

 XBOX 360.

# BOUND BY FLAME



SPIDERS

**FOCUS**  
HOME INTERACTIVE

**⚠ WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

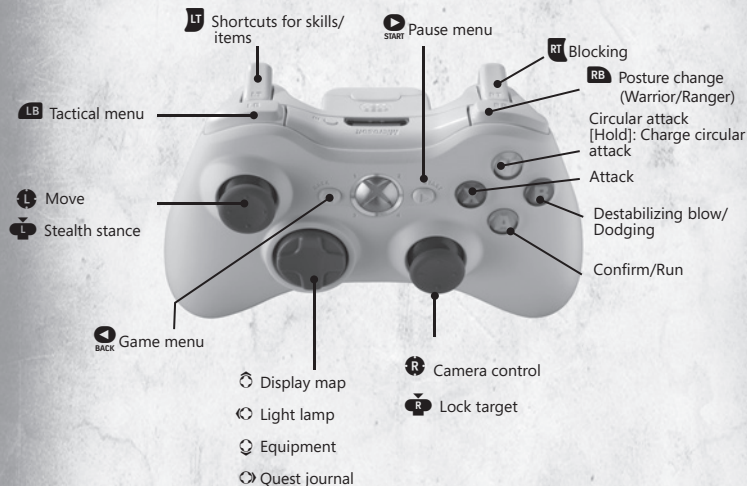
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## CONTENTS:

CONTROLS .....	3
INTERFACE .....	4
FIGHT .....	5
CHARACTER DEVELOPMENT .....	6
ITEM CREATION .....	7
QUESTS .....	7
WARRANTY .....	8
TECHNICAL SUPPORT .....	8
CREDITS .....	9

## CONTROLS



## INTERFACE

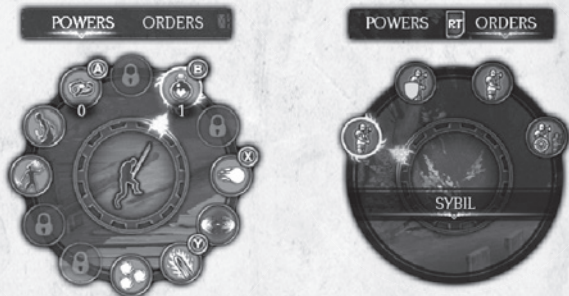
### IN COMBAT:



1. Life bar (red) // Magic bar (blue) // Experience bar (yellow)
2. Shortcuts to quickly use an item or cast a spell. Shortcuts can be customized via the tactical menu.
3. Mini-map.

### TACTICAL MENU:

The tactical menu is at the core of the combat system and enables you to manage your powers/items and, in combat, to manage your companions. To open the tactical menu, press **LB**.



**POWERS:** The assignment of shortcuts to your powers can be modified at any moment. Access the Tactical menu, and press **LB**. The tactical menu also enables you to activate a skill directly, such as healing, for instance.

**ORDERS:** This section of the menu is used to adjust your companions' behavior in combat.

## FIGHT:

In order to survive the ordeals that await you, you must master the various combat techniques and use them wisely.

To change combat stance, press **RB**.

### WARRIOR:



This particular stance is specific to two-handed weapons: long swords, heavy axes and war hammers. This technique is ideal to fight isolated but tough opponents. Press **X**, to quickly inflict damage to your enemy. However, if you are surrounded by the enemy, choose a circular attack and press **Y** to affect several of your opponents in one go. Hold **Y**, to trigger a series of devastating blows. When under attack, press **RT** to parry with your weapon. Parrying at the last moment enables you to not only block the attack but also to counter-attack instantaneously. Hold **RT**, to move whilst facing your opponent. Finally, use **B** to fend off your opponents and break their guard with a destabilizing blow.

In Warrior stance, every type of weapon that can be equipped has its own specific traits:



**Swords:** Among the two-handed weapons, these are the fastest to use.



**Axes:** Slower than swords, they nonetheless carry more probabilities of dealing critical blows.



**Hammers:** These are the slowest of all two-handed weapons, but they provide better chances of interrupting an attack, thus destabilizing your opponents and shattering their shields.



### RANGER:

This stance enables you to wield two blades. Although you will not strike as hard as with a two-handed weapon, you will hit much faster.

Like the Warrior stance, the Ranger stance gives you two types of attack. Hold **Y**, to create a chain of killing blows. In this stance, however, blocking is less effective. Press **B**, to jump back and dodge any attack. Try dodging at the very last minute in order to automatically trigger a powerful counter-attack.

Moreover, pressing **L3** enables you to use your stealth stance to hide in the shadows and move rapidly and discreetly. When stealth is activated, you can take your enemies by surprise, which increases damage considerably.

Adapt your stance to the situation: Do not hesitate to use **RB** to toggle the Warrior and the Ranger stances, even in the midst of combat.



### PYROMANCER:

In this adventure, Vulcan is soon possessed by a fire demon and acquires Pyromancer powers. This powerful magic can be used in any combat stance.

You can use this power in several different ways: You can set your blade ablaze to make your hand-to-hand attacks even more devastating; summon guardian flames as shields against your opponents; or throw devastating fire orbs to burn everything down on your way... However, beware. When used, Pyromancer powers take up Magic points. Luckily, your Magic reserve regenerates automatically with time.

To cast a fire spell, select it in the Tactical menu, or assign a shortcut to it.



### **RANGED ATTACK :**

As long as you have enough bolts, you can use your crossbow to launch a ranged attack against your enemies. To attack with a crossbow, select your weapon in the Tactical menu or assign a shortcut to it.



### **TRAP:**

Remember that Vulcan is the powder master of the Freeborn Blades. This is why you can set traps on the ground in order to take your opponents by surprise. If your trap remains empty, you can still get it back and reuse it at a later stage.

Also remember that with these two weapons you depend on a limited number of components and items. You can, however, create new items with the game's creation system. You will find more information on this subject in the 'Item creation' section of this manual.

## CHARACTER DEVELOPMENT

In this game, you will enhance your character by developing his skills and feats. To do so, press . By completing quests and after every victory in combat, you gain experience which causes you to go up a level. Every time you reach a new level, you obtain 2 skill points and 1 feats point which you can spend in this menu.



### **SKILLS:**

skill points enable you to increase your fighting skills in all three combat techniques: Warrior, Ranger and Pyromancer. Each skill can be developed up to three times. The more points you spend in one combat technique, the more you progress in that particular technique: you start as a Novice and you carry on to Amateur, Expert and finally Master. When you reach a new rank, you can spend your points to acquire new skills. However, be careful. The skills you choose have a great impact on how you behave in combat.



### **FEATS :**

Feats points are used to develop your character's specific features, such as life potential, magic reserves and the maximum load that can be carried... Do not neglect feats. They are essential for strengthening your character. Remember that feats can only be unblocked once certain prerequisites have been met.



### **EQUIPMENT:**

Another way to enhance your character's skills consists in using better equipment and in improving existing equipment. You obtain new equipment at the blacksmith's as rewards for the quests you have carried out, or by searching around the bodies of your fallen enemies. Moreover, you can improve your equipment by using certain components. These enable you to modify your sword in order to cause more damage, or to improve your armor for better hit resistance. Use in the dedicated menu to equip and improve equipment.

## ITEM CREATION

When you search the area and the bodies of your fallen enemies, you find various items that help you to improve your equipment, make consumables and create new components. Press to open the item creation menu.



### **EQUIPMENT:**

In order to survive in the world of Vertiel, you must absolutely reinforce your equipment. Improving your armor and your weapons will enable you to not only customize your look, but also your skills and your fighting strategy. You could, for instance, maximize damage and minimize your own safety, or maximize your defense and your natural health regen.



### **CONSUMABLES :**

In Bound by Flame, you often use consumables such as health potions, magic potions, bolts for your crossbow or traps. If you have enough components, you can create these at any moment with the dedicated menu.



### **COMPONENTS:**

If you lack a component to improve your equipment or make a potion, you can create it. Imagine, for instance, that you do not have enough tainted blood to make a cure. You can create the component by using 10 Gold coins. Moreover, Gold enables you to create any basic component. Basic components are needed to create more advanced components or consumables.

## QUESTS



### **MAIN QUEST :**

The main quest has certain objectives that are summed up in the journal that you will find in the Game Menu. They are also displayed on the map (yellow).



### **SECONDARY QUESTS:**

All along your quest, you will meet characters that will ask you for help. These are optional quests, but they will give you some precious rewards. Beware. If you progress too fast in this adventure, you might miss some of these quests. As in the main quest, the objectives of the secondary quest are summed up in the journal and are displayed on the map (white).

## WARRANTY

### Product Name: Bound By Flame

Focus Home Interactive guarantees up to ninety (90) days from the purchase date of the Product that the recording medium on which the product is supplied is exempt from latent defects and manufacturing errors under normal conditions of use (excluding negligence, abuse or incorrect usage). In the event the recording medium turns out to be defective within this period, Focus Home Interactive promises, at its discretion, to replace the product (insofar as the product is still manufactured by Focus Home Interactive) or to supply you with a product of an equal or lower value under the conditions described hereafter.

To enable us to exchange the defective product, please send the product in its original packaging (postage costs to be borne by the sender), accompanied by the original proof of purchase, a description of the problem encountered and your full address and contact details to the Focus Home Interactive Technical Support department.

We recommend you send the package via registered mail with acknowledgement of receipt. Please send it to the following address:

**Focus Home Interactive, Support Technique,  
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## TECHNICAL ASSISTANCE

If you experience difficulties installing or operating Bound by Flame, please contact our technical support department by email or phone (French/English service):

**Email:** support@focus-home.com

**Phone:** +33 (0)1.48.10.75.95 (Monday to Friday from 9.00am to 1.00pm GMT).

Please give the Technical Support team as much information as you can, such as the Game Title, the type of problem and how and when the problem occurs.

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