



XBOX 360

XBOX
LIVE

ENCHANTED ARMS™



TEEN
T
CONTENT RATED BY
ESRB



UBISOFT

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 or call Xbox Customer Support (see inside of back cover).

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:

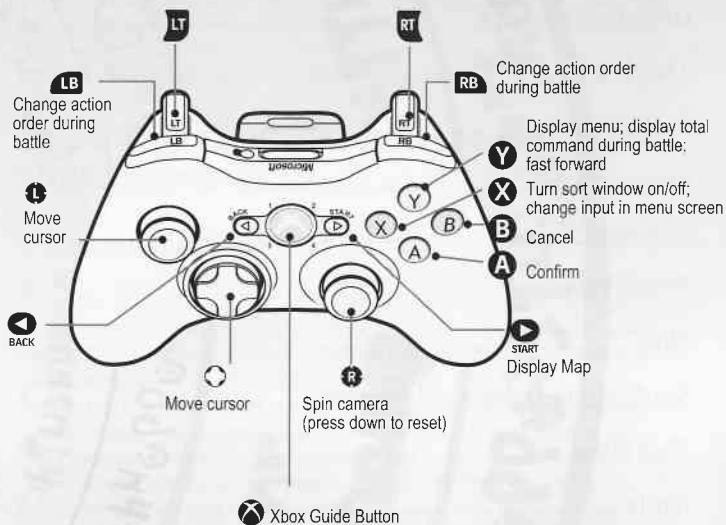
- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

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

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GAME CONTROLS



XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox Live, connect your Xbox 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.

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. For more information, go to www.xbox.com/familysettings.

PROLOGUE

“The Golem War” was the name given by future generations to a conflict that took place 1,000 years ago.

The golems were artificial humanoid servants created during the war. These engines of destruction would faithfully carry out any command, even after the death of the person who issued the order. As a consequence, they laid waste to the entire world.

No one living today has any idea what the fighting was about or why the war started in the first place.

What is known is that one day all the golems simply stopped functioning, bringing an end to the destruction.

Humankind quickly rebuilt the world, using a combination of technology and Enchanting, the only form of magic that was not lost to them. However, some sought to rediscover all of the supposedly lost powers of the ancients. And thus, as the catastrophe that was the Golem War fades further from memory, humanity draws ever closer to reliving it ...

CHARACTERS

Atsuma



A student at Enchant University in Yokohama City, Atsuma tends to act first and think later, if at all. His friend Toya considers him hot-blooded and simple-minded.

Toya



A classmate of Atsuma's at Enchant University, Toya is cool, precise, and exacting. Atsuma calls him the “Stone-Cold Calculator.”

Makoto



Also a student at Enchant University, Makoto is another of Atsuma and Toya's friends – and a flamboyant transvestite. Atsuma just sees him as a woman trapped in a man's body.

Karin



Karin is from London City. She's an expert in a London-style martial art that relies primarily on various kicks, and she is sufficiently skilled to qualify as an assistant instructor. She is thus justifiably proud of her legs. However, Karin's boundless energy runs to excess at times, and she can be stubborn and sharp-tongued.

Raigar



A giant of a man who wields swords with amazing skill, Raigar accompanies Karin everywhere. He watches over her out of a sense of obligation to her father, to whom Raigar became indebted long ago. Currently, he fights by Karin's side as a member of the resistance movement in London.

Yuki



Yuki uses her skill with her two pistols to make a living from hunting golems for money. Money means more to Yuki than anything, and her greed has led her to hunt down the legendary Devil Golems, said to have a large bounty on their heads.

PLAYING THE GAME



- **New Game:** Start a new game.
- **Load Game:** Restart a previously saved game.
- **Xbox Live:** Play Golem Battle on the Xbox Live online gaming service (see page 18). You can also check your Xbox Live battle rankings here.

Voice Language Selection

You can switch between English and Japanese voices when you start a new game or by selecting the System - Sound option from the In-Game Main Menu at any time during the game.

Saving a Game

Games can be saved from the Main Menu. You will need 1084 KB of free disk space to save the game. You can save eight games on the Hard Drive and eight games on the Memory Unit.

SCREEN VIEW



You can open a door, have a conversation, enter a battle, and interact with special objects when the **A** button is shown in the bottom center of the screen. In making transfers, refer to the mini-map in the top right of the screen. For detailed information about the screen, press the **Start** button to view the entire map.

Shop



You can buy and sell various items, as well as make weapons and magical dolls called “golems.”

Recharge Station



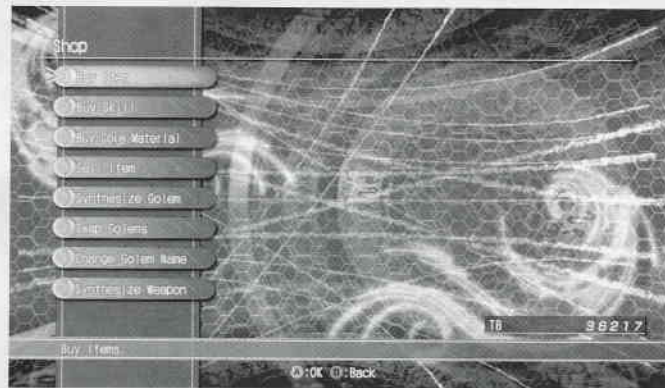
VP (Vitality Points) drained in battle (see page 10) can be regained here. Some refresh points can only be used once.

Special Transportation



In addition to ladders and such, you will sometimes have to use special transportation devices (ancient enchant devices) to progress through the game.

SHOP



Here is where you will equip yourself for the quest. To shop, you need a currency called the Tablet (TB). You can do four things in the shop:

- **Buy:** Purchase items and assemble materials.
- **Sell:** Sell items in your possession.
- **Synthesize:** Make golems and weapons.
- **Swap Golem:** A maximum of eight golems can be added to your group. If more than eight are assembled, the extras will automatically be left at the shop.

SYNTHESIZING: GOLEMS AND WEAPONS



In addition to buying and selling items at the shop, you can also use Synthesizing to make golems and weapons. Synthesizing is indispensable for a long quest. Make use of its full capacity.

- **What is a golem?** A golem is a magical doll designed as a substitute for human labor. It is composed of “Core Materials” and “Gems” and operated with Ether.
- **Golem as a member of the party:** There are Golem Attack Units, Defense Units, and Regain Units. Each golem has its own skill (see page 14), so consider this, as well as its “Attribute” (see page 10) when deciding what golems to add to your party. You want a golem that will match the battle type and fight efficiently.



Golem Making



To make a golem, you need both Core Material and Gems. These can be obtained during the quest and battle, or can be purchased at the shop. You can create various types of golems by combining these materials in different ways.

Weapon Making



Just as with golems, you need Core Material and Gems to create weapons.

MAIN MENU



You can access the In-Game Menu by pressing the **Y** button when you are not in a battle. From here, you can change game settings or confirm information.

Edit Party



Organize the party members.

Character



Check the status of characters and golems you own. You can also change equipment for characters, enhance character parameters, or name golems you own.

- **Status:** Each character's detail status can be checked by pressing the **A** button from this screen.

- **FP (Friend Points):** Friend Points show the character's reliability. You can increase FP by joining battles. FP affect how quickly your Combo and EX gauges refill (see page 14).
- **VP (Vitality Points):** Vitality Points show the character's health. VP drain when the character sustains damage or commits escapes during battle. When VP drop to zero, the character enters the battle with HP=1 and EP=1. You can regain Vitality Points by using specific items or visiting Recharge Stations (see page 6) found on the field.
- **Attribute:** Characters and their skills have attributes of Fire, Water, Wind, Earth, Light, Darkness, or None. Different combinations of attributes work together better than others, so choose the ones that will help you most in battle.
- **Skill:** You can get the skill used in the battle, subliminally obtain the inherent ability of the character, and change the command listing skill.
- **Growth:** By using SP (Skill Points), each parameter value can be enforced.
- **Weapon:** You can change the character's equipment setup.
- **Change Golems' Names:** You can change the name of the currently selected golem using a maximum of 16 letters.
- **Character Biography:** You can read the character's backstory here.

Item



Use an item or get more information about it.

Map



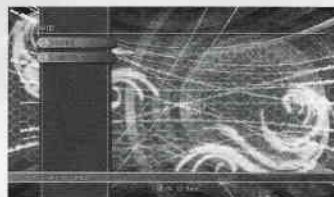
Places you've already been will be shown on the map. You can see information about a location by selecting it. You can check information on an enemy if you've already been to the location and fought that enemy.

Completion



Check records and results from the game.

Help



Access the battle tutorial and get definitions of various terms.

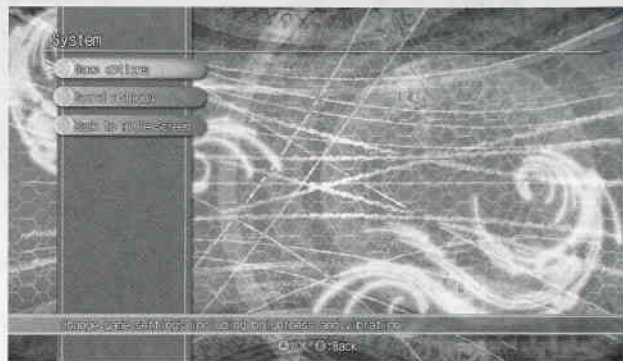
Save

Save game data and choose where to save it. You can save a total of eight games on the Hard Drive and eight games on the Memory Unit. You will need 1084 KB of free disk space to save.

Load

Load a saved game.

System



From the System menu, the player can adjust the game settings or return to the title screen.

- **Game Options:** Change various game settings.
- **Sound Options:** Adjust sounds in the game.
- **Going back to the title:** End the current game and go back to the title screen. If you go back to the title screen without saving the game, the game data will be lost.

BATTLE



A battle begins from a field encounter or other specific events. Party members and enemies can be located on a 3x4 grid.

Battles occur on a rotating basis. The game is over if you lose, and the battle is over when the enemy's side is destroyed. Action happens in the order of party lineup, unless you move the cursor to a specific character using the and button. Move around the grid and select the skill according to the enemy attributes or the battle situation to win the battle.

- **Cursor:** Move the cursor to select a character and select a grid you want to move the character to.
- **Party member information:** Check the attributes of each character, including HP (Hit Points), EP (Ether Points), Combo Gauge, and EX (Extra Gauge).
- Select a character to move to the illuminated blue grid.
- Specify where to move a character and select battle commands.



- See the battle commands of the selected character.
- Choose a skill or an item to use.



Skill



Choose a skill for each character to attack, support, or stand by. To use a skill, you must have the required number of Ether Points. There are also Power Points (PP) associated with each skill, which determine its power and effect.

Combo

If the party characters attack the same target when the Combo Gauge is full, they do more damage. Every time a turn ends, the Combo Gauge goes up a little. If the party members have high FP, the Combo Gauge refills more quickly.

Extra Skill (EX)



By increasing the EX Gauge, party members (except Golems) can use Extra Skills – high-powered, special skills. Extra Skills can cause more damage to the enemy than normal skills, depending on the attributes of the party member and the enemy.

Item

Use a selected item.

Command



Press the **Y** button to display all the command bars. Pull the **LT** for quick start and the **RT** for auto start.

- **Quick Start:** Start the game with the characters' actions already set. If a character does not have an action set, he or she will be put on standby.
- **Auto:** Automatically start a battle with a randomly selected action.
- **Escape:** You can escape the battle by using certain number of Vitality Points. Sometimes, you won't be able to escape.

Result



Results will be displayed on the screen when the battle is over.

Acquired TB	Tablets acquired in the battle.
Acquired EXP	Experience acquired in the battle.
Acquired SP	Skill Points acquired in the battle.
Acquired Item	Items acquired in the battle.

Retry



When the player loses the battle, retry is possible on the spot. When Retry is selected, the game will be loaded right after the enemy unit is encountered.

CASINO

During the game, the player can stop by the casino and play various mini-games, using Tablets as chips. You can exchange chips for skills and items. Your scores in the casino can be entered into the ranking system through Xbox Live. To register with the ranking system, you will need an Xbox Live Gold Membership or an Xbox Live Silver Membership.

Games

Players can enjoy following games at the casino:



- **Golem Battle:** Players can pit their golems against each other. If you win the match you will win chips. (Note: No chips will be awarded in the Xbox Live version of the Golem Battle. To use Xbox Live, select Xbox Live from the title screen.)
- **Bingo:** Align the numbers randomly displayed, either vertically, horizontally, or diagonally, and win the game. More chips will be awarded if you get bingo earlier.
- **Slot Game:** The player will be rewarded with chips. You can bet on either horizontal or diagonal lines.
- **Roulette:** Predict where the ball lands on roulette. The player wins when the ball lands on the predicted spot, and will be rewarded with chips.

About Xbox Live



Select Xbox Live from the title screen to play the online Golem Battle game.

Selecting Game

Battle with Preset	Fight the battle with random golems.
Load Player Data	Fight the battle using saved game data.
Ranking	Displays match results in ranking format.

Multiplayer

Select the battle format.

Player Match	Normal match with other players on Xbox Live.
Ranked Match	Fight against other players on Xbox Live to see who is the best golem trainer. Scores will be sent to the Xbox Live ranking board.

Selecting Session

After you choose a Player Match or Ranked Match, the following information will be displayed.

Quick Match	Search for random matches created by other players and fight Golem battles. Select this if you want to fight without waiting.
Custom Match	Specify the level and number of turns you want and search for matches that meet your criteria. Choose this if you want to fight players at a similar level.
Create Match	Create and host a customized match. Once you create the match, the game will be on standby until another player joins the session. You can cancel standby by pressing the B button.