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XBOX 360

XBOX LIVE

Culdcept™ SAGA

TEEN
T
CONTENT RATED BY ESRB

BANDAI NAMCO™ Games

⚠ 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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Thank you very much for your purchase of the Xbox 360® game, "Culdcept SAGA." Be sure to read this manual carefully before playing.

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Culdcept – the "Book of Creation" made by the omnjpotent goddess Culdra to control the universe. It is said that whoever controls this book can create a new world.

In ancient times, this book became the catalyst for a war between the gods. In her despair over this terrible situation, Culdra shattered the Culdcept into pieces. The pieces of the broken Culdcept became cards made of stone, and scattered to the ends of the Earth. With this act, the war between the gods finally came to an end.

A long time passed. Again, a conflict erupted over the possession of the cards, this time among the humans. This conflict was brought about by the belief that whosoever controlled the cards would receive "limitless power." Those who could draw forth the power of the Culdcept were called "Cepters," and the one Cepter who managed to rise above all the others created a new world.

With the creation of the new world, the Culdcept was scattered across the globe, and once again a war broke out between the Cepters. Only the most powerful Cepters survived.

It remains to be seen if this war is a fabrication of the Cepter who created the world, or if it was born of the Culdcept's own desire to propagate through the universe. The cycle of the Culdcept seems doomed to repeat itself for all eternity.

Boy (Main Character)

The protagonist of Culdcept SAGA. He lost his parents at an early age and was raised by his aunt and uncle. He chooses the path of a slave for himself in order to save his impoverished aunt and uncle and his other villagers. Faustina helps him to realize his hidden potential as a Cepter.

Faustina

The Traveling Princess

Faustina is the Queen of the Advatar Empire, the most powerful empire on the continent. After receiving a holy prophecy, she sets out in search of the Cepter who could save the world, but the guidance of the cards leads her to discover our protagonist. She departs with the protagonist on a journey for peace, but...

The World of Asgard –

this is but one of the multidimensional universes born of the Book of Creation, Culdcept.

It was an era when the world's lust for the great cards had been all but forgotten. Cepters, once the masters of the cards, had sunk down to the level of the world's soldiers, bandits and sideshow gladiators. They had let their once great powers go to waste, and were painfully unaware of their true raisons d'être...

But in a far off corner of this world, a boy had a dream.

A light emerged in the center of the darkness, and then spread out and became innumerable stars. A voice resounded through his mind...

"Use your power, gather the cards, and go forth."

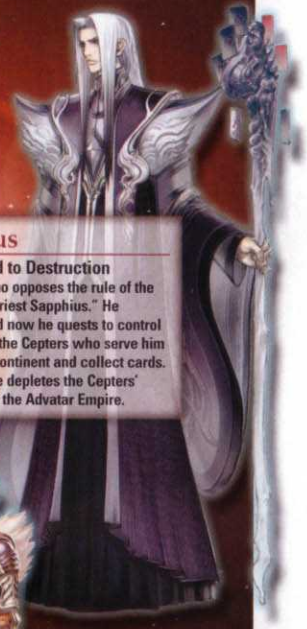
A fateful morning awaited the boy, though he knew not the meaning of the words he had heard...

On this day, the boy had to leave the village where he had been born and raised. In order to save the poor people of his village, he sold himself to a merchant.

The boy walked away with his hometown at his back, the merchant at his side. Soon thereafter, a girl happened to pass by the two of them. She called out to the boy:

"Did you have a dream? A dream where stars were born in the darkness."

With this encounter, the boy's fate began to drastically change...



High Priest Sapphius

He Who Would Lead the World to Destruction

A Cepter from another continent who opposes the rule of the Empire, he is known as the "Dark Priest Sapphius." He underwent Cepter card training, and now he quests to control the power of the cards. He is using the Cepters who serve him to defeat other Cepters across the continent and collect cards. He is attempting to start a war as he depletes the Cepters' ranks, bringing the "Time of Lull" to the Advatar Empire.

Rilara

A Young Female Bandit

Like the main character, she had an impoverished upbringing. However, since awakening to her Cepter abilities, she has been lawless, guided by no particular personal philosophy, only looking to steal cards from others and seeking greater power and pleasure. She is fiercely dedicated to her thieving profession and to doing whatever she pleases as she travels across the lands.

Diarna

A Female Crimson Knight Who Became a Hermit

Originally a female knight of the Advatar Empire, she fell in love with a knight on the enemy's side, and became a hermit to avoid fighting against her love. She is also Faustina's teacher, and, moved by the pure intentions of the Boy who accompanies her, mentors him in his card training.

Chapter One

Game Screens and Controls

On the next few pages you will find necessary information about Xbox 360 Controller operation and the game screens that you'll find in Culdcept SAGA. Be sure to review this section if you have any questions about the game.

Using the Xbox 360® Controller

You will find an explanation of the basic controls below. This game supports from 1 to 4 players.

XBOX 360 CONTROLLER

Xbox LIVE®

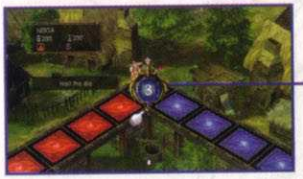
Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer profile). Chat with your friends. Send and receive voice and video messages. Get connected and join the revolution.

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**.

Normal Game Screens and Controls

When your turn begins, the Spell Selection Mode Screen (see the image in the center of the page) will be displayed. You can switch modes by pressing Up on the D-pad to roll the die, or Down on the D-pad to select a Command.



Roll the Die

In this mode, you roll the die and move your character the corresponding number of spaces.

Die

From Spell Selection Mode, press Up on the D-pad to switch to Die Mode, and you'll automatically start rolling the die in the middle of the screen. Press Ⓐ to stop the die.

Spell Selection

In this mode, you can use Spell cards (see p.21).

- **Status Panel** (see p.11) This shows the player's current status.
- **Card Explanation Panel** (see p.11) This displays information about the card to which the cursor is currently pointing.
- **Hand Panel** This displays the cards that you're keeping in your Hand. Cards that are brightly lit up are Spell cards that you can use.

Command Selection

From here, you can execute all commands except for Territory commands (see p.30).

Xbox 360 Controller Operation

D-pad Up and Down	Switch Mode
D-pad Left and Right	Select Spell Card or Command
Ⓐ	Use Card, Confirm Command
Ⓨ	View Map
LB / RB	Display Land and Character Information

1. Cepter Name
2. Magic Power
3. Cepter Color
4. Total Magic Power
5. Check Markers

Status Panel

Cepter Name: The Player Character's Name.

Cepter Color: A color that designates your player. There are four types: red, blue, yellow and green.

Total Magic Power Rank: This shows the player's rank, in comparison with the total Magic Power of other players. The color of the frame around this number is the Cepter Color.

Magic Power: How much Magic Power you can currently use.

Total Magic Power: This is the sum of your current Magic Power, the value of your Territories and the value of your Symbols.

Check Marker: This allows you to see which Forts (checkpoints) you've passed in your current lap. N is the North Fort, S is the South Fort, E is the East Fort, and W is the West Fort.

Note: Check Markers for Forts you've already passed will turn white.

1. Creature Symbol
2. Land Attribute
3. Owner Frame
4. Toll Fee / HP / MHP / ST / etc.

Lands

Creature Symbol: This is a symbol representing the Creature that is currently occupying the space.

Land Attribute: The color of the space designates its elemental attribute (see p.27).

Owner Frame: The color of the space's frame is the Cepter Color of its owner. The frame grows thicker when the land levels up.

Toll Fee / HP / Max HP / ST: Press LB and RB to cycle through Toll Fee, ST, HP / Max HP, Support / Land Effects, Land Level and Creature Attribute displays.

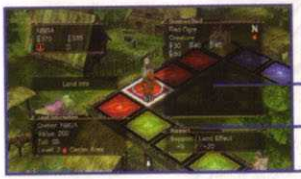
Card Explanation Panel

(using a Creature card as an example)

1. **Rarity**: How common or uncommon the card is (see p.21).
2. **Card Type**: The card's type, out of three different types: Creature, Spell and Item cards (see p.19 to 21).
3. **Attribute**: The Creature's elemental attribute (see p.19). Note: For Item and Spell cards, the Type (see p.21) is displayed here.
4. **Magic Power Used / Usage Conditions**: This is the Magic Power necessary to use this card. Certain cards have conditions for use, such as number of Territories and discard requirements.
5. **ST**: This is your Creature's attack power. During battle, this figure alone decreases your opponent's HP.
6. **HP**: This is your Creature's current vitality. When it drops down to 0, your Creature is destroyed.
7. **MHP**: Short for "Maximum HP." This is the upper limit for your Creature's vitality.
8. **Placement Restrictions**: Any elemental attributes of land where your Creature cannot be summoned are displayed here.
9. **Item Restrictions**: Item types that cannot be used in battle are displayed here.
10. **Card Ability**: This is the special ability (effect) that the card possesses.

Creature Summoning Screen and Controls

Once you finish moving, the Land Information Screen (the screen in the top image on this page) will be displayed. Press A once if you'd like to summon a Creature to the land space. If you wish to issue a command, press Down on the D-pad twice to switch to Command Mode.



Land Information

This allows you to view the Land Information for spaces where you can summon a Creature.

•**Land Information Panel** - This shows detailed information about the space where your character has landed.

Owner: The name of the Cepter who has currently occupied the Territory.

Value: The value of the land space. This value is added to the owner Cepter's total Magic Power.

Toll Fee: This is the Magic Power that must be paid by any Cepter other than the Territory's owner who lands on the space.

Level: The Land Level, elemental attribute and Area.

Effect: This shows curse effects which are currently affecting this Creature (Territory).

•**Card Explanation Panel** (see p.11)

•**Support / Land Effect Panel** (see p.27 and 28)

Creature Selection

This allows you to select a Creature from the Hand Panel and summon it.

•**Hand Panel** - Creatures you can summon are brightly lit in this panel.

•**Card Explanation Panel** (see p.11)

Command Selection

This allows you to select commands.

•**Commands** (see p.29 and 30)

Xbox 360 Controller Operation

D-pad Up and Down	Switch Mode
D-pad Left and Right	Select Creature Card or Command
A	Use Card, Confirm Command
Y	View Map
LB / RB	Display Land and Character Information

Battle Screen and Controls

When you summon a Creature on Territory belonging to opposing Cepters, or when opposing Cepters summon a Creature on your own Territory, your Creatures will enter battle. You can change the mode by pressing Up on the D-pad to view Hand Information, or pressing Down on the D-pad to view Creature and Cepter Information.

Creature Selection

Information about the cards in your Hand is displayed here.

•**Card Explanation Panel** (see p.11)

Item Selection

You can select an Item to use in battle from this screen.

•**Battle Information Panel** - This displays information about the Creatures who are fighting.

Ability Values: The Creature's ST and HP values.

Support / Land: These values reflect the Creature's Support or Land Effects.

Total: These values reflect the sum of ST and HP values and Support or Land Effects.

•**Hand Panel** - Cards you can use in battle are brightly lit in this panel. To use a Card, press the button that is assigned to it (A, B, X, Y, LB or RB). To continue without using an Item card, press the **START** button.

Invading Side Defending Side

Creature / Cepter Information

This displays the statistics of the Creatures that are fighting, as well as the current status of their Cepters.

•**Card Explanation Panel** (see p.11)

•**Status Panel** (see p.11)

Xbox 360 Controller Operation

D-pad Up and Down	Switch Mode
D-pad Left and Right	Select Item Card (when viewing Hand Information)
A, B, X, Y, LB, RB	Select Item Card (starts battle)
START button	Display Land and Character Information

Saving

You can save your in-game progress and card stock on the storage device of your choice (your Xbox 360 Hard Drive or Xbox 360 Memory Unit). There are two main types of data that can be used with Culdcept SAGA. The first type is "Cepter Data," which stores your in-game progress in Story Mode. The second type of data is "External Data," which stores individual pieces of data like Books, rules, and AI characters. External Data can also be traded between players.

Note: See p.43 for details about exchanging External Data.

Note: You need at least 72KB of free space in order to save.

How Do I Save Cepter Data?

- **Select "Save" on the Story Mode System Menu Screen.**
- **Select "Save" from the Maintenance Screen.**

This symbol means that Cepter data has been updated and needs to be saved. Don't forget to save before turning off your Xbox 360 console.

Note: Do not turn off the console, and do not remove any storage devices (your Xbox 360 Hard Drive or Xbox 360 Memory Unit) or Xbox 360 Controllers while the game is saving or loading.

What's Stored in Cepter Data

- **Story Mode progress**
- **Cepter parts obtained in-game**
- **Book Covers obtained in-game**
- **Card stock**
- **AI characters you've created (up to 16)**
- **Books you've created (up to 16)**
- **Rules you've created (up to 16)**

Types of External Data

- **Replay data**
- **Individual Book data**
- **Individual rule data**
- **Individual AI character data**
- **Individual card data**
- **Maps**
- **Individual Cepter part data**
- **Individual Book Cover data**

Note: Cepter data cannot be nondestructively copied. When you change storage device, Cepter data will be removed from the original storage device and moved to the new one.

Suspending Play in Story Mode

- Only in Story Mode is it possible to use the "Suspend" command in a turn before you roll the die or cast any Spells (see p.30). The Suspend command saves all of your progress up until that point onto the storage device (Xbox 360 Hard Drive or Xbox 360 Memory Unit) and exits the game.
- If you wish to start a suspended game from where you left off, enter Story Mode and select "Resume Suspended Data."
- You are unable to view game analysis information and to save replay data for games you've suspended then resumed. Suspending a game will also make it so that you cannot get achievements from the game or have your win in that game count towards your win / loss record.

Note: If you select "Continue" when you start Story Mode after having suspended a game, you will restart the game in which you suspended play from the beginning of the match.

Chapter Two

How to Play Culdcept SAGA

This chapter gives detailed, practical explanations of how to play the game, from game objectives to the usage and features of cards; from the bare basics up to actual gameplay, as well as techniques for editing Books.

Game Modes

Once you've started up your Xbox 360 console and inserted the game disc securely, the game's title screen will be displayed. Press the **START** button at the title screen, and you'll be able to choose from the following game modes.

Main Game Modes Selectable from the Title Screen

New Game
Choose this option when it's your first time playing Culdcept SAGA. This selection allows you to start Story Mode (see p.18).

Online
Using Xbox LIVE, you can enjoy online matches. You must sign up for Xbox LIVE before you can enter this game mode (see page 45).

Achievements
This mode allows you to view all of the achievements that you've received from fulfilling various in-game objectives.

Load
This mode lets you resume Story Mode with data you've previously saved.

Versus
Select this mode to play a game against up to three other friends. You can also have story characters and AI characters participate in the game, so this mode is enjoyable even for a single player.

Replay
In this mode, you load and watch saved game patterns like movies.

Game Objective Get the target amount of Magic Power and reach the Castle before the other players

1 GO AROUND THE MAP ONCE AND RECEIVE THE "LAP BONUS"
If you go through all the Forts (checkpoints) and arrive back at the Castle (the starting point), you will receive a bonus in the form of Magic Power. The Lap Bonus points vary depending on the numbers of Territories and Symbols in your possession.

2 PASS THROUGH FORTS TO RECEIVE THE "FORT BONUS"
When you pass through Forts (checkpoints) you have not yet passed on a lap, you'll receive a Fort Bonus in the form of Magic Power.

3 PLACE CREATURES ON LAND SPACES TO MAKE THEM YOUR TERRITORY
You can raise your Magic Power by placing Creatures onto land spaces to claim them as your own Territory.

4 TAKE A "TOLL FEE" FROM OPPONENTS WHO LAND ON YOUR TERRITORIES
You can exact a toll fee in the form of Magic Power from opposing Cepters who land on your Territories.

Creating A Cepter

Cepters are character symbols that you control. You can choose from different hairstyles, hair color and skin color variations, allowing you to select a Cepter with an appearance that suits your preferences.

STEP 1 Select "New Game" from the Title Menu Screen.

After the Culdcept SAGA Title Screen has been displayed, press the START button and the Title Menu will appear. Select "New Game" to create a Cepter.

STEP 2 Pick a hairstyle, hair color and skin color.

Once the Cepter Creation Screen is displayed, it's time to make a Cepter. Use the D-pad to select hairstyle, hair color or skin color. Numbers and arrows for the selected attribute will appear. Press Left and Right on the D-pad to change the numbers, and the appearance of your Cepter will change accordingly.

STEP 3 Input Your Cepter's Name.

Select "Name" to give a name to your Cepter. When you select "Name" a keyboard will appear. You can input a name of up to 9 characters. Press Ⓧ to go back one character. Once you have finished inputting your Cepter's name, press the START button to continue.

STEP 4 Finish Cepter Creation.

Finally, select "Create Cepter" to make a Cepter with the settings you've chosen. The Story Mode will then begin.

Advancing in Story Mode

Story Mode is a single-player game mode where you follow along with the story as you play. In this mode, you can work to master all of the rules in Culdcept SAGA, and use the cards that you collect to edit Books.

STEP 1 Create a Cepter

• When Playing for the First Time
Select "New Game" from the Title Menu, and create a Cepter (see page 17). A Cepter is a character figure that you control.

• When Continuing from a Previous Save
Select "Load" from the Title Screen. Select the storage device (your Xbox 360 Hard Drive or Xbox 360 Memory Unit) where your data is saved, then select the save data that you wish to use. Select "Yes" from the menu, then select "Continue". The System Menu Screen will be displayed, and you will be able to start the game in which you suspended play from the beginning of the match. Select "Resume Suspended Data" to resume the game from the point at which you last used the suspend function.

STEP 2 Editing Books

The System Menu allows you to edit and exchange Books, among various other actions. Once you receive new cards from clearing a stage, try editing a Book. Select the Book you wish to edit, choose "Book Edit," and then set what you want your Book to contain.

• What's a Book?
A Book is a deck of cards. At first, you will play with a Book that has been provided for you. Once you've cleared some stages and gotten new cards, you'll be able to edit Books yourself.

STEP 3 Stage Select ~ Starting the Game

Next, select the stage to play. If you select "To Next Stage" from the System Menu Screen, you will begin playing a new stage. Choose "Past Stages" to select a stage that you've already cleared.

STEP 4 Clearing Maps

Each stage has a target total amount of Magic Power needed to clear it. The first Cepter to reach that total amount of Magic Power and return to the Castle (the starting point) is the winner. When you become the winner in a stage, you clear that stage and move on to the next stage. After clearing a stage, various information about the game just played is displayed, including the change in total Magic Power for each Cepter, the total Magic Power each Cepter had at endgame, the total amount paid in tolls and other information. If you were not the winner, you will be given the opportunity to try the stage again.

About Replays
If you use the Replay functionality, it's possible to save all of the actions carried out in a single game, from start to finish, on your storage device (your Xbox 360 Hard Drive or Xbox 360 Memory Unit). Use this feature to record games that left an impression on you, or to analyze and study strategies for future games. The maximum number of turns that can be recorded in a Replay is 100.

Types of Cards

There are three major types of cards in Culdcept SAGA: Creature cards, Item cards and Spell cards. It's possible to tell the difference between these types of cards from how the card's frame looks, as well as the card type given in the Card Explanation Panel (see p.11).

Creature Cards

These cards are placed onto land spaces and into battle with enemies. In addition to the two principal traits of HP (vitality) and ST (attack power), Creatures also have elemental attributes and special abilities. Each Creature has a set cost (Magic Power) that is required to use it.

Creature Attributes

All Creatures are classified into six types of elemental attributes. If a Creature's attribute is the same as the attribute of the Territory on which it is placed, the Creature can receive a land effect in battle (see p.27), raising its HP.

Fire Attribute	Water Attribute	Air Attribute	Earth Attribute	Neutral Attribute	Multi-Attribute
An offensive type of attribute. Many fire attribute Creatures have high ST.	A defensive type of attribute. Many water attribute Creatures have the Neutralize skill.	An offensive type of attribute. Many air attribute Creatures have the Attacks First skill.	A defensive type of attribute. Many earth attribute Creatures have the Support skill.	These Creatures lack an attribute. They typically have a low cost for use.	These Creatures have multiple attributes. They typically have a high cost for use.

Types of Creatures

Creatures can be divided into three major types.

Normal Creatures	Defensive Creatures	Item Creatures
Creatures equipped with regular abilities.	Creatures with high HP that cannot invade other Cepters' Territory.	Creatures that can be used as Items during battle.

Item Restrictions

There are certain types of Creatures that cannot use certain Items during battle.

No Weapons	No Armor	No Tools	No Scrolls
Cannot use Items such as Morning Star and Long Swords.	Cannot use Items such as Chain Mail and Leather Armor.	Cannot use Items such as Gremlin Tooth and Ring of the Succubus.	Cannot use scroll Items such as Freezing Wind and Fire Stone.

Placement Restrictions

There are certain types of Creatures that cannot be placed onto certain land spaces.

No Fire	No Water	No Air	No Earth
Cannot be placed onto fire attribute land.	Cannot be placed onto water attribute land.	Cannot be placed onto air attribute land.	Cannot be placed onto earth attribute land.

Creature Abilities

Here, we introduce the main Creature abilities.

Note: For more details, see Creature Abilities in the In Game Help.

Ability	Effect
Attacks First	Allows the Creature to attack first in battle, even if it's the one defending the Territory. (If both Creatures have the Attacks First ability, the battle will proceed as usual, with the invading side taking the first attack.)
Attacks Last	The opposite of Attacks First. Even if the Creature is invading, it will wait for its opponent to attack first. (If both Creatures have the Attacks Last ability, the battle will proceed as usual, with the invading side taking the first attack.)
Poison	Poisoned Creatures lose 30% of their maximum HP at the end of battle.
Paralysis	Paralyzed Creatures cannot attack, nor can they use special abilities or Items.
Confusion	Confused Creatures receive 30% of the damage that they deal to opponents.
Defensive Type	Creatures with this ability cannot be used to invade Territories. They also cannot be moved using the "Creature Movement" Territory Command.
Support	Creature cards in your Hand can be used in battle like an Item. At the beginning of the battle, the ST and HP of the Creature card used are added to the fighting Creature's statistics (the Creature card used for support will be discarded after the battle).
Instant Death	When an attack is successful, the attack can destroy the opposing Creature regardless of its remaining HP. Destroying your opponent is not guaranteed, and is subject to certain conditions and probabilities.
Neutralize	The Creature takes no damage from certain opponents. However, the Neutralize ability cannot typically be used against scroll attacks.
Critical Hit	Under certain conditions, the Creature will deal 1.5 times normal damage to opponents. If a weapon Item is used, the weapon's ST will also be multiplied by 1.5.
Scroll Critical Hit	When a scroll is used, it will deal 1.5 times its ST in damage.
Regeneration	If the Creature has at least 1 HP remaining at the end of battle, they will recover all of their HP.
Penetration	Deals damage to the opposing Creature, ignoring any defensive Land Effects.
Boost	This can have a positive or negative effect on the ST and HP of Creatures that meet certain conditions.
Territory	The Creature placed on the Territory can use special abilities (Territory abilities) by paying a certain amount of Magic Power.
Evolve	The Creature can pay a certain amount of Magic Power to transform (evolve) into another Creature. Unlike transformations in battle, an evolved Creature, similar to Creatures who have combined, will permanently remain the Creature into which it has evolved.
Placement Ability	This ability takes effect as soon as a Creature has been placed. The effect continues until the Creature is destroyed.
Global Ability	This ability takes effect as soon as an Idol has been placed. The effect continues until the Idol is destroyed.
Immediate	As soon as the Creature is placed onto a Territory, it can use that Territory's Territory Commands (except for Creature Exchange). This ability takes effect when the Creature has been summoned from the Cepter's Hand and placed onto a space, as well as when it's been placed onto the space due to a Creature exchange.
Enchantment	As soon as a Creature has been placed, it becomes cursed.

Item Cards

These are cards that can be used in battle to help Creatures gain an advantage over their opponents. They can increase a Creature's HP or ST, as well as grant that Creature special abilities. Using an Item card requires a set amount of Magic Power, which depends on the card. Some Creatures are subject to limitations, such as not being able to use certain types of Items.

Types of Item Cards

Weapons

Weapons primarily raise a Creature's ST and increase the damage that it does to its opponent. They are effective if used when invading a Territory.

Armor

Armor primarily raises a Creature's HP and prevent it from being destroyed. It's most effectively used when defending a Territory.

Tools

Tools give assorted abilities and effects to Creatures. Tools have assorted and sundry effects, such as transforming Creatures or giving them the Attacks First in a battle.

Scrolls

Scrolls can deal damage to opponents, ignoring Territory bonuses.

Spell Cards

These are cards that are used against Cepters and Creatures. They can have various effects, such as stealing Magic Power from other Cepters and controlling die rolls. Using a Spell card requires a set amount of Magic Power, which depends on the card. Depending on how long their effects last, Spell cards are divided into Instant Types and Enchantment.

Single Target Instant

These Spells have an Immediate Effect on a single Cepter or Creature.

Multiple Target Instant

These Spells have an Immediate Effect on multiple Cepters or Creatures.

Single Target Enchantment

These Spells have an Enchantment Effect on a single Cepter or Creature (see p.33).

Multiple Target Enchantment

These Spells have an Enchantment Effect on multiple Cepters or Creatures (see p.33).

Card Rarity

All cards have a set rarity, which has to do with how hard they are to obtain. The rarity of each card is indicated by the letter displayed in the lower right of the screen on the Card Selection Screen and other screens.

Types of Rarity

- (Normal) A normal, everyday card.
- (Strange) An unusual card.
- (Rare) A very hard-to-find card.
- (Extra Rare) An extremely rare card that requires you to fulfill certain objectives to receive.

Rarity

Game Flow

Each Cepter waits for his or her turn to come, and then rolls the die. Cepters may advance a number of spaces equal to their achieved die roll. A Cepter can cast a Spell before rolling the die, or summon a Creature after using the die to move. When all Cepters' turns have completed, the next round will begin.

One's Own Turn Flow

Draw a Card	When the turn begins, a single card will automatically be added from your Book to your Hand. You can carry up to 6 cards in your Hand at a time.
Cast a Spell	If you have a Spell card that you can use, you may play it before using the die to move. You don't need to play a card if you don't have a card you wish to play.
Move Using the Die	Stop the die roll when you want, and move forward on the map according to the die number that you rolled.
Summon a Creature (Do Battle) or Use Territory Command	You can summon a Creature to make your current space into your own Territory, or use a Territory command.

Things You Can Do On Your Turn ◀ Draw a Card

When your turn begins, a single card will automatically be added from your Book to your Hand. You can have up to 6 cards to use in your Hand. If you draw a card when you already have 6 cards in your Hand, you must discard one of your cards.

Note: If you draw all 50 of your Book's cards, your cards will be automatically shuffled, producing a new, reordered Book of cards.

Things You Can Do On Your Turn ◀ Cast a Spell

When you draw a card, the Spell Selection Screen will appear. Cards that you can use will light up. In order to use a Spell card, pick a card with Left and Right on the D-pad, and confirm with Ⓐ. If there are no Spell cards that you wish to use, press Up on the D-pad to roll the die.

Things You Can Do On Your Turn ◀ Move Using the Die

Press Up on the D-pad if you don't wish to use a Spell; if you do use a Spell the game will go into Die Roll Mode automatically afterwards. Press Ⓐ to stop the die, and then move forward on the map according to the number you rolled. If you encounter a fork in the path, select the path on which you wish to travel using the D-pad, and press Ⓐ to confirm your selection. If you pass through a Territory that you control, a white circle will appear. Once you've finished your movement for the turn, you can use Territory Commands on one of the Territories with a white circle (see p.29).

Things You Can Do On Your Turn ◀ Summon a Creature

When you've finished the movement part of your turn and landed on a Territory, you can summon a Creature from the brightly glowing cards in your Hand. Select a card with Left and Right on the D-pad, and confirm your selection with Ⓐ.

When You Land on Unoccupied Territory

The Creature you summon will be placed on the space, and it will become your Territory.

When You Land on Another Cepter's Territory

The Creature you summon will enter battle with the Creature currently protecting that Territory. If your Creature wins the battle, the Territory will become yours.

When You Cannot Summon a Creature

Each card has necessary Magic Power and conditions needed to use it, and if you don't fulfill these conditions you cannot summon the Creature. If you cannot summon a Creature, the reason will be indicated by an icon in the upper right of the card.

Not enough Magic Power

You don't have land of the necessary attribute

You can't place this Creature on this space

You don't have a card in your Hand to discard

Defensive type, so can't invade

Can't invade due to Spell effects

You can't summon Creatures due to a Enchantment

How to Restore a Creature's HP

Creatures can lose HP due to battles and Spells from enemy Cepters. Creatures are destroyed when their HP reaches 0, so you should restore their HP when it becomes low. There are three ways to restore HP.

Ways to Restore Creature HP

(1) Restore HP with a Lap	Each time you circle around the map, most of your Creatures will recover 20% of their maximum HP.
(2) Restore HP with a Spell	Use a Spell card with restorative effects to replenish your Creatures' HP.
(3) Switch with Another Creature	If you use a Territory Command to replace one Creature with another in your Hand, the Creature returned to your Hand will recover all of its HP.

Things You Can Do On Your Turn ◀ Do Battle

If you summon a Creature when you've landed on an opposing Cepter's Territory, a battle will begin. If you choose not to call a Creature, or if your Creature loses in the battle, you will be forced to pay the Territory's Magic Power toll fee. If your Creature beats the opposing Cepter's Creature, no Magic Power will be taken from you, and you'll be able to claim that square as your own Territory.

How Should I Pick a Creature to Seize Territory from an Opponent?

When you land on an opposing Cepter's Territory, an icon will be displayed on your Creature cards. This icon can help you compare the opposing Creature's basic statistics and those of your own Creatures, and help you make a better decision about which Creature to send into battle. However, keep in mind that this icon is only a rough estimate, and there are factors such as the opposing Creature's skills and the Items they use that may not be reflected in this estimate (see p. 27 and 28 regarding Land Effects and Support Effects).

Icon Showing Probable Battle Result

You can destroy the opposing Creature!	Your own Creature's ST and Support Effects are greater than the Opposing Creature's HP and Land Effects.
You can destroy the opposing Creature!	Your own Creature's ST and Support Effects are equal to the Opposing Creature's HP and Land Effects.
You can't destroy the opposing Creature!	Your own Creature's ST and Support Effects are lower than the Opposing Creature's HP and Land Effects.

See the next page for a detailed flow of battle ▶

Battle Flow

ST/HP Calculation Display

On this screen, the calculations of how each Creature's Support Effects and Land Effects affect their ST and HP are displayed.

Item Selection

Keeping the calculated ST and HP in mind, the invading side and the defending side (in that order) choose Items to use in the battle.

Invading Side's Attack

The invading Creature usually gets priority and attacks first, but certain Item and abilities can allow the defending side to attack first.

Defending Side's Attack

If the defending Creature survives the attack, it is given the chance to counterattack.

Final Battle Results

•The Invading Creature Wins!
The space becomes the invading Creature's Territory, and that Creature moves onto the space.

•The Invading Creature Loses...
The invading Cepter must pay the toll fee for the Territory. Creature cards that were reduced to 0 HP during battle are destroyed and are not returned to the player's Hand.

•Both Creatures Survive
If neither Creature's HP was reduced to 0, the invading Creature will be returned to the invading Cepter's Hand, and that Cepter must pay the Territory's toll fee.

•Both Creatures Are Destroyed
Both Cepters lose their Creatures, and the space becomes an unoccupied Territory. No payment of the toll fee is necessary.

Forming a Strategy Before Battle

Before summoning a Creature to an opposing Cepter's Territory and starting a battle, carefully examine your chances of winning. Be sure to compare the HP and ST of your Creatures with your opponent's Creature, think about how to best use Items in battle and press Y to view information about your opponent's Territory (Support/Land Effects).

View Hand Information

You can view abilities and other information about the cards in your Hand. Cards that can be used in the upcoming fight will be displayed more brightly than others.

Select an Item Card

You can select one card from the brightly displayed Item cards to use in battle. To use a card, press the button (A, B, X, Y, LB or RB) corresponding to the Item card you'd like to use. If you don't wish to use an Item card, press the START button. The battle will then begin.

Your Creature and the Opposing Cepter's Creature Information

Here, you can view the basic abilities of your Creature and your opponent's Creature, as well as the opposing Cepter's status. The Creature abilities displayed here do not take Land Effects and Support Effects into account.

Land Types

There are various land types, but they can be broken down into two major categories: regular land and special land.

Regular Land Types

There are various land types, but they can be broken down into two major categories: regular land and special land.These are lands that can be occupied by summoning a Creature onto them. If you summon a Creature onto a space with the same elemental attribute as the Creature, the Creature will receive an HP-increasing Land Effect during battle equivalent to 10 times the Land Level. However, there are certain lands onto which Creatures cannot be summoned, depending on their Placement Limitations.

Note: Multi-attribute land types grant a Land Effect to all Creatures with a non-neutral elemental attribute, but they cannot be used in Land Chains.

Note: Neutral attribute land types grant no Land Effects to most Creatures, and cannot be used in Land Chains.

Special Land Types

There are 13 types of special land. You cannot summon Creatures onto special land.

Note: If you stop on the Castle or a Fort, you can use the Territory command on any of your Territories (see p.29).

Note: No effects will occur if you are transported by a Bridge and land on a Bridge space, or if you are transported by a Warp and land on a Warp space.

Land Effects

If a Creature's elemental attribute is the same as the space where it was summoned, the Creature will be granted a Land Effect. The Creature's HP will be increased by a factor of 10 times the Territory's Land Level during battle. You can tell the Territory's Land Level from the thickness of the Owner Frame.

Land Effects only have an effect on Creatures who are defending their Territory. Most neutral attribute Creatures will not get a land effect bonus even if placed on Neutral attribute land.

Land Chains

If a Cepter controls several Territories of the same elemental attribute in the same area, the value of the Territories and their toll fees will increase. This is called a Land Chain.

Fire Attribute Chain

Even if the Territories aren't right next to each other, if they're in the same area, a chain will occur.

Effects of Land Chains

The higher a Land Chain, the greater its effect will be. It's also possible to increase your total Magic Power by using Land Chains in conjunction with land level ups. In other words, collecting Territories of the same elemental attribute is an essential technique for winning.

Areas

Some maps have paths that are like small islands, separated from the rest of the map. These are called areas, and each of these routes is considered a separate area. You can check the areas on a map in the mini-map in the Information command. Areas are shown as parts of the map that are surrounded by a single frame.

- **A land chain can only occur within a single area.**
- **Symbol values are calculated individually for each area.**
- **There are certain Spells that can be cast over an entire area.**

Support Effects

In battle, if neighboring spaces are your own Territories, they can create support effects. The number of adjacent spaces x 10 will be added to your Creature's ST.

If Territories on Both Sides Belong to You

Support Effects differ from Land Effects, in that they can be received by both defending and invading Creatures.

The Minotaur has only 40 ST, but thanks to support effects, its ST climbs to 40 + 10 + 10, or 60 ST!

Things You Can Do On Your Turn ◀ Use a Command

There are various commands that you can issue from the Command Panel, such as "Territory," "Map" and "Info." However, the "Territory" command and the "End Turn" command cannot be used until you have already rolled the die. Also, the "Suspend" command can only be used before die movement or Spell selection while playing in Story Mode.

Territory

This allows you to issue commands relating to your own Territories, such as leveling up land and moving or exchanging Creatures in play.

You can use these commands on all Territories that you've passed during your movement from the die roll (spaces that contain a white circle). When you land on the Fort or Castle spaces, you are able to choose from all of your Territories on the map.

Land Level Up

This allows you to increase the value of your land, boosting its toll fees and land effects. A certain amount of Magic Power is necessary for each level up.

Note: When you Level Up a Territory, that Territory's Owner Frame will grow thicker.

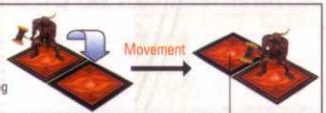
Land Change

This will change a land's elemental attribute to one of the four attributes: Earth, Fire, Air or Water. It's an effective strategy to try to accumulate Territories of the same elemental attribute to form chains, but this can consume inordinate amounts of Magic Power to accomplish.

Note: The Magic Power required to change a land's attributes increases with the land's level.

Creature Movement

This allows you to move a Creature one space. This is an effective technique to gain Support Effects by arranging your Territories so they neighbor each other. However, it is impossible to move to special land types. If you move to an opposing Cepter's Territory, a battle will commence. Enchantments on Territories will be dissolved when Creatures move away from those Territories. Also, defensive-type Creatures cannot move.



Note: When a Creature moves from a Territory, that Territory will become unoccupied.

Creature Exchange

This allows you to switch Creatures placed on map Territories with Creature cards in your Hand. You can use this command to place Creatures of certain elemental attributes onto lands with the same attribute, switch out Creatures with low HP and exchange strong Creatures with weak ones. The Magic Power required to use this command is equivalent to how much it would take to summon the new Creature.

Note: The Creature that is returned to your Hand will have all of its HP restored and all curses dissolved.

Creature Ability

Some Creatures have Creature abilities (see page 20) which you can use with the Territory Command. Territory abilities are treated just like Spells; e.g., Cepters and Creatures that cannot be targeted with Spells also cannot be targeted with Creature Abilities.

Map

This displays information for the various lands on the map. Place the cursor on a space to view that space's value, toll fee and Creatures that have been placed there.

Info

Here, you can access useful information for playing the game, such as cards in your Hand, Cepter information, numbers of Symbols carried (see p.31) and maps.

Settings

This allows you to change BGM and voice audio settings.

Help

This allows you to access the Help Menu. You can look at the In Game Help by selecting "Help."

Suspend

This allows you to suspend play in Story Mode before you cast Spells or roll the die during a turn. Later, you can select "Resume Suspended Data" to play the game from where you last left off (see p.14).

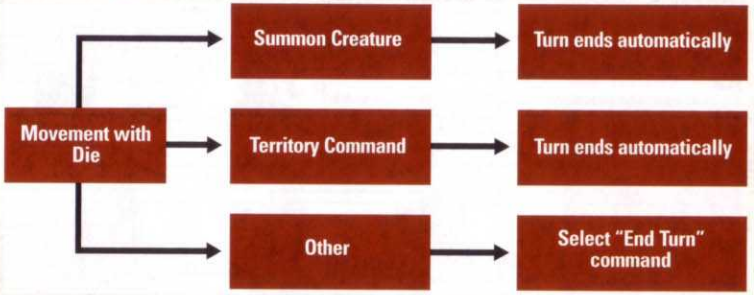
End Turn

This lets you end your turn. This command cannot be used until you've rolled the die and moved. Select this command to end your turn without using any Territory commands or entering battle.

Things You Can Do On Your Turn ◀ End Your Turn

Once you complete all of your actions in your turn, that turn will end and it will become the next Cepter's turn.

What Happens at the End of a Turn



Symbols

Symbols are holy items that you can purchase in exchange for Magic Power at Temples. The value of Symbols is connected to the value of the lands in their corresponding areas, and it's possible to increase your Magic Power if you use your Symbols well.

Symbol Transactions

You can only purchase Symbols of one elemental attribute at a time. Use Left and Right on the D-pad to select an area for which you'd like to buy a Symbol, then use Up and Down on the D-pad to select the Symbol you wish to buy. Press Ⓐ to confirm your selection.

Note: You can buy up to 50 Symbols at one time.

We are using the "Alcyon Empire" map as an example. The value of Symbols and how fast that value increases can differ depending on the map.

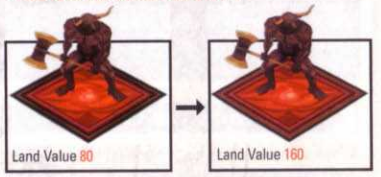
1. **Area**
2. **Attribute**
3. **Value of 1 Symbol**
4. **Number in Possession**
5. **Magic Power Necessary to Purchase**

Symbol Value

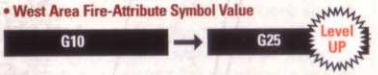
When a Territory increases in value due to leveling up, forming a chain or having a land type change, the value of Symbols you've purchased of the same elemental attribute as that Territory will also go up. By purchasing Symbols for areas that are about to level up, you can assure that when the Territories in that area level up, your Total Magic Power will increase with the increased value of your Symbols. On the other hand, if the value of your Symbols decreases from a Spell effect received from Shrines or for other reasons, your total Magic Power will also decrease.

Let's assume you've purchased a West area Fire attribute Symbol for land level 1, and the land levels up.

- **West Area Fire-Attribute Land Level**



- **West Area Fire-Attribute Symbol Value**



Symbol Bonus

If you have Symbols in your possession, you'll receive a Symbol Bonus when you receive the Lap Bonus. The Symbol Bonus adds 10% of the total value of your Symbols to your Magic Power. However, to receive the Symbol Bonus for a type of Symbols, you must have more Symbols of that type than any other Cepter. If Cepters have the same number of Symbols, no one will receive a Symbol Bonus.

Your Symbol Bonus if you have 30 Fire attribute Symbols (value of 20G), and opposing Cepters have no Symbols:

Symbol Value	Number Possessed
20G	30

20G x 30 x 10% = 60G

(Symbol Total) — Symbol Bonus

Insufficient Magic Power

If you don't have enough Magic Power to pay a toll fee, your Territories and Symbols will be removed and converted into Magic Power to pay the fee. Territories that are removed return to their original state of level 1 unoccupied Territories.

Running Out of Magic Power (Exhausted)

It's possible to give up all of your Lands and Symbols due to insufficient Magic Power to pay toll fees, and have your total Magic Power go into the negative numbers. This is called "Magic Exhausted". Exhausted Cepters are returned to the Castle, where they receive a small amount of Magic Power and are allowed to continue participating in the game.

Sudden Death

Sudden death is an option you can use in matches. Sudden death is triggered when any of the Cepters obtain half of the Magic Power goal for the map. When all of any Cepter's Magic Power is depleted, the game will end, and the Cepter with the most Magic Power will be the winner.

Reaching the Goal

When a Cepter raises his or her total Magic Power to the goal amount and returns to the Castle, the game will end. The game standings will then be displayed, with 2nd and lower places being determined by total Magic Power at the end of the match. After the standings have been displayed, the game analysis will be shown, and each player will receive a number of cards that varies depending on his or her standing in the match. At this time, it's also possible to save replay data, so that you can replay a record of the match at a later time.

Round Conditions

It's possible to set conditions on the number of rounds in the match, so that the game ends when a certain number of rounds has passed. At that point, the Cepter with the most Magical Power will be the winner of the match. Round conditions are set in "Rule Settings" before a match (see p.35-36).

What Does Replay Do?

Replay allows you to record game patterns which you can later watch like videos. This feature is useful for battle analysis or for recording important battles. The maximum number of turns that can be recorded in a single replay session is 100. Press the START button to end the replay.

Enchantments

Enchantments refer to a special type of effect that can be placed on Cepters and Territories using Spells and Creature abilities. An icon will appear over Cepters and Territories that have been enchanted.

How to Dispel an Enchantment

- Wait until the enchantment's effective time has passed.
  (Enchantments without an effective time limit will stay in effect indefinitely.)
- Use a Spell such as Remove Enchantment to dispel the enchanted status.
- If it's a Territory that is enchanted, exchange or move a Creature on the Territory.
- Apply a different enchanted status (the previous enchantment will be removed)

Enchantments on Creatures and Territories

Enchantments on Cepters

- Reduced Toll Fees
- Spirit Steal
- Can't Change Land Level
- Card in hand Is Destroyed After Battle
- Can't Change HP
- Reflect
- Poison
- ST&HP Change
- Can't Be Targeted by Spells and Creature abilities
- ST&HP Up
- ST&HP Down
- No Land Effects
- Paralysis
- Toll Fees Up
- No Abilities in Battle
- Forced Stop
- Get Land Effect
- Move to any open Land within area
- Sleep
- No Battle
- Confusion
- Self-Destruct After Battle
- Can't Change HP and Lower Land Level
- Exchange Damage

- Can't Summon Creatures
- Control Toll Fees
- Control Die
- Can't Be Targeted by Spells
- Control Magic Power Use
- Can't Battle
- Lap Bonus Up
- Can't Invade
- Can Use Territory Commands
- No Actions
- Magic Power Stolen/Gained
- Toll Fees Change
- No Magic Power to Use
- Can't Change Land Level
- Transformation
- Weak Hit
- Can't Dispel Enchantment
- ST Up
- HP Up

Alliances

An alliance occurs when two or more Cepters form a team and play a match as allies. It's used in Versus Mode and in online matches.
Note: You may be forced to form alliances in Story Mode.

Forming an Alliance

Alliances are set before entering a Versus game. During Cepter registration, players who wish to become allies should both press either ⓧ or Ⓨ. Cepters who pressed Ⓨ will form one alliance, and Cepters who pressed ⓧ will form another alliance, and the two alliances will compete against each other.

Alliance Rules

- **An alliance's total Magic Power is the sum of the Magical Powers of all of the alliance's members.**
- **You don't need to pay toll fees for landing on the Territories of allies.**
- **Territories belonging to Cepters in an alliance can form chains with those of other Cepters in the alliance.**

Clearing Maps in an Alliance

The total Magic Power of allies in an alliance is the sum of the Magic Powers of all of the alliance's members. Once an alliance's combined total Magic Power reaches the Magic Power goal for a map and any of its members reaches the Castle, the alliance will win the match.

Advancing in Versus Mode

Thanks to the level of human interaction it offers, Versus Mode allows players to enjoy a game full of multifaceted diplomacy and tactics. If players bring their own Xbox 360 Memory Units with Culdcept SAGA game data and gamer profile on them, each player will be able to participate using the Cepters and Books that they've created.

Advancing in Versus Mode

STEP 1 Select "Versus" from the Title Menu Screen

When you select "Versus" from the Title Menu Screen, the Rule Selection Menu will be displayed.

STEP 2 Configure Rule Settings

Here, you can decide the rules for matches. In addition to rules that have already been prepared for you, you can also load rules that you've created in advance (see p.49-50). If you select "Custom" in the Rule Settings, you can configure various settings to play the game how you'd like, such as Magic Power settings, round settings, time settings and alliance settings.

Configurable Rules

- Rule settings
- Total Magic
- Match Duration
- Time Limit
- Alliance settings
- Land Element
- Map selection
- Sudden death
- Virtual Books
- Capture Cards
- Set Forbidden Maps
- Number of cards
- Card Count

STEP 3 Confirm Rules

After setting all of the rules to your preferences, select "Set." After this, you'll move on to the Versus Map selection.

STEP 4 Selecting a Versus Map

Next, select the map for your match. You can use map data that you've written to a storage device (your Xbox 360 Hard Drive or Xbox 360 Memory Unit). However, you cannot choose maps that you prohibited in the "Set Forbidden Maps" in Step 2.

STEP 5 Set Game Conditions

Finally, set the game conditions. In addition to the match type and number of players, you can set the number of cards and the Magic Power settings based on the rules. After setting all of conditions, select "Create Game" to create a game.

Configurable Conditions

- BGM settings
- Card Count
- Match Duration
- Alliance settings
- Subtitle display
- Virtual Books
- Match type
- Total Magic
- Time Limit
- Land Element
- Sudden Death
- Capture Cards

STEP 6 Player Registration in the Match Lobby

After the game has been created, the Match Lobby will be displayed. Press Ⓐ to load save data for participating players. If save data is present, you can choose from Cepter data, AI data, story characters and Virtual Cepters.

If there is no save data, you can only choose from story characters and virtual Cepters. If you select virtual Cepters, you will need to create a new character (see p.17).

STEP 7 Completing Registration for All Participating Players

Once you've selected a Cepter to use for the match, the Cepter that Player One will use will be displayed in the top row. Players two through four will be registered in a similar way. Press Ⓨ to cut off participants and proceed to the next step.

STEP 8 Selecting Books and Picking Allies

Now, select a Book to use. You can also edit Books and change Cepter parts. Starting with Player One, each player selects the Book that they wish to use. Books will be chosen automatically for story and AI characters.

If you are playing an alliance match (see p. 34), you can set alliances for the match by pressing Ⓧ and Ⓨ. If alliances are set to "Random" in the rule settings, they will be automatically assigned before the start of the match.

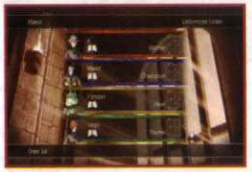
STEP 9 Finalize Match Preparation

When all players have selected the Books they will use and are ready to begin, select "Begin" and press Ⓐ.

See next page

STEP 10 Start the Game

When all of the players are ready, the turn order will automatically be decided. When you press Ⓐ on the controller that pressed the START button on the Title Screen, the game will begin. If you've set your alliance settings to "random," player alliances will be decided at this point.



STEP 11 End the Game / Replay

When the winner of the game has been decided and the match is over, a message will be displayed asking if you'd like to save replay data for the match you just played. If you select "Yes," you'll be able to pick a storage device (Xbox 360 Hard Drive or Xbox 360 Memory Unit), and the replay data will be saved to that device.

Options

You can go to "Options" to change in-game BGM and sound settings.

Using Options

Select "Options" from the Maintenance Screen (see p.38) to display the Options Screen. Use Up and Down on the D-pad to select the item you wish to change with the cursor, then press Left and Right on the D-Pad to change the setting. When you have finished configuring all of the settings, select "Done" to exit.

BGM	SYSTEM VOICES	DONE
You can turn the in-game background music on or off.	You can turn the in-game system voices on or off.	Leaves the Options Screen.

Using Maintenance Functions

Maintenance has several features, such as Book editing, and AI character and rule creation. This section introduces each of the features and how Book editing works.

What You Can Do in Maintenance

- Books ..... You can add and edit Books.
- Change Books..... You can change the book to use.
- Stock ..... You can check cards in your possession.
- AI Characters ..... You can create AI characters.
- Rules ..... You can create rules for gameplay.
- Parts..... You can change your character's Cepter parts.
- Options ..... You can change BGM and System Voice settings.
- Save..... You can save game data to the storage device (Xbox 360 Hard Drive or Xbox 360 Memory Unit).
- External Data ..... You can import and export external data (see page 43).
- Battle Record ..... You can view detailed match records for Story Mode.
- Achievements..... You can browse achievements you've gotten and see your gamerscore.
- Help Menu ..... You can view the In-game Help.

Editing Books

Books are player-assembled decks of cards. Try creating your own original Book after clearing a stage and getting a few new cards.

Basic Book Editing Rules Used in Story Mode

- 1 Book is made up of 50 cards.
- You can only have up to 4 copies of the same card in a Book.
- Rules dictate limitations on what cards you can have in a Book.

How to Edit Books

STEP 1 Opening the Book Editing Screen

From the Maintenance Screen, select "Book Edit" and press A to display the Book Management Screen. Pick a "New Book" item and press A.

Also, in Story Mode you can edit Books when you load save data, and also from the System Screen.

STEP 2 Give the Book a Title

Give a title to the Book that you're creating. You can use up to 9 characters.

STEP 3 Changing Cards

Now, edit the Book to your own preferences. Select cards that you wish to add to the Book, and adjust their quantities so that they add up to a Book of 50 cards total. Point the cursor at a card and press A to get a close-up of that card. You can press Up and Down on the D-pad to adjust the quantity of that particular card you'd like to add to the Book. You can also press Y to examine Creatures.

Book Editing Screen

All of the cards in your possession are differentiated by their types and attributes.

This allows you to view all of the new cards you've recently acquired.

This lets you view all of the cards in your possession.

All of the types of cards are displayed in a catalog-like format. Blank spots are displayed for cards that you have not yet gotten, so you can use this mode to check your progress towards getting all of the cards in the game.

STEP 4 Apply Book Edits

Once you've finished putting your Book together, select the "Quit" command from the Book Editing Screen. Select "Reflect" to finalize your changes in the Book's card composition. In order to change the Book back to how it was before you began editing, select "Discard." To go back to editing the Book, select "Return to Book Editing."

STEP 5 Change the Book Cover

You are also able to change the Book's Cover. When you first start playing the game, you'll be able to choose from 7 types of Book Covers. Progress through Story Mode to unlock new types of Book Covers.

Achievements

If you fulfill certain objectives when playing Story Mode and Online Versus Mode, you can gain achievements once the match is over. There are 50 achievements in total, and each of them has certain objectives you have to complete to receive it. Try fulfilling the objectives and collecting all of the different achievements.

Also, each achievement is worth a certain number of points which count towards your gamerscore, and you receive these achievement scores along with the achievement. Your gamerscore can be publicly viewed on your Xbox LIVE gamer card, and is a measure of how much you've accomplished while playing Culdcept SAGA.

Examples of Achievements and How to Get Them

New Champion

Clear "Coliseum 3" in Story Mode

gamerscore 5

Worldly Scholar

Obtain more than 500 cards

gamerscore 20

Triangular Battler

Play a 3-player Versus match online

gamerscore 5

Apprentice Cepter

Win 10 times in online Versus play

gamerscore 10

Achievements Screen

There are two ways to view the achievements you've gotten. The first way is to select "Achievements" from the Title Screen. The second way is to press the Xbox Guide button, display your gamer card, and select "View Games." Select Culdcept SAGA from the list of games displayed, and press Ⓐ to display your achievements. If you select an achievement you haven't yet gotten and press Ⓐ, you can receive a hint to help you get that achievement. Follow the hints and try to get all of the achievements.

Creating and Editing AI Characters (AI Command)

AI Characters are Cepter opponents that you can create yourself. You can set the Books they use and their basic tactics, and then play against them in matches.

How to Create AI Characters

STEP 1 Select an AI Character and Input a Name

Select "AI Edit" from the Maintenance Menu Screen. From the AI Character Select Screen, pick the AI Character you wish to edit. You can have up to 16 AI Characters. If you choose to create a new AI, the keyboard will be come up and allow you to input a name for the AI. You can then pick a Cepter for the character.

STEP 2 Manage Profile

Edit the details of the AI Character you made on the AI Character Management Screen.

Manageable Items

- Edit
- Edit Profile
- Copy
- Change Name
- Reset

STEP 3 Configure AI Details

Select "Edit" from the AI Character Management Screen, and the AI Character Edit Screen will appear with the following options.

Editable Items

- Cepter
- Change Parts
- Algorithm (Battle / Summon)
- Algorithm (Magic Power / Spells / Symbols)
- Algorithm (Cards / Territories / Movement / Alliances)
- Book Names
- Book Edit
- Book Covers
- Copy Books (AI Book -> Normal Book)
- Copy Books (Normal Book -> AI Book)

STEP 4 Complete AI Creation

Once you've finished editing AI Characters, select "End" to complete your work.

Creating and Editing Rules (Rule Command)

It's possible to create your own custom rules for play, such as restrictions on what cards players can have in their Books. Rules you've created can be exported to and imported from storage devices (Xbox 360 Hard Drives or Xbox 360 Memory Units).

How to Create Rules

STEP 1 Input a Name for the Rule

Select "Rule Edit" from the Maintenance Screen. Select the rule you wish to edit from the Selection Screen. If you're creating a new rule, a keyboard will come up and allow you to input the name of the rule you're creating. You can input a rule name of up to 9 characters. Press Ⓧ to go back one character.

STEP 2 Edit Rules

On the Rule Management Screen, use the cursor to select the item you'd like to edit, and press Ⓐ to confirm the edit. When you select "Edit" you will be able to configure various rule details, such as win conditions and restrictions on cards that Cepters can include in their Books.

Editable Rules

- Game conditions
- Maps used (set maps that cannot be used)
- Card quantity
- Card restrictions (number of cards in each category)
- Card restrictions (number of each card)
- Card restrictions (number of categories)
- Finish Editing

STEP 3 Apply Rule Edits

When you select "Return," you will be asked what you'd like to do with your changes. If you're happy with the edits you've made, select "Reflect." Otherwise, select "Discard" or "Return to Rule Editing." Rules you've edited can be used in normal matches.

Exporting and Importing External Data

External data refers to save data that is separate from Cepter data. There are a few different types of external data, such as Books and rules. This data is saved on your storage device (Xbox 360 Hard Drive or Xbox 360 Memory Unit). External data can be created by exporting it within your game. Each type of external data is saved as a single, separate file. For example, the file for AI characters is different from the file for rules.

External Data That Can Be Created In-Game

- User-created Books
- User-created AI characters
- User-created rules
- Replay data

External Data That Can't Be Created In-Game

- Maps
- Cepter parts
- Cards
- Book Covers

How to Exchange External Data

Creating External Data (Exporting)

A storage device (Xbox 360 Hard Drive or Xbox 360 Memory Unit) is necessary to use external data. Select "External Data" from the Maintenance Screen. Then select one of the options for exporting data: "Book Export," "AI Character Export" or "Game Rule Export." Finally, select the storage device to which you wish to export your external data.

Using External Data (Importing)

Importing External Data

Select "External Data" on the Maintenance Screen, then select "Import." After this, select the storage device from which you wish to import external data. Select the data you wish to import from the storage device. You can choose from Books, Rules, AI Characters and Cards.

Target Data

- Books
- Rules
- Characters
- Cards

External Data That Doesn't Need to Be Imported

The data below can be used without being imported. However, it must of course be saved onto a connected storage device (Xbox 360 Hard Drive or Xbox 360 Memory Unit).

Target Data

- Replay data (see p.32)
- Cepter parts (see p.17)
- Maps
- Book Covers (see p.39)

Secret If you select the "Secret" option when exporting Books and AI characters as external data, you can make it so that other players cannot view the contents of your exported data.

Chapter Three

Online Play

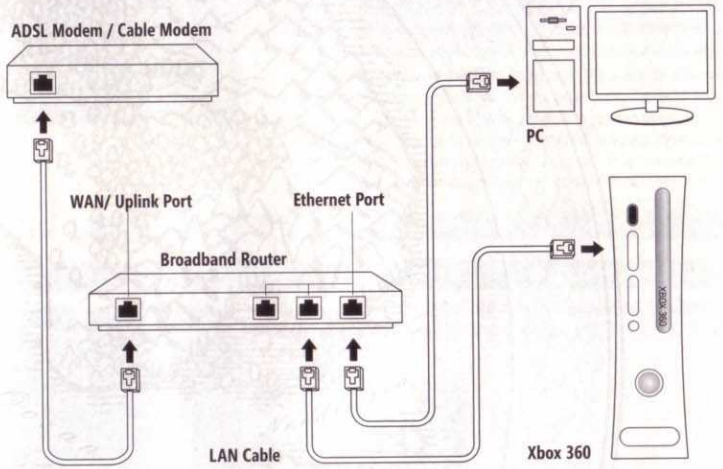
Xbox LIVE allows you to enjoy various types of online play, competing in matches against players who are far away. Be sure to connect to Xbox LIVE and give it a try.

Xbox LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Xbox LIVE allows you to create your own gamer profile.

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**.



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, consult your Xbox 360 Manual or go to **www.xbox.com/familysettings**.

Region Settings

The game can only be played online with players in the North American Region.

How to Play Online

Culdcept SAGA supports Xbox LIVE and allows you to make use of various services, including online match play.

Main Xbox LIVE Features

Online Matches Between Players

Xbox LIVE allows you to compete in matches against distant players. An Xbox LIVE Gold membership is required to play an online match. There are two types of online matches: Ranked Matches, where the results of your match affect your online rankings, and Player Matches, where the results of your match do not affect your online rankings.

There are also two different types of player-to-player matching: "Quick Match," where you are automatically connected to a match conforming to certain conditions, and "Custom Match," where you set your desired game conditions, then search for games with these conditions and pick the one in which you wish to participate. You can also choose "Create Game," where you make your own game and then wait for other players to join.

Leaderboards

This allows you to view the total points obtained and the win / loss records of other players participating in Xbox LIVE online matches.

Connecting to Xbox LIVE

In order to connect to Xbox LIVE, you must first have signed up to become an Xbox LIVE member. After doing this, select "Online" from the Title Menu Screen in Culdcept SAGA. If you haven't signed up to be an Xbox LIVE member yet, the "Online" option will be grayed out, and you will unable to select it.

Select "Online" after having signed up to enter the Online Lobby. All Xbox LIVE activities are selected from the menu in the Online Lobby.

Finding Players Using Quick Match

Quick Match is a way of finding other players to play with that requires minimal effort on your part. In this mode, you set your conditions for match format, game format, number of players, game maps and rules to your liking, then search for games. Once a game is found that fits the conditions you set, the online match will begin.

Advancing in Quick Match

STEP 1 Select Quick Match from the Online Lobby

After signing up for Xbox LIVE, select "Online" from the Title Screen to display the Online Lobby, then select "Quick Match."

STEP 2 Choose Quick Match Conditions

Once the Quick Match Menu Screen has been displayed, use Up and Down on the D-pad to make a menu selection. You can choose from various conditions to set, including match format, game format, number of players, game maps and rules. Match format allows you to choose from Ranked Matches, where the results of your match affect your online rankings, and Player Matches, where the results of your match do not affect your online rankings. Ranked Match is the default.

Selectable Conditions

- Match format
- Game format
- Number of players
- Game maps
- Rules

STEP 3 Use Quick Match to Search for a Game That Meets Your Conditions

When you select "Game Search," you'll search for a match to join that meets the conditions you specified. If games that fit your conditions are found, you will automatically join the game with the best connection quality. If no such game is found, you will be returned to the Quick Match Menu Screen.

For what happens after you've joined a game and information about hosting your own game, see "Creating Games" on page 49.

Finding Players Using Custom Match

Custom Match is a mode that allows you to enjoy a more in-depth online experience by letting you configure detailed settings such as numbers of cards used, Magic Power goals and time limits. In this mode, you set conditions such as game format, number of players, game maps and rules, then search for a game to join. If multiple games meeting your conditions are found, you can choose which game you'd like to join.

Advancing in Custom Match

STEP 1 Select "Custom Match" from the Online Lobby

After signing up for Xbox LIVE, select "Online" from the Title Screen to display the Online Lobby, then select "Custom Match."

STEP 2 Choose Custom Match Conditions

Once the Custom Match Menu Screen has been displayed, use Up and Down on the D-pad to make a menu selection. You can choose from various conditions to set, including game format, number of players, game maps and rules. You can also search for games without specifying any search conditions.

Selectable Conditions

- Match format
- Round settings
- Game format
- Time settings
- Number of players
- Alliance settings
- Game maps
- Land attributes
- Number of cards
- Sudden death
- Magic Power settings
- Virtual Books

STEP 3 Use Custom Match to Search for a Game That Meets Your Conditions

When you select "Game Search," you'll search for a match to join that meets the conditions you specified. If games that fit your conditions are found, they will be displayed in order of decreasing connection quality. If no such game is found, you will be returned to the Custom Match Menu Screen.

STEP 4 Decide Which Game to Join

Press X on the Custom Match List Screen, you can filter the games that are shown by gamertag, map name, game format, rules and other details.

STEP 5 View a Game's Detailed Information

You can move the cursor by using Up and Down on the D-pad, and select the game you'd like to join with A. The cursor will then move to the game's Details Menu. From here, you can select "Display Map Information," "Display Rule Details" or "Display List of Players" to see the corresponding game information.

STEP 6 Join the Game

You can join a game by selecting "Join Game" from that game's Details Menu. However, you cannot join games that are already full. If a game is already full the "Join Game" menu selection will be grayed out and unable to be selected.

Creating Games

Game creation refers to making and hosting an online game for other players to join. You can configure the Magic Power goal, round settings, time settings and other details however you like, then get other players to join your game. There are two ways of finding participants for your online match: you can wait for other players accessing Xbox LIVE to join, or you can invite players you know to join (see page 53).

Creating a Game

STEP 1 Select "Create a Game" from the Online Lobby

After signing up for Xbox LIVE, select "Online" from the Title Screen to display the Online Lobby, then select "Create a Game."

STEP 2 Set Game Rules

Once the Game Settings Screen has been displayed, you will need to configure the rule-related settings first. Use Up and Down on the D-pad to find a menu selection, then press A to select what you'd like to configure. You can change Magic Power settings, round settings, time settings, alliance settings and more. For game rule settings, select "Custom Rules." You cannot change the game rules if you've selected "Standard Rules" or "Load Rules."

Selectable Conditions

- Rules settings
- Magic Power settings
- Round settings
- Time settings
- Alliance settings
- Land attributes
- Map selection
- Sudden death
- Virtual Books
- Unusable map settings
- Number of cards
- Card restrictions

STEP 3 Confirm Rules

After configuring all of the rules for the game, select "Confirm Rules." After you select this, the game will move on to map selection.

STEP 4 Choose a Map for the Match

Select a map to use in the match. You cannot choose a map that you disabled in the "Set Forbidden Maps."

STEP 5 Configure Game Conditions

Finally, set the game conditions. In addition to game format and number of players, you can also set numbers of cards based on rules and Magic Power-related settings. After setting all of the conditions for the game, select "Create Game" and the game you've set up will be created.

If you chose the "Private" setting for the "Match Catagory" earlier, regardless of whether players are using Quick Match or Custom Match, they will only be able to join your game if invited.

STEP 6 Wait for Players to Join in the Game Lobby

Once a game has been created, the Game Lobby will be displayed. Your own character will be displayed in the top row, and you'll wait for other players to join. While you wait, you can select and edit Books, change Cepter parts and review the rules you've set for the game.

Selectable Conditions

- Match format
- BGM settings
- Game format
- Number of players
- Number of cards
- Magic Power settings
- Round settings
- Time settings
- Alliance settings
- Land attributes
- Sudden death
- Virtual book

STEP 7 Pick a Book to Use

When you pick the Book you'll use in the game, the Book's Cover will be displayed. Also, if you use the voice chat functionality, the Voice Chat Icon will be displayed in the Player's Row.

Voice Chat Icon

STEP 8 Review Rules

If you'd like to check the rules you've set before starting your online game, select "Confirm Rules."

STEP 9 Set Alliances

If you wish to play your online match with alliances, press X or Y to divide into teams and choose your allies.

STEP 10 Complete Game Preparation

Once all players in the match have chosen the Books they'll use and are ready to play, select "Ready" and press A. When you do this, an icon letting all other players know that you're ready to play will be displayed. You'll be unable to proceed until all other players signal that they're ready to play. If you'd like to go back to revise settings, press B to back out.

STEP 11 Start the Game!

When all of the players are ready, select "Start Game". The turn order will automatically be decided and the game will begin. If you've set your alliance settings to "Random," player alliances will be decided at this point.

Leaderboards

When you participate in online games on Xbox LIVE, you will be granted a number of points, depending on how much you win or lose. The points that you get are compared with other players' points, and translate into player rankings, which you can freely view.

How Points Are Calculated

The points that you receive after a match vary depending on how you did in the match, how many players there were and the game format.

Game Format	1st Place	2nd Place	3rd Place	4th Place	Note
2-player Game	1 point	0 points			No difference between normal matches and Blind matches
3-player Game	2 points	1 point	0 points		No difference between normal matches and Blind matches
4-player Game	3 points	2 points	1 point	0 points	No difference between normal matches and Blind matches
Alliance Game	1 point	0 points			No difference between normal matches and Blind matches

Note: A Blind Match is a match where a Blind Book (a Book of cards that is automatically put together for you) is used.

Note: Point totaling methods are subject to change.

STEP 1 Select Leaderboards from the Online Lobby

After signing up for Xbox LIVE, select "Leaderboards" from the Online Lobby to bring up the Leaderboard Menu Screen. At this screen, press Up and Down on the D-pad to choose a menu selection, then press Ⓐ to display the set of rankings you selected.

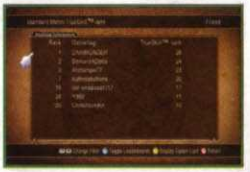
Viewable Rankings

- Match Points
- Match Victories
- TrueSkill™ Rank

Note: Ranking content is subject to change

STEP 2 Apply a Filter and View Detailed Rankings

Select a ranking you'd like to view and press Ⓐ to display ranking data. You can press LB/RB to apply filters such as "Total," "Friends" and "My Score," and view detailed rankings.



STEP 3 View Players' gamer cards

If you select the name of a player in the rankings and press Ⓨ, you can view that player's gamer card.

Private Matches

Private matches are invitation-only online matches. Private matches can be useful if you just want to kick back with some good friends and enjoy a light, online match.

Hosting a Private Match

If you'd like to host a private match, select "Private Match" from "Match Category" in the game conditions setup (see page 50). After you've created a game as the host, invite players to your game from within the game. When all of the invited players have assembled in the online lobby, the host can start the game.

Characteristics of Private Matches

- The player who created the game invites all of the other players to play.
- Private matches cannot be found by Custom Match and Quick Match.
- Private matches are not ranked matches, so match results are not reflected in online rankings.

How to Invite Players to a Private Match

STEP 1 Press the Xbox Guide button and Select "Messages"

At the Waiting for Players Screen after you've created a game, press the Xbox Guide button and select "Messages." If you're sending invitations to players you've registered as your friends, select "Friends."

STEP 2 Create an Invitation Message

Once the Message Menu Screen has been displayed, select "Create New" to create a message. If the players you're inviting are already in your friends list, you can press Right on the D-pad to select their friend gamertags.

STEP 3 Send the Message to Players

Select "Game Invite" from the Message Creation Menu, then select the players (gamertags) you wish to invite. The gamertags for players you've registered as your friends will be displayed, and you can pick message recipients from those. If you have players that aren't your friends, you can choose "Enter Gamertag" to manually input their gamertags and to send them a game invitation.

Blind Matches

Blind Matches are ones in which you play with a "Blind Book." A Blind Book is one that has been automatically generated for you by the game. (Think of a deck of cards that's still freshly sealed, so you don't know what cards it will contain.) In a Blind match, players must learn not to rely on the strength of their cards, but rather on their own wits and skills.

How to Host a Blind Match

A Blind Match can be played either as a ranked match or as a player match. Select "Blind Match" as the game format. Select a Book type, and a Book of the type you selected will be automatically generated for you. Card attributes for Blind matches can fall into four categories: neutral, fire and earth, air and water or multi-attribute.

Characteristics of Blind Matches

- **Participating Cepters cannot use Books that they have edited (or imported) themselves.**
- **Players play with a Book of 50 cards that is automatically generated after they select a Blind Book type.**
- **AI characters and story characters cannot be included in matches.**

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Alan Hopkins
Michiko Wang
Jennifer Tersigni
Janna Smith
Andrew Davis
Masahiro Knittel
Brian Kruse