LOST REAVERS

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Support Information

Important Information

Please read this manual carefully before using this software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please read the content of the ⚠ Health and Safety Information application on the Wii U[™] Menu. It contains important information that will help you enjoy this software.

Parental Controls

You can restrict use of the following features by selecting 達 (Parental Controls) from the Wii U Menu. Item Content Online Restricts online features and Interaction in exchange of content through games. Games Wii U Restricts the use of credit cards and Shopping the purchase of software through services, such as Nintendo eShop. Services

You can purchase additional downloadable content (DLC) if you have an Internet connection.

How to Purchase DLC

Purchasing from the Terminal Start by going to "Shop" > "Item Vendor 32"."

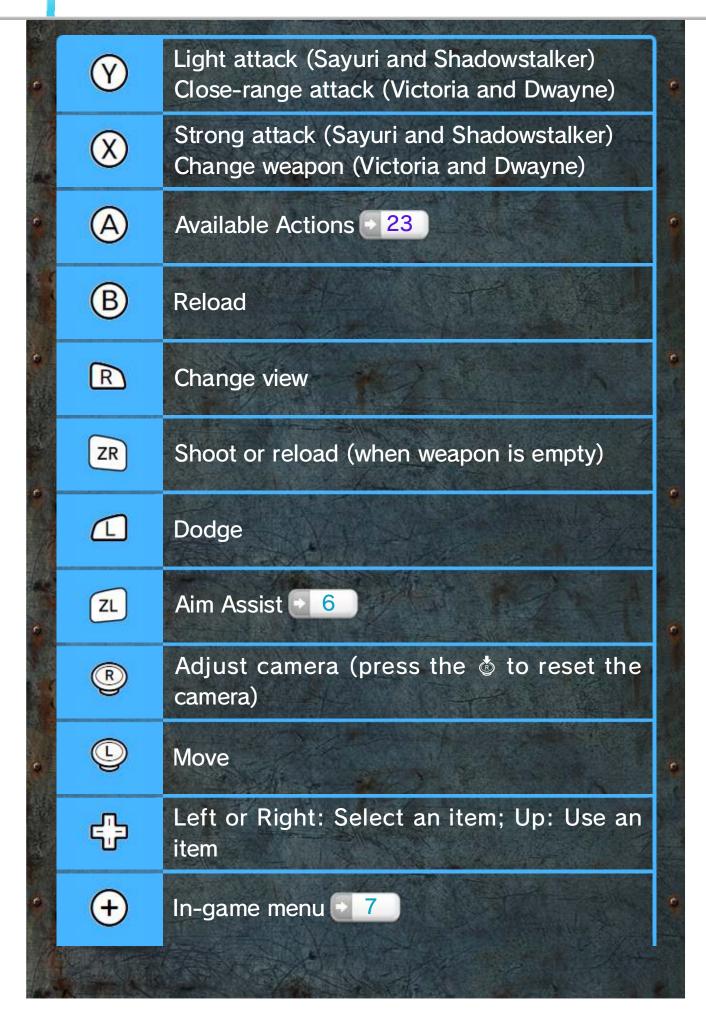
Language - 3-in-1

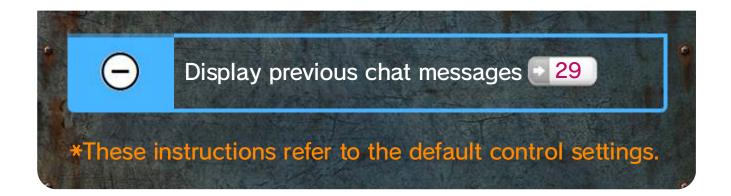
Language Selection

This title supports three different languages: English, French, and Spanish.

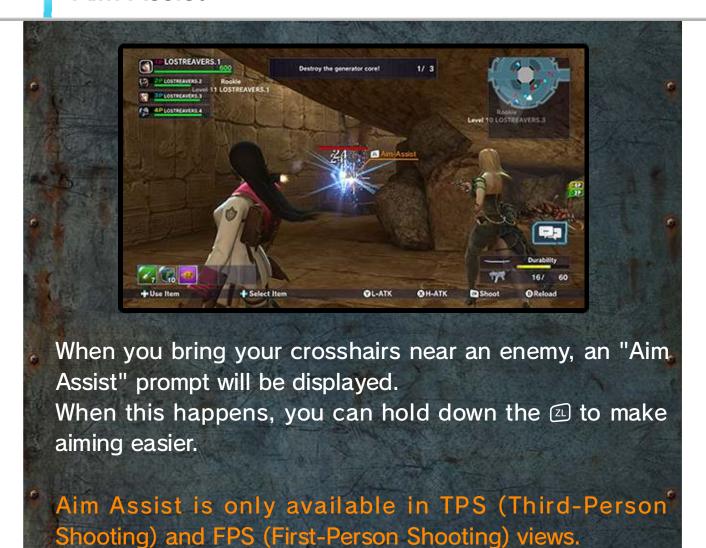
The in-game language depends on the one that is set on the system. You can change the system language in System Settings (2).

Basic Controls





Aim Assist



In-game menu



During a mission, you can press the \oplus to display the ingame menu.

Control Configuration

You can choose your preferred control scheme.

Camera Settings

You can modify the camera settings.

Retire

Abandons the current mission, returning you to the main menu.

If the player who created the current room retires, the other party members will be automatically dismissed.

Close

Closes the in-game menu and returns you to the

mission.

The year is 2075. All Earth's energy resources have been exhausted.

Humanity pooled its collective knowledge in search of a new source of energy, and to escape from the precipice of destruction.

Eventually, humanity found what they had sought - a colossal energy source known as "Relics." However, so dangerous were the Relics to living organisms,

that no human could even approach them.

The Relics themselves were not inexhaustible, and proved no solution to the world's energy crisis.

But one last hope for humanity still remained.

There were some who possessed the exceptional ability to locate Relics, and even handle them without suffering any ill effects.

With their cooperation, scientific analyses determined that great numbers of Relics had existed throughout history.

The energy from Relics facilitated the development of a space-time teleportation system,

and plans were soon drafted to gather more Relics by traveling back in time.

World leaders established Pleiades, an organization devoted to ensuring the safe retrieval of Relics from the past.

Pleiades agents scoured the ages and learned that some people in every era were immune to Relics.

Pleiades subsequently recruited them to the Relic Retrieval Division, not once questioning their background.

They accepted the conditions proposed by Pleiades and set forth towards their ever-fading future.

They are known as the Lost Reavers.
They are humanity's only hope.

Sayuri



Weapons

Katana / Submachine Guns

Specialties

A hybrid character capable of both close-combat and long-ranged fighting. Supports a varied play style, with even more options opening up as she learns new skills.

Camera Modes

TPA (Third-Person Action) / TPS (Third-Person Shooting)

Dwayne



Weapons

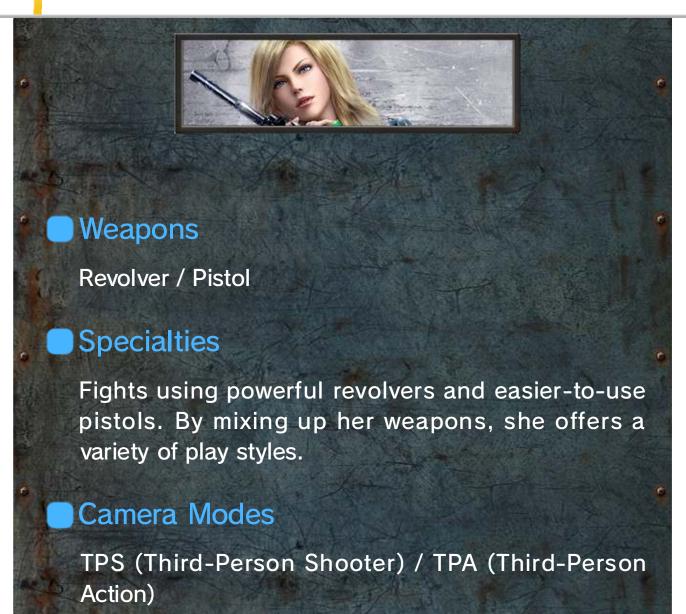
Handgun / Assault Rifle / Shotgun / Submachine Gun / Bazooka

Specialties

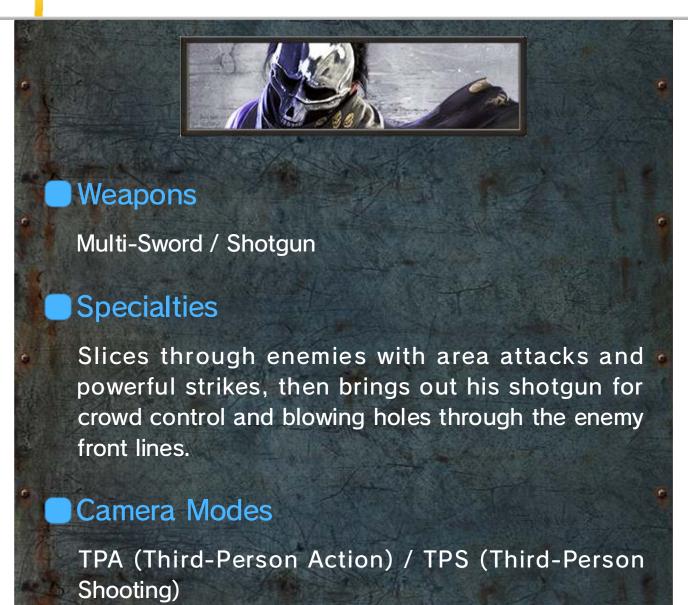
Can carry many weapons, switching between them to fit the situation. Fights from long range to stop trouble before it starts.

Camera Modes

FPS (First-Person Shooting) / TPS (Third-Person Shooting)



Shadowstalker







Party Status

Displays the status (current HP and more) of all party members, including the player.

Inventory

Displays equipped items. - 36

Titles, Level, User Name

Displays your title 38, current level, and Nintendo Network ID.

Map

Displays map data.

Touch this section on the Wii U GamePad to expand the map view.

5 Chat Phrases

Touch this section on the Wii U GamePad to display the chat phrases. 29

6 Weapon Information

Displays information on the weapons you are currently holding..

This includes the durability of close-combat weapons and total bullets for long-ranged weapons. The information displayed will be different depending on your character.

The goal of Lost Reavers is to return home with the Relic.

The following information will help you on your way.

Advance Together!

You will be attacked by enemies too strong to handle by yourself.

Stick together and advance as a team of four.

Team Up to Remove Obstacles!

All kinds of obstacles 23 stand between you and your goal.

Be sure your team covers whoever is removing an obstacle!

Grab the Relic!

Locate the hidden Relic!

Some missions will require finding more than one Relic.

Bring the Relic Home Together!

The person carrying the Relic is defenseless, so cooperation is crucial.

A countdown will begin once your whole team has assembled at the transfer point - 25 with the Relic

in hand.
Your mission is complete as soon as everyone has escaped safely!

15 Relics





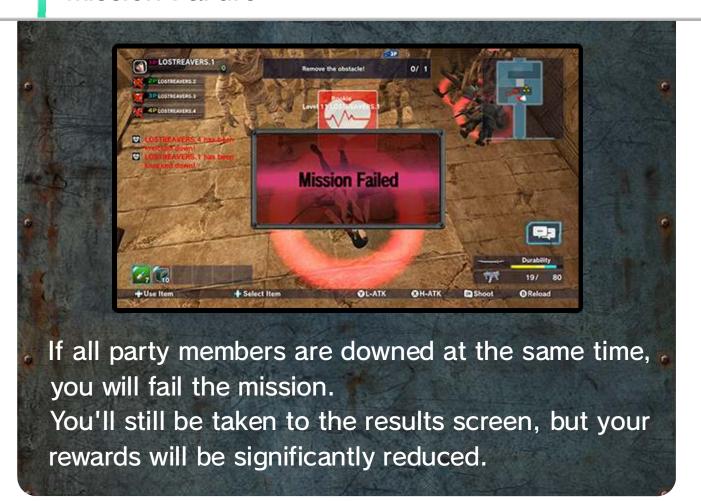


When your party members are downed in combat, interact with their red target circle 23 to revive them.

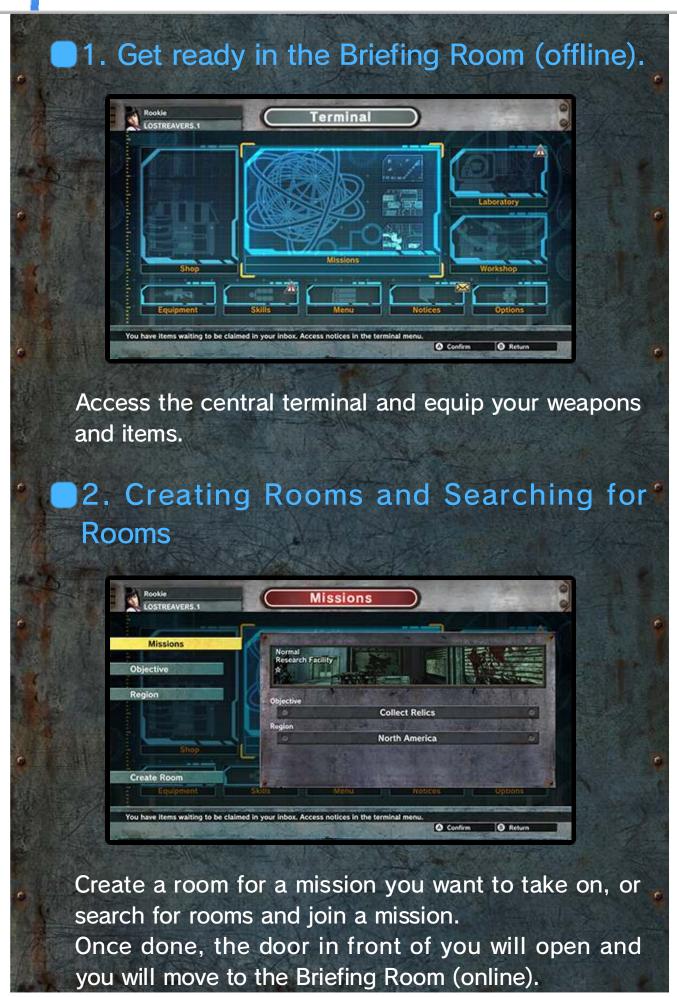
The more times an ally is downed, the longer it takes to revive them.

Rescuing takes less time when multiple players target the same downed party member simultaneously.

Mission Failure



Starting a Game



*You may not be able to create or search for high-difficulty rooms if you are too low level.

3. Moving to the Transfer Point



When everyone's ready and the party members are together, go to the transfer point and press (A).

The mission will begin when everyone has pressed (A).

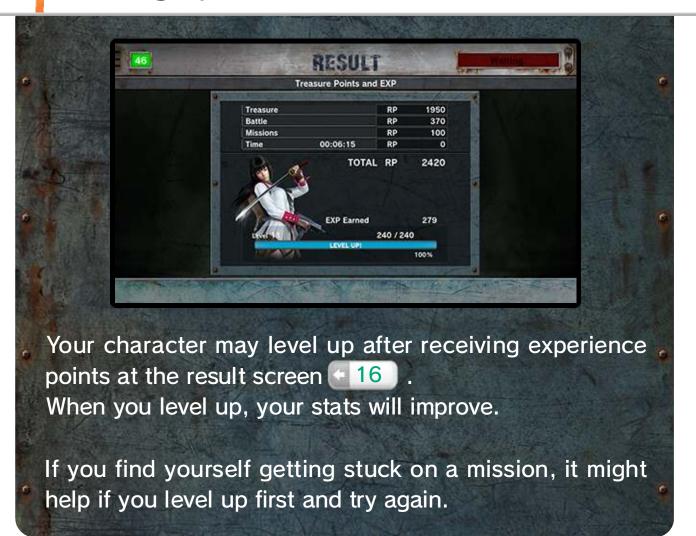
You can play on your own, but it's much more fun to play with a full party of 4.

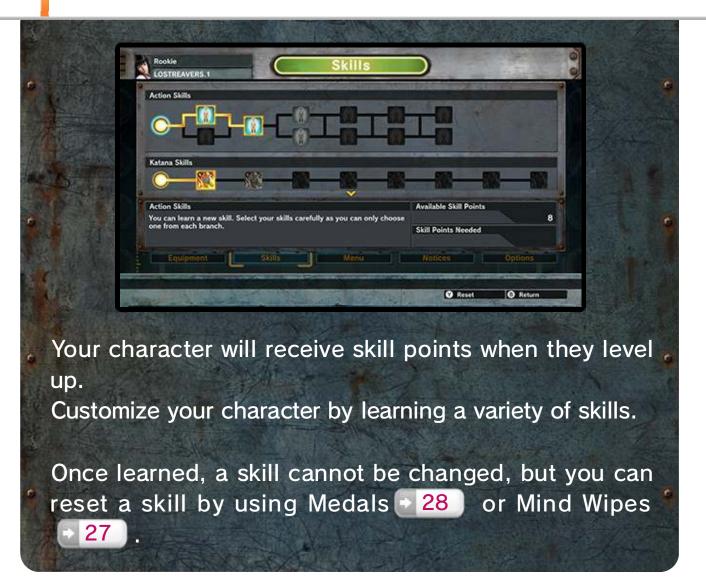
Ending a Game

Save Data

In LOST REAVERS, there is no need to manually save your game.

Your progress will be saved automatically.







Many kinds of obstacles are there to block your progress, including some that require picking a lock and some that require deciphering a code.

Interact with an obstacle by standing in the green target circle and holding down (A).

The action will be interrupted if you release (a) or if an enemy attacks you.

Interacting with an obstacle for a set period of time will remove it.

This time can be shortened if you use removal tools



In order to progress beyond a meeting point (designated by a green square), all party members must be standing inside it.

Some meeting points may also require someone to be carrying the Relic (or Relics).

If you ever find yourself unable to progress, check the icon in the center of your screen to see what you need to do.

A powerful enemy is hiding in the red meeting point. Think carefully about your party's strength and proceed with caution.



Once all the members in the party stands on the Transfer Device in the Briefing Room • 31 and press (A), the party will embark on a mission.

During the mission, the Transportation Device will activate automatically as soon as the Relic or multiple Relics are carried onto the device. Once all the players stands on the device, a five second countdown will begin. The mission will then end and a Result Screen will follow.

*You can bring more than one Relic into the transport zone at once.

Weapon Types

There are two main types of weapons: close-combat weapons and long-ranged weapons, each with many varieties. Different characters are able to equip different weapons.

Limits

There is a durability limit for each close-combat weapons. The durability gauge decreases as the player performs a successful hit and the weapon damage wears down as the durability gauge decreases to a lower value. The durability gauge can be replenished by using the Ammo Box. • 27

Long-ranged weapons comes with a fixed amount of Ammo Load and Ammo Reserve. The Ammo Box can be used during the mission to replenish your Ammo Reserve.

All of the above resources will be fully replenished at the start of each mission.

Cost

Each weapon has a fixed cost. When choosing which weapons to equip, you must keep the combined value of your weapons within your character's maximum cost. This limit will increase as your character levels up.

Health Elixir



Use to restore your health. Repeated use will increase their effect and also heal nearby party members.

Energy Elixirs



These elixirs will boost your max health, attack power, and obstacle removal speed. The effect lasts until you reach the results

*Can be stacked up to 4 times.

Power Booster



These elixirs will temporarily raise your attack power.

*Can be stacked up to 4 times.

Card Keys



A keycard will instantly remove one obstacle from in front of a room containing a Relic.

Analysis Chips



Use Analysis Chips in the Laboratory to obtain weapons.

Ammo Boxes



An ammo box will supply you with more ammo. When you pick up the ammo, your weapons' ammo reserves • 26 will be replenished. Can also be used on your party members.

Removal Tools



Equip removal tools in order to remove obstacles 23.

Mind Wipes



Use a Mind Wipe to reset a skill • 22 your character has learned.

Medals



The Medals can be obtained during the mission or as a mission completion reward which will be displayed in the Result Screen.

Turn them in at the Medal Exchange 32 to obtain various items to help in your missions.



Touching the chat icon above the weapon info in the bottom right of the screen will bring up the chat phrase screen.

Touch any phrase to send it as a message.

*Touch the scroll button in the top right to display a second page of phrases.

Go to "Options 40" > "Simple Chat Settings" to change the order in which the phrases appear.

*There are different phrases for use in the Briefing Room and on missions.

Briefing Room (offline)

Terminal

Accessing the central terminal with the (A) button will bring up the Terminal Menu.

Selecting a Character

From the Terminal Menu, go to "Missions" > "Select Character" to choose a different character.

Going Online

From the Terminal Menu, selecting "Missions" > "Create Room" or "Search Rooms" will take you to the Briefing Room (online).

Briefing Room (online)

Creating a Room Online

You can change missions or disband a room by going to "Missions" from the Terminal Menu.

Searching Rooms Online

You can view missions or leave a room by going to "Missions" from the Terminal Menu.

Viewing Party Member Info

Simply approach a party member and press (A) to check their items and equipped weapons.

Preparations Complete

When your preparations are complete, go to the transfer point • 25 and press the (A) button. Once all players have confirmed they're ready, the mission will begin.

- *After confirming you're ready, you will no longer be able to move your character.
- *You can cancel your ready status by pressing the *B button.

Item Vendor

You can use funds to purchase a wide range of items.

Medal Exchange

Here you can exchange your medals for a variety of items.

Missions

When Offline 30

From here you can create a room, search rooms, or select a character.

When Online 31

Once you create a room, you can change missions or disband the room.

After searching for a room, you can view missions or exit.

Laboratory



The Workshop

Come here to make exchanges and upgrade your weapons.

Upgrading your weapons will help you face off against strong opponents.

Equipment





Rankings

This is where you can view your ranking calculated from the Bonus Relics you've collected.

Collectibles

Here you can view the Relics you've collected out of the many different kinds that exist.

Rewards are available for collecting several different kinds of Relics.

Titles

This is where you can change you title.

The Depot

Come here to view item information or discard your items.

Notices



Here you can see information on game events and maintenance updates. Be sure to check back often.

Mail

You may sometimes receive official notices here.

Audio Settings

Here you can change a variety of audio settings.

Game Settings

Here you can adjust the camera settings, and customize your key configuration and chat phrases.

Credits

View the credits.

License Agreement

View the End User License Agreement.

IMPORTANT

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Support Information

BANDAI NAMCO Customer Support

Contact Information: 1 (408) 235-2222

Phone Support Hours:

9am-1pm, 2pm-5pm (PDT/PST)

 We only provide warranty replacements/exchanges over phone service.

Email:

support@bandainamcoent.com

Support URL:

https://support.bandainamcoent.com/