

 XBOX 360.

BOUND BY FLAME



SPIDERS

FOCUS
HOME INTERACTIVE

⚠ WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

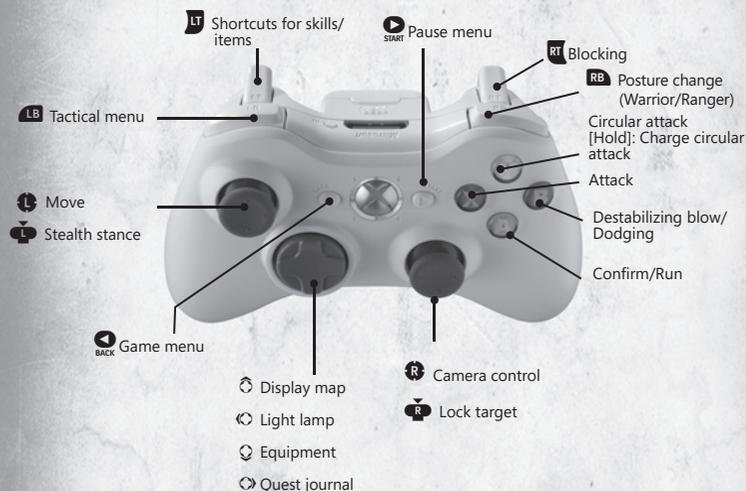
Important Health Warning: Photosensitive Seizures

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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

CONTENTS:

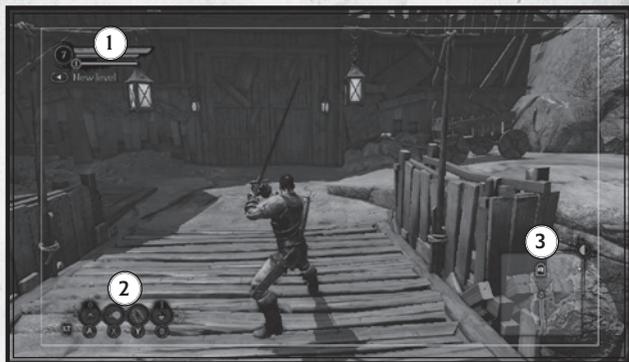
CONTROLS	3
INTERFACE	4
FIGHT	5
CHARACTER DEVELOPMENT	6
ITEM CREATION	7
QUESTS	7
WARRANTY	8
TECHNICAL SUPPORT	8
CREDITS	9

CONTROLS



INTERFACE

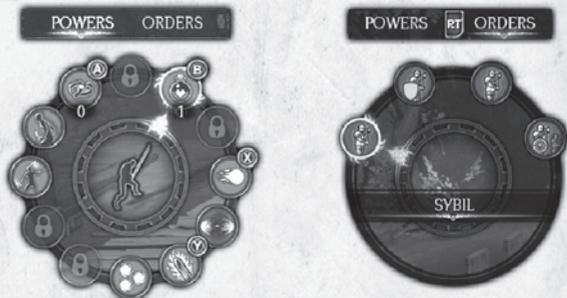
IN COMBAT:



1. Life bar (red) // Magic bar (blue) // Experience bar (yellow)
2. Shortcuts to quickly use an item or cast a spell. Shortcuts can be customized via the tactical menu.
3. Mini-map.

TACTICAL MENU:

The tactical menu is at the core of the combat system and enables you to manage your powers/items and, in combat, to manage your companions. To open the tactical menu, press **LB**.



POWERS: The assignment of shortcuts to your powers can be modified at any moment. Access the Tactical menu, and press **LB**. The tactical menu also enables you to activate a skill directly, such as healing, for instance.

ORDERS: This section of the menu is used to adjust your companions' behavior in combat.

FIGHT:

In order to survive the ordeals that await you, you must master the various combat techniques and use them wisely.

To change combat stance, press **RB**.

WARRIOR:



This particular stance is specific to two-handed weapons: long swords, heavy axes and war hammers. This technique is ideal to fight isolated but tough opponents. Press **X**, to quickly inflict damage to your enemy. However, if you are surrounded by the enemy, choose a circular attack and press **Y** to affect several of your opponents in one go. Hold **Y**, to trigger a series of devastating blows. When under attack, press **RT** to parry with your weapon. Parrying at the last moment enables you to not only block the attack but also to counter-attack instantaneously. Hold **RT**, to move whilst facing your opponent. Finally, use **B** to fend off your opponents and break their guard with a destabilizing blow.

In Warrior stance, every type of weapon that can be equipped has its own specific traits:



Swords: Among the two-handed weapons, these are the fastest to use.



Axes: Slower than swords, they nonetheless carry more probabilities of dealing critical blows.



Hammers: These are the slowest of all two-handed weapons, but they provide better chances of interrupting an attack, thus destabilizing your opponents and shattering their shields.



RANGER:

This stance enables you to wield two blades. Although you will not strike as hard as with a two-handed weapon, you will hit much faster.

Like the Warrior stance, the Ranger stance gives you two types of attack. Hold **Y**, to create a chain of killing blows. In this stance, however, blocking is less effective. Press **B**, to jump back and dodge any attack. Try dodging at the very last minute in order to automatically trigger a powerful counter-attack.

Moreover, pressing **L3** enables you to use your stealth stance to hide in the shadows and move rapidly and discreetly. When stealth is activated, you can take your enemies by surprise, which increases damage considerably.

Adapt your stance to the situation: Do not hesitate to use **RB** to toggle the Warrior and the Ranger stances, even in the midst of combat.



PYROMANCER:

In this adventure, Vulcan is soon possessed by a fire demon and acquires Pyromancer powers. This powerful magic can be used in any combat stance.

You can use this power in several different ways: You can set your blade ablaze to make your hand-to-hand attacks even more devastating; summon guardian flames as shields against your opponents; or throw devastating fire orbs to burn everything down on your way... However, beware. When used, Pyromancer powers take up Magic points. Luckily, your Magic reserve regenerates automatically with time.

To cast a fire spell, select it in the Tactical menu, or assign a shortcut to it.



RANGED ATTACK :

As long as you have enough bolts, you can use your crossbow to launch a ranged attack against your enemies. To attack with a crossbow, select your weapon in the Tactical menu or assign a shortcut to it.



TRAP:

Remember that Vulcan is the powder master of the Freeborn Blades. This is why you can set traps on the ground in order to take your opponents by surprise. If your trap remains empty, you can still get it back and reuse it at a later stage.

Also remember that with these two weapons you depend on a limited number of components and items. You can, however, create new items with the game's creation system. You will find more information on this subject in the 'Item creation' section of this manual.

CHARACTER DEVELOPMENT

In this game, you will enhance your character by developing his skills and feats. To do so, press . By completing quests and after every victory in combat, you gain experience which causes you to go up a level. Every time you reach a new level, you obtain 2 skill points and 1 feats point which you can spend in this menu.



SKILLS:

skill points enable you to increase your fighting skills in all three combat techniques: Warrior, Ranger and Pyromancer. Each skill can be developed up to three times. The more points you spend in one combat technique, the more you progress in that particular technique: you start as a Novice and you carry on to Amateur, Expert and finally Master. When you reach a new rank, you can spend your points to acquire new skills. However, be careful. The skills you choose have a great impact on how you behave in combat.



FEATS :

Feats points are used to develop your character's specific features, such as life potential, magic reserves and the maximum load that can be carried... Do not neglect feats. They are essential for strengthening your character. Remember that feats can only be unblocked once certain prerequisites have been met.



EQUIPMENT:

Another way to enhance your character's skills consists in using better equipment and in improving existing equipment. You obtain new equipment at the blacksmith's as rewards for the quests you have carried out, or by searching around the bodies of your fallen enemies. Moreover, you can improve your equipment by using certain components. These enable you to modify your sword in order to cause more damage, or to improve your armor for better hit resistance. Use in the dedicated menu to equip and improve equipment.

ITEM CREATION

When you search the area and the bodies of your fallen enemies, you find various items that help you to improve your equipment, make consumables and create new components. Press to open the item creation menu.



EQUIPMENT:

In order to survive in the world of Vertiel, you must absolutely reinforce your equipment. Improving your armor and your weapons will enable you to not only customize your look, but also your skills and your fighting strategy. You could, for instance, maximize damage and minimize your own safety, or maximize your defense and your natural health regen.



CONSUMABLES :

In Bound by Flame, you often use consumables such as health potions, magic potions, bolts for your crossbow or traps. If you have enough components, you can create these at any moment with the dedicated menu.



COMPONENTS:

If you lack a component to improve your equipment or make a potion, you can create it. Imagine, for instance, that you do not have enough tainted blood to make a cure. You can create the component by using 10 Gold coins. Moreover, Gold enables you to create any basic component. Basic components are needed to create more advanced components or consumables.

QUESTS



MAIN QUEST :

The main quest has certain objectives that are summed up in the journal that you will find in the Game Menu. They are also displayed on the map (yellow).



SECONDARY QUESTS:

All along your quest, you will meet characters that will ask you for help. These are optional quests, but they will give you some precious rewards. Beware. If you progress too fast in this adventure, you might miss some of these quests. As in the main quest, the objectives of the secondary quest are summed up in the journal and are displayed on the map (white).

WARRANTY

Product Name: Bound By Flame

Focus Home Interactive guarantees up to ninety (90) days from the purchase date of the Product that the recording medium on which the product is supplied is exempt from latent defects and manufacturing errors under normal conditions of use (excluding negligence, abuse or incorrect usage). In the event the recording medium turns out to be defective within this period, Focus Home Interactive promises, at its discretion, to replace the product (insofar as the product is still manufactured by Focus Home Interactive) or to supply you with a product of an equal or lower value under the conditions described hereafter.

To enable us to exchange the defective product, please send the product in its original packaging (postage costs to be borne by the sender), accompanied by the original proof of purchase, a description of the problem encountered and your full address and contact details to the Focus Home Interactive Technical Support department.

We recommend you send the package via registered mail with acknowledgement of receipt. Please send it to the following address:

**Focus Home Interactive, Support Technique,
100 avenue du général Leclerc,
93692 PANTIN CEDEX - FRANCE**

TECHNICAL ASSISTANCE

If you experience difficulties installing or operating Bound by Flame, please contact our technical support department by email or phone (French/English service):

Email: support@focus-home.com

Phone: +33 (0)1.48.10.75.95 (Monday to Friday from 9.00am to 1.00pm GMT).

Please give the Technical Support team as much information as you can, such as the Game Title, the type of problem and how and when the problem occurs.

CREDITS

SPIDERS

Executive Producer

Jehanne Rousseau

Administrative Manager

Caroline Pierini

Project Manager

Walid Miled

Junior Assistant Project Manager

Jérémy Boistière

Technical Direction

Wilfried Mallet

Lead Programmer

Julien Le Corre

Engine Programming

Tarik Belabbas
Romain Blanchais
Florent Isaia
Guillaume Munier-Richard
Mathieu Simon
Guillaume Werlé

Junior Programmers

Xavier Benoît
Robin Bergère
Guillaume Burlot
Guillaume Giusiano
Charlotte Lafage
Antoine Serre
Julien Tran

Art Direction

Julien Briatte
Nicolas Jeannot

Concept Art

Camille Bachmann
Daniel Balage
Alexandre Chaudret

3D Artists

Julien Blanc
Pierre-Dante Delboulle
Anthony Elicki
Karim Eltamer
Mathieu Gasperin
Luter Ionov
Anthony Lacroix
Hervé Nedelec
Julien Reliat

Special Effects

Charles Vernier

Junior Artists

Hakkim Tekki
Julien Payen

Cutscene direction

Alexandre Chaudret

Introduction cutscene direction

Camille Lallement

Game User Interface

Stéphane Arson

Additional Game User Interface

Alexandre Chaudret
Walid Miled

Lead Animation

Arnaud Beaume

Animation

Bruno Millas
Arthur Munoz
Peggy Portal

Junior animators

Florian Lebordais

Lead Game Design

Stéphane Versini

Lead Level and Quest Design

Sébastien Di Ruzza

Level and Quest Design

Olivier Neumayer
Romain Wiart

Lead Sound Design

Sylvain Prunier

Music

Olivier Derivière

Additional music

Markus Schmidt

Songs Performer

Iré (iremusic.com)

Music integration assistant

Adrian Benyamina

Script-writing and dialogue

Ghislain Masson
Olivier Neumayer
Jehanne Rousseau

Junior QA

Eric Capo

Testing

Jérémy Boistière
Yann Leparquois

FOCUS HOME INTERACTIVE

Managing Partner

Cédric Lagarrigue

Marketing

Thomas Barrau
Anne-Sophie Vernhes
Tristan Lauvette
Xavier Assémat
Adrien Rotondo
Sandra Mauri
Anthony Rebouh
Nicolas Weil
Thibault Chuffart

Game Production

Luc Heninger
Mohad Semlali
Nathalie Phung
Thierry Ching
Florent D'Hervé
Théophile Gaudron
Maxime Béjat
Mickaël Garimé

Quality Assurance

Ugo Ribaud
Marie-Thérèse Nguyen
Alexandre Kapusta
Guillaume Collin
Kévin Moutou
Camille Bizet
Nicolas Cheng
Laura Forget
Paul Fiat
Jérémya Foret
Sébastien Montagné
Xavier Sanson
Maxime Sauvage
Youssef Abdelmoumen

Press Relations

Marie-Caroline Le Vacon

Business & Sales Managers John Bert

Aurélie Rodrigues
Aline Janzekovic
Vincent Chataignier
Yann Le Guellaut
Stéphanie Olbé
Vincent Duhnen

Graphic designers

François Weytens
Manon Lestrade

Media & Video producers

Stéphan Le Gac Savoye
Camille Lallement
Maxime Guémon

Web designers

Jean-Michel Hellendorff
Damien Duca
Dimitri Robert

Technical Support

Jean-Joseph Garcia
Gildas Souka
Nicolas Dieppedalle

Accountancy - Company management

Nathalie Jérémie
Adrien Bro
Florette Nsele
Stéphane Figon
Maureen Bolger
Areski Ouazir
Lasconie Lukusa M.

Chief Financial Officer

Deborah Bellangé

President

Jean-Pierre Bourdon

Big Wheels Studio

Voiceworks Production
Toneworks GmbH

Production Big Wheels

Frédéric Devanlay

Project Management & Art direction

VoiceWorks Production
Douglas Carrigan

Project Management & Art direction

Toneworks GmbH

Lars Cartensen
Mathias Geissler
Stephanie Kirchberger
Antje Roosch

US voice Actors

Paul Bandey
Christina Batman
Geoffrey Batman
Andy Chase
Leslie Clark
David Coburn
Robin Atkin Downes
Gideon Emery
David Gasman
Peter Hudson
Saul Jephcott
Sharon Mann
Tom Morton
Doug Rand
Scott Thrun
Kim Tibury
Allan Wenger
Hester Wilcok

German voice Actors Achim Buch

Anne Moll
Bertram Hiese
Björn Gebauer
Christian Rudolf
Christos Topulos
Ingo Abel
Jens Wendland
Jürgen Holdorf
K.-H. Möller
Marie Biermann
Martin Sabel
Merete Brettschneider
Michael Bideller
Patrick Elias
Rasmus Borowski
Robert Missler

Rüfdiger Schulzki

Saskia Brzyszczyk
Sonja Szylowicki
Sven Dahlem
Svenja Pages
Tanja Dohse
Till Huster
Uli Plessmann
Wolf Frass
Wolfgang Berger

Special Thanks :

Mael Lecrubier
Morgane Ah Kong,
Clément Bosqué,
Marie-Pierre Gariel,
Vanessa, Ludovic, Élixa, Martine, Célia &
Julien Jeannot,
Hang & Alexandre Munier-Richard,
Éléonore Versini,
Marie Van Der Marlière,
Laure Renouard,
Yoann Vatiar,
Galadrielle Steiner,
Laurent Szczepanski

PhyreEngine™ Team for their support.

Play Testers

Antoine Falligan
Julien Frontil
Yann Leparquois
Florent Maillard
Amélie Maurin
Stanislas Tirou



©2014 Spiders Studios and Focus Home Interactive. Bound By Flame is developed by Spiders Studios and published by Focus Home Interactive. Bound By Flame and its logo are trademarks or registered trademarks of Spiders Studios. NVIDIA and PhysX, both stylized and non-stylized, are trademarks or registered trademarks of NVIDIA Corporation. Copyright 2014 NVIDIA Corporation. Dolby and the double-D symbol are registered trademarks of Dolby Laboratories.