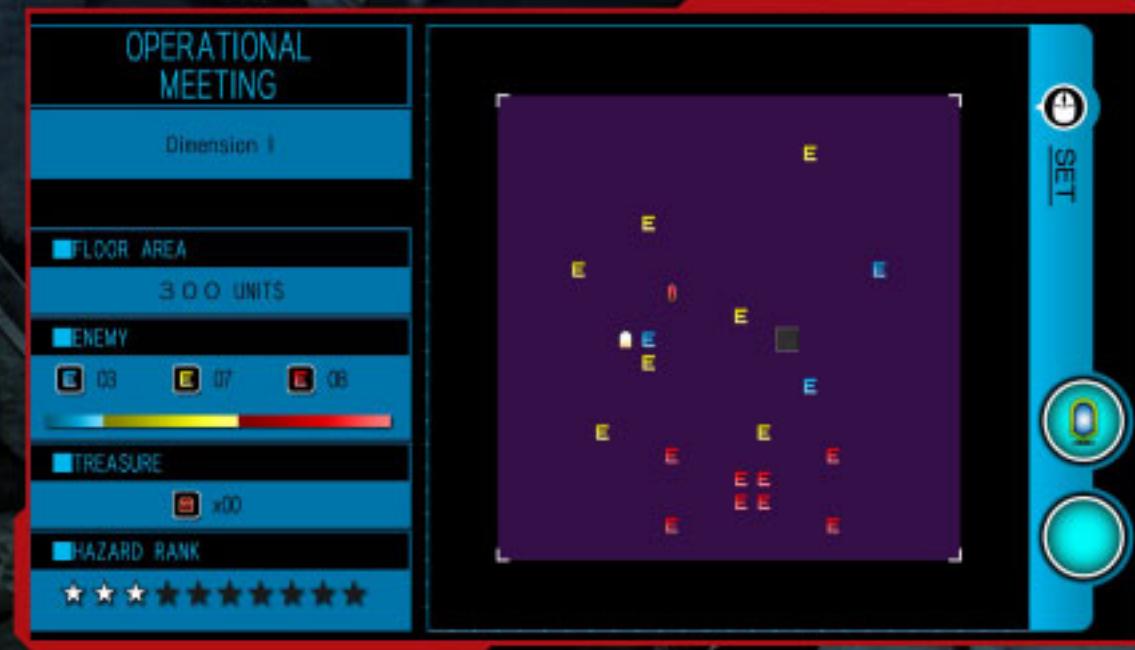
You can use Auto Move to move automatically to anywhere you've been to already. Auto Move is performed as below:

- ① Use the controller, keyboard, or mouse to move the cursor to the destination.
- ▼
- ② Use the A button (or corresponding keyboard key) or click the SET button or click the destination again to display the route to your destination.
- ▼
- ③ Select "YES" or click the GO button to move to the destination.

\*Auto Move is unavailable if you select a destination that is unreachable.

\*Pressing any button during Auto Move will cancel the action.

## Operational Meeting



An operational meeting is held when you arrive at the Megalosite the first time. During the meeting, you will gain information on Gigants, Resource locations, and more, so use this to your advantage in exploring the Megalosite.



# BATTLE

RAY GIGANT

Win battles by defeating all your enemies. If all your party member's HP reaches 0, the game ends.

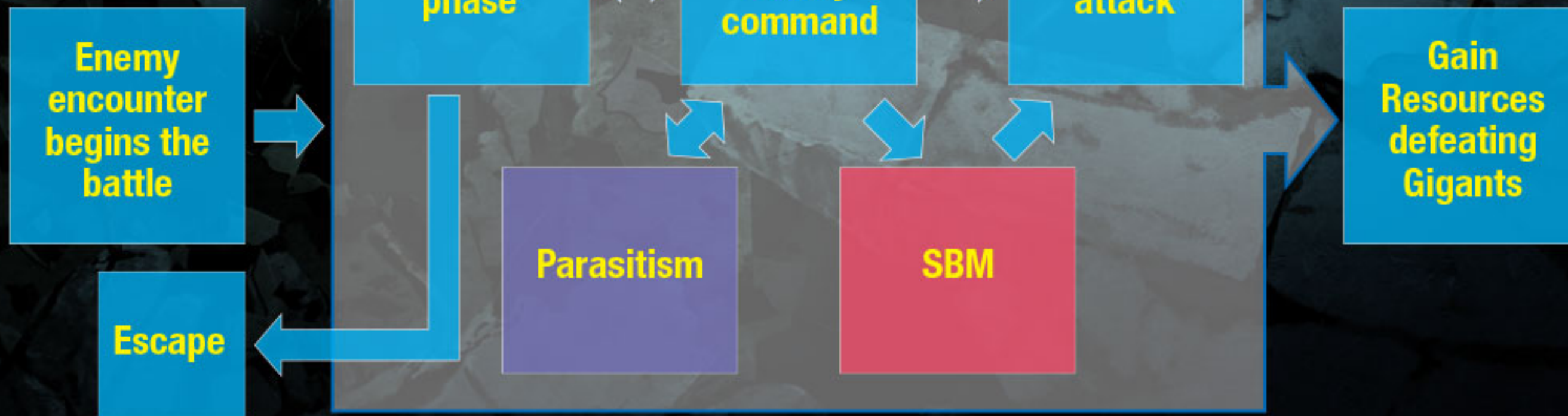
\*Some battles may prematurely end, such as event battles.



## Battle Flow

The battles are turn based.

### Turn Actions





## Strategy Phase

During the strategy phase, you conduct various actions before starting the battle.



① HP	The character HP.
② Strategy Menu	The commands you can choose during the strategy phase.
③ AP	The points used when selecting battle actions (P.20).
④ SP	The points needed to activate SBM during battle (P.24).
⑤ Targets	Use the left or right directional buttons to choose your target. The gauge under the enemies represent their HP.
⑥ Enemy Information	Shows the targeted Gigant's name, type, and element.
⑦ DRIVE	Shows the rate of Parasitism. At 100%, you are forced into Parasitism.

\*Details to certain Gigants may not be accessible.

### ◆ Manual

Transition to the 3-way command phase (P.20).

### ◆ Repeat

The same actions will be taken from the previous turn. Note that this can't be selected if no previous commands were entered, or if you do not have enough AP or HP. Characters who can't move will have their actions skipped.

### ◆ Escape

Selecting this option will deplete all AP, but the escape will always succeed. Note that this option is not available for all battles.

### Target

During the strategy phase, you will need to select the enemy you want to focus your attacks on. The targeted enemy's information is displayed on the bottom of the screen.



## 3-way Command

Use the 3-way command to select the actions the characters will take during battle. Each character can conduct up to 5 actions in any given turn. Note that the actions are limited to the amount of AP your party has available.



① 3-way Command

② Reserved Actions

### ◆ 3-way Command Sets

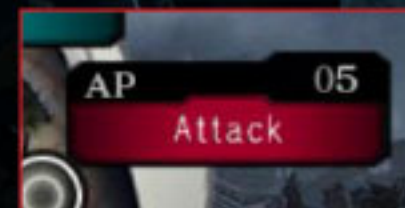
The actions you set to the 3-way command is displayed. By changing your set, you can have up to 6 different actions available. Note that you will only have 1 set available at the beginning of the game.

## AP

The maximum AP (Action Points) is 100. AP is used through the actions selected. The amount used can be confirmed through the 3-way command set.



Total AP available



AP needed for the action

### ● AP fluctuates based on the following:

Actions	Increase/Decrease	Amount
Command	Increase/Decrease	Depends on the action taken.
Escape	Decrease	All AP depleted.
Enemy action	Increase	Depends on the enemy action.
AP Damage tiles	Decrease	Depends on the Megalosite.
Battle victory	Increase	Depends on how quick you defeat the enemies.



# BATTLE

## RAY GIGANT

### Reserved Actions

The actions entered are recorded at the top of the screen as icons.

● The icon colors correspond to the 3-way command buttons.

Icons	Color	Buttons/Keys
	Red	B button/ l key
	Blue	Y button/ o key
	Yellow	X button/ i key



● The icon shape correspond to the type of commands.

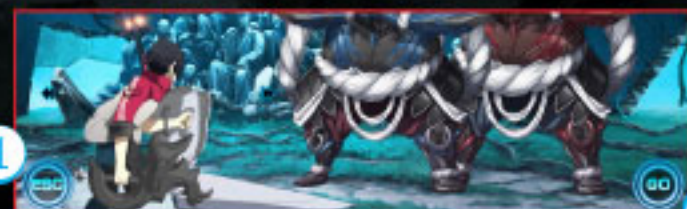
Icons	Legend	Type
	Sword	Attack
	Shield	Defense
	Heart	Heal

### Start the Battle

After you enter your actions, either click the GO button, or press up on the directional buttons to start the battle.

### Mouse Functions

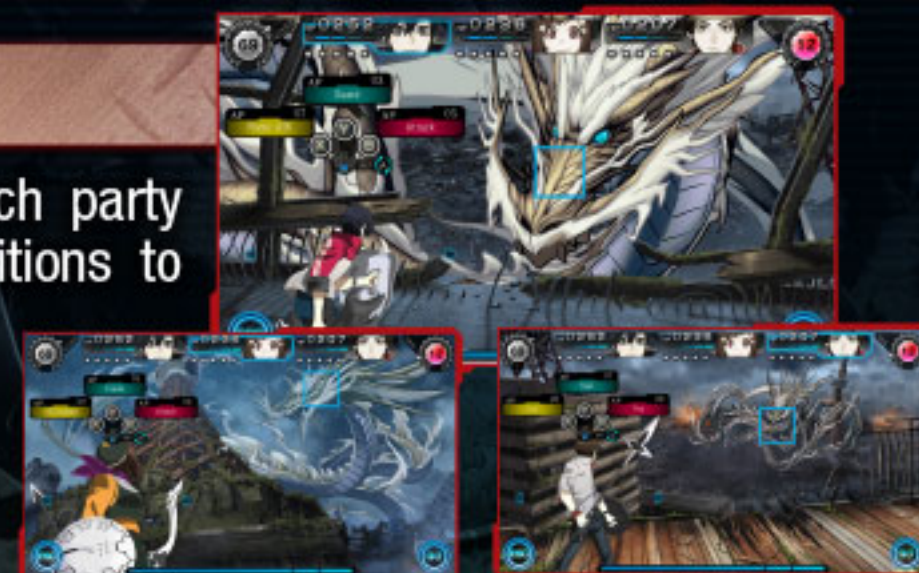
The 3-way command screen can be navigated using a mouse.



① ESC button	Click	Escape
② GO button	Click	Start the battle

### 3-way Battle

When fighting giant bosses, each party member will take different positions to fight the boss. Note that the actual battle will conduct similar to any normal battle.



### Parasitism

As each turn passes in battle, the Parasitism rate increases. Once it reaches 100%, the character enters Parasitism. During Parasitism, no anomalies can be inflicted (P.22), but when selecting your actions, instead of using AP, you will use your HP. The Parasitism rate carries over to the next battle.

Parasitism will occur after progressing a certain way through the game story. Note that, depending on story progress, you will also gain the ability to enter Parasitism at will.

### Exiting Parasitism

Press the Left-bumper to exit Parasitism. Exiting will cost SP. You will also exit Parasitism when the battle ends, or after using SBM. Once you exit, the Parasitism rate goes back to 0%.



# BATTLE

RAY GIGANT

## Gigant Types

There are 4 types of Gigants. Depending on their types, effective means of attack differs.

Types	Effective Means of Attack
Ground	Sword, Axe, Hammer, Skills, Spells
Aerial	Bow, Bowgun, Boomerang, Skills, Spells
Aquatic	Master Sword, Skills, Spells
Undead	Spirit Sword, Spirit Bow, Skills, Spells

## Status Anomalies

Certain attacks can inflict status anomalies.

Name	Effect	Auto Recovery During Battle
Poison	Damage taken at the end of the turn.	No auto recovery (excludes Gigants).
Sleep	Unable to move with a reduction in evade rate and defense.	Recover after set amount of turns.
Stun	Unable to move with a large reduction in evade rate and defense.	Recover after set amount of turns.
Critical	HP is 0, and unable to take any actions.	No auto recovery.

\*Sleep and Stun both do not occur at the same time.

You can recover from Poison or Sleep using items and spells. You will recover from your status anomaly after battle (excluding Critical). To recover from Critical, you will need to either escape from the Megalosite, or touch a Jam Stone.

## Element

The actions you take and Gigants have 4 different elements which affect the damage done during battle.

**Neutral**

Weak against all elements.

**Flame**

Strong against Neutral, and weak against Ice.

**Flame**

**Neutral**

**Ice**

**Lightning**

Strong against Neutral, and Ice.

**Lightning**

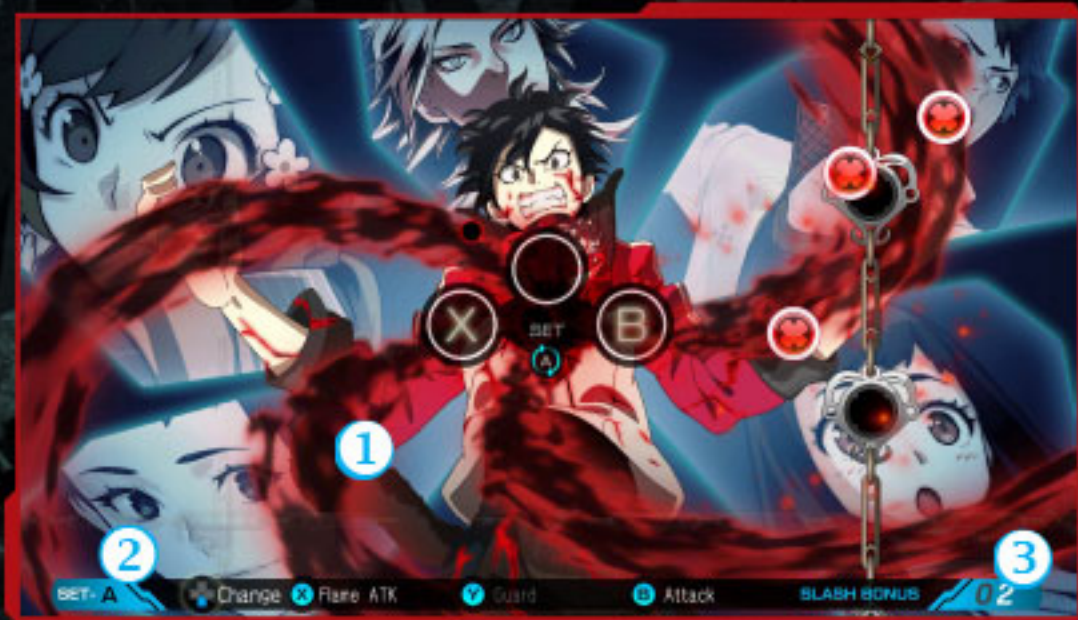
**Ice**

Strong against Neutral and Fire, and weak against Lightning



### What is SBM?

SBM (Slash Beat Mode) is a powerful move that can be unleashed during battle using SP (Slash Points). You enter your actions set to your 3-way command in rhythm to the BGM and on-screen effects. After SBM is complete, all the actions you entered are unleashed for a powerful blow.



① Hit Circle    ② Action    ③ Slash Bonus

### Timing

When the circles overlap the Hit Circle, click on the action command. The closer your timing, the better. The timing for each action is rated, and depending on the rating, the effects change.

Rating	Timing	Effect
SLASH BEAT	Success	The action entered will occur twice at the end of SBM.
		The action entered will occur once at the end of SBM.
POOR	Fail	The action entered will occur once at the end of SBM, and SP goes down.
MISS		The action will not occur, and SP goes down greatly.

### Actions Useable

The actions you use is limited to what you have set to your 3-way command Set A and Set B. Note that inactive actions, such as Guard, can't be entered.



# SMB (Slash Beat Mode)

RAY GIGANT

## Slash Bonus

The Slash Bonus value fluctuates during SBM. The better the timing of entry of the actions, the more you gain. At the end of SBM, this bonus value is added to the SP.

Create combos by chaining entries which rate BEAT or above. Depending on your combo, the Slash Bonus increases.

## Activating SBM

Press the Right-bumper to activate SBM. You must have at least 50 SP to activate.



## SP (Slash Points)

SP are points which fluctuate between 0 to 100 and is used during SBM. Whatever SP you have remaining at the end of battle is carried over into the next battle. You gain SP after each win in battle. Note that you can gain SP by attacking particular Gigants as well.

## SBM Types

The SBM type that activates differs depending on the timing you activate SBM.

### Full Slash

When you have 100 SP, you can opt to use Full Slash. You will deplete all 100 SP to activate Full Slash. The SBM lasts longer, thus allowing greater chances to enter your action commands, leading to greater damage.

### Short Slash

If you have 50 to 99 SP, you will enter Short Slash. Short Slash uses 50 SP and lasts about half as long a Full Slash.

\*Note that if you have 100 SP, you can select whether you want to activate Full Slash or Short Slash.

SBM may activate depending on events as well.