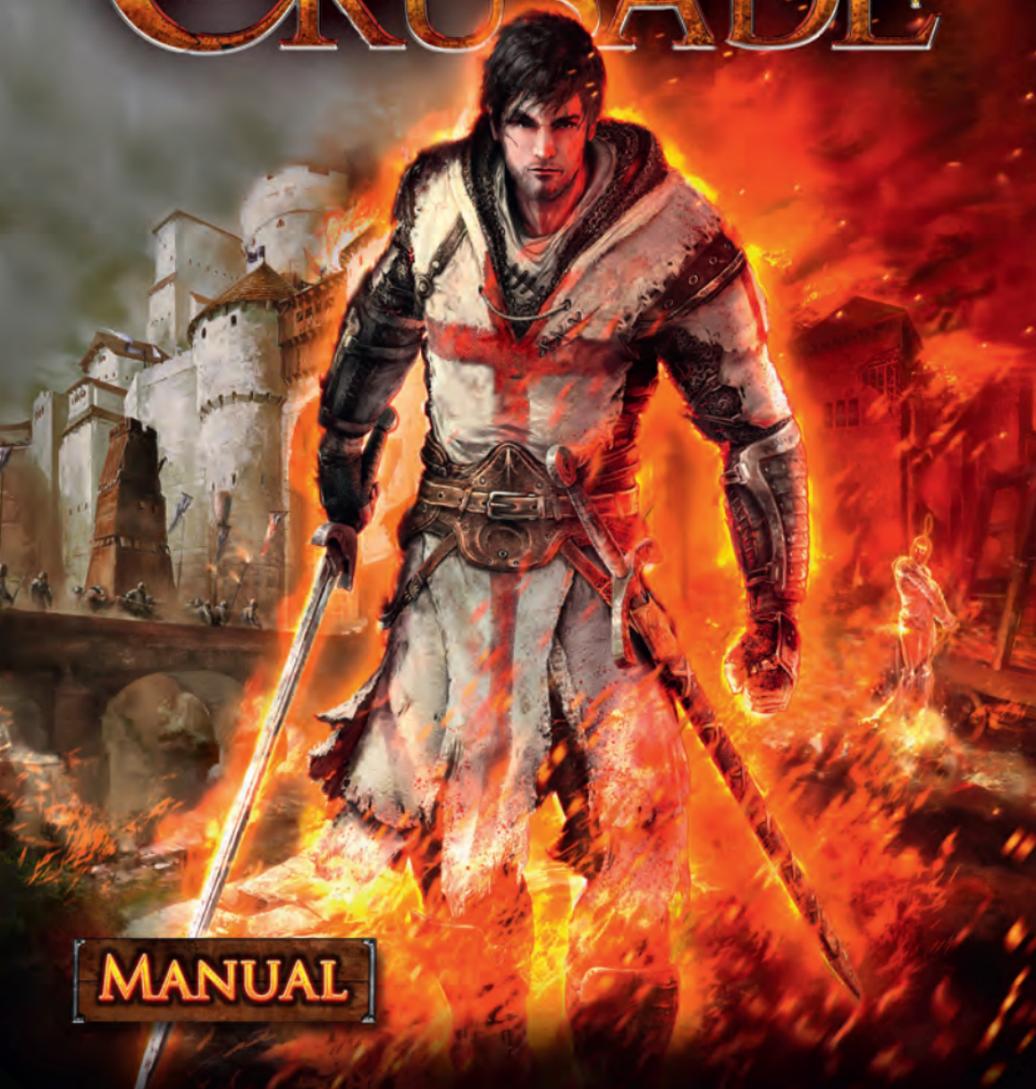


 XBOX 360

# THE CURSED CRUSADE™



MANUAL

**⚠ WARNING** Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to [www.xbox.com/support](http://www.xbox.com/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?

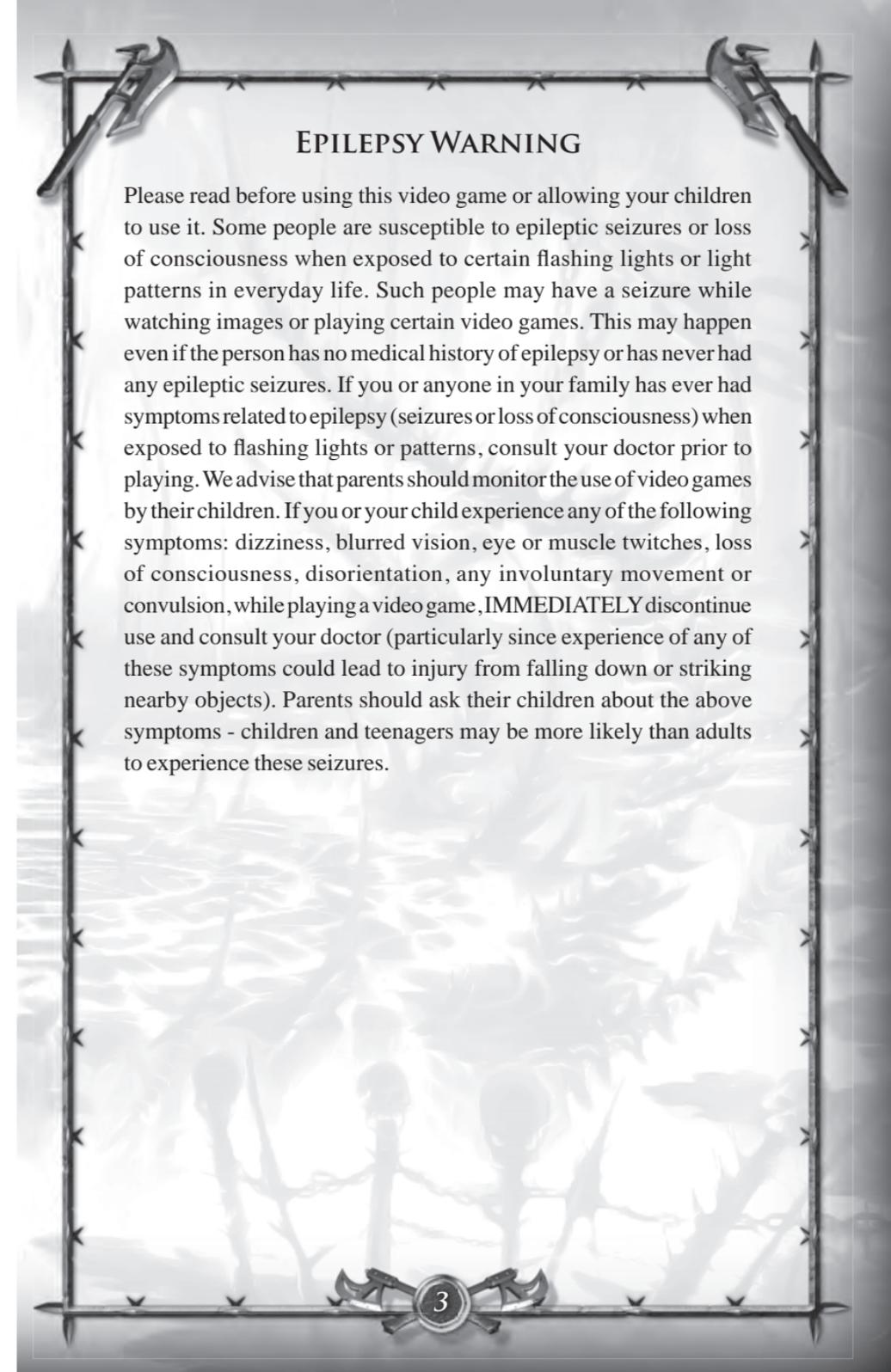
The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player.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



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:

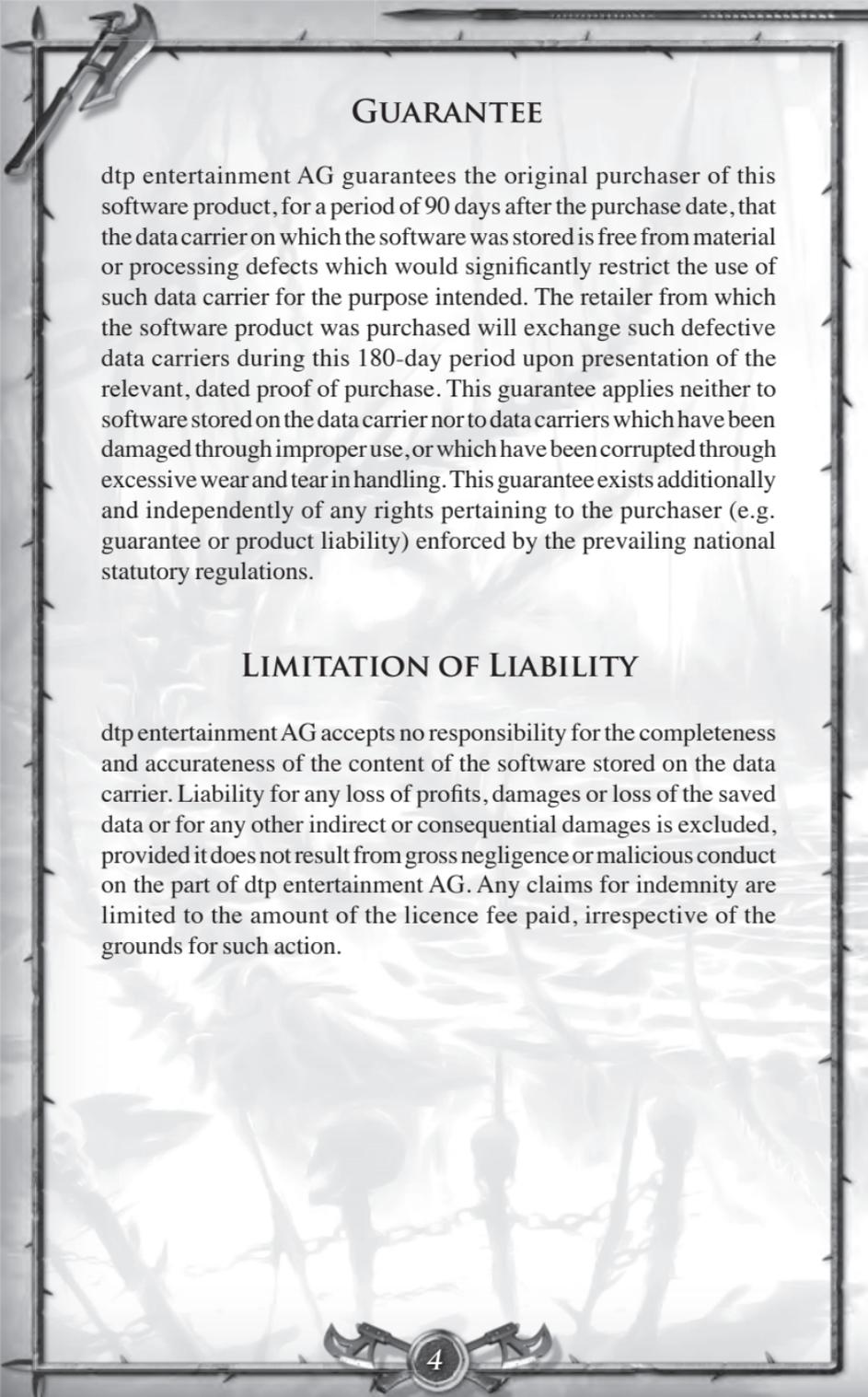


For further information visit <http://www.pegi.info> and [pegionline.eu](http://pegionline.eu)



## EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

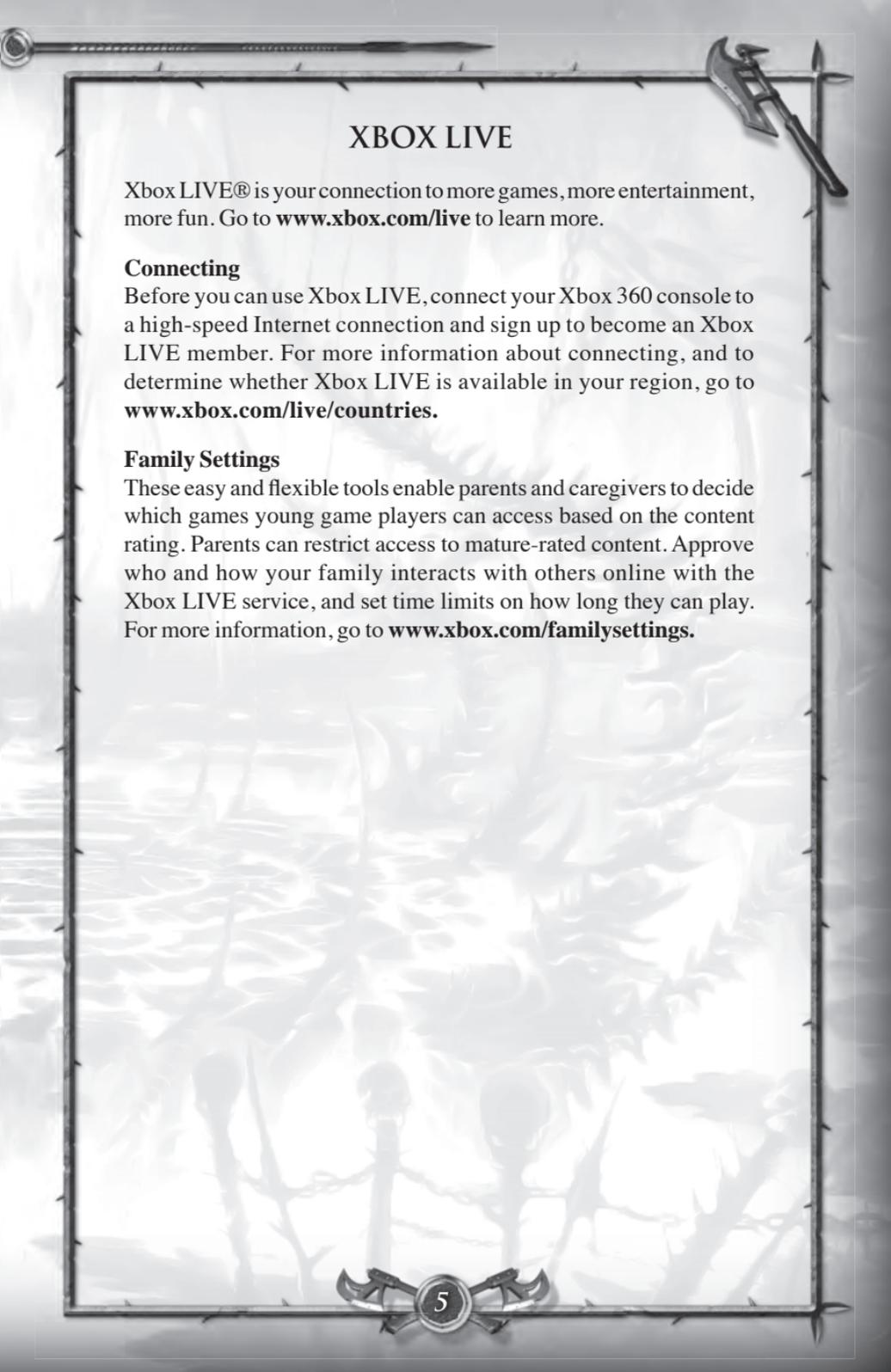


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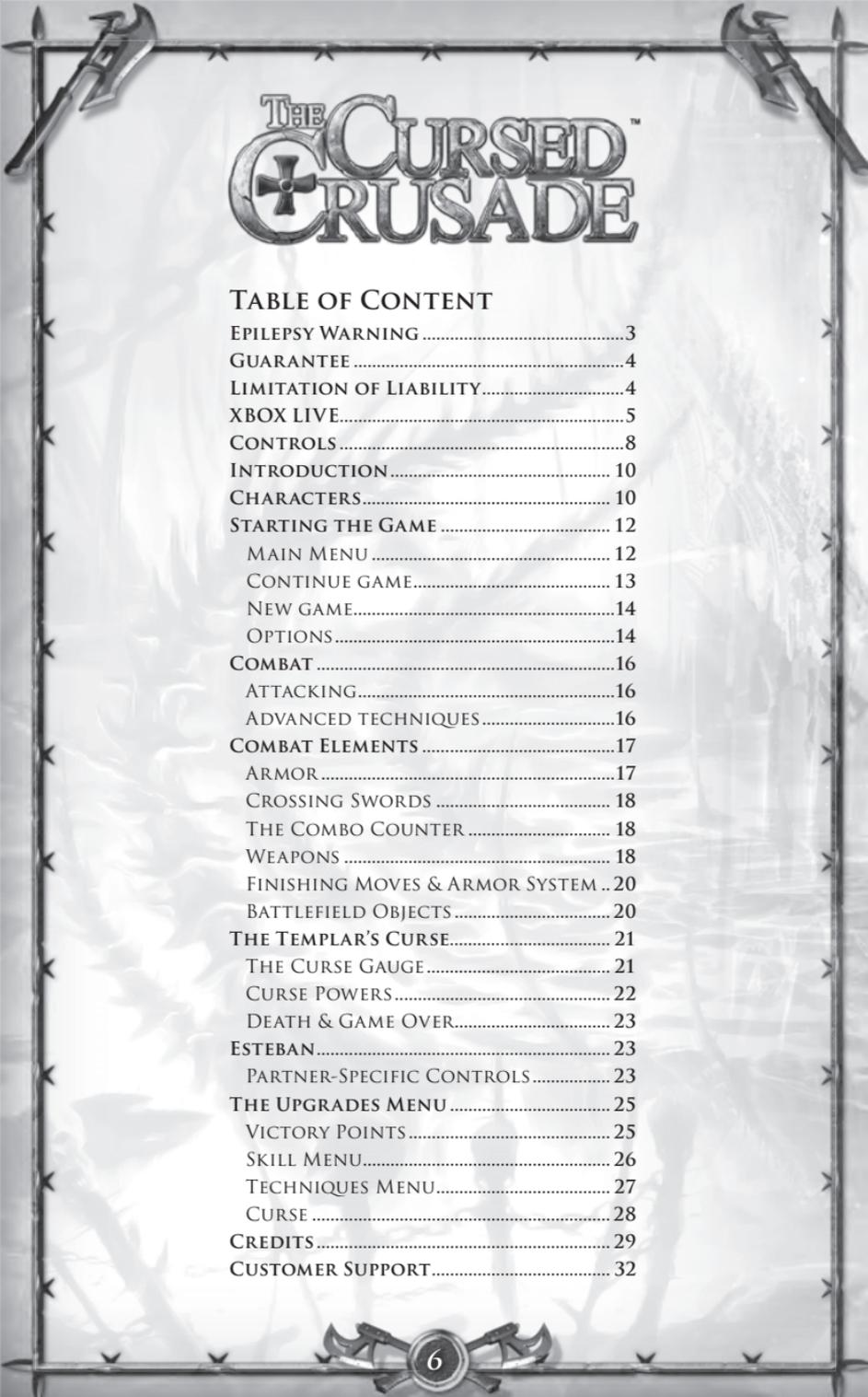
Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to [www.xbox.com/live](http://www.xbox.com/live) to learn more.

### **Connecting**

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

### **Family Settings**

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).



# THE CURSED CRUSADE™

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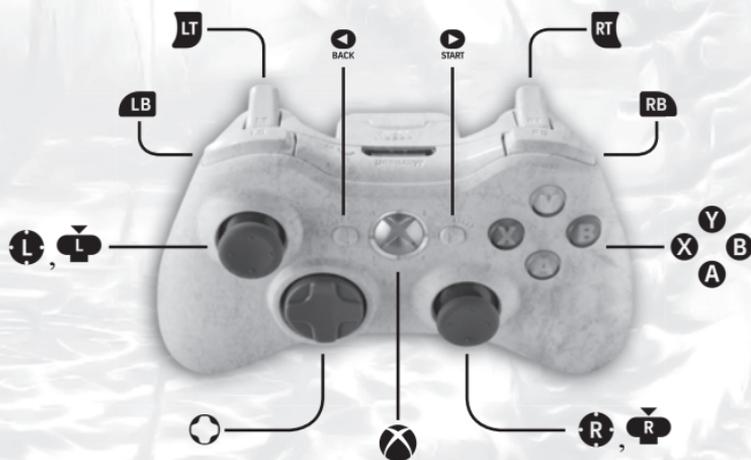
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## CONTROLS

Control	In Menu	In Game
Left Stick <b>L</b>	-----	Move Denz
Right Stick <b>R</b>	-----	Adjust camera
<b>A</b> Button	Confirm	Contextual action Purifying Fire (with <b>LT</b> held down)
<b>B</b> Button	Cancel / Back	Guard Break / Dodge Guard Break Fire Maelstrom (with <b>LT</b> held down)
<b>X</b> Button	Upgrades menu: Remove Skill Point	Horizontal Attack Roaring Flames (with <b>LT</b> held down)
<b>Y</b> Button	Upgrades menu: Select Curse Menu	Vertical Attack Invigorating Aura (with <b>LT</b> held down)
<b>LB</b> Button	Upgrades menu: Select Skills Menu	Enter/Exit Cursed State
<b>RB</b> Button	Upgrades menu: Select Techniques Menu	Command Esteban
<b>LT</b> Button	Upgrades menu: Scroll through Techniques/ Skills	Zoom with ranged weapon Ready Templar's Curse Power
<b>RT</b> Button	Upgrades menu: Scroll through Techniques/ Skills	Parry / Deflection Counter Fire ranged weapon
<b>L</b> Button	-----	Check weapon's condition Locate partner Check Current Objective Check Lost Souls Check Treasure Chests
<b>R</b> Button	-----	Center camera
<b>↑</b>	Techniques menu: Scroll through combos/ fatalities	Equip/Switch one-handed weapons
<b>↓</b>	Techniques menu: Scroll through combos/ fatalities	Equip ranged weapon

←	Techniques menu: Scroll through combos/ fatalities	Equip two-handed weapon
→	Techniques menu: Scroll through combos/ fatalities (Techniques menu)	Equip/Switch dual-wielded weapons
START	-----	Pause
BACK	-----	Open Upgrades Menu





## INTRODUCTION

The end of the twelfth century draws near. Six years after the Third Crusade led by Richard the Lionheart, King amongst others, Pope Innocent III sounds the call for another invasion of Jerusalem. While the High Barons gather their strength of arms, Denz de Bayle, a young Templar robbed of his birthright by his uncle, boldly throws himself into the chaos of the new crusade...

## CHARACTERS



### **DENZ DE BAYLE**

Only a boy when his father failed to return from Jerusalem, Denz took up the sword and began training as a Templar. The 4th Crusade is now his only hope of finding his father in the holy land and returning with him to reclaim the lands and castle stolen by his uncle.



## ESTEBAN NOVIEMBRE

A crafty Spanish thief, Esteban took refuge in France to escape his numerous enemies. In search of a better tomorrow, he joins a band of mercenaries where he happens upon the young Denz de Bayle, sealing a friendship that will change his destiny.

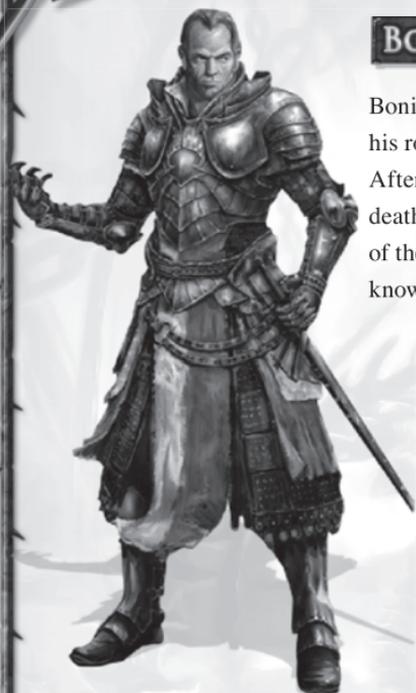
## BAUDOUIIN DE FLANDRES

Baudouin is a respected and experienced soldier, having fought in various conflicts for the majority of his life. In November of 1199 he vowed to bear the cross to the Holy Land as a High Baron of the 4th Crusade.





## BONIFACE DE MONTFERRAT



Boniface de Montferrat gained prestige for his role in a number of Italian skirmishes. After Thibault de Champagne's untimely death, he officially becomes the figurehead of the 4th Crusade in June of 1201. But few know of his true intentions...

## STARTING THE GAME

### Main Menu

Press the **A** button to access the main menu from the title screen. Press the **A** button to confirm your selection.



### *Continue game*

Use an existing save to resume playing.

### *New game*

Start a new game.

### *Options*

Set the game parameters.

## **Continue Game**



### *Solo*

Continue the solo adventure. All the missions that have been previously cleared are available for replay.

### *Cooperative*

Play in split-screen mode (from a previously saved point).

### *Xbox LIVE*

**Quick Match:** join a game of The Cursed Crusade using the Xbox Live®.

**Create a public game:** create a game that anyone can join (from a previously saved point).

**Create a private game:** create a game that only your friends can join (from a previously saved point).



## New Game



### *Solo*

Begin a new solo adventure from the first chapter on.

### *Cooperative*

Play a Split-screen game (from the beginning).

### *Xbox LIVE*

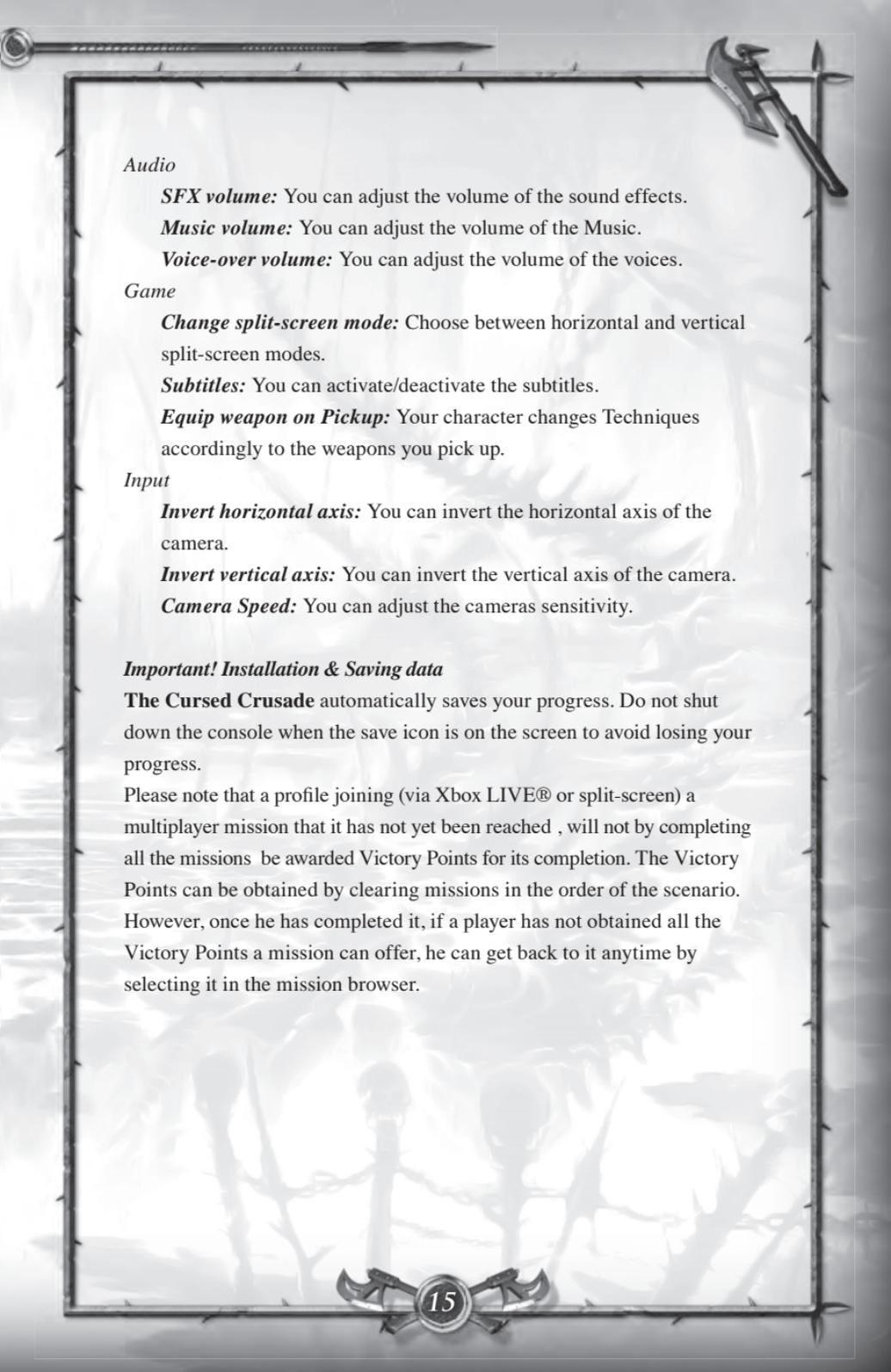
**Quick Match:** join a game of The Cursed Crusade using the Xbox Live®.

**Create a public game:** create a game that anyone can join (from the beginning).

**Create a private game:** create a game that only your friends can join (from the beginning).

## Options





### Audio

**SFX volume:** You can adjust the volume of the sound effects.

**Music volume:** You can adjust the volume of the Music.

**Voice-over volume:** You can adjust the volume of the voices.

### Game

**Change split-screen mode:** Choose between horizontal and vertical split-screen modes.

**Subtitles:** You can activate/deactivate the subtitles.

**Equip weapon on Pickup:** Your character changes Techniques accordingly to the weapons you pick up.

### Input

**Invert horizontal axis:** You can invert the horizontal axis of the camera.

**Invert vertical axis:** You can invert the vertical axis of the camera.

**Camera Speed:** You can adjust the cameras sensitivity.

### **Important! Installation & Saving data**

**The Cursed Crusade** automatically saves your progress. Do not shut down the console when the save icon is on the screen to avoid losing your progress.

Please note that a profile joining (via Xbox LIVE® or split-screen) a multiplayer mission that it has not yet been reached, will not by completing all the missions be awarded Victory Points for its completion. The Victory Points can be obtained by clearing missions in the order of the scenario. However, once he has completed it, if a player has not obtained all the Victory Points a mission can offer, he can get back to it anytime by selecting it in the mission browser.

## COMBAT

### **Attacking**

Press the **X** button to perform a horizontal attack. These attacks may hit several enemies, but are not very powerful.

Press the **Y** button to perform a vertical attack. These attacks are powerful, but will only hit directly in front of you.

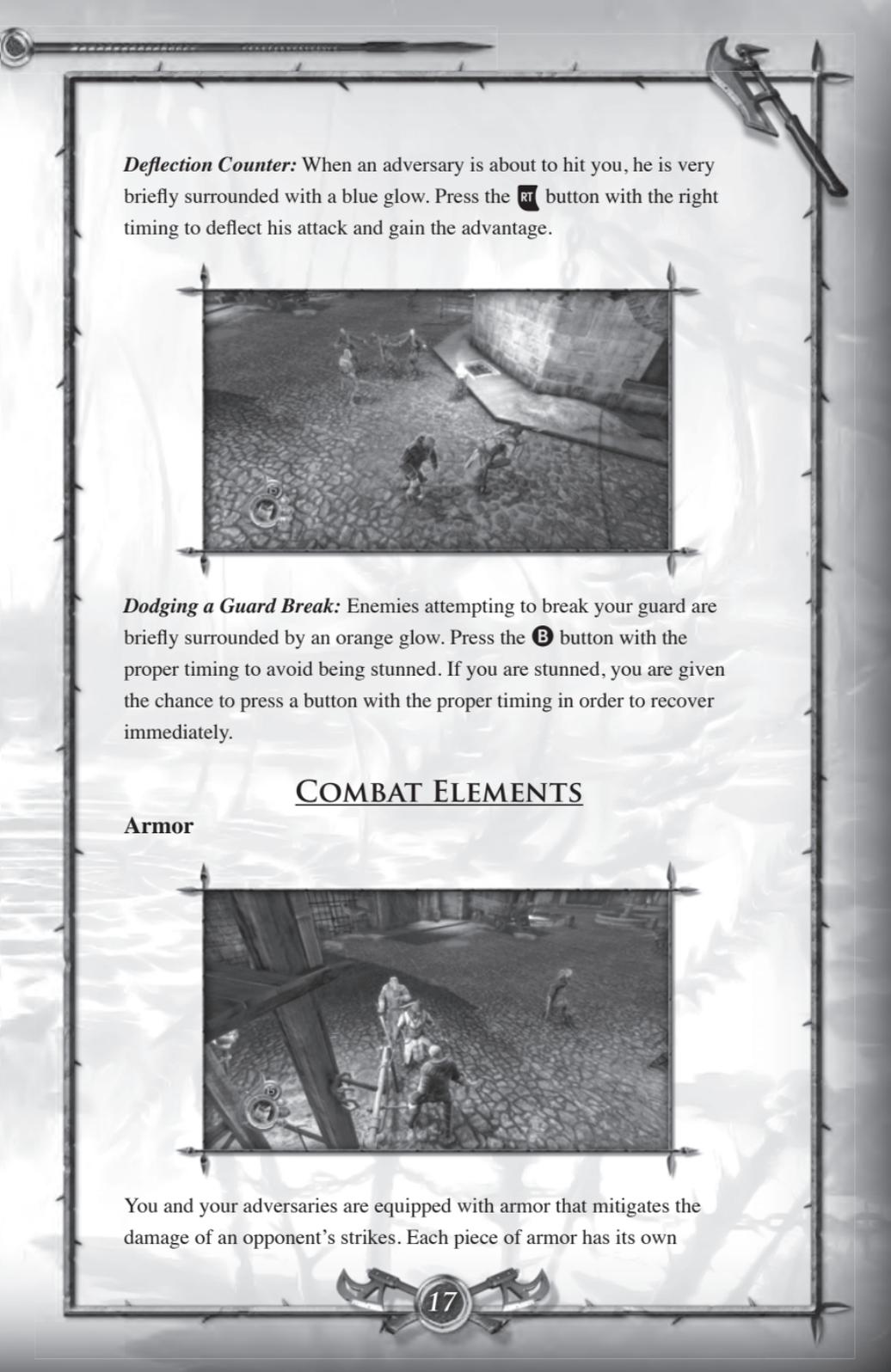
Combine these attacks to perform a variety of devastating combos!

### **Advanced Techniques**



**Guard Break:** Press the **B** button to deliver a powerful blow that will stun your opponent for a short while. A stunned enemy is surrounded by a red glow. If you find yourself against an adversary that parries all of your attacks, this is one way to engage them.





**Deflection Counter:** When an adversary is about to hit you, he is very briefly surrounded with a blue glow. Press the **RT** button with the right timing to deflect his attack and gain the advantage.



**Dodging a Guard Break:** Enemies attempting to break your guard are briefly surrounded by an orange glow. Press the **B** button with the proper timing to avoid being stunned. If you are stunned, you are given the chance to press a button with the proper timing in order to recover immediately.

## COMBAT ELEMENTS

### Armor



You and your adversaries are equipped with armor that mitigates the damage of an opponent's strikes. Each piece of armor has its own



resistance and will eventually break. Armor is only repaired between missions.

### **Crossing Swords**

If two attacks collide with each other at the same time, you will enter a Crossed Swords sequence. To overpower your opponent, repeatedly press the button shown on the screen, and then press the proper button with the right timing to seal your victory.



### **The Combo Counter**

The Combo Counter counts the number of hits dealt to your enemies within combat sequences. Every five hits, your Combo Counter rank increases, and you are awarded with various combat bonuses. If you go too long without hitting any opponents, the Combo Counter will decrease to the closest increment of five.

### **Weapons**

Various types of weapons can be picked up from fallen adversaries by pressing the **A** button while near them.

- **Axe:** Well-balanced and does fair damage to armor and health
- **Mace:** Deals more damage to armor than health
- **Spear:** Very low damage to armor, but lethal damage to health
- **Shield:** Increases armor value
- **Sword:** Deals more damage to health than armor



Weapons do not have unlimited durability and deteriorate with each strike. You can check the state of a weapon at any time by pressing the left stick button . A broken weapon can still be wielded but will do significantly less damage and lose some basic functionality, such as the deflection counter.





## Finishing Moves & Armor System

When an enemy has no armor on the head, the body or the legs and lower than 50% of his energy, he is open to a fatal strike. Additional finishing moves can be purchased in the Upgrade Menu.



## Battlefield Objects



The battlefield is also filled with objects and everyday items that can be used to inflict lethal damage or stuns. Press the **A** button when near one of these objects and an enemy to use it against them.

## THE TEMPLAR'S CURSE

The Templar's Curse, although traced back through the bloodline of this holy order, is not exclusive to the Templar knights. All those stricken with it are capable of bringing great torment to the living, invoking Hell on Earth. The price of this power is the eternal condemnation of their souls.



### **The Curse Gauge**

To enter the curse, press **LB**. In this state, your character is both stronger and faster. However, the curse gauge will begin to deplete, and should it empty entirely, it will begin to consume your health. Press **LB** again to exit the curse before it consumes you!

The gauge is divided into three tiers:

- **Tier 1:** This tier will always fill back up automatically once depleted.
- **Tier 2:** Fill this tier by dealing and taking damage.
- **Tier 3:** If this tier is filled, you will automatically enter the curse, and will be unable to exit until the third tier is depleted.



Tier 3

Tier 2

Tier 1



## Curse Powers

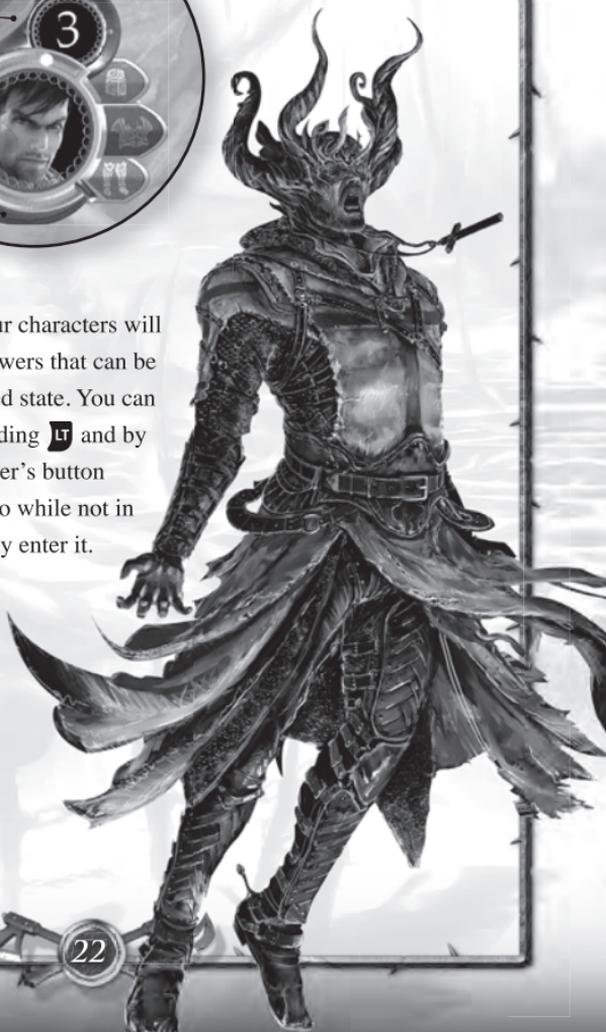
As the story progresses, your characters will gain access to additional powers that can be used only while in the cursed state. You can execute these moves by holding **LT** and by pressing the associated power's button (**A**, **B**, **X** or **Y**). Doing so while not in the cursed state will instantly enter it.

**Purifying Fire:** **A**

**Roaring Flames:** **X**

**Fire Maelstrom:** **B**

**Invigorating Aura:** **Y**



## Death & Game Over

The incarnation known as Death is a constant foe of a cursed soul. When your health gauge is depleted, you fall to the ground and will automatically enter the curse, where Death will come forth to stalk his prey.



In this state, you will have access to the Purifying Fire (gained at the end of Chapter 1) only which can be used to delay his approach until your partner can help you up.

If Death makes it to your position, **the game ends.**

## ESTEBAN

In a single-player game, Esteban is a faithful friend you can count on in a variety of situations

### Partner-Specific Controls

**Grab:** Some enemies are susceptible to a grab. If an enemy is stunned, move close to your enemy and while pushing **RB**, press **A** to grab him. Once grabbed, repeatedly press the **A** button to keep him in your clutches. This will be the cue for your partner to come finish off the adversary!



**Siege Machines:** Both players will be required to cooperate to use siege machines, such as battering rams. To call Esteban, press **RB**. Follow the on-screen prompts to rapidly press the button or to use the proper timing before pressing the button.

Any time there is a gameplay element that requires both players, pressing **RB** will call Esteban to your position.



**Important!** Esteban can be wounded and caught by Death, just like Denz. An on-screen indication will warn you if Esteban has fallen. If you fail to save him before Death can take his soul, the game will end!

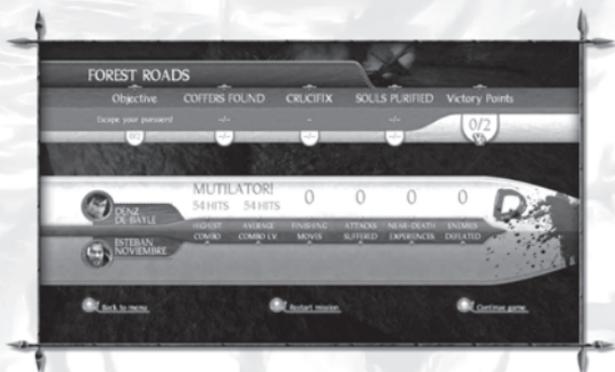


## THE UPGRADES MENU

After finishing a mission you will enter the upgrades menu. Additionally you can enter the upgrade menu anytime by pressing **BACK**. This will allow you to use Victory Points to upgrade various elements of your character's attributes or to purchase new combos or finishing moves.

### Victory Points

Victory Points are obtained by completing various objectives in a mission, some necessary to the mission, some optional.



Here are a few of the optional ways to obtain them:

**Find all the coffers!** Find all the coffers in a level to obtain 1 Victory Point!

**Find the Blood Crucifix!** Infernal Blood Crucifixes lie hidden in the cursed state. Destroy them to obtain 1 Victory Point.

**Free all the souls!** Free all the wandering souls lurking in the cursed state of a mission to obtain 1 Victory Point!

## Skill Menu



Victory Points are used as follows:

Among the Victory Points you get after a level, one will be dedicated to your Skills (Strength, Curse, etc.) You can only spend one Victory Point each mission for the whole set of Skills, so choose wisely!

The rest of the Victory Points can be used to learn new hits & combos.

**Strength:** Enhance your strength to deal more damage and inflict stronger guard breaks.

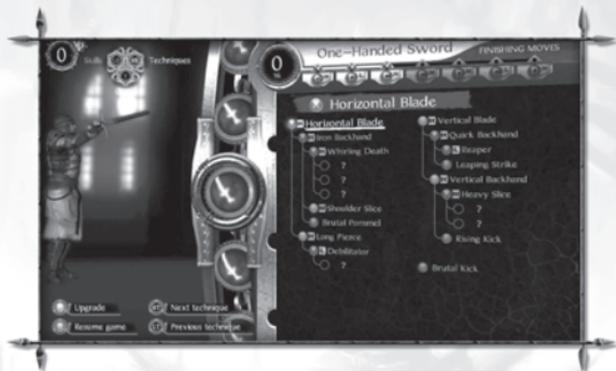
**Templars Curse:** Increases the duration of time you can spend in the curse.

**Weapon Mastery:** Upgrades the efficiency of your Deflecting Counter and Crossed Swords techniques, as well as weapon durability.

**Armor Mastery:** Gain the ability to wear more armor for greater defense.

**Constitution:** Increases your ability to sustain damage from attacks.

## Techniques Menu



To learn a new combo, please use **LT** and **RT** to navigate amongst the Techniques. Then, use the directional pad to highlight a line where a question mark appears. Once this is done, press **A** to spend one Victory Point and learn a new move!

The moves are sorted in three categories: moves that strike around the High (H) parts of the body (head, neck, etc.), moves that strike around the Middle (M) parts, and moves that hit the Low (L) parts. Learn what hits where to deal damage on unprotected parts of your enemy's body! Once you have learned several attacks, try and memorize the moves combinations (combos) to attack your enemies with chains of blows that will leave them defenseless!

*Note: You can only learn a new move if you have unlocked the moves that directly proceed it. You also need at least 1 Victory Point.*

When learning new moves, you are enhancing your mastery of that technique in particular. The better you master a Technique, the more Finish Moves you get to know!

On the top of the screen, you can see the Finish Moves that you already know. Each Finish Move is marked with the button to press to unleash it (**X** or **Y**), and a letter that informs you what kind of Finish Move it is. "D" stands for "Direct", meaning that it is a Finish Move you can use as



soon as your enemy has only 50% of his health left; “C” stands for “Counter”, meaning that this move can only be used after a successful Deflection Counter.

*Note: Learning a new Finish Move is automatic and costs no Victory Point.*

### Curse

In the curse menu you can see which one of the four curse abilities you’ve learned so far.



## CREDITS

### **KYLOTONN GAMES** Kylotonn Entertainment

**Studio Manager**  
Roman Vincent

**Creative & Art Director**  
Yann Tambellini

**Production Manager**  
Isabelle Penven

**Administrative Team**  
Didier Masseret (CFO)  
Valérie Delacour

**Business Development**  
Olivier Grassianno  
(Play Connection)

**Technical Director**  
Benoit Jacquier

**Lead Artist**  
Amaury Beyris

**Lead Gameplay  
Programmer**  
Colin Giraud  
Hardouin Pouzet

**Gameplay Programmers**  
Thomas Balouet  
Basile O'Sullivan  
Thibault Siamer

**Engine Programmers**  
Eric Cannet  
Jérôme Charles  
Anthony Delbroc  
Benoit Jacquier  
Alexandre Lautié  
Florian Pernot

**Additional Programmers**  
Romain Battel  
David Duriot  
Loïc Fayel  
Jean Francillard

Mahmoud Gahbiche  
Soufiane Khiat  
Clément Kawczak  
Stijn Lammens  
Pierre Rendria  
Stéphane Saffre  
Antoine Sarafian  
Kevin Wagrez  
Jonas Yang

**FX Programmers  
Persistent Studio**  
Maxime Dumas  
Julien Bilalte

**Script & Storyline**  
Edouard Imbert  
Yann Tambellini

**Game & Level Designers**  
Adhem Belkhadra  
Christophe Do  
Edouard Imbert  
Julien Koch  
Yoann Mroz  
Robin Theurer  
Souhail Zribi

**Character Artist**  
Romain Sureau

**Environment Artists**  
Maxence Bürgel  
Cyril Jedor  
Florian Laizet  
Valéry Nettavongs

**UI Artist**  
Pascal Pouvreaux

**Lead Environment Artist**  
Mathias Grégoire

**2D/3D Artists**  
Arnaud Darche  
Pierre-Dante Delboulle  
Say Hang  
Adrien Lacroix  
Grégoire Lherm

Emmanuel Maniez  
Julien Reliat  
Dani Santos  
Alexandre Schott  
Charles Thomas

**Additional Artists**  
Romain Boncens  
Matthieu Gueguen  
Jonathan Lefebvre  
Hugo Sena  
Thibault Wendling

**CG Artist**  
Dominique Boidin  
Fabrice Garulli  
Nicolas Payan

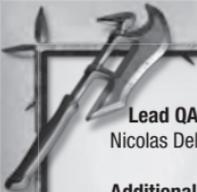
**3D Lead Animator**  
Hugo Touzé

**3D Animator**  
Damien Anquetil  
Yann Courtois  
Nicolas Delgado  
Eric Meyer

**Sound Designer**  
Nicolas Signat  
Martin Bussy-Pâris

**Music Composer**  
Markus Schmidt

**Special Thanks**  
Vincent Berlioz  
Denis Bourdain  
Marie-Pierre Bouvet  
Romain Brunelli  
Patrick Pligersdorffer  
Lionel Prévot  
Hubert Sarret &  
the Play All Team  
Antoine Visonneau  
CNC (Centre National de  
la Cinématographie)  
DGSIS  
Région Ile de France



**Lead QA**  
Nicolas Delgado

**Additional QA**  
Yann Bijou

**Motion Capture &  
Animation by Atopos**

**Supervisors :**  
Stéphane Dalbera  
(Production)  
Marie Delsol (MoCap)  
Laurent Helmlinger  
(Animation)  
Technical Directors :  
Richard Le Bihan  
(Animation)  
Jeremy Meunier (MoCap)

**Animators :**  
Antonin Delboy  
Xavier Jacolot  
Pascal Rabil  
Nicolas Roginski  
Vincent Sevoz  
**Assistant :**  
Caroline Vaillant  
(Production)

**Stunt & Acting :**  
Alban Lenoir  
Gregory Lofredo  
Michael Troude  
**Props Master & Set  
Manager :**

Olivier Fermier  
**Shooting Facilities :**  
SolidAnim, CineDesk  
Studio.

U-Men Stunt Production  
Studio.

**Special Thanks :**  
El Mostafa Laassel  
(Biometrics France)  
Olivier Schneider  
(U-Men Stunt Production)

**Additional Art**  
Studio Elven / Elinore Yuan  
Digital Shock Inc. /  
Thanhda Tie

## DTP ENTERTAINMENT

**Development Director**  
Mathias Reichert

**Producer**  
Paul Guillaumon

**Marketing Director**  
Thorsten Hamdorf

**Product Manager**  
Oliver Mills

**Senior Marketing  
Manager**  
Mark Geise

**Head of  
Communications**  
Andrea Frahm

**PR & Community  
Management**  
Matthias Finke  
Vera Schott  
Niels Goette

**International Marketing  
Coordinator**  
Mario Maglione

**Business Development  
Director**  
Sören Lass

**Evaluation Coordinator**  
Bernd Heumann

**Online Marketing  
Manager**  
Mark Carstens

**Art Director Packaging  
and Manual Design**  
Stefan Sturm

**Graphic Design Packaging  
and Manual**  
Dennis Barcelona  
Kerstin Ebsen

**Localization**  
Johannes Bickle  
Maren Nötzelmann  
Patricia Grube  
Matthias Eckardt

**QA Lead**  
Jens Knauber

**QA Resource Manager**  
Steffen Böhme

**Testing Coordinator**  
Marjan Stössner

**Compliance & Sub-  
mission Coordinator**  
Michael Noss

**Lead Tester**  
Santiago Ufuk Fernandez

**Compliance Lead Tester**  
Jörn Helms

**Testers**  
Eike Hingst  
Maik Schröder  
Christin Drobil  
Michael Leder  
José „Oche“ Luis Perez  
Padron  
Audrey Lepage  
Daniel Westphal  
Marc Schönbrun  
Daniel König

## GlobalStep LLC

**QA Managers**  
Prashanth Kannan  
Sumit Arora

**Assistant QA Manager**  
Piyoosh Sah

**QA Platform Lead**  
Vinodh Mummadisetty  
Sankar

**QA Project Lead  
Functionality**  
Siddhant Bidarkar

**QA Compliance  
Lead**  
Vatan Chaubey

**QA Testers**  
Biswajit Das  
Karan Dhumal  
Mirza Touseef Baig  
Altaf Attar  
Renuka Lonari  
Paresh Zodge  
Pankaj Pandey  
Saurabh Bhosale  
Gaurav Rane  
Namrata Sood  
Pavan Yadav  
Sapna Mattas  
Prasansha Subba

**Legal Advice**  
Maren Fischer

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Melanie Garding  
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pearl)  
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Sören Winterfeldt  
Kay Jungmichel  
Benedikt Grasmann  
Denise Schaar  
Kevin Klötzing  
Ewelina Wendt  
Richmond Lordson  
Stefan Graham  
Revolutions Advertising  
GmbH

## **TRANSLATION**

**German**  
Studio Umlaut

**Italian**  
JTT (Jinglebell Translation  
Team)

**Spanish**  
David Sanz Fernández

**VOICE RECORDINGS  
(German)**

**Executive Producer**  
Johannes Bickle

**Recording Studio**  
audioberlin.com

**Project & Studio  
Management**  
Matthias Scheuer  
Jan-Werner Ullmann

**Voice Direction**  
Jan-Werner Ullmann

**Editing**  
Christian Marx  
Pascal Thinius

**Cast**  
Kaspar Eichel  
Bert Franzke  
Stefan Kaminski  
Martin Kautz  
Raimund Krone  
Sebastian Kuschmann  
Claudio Maniscalco  
Norman Matt  
Torsten Michaelis  
Tilo Schmitz  
Andreas Sparberg  
Sebastian Walch  
Hans-Jürgen Wolf

**VOICE RECORDINGS  
(French)**

**Executive Producer**  
Patricia Grube

**Recording Studio**  
Dune Sound

**Project & Studio  
Management**  
Olivier Rabat,  
Stéphan Gonizzi

**Sound Engineer**  
Jean-Baptiste Saint-Pol

**Voice Direction**  
Bruno Porret

**Cast**  
Damien Boisseau  
Marc Alfos  
Patrice Melennec  
Serge Biavan  
Paul Borne  
Philippe Dumond  
Frantz Confiac  
Vincent Grass  
Patrick Bethune  
Patrick Floersheim  
Patrice Baudrier  
Philippe Catoire  
Bruno Magnes  
Pierre-Alain de Garrigues  
David Kruger



## CUSTOMER SUPPORT

For questions about the game or in case you are experiencing any technical problems, please contact dtp entertainment AG's customer services via the email address below:

**[supportintl@dtp-entertainment.com](mailto:supportintl@dtp-entertainment.com)**

You will typically receive a reply within 1-2 business days. However, response times may vary considerably during busy periods.









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