

XBOX



LIVE

ONLINE ENABLED

鬼泣



安全性資訊

關於光刺激誘發癲癇症

有極少數的人在觀看一些視覺影像時可能會突然癲癇發作，這些影像包括電玩遊戲中出現的閃光或圖形。甚且連沒有突然發病或癲癇史者也可能在進行電玩遊戲時，出現類似癲癇症狀，這類未經診斷的症狀稱為「光刺激癲癇症」。

癲癇症狀包括頭昏眼花、視幻覺、眼部或臉部抽搐、手腳痙攣、暫失方向感、精神混淆或者暫時失去意識。癲癇發作時可能因為失去意識或抽筋之故，跌落地面而受傷或碰撞到周遭物品。

若出現以上所述任何症狀，請立即停止該遊戲並送醫診斷。家長應該在場看顧或者詢問其是否有以上症狀，相較於成人，兒童及青少年更有可能發生此類癲癇症。

若要降低誘發光刺激誘發癲癇症的風險，可以坐在距離電視螢幕較遠的地方、使用較小的電視螢幕，或者在通風良好的室內進行遊戲，並且不在感覺疲累或倦怠時進行遊戲。

如果您自己或您的親友有癲癇史，請在進行遊戲之前先與醫師諮詢。

其它重要健康和安全性資訊 Xbox 的說明手冊中包含重要的健康和安全性資訊，您必須在使用此軟體之前詳閱此類資訊。

避免損壞您的電視

請勿使用某些特定的電視。如果在某些電視（尤其是前、後投影式）上進行任何視訊遊戲（包括 Xbox 遊戲）的話，這些電視可能會損壞。遊戲進行正常過程中呈現的靜態影像可能會「燒穿」螢幕，造成這個靜態影像的永久陰影永遠都不會消失，即使視訊遊戲停止也不會消失。視訊遊戲等待或暫停時產生的靜態影像，也可能造成類似的損害。請參考您的電視使用手冊，判斷是否能在您的電視機上安全地進行視訊遊戲。如果在手冊上找不到這項資訊，請向您的電視經銷商或製造廠商洽詢，判斷是否能在您的電視機上安全地進行視訊遊戲。

嚴格禁止未經授權的複製、逆向工程、傳輸、公開表演、出租、收取遊戲費用，或規避防拷措施的行為。

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2 背景故事

揭開黑死病的世紀之謎 東方寶藏-伏羲印

由於馬可波羅東遊，吹起了十四世紀歐洲一股探索風。許多歐洲王宮貴族都爭相派出冒險隊，希望能從神秘的東方獲得無限的財富！奧格斯特·費爾格伯爵也就在這波風潮中獲得了來自東方的珍貴寶物。奧格斯特·費爾格伯爵的二兒子奈樂爾在寶物中找到了一個名為「伏羲印」的東方古物，並開始研究這充滿神秘力量的「伏羲印」。研究過程中，奈樂爾感受「伏羲印」之中隱藏著一股強大的能量，他堅信一定有方法可以駕馭這股力量。



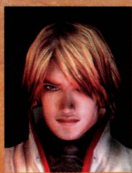
權力慾望解開邪惡封印

野心勃勃的奈祭爾在弑兄滅親成為伯爵後，投入了大量的
人力資源來解開「伏羲印」的秘密，經過一年多的努力，
終於讓奈祭爾解開了「伏羲印」並獲得召喚冥界黑虫的力
量。但奈祭爾所不知道的是，「伏羲印」中被封印的
「厄殃之侯」亦就此釋放了。因蟄伏數萬年之久的「厄殃
之侯」元氣大傷因此寄生到奈祭爾的體內，利用奈祭爾旺
盛的權力慾望不斷地成長，而奈祭爾之所以能夠控制冥界
黑虫，也正是因為邪惡的「厄殃之侯」之故。

男女主角力抗魔獸軍團橫行

渾然不知情的奈祭爾自以為獲得了征服世界的力量，因此
放肆地利用冥界黑虫「改造」領土的子民，使他們遭到冥
界黑虫寄生而成爲魔獸。無辜的人民，還以為是可怕的黑
死病來襲，紛紛拋棄遭到寄生的同胞而逃離家園。經過一
段修生養息的「厄殃之侯」也已恢復了昔日大部分的力量，
並完全佔據了奈祭爾的意識。眼看邪惡的魔頭就要再度
降臨於人間，兩位男女主角爲討伐奈祭爾昔日的罪行而
來到了這塊土地，並投入了阻止魔獸軍團的戰鬥之中。

3 主角介紹



承襲了「最強劍士」之名的年輕貴族，早在20歲之前就因為連續挑戰並戰勝多位高手，而再也找不到願意接受挑戰的對手。在消沈了兩年之後，終因受到父親的指示要調查父親好友的神秘死因，而逐漸走出寂寞高手的陰霾。

一如他狂放不羈的性格，亞司卡所選用的武器也是一把大開大闔的巨劍。他並且堅信，即便是妖魔鬼怪亦會在他手中兵刃之前俯首稱臣。

亞司卡·洛伊



因貴族與平民的戀愛而誕生的女兒，遺傳了母親那像白色綢緞一般的頭髮。在父母遭到爭奪權位的叔父謀害後，誓言要以父親傳授予她的槍斧將叔父就地正法。

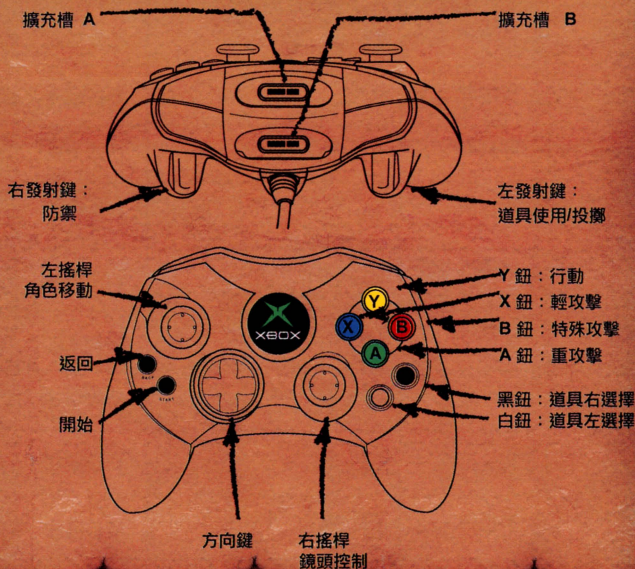
蕾雅並不是個喜歡用暴力解決問題的人，但也因為如此所以她更加痛恨那些濫施暴力於他人身上的惡徒。當遇到這種狀況時，她會毫不猶豫地拿起槍斧，並以最迅速的手段將惡徒就地正法。



蕾雅

4 控制

4.1 基本操作



按 鈕	功 能	備 註
左搖桿	角色行動控制	兩階段控制走路、跑步
右搖桿	鏡頭控制	旋轉、角度控制
X 鈕	輕攻擊	輕攻擊
A 鈕	重攻擊	重攻擊
Y 鈕	行動	開門或跟NPC對話
B 鈕	特殊攻擊	直接按小絕招，加上防禦大絕招
L 鈕	道具使用	包含投擲（按住不放瞄準）
R 鈕	防禦	按住不放持續防禦
黑鈕	道具右選擇	選擇道具
白鈕	道具左選擇	選擇道具
開始	暫停遊戲	遊戲暫停介面

4.2 招式表

男主角 亞司卡·洛伊

招式名稱	招式按鈕	備註
狂襲斬	X-X-X	初始招式
穿雷擊	A	初始招式
血牙劍	(R+A)	初始招式
真空閃	B	初始招式
炎雲烈火破	(R+B)	初始招式
崩武	R	初始招式
真·崩武	R+B	初始招式
刃·崩武	R-A	初始招式
燕返刃	R-A	初始招式
破邪昇殺砲	X-A-A	升級招式
戰劍訣·刃風	X-X-A-A	升級招式
雷爪霸擊	(X+A)	升級招式
追魂震翔斬	(X+A+方向)	升級招式
封魔狂旋斬	(X+A)-A	升級招式
修羅連擊劍	X-A(時間差)-A-A	升級招式

女主角 蕾雅

招式名稱	招式按鈕	備註
奔雲	X - X - X	初始招式
崩林陣	A	初始招式
裂海鑽	(R + A)	初始招式
滅雲爆	B	初始招式
寒凌真武鋒	(R + B)	初始招式
崩武	R	初始招式
真·崩武	R - B	初始招式
刃·崩武	R - A	初始招式
燕返刃	R - A	初始招式
亂龍圓舞	X - A - A - A - A	升級招式
戟飛閃	X - X - A	升級招式
迴龍昇躍	(X + A)	升級招式
流星怒迎衝	(X + A + 方向)	升級招式
逆風迴龍爪	(X + A) - A	升級招式
毒龍碎心鑽	X - X (時間差) - A - A	升級招式

4.3 放血

放血是對敵人追加攻擊的最佳手段，並分為對地放血與站立放血兩種。



對地放血需要敵人倒地時使用。



站立放血則在敵人暈眩時使用。

4.4 反擊



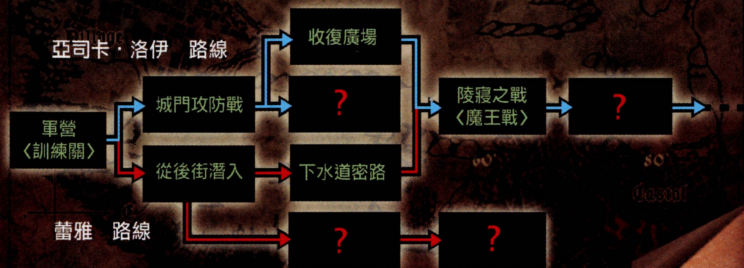
反擊的第一種形式為崩武。崩武是在敵人快要擊中角色時即時防禦，而在崩武發動中再以「B」發動真·崩武或用「A」發動刃·崩武。



反擊的第二種形式為燕返刃。當於防禦中被敵人擊中，會進防禦震退的情況。防禦震退中按下「A」，則會發動燕返刃。

5 地區關卡

身為主角的亞司卡及蕾雅在遊戲一開始時懷抱著不同的目的，因此在出發點選擇上也不同，對自己充滿自信的亞司卡一開始便選擇大批魔獸軍團駐守的村莊正面迎擊，準備直搗敵軍核心，而一心想為父母復仇的蕾雅則勘查了地形後選擇了一條隱密的道路進入敵鎮，多支線劇情及關卡就要靠玩家自行體會。



亞司卡·洛伊路線

關卡名稱	關卡說明	主敵人	副敵人
城門攻防戰	村莊正面的入口，大批的屍奴軍集結在這裡，恣意地破壞村莊。但也正因此，所以更能顯現出戰士衝鋒陷陣的榮耀。	屍奴眾	地獄犬
收復廣場	鎮民為阻擋怪物將部分的道路封鎖，但也封住了本來在其中的寶物。從這裡可以直達城鎮的核心，並正面與屍奴軍團的部隊交鋒。	屍奴眾	地獄犬

蕾雅路線

關卡名稱	關卡說明	主敵人	副敵人
從後街潛入	從村莊的後巷潛入，或許可以避開屍奴軍團的注意。對於急於營救村民的蕾雅來說，這或許是最好的選擇。	屍奴眾	地獄犬
下水道密路	由於地面道路遭到屍奴軍團的破壞，因此改從屍奴軍團的指揮所推進。這裡本來是盜賊組織的根據地，據謠傳隱藏了盜賊的寶物。	屍奴眾	地獄犬

6 遊戲流程

在首頁介面，按下開始鈕開始遊戲。

從兩個角色中，選擇一個來進行遊戲。

進入遊戲後，可以在大地圖上選擇要進行的關卡。

進入遊戲

開始新遊戲

選擇關卡

關卡評分

過關介面

過完關卡之後，會進行對關卡的評價。

評分完畢後，玩家可進行裝備、買賣、存檔，完成後再回到選關介面繼續遊戲。

7 介面介紹

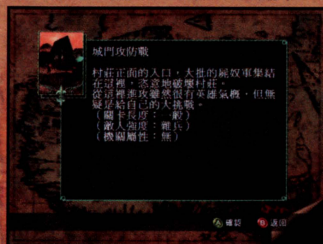
7.1 主選單 - 進入遊戲

- 開始冒險：開始新的遊戲
- 繼續冒險：讀取之前的遊戲存檔
- 遊戲設定：設定遊戲中的各種項目
- Xbox Live：關卡下載及分數上傳



地圖介面介紹

每完成一個關卡後，玩家可由大地圖自由選擇冒險的路線。已完成的關卡以藍點表示，新關卡則以紅點表示，而旗幟標示著玩家目前的位置。玩家亦可重複進入已完成的關卡。



遊戲中可以在暫停狀態下查詢關卡地圖，地圖上（角色記號）代表角色目前的位置，箭頭的方向代表角色面對的方向。



商店介面介紹

商店中可以用關卡中獲得的魔魂來購買或販賣消耗性道具，並可以購買角色本身的生命力、術力、以及招式。



角色選單介紹

選單說明：

在過完關卡的角色介面中，可以查詢角色目前的數值、身上攜帶的道具、並可以更換身上的裝備。



裝備取得：

角色的裝備，都是在遊戲中經由與其他角色對話所取得的。部分角色藏在隱密的角落，需要經過探索才能找到。



裝備使用：

在裝備介面中，選擇要裝在角色身上的裝備，再選擇要裝入的欄位。（武器一次只能裝備一把）



遊戲介面

↪ 生命力、術力、道具

角色的生命力（紅色長條）與術力（黃色長條）會出現在畫面的左上角，每格代表數值75點，圓圈中代表的目前可以使用的道具。



↪ 最高連擊









最高連擊數會出現在畫面的右上角，若一定時間沒有繼續擊中敵人就會中斷。

↪ 吸收魔魂

殺死敵人所吸收到的魔魂數，會出現在畫面的右下角。若是在越高的連擊數時殺死敵人，則所獲得的魔魂也會越多。



8 道具介紹

道具圖示	道具名稱	道具說明
	止痛藥	恢復少部分生命力。
	補血藥	恢復大部分生命力。
	術之藥	恢復大部分術力。
	聖藥	完全恢復生命力與術力。
	萬靈藥	解除異常狀態。
	爆裂彈	可以炸傷一定範圍內的敵人，並可以炸壞部分的障礙物。
	火焰彈	可以讓一定範圍內的敵人著火。
	毒氣彈	可以讓一定範圍內的敵人中毒。

9 Xbox Live 網路選項

Xbox Live 介面

本遊戲亦支援Xbox Live功能，透過網路下載隱藏關卡及配備，同時亦可在計分版上與全球超過75萬人共同競爭遊戲排名。



關卡下載

下載條件：擁有Live帳號，就可以登入下載關卡。

新裝備取得範例：過完下載關卡，就可以獲得新的裝備。



計分版介紹

計分條件

以最後破完整個遊戲的總評價來進行排名，排名的依據則為以下三項。

- 最高連擊
- 總遊戲時間
- 總破過關卡



10 訓練關卡



關卡NPC

訓練項目

鬼神·詹哥	輕攻擊、重攻擊、連段攻擊、把敵人打入空中、衝刺攻擊、空中追擊
強者伽理	對地放血、站立放血、小型術攻擊、強烈術攻擊
崩武達人·荷辛	防禦與燕返刃、崩武·真·崩武與刃·崩武、鏡頭控制
荒谷·鐵諾	打箱子/物件、撿道具、開門/調查、投擲炸彈、使用恢復道具、選擇道具

11 敵人介紹

↩ 一般敵人

地獄犬

因啃食屍奴的黑血而異變成怪物的狼群，不但體型比正常狼群龐大，兇殘的程度也大幅提昇。



屍奴眾

遭到冥界黑虫侵襲而變成怪物的人民，因喪失了思考能力而只保留了本能的反應，會從事簡單的攻擊以及獵食行為。

骸卒眾

利用屍奴的肢體組合而成的強力怪物，雖然因此使得戰鬥力大幅提昇，但是依然無法解決智慧低落的問題。





鬼蝗眾

冥界黑虫利用人類的軀殼為蛹，經過一段時間的蛻化而生成的魔獸。擁有人形的軀體以及滿身的虫甲，同時擁有高強的攻擊力與防禦力。



中頭目

骸卒頭目

以多個骸卒所組成的巨大怪物，本是希望做成可前後同時攻擊的戰鬥機器，但卻因前後不對稱而使得後面的身體反變成前面身體的第二兵器。



鬼蝗統領

鬼蝗進化的最高境界，不但擁有高度的飛翔能力，也擁有遠程攻擊能力。



魔王

焯陰

仿照古代傳說中的蜘蛛怪物而製造出來的骸卒終極體，同時擁有敏捷的移動力與高強的戰鬥力，但依然只是一隻依照本能行動的魔獸。

暗騎士·蓋歐沙

神秘的女性騎士，身著血紅色的兇暴盔甲，並且手執一把奇特的短矛。雖然身為人類，但是似乎擁有著指揮屍奴軍的能力。



行刑者

惡名昭彰的職業傭兵，以巨大的雙手戰斧為兵器，近年來長期受顧於奈傑爾伯爵。當年以卑鄙的手段害死奈文夫婦，但仍是被奈文以槍斧重創，為了治癒此傷而前來尋求該卒製造者的協助。



魔女·蕾根娜

統治著森林的魔女，也是奈傑爾伯爵夫人的姊姊。從來沒有人能在見到她的真面目之後，還活著回來的。

12 製作團隊名單

- 監製：**
許金龍
劉沛玉
- 製作人：**
林俊名
王彥凱
- 技術總監：**
張銘光
- 創意總監：**
王彥凱
- 美術總監：**
陳文凱
- 程式人員名單**
主程式工程師：
徐立豪
- 程式工程師：**
秦之誠
鍾尚均
洪振雄
陳慶烽
喬福麟
陳怡州
黃韋倫
- AI 程式工程師：**
洪振雄
黃韋倫
- 特效 程式工程師：**
鍾尚均
洪振雄
喬福麟
陳怡州
- Entity 程式工程師：**
秦之誠
鍾尚均
喬福麟
陳慶烽
- 遊戲即時動畫
程式工程師：**
洪振雄
陳慶烽
黃韋倫
- 介面程式工程師：**
秦之誠
徐立豪
陳慶烽
- Live功能程式工程師：**
鍾尚均
黃仁賢
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李建源
林高正
張文政
姜智國
李官樺
林建良
陽子賢
黃仁賢
- 美術技術支援：**
范揚鏢
- 遊戲企劃人員名單**
主企劃：
陸聖宇
- 主關卡設計師：**
張倫瑜
- 關卡設計小組：**
蔡坤憲
李家屹
張倫瑜
陳宗欽
陸聖宇
王彥凱
- 角色互動設計師：**
許智傑
- 角色互動設計小組：**
許智傑
陸聖宇
- 主介面設計師：**
陸聖宇
- 介面設計小組：**
朱彥儒
陸聖宇
- 故事腳本：**
陸聖宇
- 美術人員名單**
主美術：
廖陸慶
- 2D 設計**
2D 角色設計師：
林俊名
鄭凱勻
王少廷
陳政偉
- 場景設計師：**
陳政偉
洪偉銘
鄭凱勻
- 介面設計師：**
鄭凱勻
魏起元
- 美術人員：**
陳建丞
楊鈺琦
廖英彥
甯彬
- 3D 美術**
3D 場景設計師：
范揚鏢
許信輝
吳崇豪
張凱平
洪偉銘
許偉揚
潘怡君
陳政偉
- 道具物件設計師：**
許信輝
張富欽
陳政偉
洪偉銘
- 3D 模型設計師：**
洪偉銘
廖陸慶
- 特效設計師：**
何俊儀
洪偉銘
王秉正
- 3D 動畫師：**
羅正熙
黃榮基
陳文凱
張馨云
張耀仁
- 遊戲即時動畫
動畫師：**
羅正熙
張耀仁
- 測試人員名單：**
測試部經理：
張銘光
- 測試組長：**
徐文俊
- 測試小組：**
李家屹
廖蒼雲
陳宗欽
- 測試人員：**
薛又偉
薛又銘
蕭淑芬
王光昇
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請盡量詳細說明您所遇到的問題。

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備忘錄

Notes

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 game play 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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2. Story

Uncover the Mystery of Black Death; "Fu-Xi Seal"- Treasure from the East

Uncover the Mystery of Black Death; "Fu-Xi Seal"- Treasure from the East

In the 14th century, the writings of Marco Polo inspired many Europeans to explore the distant lands of the East. Some prominent aristocratic families sent out exploration teams, with the hope of obtaining great wealth from the fabulous East. Among these aristocrats was Count Augustus Fearghall, who discovered many treasures in the East and brought them back with him to Europe. Fearghall's second son, Nigel, found an ancient seal from among these treasures, which was named the "Fu-Xi Seal." Nigel then studied all kinds of obscure writings to learn more about this mysterious seal. From his research, he learned that the seal possessed an extraordinary power, which he thought he could control.

Greed for Power Unleashes the Evil

After killing his older brother to become a Lord, Nigel devoted all his efforts to learning how to open the "Fu-Xi Seal". After years of research, Nigel finally opened the seal and gained strength and power by summoning Necrolocust. However, Nigel did not know that by opening "Fu-Xi Seal", he also released "Blight Lord". For thousands of years, Blight Lord had been weak and powerless, because he was locked up in the Fu-Xi seal. After he was released from the seal, Blight Lord used Nigel's lust for domination to restore his own power. Thanks to Blight Lord, Nigel was able to control Necrolocust. He thought the world was his oyster.

Fighting Back the Undead

Nigel abused the powers of Necrolocust completely. He transformed his own people into wild beasts that roamed the earth. Many of his people thought their land was suffering from the plague. They abandoned their homeland, hoping to avoid 'Black Death.' As time passed, Blight Lord regained most of his strength and began to occupy Nigel's consciousness. Just when the evil sorcerer was about to conquer the world, two powerful beings were sent to punish Nigel for his crimes, and to put an end to his evil ways. .

3 Main Characters



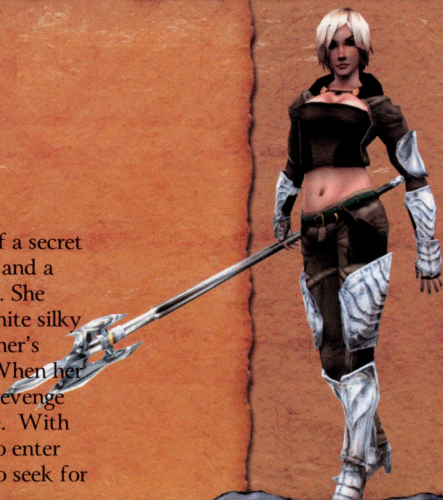
Asgard Roy



Asgard Roy, the Mad Sword, was born of a noble family and was known as the best sword fighter. He was sent by his father to investigate the death of his father's best friend Nyven, Rhea's father. This mission leads him to revenge for Nyven and search for new challengers during this investigation. He uses his big, yet quick, sword to strike any all monsters on his way.



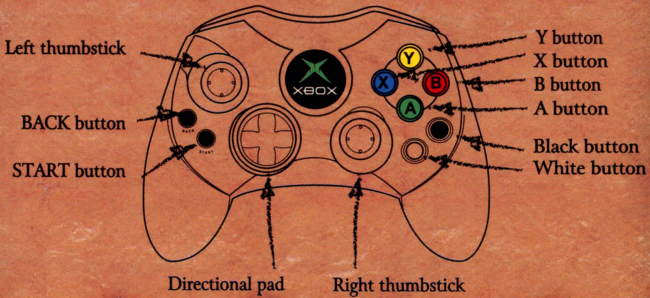
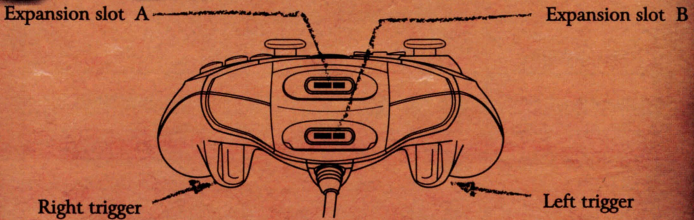
Rhea was the daughter of a secret marriage between Nyven and a peasant girl named Seana. She inherited her mother's white silky hair and inherited his father's powerful ancient spear. When her parents were murdered, revenge was Rhea's only response. With vengeance, she decided to enter her parents' hometown to seek for justice.



Rhea

4 Control

3.1 Basic Controls



Button	Use
Left Thumbstick	Character Movement Control (Walk/Run)
Right Thumbstick	Camera Control
X Button	Light Attack
A Button	Heavy Attack
Y Button	Action (pick up/operate switch/talk)
B Button	Skill Attack
Left Trigger	Use/Throw item (Pull and hold to aim when throw)
Right Trigger	Defense (Pull and hold to engage prolonged defense)
Black Button	Item Shuffle Right
White Button	Item Shuffle Left
START button	Pause / Game Menu

3.2 Skill List

Asgard Roy

Skill Name	Buttons	Note
Blade Rush	 -  - 	Original Skill
Thunder Thrust		Original Skill
Bloodfang	( + )	Original Skill
Cyclone Burst		Original Skill
Hell Wrath	( + )	Original Skill
Just Defense		Original Skill
Death Counter	 - 	Original Skill
Rage Counter	 - 	Original Skill
Counter Attack	 - 	Original Skill
Rising Force	 -  - 	Power Up Skill
Razor Bloom	 -  -  - 	Power Up Skill
Power Claw	( + )	Power Up Skill
Hawk's Flight	( +  + Direction)	Power Up Skill
Sky Raze	( + ) - 	Power Up Skill
Death Charge	 -  (Pause) -  - 	Power Up Skill

Rhea

Skill Name	Buttons	Note
Nymph's Raid	X - X - X	Original Skill
Flying Crush	A	Original Skill
Piercing Thrust	(R + A)	Original Skill
Ring Impact	B	Original Skill
Frost Stinger	(R + B)	Original Skill
Just Defense	R	Original Skill
Death Counter	R - B	Original Skill
Rage Counter	R - A	Original Skill
Counter Attack	R - A	Original Skill
Serpent Kill	X - A - A - A - A	Power Up Skill
Blade Gazar	X - X - A	Power Up Skill
Vortex Rise	(X + A)	Power Up Skill
Raging Flash	(X + A + Direction)	Power Up Skill
Dragon Claw	(X + A) - A	Power Up Skill
Crimson Stab	X - X (Pause) - A - A	Power Up Skill

4.3 Death-Lock

Death-Lock is the best method for causing more damage to the enemy. There are 2 types: Knockdown Death-Lock and Standing Death-Lock



"Knockdown Death-Lock" is used when the enemy falls to the ground.



"Standing Death-Lock" is used when the enemy is unconscious.

4.4 Counter



The first kind of counter-offensive is called "Just Defense".

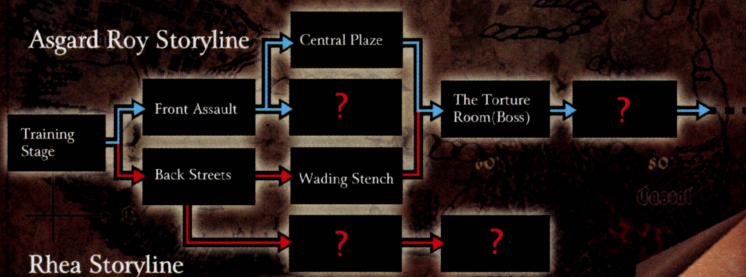
Just Defense is activated when the character is blocking enemy's attack. Meanwhile, "Just Defense" can engage "Death Counter" by pressing "B" or by pressing "A" to start "Rage Counter".



The second kind of counter-offensive is called "Counter Attack". When the enemy hits the character, it positions itself into defense mode. "Counter Attack" can be used by pressing down "A" while moving back from defense mode.

5 Stage & Storyline

With different goals, Asgard and Rhea set out in different paths. The confident Asgard starts from a village packed with enemies, confronting the monsters head to head. Rhea, on the other hand, is keen on revenge. chooses a secret pathway to penetrate to the enemy base. Players are given the flexibility to take different paths on their journey.



Asgard Roy Storyline

Stage Name	Stage Description
Front Assault	Attacking from the front of the town is a daring act, and downright dangerous, but that's just the kind of challenge Asgard is looking for.
Central Plaza	Piercing into the center of town from the ground, crushing the Veli army along the way.

Rhea Storyline

Stage Name	Stage Description
Back Streets	Sneaking in from the back alleys of town is a good way to avoid attention. This seems like a good option for Rhea, whose main purpose is to save townsfolk still trapped within.
Wading Stench	Due to the fact that the Veli army has destroyed the town roads, the sewers have become the only way.

6 Game Flow

Press Start button under the main menu to start the game.



Choose one of the two characters as your main character.



You can select stages from the main map.



After you have completed a stage, there will be a ranking on your stage performance.



you can change the character's equipment, buy or sell items in the shop, save your game file, or go on to the next level.

7 Interface

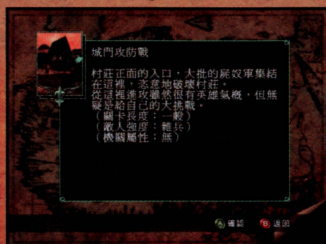
7.1 Main Menu

- New Game: Start a new game
- Load Game: Load a saved game
- Option: Change game settings
- Xbox Live: Scoreboard and stage download.



7.2 Maps

You can choose your own adventure path from the world map. Blue dots indicate completed stages, whereas red dots indicate new stages. Your current position is marked with a flag.



You can view your location on the map in each stage when the game is paused. The character's symbol on the map stands for your current location and the arrow represents the direction that you are facing.



7.3 Shop

Items can be purchased or sold with the anima collected in the game. The anima count allows players to purchase Health Point, Skill Point, Items, and Skills.



7.4 Character Menu

After having passed a level, the player can view current character status and equip different weapons.



Obtaining Equipments:
Equipment can be obtained by talking with other characters in the game. Some of them hide in dark areas; therefore, you must explore each stage thoroughly to find all of them.



Using Equipments:
In the equipment interface, choose an equipment to use and then choose where to put your equipment. (One equipment per area only).



7.5 Onscreen Information

Health Point · Skill Point · Item

The Health Point (red bar) and Skill Point (yellow bar) of the character are displayed on the upper-left corner of the screen. The circle displays the current item that can be used.

Health Point

Skill Point



Combo

Combo

The combo count is displayed on the upper-right corner and will disappear once the attack isn't consistent.

Anima









The anima count can be accumulated from killing enemies. The more combos that are used to kill an enemy, the more anima count the player can collect.

Item



Anima

8 Items

Icon	Name	Description
	Healing Vial	Replenishes a small amount of life.
	Healing Potion	Replenishes a large amount of life.
	Skill Potion	Replenishes a large amount of skill points.
	Elixir of Life	Totally replenishes life and skill points.
	Antidote	Stops fire and poison.
	Explosive Bomb	Creates an explosion that injures nearby enemies.
	Flame Bomb	Deals fire damage to nearby enemies.
	Gas Bomb	Poisons enemies that are nearby.

9 Xbox Live

Daemon Vector supports the Xbox Live feature. With the feature properly setup for your Xbox video game system, you can download hidden stages and upload your score to the scoreboard online.



Stage Download

Requirement: A valid Xbox Live account.

You can acquire new weapons after completing a downloaded stage.



Scoreboard

Players are ranked according to their:

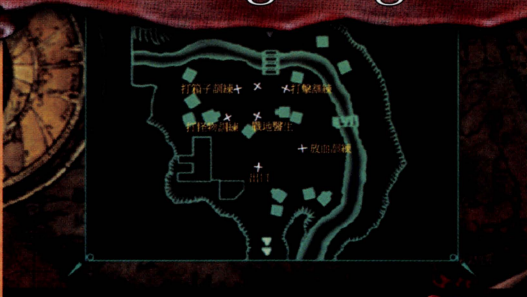
Max Combo

Total Game Time

Stage Count



10 Training Stage



Stage NPC	Training
James the Lord	Light Attack, Heavy Attack, Combo Attack, Rising Attack, Dash Attack, Mid-Air Attack
Charley Strong-One	Downward Death-Lock, Standing Death-Lock, Small Skill Attack, Strong Skill Attack
Counter Master Hoshin	Defense, Counter Attack, J.D., Death Counter, Rage Counter, Camera Control
Van Gogh Tieno	Hitting crates and objects, Picking up items, Opening doors and investigating, Throwing Bombs, Using Items, Choosing Items

11 Enemies

Normal Enemies

Hellhound

Wolves that have turned into monsters after eating Veli flesh. Not only have they grown in size, their aggressiveness has also



Veli

Townfolk turn into zombie-like monsters after being infected by the larvae of Necrolocust. They have lost all of their ability to think, and are driven only by pure instinct.

Horror

Monsters created by putting Veli body parts together, thus creating more powerful soldiers. However, they still lack the wisdom of humans.





Necrolocust

They are covered with armor and are capable of dealing powerful attacks.



Small Boss Prime Horror

The Prime Horror was made by combining multiple Horrors into one. It was originally meant to be able to attack from both front and back sides, but the asymmetrical shape of its body turns the second body on the back into a weapon for the major body, rather than a two-headed battle machine.

Main Boss Djien

A monster that was created according to an ancient spider legend, and is the most horrible one of the horrors.



Necrolocust Captain

The ultimate state of the Necrolocust breed, not only does this creature have the ability to fly, it is also capable of long distance attacks.



Lady Giorsal

A strange and mysterious female knight who wears a suit of savage red armor, and uses a peculiar short lance. Although she is still human, she seems to have the special ability to control the Veli army.



The Executioner

The most feared and notorious axe for hire in the lands. He has been in Count Nigel's service for quite a while. Rumor says that he sustained a severe wound when he ambushed Nyven and his wife, and that he is seeking the help of the cave master to heal this wound.



Ragana

Ruler of the forest, and also the twin sister to Count Nigel's wife. No man has ever left the forest alive after seeing her face.

12 CREDITS

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kayin Chang
Kim Chen
Solus Lu
Tony Wang

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Character Design
Group :
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Solus Lu

Lead UI Designer :
Solus Lu

UI Designer Group :
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Solus Lu

Story :
Solus Lu

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Unice Cheng
Jerry Wang
Gray Chen

Stage Design :
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Amo Hung
Unice Cheng

UI Design :
Unice Cheng
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Kevin Yang
Zen Liao
Mobius Ning

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3D Stage Design :
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Shaq Hsu
Len Wu
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Amo Hung
Danny Hsu
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Jojo Chang
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Rocky Huang
McCoy Chen
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In-game Animation :
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Aven Chang

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Quality Assurance
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Hoshin Liao
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Joe Hsueh
Emma Shu
Sam Wang
Herman Lee
Ken Wu
Kaoru Hsu
Happy Zeng
Rio Zeng
Blood Zhou
Tom Cheng

Music :
Jei-Yong Shin

Sound Effect :
James Liu

Recording & Mixing :
PROFEE RECORDING
STUDIO

Opening Movie :
WIND CG STUDIO

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Winnie Lin
Jackey Hsu
Chirs Chen

Commercial Design:
Croter Hung

Special Thanks:
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Devin Hsieh
James Tu

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14 Technical Support

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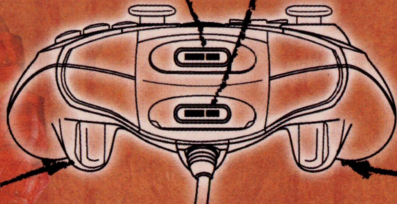
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擴充槽 A

擴充槽 B



右發射鍵：
防禦

左發射鍵：
道具使用/投擲

左搖桿
角色移動

Y 鈕：行動

X 鈕：輕攻擊

B 鈕：特殊攻擊

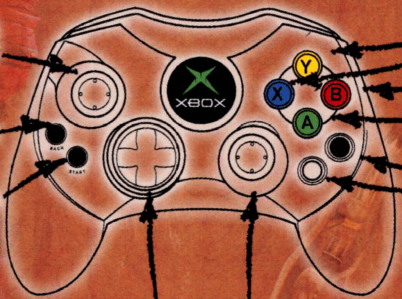
A 鈕：重攻擊

返回

黑鈕：道具右選擇

白鈕：道具左選擇

開始



方向鍵

右搖桿
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