

L Move Kameo;
Aim projectile;
Click to toggle map on/off

A Action (context sensitive); Morph back to Kameo; Scroll text; Confirm menu option

LT RT
Character-specific attacks and abilities

B X Y
Morph into Warriors (hold for Warrior Wheel)

X
Xbox Guide

BACK
Access Options menu;
Resume game

START
Check Wotnot Book;
Resume game

DPAD
Adjust camera distance (up/down); Navigate menus

RT
Rotate and pitch camera;
Click to enter/exit first-person view



Microsoft
game studios

0905 Part No. X11-50059

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⚠ 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.

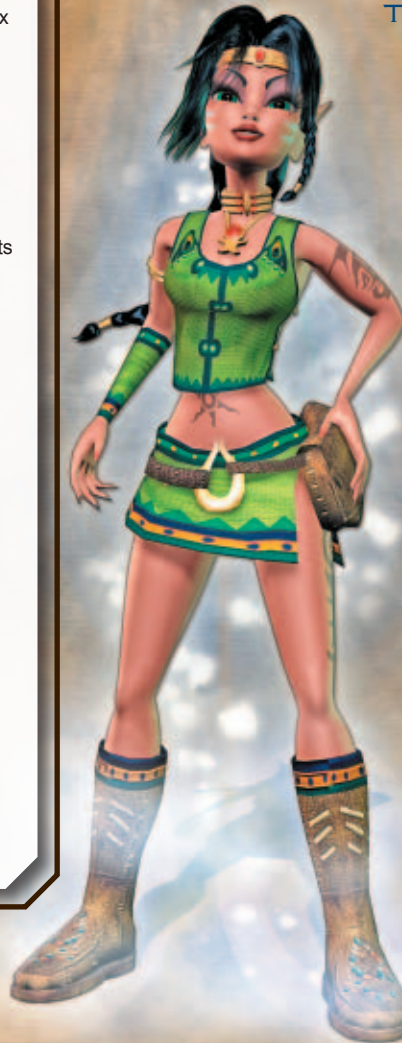


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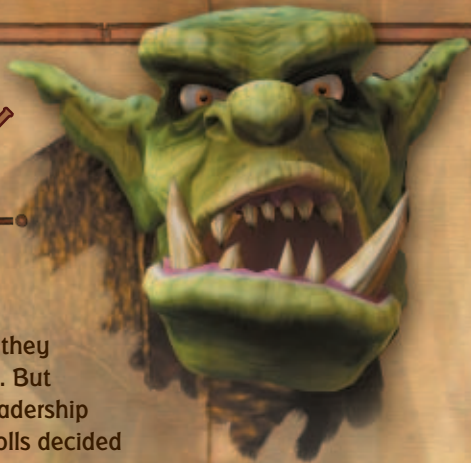
THE STORY SO FAR

Trolls, as everyone knows, are nothing but trouble.

Long ago, so the tribal elders say, they were welcome inside Elfin borders. But while other tribes respected the leadership of King Solon and his Elves, the Trolls decided that there was more to be said for sheer physical size and aggression than wisdom and magical trickery. And so it was that Thorn, by far the strongest of his generation, rose quickly through the Troll ranks to become their own King.

Nobody suspected that behind Thorn's impressive size was a mind to match, and he took advantage of this blindness to begin conquering the other tribes. Perhaps King Solon could have seen what was happening, but as fate would have it, he was away on the traditional quest of the Elfin Royal line — the search for the Elemental Warriors, living natural forces gifted to the Elves in a time long past.

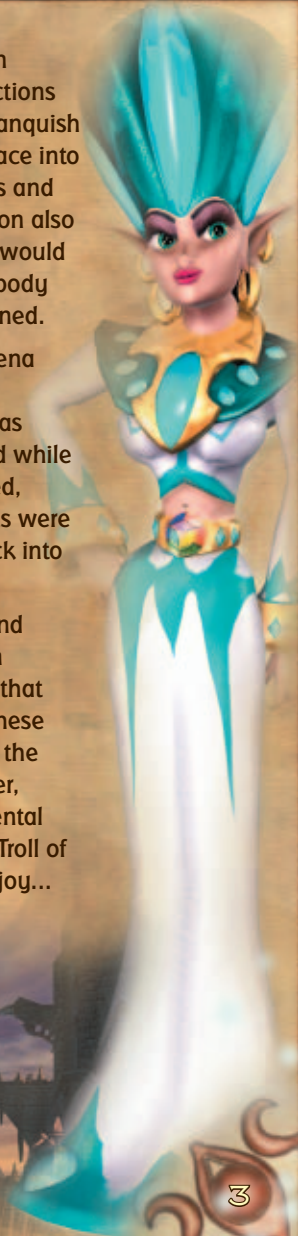
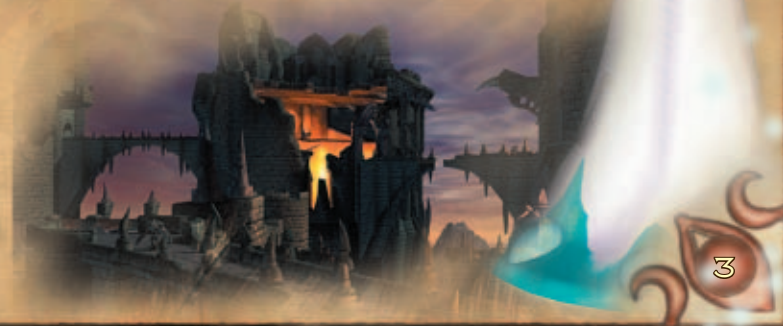
Since the day that those Warriors were seized by a higher power and scattered to the winds, the Elves had been duty-bound to seek out and return them to the pages of the fabled Wotnot Book. Solon was even more determined than most since he had inherited the Element of Power, which granted its wielder the ability to take on the forms of the Elemental Warriors themselves.



In time Solon returned to his Kingdom in triumph, where he discovered Thorn's actions and used the power of the Warriors to vanquish the Troll King, sending his treacherous race into exile. Sadly that day would bring curses and blessings in equal measure, as King Solon also vanished in the wake of battle. His fate would be anxiously disputed for years, but nobody could ever say for sure what had happened.

History moved on, and Solon's wife Theena was left to rule the Kingdom with what remained of her family. At least there was peace once more in the tribal lands, and while some said that Thorn had not been killed, merely somehow confined, these doubts were not enough to keep folk from falling back into the simple pleasures of everyday life.

Eventually attention turned to Kameo and Kalus, blossoming daughters of the Elfin Royal Family. All in the Kingdom knew that when they reached adulthood, one of these two Princesses would claim the throne, the Kingdom itself and the Element of Power, that which once commanded the Elemental Warriors and tamed the most infamous Troll of all. Surely such things could only bring joy...



FRIENDS AND FOES



KAMEO

The younger of the Queen's heirs, Kameo's confidence, competence and honesty have sealed her destiny as successor to the throne. Even with her morphing powers still in their infancy, Kameo's determination and courage are second to none.

KALUS

From a selfish child to a spiteful adult, Kalus burns with resentment at Kameo's popularity and charm. Overlooked as the rightful heir to the Element of Power, rage has led her to dedicate all her malice and magic to the quest for retribution.



THE MYSTIC

Although her attitude and appearance may be a little rough around the edges, the Mystic's Sight makes her a useful ally in Kameo's quest. The Princess and the crone may seem an unlikely partnership, but they'll both have to learn to adapt...

ORTHO

Kameo stands to learn a great deal from Ortho (if she can bear his pompousness) as her path winds into distant and unfamiliar lands. Firmly enchanted into the Wotnot Book, the irritable wizard will always be on hand to offer advice.



THE ANCESTORS

Boisterous Lenya, courageous Halis and wizened old Yeros — Kameo's three Ancestors have fallen under Thorn's control, along with Queen Theena herself. Will her mother's decision to favor Kameo tragically prove the undoing of them all?



WARRIOR TRAINER

Although his principal duty is to train the elite Elfin fighters, this calm, commanding figure will also test Kameo's resolve for the quest ahead. Palace gossip suggests that he may be financing himself with secret enterprises out on the Badlands.



FARRON

The masked stranger's identity and motives are unknown, though the soldiers speak in awe of his Troll-slaying skills. As he steps up to lead the Elves in place of Kameo's kin, this man of mystery's place in history will soon be revealed.



THORN

Sealed in stone at the end of an historic life-or-death struggle, Thorn — self-appointed King of the Trolls — now finds himself free to cause havoc once more. This time, only the annihilation of magic and total mastery of the tribes will satisfy him!



MEET THE WARRIORS

PUMMEL WEED

A hot-headed boxer with a long reach and a short temper. Any Troll still standing after a combo should watch out as Pummel Weed rears up from the earth for the knockout blow.

RUBBLE

With strong magical bonds ensuring that all body parts return after an attack, Rubble can hurl rocks to stun targets from a distance or simply self-detonate in a tight spot.

ASH

A hot-blooded and hungry dragon, Ash's fireball blasts will drive off all but the most fearless foes — in particular anyone raising the touchy subject of those undersized wings!

DEEP BLUE

While tentacles may not be best suited to movement on land, Deep Blue's twin jet streams pack similar stopping power to the torpedoes that can be fired underwater.

MAJOR RUIN

Passed down to Kameo along with the Element of Power, the heavily armored Major Ruin is keen to stretch those muscles and prove that there's life in the old warhorse yet.



40 BELOW

When 40 Below gets worked into a spin, entire hordes of Trolls can be mopped up with ease. Stragglers are considered fair game for a snowball flung with bone-breaking force.

SNARE

Few things are big or fast enough to escape these mighty jaws, and once caught, enemies make good ammunition — if Snare can resist the temptation of a good hard bite.

CHILLA

Not one for subtle methods, Chilla is a born brawler. This single-minded yeti is equally happy launching spears into the fray from afar or clubbing one Troll unconscious with another.

FLEX

The most agile of the Warriors, Flex's versatile form can make light work of seemingly impossible feats, such as clearing wide ravines or skating unaided across bodies of water.

THERMITE

Don't be discouraged by Thermite's size, as the lava bombs launched from this Warrior's fiery cauldron can destroy some of the toughest obstacles in Kameo's path.

ASSUME CONTROL



Xbox Guide

Preferences established in the Xbox Guide may override individual game settings. If changes made through the Game Options menu do not take effect, check that there is no conflict with your Xbox Guide settings.



Character-specific attacks and abilities



Morph into Warriors
(hold down for Warrior Wheel)



Move Kameo; Aim projectile;
Click to toggle map on/off



Access Options menu;
Resume game



Action (context sensitive);
Morph back to Kameo; Scroll text;
Confirm menu option



Check Wotnot Book;
Resume game




Adjust camera distance
(up/down); Navigate menus





Rotate and pitch camera;
Click to enter/exit
first-person view

THE JOURNEY BEGINS


CREATING A QUEST


From the main title screen, press  to delve into the Wotnot Book. After making your choice between Solo and Co-Op play, you'll move on to the Quest Selection Page.

This is where records of ongoing Quests are stored if you've already begun an adventure with Kameo. First time? Use  to highlight New Quest, and press  to enter the Name Entry Screen. Skipping the Name Entry process will result in a default name being recorded.

You do have the option of beginning a game without choosing a Quest file, but this makes saving your progress impossible.



RESUMING A QUEST

If you have at least one named Quest on the list, highlight it with  to display a summary of progress including game time, location and Warriors retrieved.


Press  to select a Quest, and then choose Play to pick up where you left off, at the beginning of your most recent task. If you can't remember what you were trying to achieve at that point, check the Quest Status or Current Objective in the Wotnot Book for a reminder!

You can also adjust your Game Options before playing, or revisit an area in Score Attack mode as a diversion from the main adventure (the areas available are determined by your progress in the current Quest file).



GAME OPTIONS

At any time during your Quest, press  to bring up the Options menu, press  to select Game Options, and then choose an option to adjust its settings.

▶ CAMERA LEFT-RIGHT/ UP-DOWN

When Inverted, the camera rotates/pitches in the opposite direction to  movement.


▶ CONTROL DISPLAY

On Normal setting,  and  abilities are displayed only when transforming.

▶ SCORE DISPLAY

If set to Normal, score changes are displayed only when points are received.

▶ MAP DISPLAY

Determines whether or not the map is toggled by clicking .

▶ SPLIT-SCREEN

Choose Horizontal or Vertical split-screen for Co-Op play.

▶ ORTHO HINTS

Default setting is Adaptive. Very Helpful gives direct instruction; Off disables advice.

▶ BRIGHTNESS

Select monitor type, and optimize your visual display with the scroll bar.



SAVING A QUEST

Looking for the "save game" option?

Hah, what do you take me for? Just let me deal with the automatic saving of your Quest while you concentrate on bringing down Thorn and his mangy Trolls.

Ortho cannot record your progress if there is no free memory location or a Quest file was not chosen.

CO-OPERATIVE QUESTING

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 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.

THE QUEST

Kameo would never shy from facing up to her destiny alone, and she's certainly got all the grit and determination she'll ever need — but all the same, it's sometimes good to have an element of companionship and camaraderie when you're breezing into battle with those rampaging Trolls. This is where the Co-Operative side of the adventure comes in.

For the purposes of Co-Operative play, available on split screen, Player 1 is responsible for all game settings. Whether Player 2 is a newcomer to the world of Kameo or an expert gamer called in for support is entirely up to you! Regardless, each player will be granted their very own regiment of Elemental Warriors and an incarnation of Kameo with which to control them.

Use the Change Level option to choose from the Co-Operative battlegrounds on offer. These have been carefully selected from some of Kameo's most intense struggles against the Troll forces. But, you must have completed the adventures in single player before they are available to you in Co-Operative split screen play. A brief word of caution, however: rushing headlong into a dangerous situation, backed up only by Warriors that you've yet to master in a Solo Quest, may all too quickly prove your undoing. Practice makes perfect...



I don't want the two of you squabbling over the Wotnot, so I've decided to make an executive decision: Player 1 will be wholly responsible for the Book during Co-Operative play. That includes everything from reading up on the Elemental Warriors to pestering me for hints. And before you start fighting over the Player 1 controller, just remember that the name of the game is co-operation!

A VIEW OF THE ACTION

BATTLE BONUSES
Extra points earned for skillfully defeating enemies.

ENERGY BAR
Shared between Kameo and the Elemental Warriors. When it's empty, the Quest ends.

SPIRIT BAR
Unique to each Warrior. Drained by using powerful attacks but recharges over time.

CRYSTAL EYE
Shows which Crystal Eye (if any) is active.

RUNES
Tribal currency collected so far.

ABILITIES
Commands relevant to your current Warrior and situation.

ORTHO ICON
Displayed when a new hint or tactic is available.

ELEMENTAL FRUIT
Shows amount of Warrior-enhancing Fruit gathered.

TOTAL SCORE
Total of all Battle Points earned so far.

FOCUS METER
Fills up during combat until Warrior Focus mode is activated.

WARRIORS
Elemental Warriors assigned to morph buttons.

CAMERA LOCK
Indicates restricted camera movement in close quarters.

WORLD MAP
An overhead view of the current area.

DESTINATION
Indicates where Kameo should head next.

HOTSPOT
An important battle is occurring here.

POSITION
Kameo's location and direction (as shown by arrow).



ALL THAT LIES AHEAD

MAIN GOALS

ELEMENTAL WARRIORS

Kameo sets out with three Warriors at her command. While this alone makes her more than a match for most situations, it will not be enough to overcome an entire Troll army and save the Kingdom.

So Kameo must tread the path of King Solon and those before him, seeking more Warriors to fill the pages of the Wotnot Book. Only with the combined strength of a full ten Warriors at her back is she guaranteed a fighting chance!

THE ANCESTORS

Kameo's royal relatives, Lenya, Halis and Yeros each have their own stories to tell and secrets to share. But Thorn, knowing this, has them under heavy guard in dark and distant Temples. Even when the paths are teeming with danger, Kameo must not let her family down.

THORN AND KALUS

Queen Theena remains in Thorn's clutches, and with Kalus at his side, it's only a matter of time before the Troll King becomes unstoppable. For the sake of the land and all its people, their evil alliance must be shattered — and Kameo must steel herself to do whatever it takes.

THE WOTNOT BOOK

FRONT COVER

On the cover of the Wotnot Book you'll find Ortho, and if you're struggling with a particular situation, press **A** to see if he has a hint or tactic to share. In tricky situations he may even supply his wisdom without being asked...

WARRIOR PAGE

Here you'll see icons representing your Elemental Warriors. Use **L** to highlight one, and press **X**, **Y** or **B** to assign it to a morph button. Press **A** for detailed information on each Warrior's abilities.

STATUS PAGE

This contains a summary of items, Ancestors and Crystal Eyes retrieved so far. A reminder of your objective and the Game Options screen can be reached from here, along with the option to quit and return to the Quest Selection screen.

UPGRADING YOUR WARRIORS

When you've gathered a good supply of Elemental Fruit, turn to the Warrior Page, highlight one of your Warriors, and press **A** to see a list of possible upgrades (known as advanced techniques). Those not yet earned are marked with the amount of fruit required. Press **A** for details on a technique and, if you have enough fruit, the opportunity to unlock it!



*Once retrieved, the Wotnot Book will prove invaluable, storing the Elemental Warriors and keeping a record of your travels. Pressing **START** opens the Book at the page last read, while **LT** and **RT** will flip the pages. I'm also sitting in the blasted thing, of course, but let's not get into that.*

RESCUING WARRIORS

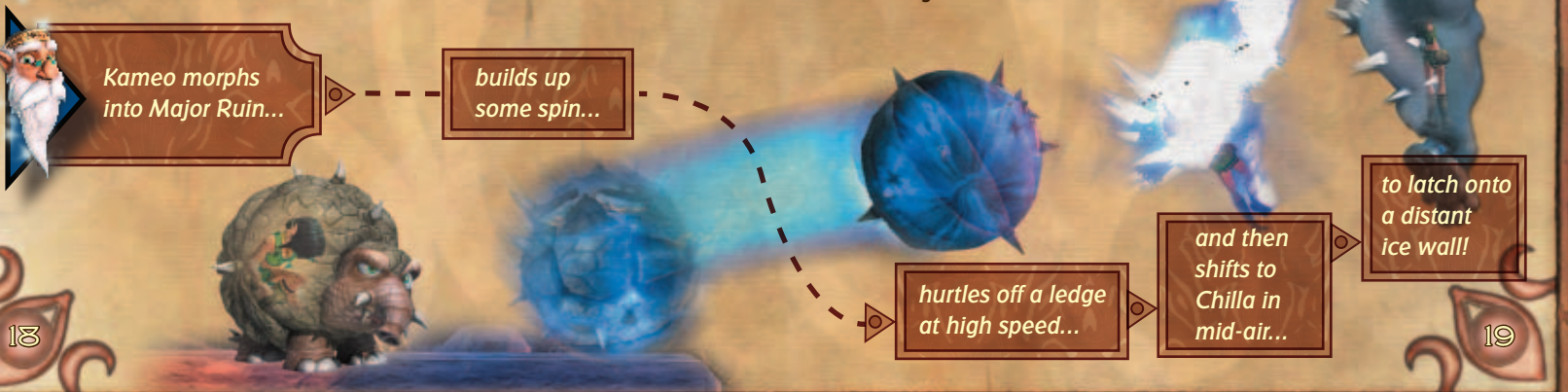
When Elemental Warriors are separated from the Wotnot Book, they become vulnerable Elemental Sprites. Unfortunately, the Trolls have taken full advantage of this weakness and now many of these Sprites are held captive by Shadow Trolls, twisted servants of Thorn who will seek to lure Kameo into the Shadow Realm where their powers are strongest.

Portals to the Shadow Realm look like covered wells and can be found in many places, but are rarely unguarded. Only by going in and beating the Shadow Trolls at their own game can Kameo restore the lost Warriors to her Wotnot Book...

COMMANDING WARRIORS

Success against Thorn's forces means getting to know the skills of each and every Elemental Warrior. Use combinations of **LT** and **RT** to pull off moves based on a Warrior's abilities — punches, dodges, projectiles and a whole lot more.

Up to three Warriors can be assigned to the morph buttons at any one time, allowing Kameo to shift quickly from one form to another. Chains of transformations, linking together the powers of many different Warriors for maximum effect, are vital to success. An example is shown below.



THE ART OF BATTLE

WARRIOR FOCUS

The Warrior Focus meter begins to fill whenever Kameo (in any form) lands a blow on a Troll, though it will quickly drain unless further attacks follow. When the meter is filled to a certain level, Warrior Focus mode becomes active.

Only those truly skilled in the ways of combat may enter this intense state in which a fighter can move at superhuman speeds. Battle Points are easily racked up this way, but don't dawdle — if the meter is allowed to drain, Warrior Focus will fade and you'll lose your advantage.

SCORING BATTLE POINTS

As you slug your way through enemy-infested areas, you'll find that Battle Points are added to your Score Bank each time you take out a Troll. Several factors affect the Battle Points awarded, and learning what these factors are can result in some truly massive scores being achieved.

At the end of each major event, all Battle Points in your Score Bank are added to your Total Score. As soon as this happens, they're yours to keep. But if Kameo is defeated (or flees) before that point, you'll earn nothing from the encounter.

In addition, skillful enemy takedowns can earn you up to three Battle Bonuses to further multiply your Battle Points.

CARNAGE

For each Troll that you put out of action, your Carnage Bonus is increased. Hunting down every last Troll is essential to those wishing to rack up a record-breaking score.

BRUTAL

Earned when a Troll is dispatched with a single inventive attack. Knocking a Troll off a cliff or into something nasty are just two of the ways to claim a Brutal Bonus.

FRENZY

A string of enemy defeats in quick succession will fire up your Frenzy Bonus and further boost the available Battle Points.

Not all Battle Points come from feats of outright strength in combat. You may also be rewarded for thorough exploration and other activities that benefit your Elemental Warriors...

PLACES TO VISIT

TEMPLES

These are the prisons of Kameo's Ancestors, so expect to face some fearsome guardians. Basic attacks will prove next to useless against these monstrosities. Study their movements and strike when they seem vulnerable, watching their energy bar to see if you're on the right track. If you find yourself at a loss, remember Ortho's there to help.

SHOPS

There will always be those among the tribes willing to indulge in some friendly barter. While the trinkets offered are usually not vital to the success of your Quest, some of them certainly have their uses if you find yourself with funds to spare.

CHAMBER OF LIVING PORTRAITS

At the heart of the Elfin palace lies this shrine to the Great War, its mysterious Magic Mirror allowing the viewer to revisit their past... or so the legend goes. While the Elves generally ignore such superstition, the mirror is a crucial doorway to previous stages of the Quest for players wishing to improve on a score.

SIDE QUESTS

The Trolls aren't just interested in making Kameo's life miserable; they've been wreaking havoc in the homelands of other tribes too. Take the time to help out Kameo's future subjects, and they'll repay you however they can. If you're not in a position to help when you first pass through, try to remember their plight and return at a later date with Warriors more suited to the task.

The Score Attack stages within the Magic Mirror can also be accessed from your Quest file at the start of the game, if you don't wish to travel to the Chamber.

Why bother with Score Attack, you ask? Well, who knows what rewards lie in wait for those able to reach certain totals? Maybe a new look for your Warriors would appeal to you, and that's just for starters...



COLLECTIBLE ITEMS

Such a rich and varied world is bound to contain a wealth of valuable items, just don't expect them all to be easy to find!



HEARTS

Usually found at the spot where a Troll is put out of its misery, these appropriate pick-ups will restore some of Kameo's energy.

RUNES

The closest thing to a common currency amongst the tribes. Should Kameo be unable to talk others into helping her, she may have to resort to some old-fashioned shopping.



ELIXIR OF LIFE

One of the Mystic's more exotic potions, this Elixir actually increases the maximum energy levels of Kameo and her Elemental Warriors.

ELEMENTAL FRUIT

Kameo can use this Elfin delicacy to unlock dormant techniques within the Warriors. But choices must be made carefully, as Elemental Fruit is extremely rare!



CRYSTAL EYES

The power of these relics lies in the enhancement of natural abilities. Kameo can use them to boost her combat prowess, at a cost. Legend states that Crystal Eyes are hidden in and around the Enchanted Kingdom...


THE WARRIOR WHEEL

Although the Wotnot Book lets you have up to three Warriors assigned to morph buttons at any given time, you can also switch forms freely in the heat of battle by using the Warrior Wheel.

Hold down **X**, **Y** or **B** to bring up the Wheel. Tilt **L** towards a Warrior, and then release the morph button. You'll immediately transform into that Warrior and allocate it to the chosen button.

To dismiss the Wheel without making changes, release the morph button while **L** is still centered.

Bear in mind that it may not always be possible to access the Warrior Wheel through a particular morph button — trying to remove Deep Blue from your line-up while underwater, for example, is never likely to be a good idea.



During a Co-Operative game, Player 2 cannot see the Wotnot Book.

This means that any changes to their line-up must be made with the Warrior Wheel.

Player 1 can reorganize Warriors using the Wotnot Book if they wish, but this will cause delays in a Co-Operative game and is considered dreadful manners. The best way to keep things running smoothly is for both players to stick to the Warrior Wheel.

THE LAY OF THE LAND



WATER SHRINE

PATH TO MOUNTAIN FALLS

Behind this popular relaxation spot lies the hidden Water Temple, a labyrinth of underwater passageways and age-old sunken treasures.

PATH TO FORGOTTEN FOREST

This deep, mysterious woodland is bristling with secrets as dark as they are ancient. Who knows what creatures lurk in the Forest Temple at its heart?

ENCHANTED KINGDOM

Floating high above the Badlands, buoyed by the power of the Elemental Shrines, this vast palace was created by the Royals as a home for their bloodline.

FOREST SHRINE

FIRE SHRINE

PATH TO SNOW TOP VILLAGE

Life is tough for the frontier settlers of the Snow Top Tribe, but not as tough as the route to the Snow Temple looming over the Great Ravine...

PATH TO THORN'S CASTLE

Kameo's final goal has fallen into disrepair during Thorn's imprisonment. Trolls, traps and other perils lie in wait at every turn throughout this desolate fortress.



ORTHO'S HINTS

1 I simply cannot overstate this: combining the abilities of Warriors while on the move is essential to overcoming enemy forces and barriers.

2 As each Elemental Warrior has a unique spirit bar, morphing into another form when spirit is low gives your previous Warrior a chance to recharge.

3 If you can't seem to move on, chances are there's either a puzzle to solve or Trolls that need to be dealt with. Scour the area for anything unusual.

4 Although Kameo's wings are generally fine for hovering, you shouldn't stretch their capabilities. Any attempt to launch yourself over a chasm is liable to result in a very nasty fall...

5 Watch out for Elemental Trolls, creatures whose appearance and skills differ greatly from normal Trolls. Approach with extreme caution!

6 Always aim for the highest possible score. Various rewards await those with the skill to unlock them. Make full use of the Magic Mirror!

7 Try to identify environmental features that you can use to your advantage in battle. Brutal Bonuses and other score boosters can arise from clever use of your surroundings.

8 Bonus combinations are the key to earning those Battle Points — you'll need to keep your Brutal, Frenzy and Carnage counters nice and high if you're planning to join the heroes of legend...

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Kalus
Kiyokawa Motomu,
Orho
Miyake Kenta, Thom
Nakata Kazuhiro,
Farron
Nagasawa Nao, Mystic
Saito Shiro, Warrior
Trainer

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Sato Haruo, Halis
Umeda Kikumi, Lenya
Kitagawa Katsuhiko
Yasumoto Hiroki
Tanada Emiko
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Anton Marthaller
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Robert Vafa
Andrea Phillips
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Craig Marshall
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Cavalry Test Teams
Black Ops Team

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Orchestrated Music: All Music Composed by Steve Burke. Performed by The City of Prague Philharmonic Orchestra & Kings Choir. Conducted and Orchestrated by Nic Raine. Choir Master - Mario Klemens.

Recorded at Barrandov Studios, Smecky Soundstage, Prague - July 28th to 31st, 2005. Recording Engineer - Jan Holzner. Orchestral Contractor and Session Producer - James Fitzpatrick. Music Mixed and Mastered by Gareth Williams.

Voice recording by Outsource Media Ltd.



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