

CAPCOM®


XBOX 360



Capcom Entertainment, Inc.
800 Concar Drive, Suite 300, San Mateo, CA 94402-2649
www.capcom.com

©CAPCOM CO., LTD. 2012 ALL RIGHTS RESERVED. Portion of this software utilize Speed Tree®RT Technology (©2012 Interactive Data Visualization, Inc.) Speed Tree® Technology is a registered trademark of Interactive Data Visualization, Inc. All right reserved. Unreal® Engine, Copyright 1998 – 2012, Epic Games, Inc. All rights reserved. Unreal® is a registered trademark of Epic Games, Inc. Uses Scaleform GFX © 2010 Scaleform Corporation. All rights reserved. This product includes code licensed from NVIDIA. Uses Bink Video. Copyright © 1997-2011 by RAD Game Tools, Inc. This software uses fonts by Fontworks Japan, Inc. Fontworks and the font names are trademarks of Fontworks Japan, Inc. The ratings icon is a registered trademark of the Entertainment Software Association.

KINECT, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.

 **WARNING** Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

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 taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play 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.

ASURA'S WRATH

Contents

Xbox LIVE®	01
Story	02
Characters	03
Game Start	06
Game Screen	07
Controls	08
Menu	10
Options	11
Tips	12
Warranty & Technical Support	17



Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun.

Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

Story

The mighty nation of Shinkoku Trastrium, sole super power and center of civilization, dominates the world.

It is a hybrid civilization melding modern industrial technology with spiritualism and religion. The upper class, known as demigods, rule over humankind in a strict hierarchial society.

But even the great demigods of this world have a vexing problem—the Gohma.

These monstrous creatures borne of defiled land instinctively attack demigods, humankind, and civilization itself.

Virtually powerless, humankind is at the mercy of daily attacks by the Gohma. Their only hope lies with the demigods.

Asura and his comrades, known as the Eight Guardian Generals, ultimately led the Shinkoku Army to victory over Gohma Vlitra, the source of all Gohma, after many bloody, hard-fought battles.

Thus, Shinkoku Trastrium enjoyed a brief moment of peace.

But this tranquility was shattered by the assassination of their emperor and the framing of Asura for the crime. Asura's comrades, the other seven Guardian Generals, were behind it all!

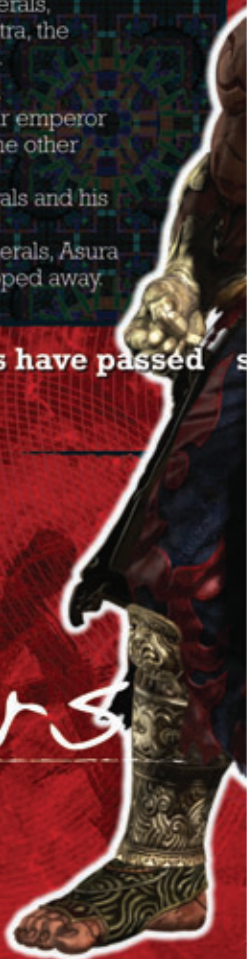
His darling daughter was abducted by the Guardian Generals and his wife Durga slain.

Defeated and cast down from Heaven by the Guardian Generals, Asura vowed vengeance upon his former comrades as his life slipped away.

Twelve thousand years have passed

Characters

2



Our story's hero. Was once one of the Eight Guardian Generals that led the Shinkoku Army, but was betrayed by his seven Comrades, who abducted his daughter, slew his wife, and left him to die. But even in death, he was filled with an indelible rage that led him back to the world of the living.

ASURA

since that brutal betrayal...

YASHA

One of the self-proclaimed Seven Deities. Formerly one of the Eight Guardian Generals that lead the Shinkoku Army. Calm and collected, and a master of the military arts. Possesses speed and abilities that make him a prominent figure among the Seven. Eternal rival of Asura.

3





Wyzen

Deus

Protectors of Gaea

Sergei

Kalrow

Characters

The Seven Deities

Comprised of the seven former Guardian Generals of Shinkoku Trastrium, with Deus as their leader. Each one is a self-proclaimed deity leading a great host. They wage a seemingly endless crusade to rid the land of the Gohma, enemy of humankind.

4



Mithra

Asura's daughter. Chosen as the sole Priestess of Shinkoku, she is the only demigod able to control and amplify Mantra to the full extent of its power. Because of this, she has been taken against her will by the Seven Deities.



Augus

Olga



THE GOHMA

Monstrous creatures spawned from a land defiled. Resembling creatures found in the natural world in outward appearance, they instinctively attack demigods, humankind, and civilization itself.



Game Start



The Title screen appears when you start the game.

Pressing the START button while in the Title screen takes you to the main menu.

● **The following menu items are available on the main menu.**

NEW GAME.....Start a new game.

EPISODE MENU.....Select and play an episode.

OPTIONS.....Check and change game settings.

EXTRAS.....View a variety of special illustrations and movies etc.
As you play through the game, more content will be available for you to view.

- **ACHIEVEMENTS** View the achievements that you have won.
- **CG ART** View CG artwork from ASURA'S WRATH.
- **ILLUSTRATIONS** View illustrated artwork from ASURA'S WRATH.
- **INTERLUDES & MOVIES** View the interludes from ASURA'S WRATH and special promotional videos.
- **GAUGES** Change the gauges used during the game.
- **BUMPERS** Set and customize bumpers.

● **Saving your Game.**

Your game progress is automatically saved when you complete an episode. To resume a saved game, select the episode you want from the EPISODE MENU (see p. 10). Saving data requires at least 108KB of free space on your system's hard disk drive.

Game Screen

Inflicting and receiving damage raises the Unlimited Gauge. Once it is at max, Unlimited Mode can be activated, increasing Asura's strength for a set time. Asura will also not overheat while in this mode.



Unlimited Mode

Unlimited Gauge

Whenever you suffer damage, this gauge lowers, and if it goes all the way down, it's game over.

Life Gauge



Special action commands may appear on screen depending on the situation.



Burst Gauge

Inflicting damage on enemies fills the Burst Gauge. The Burst icon appears onscreen when the gauge is at max. Pressing the **□** button activates Burst unleashing a devastating attack.



Controls



Unlimited Mode



Lock on target

BACK button

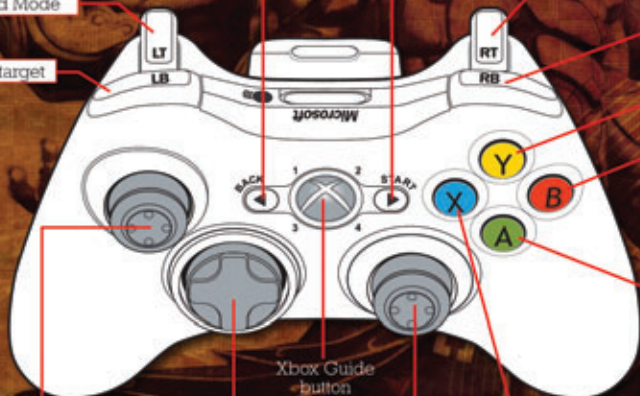
Skip movie

START button

Pause Menu



Burst



D-pad

Select

Right stick

Free Camera /
(When Locked on)
Switch targets /
Right stick button:
Reset Camera

Left stick
Move / Reticle

X Button

Fire

Rapid Fire



Hold down the X button to switch to Rapid Fire. During Rapid Fire, use the left stick to control the reticle.



8

The above controls are Type A. You can change the control method by selecting **OPTIONS** on the main menu. ➔ P.12

Y Button **Heavy Attack** **Special Attack**



Pressing the **Y** button near an enemy that is down unleashes a Special Attack that deals heavy damage.



OVERHEATING

Each Heavy Attack or Special Attack causes Asura to overheat for a set time. Heavy Attacks and Special Attacks cannot be used while he is overheating.

B Button **Attack** **Dash Attack**



Hold **B** button to achieve a dash attack. This can also be activated while jumping.

Rush the enemy with a relentless combo attack!

SPECIAL INPUT



Follow the command that appears on screen at various scenes.

A Button **Jump** **Recover**



Press the **A** button right after Asura gets hit by an enemy attack to reduce damage and quickly return to a fighting stance.



COUNTER



Press the button shown on the on-screen prompt right before an enemy attack to execute a counterattack.

B Button **Cancel** **A Button** **OK**

SYNCHRONIC CHANCE

A **Y** button icon will sometimes appear on screen. Press the **Y** button when you see the icon. Your button press results will be displayed in the Results menu once you complete the current episode.



Menu

EPISODE MENU

Selecting EPISODE MENU on the main menu displays the Episode Menu. You can switch between the completed episodes that are displayed there by pressing the **LB** button and **RB** button. Select the episode you want. You can change the EPISODE difficulty through OPTIONS in the main menu.



- **PLAY**
Play the currently selected episode.
- **RECORD**
View your results for the selected episode.

PAUSE MENU

Pressing the **START** button displays the Pause Menu. The commands available on the Pause Menu are shown below.



- **RESUME GAME**
Close the Pause Menu and resume the current game.
- **VIEW CONTROLS**
Change camera control and vibration settings, and check the current control type.
- **RETURN TO MAIN MENU**
Quit game and return to the main menu.

RESULTS

Gameplay results appear after you complete an episode.



Options

OPTIONS SCREEN

The items available in the Options screen are as follows.



● **DIFFICULTY** Change the difficulty of the game.

● **SOUND**

- Audio - Change audio settings to English or Japanese.
- Overall Sound - Change sound settings.

● **SUBTITLES / INFORMATION PROMPTS**

- Subtitles - Turn subtitles on or off.
- Information Prompts - Turn information prompts on or off.

● **CONTROL SETTINGS**

Select the control method you want.

● **CAMERA**

- Y-Axis Controls - Select Normal or Inverted.
- X-Axis Controls - Select Normal or Inverted.
- Camera Sensitivity - Adjust camera and aiming reticle sensitivity.

● **BRIGHTNESS / VIBRATION**

- Screen Brightness - Adjust screen brightness.
- Vibration - Turn the vibration function on or off.

Note: To enable the vibration function, press the Xbox Guide button and turn it on in the menu that appears.

● **RESTORE DEFAULT SETTINGS**

Return all settings to their default values.

Tips

Enhance the Special Attack!

Close in to a knocked down enemy and use the Special Attack! It will deal great damage as well as giving a boost in the Burst Gauge!

But watch out! Beware of the Overheat!

Make use of the Target Lock!

When the enemy is out of sight, use the Target Lock to relocate them! It is also effective to lock on to range enemies that attack from afar!

But watch out! It won't work when there are no enemies nearby!

Make a comeback using the Unlimited Mode!

When the Unlimited Gauge is full press LT to activate! Go through enemy attacks to land relentless combos!

But watch out! It doesn't last forever!

Launch enemies into the sky with the Dash Attack!

When an enemy is caught off guard with the Dash Attack they are thrown up in the air! It can be linked to a combo or aim for the Special Attack after knocking them down!

But watch out! There is no one to blame if you miss!

Notes

