



DUNGEON SIEGE III

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

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.

DUNGEON SIEGE



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Introduction

Centuries ago, when the Empire of Stars collapsed, the land of Ehb became a refuge for the 10th Legion. They were the finest and best-trained of the Imperial armies. The noble legionnaires protected Ehb during the War of Legions, when the old Empire tore itself apart. At the War's end, the commanders of the 10th Legion established the new and independent kingdom of Ehb. Throughout Ehb's history, the Legion provided stability and protection, but they left rulership of the kingdom to an independent monarchy.

As years passed, the Legion became increasingly powerful. Its influence grew to rival the monarchy.

Then, thirty years ago, Ehb's king was murdered, and blame was cast upon the Legion. Led by the young and charismatic Jayne Kassynnder, the people rose up and slaughtered the 10th Legion, tearing down their proud chapterhouses and estates.

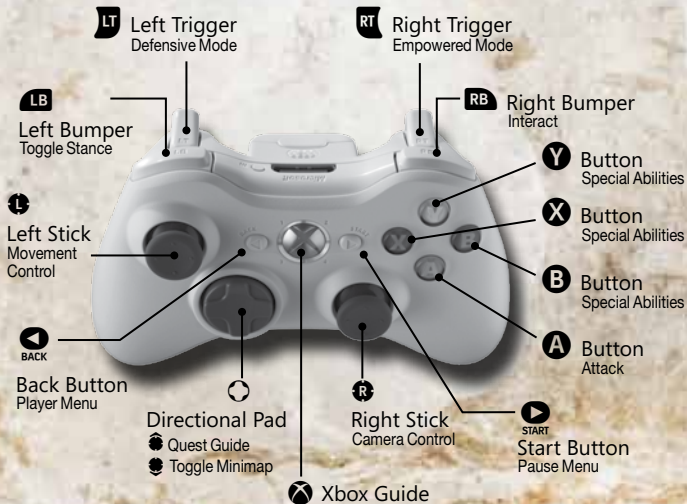
With the fall of the Legion, the kingdom has fractured into petty states and free towns. Most of the country has fallen under the sway of Jayne Kassynnder, who controls the Church of Azunai and eastern Ehb. Her power is steadily growing. The royal court has retreated to the mountain fastness of Glitterdelve, in the west, and the bustling city of Stonebridge has declared itself a free and independent republic.

Only a scattering of Legion descendants survive. Many were hunted down and slain by Jayne Kassynnder, while others fell victim to the mobs of common folk who rose up to sack their estates. But a network of descendants endures, organized by an elusive old man - The Venerable Odo - believed to be the last surviving legionnaire. He has protected the children of Legion blood and kept them safe from Jayne Kassynnder.

Now a gathering has been called in the remote Rukkenvahl, in the north. Odo has asked all the Legion descendants to assemble, in an attempt to rebuild the Legion and take back their kingdom from Jayne Kassynnder, before it is too late...

Game Controls

Xbox 360 Controller



Basic Controls

L	Movement Control	LT	Defensive Mode
R	Camera Control	RB	Interact
R	Toggle Camera View	RT	Empowered Mode
A	Attack		Quest Guide
B	Special Abilities		Toggle Minimap
X	Special Abilities	START	Pause Menu
Y	Special Abilities	BACK	Player Menu
LB	Toggle Stance		

Main Menu

New Game - Start a new campaign.

Options - Set your Gameplay, Audio, and Video options.

Load Game - Load an existing campaign.

Find Xbox LIVE Game - Join a Multiplayer campaign.

Continue - Resume your last saved game.

Downloadable Content - Access and purchase downloadable content.

Pause Menu

Multiplayer - Access the Multiplayer Menu.

Help Topics - Review tutorials on various game elements.

Exit to Main Menu - Return to the Main Menu.

Saving the Game

Throughout the adventure, your hero will encounter glowing save points. Interact with these points to save your current campaign progress and fully regain your Health, Focus, and Power.

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

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

Family Settings

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

Heads-up Display (HUD)

Your journey through Ehb will be a perilous one. Many battles and obstacles await you along the way. In order to survive, you will need to take advantage of all your skills and Abilities. The HUD displays valuable information about your hero's current status and the Abilities you have learned.



- Special Abilities** - **X**, **Y**, and **B** each activate one of your hero's Abilities. You may also hold **L1** while pressing one of these buttons to trigger a Defensive Ability.
- Health Meter** - Shows your hero's remaining Health. Taking damage reduces your hero's Health Meter.
- Focus Meter** - Shows your hero's remaining Focus. Attacking enemies gives you Focus. Using Special Abilities reduces your hero's Focus Meter.
- Power Orbs** - Shows your hero's remaining Power. Taking damage or using Special Abilities gives you Power. Using a Power Attack, Empowered Ability, or Defensive Ability will reduce your Power.
- Experience Meter** - Shows the amount of Experience your hero has gained toward the next level.
- Companion Status** - Shows the current companion in your party and their level of remaining Health.
- Mini Map** - Shows the map of the current location you are in.

Combat Basics

Blocking and Dodging - Hold **L1** to enter Defensive Mode. While in Defensive Mode, your hero will automatically attempt to block any incoming attack, whether it comes from a slashing blade, an enemy arrow, or the claws of a beast. Blocking is very useful for mitigating damage that your hero would suffer from enemy attacks. Blocking costs Focus, though the Block statistic reduces, and can even eliminate, the Focus cost of blocking.

Push **L1** in any direction to dodge while your hero is in Defensive Mode. Dodging is an extremely useful tactic for completely avoiding damaging attacks.

Toggle Stance - Press **R3** to switch your hero's Stance. Toggling Stance opens up alternate weapons and Abilities for your hero to use. Experiment with your hero's Stances to find which one works best in a given situation.

Attacking and Combos - To attack with your hero's currently equipped weapon, press **A**. Attack speed varies depending on your hero's Stance. For example, it takes less time to stab with a short sword than to swing a massive, two-handed blade.

To perform a combo, press **A** multiple times, in sequence.

Health, Focus, and Power Orbs - Ehb is a dangerous place, full of adversaries who hate the Legion. When an enemy injures you, your Health will be reduced. If you use your Special Abilities and Defensive Abilities to strike back, you will deplete your Focus and Power. One way to replenish these resources is by collecting Orbs.

There are Orbs of Health, Focus, and Power. Walk over an Orb to replenish a small amount of the resource associated with that Orb's type.

You can find these Orbs by defeating enemies and smashing destructible items.

Advanced Tactics

Special Abilities - Over the course of your adventure, you will learn powerful Special Abilities. They are unique to your hero, arising from your specialized knowledge, lifelong training, or ancient heritage. These Abilities have varied effects, but all Special Abilities cost Focus to use. Your Abilities are mapped to **X**, **Y**, and **B**. To use one of these Abilities, press the button associated with that Ability.

Defensive Abilities - Some Abilities provide your character with defensive bonuses. These Abilities are activated by holding down **L1** to enter Defensive Mode, and then pressing **X**, **Y**, or **B**. Defensive Abilities cost Power to use.

Empowered Abilities - Once you use a Special Ability enough times, you will achieve Mastery in that Ability and unlock the Empowered version of that Ability. Empowered Abilities are more effective, but cost Power to use instead of Focus.

To use an Empowered Ability, just press the button associated with that Ability while holding **R1**. You can even Empower Defensive Abilities by holding down **L1** and **R1** while pressing the button associated with the Ability you want to use.

Status Effects - Some of your weapons and Special Abilities can cause Status Effects. For example, you might bash an enemy with your shield, causing him to be Stunned or knocked to the ground. Powerful enemies may also inflict Status Effects on you. You might be Poisoned by the bite of an evil water spirit, or Burned by a bomb or grenade. The in-game Help Topics menu (accessed from the Pause Menu) contains detailed information on Status Effects.

Special Enemies - Certain enemies are more powerful than others of their kind. For example, a particularly ancient spider may have lived for a century or more, growing huge and strong, while learning new tactics to defend itself. Such powerful enemies will usually have more Health, stronger attacks, and Status Effect auras. Defeating them will earn greater rewards, as well. When you encounter them, a Health bar will appear at the top of your screen, along with the enemy's name.

Bosses - Some Boss battles may be particularly difficult. Charging directly into the fray is not always the wisest course of action. If your usual approach isn't working, consider new tactics, or look to your environment for clues.

Improving Your Heroes

Scattered across the kingdom of Ehb are a wide variety of weapons, armor, rings, and more. Each of these items has special properties that may improve your skills or add Status Effects to your attacks. Your hero has only been trained to use certain kinds of weapons and armor, so you will find some items that you cannot equip (though one of your companions probably can).

To access the Equip Menu, press **A** while highlighting the option Equip on the Player Menu. Switch between your item slots by using **RB** and **LB**. Press **A** on a slot to compare all equipable items within that slot.

Remember that items will only appear in an equipment slot if they can actually be equipped in that slot. For example, Anjali can equip staves and spears, but she cannot equip swords. Therefore, swords will never appear on her Equip Menu, even if you have swords in your inventory.



- [1] **Equipment Slot** - Every slot holds a different piece of equipment that your hero can equip. Some slots are unique to a hero, while other slots have equipment that can be shared between heroes.
- [2] **Inventory Items** - These are the items that your party has acquired for that slot.
- [3] **Selected Item Stats** - This shows the stats for the currently selected item.
- [4] **Equipped Item Stats** - This shows the stats for the currently equipped item.
- [5] **Stat Comparison** - View the stat comparison between the selected and equipped item.

Gaining Special Abilities - When your hero levels up, you can select new Abilities for them to use. These Abilities must be activated and can be offensive or defensive, but they are all very useful. Be careful which abilities you choose to take. Once you have chosen your path, you are unable to undo your selections. These Abilities can be accessed during gameplay by pressing **X**, **Y**, and **B**.

Purchasing Proficiencies - Your hero gains a new Proficiency point at every level. Usually, a Proficiency increases the effectiveness of a particular aspect of an Ability, but sometimes it can add additional powers to the Ability. Each Ability has two Proficiencies, and you can only spend a total of five Proficiency points on each Ability, so choose your Proficiencies wisely!

Purchasing Talents - Talents allow you to augment your hero directly. They range from damage increases to Health regeneration. Choose these Talents carefully, as they can dramatically change your hero's play style. Just like Abilities and Proficiencies, Talents are unique to each hero, depending upon their personality, training, and background.

Quests

As you struggle to restore the Legion and rebuild the kingdom of Ehb, you will embark on numerous Quests. Some will be simple tasks for local people, in exchange for friendship or rewards. Others will draw you into world-changing events, in which your decisions will chart the future of Ehb.

Open the Quests Menu to view your current Quests. All Quests display a name, a brief description, and current objectives. Note that the objectives may change, based upon the actions you have taken or the choices you have made. Once an objective has been completed, it will be checked off for you in the Quests Menu.

It's possible to change which Quest you are currently tracking through the Quests Menu. Highlight whichever Quest you would like to track and press **A**. The advantage to tracking a quest is that you can use the Quest Guide to lead you to the location of your next objective. Press **O** to display the Quest Guide.

Deeds

Deeds are special rewards given to heroes who perform a special task or challenge. When you are awarded a Deed, you will also be given special bonuses to reflect your great achievement. Deeds can be earned at various points in the story or by completing challenges, such as killing a specific number of an enemy or blocking a large amount of damage.

You can view your hero's Deeds at any time by opening up the Deeds Menu from the Player Menu.

Lore

Throughout your journey, your hero will uncover books and scrolls that reveal more about Ehb and its inhabitants. Such Lore may be sitting in plain sight... or it may be secreted away on a bookshelf, in a remote corner of a room. Whenever you find Lore items, they will be added to your journal. If you discover enough Lore, you will be rewarded with special Deeds.

You may view all the Lore that your hero has discovered by opening the Lore page in the Player Menu.

Multiplayer

Offline - A second player may join the game at any time by plugging in another controller and pressing **START**. Once they have joined the game, they will be asked to choose which hero they would like to play. They may select any hero not already directly controlled by the first player.

Online - To begin your online campaign, choose the Find Xbox LIVE Game option from the Main Menu. This brings you to the Local Players Menu that lists all of the local players on your console. You and another friend may play on the same console during an online Multiplayer game.

Once each local player is ready to proceed, continue on to the Game Type Menu. This menu lets you choose between joining a Quick Match (which throws you into a random game) or listing All Games that are available at the time. If you choose to see all of the games currently active, you will be able to choose a game based on the Host Name, Player Levels, Locations and the Current Players in the game.

When you enter the campaign, you will be prompted to choose a hero to play. You may select any hero that is not already in play.

In this fashion, up to four players may join into one campaign.

YOU HAVE THE GAME, NOW GET THE OFFICIAL STRATEGY GUIDE!



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- Complete walkthroughs cover all quests and dungeons, with detailed information on the choices you make that influence your characters' storyline and gameplay experience.
- Advanced combat strategies help you defeat the hordes of dangerous creatures you encounter in your journey through Ehb, including stats and tactics for all combat styles and special abilities.
- Choose your role in the game with our comparison of the strengths and skills of all four playable characters.
- Fully labeled maps so you can find all the best loot, hidden lore, and items!

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