

XBOX

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XBOX



Restore the honor
of the Lore Guardians
restore the discs
restore Perathia

Azurik

RISE OF PERATHIA™



1001 Part No. X08-40982



Microsoft

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Safety Information

About 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

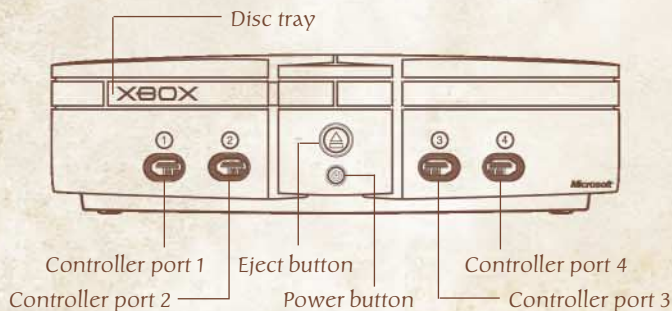
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Using the Xbox Video Game System

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **Azurik™: Rise of Perathia™** disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing **Azurik: Rise of Perathia**.

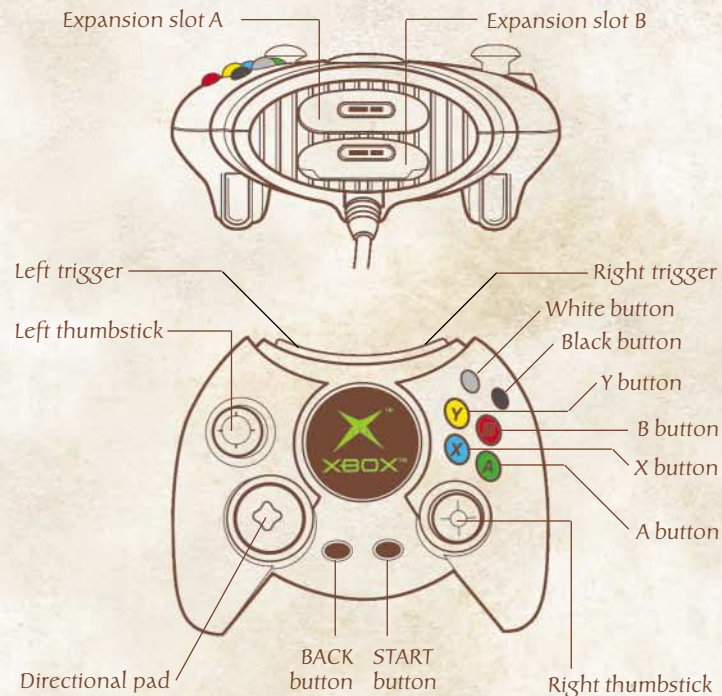


AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

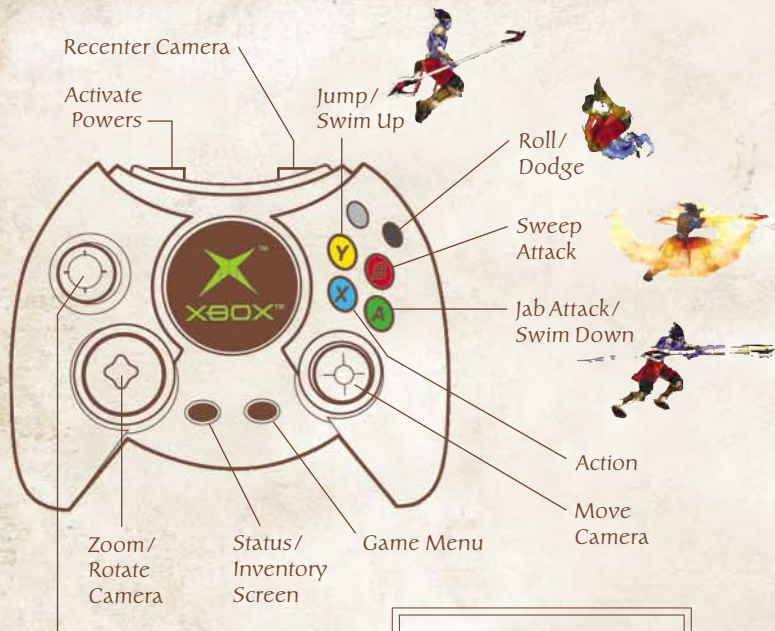
To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller



1. Insert the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers into available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **Azurik: Rise of Perathia**.



Move Azurik



Elemental Buttons



To Activate Powers

Pull and hold left trigger



Press colored Elemental buttons



Release left trigger



To Deactivate Powers

Pull and release left trigger once to deactivate Attack power



Pull and release left trigger twice to deactivate Shield power



I, Eldwyn, Master Lore Guardian and leader of the guild of Lore Guardians, do hereby set stylus to parchment and begin what will undoubtedly be my final journal. I am old. I have no illusions that my remaining days are few. It is my hope that my successor will read this journal, preserving the odd bits of wisdom I have accumulated on our world ... and the worlds beyond.

Most entries herein come from my 150 years of experience as Lore Master of Perathia. Several items, however, originate from other Lore Masters and adventurous travelers who have explored more exotic and perilous realms. I shall note the appropriate sources where applicable – and whether any degree of skepticism should be allocated to them.

One word of caution as you read: Knowledge is a dangerous instrument. The old ways and the tools of the Ancients should never be used lightly. There are perils and delights that we Perathians were never meant to fathom. And yet, who but the Lore Guardians are fit to study and protect our people from these dangers? Our mission is a double-edged blade: To understand and yet not be seduced by the old ways.

I have experienced so many wonders in the world ... waterfalls of lava, floating castles, ethereal creatures. Whoever reads my words I wish you as long and fruitful an existence as I have had. I wish you luck.

Eldwyn

Prime Guardian of Knowledge
and Master Lore Guardian



The Realms of Perathia

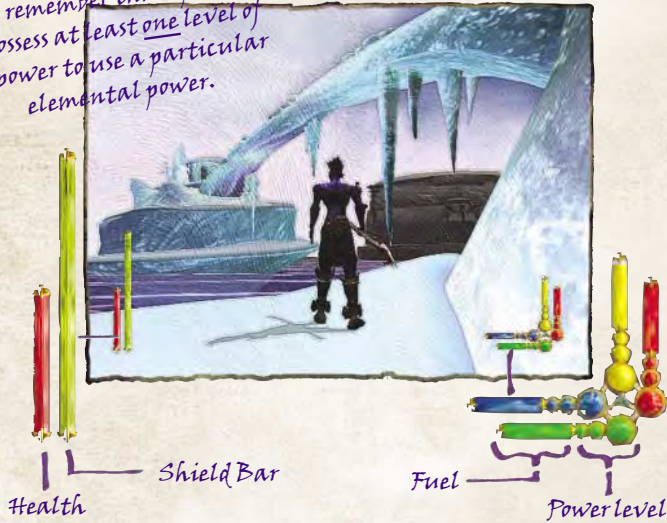
Half myth and half rumor, the Elemental Realms are nearly impossible for mortals to reach because of the barriers erected by their guardians.



Onscreen Information

The interface allows you to assess your health and combat readiness via the onscreen indicators.

Do remember that you must possess at least one level of power to use a particular elemental power.



Your health may be replenished with health packs. If your health is exhausted you will die.

If you have an elemental shield active, the bar next to the health indicator displays the time or the uses of the shield that remain—depending on the shield type.

The power in your Staff of the Elements is indicated by four elemental ammunition bars: red represents Fire, blue Water, green Earth, and yellow Air. These fuel levels may be replenished by collecting fuel cells, and the maximum fuel capacity of the staff may be increased by collecting elemental gems.

Three levels of increasing elemental power are possible, and these are noted by the three bubble indicators on each bar. As you attain each level of power, the bubble indicators for that element fill.

Inventory Screen

TO ACCESS the inventory screen, press the BACK button on the controller.



Disc fragments - As you collect pieces of the shattered elemental discs, they are reassembled here. Each elemental disc has four pieces.

Elemental powers - If you have the proper elements activated in your staff, you may toggle the elemental buttons on the controller and test various elemental combinations on this screen or in the training room.

∞ What has Come Before ... ∞

... my historical account of Perathia collected from the fragmented historical records discovered and translated over the last millennia.

Before there was Time, the Ancients set the elements apart from the void in their own realms. Where there was once nothing, now were Earth, Air, Water, and Fire. The Ancients then molded the world from clay, they raised the sky, they drew up the oceans, they set the sun burning among the stars.

The Ancients then parted the veil of darkness and placed humans on their world, Perathia. Within the separate Elemental Realms, the Ancients tasked their servants, the Elemental Guardians, to watch over the Perathians and allow no harm to befall them.

But the Ancients began to war among themselves for reasons we do not understand. In the ensuing chaos, their elemental servants rose up against their masters. Before the final cataclysmic battle that destroyed the Ancients, they captured the souls of the Elemental Guardians and placed each upon a disc.

The last of the Ancients gave the discs to Selden the Wise for safekeeping. Selden founded the Lore Guardians a millennium ago to protect these elemental discs. As long as the Lore Guardians safeguard the discs, the guardians of the elements are compelled to fulfill the wishes of the Ancients and protect Perathia.

Five hundred years ago, however, the disc for the element of death was lost. Although many strange occurrences have befallen our people, the full meaning of the loss of the death disc has yet to be properly interpreted by the Lore Guardians.

Today, we Lore Guardians still watch over the remaining discs left to us by the Ancients.

Past Lore Guardians have included Life and Death with the traditional elements.

∞ Prophecy of the Elements ∞

This fragment of text remains one of the few complete translations we have from ancient times. Some say that Selden himself wrote it – a warning for all Lore Guardians.

Lamentation and calamity to those who lose the sacred discs! If gone is Air, then none shall breathe and noxious vapours shall foul the land. If gone is Earth, then fissures shall open and swallow faithful and heretic alike. If gone is Water, then the oceans and streams shall turn to dust. If gone is Fire, then the stars shall extinguish and all shall grow cold. If gone is Life, then beast and flower shall become barren. If gone is Death, then the shadows shall move of their own accord and swallow the world.

Although pure conjecture, I believe that calamity will befall any elemental realm that has lost a disc. What this means for the Realm of Death and what eventual effect this will have on our world, I cannot fathom.

Many Lore Guardians have scoffed at this prophecy because when the death disc vanished so many years ago ... our world remained intact. I have my suspicions, however, that we may yet suffer misfortunes because of the one missing disc. Indeed, I cannot look too deeply into the shadows without feeling a chill creep up my spine.

Should any discs ever vanish, I would certainly make every effort to recover them and replace them in their right place in the Temple of the Elements!

Translation of Elemental Symbols

In the language of the Ancients, these symbols convey meaning both literal and abstract. Combinations of these symbols compose new symbols much the way blue, red, and yellow can be mixed to produce the secondary colors purple, orange, and green.

But Be Warned! – The ancient language and its grammar have never been fully decoded. Haphazard assumptions will produce translation errors.



EARTH – Literally, represents stone and metal. A more subtle translation means “strength and defense.” The most benign aspect of this symbol means stability, and at its lowest incarnation it translates as “crushing doom.” Typical coloration of this symbol is brown, red, or dull green.

WATER – Rivers, lakes, streams, and ocean. A more abstract translation is “change.” This symbol’s noblest meaning is purification, while its lowest aspect represents stagnation. It is rarely associated with the death symbol in the form of a whirlpool. Colors associated with this symbol are blue, green, and gray.



FIRE – In the ancient language, represented motion and energy. In its highest form it represents the stars, while its lowest aspect translates as “chaos.” Colors associated with this symbol are red, orange, yellow, and black.



AIR – Represents the sky, and more abstractly translates as “that which cannot be seen.” The highest form of the symbol means clarity, while its lowest aspect means violence. Colors associated with this symbol are blue, yellow, and white.



LIFE – Represents light and living plants and animals. Contrary to the beliefs of the uneducated it does not mean “good.” In its highest aspect this symbol translates as “perfection,” and in its lowest form it means unchecked growth. Colors associated with this symbol are white and silver.



DEATH – Represents the end of life, destruction, and decay. It does not mean “evil.” In its most benevolent aspect, it means reclamation. In its most dreaded aspect, it represents the void. Colors associated with this symbol are purple, gray, and black.



Combine Water and Earth to make the acid glyph.



Fire and Water are steam.



The symbols of Fire and Air combined become lightning.

∞ Characters ∞

Here, I attempt to sketch and capture the personalities of my junior Lore Guardians.

AZURIK

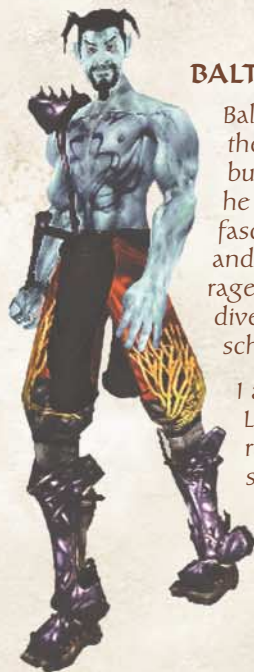
Azurik's mother, the Lore Guardian Nayfa, undertook a pilgrimage to the Periphery to learn more of the Elemental Realms and perished there. Azurik came to the Order following her death and petitioned to join us. I refused him, fearing that his recent loss would cloud his ability to focus on scholarly matters.

Undaunted, Azurik set off for the Periphery, retraced his mother's footsteps, and found her body. Using her Lore Guardian staff, Azurik cremated her worldly shell, releasing her spirit. He returned to the colony, staff in hand, and I was so impressed with Azurik's courage that I made him my apprentice.

In the last five years, Azurik has learned much. He is a bright pupil and a quick learner. Although he is primarily a scholar, Azurik is capable of running long distances, swimming, and jumping far and high. His fighting prowess with the staff is formidable and not to be underestimated.



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BALTHAZAR

Balthazar's parents were Lore Guardians and they taught him well. He is an adequate scholar, but his true passion is his martial abilities, which he has honed to a razor's edge. I find his fascination with power and combat distressing, and I can only ponder the origins of his inner rage. We would all be better suited if he would divert his physical energies toward more scholarly pursuits.

I also question if his professed wish to become Lore Master is not for noble purposes but rather to satisfy his thirst for power. When I stare into Balthazar's eyes I feel a certain apprehension ... the same uneasiness I feel, in fact, when I stare into the shadows.

I believe the proportion of the nose in this sketch is incorrect ... and unflattering.

ELDWYN

I add myself here as an exercise in self-portrait. I am Master Lore Guardian and have led the guild of Lore Guardians for the last twenty-five years. I try never to answer my student's questions directly – rather I give them cryptic replies. The answers that one discovers for oneself are understood far better than those that are merely told.



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Combat Primer

There are two combat maneuvers with the staff – the jab and the sweep attack.

The jab attack is swift and directed.

TO JAB, first face your opponent. Press the  button on the controller and you will execute a quick thrust at your enemy.

If you perform repeated jabs at the same enemy, you may execute a short sequence of attacks that may stun your opponent. You will have the opportunity to attack several times before your opponent can recover. But you'll be vulnerable to attacks from other opponents.

You can alter the style of this sequence by attacking while running or jumping or by attacking with an elemental power (see my next section of notes on the Staff of the Elements).

The sweep attack clears a full circle around you. It is somewhat slower than a jab, but it can hit more enemies. You do not have to be facing your opponent to execute this maneuver.

TO PERFORM a sweep, press the  button.



Axion: the Staff of the Elements

Although we still cannot comprehend many of the tools of the Ancients, there is one notable exception: Axion, the Staff of the Elements. This weapon draws upon the power of the Elemental Realms for a variety of offensive and defensive capabilities.

To defend themselves while exploring the periphery realms, all Lore Guardians have received combat training from an early age so they may wield this impressive weapon.

The staff is composed of a solid metal shaft with retractable recurved axe blades affixed at either end. The metal may be cold or warm contrary to the ambient temperature. Do these curious mutable properties originate from the weapon's direct link to the elements?

To use this staff's legendary elemental powers, each power must first be activated. Scattered throughout the periphery realms are blazing sigils (images with magical powers) that trigger this staff's elemental powers. Apprentice Lore Guardians, however, may test all the Axion's capabilities within the confines of the training room.

Along the weapon's shaft are several button-like cabochon jewels. Inside each jewel are the runes for Fire, Water, Air, and Earth. When a staff's elemental powers have been activated, pressing these buttons in any order gives the fighting staff dazzling elemental properties.

FOR EXAMPLE, pull and hold the left trigger on the controller, press the Fire button, then the Water button, and then release the left trigger to activate the Steam blade.

There are three levels of increasing elemental powers. Additional upgrades require additional elemental activations.



The Staff of the Elements has defensive capabilities as well.

FOR EXAMPLE, pull and hold the left trigger, press the Earth button, and then release the left trigger to activate the earth armor. Stone and steel form around the wielder's body to block physical attacks.

These elemental powers, however, require energy. The wielder must collect elemental fuel cells scattered throughout the realms.

TO COLLECT a fuel cell, pass over it, and it is automatically added to your elemental fuel supply.

Activating an offensive power does not require any expenditure of energy. Only when the attack is used on an enemy is energy consumed. Armor and shields, however, drain energy when they are activated.

And a final note ... Some elements are more effective against certain opponents. For example, use a lava blade on a creature of water to inflict more damage. Conversely, some elemental attacks and defenses are weak against certain creatures. Indeed – using fire on a fire elemental may heal it!

The Axion may not operate properly underwater.

If the correct key is in your inventory it will open the lock.



∞ Items of Interest ∞

Where these objects are manufactured we do not yet know. Some say they were left behind from the war between the Ancients. I favor the theory that they are by-products of the elemental forces that affect our world.

TO PICK UP any item, walk through it, and it will be added to your inventory.



HEALTH PACKS

Health packs are fairly common. When picked up, they automatically replenish your health. They come in large and small sizes.



ELEMENTAL FUEL CELLS

Fuel cells replenish the powers of the Axion. There are different fuel cells for each element. A chromatic fuel cell restores power to all four elements simultaneously. Fuel cells have been found in small and large sizes.

ELEMENTAL REALM GEMS



Rumors exist of gems found in the Elemental Realms: fire rubies, water sapphires, earth emeralds, and air diamonds. When you have collected several of a particular gem, it is said that the fuel capacity of the Axion increases.

OBSIDIAN GEMS

Obsidian gems are rare artifacts left by the Ancients throughout the realms. When enough of these gems have been accumulated, legends say they imbue the collector with special powers or reveal hidden locations.



KEYS



All keys are placed in keyholders. Each key will display a hologram of the key lock it matches.

TO USE a key, stand near the object you wish to use it on, and then press the Action button on the controller.



Locations of Interest

Save Platform

Stepping onto this ancient device saves your current state in the realm. Should you fall during your quest, you may restart your adventure from this point



Deluvian Oracle

Approaching one of these curious fountains of light wakes a mysterious, invisible presence that will impart useful information to you. Deluvian Oracles never lie.



Teleporter

Crafted by the ancients, these platforms transport objects to a matched platform many leagues distant. In most instances, the opposite pair of the platforms must be activated first (by stepping on the platform) before two-way travel is permitted.



Gold Teleporter

Identical to normal teleporter platforms except two-way travel is always activated.



The Temple of the Elements

According to legend, the Ancients built this edifice. It is a tall, spired building made of an impregnable stonelike material. Within we have found many fragments of the Ancient's history in their runic language. This is where the sacred elemental discs reside, each in its own protective holder within the central chamber.



THE ELEMENTAL REALMS

Half myth and half rumor, the Elemental Realms are nearly impossible for mortals to reach because of the barriers erected by their guardians. These reports have been accumulated from far-ranging travelers and the ancient records. They must be treated with skepticism.

The Realm of Water

This realm has been described as tropical lagoons, sandy beaches, fields of ice, and a vast churning ocean. It is said that there is a great whirlpool in its center.



The Realm of Earth

This realm has regions aboveground and underground. Above, it is lush and full of life that thrives in the rich soil. The underground region is filled with enormous machines with scoops, gears, crushers, and drills.



The Realm of Fire

This place has been described as caverns with fire and lava, an atmosphere of smoke, and huge craters with magma pulsing within. I cannot fathom how any living thing could survive there.



The Realm of Air

This realm is composed of enormous floating cloud stations. Travel between clouds is accomplished primarily via a floating airship.



The Realm of Life

According to the ancient texts, this realm is suffused with a presence of pure light—little else is known.

The Realm of Death

No one has ever returned from this mysterious, perilous place. BEWARE!

∞ Creatures ∞

For the Lore Guardians that dare to explore the Elemental Realms, I have documented the creatures they may encounter. Most of these accounts come from the ancient texts. They are certainly incomplete. Some creatures encountered in the distant realms may appear harmless, but all should be considered hostile and approached, if at all, with great care.

CREATURES COMMON TO ALL ELEMENTAL REALMS



Bots

Bots are the minions of the Elemental Guardians. We believe they perform mechanical maintenance on the ancient machines, but they have also been known to attack intruders.

Elementals

These creatures can be found wherever raw elements are abundant. Elementals have been reported to have a nearly invisible female form—all elementals move very fast. When attacking, they close, strike, and then quickly retreat — only to repeat this tactic from a different angle.

CREATURES OF THE REALM OF WATER

Barnacle

The barnacle has a conical base and a retracting tentacle, like a frog tongue, to suck in nutrient waste. A barnacle will attack whatever strays too close to it.



Sleeth

The sleeth is a sleek lizard with powerful legs. Some accounts say these creatures breathe an acid spittle.

CREATURES OF THE REALM OF EARTH

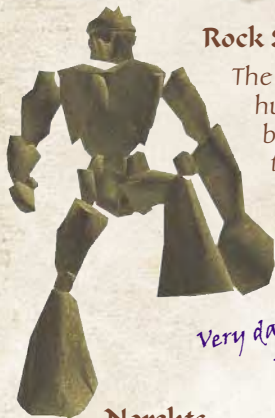
Golem

The golem is a lumbering humanoid with blocky appendages. It is slow but determined. It will attack when provoked with powerful crushing fists. It is resistant to most attacks.



Rock Shard Monsters

The rock shard monster is a large humanoid creature composed of rock boulders. They can lay in wait for prey, then stand up, unfolding into their natural giant humanoid form. They usually appear in groups and attack collectively.



Very dangerous - try hit-and-run tactics to wear down the rock shard monster.

Norehts

Norehts are gentle herd animals during the day. At night, however, they sprout claws, fangs, and spikes, and become ravenous hunters. When in this state they will not break off an attack, fighting until dead.



CREATURES OF THE REALM OF FIRE

Blaze Sentinel

The sentinel has the upper body of a mechanical man, while the lower half is aflame. It will attack and pursue its prey a great distance.

Lavalar

The lavalar lies dormant within a pool of lava until it perceives a threat. At that point, it rises up out of the lava and hurls balls of its own magma toward its enemies.



Fire Drake

The fire drake is a flying dragon-lizard. It has sharp teeth as well as spikes running along its dorsal plane. It



can breathe fire, making it

extremely dangerous. It lives upon high volcanic ridges and flies in large lazy circles on the heated air currents. It will pursue if it locks onto a target.

CREATURES OF THE REALM OF AIR

Shards

Shards have conical bodies and central fanged mouths. They fly in great numbers and, although individually weak, they can collectively swarm over and kill more powerful enemies.

I do not believe these can be effectively hit with the staff. Think defense!



Tacula

The tacula has a buoyant gas-filled center, a large fanged mouth, and tentacles with hooks for snagging prey. It floats through the atmosphere searching for food, rising on thermals. It possesses a special attack/defense mechanism — an ink jet.



CREATURES OF THE REALM OF DEATH

Overlord

The overlord is a little goblin creature. It is quick and nimble. It has long arms and claws. The overlord will focus on escape rather than battle, but if provoked or cornered it will fight by running in quickly and scratching wildly at an enemy.



Catilisk

The catilisk is a large, reptilian cat with six legs and four eyes. It will attempt to camouflage itself and then attack its prey from behind. The only warning you may have is a telltale growl before its strike.



Harvester

The harvester is an insect-like creature with two large scooping fore-claws and a pouch on its back. Harvesters will not attack until several are present.



*If you see a harvester,
kill it before
more appear!*

Deluvian Stalker

The Deluvian Stalker is a semi-transparent shadow with glowing red eyes. It tends to haunt dark areas and is virtually invisible. Legends tell of these shadow demons firing "bolts of death." It may also fade away and reappear in a random location.



ELEMENTAL GUARDIANS

I include in this section a mere mention of these beings for the sake of completeness. Certainly, no Lore Guardian has ever had contact with these wondrous and dangerous entities. And if they did, they none have survived the encounter!

Credits

Developed by Adrenium Games®, A Division of Amaze Entertainment, Inc.

Adrenium: Producer-Director: Stephen Clarke-Willson; Executive Producers: Dan Elenbaas, David Mann; Game System Architect: Jeff Perkau; Graphics System Architect: Jonathan Mavor; Lead Designer: Matthew Stipes; Design Architect: Paul Knutzen; Creative Director: Phil Trumbo; Art Director: Clay Corbisier; Music composed by Jeremy Soule (www.jeremysoule.com); Sound Design: Drew Cady, Mark Yeend; Test Lead / Associate Producer: Jeff Clinton; Programming & Development: Jeff Perkau, Jonathan Mavor, William Lott, Josh Taylor; Game Designers: Paul Knutzen, Dominick Meissner, Matthew Stipes; Level Designers: Paul Knutzen, Dominick Meissner, Bradley Rebh, Ben Coleman, Matthew Stipes; Level Artists: Mike Christian, Wes Griswold, Colin Tennery, Priscilla Prentice, Cory Hamilton, Chance Rowe, Douglas Albright; Character Artists: Chance Rowe, Mike Christian, Nghia Lam; Character Animation Artists: Alberto Eufrazio, Edmon Carreon; Cinematics: David Hunt (Director), Jason Ilano; Special Visual Effects: Bradley Rebh (Staff Effects), Jeremy Tinkey (Environmental & Cinematic Effects); Interface Artist: Michael Ingrassia; Concept Artists: Mike Christian, Clay Corbisier, Nghia Lam, Chance Rowe, David Hunt, Wes Griswold; 3D Environmental Sound Design & Development: Drew Cady; Test & Production: Jeff Clinton, Allen Freese, Michelle Gingrich, Lars Grevstad; Additional Cinematic Animation: Alberto Eufrazio, Additional Cinematic Support: Theron Benson, Seonsuk Oh; Additional 3D Models: Cory Allen; Additional Concept Art: Stan Gorman, Jarred Holderby; Voice Talent: Azurik, Eldwyn, Balthazar, Death Guardian, & Male Townspeople: David Scully; Dialog: Michael Humes, Stephen Clarke-Willson, Matthew Stipes, Clay Corbisier, Alberto Eufrazio, David Hunt, Jason Ilano; Additional Music Composed by Julian Soule; Orchestrations: Larry Kenton; Music Performed by the Musicians of the City of Prague Philharmonic, Adam Klemens, Conductor; Orchestra Coordination: Audrey DeRoche; Music Mixing Engineer: Steve Smith; Synth Programming: Soule Media; Additional music equipment provided by Audio Affects, Los Angeles; Combat Consultant: Shelby Shearer; Storyboards: Rick Hoberg; Marketing: Curtis Asplund; Promotional Trailers: Phil Trumbo (Director), Eric Gingrich (Editor), Stephen Clarke-Willson (Prototypes & Camera); Network & System Support: Mike Dean (Manager), Aaron Rice, Kevin Burdick

Microsoft: Studio Manager: Russell Sanchez; Group Program Manager & Lead Designer: Matthew Stipes; Product Marketing Lead: Eric Duehring; Test Manager: Harold Ryan; Test Lead: Tim Duzmal; Test Engineers: Morgan Akers, Lester Bloom, Brad Catlin, Ron Mallery, Peter Stephens, Marty Wright; User Experience Lead: Eric Nylund; User Experience Editors: Dana Fos, Caitlin Sullivan; Print Layout & Design: Chris Lassen; Usability Lead: Michael Medlock; Usability Specialist: Jerome Hagen; Localization Program Manager: Lief Thompson; International Localization Program Manager: Peter Fitzpatrick; Documentation Coordinator: Fionnuala Keegan; Lead Localization Engineer: Cosmo Greco; Lead Localization Tester: John O'Sullivan; Localization Tester: John Pritchard; Localization Audio Engineers: Jason Shirley, Steve Bolton; KXX Localization Producer/Product Planner: Shigeru Okada, Producer/Product Planner: Hiroyuki Tamura, Producer/Product Planner: Tom Nakatsubo, Producer/Product Planner: Monika Hudgins, Producer: Jonah M Nagai; Xbox Support Lead Support Engineer: Craig Stum

Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

Warranty. Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90 day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90 day period. Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

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For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX

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- In the U.S., call 1-900-933-TIPS. \$.95 per minute.
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Xbox Live Game Tips: Available 7 days a week including holidays, 6 A.M. to 10 P.M. Pacific time.

- In the U.S., call 1-900-933-TIPS. \$1.40 per minute.
- In Canada, call 900-561-HINT. \$1.50 (Canadian) per minute.

Important: Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

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Note: Game tips are not available from 1-800-4MY-XBOX. You must call Xbox Automated Game Tips or Xbox Live Game Tips for tips, hints, or codes.

For more information, visit us on the Web at: www.xbox.com

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