

Game Controls

—Action Mode—



Change selected troop

Special Attack
Y + B Use Officer's ability

X + A Use Officer's ability

Special move (for example, counter-attack or evade)

A or X Normal attack

Change camera view

Use abilities and call for support troops

Move

Pause/Menu

Toggle mini map

L (Hold) + A Set waypoints (up to four) on the mini map

R (Hold) Mini map



<http://www.replacementdocs.com>

0604 Part No. X10-61368

— PHANTAGRAM —

Microsoft

XBOX

LIVE

ONLINE ENABLED



KINGDOM UNDER FIRE

THE CRUSADERS

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

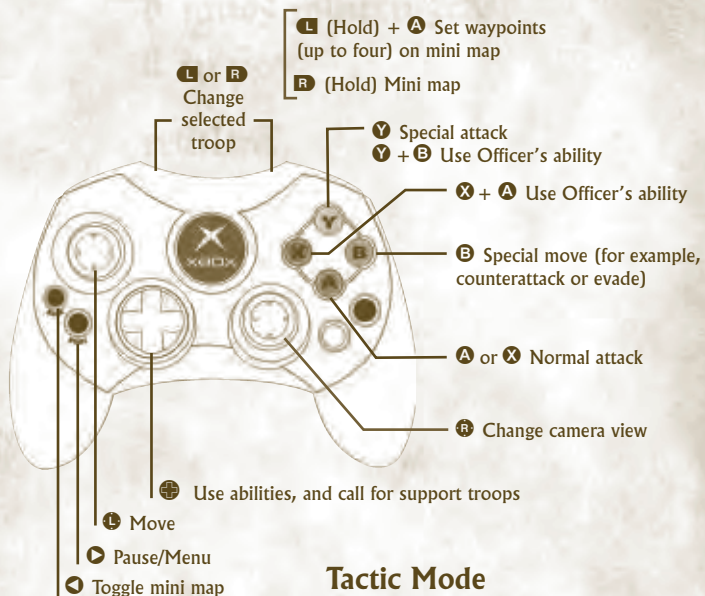
Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Game Controls

Action Mode



Tactic Mode

- R** Control camera
- ←** Move
- L or R** Change selected troop
- ⏸** Pause/Menu
- ⏪** Toggle mini map
- +** Use abilities, and call for support troops
- L (Hold) + A** Set waypoints (up to four) on mini map
- R (Hold)** Mini map
- X (Hold)** Aiming mode (only for archer, catapult, and ballista)
- Y** Move all troops at once
- A** Confirm action
- B** Cancel action; stop
- or ●** Change troop formation
- R (Click)** Change camera view

Castle/Base Mode

- L + +** Move the cursor
- A, B** Confirm / Cancel
- Y** Help
- ⏸** Pause / Menu

World Map Mode

- L + +** Move the cursor
- A** Confirm
- ⏸** Pause / Menu
- R (Hold)** Mini map

Introduction



Main Menu

Press **⏸** at the Title screen to access the **Main Menu** and the following options:

- **New Game**
Begin a new game. You can choose to play Gerald or Lucretia when you start a new game. Kendal and Regnier can be selected after completing the two previous scenarios.
- **Continue**
Load a previously saved game.
- **Xbox Live**
Connect to Xbox Live™. You can play head to head with other players online or download new content.
- **Options**
Adjust options, such as vibration and volume controls, as well as access bonus content.

Prologue

First War of Heroes—Xok's Knights

Legend holds that when war threatens Bersia with destruction, seven knights will appear to bring salvation.

The legend came true when the mysterious Khiliani, leader of the Dark Legion, took the eastern Hexter of Bersia in his campaign to destroy the world. Seven heroes rose up against Khiliani to rally for humanity and defend Bersia.

The battle turned when a fallen hero, Rick Miner, was resurrected through the immortal power of the Ancient Heart. Together with the rest of Xok's Knights, he defeated Khiliani at the Altar of Destruction. This was the First War of Heroes, now known as "Xok's Knights."

Second War of Heroes

Rumors linger long after the end of the Second War of Heroes. What transpired between Neeble and the Ancient Heart? Did all of the war's participants truly vanish?

Mists. Legends. Echoes of good and evil. No clear record of this war remains. Nevertheless, the site of its final battle—the Altar of Destruction—now is considered holy ground.

An Uncertain Time of Peace

Fifty years have passed since the Second War of Heroes. The legendary artifact that caused the Great War, the Ancient Heart, is a faint memory. The Altar of Destruction lies in ruins, and none who lived through the final battle remain.

Children no longer listen to the battle songs of hope and death from an old man who says he was there. The adventures of the Ancient Heart and Neeble, the tales of Xok's Knights—doesn't anyone want to hear their stories?

Were they just stories?

And so, a peace crept into this world as a long winter changes subtly to spring. Why not? With the Dark Legion diminished, Humanity rose in power.

No one believed the disaster of 50 years ago could ever happen again. There was no sign of war, and East and West Bersia have become allies.

But, to some, it seems like a sunny sky slowly filling with clouds, peaceful and bright. Maybe you wonder whether the clouds might hold a passing shower or even a rainstorm?

You also might feel, however, that the answer to a question you dare not ask draws near. Will the Dark Legion rise again? History has a tendency of repeating itself...

Your Mission

The Dark Legion has massacred a group of villagers living near a former battleground, which since has become sacred land. The short-lived peace in the world is over, and the Humans and the Dark Legion are now at war.

Choose which race you would like to play, and select one of several character types within each race. From here on out, it's all about war. You start out with one infantry unit, but you can acquire more forces or develop them into more specialized and powerful units. Take center stage in epic battles—hear the cries of soldiers, and see the chaos of the fight. Command elite cavalry and infantry units of up to 1,000 soldiers.

After the battle, use the world map to designate where your troops go next. While moving across the continent, you can visit castles, gain endorsements from feudal lords, hire mercenaries, replenish your troops, or change equipment.

The time has come to fight. Which side will you choose?

Characters

Human Alliance



Gerald

Hero

Main Skill: Melee

Main Weapon: One-Handed Sword

Six years ago, Gerald joined the Hironeiden Army as a mere soldier. Two years ago, showing exceptional valor during the Hexter invasion, he was promoted to Captain of the entire Eastern Defense Force.

Clever and quick-witted, he confounds his enemies with unconventional, yet efficient, tactics.

Gerald excels at analyzing a situation accurately and values skill over rank or bloodline.

Kendal

Hero

Main Skill: Melee

Main Weapons: Spear and Hammer

A General of the Second Division Eccleian Holy Knights, Kendal was born in Azilla, a tributary of Ecclesia. He now defends the Holy Ground against the Dark Legion.

As an Azillan, he must maintain strict faith in God. He has issues with this assignment of defending the Holy Ground, but his honor prevents him from objecting.

A champion for his cause, as well as a precise tactician, Kendal can lead his troops to greatness.



Rupert

Officer

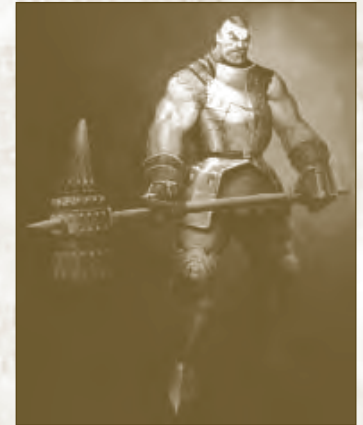
Main Skill: Melee

Main Weapon: Two-Handed War Hammer

A close ally of Gerald, Rupert has been through countless ups and downs since they joined the army together.

His huge body and enormous power enable him to wield the 50-pound hammer while assisting Gerald.

He puts on a rough exterior, but his sarcasm and frequent jokes with Ellen mask the affection he really feels for her.



Ellen

Officer

Main Skill: Melee

Main Weapons: Bow

About two years ago, Ellen appeared from nowhere to join Gerald's army.

It might seem odd to find such a beautiful woman among the rough and crude soldiers of Hironeiden. But, be warned—that pretty face holds a quick and foul tongue.

Should you attempt to get too friendly even after enduring the curses, insults, and abuse, her quick and deadly sword will make certain you mind your manners.



Duane

Officer, Knight

Main Skill: Melee

Main Weapon: Morning Star

Duane is a knight from the honorable, but fallen house of Ecclesia Colonok.

He volunteered to join the defense force of the Holy Ground to re-establish the honor of his house's name.

For this reason, Duane continuously works to distinguish himself through extreme feats of bravery and skill on the battlefield.



Thomas

Officer

Main Skills: Melee, Magic

Main Weapon: Flail

Thomas is Kendal's friend. He is also the son of Walter who asked Kendal to drag Thomas along so he can learn the ways of battle.

Dark Legion

Lucretia

Hero

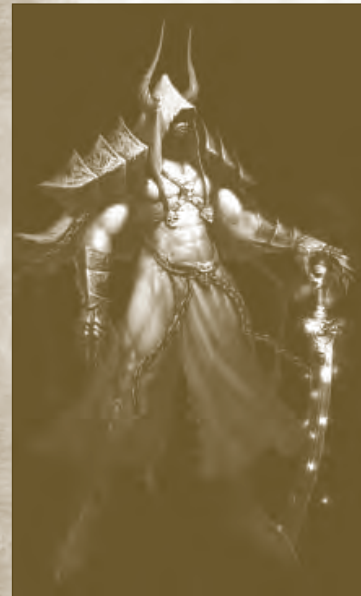
Main Skill: Melee

Main Weapon: Rapier

Lucretia is a Dark Elf and a Captain in the Vellond troop. Her mission is to investigate why Regnier invaded the villages near the Holy Ground, while simultaneously providing aid to his troops.

A bit short-tempered and prone to hysterical outbursts, Lucretia prefers quick and effective assaults over long, drawn-out battles.

Lucretia, who considers the Dark Elves the most prestigious race of all, hates Morene because she is half-Vampire.



Regnier

Hero

Main Skill: Melee

Main Weapons: Two-Handed Giant Sword

About two years ago, the mysterious and brutal Lord of Hexter, Regnier, appeared from nowhere to aid Valdemar in crushing the rebellions. Compared to Humans, he has monstrous strength. The Orcs and Ogres who recognize his terrible, overwhelming power serve him with total and absolute loyalty.



Cirith

Officer

Main Skills: Melee, Magic

Main Weapon: One-Handed Sword

Self-centered and pretty, Cirith takes a somewhat air-headed pride in her heritage as a Dark Elf. She plays the part of Lucretia's butt-kissing lackey, but her true intention is to spy on Rithrin.

Morene Strident

Officer

Main Skill: Melee

Main Weapon: Iron Chain

A cold-hearted beauty who is despised by Lucretia for her overwhelming good looks and her heritage as a half-Vampire, Morene works as a supervisor just like Leinhart.

Morene's lovely face hides a cruel and unfeeling heart. She sheds no tears over the pain or death of others, especially those who suffer at her hands.



Urukubarr

Officer

Main Skill: Melee

Main Weapon: Bare Hand

Simple-minded Urukubarr the Ogre was once Chief of Gorzanik, the most powerful of all Orc-Ogre tribes. He now defends the land of Hexter.

Recognizing

Regnier's overwhelming power, Urukubarr pledged his allegiance to Regnier on the condition that Regnier rule Hexter.

Urukubarr will serve Regnier with absolute loyalty—even unto death.



Leinhart

Officer

Main Skill: Melee

Main Weapon: One-Handed Sword

Sent by Vellond to watch over Regnier. Leinhart was mesmerized by Regnier's power and charisma and now works covertly as his right arm.

Although supervisors typically get reassigned to new areas every year, Leinhart remains in place because of King Valdemar's trust of Regnier.



World Map

Ecclesia

The current patriarch of Ecclesia is Dimitri the Third, whose religious ideology dictates the “Extermination of unconvertible barbarians and unification of Bersian Continent under one faith.” Dimitri had taken over Azilla as a tributary nation while Azilla was in chaos over the king’s throne. He considers the Ancient Heart to be a devil’s artifact and will excommunicate anyone who speaks of or attempts to learn about it

Azilla

Azilla fell into chaos after King Curian disappeared following the Second War of Heroes. Azilla was annexed by Ecclesia years later. Its current king, Angelo, is merely a figurehead controlled by Dimitri the Third.

Hironeiden

Hironeiden currently is ruled by King Saul. Though this nation generally follows the principles of the Ecclesian church, the constant conflict with the Dark Legion has created some doctrinal deviations. In general, the people of Hironeiden consider the Ecclesians a bunch of religious idealists who don’t need to fight for their survival.



Vellond

Vellond’s current king, Valdemar, is a half-Vampire just like Richter. He somehow managed to unify the ever-conflicting nations of Dark Elves, Orcs, and Ogres. But, it’s an uneasy unity. The Dark Elves seek an opportunity to replace the half-Vampire king, who in their opinion belongs to an inferior race. To prevent this, Valdemar has placed half-Vampire supervisors to watch over the Dark Elves.

Hexter

Hexter is a commonwealth of Vellond, ruled by Regnier, whose primary residents are Orcs and Ogres. Some wonder why Regnier doesn’t try to overthrow Valdemar, as he has ability to defeat Orcs and Ogres. Regnier remains open to this idea, but for now he has Valdemar’s courtesy and trust.

Game Basics

Movement/Tactics Mode

Hit Points (HP)

Represents the Hit Points of allied troops. The selected troop is enlarged.

Additional Information

More information is shown depending on the mission.

Next Objective

This arrow indicates next objective.

Skill Points (SP)

Skill Points can be earned by landing successful attacks and are needed for using abilities.



Cursor

A pillar of light indicates a tip of the cursor. Move the cursor to desired location, and press **A** to move troops.

Mini Map

Green: Allies
Red: Enemies
Blue: Non-Player
Character Allies

Direction of Troops

Direction in which to find allied or enemy troops.

Basic controls for the Movement/Tactics Mode.

Movement

Move the cursor to the desired location with **↑**. Press **A** to move the selected troop to the location. It works the same way with the mini map on.

Looking Around

Use **Ⓢ** to look around. Click **D** to change the camera view.

Selecting Other Troops

Pull **L** or **R** to cycle through available troops.

Battle

A battle will start automatically as the distance between your troop and enemy troop narrows.

Using the Mini Map

You can enlarge the mini map by pulling and holding **B** or by pressing **Ⓢ**. Repeat to reset the mini map to its normal size. The mini map shows the following:



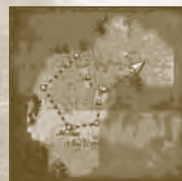
- A circle around the troop represents its attacking range. A yellow flag shows selected troop (Ⓢ).
- A green dot represents your Allies. A red dot represents your Enemies (1).
- Explored area (2).
- Unexplored area (3).
- Traps, which can be detected by Scouts and Sappers (4).

Using Ability

You can use abilities with **Ⓢ**. A certain amount of Skill Points is needed to use each ability.

The following table shows the different kinds of abilities:

Category	Examples	Effects
Attack	Meteor, Lightning	Directs magic damage
Restore	Cure, Curatio	Heals ally troops
Status	Elemental boosts	Boosts status temporarily
Special	Scout	Creates fast-moving Scout
	Self-Destruction	Sends Ghoul to do a self-destructing attack
	Call support	Calls for aerial-unit support



Using a Waypoint

To set a waypoint, pull and hold **L** and press **A**. You can set up to four waypoints.

Status Change Depending on a Formation

You can change the formation of a selected troop by pressing **Ⓢ** or **Ⓣ**. **Ⓢ** is for a wide formation, and **Ⓣ** is for a tight formation.

Troops	Formation	Effects
Infantry/ Spearmen/ Cavalrymen	Tight	Increase defensive power and offensive power Decrease moving speed
	Wide	Decrease defensive power and offensive power Increase moving speed
Long-range- attack troop	Tight	Narrow attack area
	Wide	Wide attack area

Battle Mode

Hit Points (HP)

Represents the Hit Points of allied troops. A red sword indicates that the troop is in a battle.

Enemy Leader

The Enemy Leader is highlighted by a red circle and Hit Points bar.

Skill Points (SP)

Skill Points can be earned by landing successful attacks and are needed for using abilities.



Enemy Hit Points

Represents the Hit Points of the enemy troop.

Hero

The green bar represents the Hit Points of the Hero. The Hero gets knocked down if the Hit Points are depleted.

Basic Battle System

Battles start automatically when the distance between your troops and enemy troops narrows. During battle, a troop's Hit Points decrease at a specific rate—and the type of units involved affects the rate of attack and damage sustained. Make sure to consider how the unit types match up against each other for effective battle.

The Hero's Troop

As the Hero's troop does melee battle with its enemies, it changes to **Hero Battle Mode**. At this point, you can control the Hero directly and fight against other enemy units. Now, the Hero isn't superhuman, but this does provide a significant advantage. Try to attack the enemy troop leader first—if you kill him, it wipes out the entire enemy troop.

Calling For Support

While engaged in battle, a troop cannot use any spells or abilities. In particularly dangerous situations, you can tell the Hero to get help from his Officers by pushing **A** + **X** / **B** + **Y**.

At the Base/Castle

You will visit the base/castle frequently throughout the story. This is where you can obtain game information, manage your troops, and learn about key story events. Press **Y** to see Help messages anywhere in the base/castle.

As the game progresses, you will have the opportunity to visit many other bases/castles.



When in the base/castle, you can see how the main story progresses by visiting an operation room.

Learning Game Information

You can learn basic information about the game at the training center. Check out the Tutorials to learn about movements and tactics. You also can press **Y** anywhere to access a detailed Help message.

Managing Troops

You can strengthen your troops at the Barracks by spending money and Experience Points. There, you can purchase equipment, learn new skills, and change jobs.

Use **Left Arrow** to cycle through Hero, Officer, and troop options. Then, press **Right Arrow** to bring up the related submenus.

Leader/Officer

- **Skill** – Learn new skills, or level up existing ones.
- **Equipment** – Purchase and equip weapons, armors, and items.
- **Ability** – List abilities for selected Leader/Officer.

Officer

- **Select Officer** – Replace current Officer.

Troop

- **Job** – Change the job of selected troop.
- **Equipment** – Purchase and equip weapons, armors, and items.
- **Resistance** – List resistance rates for various attacks.



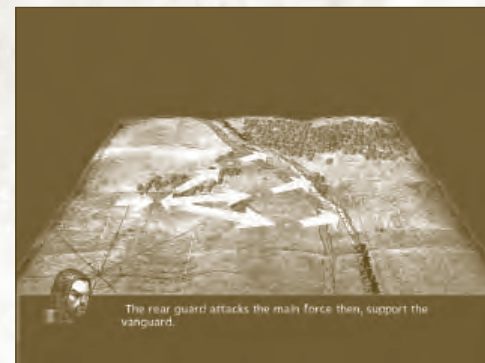
World Map

As you leave your base or battlefield, the world map screen appears. You can move to each node connected with dotted line.

If a destination you choose is a battlefield, the screen will change to display an associated briefing.

Briefing

The briefing provides details about the upcoming mission and lets you choose which troops will participate.



Saving and Loading the Game

You save or load the game while on the world map.

Leader

The Leader is an extremely important role in the game. The growth of the Leader can decide the growth of the troop. The greater the Leader, the more powerful his troops.

If the Leader's Hit Points falls to zero, not only does the Leader die, but it also means the troop's complete destruction. The only troop unit member that can kill the Leader is the Hero.

When you play as the Leader, however, a Hit Points value of zero doesn't destroy your troop. It merely disadvantages you as you're unable to control your troop for a limited amount of time and your troop will not get any attack bonuses during that time.

Growing and Strengthening the Leader

As you complete each stage of the game, you automatically acquire experience and war funds that you can spend at the Barracks on the main base.

By purchasing weapons, armor, and accessories, you strengthen your Leader. Note: When purchasing equipment, you must already have attained the required skill levels.



Officer

An Officer supports the Hero during battle and the troop's defense rate. (The Adjutant General influences the mastery of element skill attacks.)

Using the Officer Effectively

When the Hero requests help from an Officer for a battle, they attack either the enemy immediately around the Hero or those whom the Hero is attacking currently.

Officers have two types of attack: physical attack and magical attack. Each attack type differs in the units affected and the damage produced. Therefore, make sure and call in the type of attack and support appropriate to the situation.

Officers and Troop Abilities

The skill mastery of the Officer doesn't influence the ability of the troop. The troop's ability is influenced by equipment, elemental attacks, and resistance.

Growing and Strengthening Officers

Just as with Heroes, you can buy equipment and get skill training for Officers at the Barracks. By increasing an Officer's special-skill mastery, you can increase the Officer's attack rate in that skill. (You can learn about each special skill on the list entitled "Special Ability" at the Barracks.)

Special Ability

After training to master a certain skill, the Officer can learn a magical skill and an extra special skill.

Troops

All actions on the battlefield revolve around troops. The number of soldiers in the troop depends on the job to which that troop is assigned. The level of the troop depends on the level of its Hero or Leader. When the skill of the troop reaches a certain level, you can change its job. Job-change requirements are listed at the Barracks. Note: The Hero's troop can only change into melee-related jobs.

Things That Affect Troop Status

As the Hero's level affects a troop's status, so do the following:

Category	Facts	Influence
Leader	Skill mastery	Level
	Added skill bonuses on an item	Increasing effect of given skill
	Added resistance bonuses on an item	Increasing resistance
Officer	Added elemental bonuses on an item	Increasing effect of given element
	Added elemental-resistance bonuses on an item	Increasing elemental resistance



Units

Human



- **Archer**

The Archer is a basic range-attack unit for Human side. Aside from its normal arrow attack, fire-related attacks can be performed using fire arrows. An Archer can change into a Longbowman and Mortar.



- **Cavalry**

A Cavalry is a unit to fear when you meet it head on. If the enemy doesn't have a ranged-attack unit on their side, consider the battle done.



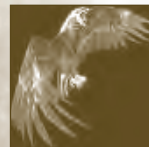
- **Sapper**

A Sapper has various special abilities, such as setting traps and fires. Although its melee strength is next to nothing, its strategic importance is the best among all troops.



- **Paladin**

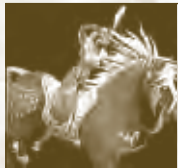
The Paladin is a unit with a perfect balance between melee attack and healing ability. The importance of this unit increases even more in later missions.



- **Storm Rider**

Aerial units cannot be controlled directly but, when called on for support to a desired area, they will attack automatically. The Storm Rider is great against enemy aerial units, but vulnerable against ranged-attack units.

Dark Legion



- **Cavalry Archer**

This unit is unique to the Dark Elves. It can move and attack simultaneously with great speed.



- **Orc-Ghoul**

This unit is unique to Orcs and Undeads. Aside from its melee attacks, the self-destruct attack can be devastating against enemy troops.



- **Scorpion**

This huge Scorpion is trained to be a siege weapon. It is effective against enemy infantries but very weak against any fire attacks.



- **Swamp-Mammoth**

This is considered as the ultimate ground unit among the Humans and the Dark Legion combined. One step forward could mean certain death for a group of infantries.



- **Black Wyvern**

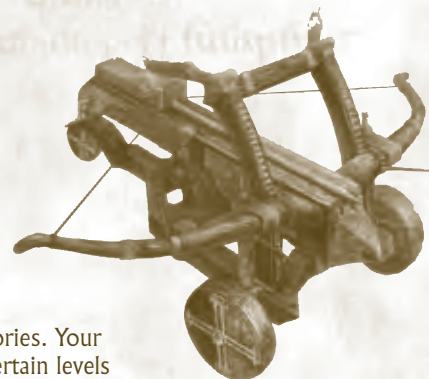
The Black Wyvern is the Dark Legion's counterpart of the Human's Storm Rider. It spews out poisonous gases to attack enemies and has slightly better ground attack ability than the Storm Rider.

Skills

Every unit gets one skill as a default, and up to four skills can be learned. Skills can be increased by spending Experience Points.

Skills are divided into two groups: Officer skills and troop skills.

- Officers have different skills which they bring into play when called on to help. The greater the melee skill of the Officer, the greater the damage they inflict.
- Troop skills are more diversified compared to Officers. Almost every skill can be learned and used if the troop meets the job and level requirements. Troop skills include Scout, Cure, Lightning, as well as others.



Equipment

Equipment categories include weapons, armors, and accessories. Your Hero and troop must reach certain levels for different items, as each item has equipment limitations. In general, avoid equipping with overly powerful items. Items offer the most bonus if the level of item and the level of the Hero and the troop are the same.

Xbox Live

Take *Kingdom Under Fire: The Crusaders* Beyond the Box

Xbox *Live* is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a **Friends** list with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

You can play one-on-one or two-on-two matches with other players around the world. New contents—maps and missions—will become available periodically. Choose **Xbox Live** on the **Main Menu** to connect.

Connecting

Before you can play *Kingdom Under Fire: The Crusaders* online, you must connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see www.xbox.com/connect and select your country.

Head-to-Head Play

Compete with other players though Xbox *Live* using your own troops. You must preset your troops to participate in head-to-head matches. Initially, you'll be given three infantry troops, one archer troop, and one aerial-support troop.

After you distribute Experience Points to the troops, you're ready to play. You can earn additional Experience Points by defeating other players. Try out different troop combinations and skills in your path to create the best troop possible.

Downloading Content

If you are an Xbox *Live* subscriber, you can download the very latest content, such as new maps and missions, to your Xbox console.

Ranking System

Your stats (wins/losses) get recorded and ranked accordingly. Use your best troops and tactics to reach the top ranking levels.

Credits

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"cookieMonster"
Song

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Producer/Composer
Chuck Mitchell

Co-Producer
Kenny Givens
Director/Script and
Recording Supervisor
Pete Taylor

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opening scene by
Deadpan

Sound Designer
Taejin Lim

C.G. Movie
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Sangbeom Kim
Dongjun Min
Sein Lee
Hyunwoo Hong
Yeonjae Cho
Jongchul Kim
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And 10 thankful others

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Executive Producer
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Developed by
Phantagram, Ltd.
Blueside Studios

See the in-game credits for the complete list of *Kingdom under Fire: The Crusaders* team members.

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