IRON PHOENIX

™

SEGA

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 safely played 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 on your set.

Thank you for purchasing Sammy Studio's **IRON PHOENIX**™ for the Xbox® video game system. Be sure to read this instruction manual to take advantage of all the features in this game.

CONTENTS

CONTROLLER & HEADS-UP DISPLAY (HUD)
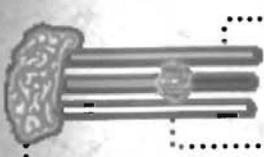
...... Health Meter (red)

...... Chi Meter & Chi Marker (blue)

...... Stamina Meter (yellow)

LIFEBAR

...... Lethal Strike Indicator

4 HIT

HIT COUNTER

03:11

GAME CLOCK

RADAR

BLOCK ......
DROP from wall

HORIZONTAL/LIGHT ATTACK

RADIAL HUD INVENTORY MENU

...... VERTICAL/HEAVY ATTACK

MOVE character ......
NAVIGATE through menus
JUMP (click)/DOUBLE JUMP (click twice)

...... DASH
LIGHTSTEP
ROLL RECOVERY
FLOAT

JUMP/DOUBLE JUMP (press twice)

RADIAL HUD TAUNT MENU

...... GRAB and HOLD object/opponent

START/OPTIONS MENU ......

SCOREBOARD

Voice Communication Mode

MOVE character ......
NAVIGATE through menus

MOVE CAMERA
TARGET LOCK/UNLOCK (click)
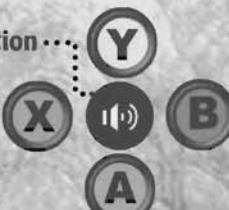
RADIAL HUD ACTION MENU

HEADS-UP DISPLAY (HUD)

LIFEBAR

- **LETHAL STRIKE INDICATOR** – Glows blue to remind you that your Chi Meter is now full. Lethal Kills and Team Kills require a full Chi Meter.

- **HEALTH METER** – Displays your current Health. The Health meter glows red when Health is at maximum. As your Health diminishes, the red bar shortens. Picking up Health Orbs increases your Health. (See page 33.)

- **CHI METER** – Displays your current Chi level. The Chi Meter glows blue when Chi is at maximum. As your Chi is used up, the blue bar shortens. A jagged line appears inside the Chi Meter if there is insufficient Chi for the technique you are attempting. Picking up Chi Orbs increases your Chi. (See page 33.)

  The spiral CHI Marker located on your Chi Meter bar illuminates to let you know when some of the more powerful Chi attacks can be executed. (See page 21.)

- **STAMINA METER** – Displays your current Stamina level. The Stamina Meter glows yellow when Stamina is at maximum. A jagged line appears inside the Stamina Meter if there is insufficient Stamina for the technique you are attempting. Picking up Stamina Orbs increases your Stamina. (See page 33.)

HIT COUNTER

Displays the number of times you consecutively strike an opponent.

GAME CLOCK

Keeps track of time remaining in the match.

RADAR

Radar indicates the location and status of other players, relative to you:

- In Team games, player indicators match the color of individual players' Teams. For instance, members of the red Team show as red dots.

- In games that are not Team-based, such as Deathmatch and Challenge Ring, other players are always indicated in red.

- Active players appear as dots, while fallen players appear as **X**s. In VIP game mode, VIPs appear as **U**s in the appropriate Team color.

  Note: It is essential for VIPs to watch the radar closely for X indicators so they can locate and revive fallen teammates.

PLAYER NAME

The player's name or Xbox *Live* Gamertag appears above the player's character.

RADIAL HUD ACTION MENU

Use to access your Inventory and taunt opponents. (See page 7.)

OPTIONS MENU

Pressing ⬛ (START button) takes you to the in-game Options Menu. The available options depend on your status as Host or Client and on the game mode: Xbox *Live*, System Link, or Play Offline.

During online or System Link play, activating the Options Menu temporarily disables your character controls while the game continues. During offline play, the game itself pauses.

Some or all of the following options appear in the in-game Options Menu:

- **BACK TO GAME** – Return to gameplay.
- **MOVE LIST** – View basic moves for the current weapon.
- **KICK OUT PLAYER** – Remove players from the game (only if you are the Host).
- **SETTINGS** – Adjust display and audio settings.
- **XBOX *LIVE*** – Access Xbox *Live* settings and features.
- **QUIT GAME** – Leave the game.

BASIC CONTROLS

L LEFT TRIGGER
BLOCK.
DROP from wall.

R RIGHT TRIGGER
Pull and hold to access **RADIAL HUD INVENTORY MENU.**

⊕ DIRECTIONAL PAD
MOVE character.
NAVIGATE through menus.

L LEFT THUMBSTICK
MOVE character.
NAVIGATE through menus.

L LEFT THUMBSTICK BUTTON
Click **L** (left thumbstick) to JUMP.
Click twice to DOUBLE JUMP.

R RIGHT THUMBSTICK
MOVE camera.

R RIGHT THUMBSTICK BUTTON
Click **R** (right thumbstick) to toggle **TARGET LOCK/UNLOCK.**

◀ (BACK) BUTTON
Press and hold to access **RADIAL HUD TAUNT MENU.**

▶ (START) BUTTON
START **IRON PHOENIX.**
Open in-game **OPTIONS MENU.**

Y BUTTON
VERTICAL/HEAVY ATTACK.

X BUTTON
HORIZONTAL/LIGHT ATTACK.

B BUTTON
DASH – Press **B**.
LIGHTSTEP – Press and hold **B** to sprint.
WALL WALK – To run up a wall, press and hold **B** and run to a wall, or press **A** to jump towards a wall and automatically run on it.
WALL ATTACK – WALL WALK, then press either **X** or **Y** to attack from the wall.
ROLL RECOVERY – Press **B** before landing from a jump or after being knocked down.
FLOAT – When on an elevated surface, press **B** as you approach the edge to float forward.

A BUTTON
JUMP.
Press twice to DOUBLE JUMP.

● (BLACK) BUTTON
GRAB/HOLD object/opponent.
While holding, press **X** or **Y** to throw object/opponent, or pull **L** to use object/opponent as a shield.

○ (WHITE) BUTTON
Press and hold to open the SCOREBOARD.

RADIAL HUD ACTION MENUS

During gameplay, the Radial HUD (Heads-Up Display) Action Menus allow you to access your Inventory, taunt opponents, and select voice communication options. When inactive, the Radial HUD is semi-transparent. When active, it illuminates.

The configuration of the Radial HUD Action Menus matches the position of the **A**, **B**, **X** and **Y** buttons on the controller. Once a Radial HUD Action Menu is active, select an option by pressing the controller button corresponding to the option's display position.

INVENTORY MENU

Controls the various items you are carrying. To activate, pull **R** while pressing the appropriate button:

Y RELICS & REVIVE SCROLLS – Activate Relic or Revive Scroll (activation requires an inventoried item and Chi).

B WEAPON – Switch weapons (requires a weapon in your Inventory).

X DARTS – Throw darts (requires darts in your Inventory). You can charge your throw with Chi before releasing a dart by pulling and holding **R** while pressing and holding **X** (requires Chi).

A SWAP – Swap out your current Inventory item while standing over the item you want to obtain.

TAUNT MENU

Controls the various taunts you can use. Some taunts can initiate or accept a challenge to Bloodlock combat (see page 9). To activate, press **◀** while pressing the appropriate button:

Y LAUGH – Laugh with or at other players.

B BLOODLOCK – Challenge an opponent to Bloodlock combat.

X GREETING – Gesture to another player.

A FEIGN DEATH – Pretend to die.

GAMEPLAY TECHNIQUES

BASIC GAMEPLAY

MOVEMENT

Using 🔵 or ⚫ to move around is key to navigating the world of IRON PHOENIX. You may find that ⚫ is easier to use for combat movement. Don't forget to use the environment to your advantage. The clever use of wall-walking, jumping, floating, and other movement techniques can give you a decisive edge over your opponents.

PICKING UP INVENTORY ITEMS

Powerful Relics, darts, and weapons can be found as you explore the world of IRON PHOENIX. Bring them into your Inventory by running over them. If your Inventory slot for the item is already filled, you won't be able to pick up the item. Swap out your currently inventoried item by pulling 🔳 and pressing 🅐 while standing over the item you want. Once collected, items are displayed in the appropriate slot of your Radial HUD Action Menu.

USING WEAPONS

IRON PHOENIX features many unique weapons, with a robust set of moves for each. See **Weapons and Basic Moves** on page 20 for details.

SWITCHING WEAPONS

Changing the IRON PHOENIX weapon you are using gives you the opportunity to use a completely different style of attack. To switch weapons, pull 🔳 and press 🅑. Switching weapons during combat can be an effective way to confuse and surprise an opponent.

TARGET LOCK/UNLOCK

When you are in combat, colored symbols appear beneath your character and an opposing character as part of a system allowing you to select and continually target ("lock on" to) a character during a fight.

◆ **LOCKING ON**

If you are not yet in combat and approach an opponent, a yellow targeting cursor appears beneath the opponent. You can then lock on to that opponent by clicking 🔘 or attacking. The yellow targeting cursor turns red once you lock on and a green circle appears beneath your character. All your attack moves will now be aimed at the character displaying the red targeting cursor.

LOCK ON SYMBOLS

Green Arrow
Your Current Target

Red Arrows
Opponents Locked On You

Green Circle
Your Character

Yellow Targeting Cursor
Potential Lock On Target

Red Lock On Cursor
Targeted Opponent
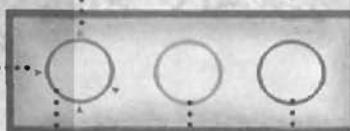
The camera will automatically position itself for the best view of you and your opponent. Your character's green circle shows a green arrow to indicate the location of your locked on target. Red arrows indicate the location of players who are locked on to you (see illustration above).

◆ **CHANGING LOCK ON**

To lock on to another opponent, quickly move 🔘 toward that opponent. The red targeting cursor will move to the new opponent and lock on.

◆ **LOCKING ON AFFECTS MOBILITY**

Your character's mobility is affected while you are locked on. For quicker movement while locked on, use 🔵 + 🅑 to dash toward, away from or around your opponent.

◆ **CANCELLING A TARGET LOCK**

You remain locked on to your opponent until you cancel the lock on by clicking 🔘, your character or the opponent moves out of the lock on range, or your character or the opponent is killed.

USING THE CAMERA

To adjust the camera, move 🔘 to look up, down, left or right.

BLOODLOCK COMBAT

Initiate a one-on-one duel to the death by pressing 🔴 + 🅑 to challenge another player.

◆ A challenged player accepts Bloodlock by also pressing 🔴 + 🅑.

◆ When entering Bloodlock, two players are engulfed in separate red spheres that prevent other players from interfering.

◆ Bloodlock provides enough room for each combatant to maneuver, collect power-ups, and execute various attacks.

◆ Players continually lose Health while in Bloodlock, but regain Health by attacking.

◆ Bloodlock ends when one player is defeated.

INTERMEDIATE TECHNIQUES

DOUBLE JUMP	Ⓐ , Ⓐ *requires Stamina*
BLOCK	Ⓛ Pull and hold.
ROLL RECOVERY	Ⓑ Press prior to landing from a jump or being knocked down.
DUAL WEAPON ATTACK	Ⓨ + Ⓑ *requires a weapon in Inventory* Throw the weapon in your Inventory.
CHI FLARE	Ⓐ + Ⓧ *requires Chi* Create an "area of effect" attack to repulse surrounding enemies.
GECKO MODE	No input *requires Stamina* Cling to a wall after a **WALL WALK**. (See page 11.)

ADVANCED TECHNIQUES

ENERGIZED MODE	Ⓐ + Ⓑ *requires Chi* Ⓛ Cancels Energized Mode As long as you have sufficient Chi to sustain this mystical state, it enhances a number of abilities. For instance: attacks become more powerful, opponents' weapons do less damage, and Stamina regenerates more quickly.
DASH	Press Ⓑ + Ⓛ or ● *requires Stamina*
LIGHTSTEP	Press and hold Ⓑ + Ⓛ or ● *requires Stamina* While performing a **LIGHTSTEP**: ◆ **WALL WALK** – Run toward a wall and continue holding Ⓑ + Ⓛ to run up the wall. ◆ **WALL ATTACK** – Once on the wall press Ⓧ or Ⓨ .
CLOUDTREAD	Ⓑ , Ⓐ *requires Stamina* Start by pressing and holding Ⓑ to **LIGHTSTEP**, then release. While sliding, press Ⓐ to perform the **CLOUDTREAD** jump.

PICKING UP/THROWING OPPONENTS/OBJECTS

● (BLACK button) *requires Stamina*

While holding an enemy or object:

◆ **HORIZONTAL THROW** – Press Ⓧ .

◆ **HIGH THROW** – Press Ⓨ .

◆ **CHI SUPER THROW** – Press and hold Ⓧ or Ⓨ *(requires Chi)*.

◆ **RELEASE** – Press ● to release an enemy/object.

◆ **HUMAN SHIELD** – Pull Ⓛ to use opponent as a human shield.

Lock on to enemies before throwing an object at them to increase accuracy. If you are held by an enemy, continuously press Ⓧ or Ⓨ to drain your opponent's stamina.

MAIN MENU

When you turn on your Xbox video game system and insert your **IRON PHOENIX** disc in the disc tray, the **IRON PHOENIX** Title Screen appears. Press **D** (START button) to display the Main Menu. On the Main Menu, use **L** or **O** to select any of the options listed below. Press **A** to confirm your selection or **B** to cancel and return to the previous screen.

TRAINING

Training Mode is a great way to learn the fundamentals of **IRON PHOENIX** gameplay.

PLAY XBOX *LIVE*

Select **PLAY XBOX LIVE** to sign into Xbox *Live* and battle online with Friends, Team Members and other **IRON PHOENIX** players. (For more information, see page 35.)

SYSTEM LINK

Select **SYSTEM LINK** to take part in Team-based combat through a Local Area Network (LAN). (See page 37 for more information.)

PLAY OFFLINE

Choose any multiplayer game mode and see how you stack up against computer opponents.

SETTINGS

Use the Settings Menu to change audio, video, and controller settings. You can also change your Xbox *Live* settings and your System Link Player name, and access **IRON PHOENIX** Extras. You can access many of these settings from the in-game Options Menu by pressing **D** (START button).

NOT SIGNED IN/SIGNED IN

This message is not a menu selection. It indicates the status of your Xbox *Live* account. Select **PLAY XBOX LIVE** in the Main Menu to sign in.

TRAINING MODE

Learn the fundamentals of **IRON PHOENIX** gameplay from the martial arts expert **MASTER OI GO**. Select a character and weapon, then select one of the following options:

MOVEMENT

Learn to navigate the **IRON PHOENIX** environments.

BATTLE

Acquire basic fighting skills.

ADVANCED BATTLE

Learn more challenging attack techniques such as combinations.

UNIQUE ITEM

Learn to use unique items such as mystical Relics.

SPECIAL

Learn to exchange items, switch weapons, and dual-wield weapons.

PLAY OFFLINE

IRON PHOENIX offers five multiplayer game modes that can be played offline against computer-driven opponents: **DEATHMATCH, TEAM DEATHMATCH, VIP, GIANT KILL** and **CHALLENGE RING**. Select the **MATCH SETTINGS** option at the Map Select Screen if you want to modify your setting for **BOTS** before entering the game.

For more information on game session options and game types, please see **MATCH SETTINGS** (page 16) and **GAME TYPES** (page 14).

MULTIPLAYER MODE

IRON PHOENIX offers many exciting multiplayer games and two ways of accessing them, either via Xbox *Live* or System Link. For specific Multiplayer Mode information, see the following sections:

XBOX LIVE

Get wired into the premier gaming experience in **IRON PHOENIX** and engage in online combat with up to 15 other players (16 players total)! (See the section beginning on page 34.)

SYSTEM LINK

Enjoy Team multiplayer combat by connecting two Xbox *Live* consoles using an Xbox System Link Cable, or link up multiple Xbox consoles using an Ethernet® hub and standard Ethernet cable. (See page 37.)

GAME TYPES
....

IRON PHOENIX offers five multiplayer combat games to choose from at the Game Mode Menu: **DEATHMATCH. TEAM DEATHMATCH. VIP. GIANT KILL.** and **CHALLENGE RING.**

DEATHMATCH

Vie for individual glory in free-for-all combat. The player with the most kills at the end of the match wins. Fallen characters immediately revive.

TEAM DEATHMATCH

Battle alongside teammates in a quest for fighting supremacy. The team with the most enemy kills is victorious. Fallen characters immediately revive.

VIP

Similar to Team Deathmatch except that one player from each of the two Teams is randomly chosen as the Team Leader (VIP). The Team that successfully kills the opposing Team Leader is victorious.

- ◆ The VIP is chosen at random in each round.
- ◆ The **IRON PHOENIX** icon in the Team color beneath a character identifies the VIP (one per Team).
- ◆ All VIPs enter the game with a Revive Scroll that enables them to revive dead Teammates. (See page 7 for information on how to activate a Revive Scroll.)
- ◆ Fallen characters do not revive automatically; the VIP must revive them.

GIANT KILL

This mode has two Teams. One Team is comprised of one or two powerful Giants, while the other Team is made up of as many as 14 Heroes. Using the match settings, the Host can decide how many Heroes must fall in order for the Giants to be victorious. If either Giant dies, the Heroes win.

CHALLENGE RING

Fight against other players one-on-one in a series of arenas to reach the Champion's Ring. Between rounds, watch the matches of potential opponents to learn their strategies.

- ◆ When a match begins, you will enter an area where you can equip yourself with a secondary weapon. You are invulnerable to opponents' attacks until you choose to enter an arena.
- ◆ Only two players are allowed into each ring.
- ◆ The player who scores the most kills while defending the Champion's Ring wins the match.
- ◆ Players not currently fighting can use the Spectator Camera. Once they join a fight, the camera reverts to its normal mode.

GAME SETUP

MAP SELECT SCREEN

To choose your map on the Map Select
Menu, scroll to the map you want to play
on and press Ⓐ. Be sure to check
the **CONTENT DOWNLOAD** section
through the Xbox *Live* Menu
for new **IRON PHOENIX** maps.

MATCH SETTINGS

When creating a game, you can choose to modify the default settings.
At the Map Select Screen, press ❌ to select **MATCH SETTINGS** and enter
the Match Settings Menu. Here, you can customize the following
game settings:

GAME ROUNDS

Set the number of rounds in a match to 1, 3, 5, or 9.

GAME RULE

A match can be set to conclude after a certain amount of time (**TIME**)
or after a certain number of points has been scored by the winner
(**SCORE**). Once this has been decided, you can also set the time or
score limit.

GAME SCORE

Once you choose to create a score-based match, you can also set
the score that will conclude a round. A score-based round can be set
to conclude after 5, 10, 15, 20, or 30 victories.

GAME TIME

Once you choose to create a time-based match, you can also set
how long a round will last. A time-based round can be set to conclude
after 5, 10, 15, 20, or 30 minutes.

MAX PLAYERS

Set how many players are allowed to enter your match. From 2
to a maximum of 16 players are allowed.

MAX HP (Health Points)

Choose the maximum amount of Health game characters can have.
You can set the amount from 50% to 300% of normal.

BOTS

Choose whether or not computer-controlled characters will join in
a game by toggling this setting **ON/OFF.** When the option is **ON,**
the game will fill empty slots with computer-controlled characters
up to the selected maximum number of players. Real players can still
join in and will automatically replace the computer characters.

BOTS LEVEL

If you set **BOTS** to **ON,** you can also select how challenging you want
the computer-controlled players to be: **EASY, NORMAL,** or **HARD.**

FRIENDLY FIRE

Turn this setting to **ON** to allow players to damage teammates.

POWER-UP ITEMS

Turn this option **ON** to have power-up items placed on the map.

DEDICATED HOST

This mode allows you to host the game as a spectator only — you will not
join the game as a player. Since all players are Clients, no single player is
given an inherent performance advantage.

CHARACTERS

CHARACTER SELECT SCREEN

To choose your character on the Character Select Menu:

1. Scroll to the character you want to use and press **Ⓐ**.
2. Press **Ⓧ** before confirming your selection of character to view alternate outfits.

CHARACTER ATTRIBUTES

Below each character's name is a list outlining some key characteristics. Remember that weapon choice has the greatest impact on gameplay; the differences among characters are minor.

◆ **AGE** – Gives the age of the character.

◆ **HEIGHT** – Gives the height of the character.

◆ **AGILITY** – Indicates how efficiently the character uses Stamina. The greater the number, the more efficiently the character uses Stamina.

◆ **ATTACK** – Indicates the relative power behind each weapon attack. The higher the number, the stronger an attack is likely to be.

◆ **DEFENSE** – Indicates the relative ability of the character to absorb damage. The greater the number, the more damage the character can sustain.

MASTER QI GO

ONITSUKA
DERAIS
GEIGER
KATA KANG
TOR
ZARA
MIA
KAI
NATASHA
ALICIA

WEAPONS & BASIC MOVES

WEAPON SELECT SCREEN

To choose your weapon on the Weapon Select Menu:

1. Scroll to the weapon you want to wield and press **Ⓐ**.
2. Press **Ⓧ** before selecting your weapon to view alternate versions of the weapon.

WEAPON ATTRIBUTES

Below each weapon's name is a list outlining key characteristics.

- ◆ **RANGE** – Indicates the relative reach of each weapon. The greater the number, the longer the reach.
- ◆ **SPEED** – Indicates the relative attack speed for each weapon. The lower the number, the slower the weapon's attack speed.
- ◆ **ATTACK** – Indicates the relative damage dealt by each attack. The greater the number, the more devastating a successful hit will be.
- ◆ **NATURE** – Indicates the type of Chi force that the weapon draws upon in Chi-based attacks.
- ◆ **TYPE** – Indicates the weapon's classification.

TABLE OF WEAPONS & BASIC MOVES

Descriptions of all IRON PHOENIX weapons, and the basic moves associated with them, appear in tables on pages 22-30.

MOVE CONTROLS

Controls are always based on your screen position relative to an opponent. In the moves tables (pages 22-30), the directional pad arrows assume you are looking over your character's shoulder toward an opponent. Adjust your input for changes in screen position. For instance, if your character appears to the left of an opponent, you would press the directional pad right (➡) to execute the action listed as ⬆.

ATTACKS

IRON PHOENIX offers a range of different attack types to match the situation and your fighting style.

- ◆ **GROUND ATTACKS** – The most commonly used attacks, these moves can be executed when you are fighting on the ground.
- ◆ **AIR ATTACKS** – Moves executed following a leap into the air.
- ◆ **WALL & ASSIST ATTACKS** – Moves launched from a wall or after you have been picked up by a teammate.

- ◆ **DASH ATTACKS** – *(Require Stamina)* Very quick attack moves that allow you to Dash just before executing the attack. These moves provide an effective way of dodging and then attacking.
- ◆ **RISING ATTACKS** – If you are knocked down during a fight, use these moves to recover and counterattack quickly.

CHI MOVES

CHI CHARGE

Some attacks can be charged with Chi to make them more powerful. To charge an attack with Chi, perform the attack (as indicated in the moves tables on the following pages), but press and hold the attack button or buttons instead of releasing them. Your weapon will crackle with Chi energy until it can hold no more, exploding with a powerfully charged attack. You can also release the pent-up Chi for a less powerful attack by releasing the buttons before the attack is fully charged with Chi.

CHI ATTACKS

Several moves only become available once a certain amount of Chi is accumulated. With experience you will learn how much Chi is needed for each of these special attacks. The spiral Chi Marker located on your Chi Meter bar illuminates to let you know when some of the more powerful Chi attacks can be executed.

LETHAL STRIKES

Press **Ⓧ** + **Ⓨ** + **Ⓑ** *(requires maximum Chi)*.

Lethal Strikes are the most powerful class of Chi Attack and require a completely full Chi Meter. The Lethal Strike Indicator to the left of the Chi Meter will glow to remind you that your Chi Meter is now full. Lethal Strikes cannot be charged with Chi, but you can choose to press and hold the move buttons for a limited time before the attack automatically executes.

TEAM KILLS

Press and hold **Ⓧ** + **Ⓨ** + **Ⓑ** at the same time as your teammates, then release when all teammates are active *(requires maximum Chi)*. When playing in a Team game (Team Deathmatch, VIP or Giant Kill), you can combine your Lethal Strike with those of your teammates to unleash devastating Team Kills, the most powerful attacks in IRON PHOENIX. To execute a Team Kill, begin a Lethal Strike and hold the buttons instead of releasing them. Your character will enter the Chi Build state. Teammates who are close to you will see a "!" appear over their characters, indicating that they can join a Team Kill by also entering the Chi Build state. When everyone is ready, each participant releases the buttons and the attacks will begin, aimed towards target-locked enemies.

Be forewarned, Chi is a potent force, and can only be contained for a limited period of time before a Lethal Strike or Team Kill launches on its own. The more teammates get involved, the more complex and powerful the Team Kill will be.

PHOENIX WINGS

These elaborately-crafted, double-bladed swords use circular movements to deal out rapid slashes at close range. Warriors wielding the twin blades can swoop onto opponents with whirling attacks so intense that resistance is rendered hopeless.

GROUND ATTACKS

	Move	Input
	Slashing Crow	⊗
	Tearing Crow	⊗, ⊗
	Blackbird's Lament	⊗, ⊗, ⊗
	Raven Strike	⬆ ⊗
	Spreading Wings	⬆ ⊗, ⬆ ⊗
	Swooping Edge	⬇ ⊗
	Slashing Owl	⬆⬆ ⊗
	Kicking Crane	ⓨ
	Leaping Crane	ⓨ, ⓨ
	Thunderbird Crash	ⓨ, ⓨ, ⓨ
	Taking Flight	⬆ ⓨ
	Sky Kick	⬆ ⓨ, ⬆ ⓨ
	Taking Flight Reverse	⬇ ⓨ
	Circling Falcons	⊗ + ⓨ
♨	Super Circling Falcons	Press & hold ⊗ + ⓨ then release
♨	Ultimate Circling Falcons	Press & hold ⊗ + ⓨ (auto)
G	Tumbling Shrike	⬆ ⊗ + ⓨ
♨	Furious Eagle	⬆⬆ ⊗ + ⓨ

LETHAL STRIKE

	Move	Input
♨ G	Screeching Phoenix	⬇⬆ ⊗ + ⓨ / ⊗ + ⓨ + Ⓑ

TEAM KILLS

	Move	Input
♨ G	Raptor (2-3 players)	⬇⬆ ⊗ + ⓨ / ⊗ + ⓨ + Ⓑ
♨ G	Liu Xin's Last Stand (4+ players)	⬇⬆ ⊗ + ⓨ / ⊗ + ⓨ + Ⓑ

AIR ATTACKS

	Move	Input
	Striking Falcon	⊗
	Hovering Eagle	⊗, ⊗
	Plummeting Hawk	ⓨ
♨	Furious Eagle	⬆⬆ ⊗ + ⓨ
♨ G	Screeching Phoenix	⬇⬆ ⊗ + ⓨ / ⊗ + ⓨ + Ⓑ

WALL & ASSIST ATTACKS

	Move	Input
	Roc's Aerie	⊗
	Rainbird Diving	ⓨ, ⓨ, ⓨ

DASH ATTACKS

	Move	Input
S	Rushing Slashing Owl	Ⓑ + Ⓛ or ●, ⬆ ⊗
S	Rushing Sky Kick	Ⓑ + Ⓛ or ●, ⬆ ⓨ
S G	Rushing Tumbling Shrike	Ⓑ + Ⓛ or ●, ⬆ ⊗ + ⓨ

RISING ATTACKS

	Move	Input
	Rising Striking Falcon	⊗
	Rising Thunderbird Crash	ⓨ

♨ = requires Chi   G = Guard Break (cannot be blocked)   S = requires Stamina

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SEARING DAGGER

This dagger is characterized by fast, deadly strikes. It is quick, fierce and precise. The most talented warriors are known to be capable of generating scorching frost with this blade.

GROUND ATTACKS

	Move	Input
	Chill Slash	⊗
	Sweeping Snow	⊗, ⊗
	Icepick	⬆ ⊗
	Frostbane	⬆ ⊗, ⬆ ⊗
	Cold Thrust	⬇ ⊗
	Snow Blast	ⓨ
♨	Super Snow Blast	Press & hold ⓨ then release
♨ G	Ultimate Snow Blast	Press & hold ⓨ (auto)
	Treading Ice	⬆ ⓨ
	Hail Strike	⬇ ⓨ
G	Ice Shard	⊗ + ⓨ
G	Snow Blind	⬆ ⊗ + ⓨ
♨	Glacier Fall	⬆⬆ ⊗ + ⓨ

LETHAL STRIKE

	Move	Input
♨	Avalanche	⬇⬆ ⊗ + ⓨ / ⊗ + ⓨ + Ⓑ

TEAM KILLS

	Move	Input
♨ G	Crystal Crash (2-3 players)	⬇⬆ ⊗ + ⓨ / ⊗ + ⓨ + Ⓑ
♨ G	Blizzard (4+ players)	⬇⬆ ⊗ + ⓨ / ⊗ + ⓨ + Ⓑ

AIR ATTACKS

	Move	Input
	Crystal Slash	⊗
	Crystal Rip	⊗, ⊗
	Crystal Pivot	⊗, ⊗, ⊗
	Snowfall	ⓨ
	Crashing Ice	⊗ + ⓨ
♨	Sleet Storm	⬇ ⊗ + ⓨ
♨	Glacier Fall	⬆⬆ ⊗ + ⓨ

WALL & ASSIST ATTACKS

	Move	Input
	Arctic Blast	⊗
	Polar Shock	ⓨ

DASH ATTACKS

	Move	Input
S	Rushing Polar Shock	Ⓑ + Ⓛ or ●, ⬆ ⊗
S	Rushing Treading Ice	Ⓑ + Ⓛ or ●, ⬆ ⓨ
S G	Rushing Snow Blind	Ⓑ + Ⓛ or ●, ⬆ ⊗ + ⓨ

RISING ATTACKS

	Move	Input
	Rising Sweeping Snow	⊗
	Rising Treading Ice	ⓨ

♨ = requires Chi   G = Guard Break (cannot be blocked)   S = requires Stamina

EMBER SWORD

The movements of this sword are elegant and fluid, flowing without stopping and dancing like the wind. Its agile blows are difficult to follow and the enemy falls — ignorant of the lethal cut.

GROUND ATTACKS

	Storm Cut	X
	Storm Slash	X, X
	Storm Strike	X, X, X
	Turbulence	↑ X
	Twister	↓ X
	Tornado	↓ X, ↓ X
	Wind Thrust	↑ ↑ X
	Crosswinds	↑ ↑ X, ↑ ↑ X, X, X
G	Heel Strike	Y
	Whirlwind	↑ Y
◉	Super Whirlwind	↑, press & hold Y then release
◉	Ultimate Whirlwind	↑, press & hold Y (auto)
	Updraft	↑ Y, ↑ Y
	Storm Cleave	↓ Y
	Storm Thrust	↑ ↑ Y, Y, Y
	Gale Force Kick	X + Y
G	Vortex	↑ X + Y
◉	Wind Shear	↓ ↑ X
◉	Cyclone	↓ ↑ Y

LETHAL STRIKE

◉ G	Hurricane	↓ ↑ X + Y / X + Y + B

TEAM KILLS

◉ G	Tempest (2-3 players)	↓ ↑ X + Y / X + Y + B
◉ G	Eye of the Storm (4+ players)	↓ ↑ X + Y / X + Y + B

AIR ATTACKS

	Typhoon Cut	X
	Typhoon Slash	X, X
	Monsoon Slab	Y

WALL & ASSIST ATTACKS

	Typhoon Thrust	X
	Downburst	Y

DASH ATTACKS

S	Rushing Wind Thrust	B + L or ●, ↑ X
S	Rushing Whirlwind	B + L or ●, ↑ Y
S G	Rushing Vortex	B + L or ●, ↑ X + Y

RISING ATTACKS

	Rising Gale Force Kick	X
	Rising Tornado	Y

◉ = requires Chi   G = Guard Break (cannot be blocked)   S = requires Stamina

PHOENIX TAIL

This spear moves like a waving tail, lashing out at its enemies. Rounded movement extends into a lethal dance as it whirls around its wielder. Yet it can suddenly transform into a whip of lightning, reaching out with linear attacks to strike down enemies with bolts at a fearsome distance.

GROUND ATTACKS

	Jab	X
	Side Stroke	X, X
	Static Thrust	X, X, X
	Sky Thrust	↑ X
G	Dancing Lightning	↑ ↑ X
	Lashing Tail	↓ X
	Groundstrike	Y
G	Cyclone Fury	↑ Y
	Slash of Lightning	↓ Y
	Vaulting Charge	↑ ↑ Y
◉	Super Vaulting Charge	↑ ↑, press & hold Y then release
◉	Ultimate Vaulting Charge	↑ ↑, press & hold Y (auto)
G	Thunder's Judgment	X + Y
G	Static Arc	↑ X + Y
◉	Heaven's Wrath	↓ ↑ Y
◉	Thunderbolt	↓ ↑ X

LETHAL STRIKE

◉ G	Rolling Thunder	↓ ↑ X + Y / X + Y + B

TEAM KILLS

◉ G	Shock Wave (2-3 players)	↓ ↑ X + Y / X + Y + B
◉ G	Jagun's Wrath (4+ players)	↓ ↑ X + Y / X + Y + B

AIR ATTACKS

	Jump Kick	X
	Vertical Strike	Y
	Spinning Strike	Y, Y
◉	Strike Point	↓ ↑ Y

WALL & ASSIST ATTACKS

	Sky Charge	X
	Cloudburst	Y

DASH ATTACKS

S	Rushing Sky Thrust	B + L or ●, ↑ X
S	Rushing Thunderbolt	B + L or ●, ↑ Y
S G	Rushing Strike Point	B + L or ●, ↑ X + Y

RISING ATTACKS

	Rising Static Thrust	X
G	Rising Cyclone Fury	Y

◉ = requires Chi   G = Guard Break (cannot be blocked)   S = requires Stamina

ASH BLADE

This massive sword relentlessly delivers colossal blows. Long and heavy, the blade can become a cyclone of fire in the hands of a skilled warrior, hurtling flame-edged doom onto enemies and scattering all before its wrath.

GROUND ATTACKS

	Charring Cut	X
	Charring Slash	X, X
	Charring Blow	X, X, X
	Scorching Bite	↑ X
	Vaulting Wildfire	↓ X
G	Blazing Executioner	↑↑ X
G	Infernal Executioner	↑↑ X, ↑↑ X
	Flaring Arc	Y
⊛ G	Super Flaring Arc	Press & hold Y then release
⊛ G	Ultimate Flaring Arc	Press & hold Y (auto)
G	Blazing Pommel	↑ Y
G	Burning Cyclone	↓ Y
⊛ G	Super Burning Cyclone	↓, press & hold X + Y then release
⊛ G	Ultimate Burning Cyclone	↓, press & hold X + Y (auto)
	Gut Torcher	↑↑ Y
	Firebelly	↑↑ Y, ↑↑ Y
⊛	Super Firebelly	↑↑ Y, ↑↑ press & hold Y then release
⊛ G	Ultimate Firebelly	↑↑ Y, ↑↑ press & hold Y (auto)
	Heatwave	X + Y
G	Burning Edge	↑ X + Y
⊛	Conflagration	↑↑ X + Y

LETHAL STRIKE

⊛ G	Hellfire	↓↑ X + Y / X + Y + B

TEAM KILLS

⊛ G	Burning Abyss (2-3 players)	↓↑ X + Y / X + Y + B
⊛ G	Inferno (4+ players)	↓↑ X + Y / X + Y + B

AIR ATTACKS

	Jump Kick	X
G	Fire's Judgment	Y

WALL & ASSIST ATTACKS

	Guillotine Drop	X
	Scorching Blades	Y

DASH ATTACKS

S	Rushing Charring Blow	B + L or ●, ↑ X
S G	Rushing Blazing Pommel	B + L or ●, ↑ Y
S G	Rushing Burning Edge	B + L or ●, ↑ X + Y

RISING ATTACKS

	Rising Scorching Blades	X
G	Rising Infernal Executioner	Y

⊛ = requires Chi   G = Guard Break (cannot be blocked)   S = requires Stamina

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METEOR HAMMER

Moving slowly but inexorably, this enormous war hammer sends opponents reeling with gigantic blows. It is capable of evoking the immense power of its cosmic namesake when it strikes, creating horrific shockwaves upon impact.

GROUND ATTACKS

	Deep Impact	X
	Lunar Kick	↑ X
G	Planetary Strike	↑↑ X
⊛ G	Super Planetary Strike	↑↑, press & hold X then release
⊛ G	Ultimate Planetary Strike	↑↑, press & hold X (auto)
	Orbital Swing	Y
G	Galactic Anvil	Y, X + Y
G	Galactic Anvil	Y, Y, X + Y
G	Galactic Anvil	Y, Y, Y, X + Y
G	Galactic Anvil	Y, Y, Y, Y, X + Y
G	Comet Charge	↑ Y
⊛ G	Super Comet Charge	↑, press & hold Y then release
⊛ G	Ultimate Comet Charge	↑, press & hold Y (auto)
G	Cosmic Revolution	↑↑ Y
⊛ G	Super Cosmic Revolution	↑↑, press & hold X then release
⊛ G	Ultimate Cosmic Revolution	↑↑, press & hold X (auto)
G	Anvil	X + Y
⊛ G	Destroyer of Worlds	↓↑ X or Y

LETHAL STRIKE

⊛ G	Supernova	↓↑ X + Y / X + Y + B

TEAM KILLS

⊛ G	Hypernova (2-3 players)	↓↑ X + Y / X + Y + B
⊛ G	Lo's Last Stand (4+ players)	↓↑ X + Y / X + Y + B

AIR ATTACKS

	Jump Kick	X
G	Shooting Star	Y

WALL & ASSIST ATTACKS

	Celestial Spiral	X
G	Stellar Crash	Y

DASH ATTACKS

S	Rushing Lunar Kick	B + L or ●, ↑ X
S G	Rushing Comet Charge	B + L or ●, ↑ Y
S G	Rushing Anvil	B + L or ●, ↑ X + Y

RISING ATTACKS

	Rising Deep Impact	X
G	Rising Shooting Star	Y

⊛ = requires Chi   G = Guard Break (cannot be blocked)   S = requires Stamina

FLAME OF HEAVEN

This katana and its versatile sheath enable a variety of sword-drawing and cutting techniques, but skilled wielders can also quickly fasten them together to strike from a distance. At its most savage, this blade wreaks havoc as it blazes with the spirits of the multitudes it has sent into the afterlife.

GROUND ATTACKS

	Left Strike	❌
	Right Strike	❌, ❌
	Center Strike	❌, ❌, ❌
	Rising Crimson Slash	⬇ ❌
	Descending Crimson Slash	⬆ ❌
	Crimson Disruption	⬆⬆ ❌
	Bloody Thrust	🅨
	Full Bloody Thrust	🅨, 🅨
	Dripping Scabbard	🅨, 🅨, 🅨
	Disemboweler	⬆ 🅨
	Disemboweler Sweep	⬇ 🅨
	Disemboweler Spin	⬆⬆ 🅨
G	Gash	⬆ ❌ + 🅨
✦ G	Super Gash	⬆, press & hold ❌ + 🅨 then release
✦ G	Ultimate Gash	⬆, press & hold ❌ + 🅨 (auto)
G	Reverse Gash	⬇ ❌ + 🅨
✦ G	Boiling Blood	⬇⬆ ❌
✦ G	Hemorrhage	⬇⬆ 🅨

LETHAL STRIKE

✦ G	Rupture	⬇⬆ ❌ + 🅨 / ❌ + 🅨 + 🅱

TEAM KILLS

✦ G	Blood Bath (2-3 players)	⬇⬆ ❌ + 🅨 / ❌ + 🅨 + 🅱
✦ G	Cold Blood (4+ players)	⬇⬆ ❌ + 🅨 / ❌ + 🅨 + 🅱

AIR ATTACKS

	Jump Kick	❌
	Falling Stab	🅨

WALL & ASSIST ATTACKS

	Spinning Leap	❌
	Gouging Fall	🅨, 🅨

DASH ATTACKS

S	Rushing Boiling Blood	🅱 + 🛇 or ⬤, ⬆ ❌
S	Rushing Gouging Fall	🅱 + 🛇 or ⬤, ⬆ 🅨
S G	Rushing Gash	🅱 + 🛇 or ⬤, ⬆ ❌ + 🅨

RISING ATTACKS

	Rising Boiling Blood	❌
	Rising Bloody Thrust	🅨

✦ = requires Chi   G = Guard Break (cannot be blocked)   S = requires Stamina

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PHOENIX TALONS

These bladed gauntlets are most effective at close range, using techniques combining deft foot movement with blindingly fast punches and lethal slashes. The most potent attacks overwhelm opponents with devastating bursts of mystic force.

GROUND ATTACKS

	Vital Chop	❌
	Vital Slash	❌, ❌
	Vital Stab	❌, ❌, ❌
	Gleaming Gauntlet	⬆ ❌
✦	Super Gleaming Gauntlet	⬆, press & hold ❌ then release
✦ G	Ultimate Gleaming Gauntlet	⬆, press & hold ❌ (auto)
	Vaulting Talons	⬇ ❌
	Rising Talons	⬇ ❌, ❌
	Luminous Flurry	🅨, 🅨, 🅨, 🅨
	Surging Tackle	⬆ 🅨
✦	Super Surging Tackle	⬆, press & hold 🅨 then release
✦ G	Ultimate Surging Tackle	⬆, press & hold 🅨 (auto)
	Glittering Fangs	⬇ 🅨
✦	Super Glittering Fangs	⬇, press & hold 🅨 then release
✦ G	Ultimate Glittering Fangs	⬇, press & hold 🅨 (auto)
G	Radiant Burst	❌ + 🅨
✦ G	Super Radiant Burst	Press & hold ❌ + 🅨 then release
✦ G	Ultimate Radiant Burst	Press & hold ❌ + 🅨 (auto)
G	Shining Punch	⬆ ❌ + 🅨
✦ G	Super Shining Punch	⬆, press & hold ❌ + 🅨 then release
✦ G	Ultimate Shining Punch	⬆, press & hold ❌ + 🅨 (auto)
✦	Incandescent Thrust	⬇⬆ ❌ or 🅨

LETHAL STRIKE

✦ G	Annihilator	⬇⬆ ❌ + 🅨 / ❌ + 🅨 + 🅱

TEAM KILLS

✦ G	Decimator (2-3 players)	⬇⬆ ❌ + 🅨 / ❌ + 🅨 + 🅱
✦ G	Shin's Onslaught (4+ players)	⬇⬆ ❌ + 🅨 / ❌ + 🅨 + 🅱

AIR ATTACKS

	Dual Strike	❌
	Flying Assault	❌, ❌
	Rending Talons	🅨

WALL & ASSIST ATTACKS

	Shimmering Airwalk	❌
	Diving Talon	🅨

DASH ATTACKS

S	Rushing Gleaming Gauntlet	🅱 + 🛇 or ⬤, ⬆ ❌
S	Rushing Surging Tackle	🅱 + 🛇 or ⬤, ⬆ 🅨
S G	Rushing Shining Punch	🅱 + 🛇 or ⬤, ⬆ ❌ + 🅨

RISING ATTACKS

	Rising Tiger Kick	❌
	Rising Flying Assault	🅨

✦ = requires Chi   G = Guard Break (cannot be blocked)   S = requires Stamina

FEATHER BLADE

The ultimate embodiment of the stealth assassin's weapon, the ninjato uses attack techniques that incorporate lithe, acrobatic movements. At times granting the warrior unearthly speed, it delivers slicing death almost imperceptibly, a fleeting shadow in the night.

GROUND ATTACKS

	Wraith Kick	✖
	Wraith Sweep	✖, ✖
	Occult	⬆ ✖
	Elusive Spirit	⬇ ✖
	Shadow Cut	✔
	Shadow Slash	✔, ✔
	Leaping Shadow Cut	⬆ ✔
	Shade Thrust	⬇ ✔
	Cruel Stab	⬇ ⬆ ✔
	Cruel Severing	⬇ ⬆ ✔, ✔
⊕	Coffin Nail	⬇ ⬆ ✔, ✖
⊕	R.I.P.	⬇ ⬆ ✔, ✖, ✖... (as many as Chi allows)
G	Ghost Rising	✖ + ✔
G	Ghost Assault	⬆ ✖ + ✔
G	Ghost Strike	⬆ ✖ + ✔, ✖ or ✔
	Poltergeist	⬇ ✖ + ✔
⊕	Super Poltergeist	⬇, press & hold ✖ + ✔ then release
⊕ G	Ultimate Poltergeist	⬆, press & hold ✖ + ✔ (auto)
⊕	Phantasm	⬆ ⬆ ✖ or ✔
⊕	Phantasm	⬇ ⬇ ✖ or ✔
⊕	Phantasm	⬅ ⬅ ✖ or ✔
⊕	Phantasm	➡ ➡ ✖ or ✔
⊕	Ghost Rage	⬆ ⬆ ✖ + ✔

LETHAL STRIKE

⊕ G	Phantom Revenge	⬇ ⬆ ✖ + ✔ / ✖ + ✔ + ⓑ

TEAM KILLS

⊕ G	Dance Macabre (2-3 players)	⬇ ⬆ ✖ + ✔ / ✖ + ✔ + ⓑ
⊕ G	Miragami's Remorse (4+ players)	⬇ ⬆ ✖ + ✔ / ✖ + ✔ + ⓑ

AIR ATTACKS

	Spectral Slice	✖
	Spectral Slash	✖, ✖
G	Spectral Dive	✔

WALL & ASSIST ATTACKS

	Spirit Leap	✖
	Spirit Lunge	✔

DASH ATTACKS

S	Rushing Occult	ⓛ + 🄻 or 🄡, ⬆ ✖
S	Rushing Leaping Shadow Cut	ⓛ + 🄻 or 🄡, ⬆ ✔
S G	Rushing Ghost Assault	ⓛ + 🄻 or 🄡, ⬆ ✖ + ✔

RISING ATTACKS

	Rising Phantasm	✖
	Rising Phantasm	✔

⊕ = requires Chi   G = Guard Break (cannot be blocked)   S = requires Stamina

DARTS

These darts are crafted to be thrown rapidly at opponents from afar. Each type of dart (easily distinguished by its color) inflicts a different kind of damage. If you pick up a quiver of darts, it will be stored in your Inventory, but you can only carry one type of dart at a time. Even greater damage can be inflicted by using Chi to charge the throw with power before releasing the dart. Darts can be deflected if blocked.
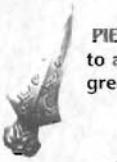
PIERCING DARTS (red) – These darts inflict instantaneous damage to an opponent's Health. Charging the throw with Chi inflicts greater damage to Health.

VENOM DARTS (green) – These darts inflict poison damage to Health over time. Charging the throw with Chi inflicts greater damage to Health over a longer period of time.

STUN DARTS (purple) – These darts carry unusual toxins that induce a paralyzing effect over time. Charging the throw with Chi extends the duration of the paralysis.

ARCANE DARTS (blue) – These mystically treated darts deplete Chi. Charging the throw with Chi increases the amount of Chi depleted.

OTHER WEAPONS
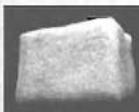
QUARRY STONES – Often encountered near buildings and ruins, these massive blocks of stone demand strength and skill to pick up and throw against opponents.

BOMBS – Invented in China, gunpowder was eventually used to develop heavy grenades such as these. Requiring considerable effort to pick up and throw, they are most effective against groups of opponents.

OTHER ITEMS

As you explore the world of IRON PHOENIX, you will discover powerful items that can assist you in combat and movement.

RELICS

These items appear in your Inventory once you obtain them. To call upon the power of a Relic, you must have sufficient Chi. The effects of these mystical items have only a limited duration. You can share the benefits of a Relic with teammates by activating it when they are close by. (See page 7 for information on how to activate Relics.)

MASK OF OBSCURITY – Casts the illusion of invisibility.

GAUNTLET OF ASSAULT – Increases the power of weapon attacks.

CUIRASS OF DEFLECTION – Reduces damage from weapon attacks.

BOOT OF ALACRITY – Increases running speed.

SEAL OF ENERGY (blue) – Enhances the ability to gain Chi.

SEAL OF RECUPERATION (red) – Exchanges Chi for Health.

SEAL OF VIGOR (gold) – Slows Stamina depletion rate.

REVIVE SCROLL

Strangely preserved despite their extreme antiquity, these rare and valuable manuscripts contain mystical energies to heal even the most lethal of your allies' injuries. This item will appear in your Inventory once you obtain it. If you are lucky enough to discover a scroll, call upon its power by standing near a fallen ally and activating it with your Chi. In VIP multiplayer games, VIP's carry the scroll at all times and require little Chi to activate them. (See page 7 for information on how to activate a Revive Scroll.)

ORBS

Mystic Orbs of power can be found throughout the world of IRON PHOENIX. You will immediately gain the benefits of an Orb once you touch it.

- ◆ **HEALTH ORB (red)** – Grants you Health.
- ◆ **CHI ORB (blue)** – Grants you Chi.
- ◆ **STAMINA ORB (yellow)** – Grants you Stamina.

SETTINGS

Use SETTINGS to access the Xbox's custom soundtracks, select a player name, customize control settings, adjust display and audio settings, and access Xbox *Live* settings. Available settings depend on whether you accessed the Settings Menu from the Main Menu or from the Options Menu while pausing the game.

AUDIO

IRON PHOENIX supports the Xbox's custom soundtrack feature, which allows you to create soundtracks from your own CD collection and listen to them while playing IRON PHOENIX. Select SOUNDTRACK from the Audio menu list to choose from the soundtracks you have saved to your Xbox Hard Disk. You can also adjust the game's MUSIC. EFFECTS. and DIALOG volume.

VIDEO

Adjust the GAMMA. BRIGHTNESS. and CONTRAST of the game screen display.

CONTROLLER

View a basic controls layout. You can also toggle the controller's vibration function and the camera inversion ON/OFF.

XBOX *LIVE*

This menu allows you to change Xbox *Live* accounts, view the Friends List, appear offline to Friends, and direct Voice Communication through the TV speakers. Accessing Xbox *Live* via the in-game Options Menu allows you to access other Friends and Players features.

PLAYER NAME

Create the name you want to use in System Link and Play Offline games. Xbox *Live* games will use your Gamertag (account name). Use the virtual keyboard to enter the name and select ENTER to save it.

EXTRAS

Here you will find additional features, such as movies that reveal some of the history of the IRON PHOENIX weapons, and game tips.

XBOX *LIVE*

Visit The Conclave at http://conclave.ironphoenix.com for Team information, statistics, Competitions, your profile, message boards and more!

TAKE IRON PHOENIX BEYOND THE BOX

Xbox *Live*™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

DOWNLOADABLE IRON PHOENIX CONTENT

If you are an Xbox *Live* subscriber, you can download the very latest content (such as new weapons) to your Xbox console.

CONNECTING

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see www.xbox.com/connect.

NEW SUBSCRIBERS

If you do not have an Xbox *Live* account and want to sign up for one, select PLAY XBOX LIVE from Main Menu. From the Sign-In Xbox Live screen, select *NEW ACCOUNT* and follow the onscreen directions. (For complete instructions, please go to www.xbox.com/live.)

CURRENT SUBSCRIBERS

If your Xbox console has a broadband Internet connection and you have a current Xbox *Live* subscription, you can join or create IRON PHOENIX matches. Select PLAY XBOX LIVE from the Main Menu, and sign in to your Xbox *Live* account.

XBOX LIVE FEATURES

Once you have signed in to Xbox *Live*, you can access the Xbox *Live* Menu of IRON PHOENIX. A number of options are available to you:

QUICK MATCH

Join any available game match.

OPTIMATCH

Specify search options to obtain a list of games that meet your match preferences.

CREATE MATCH

Host your own game based on the match settings you specify. (See page 16.)

FRIENDS

There are different ways to search for and play IRON PHOENIX games with friends and people you meet online. When you sign into your Xbox *Live* account, the Friends List becomes available. You can see who among your Friends is online or remove a player from your Friends List.

You can open the in-game Options Menu to access Friends features. You can invite players on your Friends List to play the game. Invite other players from the game to become a Friend by accessing the Players List.

PLAYERS

View a list of players you've recently competed with or against. You can provide feedback about what kind of players they are, or invite them to be a friend. You can open the in-game Options Menu to access Players features. Invite other players in the game to become your Friend by accessing the Players List and selecting from Current and Recent Players.

XBOX *LIVE* STATISTICS

For Xbox *Live* support, visit http://conclave.ironphoenix.com

Browse the online IRON PHOENIX leaderboard rankings to see how you, your Friends, and your Team compare to others. The rating and rankings of all Teams can be found on Xbox *Live*.

CONTENT DOWNLOAD

Find new content you can download to enrich your IRON PHOENIX experience.

MESSAGES

Exchange text or voice messages with Friends and Team Members. Create a message by pressing ❸ for New. Once you have created a message, press ❸ to Send Message and you will be provided a list of recipients from which to choose. The Message icon appears when you receive a message.

TEAMS

For Team support, visit http://conclave.ironphoenix.com

IRON PHOENIX allows you to create a permanent group of players that make up a Team. Each player can join only one Team at a time, and the Team Leader is the only one allowed to recruit Team Members. Teams allow players to join Competitions. All participants in a Competition must be on a Team. Team Leaders can recruit new Team Members from among their Friends or by typing in a player's Gamertag. Use the Messages Menu to send messages to the entire Team at once. The only statistics that are Team-based are those for Competitions.

The Teams Menu allows you to view, create, and manage Teams.

   ◆ **CREATE** – Allows a Team Leader to create a new Team. Once you have provided a name and description for your Team, you can recruit new Team Members.
   ◆ **MY TEAM** – Allows Team Leaders to edit the Team Description and view the current status of recruited players.
   ◆ **TEAM LIST** – Provides a list of Teams played in recent Competitions.
   ◆ **RECRUIT** – Provides a list of Friends from which Team Leaders can recruit. To recruit a player who is not on your Friends List, you can enter the player's Gamertag manually by pressing ❸ to access a virtual keyboard. The Recruit icon (see image to the right) appears when a Team Leader attempts to recruit you into a Team.
   ◆ **DISMISS TEAM** – Allows Team Leaders to disband the Team.

COMPETITIONS

For Competition support, visit http://conclave.ironphoenix.com

A Competition can accommodate up to 8 Teams of 8, or 64 participants. This tournament mode can be played as Team Deathmatch only.

   ◆ Each participating Team is randomly assigned a slot in the Competition bracket to face one other Team. The winners of the two top-bracket, first-round matches advance to fight each other in the next round, and the winners of the next two brackets fight each other and so on. Match winners advance through the bracket until only one Team remains.
   ◆ If there are not enough Teams to fill all the first-round bracket slots, the Team randomly assigned to face an empty slot will automatically advance to the next round with a "Bye."
   ◆ All Team Leaders must participate in any Competition that they've signed up for, or their Team will forfeit the Competition. When Team Leaders sign up for Competitions, their network hardware is checked to see if it is capable of hosting IRON PHOENIX matches with a low chance of dropping the match. If it is not deemed capable, the Team Leader will not be allowed to sign up for the Competition. Once a Team Leader is in a match, if the Host Team Leader leaves the match for any reason (disconnects or quits the match), that Team will forfeit.
   ◆ If the Host Team Leader drops the match, the Host Team will forfeit. If the Client Team Leader leaves, the Client Team will forfeit.

Icons (see image to the right) appear on the Xbox *Live* Menu Screen during the Competition process:

   ◆ **COMPETITION NOTIFICATION ICON** (green) - Appears when the Team Leader signs up for a Competition.
   ◆ **COMPETITION START ICON** (beige) – Appears when the Competition has started. Check in to the Competition in order to participate.
   ◆ **ROUND WARNING ICON** (beige) – Numbers appear next to the icon for a 30-second countdown to remind Team Members of their check-in deadline.
   ◆ **ROUND READY ICON** (red) – Indicates the round has been created and is almost ready to begin.

The Competitions Menu allows you to view, create, and manage Competitions:
   ◆ **COMPETITION LIST** – Team Leaders can sign up for an existing Competition by choosing from a list of currently scheduled IRON PHOENIX Competitions.
   ◆ **MY COMPETITION** – Team Members can view Competitions in which they are scheduled to participate. Team Leaders can also withdraw from a scheduled Competition.
   ◆ **CREATE COMPETITION** – Team Leaders can create a Competition in which other Teams can participate:
   • **Competition Name:** Label your Competition
   • **Sign Up Deadline:** Set a sign up deadline. Teams must enter your Competition before this date in order to participate.
   • **Competition Start:** Set a time for the Competition to begin.
   • **Round Term:** Set the duration of each round.
   • **Team Entrants:** Set the number of Teams that will be allowed to enter your Competition.
   • **Entrants per Team:** Set the number of players allowed on each Team.
   • **Map:** Select a Map where the Competition will take place.
   ◆ **COMPETITION HELP** – This menu option provides tips and an introduction on how to use the Competitions feature.

VOICE COMMUNICATION

In the Team games Team Deathmatch, VIP and Giant Kill, you can toggle between two voice modes, **PUBLIC** and **TEAM**, as indicated by the icon in the center of the Radial HUD Action Menu (see page 3). To toggle, pull 🎮 and press ⬤ (BLACK button).
   ◆ Speaking through the communicator in **PUBLIC MODE** (see image at the top right) allows every player in the game to hear what you say.
   ◆ **TEAM MODE** (see image at the bottom right) allows private communication within your current Team. This mode is ideal for forming strategies against the opposing Team.

In Deathmatch and Challenge Ring there is no option to toggle voice communication modes; these games remain in the default **PUBLIC MODE**. Voice communication is not available if you are voice-banned or if no communicator is connected.

CONNECTING TO XBOX LIVE

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live* please go to www.xbox.com/connect. In order to play **online, you need a Broadband Internet connection and a valid Xbox *Live* account.**

SYSTEM LINK

For Team multiplayer combat, connect two Xbox consoles using an Xbox System Link Cable, or link up multiple Xbox consoles using an Ethernet® hub and standard Ethernet cable. To begin playing a System Link game, select SYSTEM LINK from the Main Menu, then choose either of the following options:

   ◆ **SESSION LIST** – View currently active System Link games. To join one of the games, scroll through the list and select the game you want to enter.
   ◆ **CREATE MATCH** – Create your own System Link game.

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Taeko Baba
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You *for buying this game!*

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please visit http://207.238.131.199/segareg.php

For more information on IRON PHOENIX,
visit www.ironphoenix.com