

Front Cover

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.

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.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Thank you for purchasing OTOGI™. Please note that this software is designed only for use with Xbox™. Be sure to read this instruction manual thoroughly before you start playing.

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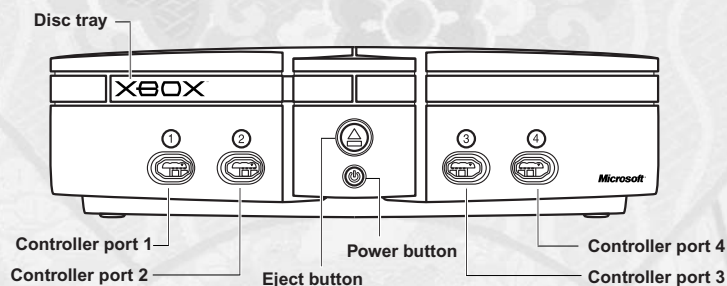
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The backup files of this game can be saved on the Xbox's internal hard disk unit. Never turn off the Xbox console while saving the file.

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 OTOGI™ 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 OTOGI™.

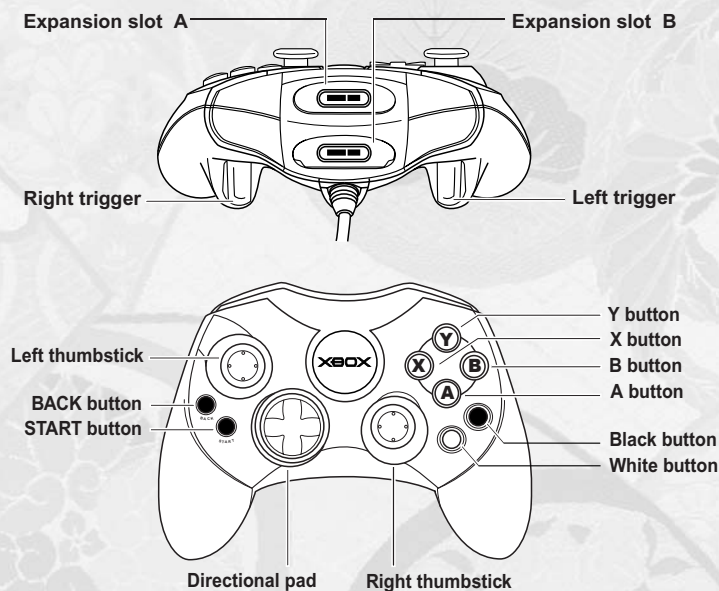


Avoiding Damage to Discs or the Disc Drive

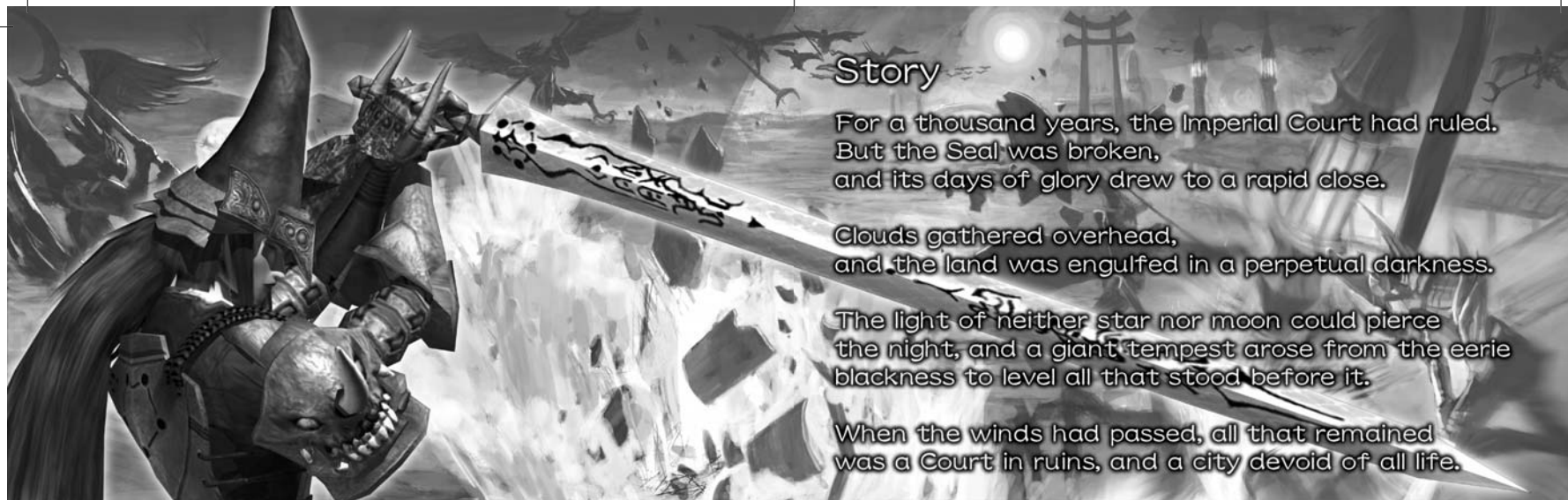
To avoid damage to discs or the disc drive:

- 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.
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 Xbox Controller to play OTOGI™.



Story

For a thousand years, the Imperial Court had ruled.
But the Seal was broken,
and its days of glory drew to a rapid close.

Clouds gathered overhead,
and the land was engulfed in a perpetual darkness.

The light of neither star nor moon could pierce
the night, and a giant tempest arose from the eerie
blackness to level all that stood before it.

When the winds had passed, all that remained
was a Court in ruins, and a city devoid of all life.

Characters

RAIKOH

Male
Mid 20's

Hero: Raikoh is the last member of a clan that was charged with delivering the final death-blow to end a person's life. His clan is thought to exist closest to death on the bridge that separates the world of the dead from the world of the living. This is why Raikoh knows when it is time for someone new to die.

Though Raikoh was charged with this duty to deal out death by the Court he was always bothered by the task before him. One day he was given an order by the Court to end his father's life. Raikoh refused and ran away from the Court, abandoning his duty.

He almost died when the Great Seal collapsed, yet the Princess saved him from death, but held him in a state between life and death. Raikoh must fulfill the quests set forth by the Princess and in doing so will cleanse the impurity of the past from his clan.

Princess

Female
Unknown

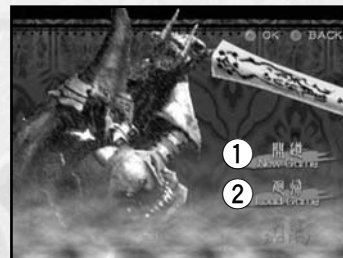
The Princess has given Raikoh the power to remain in the world of the living in exchange for his servitude. She assigns him quests and by performing these tasks she will purify his past mis-deed.

Personal details are unknown. Despite her calmness, her adamant resolution shows through in her cold voice.

Nobody, even Raikoh, has ever seen her real face.



Title Menu



① NEW GAME

Start a game from the beginning. Select where to create a save file upon starting a new game. Use Directional Pad $\uparrow \downarrow$ to select the location and press the **A** button or START button to create game data. To return to the Menu screen, press the **B** button or BACK button.

* In this game you can save up to 16 games.

② LOAD GAME

Load the game previously saved and resume the game.

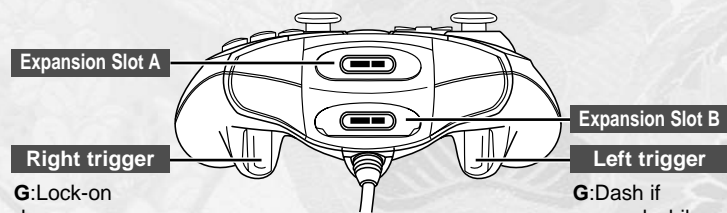
Basic Controls

Connect the Xbox Controller to any Controller Ports of the Xbox console. For detailed-controls on the Xbox Controller, refer to either this software instruction manual or onscreen in-game controls. When turning on the Xbox, please do not move the Left and Right thumbsticks or the Left and Right triggers as this may disrupt the calibration of the controller and cause malfunctions.

* All button assignments shown are default control configuration.

* Control details can be modified in Options. (p.20)

* In the controller diagram on p.7, **M** indicates "On the Menu Screen" and **G** indicates "During the game."



Expansion Slot A

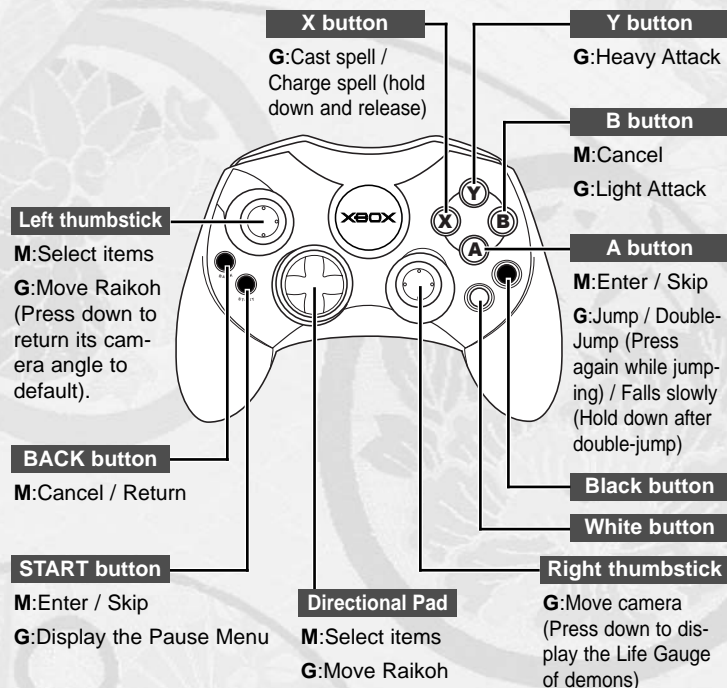
Right trigger

G: Lock-on demons

Expansion Slot B

Left trigger

G: Dash if pressed while moving the Left thumbstick / Directional Pad.



X button

G: Cast spell / Charge spell (hold down and release)

Y button

G: Heavy Attack

B button

M: Cancel
G: Light Attack

A button

M: Enter / Skip
G: Jump / Double-Jump (Press again while jumping) / Falls slowly (Hold down after double-jump)

Black button

White button

Right thumbstick

G: Move camera (Press down to display the Life Gauge of demons)

Left thumbstick

M: Select items
G: Move Raikoh (Press down to return its camera angle to default).

BACK button

M: Cancel / Return

START button

M: Enter / Skip

G: Display the Pause Menu

Directional Pad

M: Select items
G: Move Raikoh

Raikoh's Actions

■ Controls

Basic Controls

Dash



Press the Right trigger while moving Raikoh using the Left thumbstick.

Move



Use Left thumbstick to move Raikoh (Press down to reset the camera angle).

Jump



Press the **A** button to jump.

Double-Jump

Press the **A** button during a Jump. Raikoh falls down slowly when holding down the **A** button after the Double-Jump.

Move camera

Use the Right thumbstick to move the camera.

Lock-on

Use the Left trigger to lock-on (Press again to release Lock-on).

* By inflicting Lock-on, demons can be easily caught in sight and Magic may hit them more effectively.

HITS

You can perform up to 4 hits in a single combo. However, if a Heavy attack or Spell is used in between, the number of Hits in a combo will be reset.

* Note that how many Hits can be worked into a combo varies upon the type of weapon being used to attack with (see p.22).

Example 1



Controls in the Battles

Here are some examples of how you can make Hits inflicting various types of attacks.

□ Press the **B** button (or the **Y** button) while inflicting Small Attack
Hit type 1 : Light Attack ⇨ Light Attack
2 : Light Attack ⇨ Heavy Attack

□ Press the **B** button (or the **Y** button) while inflicting the Hit above
Hit type 3 : Light Attack ⇨ Light Attack ⇨ Light Attack
4 : Light Attack ⇨ Light Attack ⇨ Heavy Attack

□ Press the **X** button while inflicting the Hit 1.
Hit type 5 : Light Attack ⇨ Light Attack ⇨ Spell



You will see a display showing the number of consecutive hits on the screen if you hit enemies successfully.



Special Controls in the Battles

There are 2 types of Special Controls.

Boost Attack



Press the **B** button while making a dash and blow the demons away in the air!



Dash Attack



Press the **Y** button while making a dash.



* There are some demons that you can defeat with the Dash Attack more effectively than with a Normal Attack. Learn the most effective way to defeat each type of demon! Note that depending on the type of weapons used, Raikoh's moves may vary when making a Dash Attack.

Charging Spells

When casting a Spell, press and hold the **X** button down for a while. The spell will begin to charge.

According to how long the Spell is being charged, the aura surrounding Raikoh will change. The longer the Spell is charged, the more powerful it becomes. Note that if an enemy attacks you while charging a spell, the charge will be lost and you will have to recharge the spell.



* To cast a Spell being charged up, release the **X** button.

Reflecting Spells

When enemies attack you with Spells if you press either the **B** button or the **Y** button at the right time you can deflect enemy Spells back at the caster.

Remember that there are certain types of Spells that cannot be deflected. Also depending on the weapons currently in use, you may not be able to deflect some Spells.



How To View A Screen

Magic Power Gauge / HP Gauge

During the stages, the gauge on the right is displayed on the screen. The green balls (Life) on the outer side indicate your HP. The purple gauge on the inner side indicates your current Magic Power. It goes down as time goes by. The speed at which Power goes down may change by casting spells. The Magic Power gauge can be recovered to a certain extent by obtaining Planetary Stones (see p.25) or defeating enemies that appear in the game.



Your life will decrease if you are attacked by enemies, or are hit by falling debris from destroyed buildings. If one of the balls on the Life Gauge remains partially full it will recover over time. Acquiring an Enchanted Lotus (see p. 25) will also recover Raikoh's life force.

Note that Life can be recovered only when there is Magic Power left in the Gauge. If Magic Power goes down to 0, the Life Gauge will turn red and decrease as time goes by.

The game will be over if the Life Gauge is depleted and your Hit Points becomes 0. Life can be increased by obtaining Mercy Orbs (see p.25).

HP Gauge of demons

The HP Gauge of demons is displayed when you hold down the Right thumbstick and inflict damage to demons within a certain distance.



Status Changes

Raikoh's status changes by receiving certain types of damage from enemies.

Silence



Raikoh cannot use Spells for a given amount of time.

Jyubaku



The Attack power, Defense Power and Jumping power reduce to half.

Flame Red



Life continues to go down for a given amount of time.

Flame Blue



Continues to burn for a short while even with White Serpent Amulet equipped.

Flame Black



The most powerful type of fire that continues to burn, even with the White Serpent Amulet equipped.

Frost



Magic Power continues to decrease for a given time.

* These status changes will be recovered if a given amount of time passes or when you obtain an Item (Dragon's Eye. see p.25) that helps restore Raikoh's status.

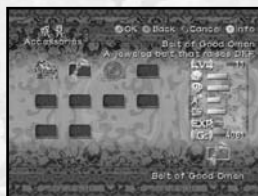
Proceeding the Game

■ Game Flow

This describes the Game's flow.

1

On the Menu Screen, equip items to proceed through the game effectively.



2

Confirm a condition to clear the stage as well as features of the demons appearing in the stage.



3

Clear the stage



4

Go to the next stage



■ Stage Clear & Game Over

Result

The Result Screen is displayed if you clear a stage. On this Screen you can confirm the details below.



CLEAR TIME

Time it took to clear the stage

OBJECTS DESTROYED

Percentage of items destroyed
F Odious > E Unclean > D Impure > C Clean >
B Pure > A Flawless

DEFEATED ENEMIES

Total number of demons defeated in the stage

SPIRITS RELEASED

Percentage of Spirits (see p.26) released

BONUS EXP.

Extra bonus obtained by defeating demons

* The items and numbers shown in green on the Result Screen after you restart and play the game indicates the best records in the stage.

Detailed Screen of Results

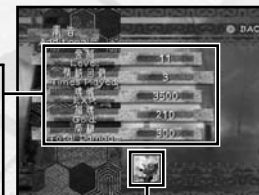
Level : Raikoh's current Level

Times Played : Number of times played in the stage

EXP. : Experience earned in the stage

Gold : Gold obtained in the stage

Total Damage : Total amount of damage Raikoh has received



Types of demons that appeared in the stage and the number of each of them you've defeated

* If you clear certain conditions, you may obtain new items.

Game Over

The game will be over when the HP of Raikoh's goes down to 0. The screen on the right is displayed when the game is over. Use Directional Pad ↑↓ to select an item and enter a selection with the A button or START button.



Restart

Restart the stage

Return to Menu

Return to the Stage and Weapon Select Menu

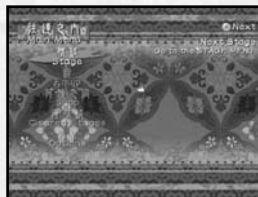
Give up

Quit the game

Main Menu Screen

Stage Clear & Game Over

There are 5 items displayed on the Main Menu. Select an item using Directional Pad $\uparrow\downarrow$ and enter with the **A** button or the START button.



Stage : Go to the Stage Menu

Equip : Go to the Equipment Screen to equip items.

Shop : Go to the Shop Screen to buy/sell/repair items

Cleared Stage : Go to the CLEARED Stage Menu

Option : Go to the Options Menu

Stage

Start

Start the stage.



Name of the Stage

Description of the Stage

Creatures

Review the fenemies that appear in the stage. This can help you select the proper weapon for the challenges ahead. To turn the pages, use the Right/Left triggers.



Name of demons

Attributes of demons

Stage where demons appear

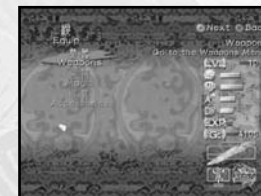
Total number of demons you have defeated

Equip

WEAPONS : Go to the Weapons Menu

MAGIC : Go to the Magic Menu

ACCESSORIES : Go to the Accessories Menu



LVL : Raikoh's Current Level

LF : Raikoh's Current HP

MV : Raikoh's Current Magic Power

AT : Raikoh's Current Attack Power

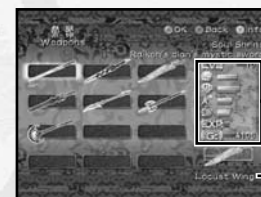
DF : Raikoh's Current Defending Power

EXP. : Raikoh's Current Experience. The level goes up when the current one gets filled.

G : Amount of money you currently have

Equipment Change

Move the cursor to the item you wish to equip and press the **A** button and enter a selection.



Description of the item currently chosen

Details Raikoh's current status

Name of the item currently in use

Item Details Screen

On this screen, you can confirm the details of each item currently chosen by pressing the **Y** button.



Name of the item currently chosen

Description of the item currently chosen

Details of the item currently chosen

Shop

On this Screen, you can make a deal with the Princess by purchasing items in exchange for Gold or selling items you no longer need. You can also refill weapons' vitalities to repair damage incurred from heavy use.



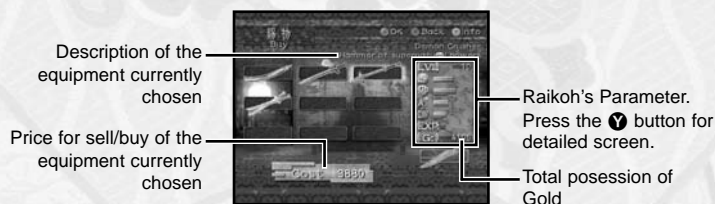
WEAPONS : Buy or sell Weapons

MAGIC : Buy or sell Magic

ACCESSORIES : Buy or sell Accessories

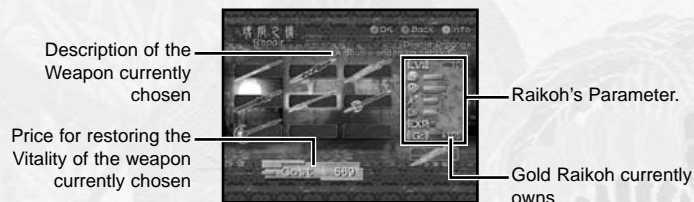
Repair : Restore your weapons' vitality

Equip Screen to equip or buy/sell Weapons



After moving the cursor to the equipment you would like to buy/sell, you will be asked "Would you like to buy (sell) something?" To buy/sell the equipment, press the **A** button. Press the **B** button to return to the previous screen.

Repair



If you select a Weapon to restore its Vitality, you will be asked "Restore your weapon's Vitality?" Press the **A** button to proceed and restore. To cancel the command, press the **B** button.

Cleared Stage

In this mode, you can replay stages which have been previously cleared. Select a stage to play using Directional Pad **↑↓** and press the **A** button to enter.



Then choose to play the stage from either the current state or from its original state. By choosing the current state option, the stage will begin in the status in which you last visited the area. Objects destroyed in the last play-through will remain destroyed. If you select to commence the stage in its original state, the game will start with all objects and buildings restored.

Starting the game in either the current state or the original state, the Spirits (see p.26) once released will not appear once again.

Save & Load

Options

Save : Go to the Save Menu

Load : Go to the Load Menu

Configuration : Go to the Settings Menu

Give up : Return to the Title Screen



SAVE

The game will be saved onto the console. Select a location to save the game to and press the **A** button or START button to enter a selection.

LOAD

The game data will be loaded from the console. Select a location to load the data from and press the **A** button or START button to start loading.

The Map Data will be saved when each stage is cleared, however, please note that the game will not be saved. Save the game on the SAVE menu within Options.

CONFIGURATION

Vibration : Turn the Vibration Settings ON/OFF.

Captions : Turn the Captions ON/OFF.

BGM Volume : Adjust the BGM Volume.

Voice Volume : Adjust the Voice Volume.

SE Volume : Adjust the Volume of Sound Effect.

Brightness : Adjust the Brightness of the Screen.

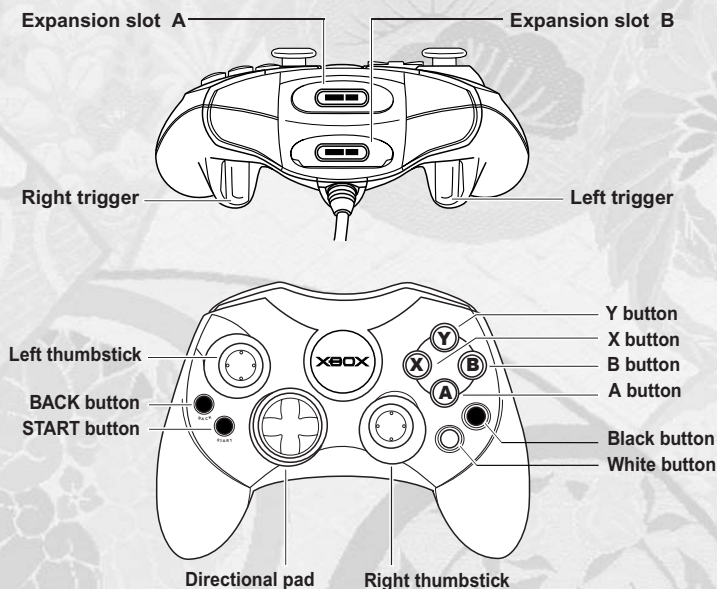
Controller Config. : Go to the Controller Configuration Screen.

* Press the **Y** button to set all the settings to default.

This game is compatible with Dolby Digital 5.1ch sound. In order for you to enjoy the Dolby Digital 5.1ch sound you must have a compatible device as well as adjust the settings of your Xbox console. For detailed settings instructions, refer to the hardware manual of Xbox console.

CONTROLLER ASSIGN

Choose the controller type from Type A, B and C using Right/Left trigger.



	TYPE A	TYPE B	TYPE C
Left thumbstick	Move Raikoh		
Right thumbstick	Move the camera, Press down to turn the HP Gauge of demons ON/OFF.		
Left trigger	Lock-on demons	Dash	Dash
Right trigger	Dash	Lock-on demons	Lock-on demons
A button	Jump	Jump	Small Attack
B button	Small Attack	Spell	Great Attack
X button	Spell	Small Attack	Spell
Y button	Great Attack	Great Attack	Jump
START button	Display Pause Menu		

Quit Game

Quit the game and return of the Title Screen.

Items

Weapons

Equip Screen to equip or buy/sell Weapons

There are 4 types of weapons: Sword, Great Sword, Staff and Double Bladed Swords. The characteristics vary for each type of weapon. Select a relevant weapon in accordance with the stage and the enemies you must face in that area.

Sword : Swords are the most commonly used weapons. Some of them may have a special feature, but are in principle the easiest to wield.
Ex) Soul Shrine

Great Sword : Great Swords are heavy-weighted and also big in size. They may require special handling, but have a strong attacking power.
Ex) Golden Dragon

Staff : Some are long and pole shaped, and are suitable for crowded battles.
Ex) Holy Staff

: Some others may be less powerful than other types of weapons, however, they enhance the power of your Spell
Ex) Staff of Duality

Double Bladed Swords : Grasp a sword in each hand and fight with elegance. Double Bladed Swords are light and make it possible to attack quickly.
Ex) Black Swallow

* Some of the weapons allow special advantages.

Weapons' Vitality decreasing

The more you use each weapon, the more its Attack Power will decrease. To restore the Attack Power, restore the Vitality of the weapons by selecting Repair on the Menu Screen. Note that you can restore them in exchange for a certain amount of Gold.

Spell

What's Spell?

In OTOGI™, Raikoh can use several types of Magic. To cast a Spell, equip a spell talisman. The type of spell you cast varies upon the type of spell talisman equipped.

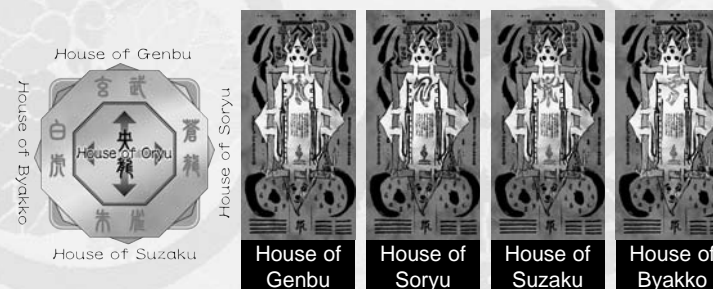
Types

There are in total 4 different types of spell and each type is separated into 3 levels.

Attributes

You can cast quick spells or powerful spells depending on the situation.

The 4 types are related to each other as follows:



Each enemy has its own magic type depending on the House they belong to. Raikoh belongs to the House of the spell talisman equipped at the time. If no spell talisman is equipped, Raikoh will not be able to cast a spell at all.

Additionally, if you cast a Spell of from an opposite House to the enemies you face, the damage caused by your spell will be doubled.

"The Void" is a House of Magic that only certain enemies can belong to. None of the 4 Houses of Magic that Raikoh can use will work effectively.

* There are also enemies that do not belong to any of the Houses.

Various Types of Items

Here are some examples of the items that appear in the game.

Accessories

If equipped on, you can receive a special effect.



White Serpent Amulet

A necklace carved from white crystal that protects the body from fire but not unclean flames. This is a Water Ki item, so Fire effects are lost.



Mystical Beads

Beads made from mountain stones strung together to form a bracelet. The power of the stones travels up the wearer's arm to raise weapon power.



Belt of Good Omen

A jeweled belt that high-ranking sorcerers would wear when visiting the Court. The jewel on its tassel increases the ability to defend oneself.

Special Items



Mercy Orb

Adds one Life to Raikoh.

The life you have obtained will be added to the Life Gauge once the stage where you've found each Mercy Orb is cleared and when the next stage is played.

Consuming Items

As soon as you obtain these items during the game, you will get their effects on the spot and they last for a certain amount of time.



Enchanted Lotus

Restores LF (Life)



Phoenix Feather

Raises ATK (Attack Power)



Dragon's Eye

Cures status



Platinum Fangs

Sustains MP (Magic Power)



Carapace Shield

Raises DEF (Defence)

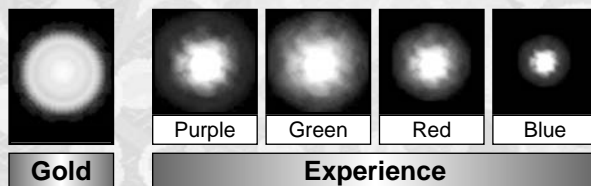


Planetary Stone

Restores MP

Gold & Experience

By defeating the demons, you obtain objects below. There are 2 types of objects. One is called "Gold" added as money that you can purchase weapons or other things with. The other is called "Experience" added as an Experience. Note that if you defeat the demons yet miss to absorb the Gold and Experience, you will not receive any, thus make sure to go and get them before they disap-



Release the Spirits

In every stage, there are human Spirits confined in buildings and objects. You can release them by destroying the objects in the environment. By releasing all the Spirits confined in a stage, the number of "Spirits Released" becomes 100% and you may be rewarded a bonus item.



Restore Magic Power

You can restore your Magic Power by defeating the enemies. If you defeat enemies by physical attacks, especially in the air, you will obtain more Magic Power. Magic Power goes down as time goes by or by using Spells, so defeat as many enemies as you can and keep your Magic Power from depleting completely.

Weight

Weapons, Spell Talismans and Accessories all have a weight. Depending on the weight, there are various changes made to Raikoh. For example, If equipped with heavy-weighted items, he cannot jump too high or move too quickly. Also with a less weight, Raikoh can inflict a more damage using Small Attacks but less damage using Heavy Attacks.

Refer to the Equip Screen and press the **Y** button to check the weight of each equipment.

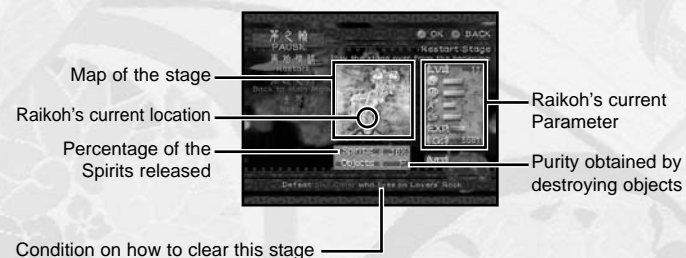
Pause

During the gameplay, press the START button to display the Pause Menu. Select an item using Directional button **↑↓** and press the **A** button to enter the selection.

RESTART : Restart the same stage from the beginning (Note that the items you have obtained and other factors will be set back to default)

GO BACK TO MAIN MENU : Return to the Main menu

GIVE UP : Quit the game and go back to the Title Screen



2nd Play

"Replay Mode" will become available once you have cleared this game. By saving the game after clearing the last stage, the save file will be highlighted in green and you can select the "Replay Mode".

To play the "Replay Mode" select "Replay" upon boot-up of the X-box console where the previous game had been saved.

In "Replay Mode", you can play the game from the beginning and with the items you acquired on your 1st time through the game.

Credits

The following credits list the staff responsible for the localization, marketing and manual production for OTOGI™. See the in-game credits for the complete list of the original development staff.

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Lead Designer - Daisuke Satake

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