Basic commands

On-screen display

Interactions

Objects or individuals that you can interact with in the game world are highlighted by a rotating circle, accompanied by a short text description—usually “Talk” for a person you can interact with, or “Examine” for a mechanism or object.

Mini-map

This display offers information on the terrain in your immediate vicinity, including topographical data, waypoints, NPCs (Non-Player Characters), and assorted points of interest. The mini-map always points north by default, though this can be adjusted in the Settings menu; the arrow representing the character under your control always corresponds to the direction they are facing.

Battle menu

Provides access to commands used during combat. This disappears while your instructions are implemented.

ATB gauge

The ATB (Active Time Battle) gauge fills gradually during combat. Once it is full, and your instructions chosen and confirmed, each action that appears above the gauge will be performed by the character under your direct control.

Help display

Offers information on highlighted menu options.

Party HP gauges & roles

These bars illustrate the current health (“hit points”, or HP) of each party member; the current “role” of each individual appears above their gauge.

Enemy HP gauge

This bar illustrates the current health of an opponent.

Chain gauge

This gauge is filled by launching successive assaults on an opponent. Once it has been filled, an enemy enters “Staggered” status, which can lead to increased damage, new weaknesses and behavioral changes. The red marker shows your actual position on the gauge, while the orange bar is a timer. If the orange bar reaches the far left of the display before you or your allies land another attack, both the Chain Gauge and related Chain Bonus are reset.

Chain bonus

Shows the current multiplier for damage inflicted on a targeted enemy. 100% is the default amount, though this increases as the Chain Gauge is filled through successive attacks.

Stagger threshold

Indicates the Chain Bonus level where an enemy will enter the Staggered state.