



XBOX 360

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INFINITE UNDISCOVERY™

SQUARE ENIX

www.square-enix.com

Published by Square Enix, Inc.
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El Segundo, CA 90245



SQUARE ENIX



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.

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.

TABLE of CONTENTS



Controls.....	2
Story & Characters	4
Starting Up.....	8
How to Play	10
Basic Actions.....	15
Combat.....	16
Working Together.....	20
The Menu	22
Towns & Villages	29
Options	30
Discover the Undiscoverable.....	31
Xbox®LIVE®.....	32

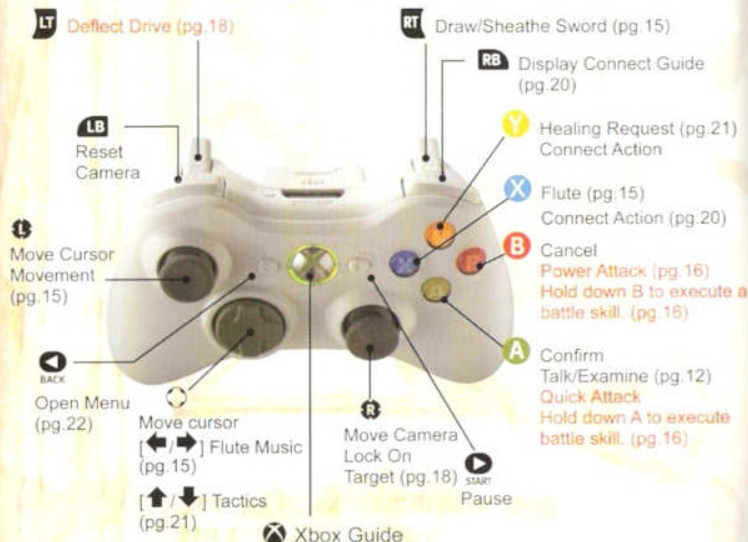
CONTROLS



The controls listed here are based off the default controller settings (Setting 1). Refer to each section for specific details.

Xbox 360 Controller Overview

Controls in red can only be used when your sword is drawn.
Controls in blue can only be used when your sword is sheathed.
Controls in black can be used at any time.



*Controller settings can be modified by selecting Options from the title screen or the menu. (pg.30)
*Press BACK during movies to skip them.
*Vibration cannot be turned on or off in the game. To adjust vibration settings, press the Xbox Guide button, then select Personal Settings.

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

Story & Characters

This is the tale of a world and its moon.

Known as the throne of the gods, the moon rested peacefully in the heavens. Man enjoyed great prosperity by harnessing the power of the celestial body.

Until one day...

A sinister force ensnared the moon with chains and fastened them to the surface, bleeding the life from the planet. The enchained lands were transformed into withering wastelands, and their once carefree inhabitants now lived in fear. Behind the world's plight were the Dreadknight and his menacing horde, the Order of Chains.

Deep in a forest, in one of the Order's prisons, a young boy named Capell was being held captive. His captors called him the "Liberator," though he had no clue as to what they meant. On the third day of his imprisonment, he was rescued by a spirited young woman named Aya. She was a member of a small band of brave warriors who had gathered under the banner of Sigmund the Liberator to free the world from the iron grip of the Order.

Upon meeting Sigmund, he was surprised to find a man who shared his very face and appearance. This meeting would change Capell's life forever and shake the foundation of the world itself.



Capell

Gender: Male
Age: 17
Height: 5'10"
Class: Flute Player

I don't know if I'll be much help, but I'll give it a shot.

The main character of the story, he is also known as Capell the Soother. He has a kind personality and avoids conflict whenever possible, but in reality he always stays one step back and avoids any responsibility. He is mistaken for Sigmund the Liberator and imprisoned by the Order, then rescued by Aya, a member of the Liberation Force. There he discovers that he is skilled with the sword, despite a lack of training. But that is only one of his secrets...

Aya

Gender: Female
Age: 16
Height: 5'3"
Class: Archer

You look tougher. Just a little bit, you know. Just a little!

Although she looks composed, she is actually very spirited and vocal. She is a member of the Liberation Force and a follower of Sigmund. She has a strong sense of responsibility and always does what she can to help. Her fears and uncertainties are always kept locked away out of sight. She rescues Capell from the grasp of the Order, mistaking him for Sigmund. Afterwards, she finds herself drawn to Capell's true nature, a side that Capell himself is not yet aware of.



Sigmund

Gender: Male
Height: 5'10"

Age: 17
Class: Knight

Don't try too hard. You just have to be yourself.

As the only one capable of destroying the chains that ensnare the moon, he rises against the wicked Order. Due to his efforts to free the moon, he is beloved by the people of the world and known as Sigmund the Liberator.

Although his appearance is identical to Capell's, his personality makes him a strong and charismatic leader. He is a man of few words and very independent. He is willing to make any sacrifice in his effort to unshackle the moon.



Edward

Gender: Male
Height: 6'

Age: 17
Class: Swordsman

He doesn't understand why we fight. He's more concerned about himself than with honor.

He wields a giant blade in the service of the Liberation Force. He follows Sigmund loyally and wants nothing more than his acceptance and trust. Though he is typically calm and in control, he often lets his anger get the best of him. He is often blinded by ideals and cannot see the truth around him. He grows jealous of Sigmund's trust towards Capell.

Eugene

Gender: Male
Height: 6'3"

Age: 26
Class: Priest

Are you sure you made the right decision, Sigmund? No, never mind, you haven't been wrong up until now, so...

He is a long-time friend of Sigmund and the heir to a powerful merchant family. He always has a smile on his face and is kind to others, but he also has a more extreme side. And nobody knows what's inside the large backpack he carries around all the time.



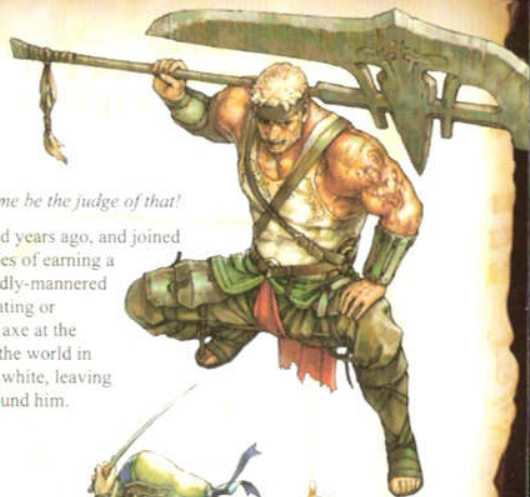
Balbagan

Gender: Male
Age: 35
Height: 6'4"

Class: Berserker

So how strong are ya? Let me be the judge of that!

He lost a duel with Sigmund years ago, and joined the Liberation Force in hopes of earning a rematch. He's a large, friendly-mannered man who passes the time eating or sleeping. He wields a giant axe at the frontline of battle. He sees the world in simple shades of black and white, leaving the thinking up to those around him.



Rico

Gender: Male
Age: 10
Height: 3'11"

Class: Beastmaster



Rucha

Gender: Female
Age: 10
Height: 3'10"

Class: Summoner

Adults worry about stupid stuff like who is more special or important. Yeah, they're stupid!

These twins are a famous duo in their small village of Nolaan. These mischievous kids can almost always be found together. They're a little mature for their age, and the seemingly innocent comments they make are often construed as criticism by adults.

STARTING UP



Turn on the console, and then insert the INFINITE UNDISCOVERY disc. After the opening movie finishes, the title screen will appear.

*You will be unable to save your progress unless you select a gamer profile.

Title Screen

Press START to display the title menu. Move the cursor using **Left** or the **Right** and make your selection with **A**.

*When connected to Xbox LIVE, you may be alerted about updates. Select YES to update information about downloadable content.



New Game

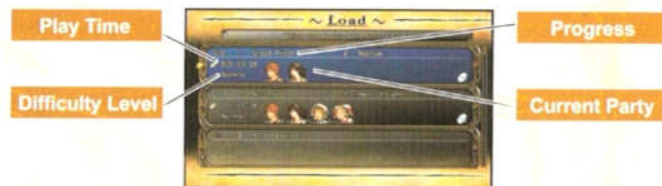
Start the game from the beginning. The strength of enemies and game content varies depending on the difficulty level you choose.

*Clear the game on Normal to unlock further challenges.

Easy	This mode is for players who are unaccustomed to action games. Some content is unavailable in this mode.
Normal	This mode is for intermediate players.

Continue

Select save data, and pick up your journey where you left off.



Options

Customize sound output, controller settings, and other options. See pg.30 for details.



Xbox LIVE

Connect to Xbox LIVE and download themes, gamer pictures, and other cool stuff.



Saving

You can save your progress by pressing **A** at a save point (pg.12) or after certain events.

To save, you must have 528 KB free on your storage device.




HOW TO PLAY



Take control of Capell as you explore towns, caves, and castles. You'll have to fight your way through hordes of monsters and scores of other challenges.

Making Progress

The world of INFINITE UNDISCOVERY is filled with both friends and foes. In towns and villages, you'll find valuable information and useful supplies. In caves and forests, you'll find deadly creatures waiting to assail you. If you need to change your equipment or use an item, press  to open the menu (pg.22).



Gather information before heading into danger.




Once outside civilization's comforts, you'll have to watch out for vicious monsters.



Change your equipment or use items via the menu.

Time Goes By

Unless you press  to pause the game, the world of INFINITE UNDISCOVERY stays alive around you. Before opening the menu, make sure there is no danger in the vicinity.

Interact With Your Environment

Keep your eyes peeled for objects that you can interact with. Using gunpowder-laden barrels to smite your foes or towering catapults to bring the walls of a fortress down are but a few of the challenges you'll face.



The Big Picture

This screen is where you will spend most of your time. You can check on Capell and the party's HP, MP, and status (pg.27). You can also confirm your location via the minimap.



Minimap



AP Gauge (pg.17)

Fuel your attacks with extra juice for added bite.

Eating Restrictions

You won't be eating anything while this shows up (pg.22).

Stat Modifiers

Magic and character traits (pg.24) can affect stats. Boosted stats are displayed with a . Lowered stats are displayed with a .

Minding the Minimap

Take a look at the minimap to get an idea of your surroundings and any nearby foes. In dark areas, the minimap will fill with static and become difficult to see.

 *Capell's location. The white cone displays his line of sight.	 Party members.
 Enemies.	 Save point.
 Entrance to towns/caves/etc.	 Shopkeepers (pg.29).

*  can also signify allies during certain events.

Gauging Victory

Sometimes certain conditions must be met to clear an area. When the gauge is blue, you'll have to reduce it to zero. When the gauge is red, meet the objectives before it reaches zero, or it's game over (pg.13).



Talking to People & Examining Objects

If you approach certain objects or people with your sword sheathed (pg.15), you can interact with them by pressing **A**. Speak with townspeople to gain valuable information, open chests to find items or Fol, or activate switches to uncover new paths.



Locked Treasure Chests

When you come across a locked treasure chest, you'll need a party member with the appropriate Connect skill (pg.24) to remove the lock. While it is possible to use your sword to break open a locked chest, you run the risk of destroying any loot inside.



Save Points

You can save your progress by pressing **A** at a save point. You'll be prompted to select a slot to store your data.



Pausing the Game

Press **PAUSE** to pause the game. While the game is paused, you can view information about your current objective or the progress of the story. Press **START** again to return to the game.

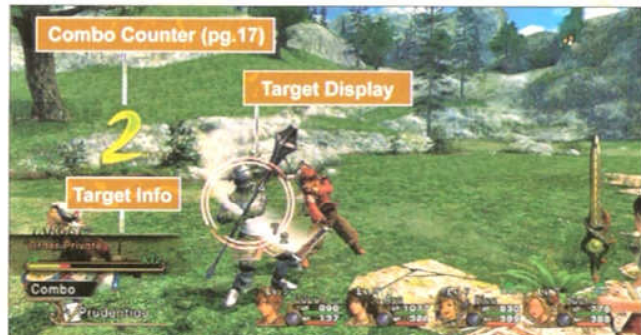


Dealing with Enemies

When you confront enemies, you'll engage them directly with Capell (pg.16). Your party members will act according to the selected tactic (pg.21). Defeat your foes by reducing their HP to zero. You'll receive EXP (experience points) and Fol (currency) as a reward. Occasionally, fallen enemies will also drop items. Walk over these items to add them to your inventory.

Target Display

When you approach enemies or certain objects, information about them will appear in the target display. A red target display is used for nearby targets. A blue target display is used for faraway targets.



Accumulating Experience

Defeat enemies to earn EXP. Once characters have earned enough EXP, their level will increase. Level-ups increase stats (pg.27) and sometimes unlock new skills (pg.23).



Game Over

Characters become unable to act when their HP falls to zero. Revive them using items like miraculous medicine. Fallen allies will have their HP restored to 1 when you enter a town or village. If Capell falls in battle, becomes petrified, or is otherwise unable to act for a certain amount of time, the game will end. From the game over screen, select Load Data to retry from a past save point, or Title Screen to return to the title screen. The game can also end when you fail to meet certain objectives in time (pg.11).



Status Ailments

Certain enemy attacks and magic inflict status ailments on your party. When afflicted, one of the below icons will appear in the lower right corner of the screen by the character's face portrait. Some ailments are alleviated with time, but you can use items or food to cure them instantly.

Icon	Name	Description	How to Cure
	Faint	Character is unable to act.	Panacea
	Sleep	Character is unable to act for a short time.	Coffee
	Poison	Character's HP slowly decreases.	Antidote
	Curse	Character's MP slowly decreases.	Holy Water
	Paralysis	Character is unable to act for a short time.	Para-gone
	Silence	Character is unable to use magic for a short time.	Cough Drop
	Confusion	Capell's movement controls and button assignments are rearranged for a short time. Characters may also target each other (pg.13).	Sedative
	Freeze	Character is unable to act for a short time.	Spring Warmth
	Stone	Character is unable to act for a short time. When the timer reaches zero, the petrified character will die.	Odious Eye
	Unseeing	The minimap will fill with static and the target display will not appear. You cannot Connect (pg.20) with unseeing characters.	Eye Drops
	Unhearing	Character is unable to sheathe weapon, and Capell cannot Connect with or give orders to berserked allies.	Angel Earpick
	Untasting	Characters will receive no effects from food (pg.22). This ailment does not recover with time.	Toothbrush
	Stink	Character is covered in a potent odor that may lure nearby enemies.	Aroma Oil
	Charm	Character will attack fellow party members for a short time.	Maiden's Scorn
	Berserk	Character's attack power increases by 50% for a short time. Capell is unable to sheathe his sword, and you cannot Connect with or give orders to berserked characters.	Panacea

BASIC ACTIONS



First, you'll have to master movement, basic swordplay, and the flute. Remember that Capell's actions vary depending on whether or not he has his sword drawn.

Movement

Use to control Capell's movement. Tilting slightly will make him walk.

Draw/Sheathe Sword

Press to draw or sheathe Capell's sword. While your sword is sheathed, you can interact with objects or speak with people. Draw your sword to engage enemies in combat and repel attacks. While your sword is sheathed, characters will refrain from attacking foes, and the party's movement speed increases.

*You cannot draw your sword in certain places such as towns or villages. That wouldn't be very nice, would it?

Flute

Hold down to play the flute. Each tune has its own effects, and you can select up to four active tunes via the Flute menu inside Skills (pg.23). Use and to scroll through your active tunes. Learn new tunes by obtaining musical scores. Capell cannot play the flute while Connected to another character (pg.20).

Obstreperus	Emits an awful ruckus.
Percipere	Reveals hidden objects.
Prudentiae	Nullifies certain magical workings.

Utilizing Percipere

While playing Percipere, unseen objects are revealed to the naked eye. Try playing the tune when you find wavy spots like the one in the picture to the right. You might find a hidden passageway or room.



COMBAT



Draw your sword to face opponents or smash obstacles. There are a variety of ways to attack, and combining them together can have some surprising effects.

Basic Attacks

There are two types of basic attacks: quick attacks and power attacks. Combine these two attacks to unleash combos and special attacks. Fine-tune your strategy based on the number of enemies, their distance, and other factors.

Quick Attack **A**

Quick attacks let you attack swiftly, but are weaker than power attacks. You can do up to three quick attacks in a row, and you can chain into power attacks or battle skills.



Power Attack **B**

Power attacks deal great damage, but are slower than quick attacks. Power attacks cannot be chained together, but you can follow up power attacks with battle skills.



Battle Skills (Hold Down **A** or **B**)

Hold down **A** or **B** to execute the assigned battle skill. This will consume MP. Battle skills can be chained together with basic or special attacks, and if your AP gauge (pg.17) is sufficient, they can launch enemies into the air or throw them to the ground. Assign battle skills via the Battle menu inside Skills (pg.23). Assigning a battle skill to **B** will increase its strength, as well as its MP cost.



Special Attacks

Chaining basic attacks together in specific patterns can result in special attacks. Watch Capell's movements, and time your button presses carefully. When your AP gauge is sufficient, special attacks will gain additional effects.

Crescendo Spike

A → **B**



A mighty upward swing.
AP gauge bonus: Lifts target into the air.

Diminuendo Dive

A → **A** → **B**



A quick attack from above.
AP gauge bonus: Smashes target down to the ground.

Dancing Rhapsody

A → **A** → **A** → **B**



A lightning-fast flurry of strikes.

AP Gauge and Combos




Chaining successive hits together without being countered is called a combo. As you chain hits together, your AP gauge will increase, and other factors will lean in your favor. When the gauge is sufficient, battle skills and special attacks gain effects such as launching foes into the air or slamming them into the ground. This will lower your AP gauge again.

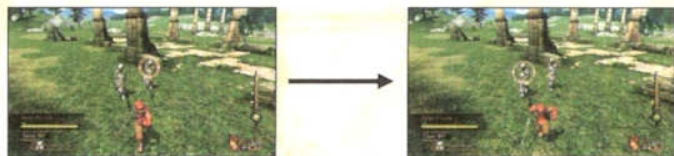


AP Gauge


The position of TARGET shows whether or not the special effect of a skill will activate, but TARGET will not appear for a given enemy type until you have hit it at least once with a special effect.

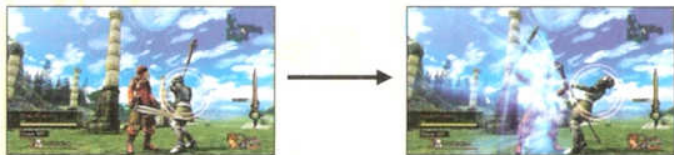
Locking On to Targets

The target display will show the name and HP of the monster closest to you. Press  to lock on to a target. While locked on, press  to toggle the target between multiple enemies. Press  again to release lock.



Deflect Drive

When an enemy attacks, press  at the right moment to parry the strike. This will stun the enemy for a moment, creating the opportunity for a counter-attack. Some attacks cannot be deflected.



Teamwork

Generally, party members will act on their own initiative. However, when a character is Connected to Capell (pg.20), they will attack Capell's target. You can also order the entire party to follow suit with Capell by setting the tactic to Combo. While Connected, that character will be able to take advantage of the AP gauge's special effects without decreasing the level of the gauge.



Surprising the Enemy

If you attack enemies before they notice your presence, "Player Advantage!" will appear on the screen. While this message is displayed, your party's attacks become more effective, and enemies are more likely to drop rare items.

Surprise Gauge



Enemy Detection

Certain enemies have excellent seeing, hearing, or smelling. If you've been spotted, heard, or smelled, an "I!" icon will appear above the detector's head. You can avoid combat by passing through an area without being detected, or you can turn an enemy's senses against it. Some monsters excel in multiple senses.



Sight	Enemies can spot you if you walk into their line of sight. In dark areas such as caves, each enemy's line of sight may vary.
Hearing	Enemies can hear you when you draw/sheathe your sword, play the flute, or walk on certain surfaces.
Smelling	Certain enemies will be lured to you when afflicted with the stink ailment (pg.14).

Enemies Crash the Party

If the enemy attacks you while your sword is sheathed, "Enemy Advantage!" will appear on the screen. This will lower your AP gauge to zero, and as long as the surprise gauge is displayed, your party's attacks become less effective, and enemies are less likely to drop rare items.



WORKING TOGETHER



Connecting with party members allows you to issue commands and use special skills.

Connecting RB

Hold down **RB** to display the Connect guide. Press **X**, **A**, or **B** to Connect with the party member assigned to that button. Connected characters will follow closely behind Capell and attack enemies that you target. Press **RB** to free the character. Capell can only be Connected with one ally at a time.



Display the guide and press **X** to Connect with Aya.



An icon will show which characters are Connected.

Connect Actions Press X or Y while Connected

While Connected to an ally, press **X** or **Y** to execute a Connect action (CA). These skills range from bow-based attacks to powerful magic strikes. Assign CAs via the Connect menu inside Skills.



Get Connected

If you talk to someone while Connected, your partner will speak on your behalf. Similarly, when you inspect objects or open treasure chests while Connected, your partner will act in your stead. Also, if the Connected character has a Connect skill (CS), it may activate (pg.24).



Connect Skills

Some battle skills can only be used when a character is Connected with Capell. To use the skill, first press the assigned button. Depending on the skill, you will be prompted to press another button. Once you have pressed a button, you will return to the normal Connected state.

How To Use Connect Skills

X	Ravaging Raptor
	Press X to display the crosshairs. Then use LB or ○ to aim at the target. Press X again to let your arrow fly.
A B X Y	Lover's Cuirass
	Press X to display the target selection. Then press X , A , B , or Y to target the assigned character.

Tactics ○/○

Party members will act on their own initiative based on the assigned tactic. Use **○** and **○** to scroll through the available tactics. You cannot assign specific tactics to individual characters.



Free	Allies act on their own initiative.
Combo	Allies attack Capell's target in an effort to chain attacks.
Focus	Allies concentrate their attacks on Capell's target.
Spread	Allies attack enemies that Capell is not targeting.
Wait	Allies refrain from any movement.
Save MP	Allies attack without using MP as much as possible.

Healing Request Y

Press **Y** when Capell isn't Connected with another party member to make a healing request. Party members will switch their focus to helping out wounded allies by using items or magic.

THE MENU



Press **BACK** to display the menu. From here, you can use items, assign skills, or perform a variety of other tasks.

What's on the Menu?

In the menu, you can use items or change your equipment to prepare for battle. You can also confirm your characters' stats or view a map of the area. While the menu is displayed, you cannot issue any commands in battle. Various menus become unlocked as you progress through the game.



Items

Select an item to use or look through your inventory. When using certain items, you'll have to select a target. You can also put on equipment from this menu. New items are displayed in green.

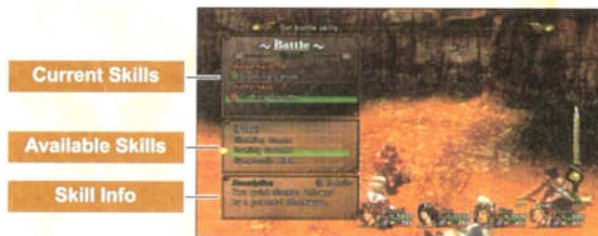
LB / RB	Toggle between item types.
X	Toggle between information about items (Description > Bonus > Stats).
Y	Toggle item usage between on and off. Items with a [NO ITEM USE ICON] icon will not be used by party members.
R	Sort items based on name or type.

Who's Hungry?

Food has a variety of effects on the party, such as restoring HP/MP or curing status ailments. When characters eat foods they love, the effect is enhanced. However, when somebody eats something they don't care for, there is little effect. Check each character's appetite in the Personal menu inside Skills (pg.23).

Skills

Assign battle skills or CAs from this menu. Use **LB** or **RB** to scroll through available characters or **X** to view different information about skills. Battle skills, CAs, and magic improve with use, so experiment with them.



Press **X** to toggle between a description screen and one that shows MP consumption and skill level.

Battle

Assign skills to **A** (Battle Skill - 1) or **B** (Battle Skill - 2). Battle skills assigned to **B** will be more powerful, but will also consume more MP.

Connect

Assign skills or magic for party members to use when Connected to **X** (Connect Action - 1) or **Y** (Connect Action - 2). These attacks have a variety of effects, so make good use of each character's abilities. **B** represents battle skills that can only be used while Connected (pg.21).

Flute

Assign up to four tunes for your flute (pg.15).



Magic

View the magic available to your party members. Press **Y** to toggle a specific spell on or off. **○** signifies a spell that has been turned off. You cannot use magic via the menu.

Turn Magic Off

Elemental Type (pg.25)



Personal

View the personal skills of your party members. Titles and traits evolve as you progress through the game.



Title	Displays how Capell feels about a particular character.
Item Creation (IC)	Displays a character's item-creation ability (pg.26).
Connect Skill (CS)	Displays effects when Connected to Capell (pg.20).
Trait	Displays characteristics such as "Bug Lover" and "Versatile." Traits affect the party's performance in battle and how each member handles different situations.
Palate	Displays a character's likes and dislikes when it comes to food (pg.22).

Experiment With Connect Skills!

These skills activate when a character is Connected with Capell. Rico's "Beastspeaker" CS allows you to converse with animals. Sigmund's "Observant" CS allows you to view information about your enemies. Each character has specific abilities when Connected, so experiment with everybody.



Equipment

Check your equipment or change what you're wearing. Use **LB** or **RB** to scroll through available characters or **X** to view different information about equipment. Press **Y** to automatically equip the best gear for the current character.



Gearing Up

Each character can equip a weapon, armor, headwear, boots, and two accessories at one time. Select the slot you wish to equip something to and press **A**. While the available equipment is displayed, press **□** to sort by type, name, ATK, or DEF.

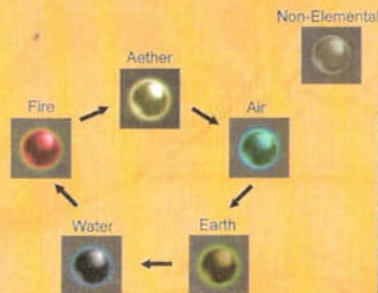
Changing Equipment

Stat increases are displayed in green
Stat decreases are displayed in red

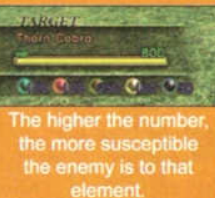


Elements of Magic

Weapons, armor, and magic are sometimes defined by a particular elemental type. When characters put on elemental equipment, they adopt that element as well. This affects damage dealt and received in combat. You can find information about an item's or spell's element via the menu. You can also view an enemy's elemental type when Connected with a character like Sigmund who has the appropriate skill.



Elemental Enemies



The higher the number, the more susceptible the enemy is to that element.

→ Increased Effect

Creation

Characters with item creation (IC) abilities can fuse items together to form new ones or imbue allies with temporary stat boosts. IC can only be activated when Capell's sword is sheathed, and once creation has started, you will be unable to act for a short time. Sometimes IC will result in failure, and you'll lose the items used.

IC Type	Character	Description
Cooking	Aya, Rucha	Prepare a variety of dishes. Characters have their own specialty.
Writing	Rico	Write musical scores, as well as texts that teach new battle skills or bestow stat boosts.
Enchanting	Capell	Imbue party members with temporary stat boosts or elemental type.

Items

When characters with cooking or writing ICs are present, you can mix items together to form new ones via this menu. Use **LB** and **RB** to scroll through available characters, and select the item you would like to create. While in towns or villages, you'll have to first Connect with a character before beginning item creation.

Creatable Item

Ingredients necessary to create new item

Required Materials



Enchant

During the adventure, Capell will gain the ability to use enchantments. This allows him to combine items together to bestow temporary stat boosts to allies or affix different elements. Use **LB** and **RB** to scroll through available characters and choose the target, then specific type of enchantment.

IC Level

Each successful item creation results in experience points. When they reach a certain amount, that character's IC level will go up. This increases the number of items that can be created, as well as the success rate. View a character's current IC level via the Personal menu inside Skills.

Status

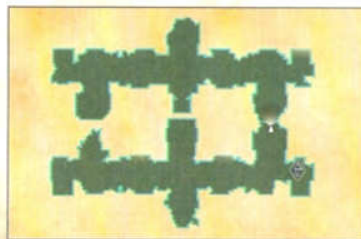
View each character's stats, equipment, skills, and other useful information. Use **L** or **R** to scroll up or down, or **LB** and **RB** to scroll between available characters. You can view the effect and time limit of enchantments on the Enchantment Bonus page.



HP	Displays a character's current / maximum hit points.
MP	Displays a character's current / maximum magic points. Battle skills and magic consume MP.
Lv	Displays a character's current level. After acquiring a set amount of EXP, a character will level up, earning them stat boosts. Sometimes new battle skills or magic are learned as well.
EXP	Displays a character's current experience points. Defeat enemies to increase this number.
NEXT Lv	Displays how much EXP is required to reach the next level.
ATK	Displays a character's ability to deal damage with physical attacks or skills.
DEF	Displays a character's ability to withstand physical attacks.
HIT	Displays a character's accuracy.
AGL	Displays a character's agility. This stat helps characters avoid physical attacks.
INT	Displays a character's ability to deal damage with magical attacks. This stat also helps characters withstand magical attacks.

Map

Display a map of paths you've traversed in the area and information about your surroundings. Use **L** to move the map around, or **LB** and **RB** to zoom in or out. You can also modify the transparency level of the map with **LB** or **RB**.

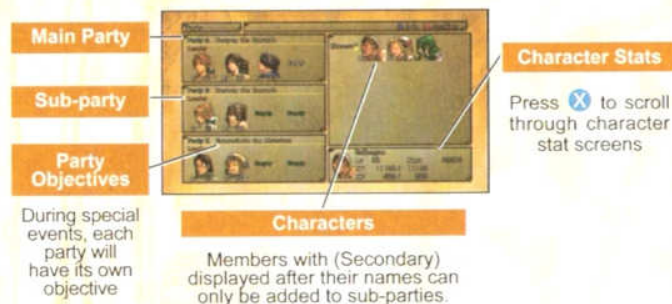


	Capell
	Entrance/Exit
	Save Point
	Shop
	Inn

Party

Organize active party members. The main party consists of Capell and up to three other characters. During certain events, you will also be able to form sub-parties. Characters with an [F] icon cannot be moved. The party can be organized while in towns or during certain events.

*The Party menu will become available as you progress through the game.



System

Modify game settings or save/load data.

Load	Load data when you want to continue your adventure. Be sure to save your progress often or risk losing valuable data.
Tutorial	Review past tutorials.
Options	Modify game settings (pg.30).

Talk

Speak with fellow party members for valuable hints and information.



The Scoop on Sub-parties

During certain events, the party will have to split up to meet all the objectives. You can assign up to two sub-parties depending on the situation, and each party will act on its own initiative. At the end of the mission, you will be shown a results screen displaying EXP earned, Fol acquired, and any items obtained. Choose members for your sub-parties wisely, as their attributes will affect the outcome of the mission and in some cases result in bonus EXP or Fol.

*Items acquired by sub-parties are added to the main party's inventory.

TOWNS & VILLAGES



Once you've reached the safe confines of civilization, you can upgrade your weapons and armor at shops or rest at the inn. You can also Connect with other party members to learn valuable information or trigger events.

Shopping

Speak to the clerk and select Buy or Sell to begin your transaction. Use [B] or [A] to select how many of each item you want to buy or sell. Confirm your selection with [A].

Use [LB] and [RB] to scroll through available characters and check the effect new equipment has on their stats. You can also view more information about an item by pressing [X].

Item List

Displays from left to right: price, number to buy/sell, and number already possessed. Use [Y] and [RT] to toggle between different item types.



Inns

Rest at the inn to restore your party's HP/MP to maximum, as well as cure any status ailments (pg.14).



Connecting in Towns & Villages

After entering a town, the party splits up and Capell is on his own. Walk up to a party member and press [RB], then the button that corresponds to that character to Connect. See (pg.20) for details on what you can do while Connected.

OPTIONS



Select Options at the title screen or from inside the System menu to modify game settings.

The More Options the Better

Use **L** or **↑** / **↓** to choose an option, and **R** or **←** / **→** to adjust the settings. Select Controller Settings and press **A** to choose between four different controller layouts. Select Default and press **A** to restore default settings. When you are finished configuring settings, press **B** to exit.



Event Messages	Customize voice and subtitle preferences.
Target Lock-On	Customize targeting.
Cursor Memory	Customize cursor preferences.
Vertical Camera	Customize vertical camera movement.
Horizontal Camera	Customize horizontal camera movement.
Camera Speed	Customize camera movement speed.
Vertical Aiming	Customize vertical aiming.
Music Volume	Adjust music volume.
SE Volume	Adjust sound effect volume.
Voice Volume	Adjust voice volume.

Speaker Test

Press **X** while in the Options menu to start the speaker test. Select a speaker, press **A**, then use **L** or **↓** to adjust its position. You can also adjust the source of the playback using **LB** or **RB**. Test your configuration by pressing **X** to play back a test sound.

*5.1 surround sound is required to take advantage of all these features.



DISCOVER the UNDISCOVERABLE



Here are a few hints to get you started on your adventure.

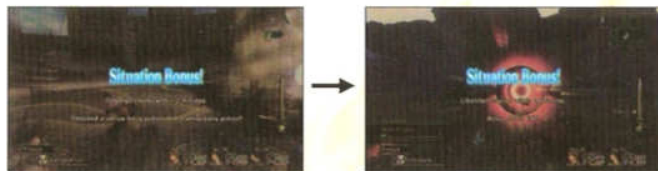
Be Careful when Overwriting Data!

Make sure to save your progress in more than one slot! Only saving your data in a single slot may cause you to run into trouble when adventuring in a deadly cave and your party members are low on health! You may not be able to make it back to a town or village in one piece (or at all)! <gulp>

You can save your data in up to 20 slots, so make an extra save before heading into unexplored territory. For more information about saving, refer to (pg 9).

Mix it Up!

There's more than one way to skin a dire wolf. Try making it through situations at faster times or using different methods. You may be rewarded with extra EXP or other bonuses by choosing the more difficult route.



Mare Lunaris

You can neutralize lunar power by playing Mare Lunaris on the flute. Try using it in various places or when you think the moon's power may be at play. There may be unexpected results.



Xbox LIVE®



Select Xbox LIVE at the title screen to connect to Xbox LIVE and gain access to special vouchers, gamer pictures, and other content.

Download Instructions

Select an item using **LB** or [Directional pad], and confirm by pressing **A**. Use **RB** to scroll between pages. Once you've selected an item, the Xbox LIVE Marketplace screen will appear, and you can use Microsoft Points to make your purchase.

*Free downloadable content is also available.

Vouchers

By downloading vouchers, you can unlock special items, equipment, and item creation materials for purchase at in-game shops. Several vouchers are available, and each one unlocks a different assortment of items.

Themes / Gamer Pictures

You can also download a wide assortment of themes to spruce up your Xbox Dashboard or some gamer pictures to show the world how much of an INFINITE UNDISCOVERY fan you really are.

A Fantasy RPG for the Xbox 360
INFINITE UNDISCOVERY
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SPRING 2009



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