



XBOX 360™

XBOX
LIVE



WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

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

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

3+

7+

12+

16+

18+

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION



GAMBLING



PEGI
ONLINE

For further information visit <http://www.pegi.info> and pegionline.eu

CONTENTS

2	Prologue	
4	Characters	
10	How to Begin	
11	Controls	Items 20
12	Battle Screen	Status Effects 21
14	Character Stats	Idol Sanctuaries 22
16	Equipment	The Dream World 23
18	Enhancements	Synthesis 24
19	Abilities	Options Menu 25
		Xbox LIVE 26
		Limited Warranty 28
		Xbox Customer Support 29

PROLOGUE

*In the beginning, Light and Darkness separated
and the world was born.*

To maintain harmony, Nible, Lord of Light, and Encablossa, Lord of Darkness, made a pact. One would rule the world for an age, shaping it in his image. Once the age ended, control would pass to his counterpart and the former ruler would rest, awaiting his next turn. Thus, reign over the world cycled between the two powers and peace prospered.



But as the eons passed, Nible became dissatisfied. Each time the Age of Light ended, he watched his noble creatures warped and tortured in the following Age of Darkness.

Finally, Nible could bear no more. When the time came again for his Age of Light to end, he broke his word and refused to relinquish control.



Encablossa was enraged. Reaching out from the dark dimension, he gathered his Dark Legions and sent them marching across the world.

Across the cosmos, no war has

For centuries, warfare swept over the continent of Bersia, leaving destruction and confusion in its wake.



Out of chaos, heroes arise. Their deeds shape history and bring relief to a ravaged world.

A great battle has just ended, an uncertain peace achieved.

Again, the forces of Light have driven Encablossa back into the Darkness. But with his departure, many heroes disappeared as well.

Where have they gone?
Will they ever return?

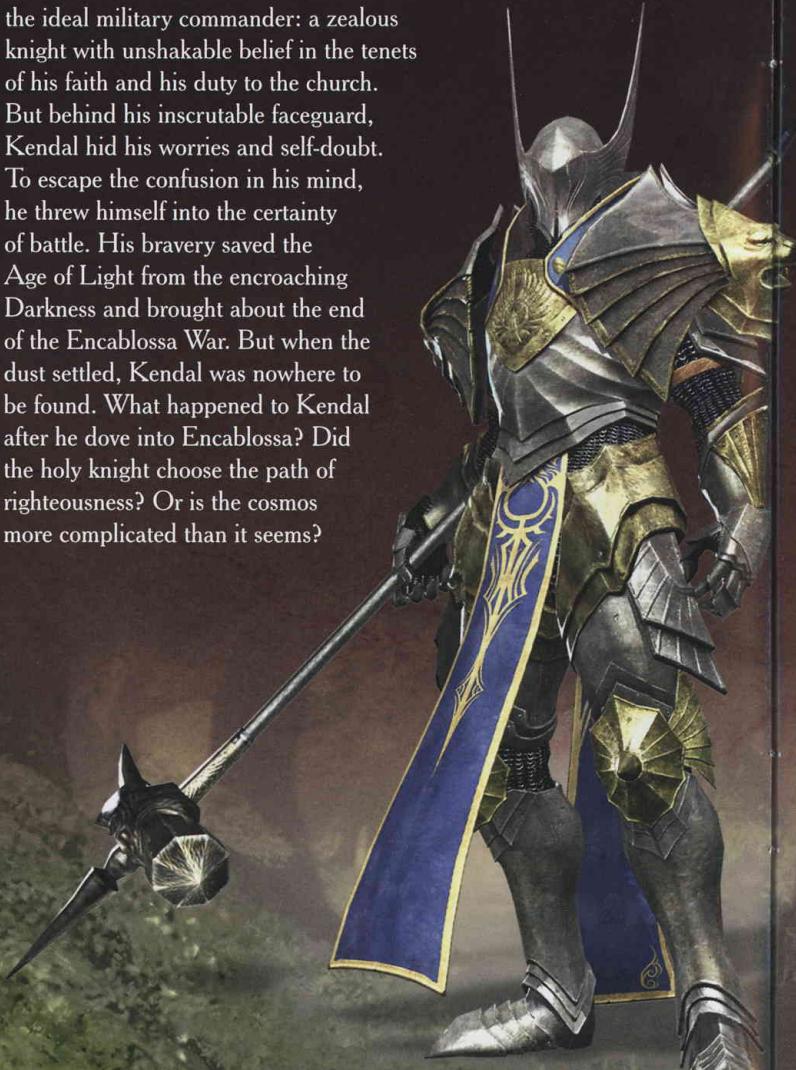
*The answers lie in the dark dimension,
where Encablossa plots his revenge ...*

been fought on a larger scale.

CHARACTERS

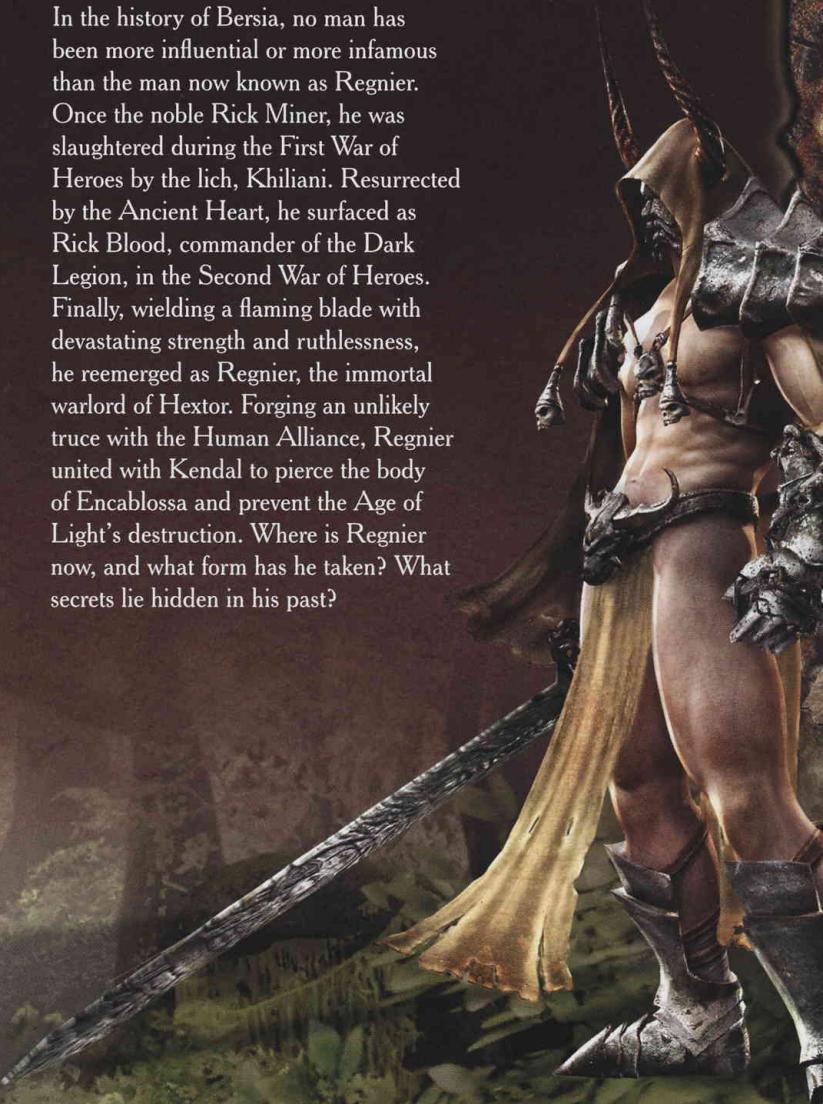
Kendal

The Church of Ecclesia knew Kendal as the ideal military commander: a zealous knight with unshakable belief in the tenets of his faith and his duty to the church. But behind his inscrutable faceguard, Kendal hid his worries and self-doubt. To escape the confusion in his mind, he threw himself into the certainty of battle. His bravery saved the Age of Light from the encroaching Darkness and brought about the end of the Encablossa War. But when the dust settled, Kendal was nowhere to be found. What happened to Kendal after he dove into Encablossa? Did the holy knight choose the path of righteousness? Or is the cosmos more complicated than it seems?



Regnier

In the history of Bersia, no man has been more influential or more infamous than the man now known as Regnier. Once the noble Rick Miner, he was slaughtered during the First War of Heroes by the lich, Khiliani. Resurrected by the Ancient Heart, he surfaced as Rick Blood, commander of the Dark Legion, in the Second War of Heroes. Finally, wielding a flaming blade with devastating strength and ruthlessness, he reemerged as Regnier, the immortal warlord of Hextor. Forging an unlikely truce with the Human Alliance, Regnier united with Kendal to pierce the body of Encablossa and prevent the Age of Light's destruction. Where is Regnier now, and what form has he taken? What secrets lie hidden in his past?



Celine

Quick, agile, and deadly, this seemingly fragile elf has led her people to victory through countless battles. During the Second War of Heroes, Celine's elven nation allied with King Curian and the humans to protect the Ancient Heart from falling into the grasp of the Dark Legion. Fighting side by side, Celine and Curian fell deeply in love. All seemed destined for happiness ... until the end of the war, when the two disappeared without a trace. What happened to Celine? And what fate has befallen her lover?



Curian

The monks of Hironeiden raised Curian to be a messenger of peace. The eager young orphan cherished his message ... and brought it with him to the battlefield. As the Second War of Heroes raged about him, Curian proved himself a brilliant leader and eventually took the throne as King of Azilla. With Celine, his elven lover, at his side, King Curian and the Alliance of Light soundly defeated the Dark Legion and returned peace to the continent of Bersia. The thankful masses sang his praises, but the king was nowhere to be found. Did Curian abandon the people of Azilla? Will the king return to reclaim his throne?



Duane

Arrogant and vain, Sir Duane is the epitome of narcissism. He may be balding, battle-scarred, and potbellied, but in his mind, Duane has always been an awe-inspiring warrior ... and an irresistible ladies' man. Born into a wealthy noble family, Duane used his connections to obtain a respectable (and profitable) position as Kendal's officer during the Encablossa War. Yet the position was more than he bargained for — he, too, disappeared with his commander at the end of the war. What role is left for Duane to play in the drama of Bersia? Is it his turn to shine as a true hero? Or is he too self-absorbed to care?



Leinhart

Half-vampire prince of Vellond, Leinhart is as greedy, ambitious, and ruthless as his father, King Valdemar ... but he lacks His Majesty's wit and wisdom. Leinhart's life has been a series of disappointments. His father stole his lover, Morene, and stripped him of his rank. So, in disgrace, Leinhart joined Regnier's army. Although he became Regnier's right-hand officer, Leinhart's thirst for power did not abate. With the nation of Vellond now fractured by the Encablossa War, can Leinhart restore his kingdom? How far would this foolish prince go to satisfy his ambition?



HOW TO BEGIN

- ✿ Select **NEW GAME** on the Main menu.
- ✿ Choose your character, and then select a game type.
- ✿ To play a co-op game, you must be connected to Xbox LIVE (see page 26).

Begin Solo Game Play alone.

Host Private Co-op Game Begin a private game that only Xbox LIVE® players you invite can join.

Host Public Co-op Game Begin a public game that any Xbox LIVE player can join.

Matchmaking Be matched with an appropriate Xbox LIVE game session.

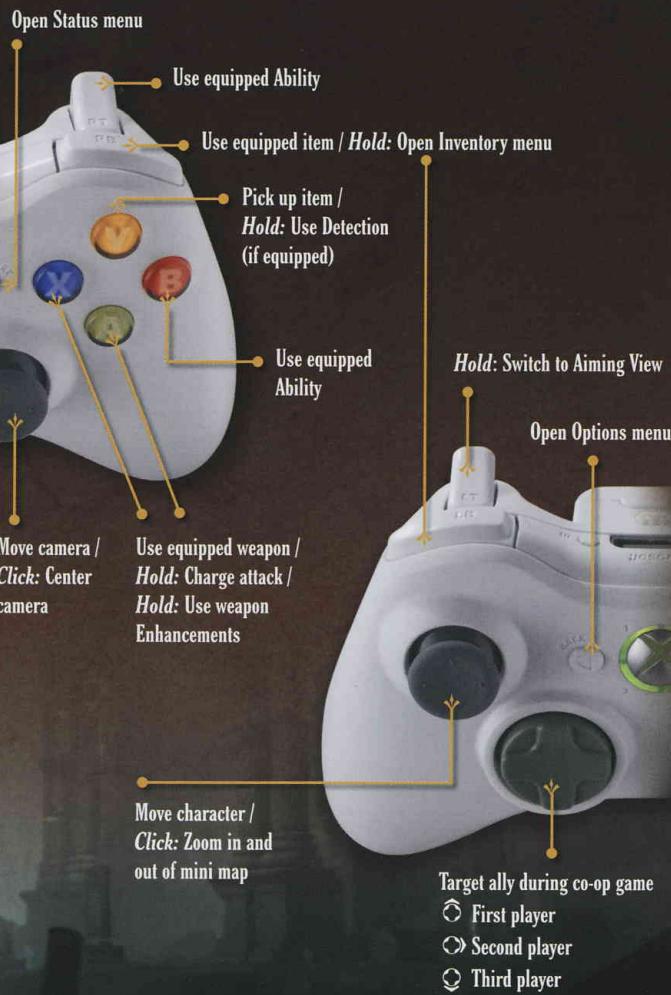
Co-op Game Lobby Select an Xbox LIVE game session to join.



✿ **TRY SOMETHING NEW.** If you find yourself stuck or confused, start a new game with a different character. You may learn useful information or even open a previously blocked path.



CONTROLS



BATTLE SCREEN



CHARACTER STATS

The skills of a hero are nourished with blood.

✿ Press ▶ to open the Status menu.

Hit Points (HP) Your life force. The more HP you have, the more damage you can withstand. If you lose all your HP, you die.

Skill Points (SP) Your stamina. The more SP you have, the more actions you can take in battle. If you use all your SP, you cannot attack or use Abilities until you recover.

Luck Your good fortune. Luck affects many aspects of gameplay, such as the frequency and quality of item drops, your chance of landing a status effect attack, and your success rate for Synthesis.

Recover The rate at which you regenerate SP. This rate is affected by the weapons, armor, and accessories you have equipped.

Experience Points (EXP) Your battle experience. As you defeat enemies, you gain EXP. The Status menu shows the EXP you've earned and the total you need to gain a level.

Gold The amount of gold you've accumulated. Use gold during Synthesis and when trading with the Idols and online allies.



Leveling Up

✿ Press ▶ after the message "Level Up!" appears on screen.

When you earn enough EXP, you gain a level and receive Attribute Points. Use these points to increase your HP, SP, and Luck. Consider carefully how to best allocate these points; the changes you make are permanent.

EQUIPMENT

Heroes must know their tools well if they hope to survive.

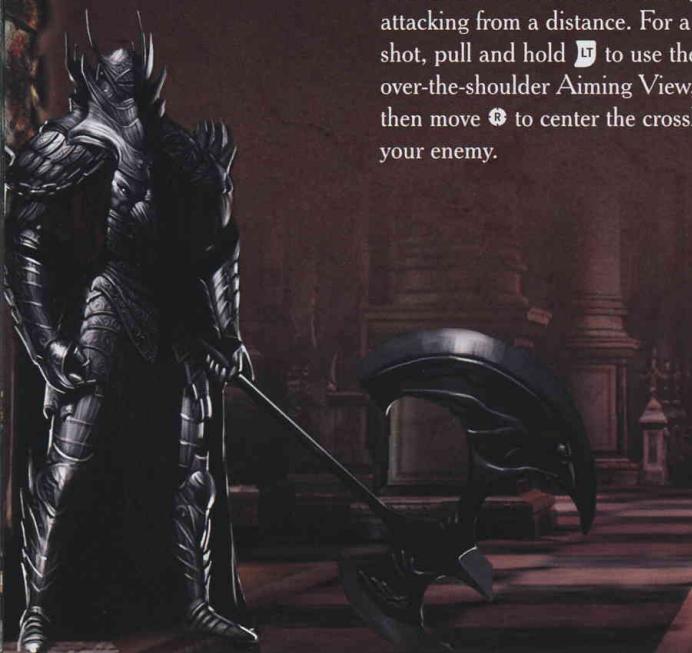
- ✿ Press **►** to open the Status menu and view or change your equipment.
- ✿ Equip weapons to **(A)** and **(X)**.
- ✿ Press once to use an equipped weapon. Hold to consume extra SP and unleash a more powerful attack.

Weapons

Each character specializes in five different weapon types and can wield a weapon in each hand.

Melee Weapons From swords to spears, maces to whips, melee weapons are a warrior's best friend. Know them well. With timing and use of **□**, you can execute combo attacks.

Ranged Weapons Bows, guns, slings, and throwing knives are your first line of attack. Take the advantage by attacking from a distance. For a better shot, pull and hold **L1** to use the over-the-shoulder Aiming View, and then move **R1** to center the crosshair on your enemy.



Armor

Your defense against the bloodthirsty hordes. Armor increases your HP so you can withstand greater damage in battle. Stronger armor requires higher SP to equip.

Accessories

They may look frivolous, but rare and expensive accessories bestow powerful benefits. If you would like to equip more than one accessory, speak to the Idol of Death. He knows a way to expand your accessory slots.



- ✿ **KNOW YOUR SP.** Carefully consider each weapon's SP consumption and recovery rate. A weapon may be powerful, but if it consumes more SP than you regenerate, it quickly becomes useless in a hectic fight.
- ✿ **EXPERIMENT.** You cannot defeat the ghoulish masses with only one sword. Try different weapon combinations to suit each situation.
- ✿ **REMEMBER YOUR ARMOR.** When leveling up, consider your armor's SP requirements. You may need only a little more SP to gain a large amount of HP with a stronger piece of armor.



ENHANCEMENTS

An enchanted blade severs the constraints of reality.

As you explore, look for equipment infused with special powers called Enhancements. Some Enhancements are active when equipped, but some must be activated with a button. Check your equipment in the Status menu for more details.

In general, hold the activation button to consume extra SP and strengthen the effect of your Enhancement. Or, to permanently increase its power, you can synthesize two pieces of equipment that have the same Enhancement (see page 24).

Some of the many Enhancements

Absorption Drain HP from enemies.

Bloodlust Increase ATK with successful hits.

Detection Detect invisible enemies and item names.

Life-Tap Restore SP when damaged.

Piercing Fire projectiles through multiple enemies.

Profit Slain enemies drop more gold.

ABILITIES

Skilled heroes wield magic as well as weapons.

Press **▶** to open the Status menu, and then equip Abilities to **B** and **RT**.

Overwhelm your foes with powerful spells and special attacks. You can learn Abilities in your dreams (see page 23). Speak to your mentor in the dream world to select an Ability, and then complete the quest you receive to gain your new skill.

There are three levels of Abilities: Novice, Intermediate, and Advanced. Abilities become more powerful with each level, but they also cost more to learn, equip, and use. You can learn only a limited number of Abilities in each level, so choose wisely!

Some of the many Abilities

Chain Lightning Send lightning coursing through enemies.

Chilling Touch Shoot ice shards.

Heal Restore lost HP.

Kaleidoflamma Summon a deadly pillar of flame.

Leap Jump into the air and stomp on enemies.

Silence Inhibit all use of magic nearby.

ITEMS

Wise heroes keep a well-stocked inventory.

* Hold **L1** or **R1** to open the Inventory menu.

* Use and destroy items, or equip them to **L1** and **R1**.

Use items to heal yourself, gain temporary stat boosts, and even influence the moon. You can buy items, take them from fallen enemies, or find them buried in the ground and hidden in your surroundings. Use your weapons and Abilities for excavation to uncover concealed treasures.

tips

REFRESH YOURSELF.

White Potions refill your SP meter. Equip them to **L1** or **R1** and use them often to prevent battle exhaustion.

FEED YOUR MIND.

Open your Fortune Cookies in the Inventory menu to find helpful hints.



Status Effect	Appearance	Symptoms	Common Cure
CONFUSION	Question mark	Movement reversed	ICE WATER
DARKNESS	Black cloud	ATK and resistances reduced	HOLY WATER
FATIGUE	Spider webs	Movement slowed	CYAN POTION
FEAR	Skull	Cannot attack, resistances increased	ICE WATER
FLAME	Burning body	Continues to take damage	ICE WATER, HOLY WATER
FROST	Frozen body	Cannot move, no resistances	No common cure
LIGHTNING	Electric bolts	Continues to stagger	ANTISTATIC
RAGE	Steam cloud	ATK increased, resistances halved	ICE WATER
SILENCE	X mark	Cannot use Abilities	No common cure
STONE	Gray body	Cannot move, ranged attacks reflected	SOFTENER
VENOM	Dripping cloud	Continues to take damage, ATK halved	ANTIDOTE

STATUS EFFECTS

A poisoned shuriken is more deadly than the sharpest axe.

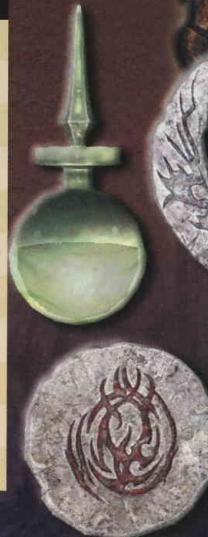
Some weapons and Abilities inflict illnesses, called status effects, that leave the target poisoned, confused, or even petrified. Status effects can turn a battle, so use them to your advantage.

Resisting Status Effects

Anyone hit by a status effect has a chance to avoid being afflicted. Increase your Luck or equip armor with status effect Enhancements to increase your natural resistances.

Curing Status Effects

Status effects eventually wear off ... if you manage to stay alive long enough. Use items to heal faster. The powerful Panacea cures any ailment, but it is very rare. Check the chart below to find the common cure for each status effect.



IDOL SANCTUARIES

Idols guard the pathways between dreams and reality.

Each region has an Idol Sanctuary. When you find it, clear the area of enemies, and the Idol watches over you while you sleep. Sleep regularly: Your game progress is saved, and if you die in battle, you can revive at the last sanctuary you visited.

The Idols

Talk to an Idol to trade, store extra items, or synthesize equipment. Rumors about the Idols abound. Some say the Idols can read your mind; others say the Idols change with the moon. Although their help can prove invaluable, never forget that the Idols are creatures of the dark dimension who should not be trusted.

Idol of Love Bright and bubbly, the Idol of Love is easily amused ... and even more easily irritated. She sells a variety of weapons and basic items.

Idol of Death As old as time itself, the Idol of Death has little patience for mere mortals and their earthly concerns. He deals in exceptional wares: armor, accessories and extra accessory slots, special potions, and even expansions to your Ability capacity.

Idol of Greed Ever the glutton, the Idol of Greed has whiled away the Ages indulging his appetite for worldly pleasures. If you can stomach it, go to him for weapons and simple potions.



THE DREAM WORLD

Dreams harbor deeper truths.

As you sleep, those who inhabit your dreams illuminate your waking world and provide you with guidance in your quests.

Dream Dwellers

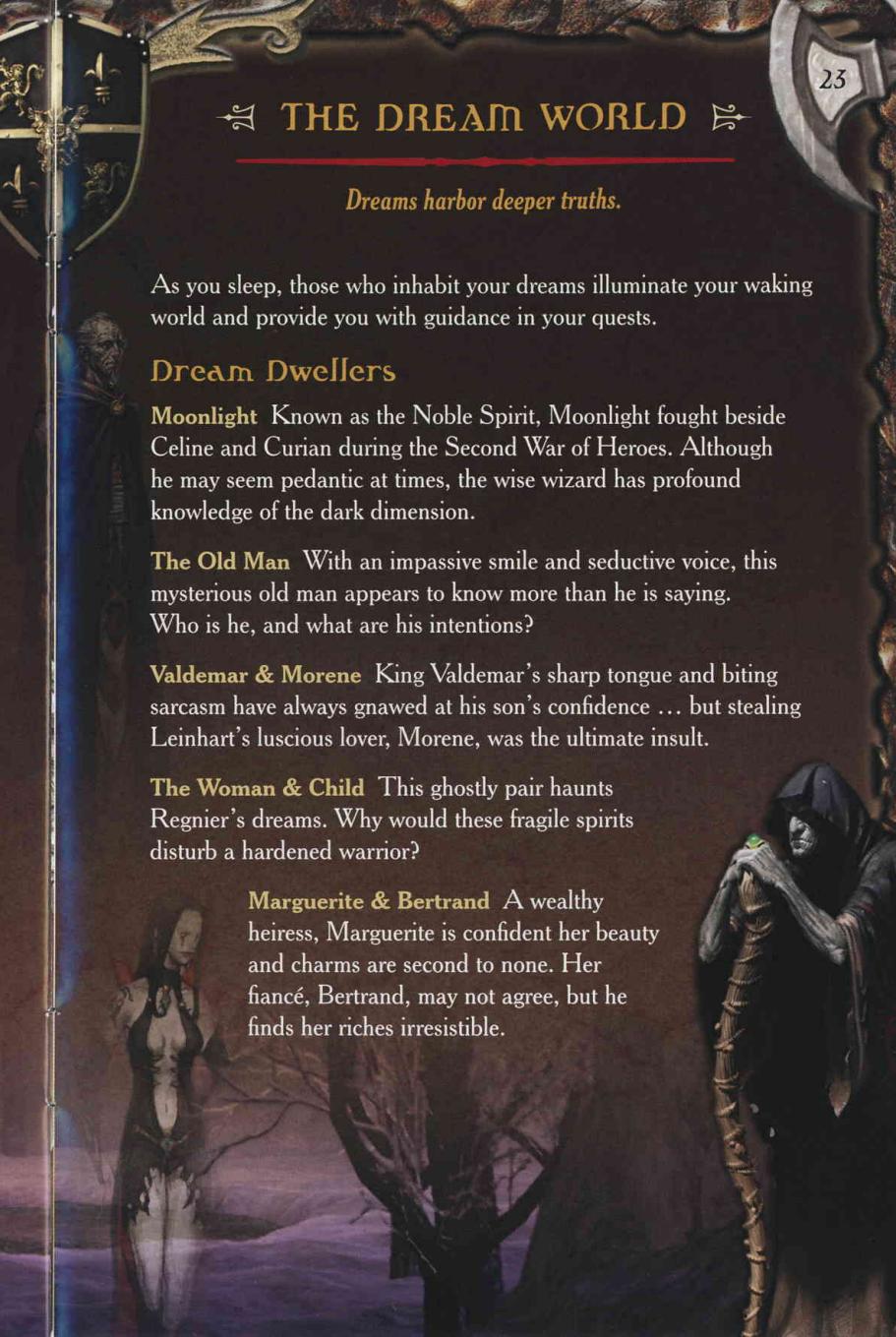
Moonlight Known as the Noble Spirit, Moonlight fought beside Celine and Curian during the Second War of Heroes. Although he may seem pedantic at times, the wise wizard has profound knowledge of the dark dimension.

The Old Man With an impassive smile and seductive voice, this mysterious old man appears to know more than he is saying. Who is he, and what are his intentions?

Valdemar & Morene King Valdemar's sharp tongue and biting sarcasm have always gnawed at his son's confidence ... but stealing Leinhart's luscious lover, Morene, was the ultimate insult.

The Woman & Child This ghostly pair haunts Regnier's dreams. Why would these fragile spirits disturb a hardened warrior?

Marguerite & Bertrand A wealthy heiress, Marguerite is confident her beauty and charms are second to none. Her fiancé, Bertrand, may not agree, but he finds her riches irresistible.



SYNTHESIS

The lowly dagger dreams of becoming a mighty sword.

- To synthesize equipment, speak to an Idol, and then select “Store or synthesize items.”
- Highlight the equipment you want to synthesize, and then press **Y** to open the Synthesis menu.
- Select a second piece of equipment, and the potential result and your chance for successful synthesis appears on the right.
- If you like what you see, select “Begin Synthesis.”

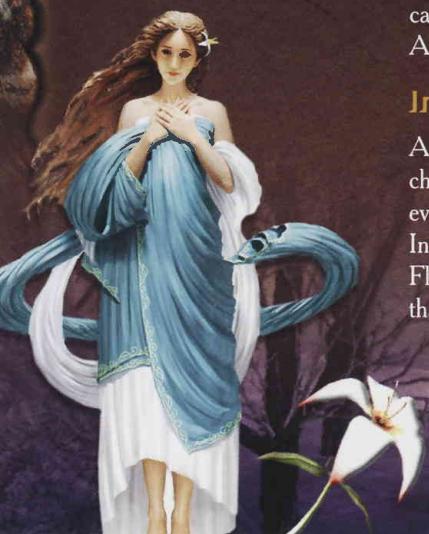
Combine weapons, armor, and accessories to create stronger equipment. Synthesizing similar pieces generally yields the best result, but don’t be afraid to experiment. Before you begin, be sure you can afford the price. Any attempt at synthesis, even a failed one, requires an investment.

Adding a Little Magic

Synthesize an Ability to create a magical piece of equipment. When equipped, magical weapons and armor may cast synthesized Abilities on their own. But beware: Once you begin synthesis, you can no longer equip the selected Ability ... even if your attempt fails.

Increasing the Odds

A high Luck stat increases your chance of successful synthesis, but even the unlucky can be successful. Invest more gold, or look for the Flower of Harmony, a special item that ensures your success.



OPTIONS MENU

* Press **△** to open the Options menu.

Sleep/Wake Up Move between reality and the dream world.
This option is only available near an Idol Sanctuary.

Change Regions Move to other areas of the dark dimension. There are six main regions, each with its own challenges and hidden rewards. The terrain of the dark dimension is in constant flux, so revisit regions for a different experience.

This option is only available near an Idol Sanctuary.

View Quests See details of your current quests.

Controls View game controls.

Settings Change audio, graphics, and gameplay settings.

Quit Exit your game and return to the title screen. When you continue later, you will start at the beginning of the last main region you visited.



* **CAPTURE YOUR MEMORIES.**
Your progress is automatically saved whenever you move between regions, visit the dream world, speak to an Idol, complete a quest objective, or quit.



XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE.

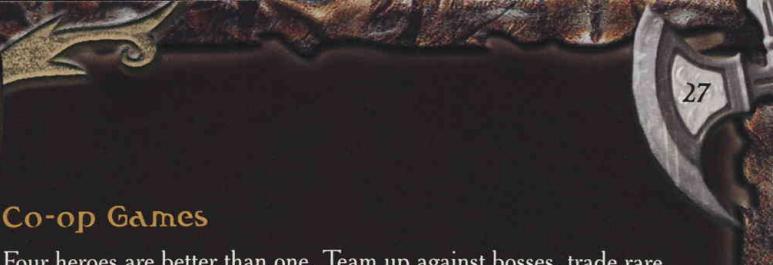
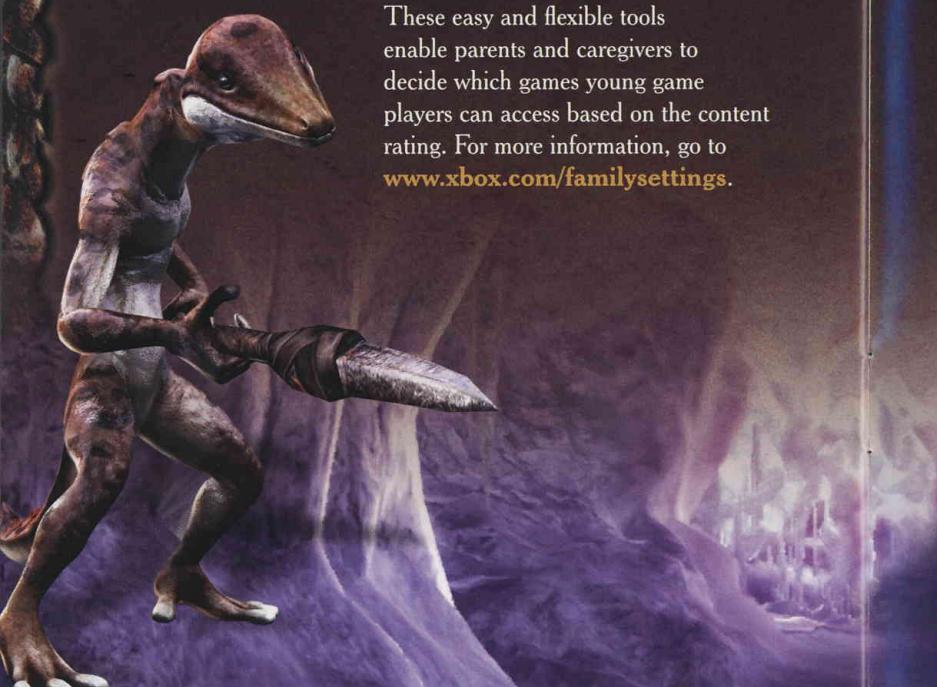
Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

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.



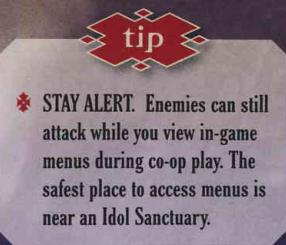
Co-op Games

Four heroes are better than one. Team up against bosses, trade rare items, and make new friends.

You can play co-op with up to three others, but you must be signed in to Xbox LIVE with a Gold Membership to join or host a co-op game. If you see a friend sign in to Xbox LIVE while you are playing co-op, press the Xbox Guide button to invite your friend to join your game session. Players can join or exit a co-op game at any time without ending the session, as long as they are not the host.

Any character you have created can be played in a co-op game. Continue to build your stats, expand your inventory, and complete quests. You can even sleep, trade with the Idols, and progress through the story without disrupting your allies' play.

When playing co-op, press and hold **Ⓐ**, **Ⓑ**, or **Ⓒ** to target your allies, and then press **Y** to view their gamer cards. If your allies are standing near you, target them, and then press **A** to check their equipment or **X** to exchange items.





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If you discover a problem with the Game covered by this warranty within the 90 day period, return it to your retailer along with a copy of the original sales receipt. Your retailer will, at its option, (a) repair or replace the Game, free of charge, or (b) return the price paid. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. To the extent that you could have avoided damages by taking reasonable care, Microsoft will not be liable for such damages.

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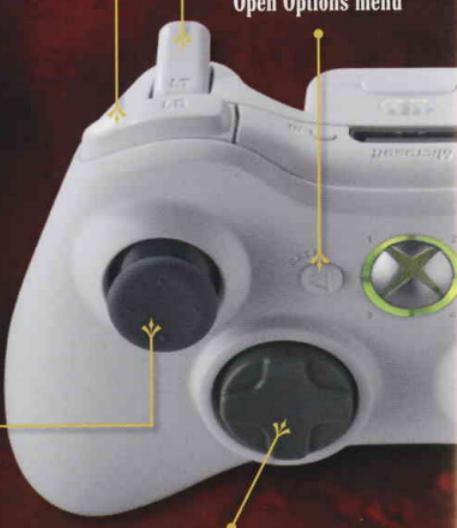
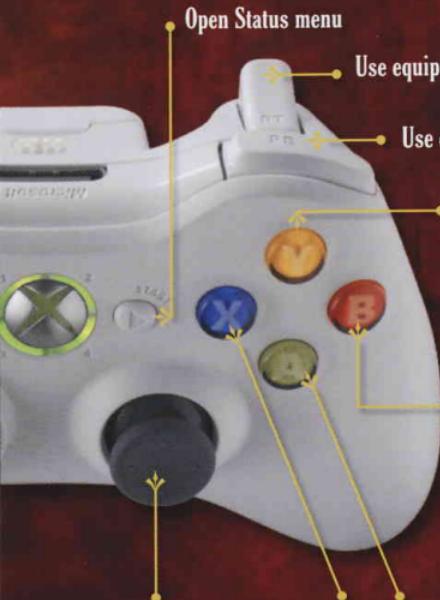
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CONTROLS



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**BLUE
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