

HYPER DIMENSION NEPTUNIA Re;Birth 1™

Instruction Manual

HYPER DIMENSION NEPTUNIA Re;Birth1



To All Our Valued Customers



Thank you very much for your purchase of our game.
Please read the instructions carefully before use.



Table of Contents



◆ Default Keyboard Layout .. 03	◆ Dungeon Map 13
◆ Default Controller Layout .. 07	◆ Battle Screen 14
◆ Title Menu 10	◆ Story 15
◆ Menu Screen 11	◆ Characters 16
◆ World Map 12	◆ User Support 17

*Images shown here are from development. May differ from the final product.

For all other instructions not noted here, please refer in-game for more details.
You can access the tutorials from the in-game tutorials "Help Topics" option.



Default Keyboard Layout

Control layout can be changed from the Option screen.

World Map

w	Move up map
a	Move left map
s	Move down map
d	Move right map
Up key	Move up location list
Down key	Move down location list
Left key	Change lists
Right key	Change lists

i	Removes list
o	Open menu
k	Confirm
l	Cancel
Enter	Confirm
Backspace	Cancel
Right Ctrl	Open menu
Space	Open list
Mouse Left click	Confirm
Mouse Right click	Cancel

Default Keyboard Layout

Control layout can be changed from the Option screen.

Guild/Shop Menu

w	Move up
s	Move down
Up key	Move up
Down key	Move down
i	Show details
o	Sort content
k	Confirm

l	Cancel
Enter	Confirm
Backspace	Cancel
Space	Show details
Mouse Left click	Confirm
Mouse Right click	Cancel

HYPERDIMENSION NEPTUNIA Re;Birth I

Default Keyboard Layout

Control layout can be changed from the Option screen.

Dungeon Map

w	Forward
a	Left
s	Back
d	Right
Numpad 8	Tilt camera up
Numpad 5	Tilt camera down
Numpad 4	Rotate camera left
Numpad 6	Rotate camera right
Up key	Zoom camera in
Down key	Zoom camera out
i	Treasure search

o	Open menu
k	Attack
l	Jump
Tab	Display map
Enter	Attack
Backspace	Jump
Numpad 7	Recenter camera
Space	Treasure search
Mouse Left Click & Drag	Move camera
Mouse Right click	Jump

HYPERDIMENSION NEPTUNIA Re;Birth I

Default Keyboard Layout

Control layout can be changed from the Option screen.

Battle Screen

w	Move the character (forward)
a	Move the character (left)
s	Move the character (back)
d	Move the character (right)
Numpad 8	Tilt camera up
Numpad 5	Tilt camera down
Numpad 4	Rotate camera left
Numpad 6	Rotate camera right
Up key	Zoom camera in
Down key	Zoom camera out
i	Exe Drive

o	SP skills
k	Attack/items
l	Defend/escape
Tab	Config
Enter	Attack/items
Backspace	Defend/escape
Right Ctrl	SP skills
Numpad 7	Center camera
Numpad 9	Switch commands
Space	Exe drive
Mouser Left Click & Drag	Move camera

Default Controller Layout

Control layout can be changed from the Option screen.

World Map

Left stick up	Move up map
Left stick down	Move down map
Left stick left	Move left map
Left stick right	Move right map
D-pad up	Move up location list
D-pad down	Move down location list
D-pad left/right	Change lists
X	Removes list
Y	Open menu
A	Confirm
B	Cancel

Guild/Shop Menu

Left stick up	Move up
Left stick down	Move down
D-pad up	Move up
D-pad down	Move down
Y	Sort content
A	Confirm
B	Cancel
X	Show details

Default Controller Layout

Control layout can be changed from the Option screen.

Dungeon Map

Left stick up	Forward
Left stick down	Back
Left stick left	Left
Left stick right	Right
Right stick up	Tilt camera up
Right stick down	Tilt camera down
Right stick left	Rotate camera left
Right stick right	Rotate camera right
D-pad up	Zoom camera in
D-pad down	Zoom camera out

Select	Display map
Left button	Recenter camera
Y	Open menu
B	Jump
A	Attack / move camera
X	Treasure search

Default Controller Layout

Control layout can be changed from the Option screen.

Battle Screen

Left stick up	Move the character (forward)
Left stick down	Move the character (back)
Left stick left	Move the character (left)
Left stick right	Move the character (right)
Right stick up	Tilt camera up
Right stick down	Tilt camera down
Right stick left	Rotate camera left
Right stick right	Rotate camera right
D-pad up	Zoom camera in
D-pad down	Zoom camera out
Select	Config

Left button	Center camera
Right button	Switch commands
A	Attack/items/ Move camera
B	Defend/escape
Y	SP skills
X	Exe drive

HYPERDIMENSION NEPTUNIA Re;Birth I

Title Menu

NEW GAME

Start a new game.

CONTINUE

Start from a saved point.

CONFIG

Set various game play settings.

DLC

Allows you to turn your acquired DLCs either on or off for use in the game.

EXIT

Exit will end and close the game.



HYPERDIMENSION NEPTUNIA Re;Birth I

Menu Screen

◆ Items

Display your items.

◆ Equipment

Change character equipment.

◆ Commands

Check character skills.

◆ Party

Change character coupling and formations.

◆ Status

Check character status.

◆ Quests

Check quests.

◆ Plan

Check the plans you own.

◆ Nepedia

Check various in-game information.

◆ System

Set the game play environments.



HYPERDIMENSION NEPTUNIA Re;Birth I

World Map

You can access the various cities and dungeons along with their facilities from here.

◆ CITY

SHOP	Buy and sell items.
GUILD	Accept and report quests.
DISC DEV	Create discs.
COLOSSEUM	Enter into the Colosseum.
INFORMATION	Gather information from various people.
MUSEUM	View event CG and previous materials, and listen to sounds. various people.



◆ DUNGEON

Press k, Enter or use mouse left click on a dungeon to enter the dungeon.

HYPERDIMENSION NEPTUNIA Re;Birth I

Battle Screen



① **Enemy Information**

② **Character information**

③ **Action Order**

* Move in order of the character speed.

④ **EXE Drive Gauge**

⑤ **Battle Controller Command**

Y : Open the SP Skills window.

X : Display the EXE Drive window.

A : Attack the enemy.

B : Defend.

Left stick : Move the character.

Right stick : Control the camera.

HYPERDIMENSION NEPTUNIA Re;Birth I

Dungeon Map



① Mini Map

Overview of the dungeon map.

② Character Information

Character HP and SP

③ Monster

Battle commences when you come in contact with the roaming monsters.

Story

Gamindustri.

One of the parallel worlds guarded by four goddesses.

Here, battle ensues between the four goddesses to determine rule over the world, later to be known as the Console Wars.

But, with Arfoire's evil plans, the underworld became infested with monsters.

During the battle, one of the goddesses, Neptune, was defeated and fell to the underworld.

There, she loses all memory.

Here in the underworld, Neptune meets Compa, IF and a tome calling herself, Histoire, who leads Neptune, in an adventure across the four Lands.

CHARACTERS



Neptune

The main character. She loses her memory, but her overly positive approaches and general brightness makes others doubt if she really is amnesic...



Compa

An aspiring nurse that Neptune first met in Planeptune. She is quite spontaneous and very self-paced (or slow, as some might call it).



IF

A very level-headed girl traveling across Gamindustri. She holds the older sister position in Neptune's party.

User Support

If you have any questions or concerns regarding the copy of Hyperdimension Neptunia Re;Birth1 you have purchased, please email us at the following address:

support@ideafintl.com



HYPERDIMENSION NEPTUNIA Re;Birth I

For more information on this game
please visit

<http://ideafintl.com/rebirth1/>

