

 XBOX 360

# N3

NINETY-NINE  
NIGHTS™

0606 Part No. X12-53415-01 EN



PHANTAGRAM

Microsoft  
game studios

# Table of Contents

## **⚠ 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 (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.

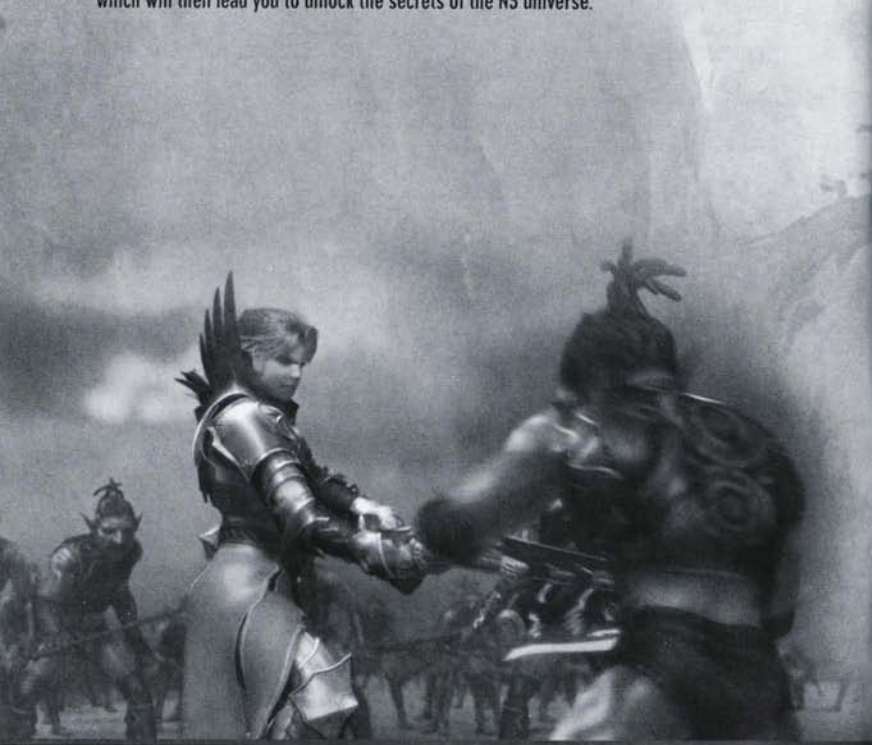
Ninety-Nine Nights .....	2
The Mystery of the Orb .....	3
Background .....	4
Races .....	6
Player Characters .....	7
Controls .....	14
Starting .....	16
Navigating .....	17
Interpreting the Screen .....	20
Character Actions .....	22
Other Characters .....	25
The Game System .....	28
The Game World .....	33
Xbox Live .....	35
Support .....	37

## Ninety-Nine Nights

You are in a fantasy world, but you are not alone—a horde of enemies surrounds you, but luck is on your side. Welcome to the world of *Ninety-Nine Nights*™ (N3), where you control several key characters as they navigate a perilous universe that has been torn asunder by an epic clash between the armies of Light and Dark.

What makes N3 unique? Fiercely intense battles waged by large-scale forces. Graphic variation that gives soldiers on the battlefield unique looks and personalities. And since each warrior acts based on his or her own unique AI, your actions as the player character (PC) will be met with appropriate and distinct reactions as you experience the excitement of spectacular battles in which massive armies of fierce warriors struggle in a grand tug-of-war.

In this world of conflict, each character faces a unique drama. As you guide each one to his or her fate, you'll discover each character's beliefs and motivations. Complete the scenarios for all of the characters to link the interwoven dramas in chronological order, which will then lead you to unlock the secrets of the N3 universe.



## The Mystery of the Orb

Once, the races of the world coexisted in peace, a peace made possible by the power of the Orb, which unified the world. But when the Orb mysteriously shattered, the world split into Light and Dark, and the races were consumed by mutual doubt and suspicion. When that doubt turned to mistrust, the division of the world came to pass. From that moment on, each race was entangled in conflict. This is the tale of that conflict, of the yet unnamed war—the great clash between Light and Dark.



## The King of Ninety-Nine Nights

The Orb created the earth itself, but the prosperity that it made possible was less than everlasting. An ancient demon of darkness was revived, and the world was covered in the darkness of an eternal night. The demon led his Clan of Darkness in ravaging the face of the earth, gripping the population in a stranglehold of fear. Soon the Keeper of the Orb and his disciples took to arms to face this threat. These heroes, with their combined powers, managed to restore light to the world. Their victory occurred on exactly the one-hundredth day after the revival of the ancient demon. From that day onward, the demon would be known as the King of Ninety-Nine Nights.

## The Origin of the Dual Orbs

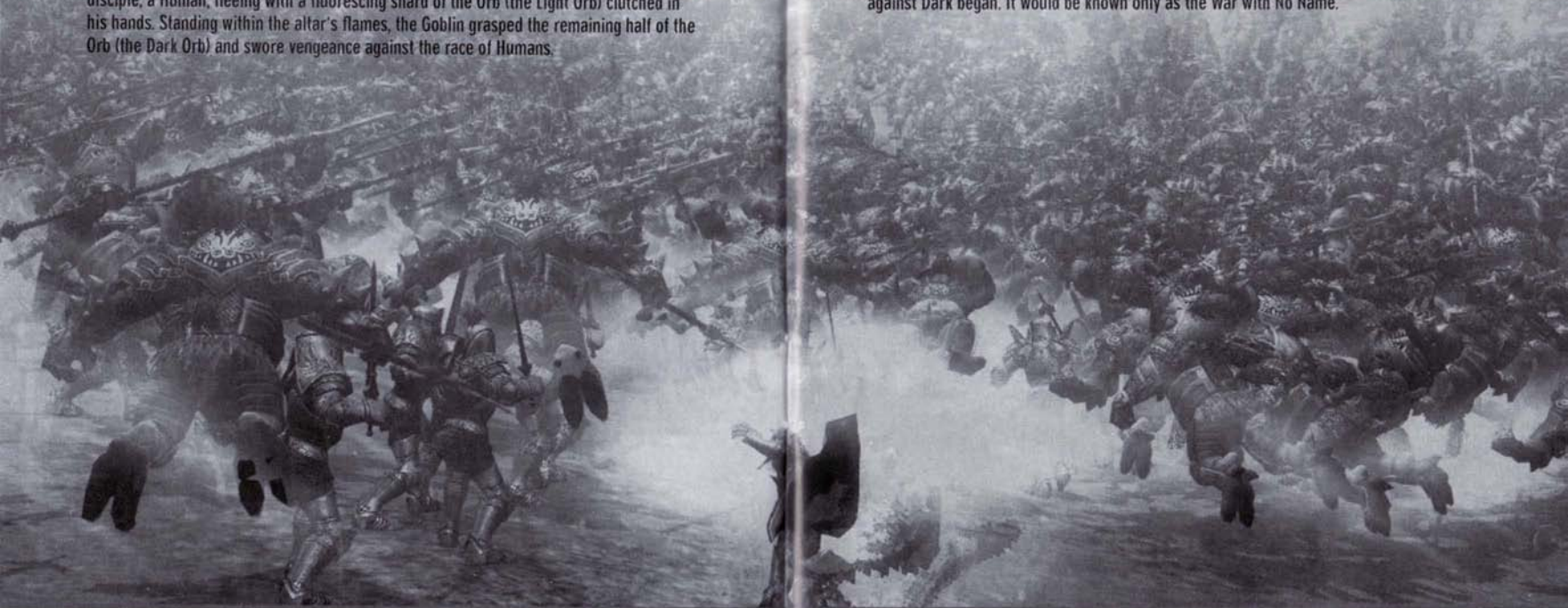
On that hundredth day, darkness was swept away, and the world was once again blessed with the power of the Orb. But this period of peace was not destined to last. A Goblin disciple of the Keeper of the Orb saw flames erupt from the altar of the Orb, and what he found next would usher in an era of chaos: his master, the Keeper, murdered, and a second disciple, a Human, fleeing with a fluorescing shard of the Orb (the Light Orb) clutched in his hands. Standing within the altar's flames, the Goblin grasped the remaining half of the Orb (the Dark Orb) and swore vengeance against the race of Humans.

## The War of Division

The ensuing war over the two Orbs, pitting Human against Goblin, lasted for generations. This conflict, which would later be known as the War of Division, tilted in favor of the Humans and their Light Orb when the Elves decided to lend them their power. The Goblins and the Dark Orb were forced to retreat into the forbidden Forest of the Lost. In the end, the Humans were victorious. Their triumph marked the beginning of the Mannaz calendar and a great era of Human prosperity.

## The War with No Name

Time passed, and the Goblin King, the self-proclaimed Master of Darkness, regrouped his forces and declared war on the Humans, sounding the death knell for the era of Human peace. Terrified by the return of the Goblins, the forces of Light fell into disarray in the face of rumors that a Lord of Darkness of ancient legend was lending his power to the Goblin King. Finally, the royal forces organized an army centered on the Temple Knights and launched a counter-attack. Thus the great conflict that pitted the forces of Light against Dark began. It would be known only as the War with No Name.



Today, the world is locked in a long and vicious conflict between the forces of Light and Dark. Until recently, the forces of Dark enjoyed a slight advantage, but the momentum of battle is shifting quickly with the forces of Light now under the leadership of the Temple Knights. And the Elves have once again lent their power to the forces of Light.

The forces of Dark, utilizing legions composed mainly of Goblins and Orcs, are steadily penetrating Human territories. Rumor has it that this is due in part to the assistance of the King of Nights. Furthermore, the forces of Dark have gained much from their cooperation with the Arphann (Dark Elves), the sworn enemies of the Arff (Light Elves), and the outland tribes, who seek to expand their desolate territories. The Arphann, commanders of dragons, are particularly cunning allies for the forces of Darkness.

### Relationships Between the Races

#### Forces of Light

Leader:  
Temple Knights ♦

Main battle forces:  
Divine City  
Mercenary Unit

Allies:  
Light Elves (Arff)

#### Forces of Dark

Leader:  
Goblin King ♦

Main battle forces:  
Goblins (Dark Knights)  
Orcs (warriors)

Allies:  
Dark Elves™ (Arphann)  
Outland tribes (the Gewgs,  
the Pwuck, and the Uus)

- ♦ Many consider Inphy and Aspharr, both Temple Knights, to be the spiritual leaders of the Forces of Light.
- Rumor has it the Goblin King is supported by the King of Nights.
- Dark Elves are the trainers and commanders of Dragons.

### The Player Character System

In N3, you can control up to seven different characters, but at the start of the game you must choose Inphy. Once you meet certain game conditions, you will begin unlocking the remaining characters. Each character has unique weapons and uses Orb Sparks with differing attributes (for more information, see page 23).

Each character has a different background and faces unique circumstances. As you progress through each character's story, the fantastic events of this grand tale will unfold. Complete all the characters' stories to experience the vast universe of Ninety-Nine Nights from a multitude of perspectives and to cross several parallel time lines.

*The Angel in Crimson Armor*

## Inphy

Inphy is a 17-year-old female member of the Temple Knights. She brandishes a crimson broad sword and wields a Light Orb Spark.

Her lineage is "blessed with the divine protection of the Light" and her father was a soldier of honor in the Dividing War. Inphy is unwavering in her faith in the Temple Knights, her belief in justice, and her loyalty to the Maiden of Light.

Inphy's stubbornness is a thin veneer that hides an inner fragility—her immense adoration of her elder stepbrother, Asparr. Her fiery insistence on justice is a way of hiding these feelings.



*The Reluctant Blue Knight*

## Asparr

Asparr is a 19-year-old blue Temple Knight. He wields a Light Orb Spark and a long spear.

He is Inphy's brave older stepbrother and a childhood friend of Ectvarr, the Maiden of Light.

He cares deeply for his younger sister.

Despite his tender age, Asparr is a thoughtful young man with a cool head. He dislikes conflict, prefers not to give orders to others, and is deeply conflicted over the Human sacrifices being made in the name of the war over the orbs. Asparr has trouble defining justice as a mere factor of Human political motives.





### *The Man with Hidden Nobility*

## Myifee

Myifee is a 32-year-old mercenary who wields a Fire Orb Spark. When people see his sly smirk, they usually get the wrong impression. He is, in fact, a proud warrior who always gives his utmost, be it on the battlefield, in romance, or at the bar.

Born into a family of politically astute lawyers and politicians, Myifee grew up with an understanding of one's public and private faces. Although he was once a Temple Knight, he abandoned them to become an independent soldier after it became clear that the royal army was willing to leave the masses undefended.

Although some of his decisions appear imprudent, Myifee is, more than anything, a man who refuses to turn a blind eye. In the present war, he volunteered to assist the swordswoman Epharr as a bodyguard.

Scratch the surface of this apparent cynic and you will find a likable man of passion and honor.

### *A Sorceress and Friend of Water Sprites*

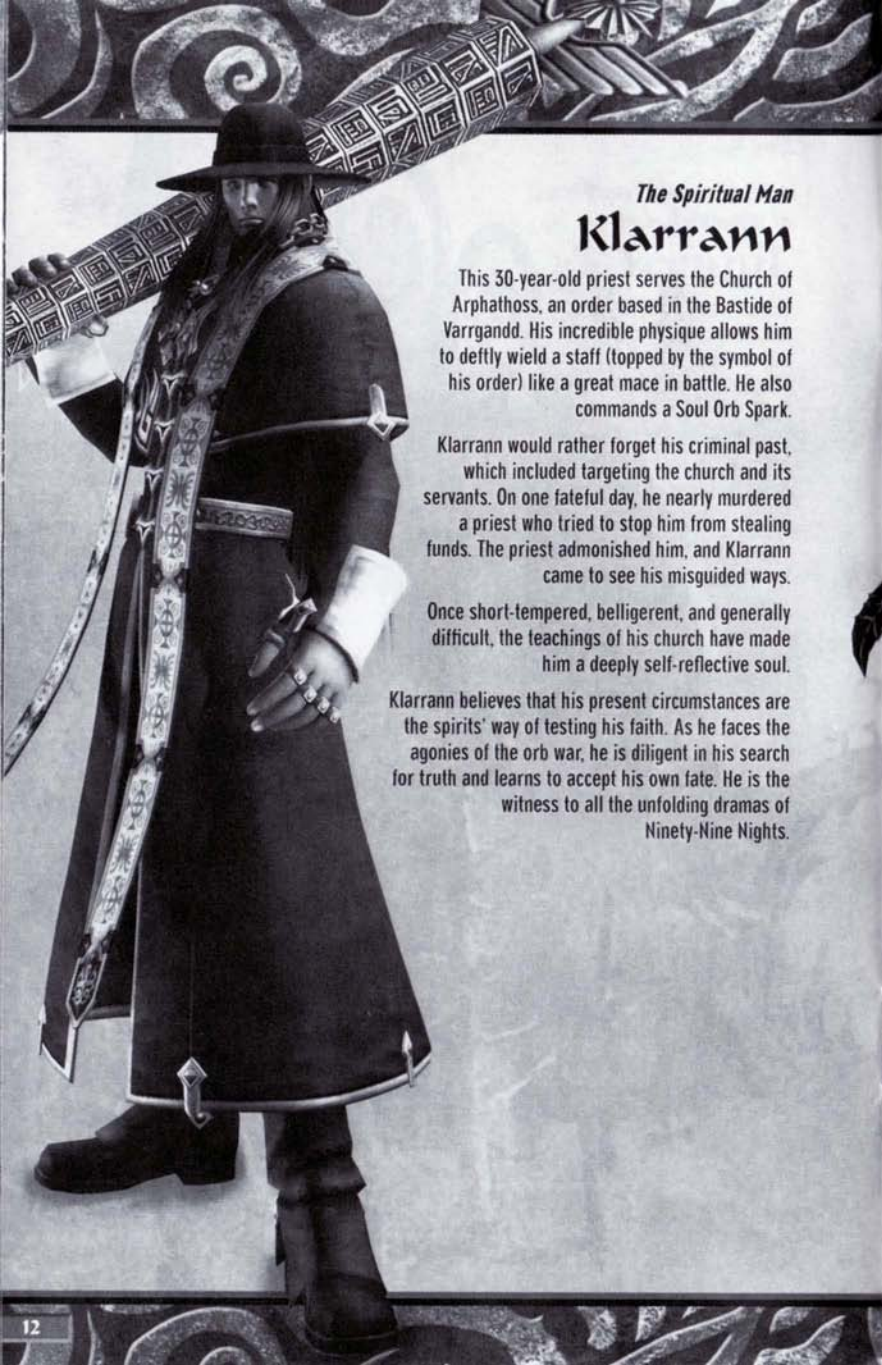
## Tyurru

This 12-year-old girl is a sorceress of the Divine City Academy of Wizardry who controls a Water Orb Spark. The great old magician Mylarrvaryss found the newborn Tyurru at the base of an ancient tree and, having no family of his own, lovingly raised her.

Tyurru "unlocks" fearsome magic with her key-shaped staff and fights with the help of a strange life-form that she befriended after discovering it in a cave on one of her training excursions.

She is a prodigy when it comes to sorcery, but is an ordinary young girl at heart. She has a great yearning for the outside world, for she has never played with children of her own age, and she has never travelled any great distance from home.





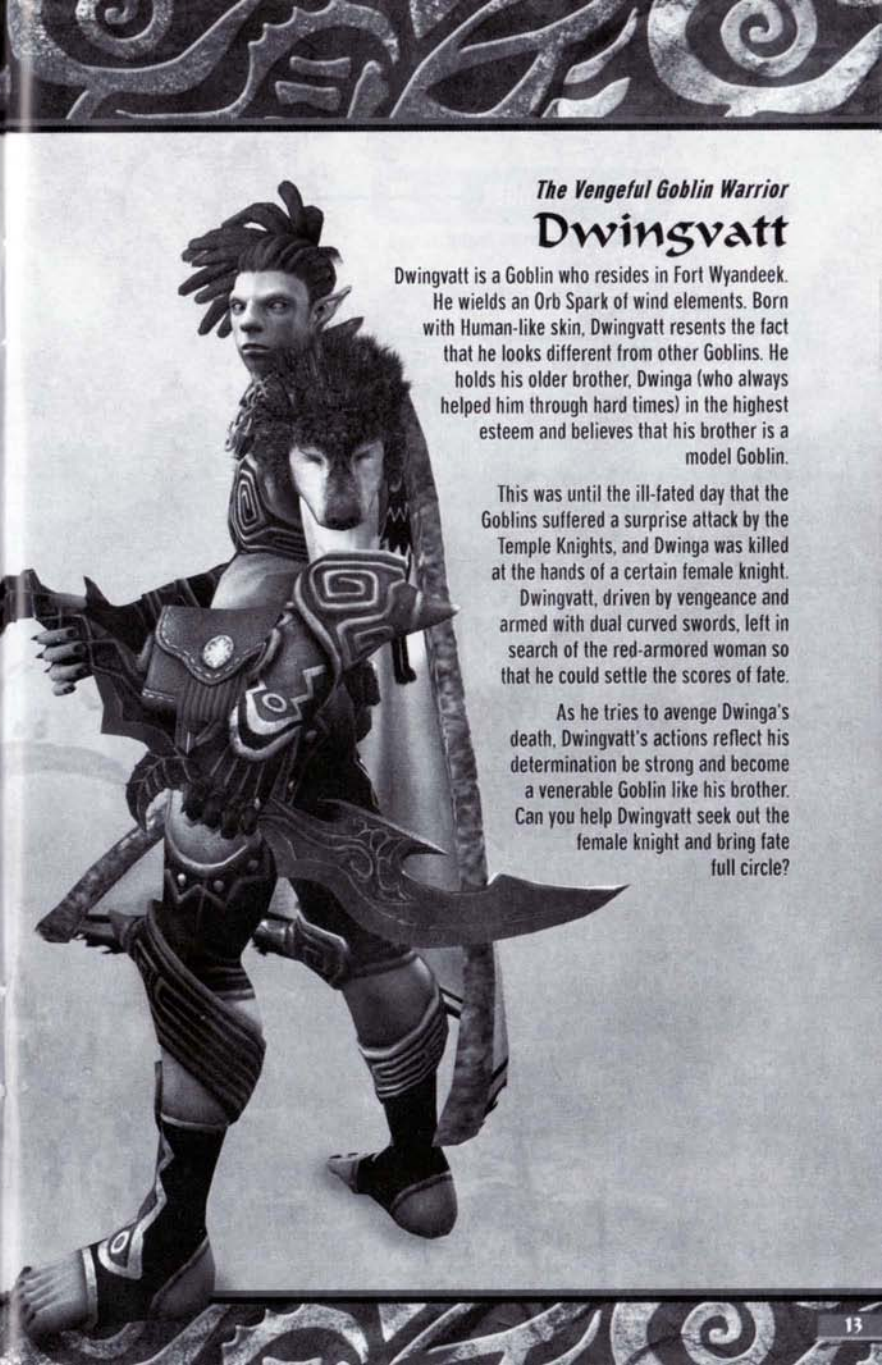
*The Spiritual Man*  
**Klarrann**

This 30-year-old priest serves the Church of Arphathoss, an order based in the Bastide of Varrgandd. His incredible physique allows him to deftly wield a staff (topped by the symbol of his order) like a great mace in battle. He also commands a Soul Orb Spark.

Klarrann would rather forget his criminal past, which included targeting the church and its servants. On one fateful day, he nearly murdered a priest who tried to stop him from stealing funds. The priest admonished him, and Klarrann came to see his misguided ways.

Once short-tempered, belligerent, and generally difficult, the teachings of his church have made him a deeply self-reflective soul.

Klarrann believes that his present circumstances are the spirits' way of testing his faith. As he faces the agonies of the orb war, he is diligent in his search for truth and learns to accept his own fate. He is the witness to all the unfolding dramas of *Ninety-Nine Nights*.



*The Vengeful Goblin Warrior*  
**Dwingvatt**

Dwingvatt is a Goblin who resides in Fort Wyandeek. He wields an Orb Spark of wind elements. Born with Human-like skin, Dwingvatt resents the fact that he looks different from other Goblins. He holds his older brother, Dwinga (who always helped him through hard times) in the highest esteem and believes that his brother is a model Goblin.

This was until the ill-fated day that the Goblins suffered a surprise attack by the Temple Knights, and Dwinga was killed at the hands of a certain female knight.

Dwingvatt, driven by vengeance and armed with dual curved swords, left in search of the red-armored woman so that he could settle the scores of fate.

As he tries to avenge Dwinga's death, Dwingvatt's actions reflect his determination be strong and become a venerable Goblin like his brother. Can you help Dwingvatt seek out the female knight and bring fate full circle?



# Controls

## LT LEFT TRIGGER

Block/Reset camera angle

## LB LEFT BUMPER

Summon/Release guards on your left

- If there are no guards on your left, this button will call surrounding units to guard your left flank.
- If there are already guards on your left, this button will release those units to stand guard in that area.

## BACK



Status screen

## LEFT STICK

Move/Menu selection

## DIRECTIONAL PAD

Issue commands to guards (see pages 28–29)

- : Attack the enemy unit indicated by large arrow.
- : Regroup near the PC and attack nearby enemies.

Menu selection

## Xbox Guide Button

Xbox Guide

## RT RIGHT TRIGGER

Special move

## RB RIGHT BUMPER

Summon/Release guards on your right

- If there are no guards on your right, this button will call surrounding units to guard your right flank.
- If there are already guards on your right, this button will release those units to stand guard in that area.

## X BUTTON

Normal attack

## Y BUTTON

Power attack

## B BUTTON

Orb Attack, Orb Spark/Back

## A BUTTON

Jump/Confirm

(The character Klarrann cannot jump)

## START

Pause menu/Start game

## R RIGHT STICK

Change camera angle

(Click to adjust range)

Note: During the game, you can check character controls by selecting Controls on the Pause menu (see page 32).

## The Main Menu

Once you've inserted the game disc and the opening sequence plays, press **START** to go to the game's Main menu. The first time you play N3, choose **Select Character** or **Tutorial** to learn gameplay basics. If you are continuing from a previously saved game, choose **Load**.

**Select Character:** Select a character and start playing the game from the beginning.



**Load:** Continue a game you've already started and previously saved.

**Library:** Review character profiles, mission results, and artwork.

**Options:** Configure your gameplay experience.

**Tutorial:** Learn the basics of the game.

## The Library Screen



**Character Profiles:** View your character's profile.

**Mission Results:** View the results of any missions you've completed.

**Artwork:** View a variety of game-related illustrations and images.

## The Options Screen



**Volume:** Configure the volume for the background music (BGM), sound effects, and your character's voice.

**Camera:** Configure the camera's movements along the X and Y axes.

**Vibration:** Turn the controller's rumble feature on and off.

**Contrast:** Adjust the screen's color contrast.

## Game Flow

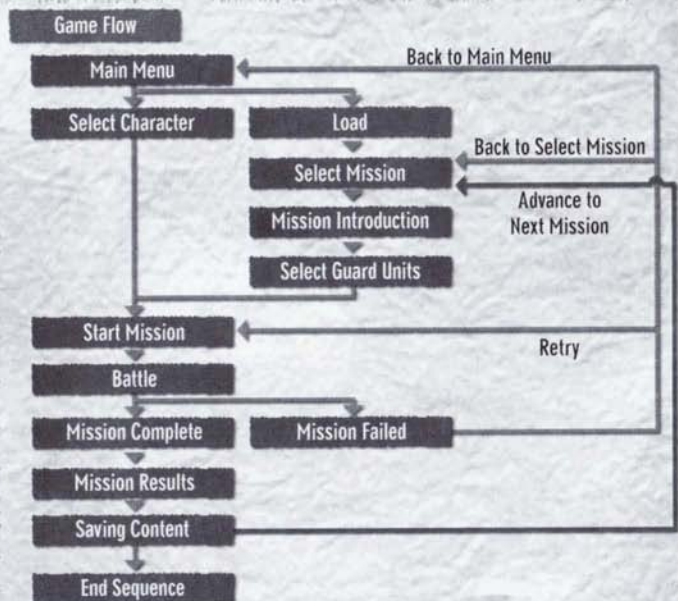
You will follow different story paths in N3 depending on the character you choose, and you will need to successfully complete several missions in each mission to proceed along the game story. You can always review the details of your current mission from the Pause menu (see page 32).

You are finished (and the game will end) if the character under your control loses all of his or her hit points (HP) and dies, or if you fail to complete the missions in each mission.

There are many enemies in your way—including Orcs, Goblins, Trolls, and Dragons—and they will all come at you in large numbers. It is up to you to use every weapon at your disposal to obliterate your foes.

## Saving

You can save your game on the Save screen after you view the mission results. Note: You cannot save your game during a battle. You can restart a saved game from the Main menu.



## Preparing for Battle

### Select a Character

If this is the first time you've played N3, your first step is to choose Select Character on the Main menu.

At first, you can only play Inphy, but as you progress through the game you'll unlock more characters. To view a character's basic profile, select the character and then press A. Once you see a character you like, choose it and start the game.



### Select a Mission

Once you've chosen your character, an introductory video plays before the mission begins. Once you complete the mission, you can choose which mission to tackle next on the Select Mission screen.

To save and load your game data after you have completed a mission, press START on the Select Mission screen. Note: You cannot save your game during a battle, and you cannot transfer saved data between the Hard Drive and Memory Unit.



### Mission Introduction

When you choose a mission on the Select Mission screen, you will see a brief description of that mission.



### Select Guard Units

On the Select Guard Units screen, you can select the type of guard units that are assigned to you at the beginning of a mission. There are four types of guards: Infantry, Heavy Infantry, and Pikemen, all of whom specialize in close-quarters combat, and Archers, who specialize in long-range combat. Choose the type of guard that best fits your own combat style. The left bumper is assigned to your guards on the left, while the right bumper is assigned to your guards on the right. Depending on the character you choose, certain types of guard units will not be available to you.



### Mission Results

Once you complete the final mission in the mission you've selected, the mission results appear and you can view your score. Your ranking is based on your overall results in achieving the goals listed below.



- Time: The amount of time that it took you to clear this mission.
- Kills: The number of enemies you defeated.
- Standard Attack: The number of enemies you defeated using your standard attack.
- Orb Spark: The number of enemies you defeated using the Orb Spark.
- Orbs Obtained: The number of orbs you obtained from defeated enemies.
- Max Combo: The number of times you continued to score hits on enemies without stopping your attack.
- Guard Survival Rate (%): The percentage of your guard units that survived the mission.
- Successful Missions: The number of times you cleared this mission.
- Bonuses: Bonus Experience Points (XP) set for each mission.
- Points: Points you gain by completing a mission. You need these points to view some items in the Library.

# Interpreting the Screen

## Enemy Hit Points

Appears for special enemies, such as commanders and heroes.

Goblin Commander

Goblin Commander

## Character Level

## Character Name

## Character Hit Points

Level 9

## Orb Attack Gauge

While this flashes, you can make an Orb Attack.

Inphy

## Orb Spark Gauge

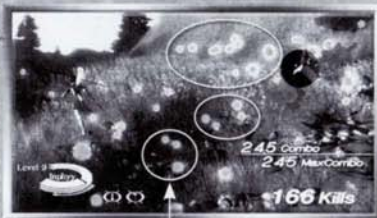
While this flashes, you can make an Orb Spark.

## Guard Units

This area shows your guards on your left and right sides. The type of unit is indicated by one of four icons. The color of these icons changes from green to yellow to red. These colors show the current number of units remaining in the unit. Red indicates that the unit is close to being wiped out. When one of these icons flashes with four lines, it indicates that the unit is engaged in combat.

## Orbs

When you defeat an enemy, a red orb appears. When you defeat an enemy with an Orb Attack, a blue orb appears. You will automatically gather these orbs, filling your Orb Attack and Orb Spark gauges. When they're full, you can launch Orb Attacks and Orb Sparks (see page 23).



Orbs

## The Minimap

The minimap shows the region around you. The blue, fan-shaped area spreading out from the center shows where the camera is facing. The blue point at the center of the minimap is your PC, and the vertex of the blue triangle shows the direction you're heading. Green dots are allies and red dots are enemies.

Green = Allies  
Blue = Your PC  
Red = Enemies



Your number of uninterrupted combo hits during your progress.

4 Combo  
723 MaxCombo

1434 Kills

The record maximum number of combo hits for this mission.

The character you are controlling.

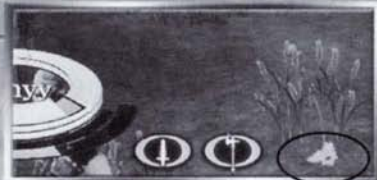
The number of enemies you have defeated in this mission.



When this icon is displayed in the center of the screen, the player character cannot enter the area.

## Items

Some of the items you obtain have powers you can use for a limited amount of time, such as armor emblems and winged boots (see page 31). Blue icons for these items appear at the bottom of the screen. Item icons flash while you can use their power, but disappear when the items lose their power.



# Character Actions

## Types of Actions

You can perform the following actions.

<b>Moves</b>	You can switch between walking and running by pressing forward on the left stick. To change direction, press left, right, or back on the stick. You can also jump over the heads of your enemies (press A).
<b>Attacks</b>	In addition to your normal and power attacks, you can also launch combo attacks, Orb Attacks, and Orb Sparks.
<b>Blocks</b>	Your character can dash out of the way of enemy attacks and use weapons to block incoming attacks.
<b>Commands</b>	You can issue commands to your guard units (see page 28).

## Many Different Actions

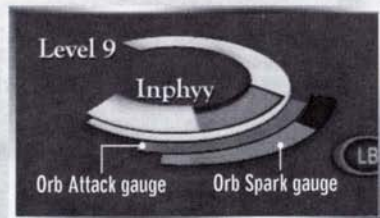
N3 features many different types of attacks, including a vertical attack (effective on enemies to your front), a horizontal attack (covers the area surrounding you), and wide-area attacks (damages multiple enemies). Different types of attacks are available depending upon which character you choose. It is important to choose the right types of attacks to suit your needs.



There are also aerial attacks you can initiate by jumping (for some characters, special attacks will be activated), dash attacks, and ripostes. Try to use Orb Attacks (see page 23) and combo attacks (see page 24) together to effectively obliterate your enemies.

## Orb Attacks and Orb Sparks

As you defeat your enemies with your normal and power attacks (standard attacks), you will gain the ability to use two types of special attacks known as Orb Attacks and Orb Sparks. Both of them will help your defeat your enemies more efficiently. Pay attention to the two orb gauges as you fight your way through a mission.



## Orb Attacks

If you defeat an enemy with your standard attack, a red orb appears and your Orb Attack gauge begins to fill. Once your Orb Attack gauge is full, press B to enable Orb Attacks. Then press X or Y to execute powerful special attacks for a short period of time. By skillfully using these special attacks, you can get yourself out of difficult situations.



## Orb Sparks

If you defeat an enemy while executing an Orb Attack, a blue orb appears on the screen and your Orb Spark gauge begins to fill. Once your Orb Spark gauge is full, press B to enable Orb Spark attacks. (If both your Orb Attack gauge and your Orb Spark gauge are full when you make this attack, your Orb Spark will execute first.)



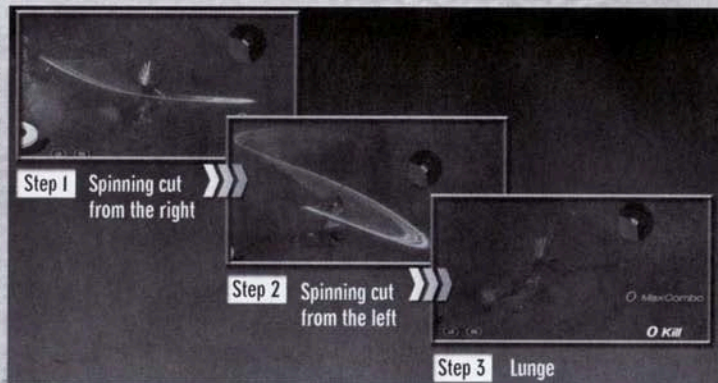
The Orb Spark is an extremely powerful attack that can inflict massive damage on enemies within a fixed area. The size of the attack area and its effects differ depending on which character you are playing.

## Combo Attacks

If you execute two or more standard attacks with the proper timing, you will be able to perform a "combo attack." There are a variety of combo attacks, and their effects and attack strengths are different. You can combine your standard attacks to perform quite a large number of variations of these combo attacks.

You will not have access to all types of combos at the beginning of the game, but as you progress in level, you will be able to execute new combos.

**Inphy's Combos** Example: **Y** + **Y** + **X**



### Inphy's Basic Combos

Combo	Buttons	Details
Wing Ring	<b>X</b> + <b>Y</b>	Attack surrounding enemies as you spin.
Sword Slash	<b>Y</b> + <b>X</b>	Mow down and slide by enemies directly in front of you.
Dancing Sword	<b>Y</b> + <b>Y</b> + <b>Y</b>	Flip into the air to attack enemies from high above.
Mistral Attack	<b>X</b> + <b>X</b> + <b>X</b> + <b>X</b>	Rush through the enemies in front of you, and then jump at the end to execute a downward slash.
Dancing Sword (Level 2)	<b>Y</b> + <b>Y</b> + <b>Y</b> + <b>Y</b>	Spin to inflict heavy damage on enemies in front of you.

There are two types of non-player characters (NPCs) that appear in the game: the common soldiers that make up the ranks of the armies and the characters who have important roles to play in the story. Here are some of the important NPCs you will meet along the way.

#### Ectvarr

The Maiden of Light and one of the protectors of the Orb of Light. Ectvarr is the Princess of the Divine City of Varrfarrinn and a childhood friend of Aspharr.

#### Grogann

A veteran knight. One of the seconds-in-command of the Temple Knights. Originally the right-hand man of Inphy's and Aspharr's father, his sole purpose now is to protect the lives of the siblings.



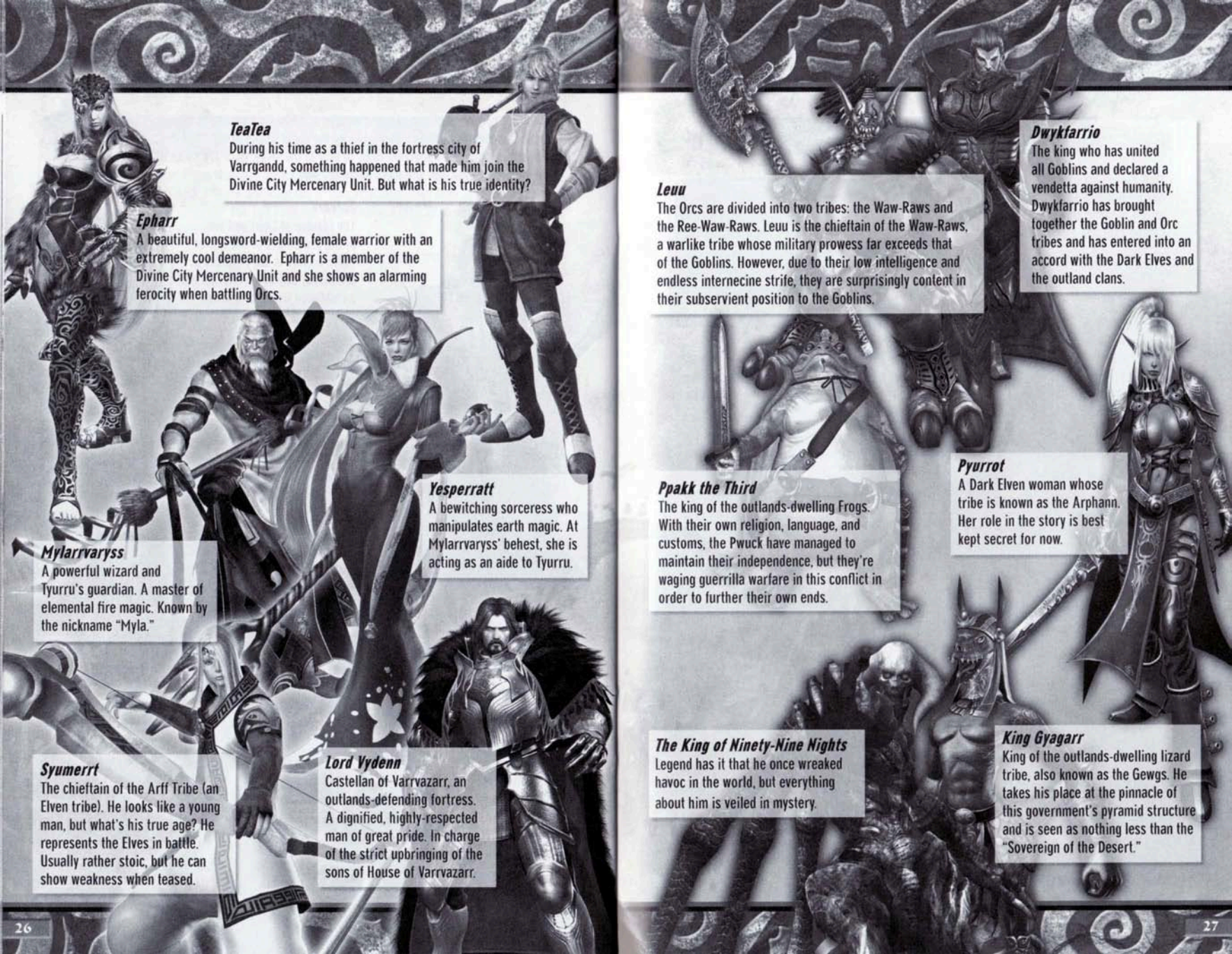
#### Heppe

A member of the Temple Knights at the tender age of 20. One of Aspharr's best friends, he is also extremely fond of Inphy and will help her whenever he gets the chance.

#### Badokk

Like Grogann, he is also a second-in-command of the Temple Knights. As one of the top commanders of the Divine City Mercenary Unit, this heavy foot soldier wields a halberd in his sworn defense of the Divine City.





### **TeaTea**

During his time as a thief in the fortress city of Varrgandd, something happened that made him join the Divine City Mercenary Unit. But what is his true identity?

### **Epharr**

A beautiful, longsword-wielding, female warrior with an extremely cool demeanor. Epharr is a member of the Divine City Mercenary Unit and she shows an alarming ferocity when battling Orcs.

### **Mylarrvaryss**

A powerful wizard and Tyurru's guardian. A master of elemental fire magic. Known by the nickname "Myla."

### **Syumerrr**

The chieftain of the Arff Tribe (an Elven tribe). He looks like a young man, but what's his true age? He represents the Elves in battle. Usually rather stoic, but he can show weakness when teased.

### **Yesperratt**

A bewitching sorceress who manipulates earth magic. At Mylarrvaryss' behest, she is acting as an aide to Tyurru.

### **Lord Vydenn**

Castellan of Varrvazarr, an outlands-defending fortress. A dignified, highly-respected man of great pride. In charge of the strict upbringing of the sons of House of Varrvazarr.

### **Leuu**

The Orcs are divided into two tribes: the Waw-Raws and the Ree-Waw-Raws. Leuu is the chieftain of the Waw-Raws, a warlike tribe whose military prowess far exceeds that of the Goblins. However, due to their low intelligence and endless internecine strife, they are surprisingly content in their subservient position to the Goblins.

### **Ppakk the Third**

The king of the outlands-dwelling Frogs. With their own religion, language, and customs, the Pwuck have managed to maintain their independence, but they're waging guerrilla warfare in this conflict in order to further their own ends.

### **The King of Ninety-Nine Nights**

Legend has it that he once wreaked havoc in the world, but everything about him is veiled in mystery.

### **Dwykfarrio**

The king who has united all Goblins and declared a vendetta against humanity. Dwykfarrio has brought together the Goblin and Orc tribes and has entered into an accord with the Dark Elves and the outland clans.

### **Pyurrot**

A Dark Elven woman whose tribe is known as the Arphann. Her role in the story is best kept secret for now.

### **King Gyagarr**

King of the outlands-dwelling lizard tribe, also known as the Gewgs. He takes his place at the pinnacle of this government's pyramid structure and is seen as nothing less than the "Sovereign of the Desert."

# The Game System

## The Guard Unit System

Your PC has guard units that are available to help during battle. You can call up to two of these guard units at a time to defend yourself.

The two guard units are respectively controlled with the left bumper and the right bumper.

If you do not have any assigned guard units, you can press the bumpers to summon a nearby friendly unit to act as one of your guard units. A white circle will appear at the feet of the soldiers. Once you have your guard units, you can press the left or right bumper to release them from your service and leave them behind to defend that particular spot. A white dotted circle will appear at the feet of those on standby.



### A Mystery Player Character

Complete the game with all six available PCs and you will unlock one more PC, a mystery character who will assist you in fully savoring the world of N3.



### Ordering Your Guards to Attack

When you are mustering your guard units, you can give them combat orders by pressing **↑** and **↓** on the Directional Pad. There are two types of orders: Attack **↑** and Defend **↓**. If you order your guard units to attack, the units will head in the direction of the large, downward-pointing arrow on the screen and will begin to attack your surrounding enemies.



### Ordering Your Guards to Defend

When you give the command to defend, your guard units will gather around you. They will maintain this defensive perimeter and will fight back against any surrounding enemies that approach you.

Use caution when giving orders because both of your guard units will obey. If you have not issued any specific combat orders, your guard units will follow and automatically move with you.



### Character Development

As you defeat enemies and obtain more orbs, you increase in level. As you gain levels, your Hit Point gauge increases and you acquire the ability to perform new combo attacks, making you a more versatile fighter. You will also be able to make more powerful attacks as you acquire new and better weapons.



## Items

As you progress through the game and defeat your enemies, two classes of items appear on the screen. The first class of items (such as potions) will grant temporary benefits when you pick them up. The second class of items (such as weapons and accessories) will only take effect after you equip them. When a treasure chest appears, you can also attack and destroy it to gain the items it contains.



### Weapons and Accessories

There are a variety of weapons that each character can equip. When you pick up a weapon, you can go to the Pause menu (see page 32) and select Status to equip it and try it out in combat. You will be able to perform more powerful attacks by equipping higher-level items.



### Custom Soundtrack

Custom Soundtrack allows you to play your favorite music from your Xbox 360 Hard Drive or an audio player while playing the game. To use this feature, press the Xbox Guide button to open the Xbox Guide. Go to "Select Music" and choose your music sources. After selecting the tune you want, go back to the game by pressing the B button.



## A List of Items

In order to effectively progress through the game, it is important that you understand the effects of the various items and how best to employ them. Some of the main items you will find are described below, so be sure to put them to good use.



### Large Red Potion

Fully restores your HP



### Medium Red Potion

Restores half of your HP



### Small Red Potion

Restores 20% of your HP



### Large Blue Potion

Increases your Orb Attack gauge by 60%



### Small Blue Potion

Increases your Orb Attack gauge by 20%



### Battle Emblem

Increases your HP by 20% & your guard's max HP by 50%



### Glowing Emblem

Temporarily increases your Orb Spark gauge when you pick up a Blue Potion or a Red Orb



### Healing Wood

Gradually restores your HP and your allied characters' HP for a certain duration



### Grail

Temporarily increases attack strength and defense strength of you and your guards by 20%, and also increases critical rate by 50%



### Sword Emblem

Temporarily increases your attack strength



### Armor Emblem

Temporarily doubles your defense strength



### Wing Boots

Temporarily increases your movement speed



### Angel Wing

Temporarily makes you invulnerable

## The Pause Menu

If you press START during play, the game will stop and the Pause menu appears. From the Pause menu, you can view your character's status or mission goals, or you can check on your combo attack variations. You can also equip and unequip items. Make sure that you check your status here to see what has changed when you gain a level or when you acquire equipment.



**Resume:** Return to the game.

**Status:** Check your status and equip/unequip weapons and items.

**Combo Attacks:** View a description of the combo attacks you have learned.

**Controls:** Check the configuration of the controller.

**Options:** View the Options screen.

**Objectives:** Confirm your mission goals.

**Select Mission:** Stop the game and return to the Select Mission screen.

**Quit:** Stop the game and return to the Start screen.

## The Status Screen

On this screen, you can view your current level, HP, orbs obtained, and other information. If you select a weapon or item slot and press A, you go to the Select Item screen.



## The Select Item Screen

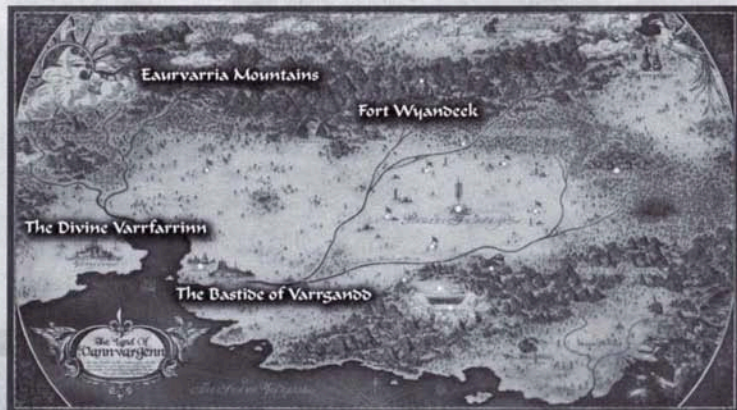
On this screen, you can equip and unequip your weapons and items. You can have only one weapon equipped at a time, but you can have up to five items equipped, depending on the PC you have chosen to play and his or her level.

The weapon and items you've equipped display in the upper-left of the screen. The weapon and items assigned to the slot you've chosen show on the lower-left of the screen.

To equip or unequip a weapon or item, select its slot and press A.



The Land of Vannvargenn is home to many races. It is divided into northern and southern regions by a river that flows from the great plateaus of the east to the ocean in the west. At the mouth of the river lies the Bastide of Varrgandd. To the west, on the far side of the inlet, one can make out the Divine Varrfarrinn. The central plains, including the stretch of mountains to the south where the Castle of Varrvazarr lies, are under Human rule. In the northeastern mountains are the Goblin and Orc tribes, and along the southern coast live the Pwucks, the Gwag, and the Uu tribe (a clan of merfolk), all of whom vie for dominance of this vast land.



## The Divine Varrfarrinn



A massive city blessed by the presence of the Maiden of Light. At its center lies the Divine Temple of Varrfors. Another landmark: the City Academy of Wizardry (off limits to non-wizards).



### The Bastide of Varrgandd

Varrgandd is a city of commerce that rises above the land where the Goblin Army was wiped out by the Divine City Mercenary Unit. The city's symbol is a knight astride a seahorse. With residential wards, broad plazas, and bazaars, the city's commerce thrives, attracting merchants from all over the world.

### The Eaurvarria Mountains

A desolate spot with withered trees, exposed rock, and spreading coal, this inhospitable mountain range extends to the north and joins the Bastide of Varrgandd and Fort Wyandek. Surrounding the mountains are scattered Goblin and Orc settlements.

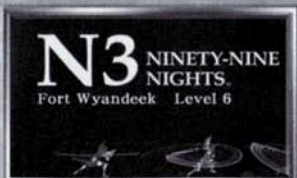


### Fort Wyandek

The frontline fortress of the Goblin Army, situated in the mountains. As this place was used as a frontline base in previous wars, it acquired many functions as a key fortress. However, this place is still home to many Goblin families who live in the villages inside this fortress.

### Map Level

Your current level is displayed next to the mission name on the loading screen. When you first start the game, you start at Level 3, but every time you complete the mission with Rank A or above, the level increases. Play the same mission repeatedly to find more challenges.



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.

N3 features several ways to stay connected on Xbox Live, including Friends Lists, where you can keep track of what your friends are up to, and Xbox Live Achievements, where you can compare your accomplishments to those of players worldwide.

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

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