



!f IDEA FACTORY

xpec
ENTERTAINMENT

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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.

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.

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Story

Neverland... A world where gods reside in Heaven, the dead in the Underworld, and humans, demons and various other races struggle for dominance amongst each other on the earth.

War was constant between the races, and as each conflict came to a close, the rulers would change.

The year is Magic Era 996...

Janus, Overlord of the demons and ruler of Neverland for countless ages, was defeated by human heroes.

Soon afterwards, Hiro, daughter of the late Overlord, raised the banner of a new nation: the "New Overlord Army"... And so, the Great Neverland War began...

Conflicts causing conflicts... Endless fighting...

In this war-torn world, small bands of warriors known as mercenaries began forming. Not restrained by the bounds of race or nationality, these mercenaries would grow to become a ubiquitous factor in the intensifying battles...

CHARACTERS



BEGINIA

Gender: Male
Race: Human
Occupation: Mercenary
Class: Fencer
Age: 18

The son of farmers, he had a fairly nondescript upbringing. This probably fueled his longing for the excitement of heroes and knights. When the Neverland War broke out, he decided to become a mercenary and became a member of the Norius Mercenaries.

EUNICE

Gender: Female
Race: Human
Occupation: Ex-Priestess
Class: Mage
Age: 19

Eunice is a former priestess of Coleia. As the war started intensifying, she decided to become a healer to aid those hurt by the war. Because she wants to help others, she's normally pretty easy to get along with, but she can get kind of annoying when it comes to her ideals.



DIAZ

Gender: Male
Race: Human
Occupation: Mercenary
Class: Healer
Age: 18

He was raised in the same village as Beginia, and they've known each other as long as they can remember. Diaz decided to tag along with Beginia after Beginia decided to become a mercenary, despite his reserved nature. He is very indecisive, and ends up getting bossed around by the other members of the group.





DRAGON

Gender: Male
Race: Half-human, half-demon
Occupation: Mercenary
Class: Gladiator
Age: 26

Due to his mixed blood, Dragan was teased mercilessly in the human village he was raised in. He belongs to the Norius Mercenaries and admires the leader, Judo. His goal is to become stronger so he can show the villagers that he's a force to be reckoned with. He has a foul mouth and loves to fight, and despite his brusque exterior he's secretly against bullying the weak no matter what he may say.

CASSIUS

Gender: Male
Race: Human
Occupation: Mercenary
Class: Spearman
Age: 26

He was a child from a noble family, however, his family's property and possessions were taken because of the war. He joined up with the Norius Mercenaries in order to survive, and is methodically trying to earn back everything that he lost. He is cunning, calm, and calculating.



JUDO

Gender: Male
Race: Human
Occupation: Mercenary (Leader)
Class: Gladiator
Age: 43

Judo is the founder of the Norius Mercenaries. There is a rumor that he used to work for the army of some kingdom but no one in the Norius Mercenaries really knows the captain's past in any real detail.



CULCHA

Gender: Female
Race: Human
Occupation: Warrior
Class: Goblin
Age: 24

She was abandoned by her parents at a young age, but luckily, she was found by the Goblin Queen. Because of this stroke of "luck," Culcha was raised as a princess. She is kind hearted, and has elegant manners, but for the most part she's pretty dumb due to her goblin upbringing.



NATIONS

NEW MUROMACHI ARMY



A kingdom led by Simba, a young boy fused with the dragon Gajuu and compelled to defend nature. After the previous king, Orochimaru, left his kingdom to Simba, New Muromachi Army was formed by generals who agreed with Simba's ideals.

OVERLORD ARMY

Jadou, the son of overlord Janus, has reformed his late father's army. There's a rumor that Little Snow, who was summoned by Jadou's secret ritual, has the ability to see the future and the truth, making this army a huge threat to the surrounding nations.



MEIMAI KNIGHTS

A kingdom of East Neverland. The young queen is said to be blessed by the twin goddesses and is popular among the people.



CHIVALROUS KNIGHTS OF EPSILOIA

Also referred to as the "Epsiloia Knights," this is a Kingdom located in Camulia. This kingdom was founded by the Five Warriors, legendary heroes from the last war.



ELF ALLIANCE

Located on an island to the southeast of Neverland, it is an alliance of the once-parted elves: the Wood Elves and the Dark Elves.



KNIGHTS OF SHILINEEG

This nation consists of a knighthood that used to be under the jurisdiction of a religious state. Guriza, the former captain of the knighthood, has led the knights to independence, and wants to claim Neverland in the name of the Goddess Coleia.



NAMELESS ARMY

Wave, the only human to ever climb the Spectral Tower and gain its absolute power, has led this nation to recently declare independence.



UNDERWORLD FRONTLINE ARMY

The army sent by Mugen, king of the Underworld. The commanders are all bound to the Underworld as sinners.



MALIMAR KNIGHTS

The country of cats led by King Malimar. They are normally peaceful beings, but have proactively formed an army to defend themselves from the chaos of the war.



ARMY OF FLAUSTER

A military powerhouse located on the Nanaluna Plains.



CONTROLS

Xbox 360™ Controller



Control	Planning	Battle	
		Moving Phase	Attack Phase
○ Directional Pad	Move the cursor	Move the character	Change target
Ⓐ Left Stick	Move the cursor	Move the character	Change target
Ⓑ Right Stick	Not used	Rotate the camera	Rotate the camera
Ⓐ button	Confirm	Switch to Attack Phase/Stand By	Light Attack
Ⓑ button	Cancel	View map	Return to Moving Phase
ⓧ button	Display details	Skill	Medium Attack
Ⓨ button	Display details	Cancel move	Hard Attack/Pursuit Attack
Ⓕ Left Bumper	Display Details/Previous Menu	Special Attack	Special Attack
Ⓖ Right Bumper	Display Details/Next Menu	Battle Formation	Assist/Teamwork
Ⓐ Left Trigger	Scroll Page Up/Next Character	Not used	Change the target
Ⓑ Right Trigger	Scroll Page Down/Previous Character	Speed up gameplay	Change the target

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.

STARTING THE GAME



Once the opening movie has finished playing, select from one of the following options on the main screen:

New Game

Start up a new Spectral Force 3 game.

Continue

Load previous data and continue.

Option

Change the game settings.

OPTION



Select an option with the Δ Directional Pad, and adjust the setting with left/right on the Δ Directional Pad. Confirm with Δ button to save the settings. The $\times$ button will cancel out of the menu.

Volume is in 5 levels; choose OFF to silence that particular audio element.

GAME FLOW

The game is primarily constructed from the Planning Phase and the Battle Phase. The game will alternate between these two phases, with occasional conversation events occurring.

Planning Phase



You can use this time to talk with your comrades, visit the smithy, or choose which mercenary missions to accept. You can also choose to fortify your squad by spending your Bonus EXP or using materials to forge new equipment.

(See P12-15 for details)

Battle Phase



In this phase you'll be fighting through the missions you chose to accept. Each mission will have victory conditions and defeat conditions. Even if you don't fulfill the victory conditions, it won't always result in a "Game Over" screen.

(See P16-23 for details)

Alternates



In Between

Event



After certain missions, you'll get an event scene between your squad and other characters.

PLANNING PHASE

The Planning Phase will be accessible after the opening event. In this area, battles among the warring nations will proceed automatically. Depending on the results of the battles, certain nations will gain territory, lose territory, or even be eliminated.

MAIN MENU

The following can be done here:

- Find Work** Select a mission given from kingdoms
- Mission** Select a mission that isn't directly related to the war
- Eq. Room** Change unit's equipments/level up/view the item inventory
- Smithy** Strengthen the weapons or forge equipment
- Converse** Talk with your mercenary comrades
- Data** Save/Load, Options, or return to title screen
(See P15 for details)

ARMY STATUS

The status of the Norius Mercenaries is indicated on the right side of the screen. The following information can be viewed.

- Magic Era** Neverland's version of the Gregorian Calendar.
- Rank** Your mercenary rank will change depending on your mission performance and your progression through the story.
- Members** The current number of members in the Norius Mercenaries.
- War Funds** The amount of war funds of the mercenary troops.
- Play Time** The total play time since you began the game.

FIND WORK

You can take a look at the world map in order to find jobs that are currently being offered by each of the individual nations. As the game progresses, different mission types will become available to you.

On this screen:

- A** button: Lists missions for a particular nation
- Y** button: Displays kingdom info
- X** button: Shows the current world map with borders



MISSION

Missions that are not related to the war can be accepted here, although, the power of the nation which requested the mission will grow if this mission is successfully completed.



NATION INFO

You can view the military power of nations, the number of active generals, leaders, and their disposition towards the Norius Mercenaries. Military power reflects the battle results for that nation.

Press **A** button or **Y** button to view the following:

Generals

You can view detailed information of the generals who fight for the nation.

Data

You can view the equipment and the stats of the generals from this menu. Press **A** bumper or **B** bumper to switch the status details. Press **Y** trigger or **X** trigger to scroll through the generals. Press **B** button to return to the list of generals. When the general's status is shown, press **Y** button to see the 3D model of the general.

(See P23 for details)



BORDERS

World Map

When the world map is shown, press **X** button to view the area that each kingdom controls. You can scroll through the various nations.



EQ. ROOM

Equipment

Each character's equipment can be changed here. Press **Y** button to view the details of the equipped item. The **X** button is a shortcut for removing the highlighted item.



Armor You can equip one piece of defensive equipment. (armor, shield, etc)

Accessories You can equip up to 2 accessories.

Emblems (Skill) You can set up to 3 skills, such as healing or raising offensive capabilities.

Technique Scroll (Universal Special) You can equip your special skills here.

In the Smithy screen and Equipment screen, skills and specials appear as Emblems and Tech. Scrolls respectively. Equipping items will use up CP and the MAX CP will increase as the character levels up.



Items that a character cannot equip are shown in red, and items which are already equipped by other characters are shown in black.

Adjust Stats

You can distribute Bonus EXP to your allies to raise their level. All characters gain a point to spend on their attributes every time they level up.



Use Points

Choose a stat with **Directional Pad** or **stick** and press **A** button to increase the selected attribute. Press **enter** button to confirm the distribution.

EXP Distribution

Hold down on **A** button to distribute Bonus EXP. When the red bar below is filled, the character levels up.

BONUS EXP

BONUS EXP is earned after every mission. The amount earned varies depending on the result of the mission, combos used etc.

NEXT

EXP necessary to level up.

Inventory

View the items that you currently possess.

SMITHY

You can ask Goran and Elulu to strengthen your weapons, forge armor, and sell them your items.

Forge Weapon

You can strengthen the weapon you possess. Press **X** button if you want to add/alter the attribute of the weapon. To do this, you will need money and materials which are not included in the price.

Armor

You can craft armor here, so long as you have the required materials.

Accessory

You can forge accessories here if you have the required materials.

Emblem

You can create Emblems to give your characters Skills.

Tech. Scroll

You can make Technique Scrolls to give your characters Universal Specials.

Sell

You can sell your items.



Press **Y** button to view the details of the items.



Press **enter** bumper to view the materials needed to craft the item. Items that cannot be forged due to a lack of funds or components are in black.

CONVERSE

You can converse with your allies in the break room. The conversation may unlock a mission that will allow you to recruit new members. Be sure to look for new conversation topics.



DATA

Save

You can save the game here. You can save up to 5 files per user profile on your Xbox 360.

Load

Load previously saved data from here.

Option

You can change the settings of Spectral Force 3.

Title Screen

Return to the title screen.



BATTLE PHASE

SORTIE PREP



Party Select

Choose the characters to send to the battle. If the name is displayed in red, that character is required to be in the next battle. The maximum number of characters you can send to battle is 6.

* Characters whose names are in black cannot be sent into battle.

Mission Info

You can view the details of the mission you accepted.

Equip

You can change character's equipment or distribute Bonus EXP. (See P14 for details)

Data

Save or load your data from here.

Back Out

You resign from the mission. You will have to pay to retreat.

Sortie

Go to the battle with your selected troops. (See P20 for details)

BATTLE SCREEN



1. Acting Unit

Character portrait shows which character is currently acting.

2. Turn Order

The turn order proceeds from left to right.

3. Morale Gauge

This represents the morale of your troops. As the cursor moves to right, the party's morale increases.

4. Command Circle

Displays the actions currently assigned to each button. (See P20 for details)

5. Acting Unit Info Pane

A quick look at the current unit's information. (See P21 on how to use SP)

6. AP Gauge

Indicates the unit's AP (Action Points). Every action requires AP. If the gauge is purple, that bar is effectively counting as a 2 AP bar, making the max AP 14.

7. Targeted Unit Info Pane

A quick look at the highlighted unit's information.

8. Accuracy

It indicates the accuracy for each attack: light, medium, and hard. 100-90% will be displayed in green, 90%-80% will be displayed in yellow, and 80% and below is red.

9. FG (Friendship Gauge)

This gauge is for Assists and Teamwork attacks. The maximum FG is 2 at the beginning, but the maximum value will increase when a certain character levels up. (See P21 for details)

10. RG (Rush Gauge)

When this meter fills, you can activate your Battle Formation (BF). RG has up to 4 levels, and the level of the Battle Formation influences the strength of Battle Formation and the effect. (See P22 for details)

PAUSE MENU

Press **Start** button to reveal the pause menu. You can view the menu whether it's during your Attack Phase or Moving Phase.

Conditions

You can review the winning and losing conditions of the mission here.

Option

You can change the settings of Spectral Force 3.

Retry

Restart the mission from the beginning.

End Game

Abort the mission and return to the title screen.



MOVING PHASE



Changing Phases

Press **A** button during Moving Phase to switch to the Attack Phase.

After you've entered the Attack Phase, the buttons on the Command Circle will change.

Press **B** button to return to the Moving Phase.

Moving Phase

During the Moving Phase, you can move a unit their full movement by spending 1 unit of AP gauge. Use **Directional Pad** or **Stick** to move the unit. The area the unit can travel is colored in blue. After the unit moves, press **A** button to enter the Attack Phase. You can return the unit to its starting position by pressing **Y** button.

SKILL



You can use a variety of abilities by equipping skills. During the Moving Phase, press **X** button to activate the skill. Skills consume SP to activate.

CURSOR



Press **D** button during the Moving Phase to examine the map. You'll be given a cursor to examine whichever grid space you desire. **Left Trigger** and **Right Trigger** will jump to characters according to turn order.



You can remove the order of action and the quick look information about the characters in this mode by pressing **X** button.



You can view detailed character information while in Cursor Mode with the **Y** button.
(See P23 for details.)

ATTACK PHASE

Press **A** button during the Moving Phase to begin the Attack Phase.

Target

During the Attack Phase, when an enemy is within your character's attack range, the cursor will automatically face towards the target. When there are multiple enemies, you'll be able to cycle through targets.

**Some characters can attack multiple targets at once.*



Light → **A** button (1 AP)

Light attacks have the highest chance to hit out of all three normal attacks.

Med. → **B** button (2 AP)

Medium attacks can be augmented with elements such as Fire, Water, Earth, etc.

Hard → **X** button (3 AP)

Some of the Hard attacks have Burst Abilities.



Here are the types of Bursts:

Launch

Knock the enemy in the air.

Knock Down

The character that was knocked down remains grounded until their turn. Grounded characters will have 2 less AP on their next turn.

Knockback

Knock the enemy away from your character. The number indicates the number of squares the enemy will be flung back if the attack is successful.

Pull

Pull the enemy towards you. The number indicates the number of squares the enemy will be pulled in on a successful attack.

Status Ailments

Poison

Inflicts fixed damage every time a character's turn comes up.

Blind

Accuracy is halved.

Silence

Specials and Skills are not useable.

Overweight

Movement range decreases by 2.

Slow

This unit will move after all other units have moved.

Special

When a character has sufficient SP and you meet the morale requirements, you can unleash a special attack. Specials have two categories: Unique Specials and Universal Specials. Unique Specials are skills one character will gain when leveling up. Universal Specials can be acquired by crafting items at the Smithy, or via earning them as battle rewards.

(See P15 for details.)



Specials consume 1 AP and SP used will vary.

FG (Friendship Gauge)

This is a communal gauge for the allies and it charges as any ally attacks. Assists and Teamwork can be used by consuming this gauge. Utilize this gauge wisely to achieve victory.

(This gauge cannot be used when either Diaz has been forced to retreat, or he is knocked down.)

About Assist

Assist can only be done after a character attacks a target. When an ally can attack the locked on enemy (with normal attack or Pursuit attack), that ally can attack by consuming 1 FG. (Each ally can only Assist once during that character's turn.)



About Teamwork

Before ending the current character's turn, you can initiate the Teamwork command by using 2 units of FG. This will not use up the linked character's turn. (For example, if Begina uses a Teamwork to link in Dragan for an attack, and Dragan's turn is next, Dragan will effectively take 2 consecutive turns.) A character can only get linked into a Teamwork once per round of turns.



Using Assist/Teamwork

Hold down on **LB** bumper during the Attack Phase to switch to the Command Circle for Assist/Teamwork. While holding the **LB** bumper, press the button that corresponds to the ally you wish to have Assist/Teamwork. If an ally already Assisted or is unable to Assist, the face of the ally will be gray, and if an ally is knocked down or has retreated, the face of the ally appears in red.



RG (Rush Gauge)

Similar to the Friendship Gauge, Rush Gauge is a communal gauge for the allies. RG charges when you use Assist and Teamwork commands, and the strength of Battle Formation varies depending on the percentage of the RG charged.

+5% for each Assist
+10% for each Teamwork

RG 25% : Battle Formation Level 1
RG 50% : Battle Formation Level 2
RG 75% : Battle Formation Level 3
RG 100% : Battle Formation Level MAX



Battle Formation (BF)

A deadly attack that involves all allies in the battle. It cannot be used if there are fewer than six allies in battle.

Battle Formation Additional Effects:

The total of the attributes for the four allies in the Formation besides Begina and Diaz will determine the added attribute effect. If the total of attributes are equal, the attribute closest to the left side of the following chart is the attribute that will be added.



Normal Light Dark Fire Wind Earth Water

Added effects for each attributes:

Water = Heal HP for all allies, and cure status ailments

Fire = Raise all allies' SP

Earth = Raise the Morale

Wind = Raise all allies' AP for the next turn

Dark = Raise all allies' stamina

Light = Raise all allies' resistance

Normal = Raise all allies' luck

Boost Point

As the story proceeds, Boost Points will begin to appear on the battlefields. A variety of stat boosts can be received each turn when a character ends their turn on a Boost Point. The effect differs from the color (4 different colors) of a Boost Point.

There exists Boost Points which affect single members as well as points that affect all allies.

Moreover, as the story proceeds, Diaz will be able to create magic circles that provide the same effects as a Boost Point. There are three types of magic circles.

During Diaz' Attack Phase, target an empty space to create a magic circle.



STATUS SCREEN

1. CLASS

The class of the character.

2. ATTRIBUTE

The fixed attribute of the character.

3. LV

The current level of the character.

4. NEXT EXP

The experience needed to level up.

5. HP

The character's current HP. A character with 0 HP will retreat from battle.

6. SP

The character's current SP. (See P21 for details)

7. MOVE

The number of grid squares a unit can move.

8. JMP

The number of squares a character can jump vertically.

9. STR

Strength affects the character's Physical Attack power, and Physical Specials.

10. STM

Stamina affects the character's Max HP and Physical Defense.

11. INT

Intelligence affects the character's Magical Attack.

12. RES

Resistance affects the character's Magical Defense.

13. AGI

Agility affects the character's Speed and Accuracy.

14. LCK

Luck influences many other stats.

15. ATK

Attack is the value calculated by Strength plus and the value added by the equipment. Larger the value, larger the damage the character deals to the enemy.

16. DEF

Defense is the sum of the bonuses provided by the character's Stamina and their equipment.

17. MAG

Magic attack is the sum of the bonuses provided by the character's Intelligence and their equipment.

18. MGR

Magic Resistance is the sum of the bonuses provided by the character's Resistance and their equipment.

19. ACC

Accuracy is the sum of the bonuses provided by the character's Agility, Luck and their equipment.



20. EVASION

Evasion is the sum of the bonuses provided by the character's Agility, Luck and their equipment.

21. ELEMENTAL RESISTANCES (-100 TO 100)
The higher the value, the more resistant the character is to that element.

22. WEAPON

The weapon which the character is equipping. It cannot be removed, however, you can forge a better version of the weapon at the Smithy. (See P15 for details)

23. SPECIAL

The Unique Specials for that character. Each character can learn up to 3 Specials.

24. HARD ATTACK

1.Hard: The type of Pursuit attack when the character does a Hard attack.

2.Pursuit-Up: Pursuit attack when the enemy is in the air.

3.Pursuit-Far: Pursuit attack when the enemy is in distance.

25. ARMOR

The armor the character is currently equipping.

26. ACCESSORY 1, 2

The accessories the character is currently equipping.

27. EMBLEMS 1, 2, 3

The Skills the character is currently equipping. (See P26 for details)

28. TECH. SCROLLS 1, 2, 3

The Specials the character is currently equipping.

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