

# BRAVE

*A Warrior's Tale*



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**⚠ WARNING** Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer 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.

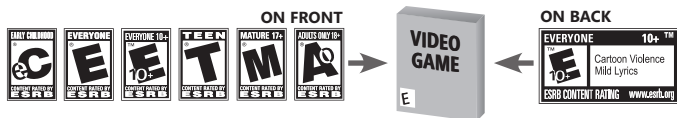
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit [www.ESRB.org](http://www.ESRB.org)

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### **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](http://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](http://www.xbox.com/familysettings).

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## A NEW STORY

"Many seasons have passed since the young warrior Brave was called upon to defend his Village from the dark forces of Wendigo. Now the Village Elder, Brave spends his days telling the tales of his adventures to a new generation, much as his mentor Grey Bear used to tell them to him. But there is one child in the Village that Brave has taken a particular interest in. The spirits speak of another young soul who may become a great Warrior and defend the Village again, should the need arise. A child named Courage..."

## GETTING STARTED

Set up your Xbox 360® computer entertainment system according to the instructions supplied with your system. Check that the system is turned on. Press the eject button to open the disc cover. Place the Brave: Warrior's Tale disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controller and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

You can load saved game data from your hard drive.



## SETTING UP

Set up your Xbox 360 according to the instructions in its instruction manual. Press the EJECT button on the front of the console to open the disc cover and place the Brave: Warrior's Tale disc in the disc holder with the label side facing upwards. Press lightly until the disc clicks into place. Close the disc cover by pressing firmly until you hear a click. Brave will then commence loading. It is advised that you do not insert or remove accessories once the power is on.

**PLEASE NOTE:** The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

## DIRECTIONAL

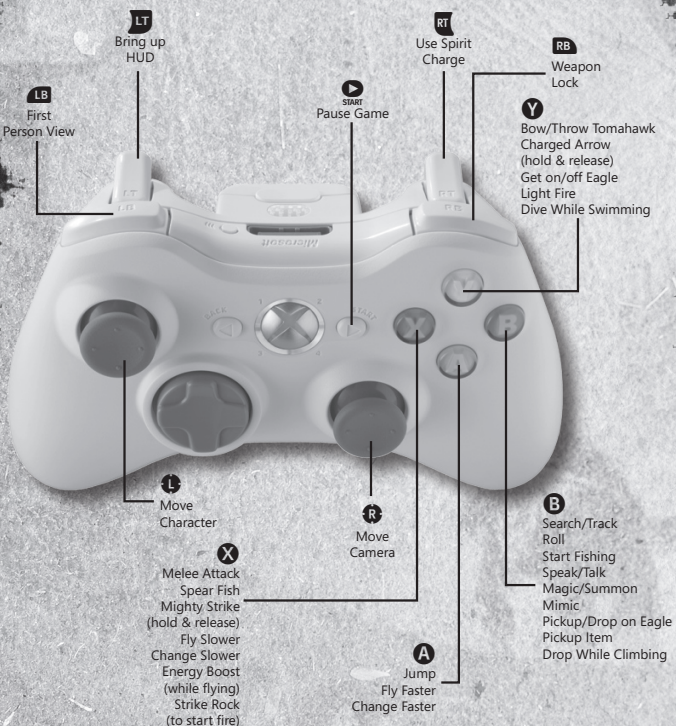
### BUTTONS – MOVEMENT

In this manual  $\uparrow$ ,  $\downarrow$ ,  $\leftarrow$ ,  $\rightarrow$ , etc. are used to denote the direction of the left analog stick unless stated otherwise.

## USING MENU SCREENS

Press the  $\uparrow$ ,  $\downarrow$ ,  $\leftarrow$ , or  $\rightarrow$  directional buttons to highlight an option, then press the **A** button to confirm. Press the **B** to return to the previous menu screen.

## DEFAULT CONTROLS



## GETTING STARTED

Previously saved Brave game data stored on your hard drive will automatically be loaded upon boot up. The first screen displayed on boot up is the Title Screen. Press the **START** button on the Title Screen to access the Main Menu.

If you are playing Brave for the first time, press **▲** or **▼** to select either 'New Game' or 'Options.' If you are returning to a game previously saved, you can select either 'Continue Game' or 'Options.'

## OPTIONS

Press **▲** or **▼** to select one of the following options from the Options Menu screen and press the **A** button to confirm.

## LOAD GAME

Load a previously saved game from those saved to your hard drive. The game time and number of Secret Totems collected for each game are indicated on screen. Press **▲** or **▼** to select a game file and press the **A** button to load it.

## NEW GAME

Choose New Game from the Main Menu to start the adventure from the beginning. You can choose between two characters - Courage and Brave.

## SECRET TOTEMS

Secret Totems are hidden throughout the world of Brave and can be discovered using your tracking and mimicry skills. Every time you find a Secret Totem, a special piece of artwork will be unlocked – there are 48 to collect in total, so try to find them all!

**NOTE:** This option is only available when you've found a Secret Totem. Upon finding a Secret Totem a message is displayed telling you how many you've found, and how many still remain in that level.

## SETTINGS

Use the Settings Menu to alter a variety of game preferences. Press **▲** or **▼** to select a setting option and press the **A** button to confirm.

## AUDIO

Press ◀ or ▶ to increase or decrease the Master Volume, Sound Effect Volume, and change the Sound Mode by choosing either Mono, Stereo, or Surround.

## CONTROLS

Toggle vibration of your controller on and off, and if desired, choose to invert the vertical cameras and flying controls.

## THE GAME SCREEN

NOTE: Press the **LT** button to display the health, spirit bar, and map. Blue circles on the map indicate places Brave needs to go, red circles signify enemies.

## CONTEXT SENSITIVE ACTIONS

At various times during his adventure, Brave will be able to perform particular actions, like read cave paintings, throw rocks, or go fishing. The **B** button, and sometimes the **X** button are used to perform these actions and an indicator will be displayed in the bottom left-hand corner of the game screen during these situations. The indicator tells you what button to press and what action Brave will perform.

## THE MOBILE STONE

Brave's 'Mobile Stone' is one of his most valuable possessions as it allows Grey Bear to pass on help and advice. Whenever Brave receives a new help message, his mobile stone will be displayed on-screen. Press the **BACK** button to view the message.

## SHAMANIC SIGHT

Shamanic Sight is an ancient power that has been passed down through the generations and allows the Shaman to see special 'shamanic creatures'. Before Brave can learn to use the power himself, he must first find the Shamanic Sight Carving. Grey Bear will provide some guidance once this unique artifact has been collected and from that moment on Brave can quickly spot shamanic creatures as they will each have a glowing 'aura'. Upon successfully catching a shamanic creature he will be granted a new carving which will bestow further magical powers and abilities. Some of these carvings are described in the following section of this manual, but many more will be discovered during his quest.

## MIMICRY CARVING

The Mimicry Carving allows Brave to mimic the call of certain birds and animals once he has spotted them. This is a particularly useful skill as Brave will quickly learn that effectively using the creatures that inhabit the environment around him is essential if his quest is going to be successful.

To use the mimicry ability, press the **LB** button to enter first person mode and press ↑, ↓, ◀, or ▶ to look around. You can also use the right analog stick to zoom in/out.

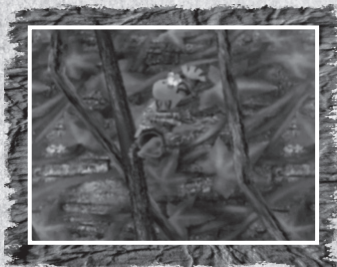
When you see a creature that Brave can mimic (a glinting indicator will be displayed around the animal), focus on it and press the **B** button



## DIVING AND CLIMBING

After obtaining the Diving Carving, Brave can dive underwater for brief periods of time. Press the **Y** button whilst swimming to dive under the surface.

The Climbing Carving must be acquired in order for Brave to climb up the ivy which covers many of the trees in the forest. To climb, simply walk up to, or jump at the ivy and press **▲**, **▼**, **◀**, or **▶**.



## FISHING

Brave can catch fish if he is holding a stick weapon and stands still in a pool where fish are present.

When Brave is standing motionless in the water, press the **B** button to change his stance, ready to strike at a fish. When the moment is right, press the **X** button to jab the stick quickly downwards. Remember, patience is a fisherman's greatest virtue!



## SPIRIT ENERGY

Once Brave finds an eagle feather for his headdress, he will gain the ability to see and collect 'spirit energy' to improve his combat prowess. The amount of spirit energy Brave has collected is represented on his spirit energy bar, displayed on-screen next to his health meter. When he has obtained a certain amount of spirit energy a feather will become filled; pull the **RT** button to temporarily charge Brave with power, thus making him faster, stronger and able to pull off additional attack moves. Using a spirit charge depletes the energy in one feather. Brave should keep looking for spirit energy to keep his feathers fully charged up and ready for use. Brave will discover further eagle feathers on his journey, thus providing him with more spirit charges.



## DREAMCATCHERS

Dreamcatchers are magical shamanic symbols that restore Brave's health, so remember to search for them, especially when he is low on energy. Two strengths of dreamcatchers can be found; one provides a small increase in energy, and one completely restores Brave's health.





## TRACKING

Follow trails of animal prints by pressing and holding the **B** button when near tracks. When Brave is near to the beginning of a trail, his heart will start to beat faster and a paw print will be displayed on-screen. When he uncovers a track, the next print will appear further up the path...



Brave can even sense hidden animal tracks – when you think you might be near to a trail, press the **LB** button to look around and see if you can spot a paw print. You can then uncover the track by pressing and holding the **B** button; follow the direction of the prints to find secrets.

**NOTE:** Brave's heartbeat while tracking is indicated through the vibration function of the XBOX 360 Controller. The stronger the vibrations, the closer Brave is to the print.

## POSSESSING ANIMALS

These powerful invocations let Brave temporarily possess and control certain creatures found in the forest. Evil creatures cannot be possessed. To possess a creature, Brave must stand on a 'possession invocation plinth' and focus on the animal in first person mode. Having done this, press the **B** button to possess the creature.

Once he has chosen a creature to possess, Brave remains in a trance on the plinth, while he takes control of the creature. All creatures are controlled using the left analog stick, and different animals

have different abilities. For example, you can make a rabbit jump by pressing the **A** button.

When in possession of an animal, a trail of Spirit Hoops will often become visible to show Brave where he must take the possessed creature. However, Shamanic Possession saps the user of spirit energy; if Brave starts to run out of spirit energy while in possession of a creature, the continuously draining on-screen meter will begin to flash. If Brave completely runs out of spirit energy, he will come out of his trance, back on the possession invocation plinth.

In certain instances, Brave can also use Shamanic Possession to teleport to other locations. When in possession of a creature, Brave must make the creature travel to a sacred stone circle; if he manages this before his spirit energy runs out, he will be teleported to the circle.

## TRANSFORMING INTO THE BEAR

When Brave is given the opportunity to transform into the bear, he can execute a number of powerful attacks. The bear can be made to swipe with a press of the **X** button, stomp by pressing the **A** button, roar by pressing the **B** button and even eat enemies by pressing the **Y** button!



## STICKS

At the start of the game, Brave does not have any weapons, but all he has to do is find a sapling and uproot it with a press of the **B** button. The sapling can be used as a pretty handy stick weapon; press the **X** button to swipe with the stick. Once armed with a stick, don't forget to bash down ferns and plants to find spirit energy and dreamcatchers. Brave can only carry one stick at a time. If he pulls a sapling from the ground whilst already equipped with a stick, then the new one will simply replace the old one. Sticks can also be turned into burning torches by holding them over a lit fire hearth or a lit torch pole; burning torches make a far more powerful weapon.

## SPIRIT DANCER'S TOMAHAWK

This powerful axe once belonged to Spirit Dancer himself and allows Brave to inflict greater damage than with a stick. Wield the tomahawk by pressing the **X** button; if you press and hold the **X** button Brave will summon energy for a mighty strike – this is useful when you want to hit enemies with a more powerful attack and can even be used to smash boulders.

## THE WARRIOR'S BOW

The Warrior's Bow is essential to defeat enemies when close combat is too dangerous. Press the **Y** button to fire an arrow in the direction Brave is facing and press and hold the **B** button to perform a power shot. Once Brave is equipped with the Warrior's Bow, you can also target enemies and fire arrows in first person mode by pressing the **Y** button, then using **←**, **→**, **↑**, **↓** to aim. Brave can also lock on to targets by pressing and holding the **RB** button. You can get more arrows by collecting quivers.

## DANGERS FROM THE FOREST AND BEYOND



Brave will have to overcome all kinds of enemies if he is ever to find Spirit Dancer, from the beetles and bugs of the forest to the rabid wolves that prey on those who dare to step foot into the forest clearings they patrol. Even more dangerous are the Fallen Warriors, skeletal soldiers resurrected to cut Brave down to size. There are three different types of Fallen Warrior; be especially wary of the wearing heavy-duty armor! Fallen Warriors always attack in groups and carry deadly weapons; even the loss of limbs won't deter these brutes from continuing their attack.

Whilst a good Shaman must feel at one with nature and be able to use the land to their advantage, they must also accept that the natural world contains many hazards. Brave will often find himself scaling some of the tallest trees in the forest and leaping from cliffs and ledges – in these dangerous situations, be extra careful not to fall! Spiky grass, roots, bushes and nettles can also sap energy, concealed pathways provide the perfect hiding place for wolves...

## OTHER CHALLENGES

Your journey will take you through many varied environments and each type of terrain will present different challenges and obstacles, friends and enemies. How will Brave traverse the white-water river? How can he collect the giant totem pieces that lay scattered across Maiden Rock valley? And how will he cross the great desert? The answers must be found if Brave is to save his village, but this is a journey of discovery...you'll have to figure some things out for yourself!

## THE PAUSE MENU

Press the  button at any point to pause the game and access the Pause Menu. Use this menu to view Secret Totems or change Options following the same procedure as outlined earlier in this manual for the Options section of the Main Menu. You can also load an alternative game previously saved to Memory Card or save your current progress. Select Continue or press the  button to return to the game, or select Quit Game to return to the Main Menu.

## CHARACTERS

**Elder Brave** watches over his Village and spends his time telling stories to his tribe. Courage can find him at his usual seat near the fire. It has been many seasons since Brave's own adventures, but he tells the stories with such passion and clarity that Courage almost feels like he was there...

**Eagle Spirit** has been a friend to Brave and his village for a long time. Even now he watches over them and will come to help in any way he can should the need arise

**Meadow Flower** is Brave's childhood friend from the village. They've known each other all their lives and they often get into scrapes together. Despite her youth, Meadow Flower is a very astute girl and helps Grey Bear set up the challenges that will allow Brave to prove himself as a Warrior.

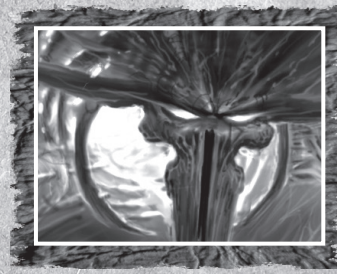


**Grey Bear** is the village storyteller who sees the potential in Brave. Over the years, Grey Bear has chronicled much of his wisdom in the cave paintings that can be found littered throughout the world; this information will be of vital importance to Brave, and as his adventure begins, Grey Bear's help will become more significant than either could have ever imagined...

**Hooded Crow** is the village Shaman. A somewhat cranky character, Hooded Crow is convinced of his own abilities and is waiting for a chance to show the rest of the villagers what he can do. But Grey Bear has noticed this arrogance and is worried that Hooded Crow might not be as strong as he thinks he is.



**The Wendigo.** For generations, the villagers have told stories about this evil being of immense power. However, because of all the tales and hearsay, in recent times the Wendigo has become little more than a peculiar old legend; a way for parents to scare their children from venturing too far into the forest. But, like dreams, sometimes nightmares can come true...



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# CUSTOMER SUPPORT

Evolved Games takes every care to ensure that our product is problem free. If however, you encountered a problem with the software, you may contact our technical support professionals who will make every effort to solve your problem.

**For support in the US you can contact technical support at:**

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**HOURS OF OPERATION:**

Monday through Friday, 10:00 am to 5:00 pm Eastern Standard Time; except Holidays.

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