

SAVAGE SKIES



WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION® 2 DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

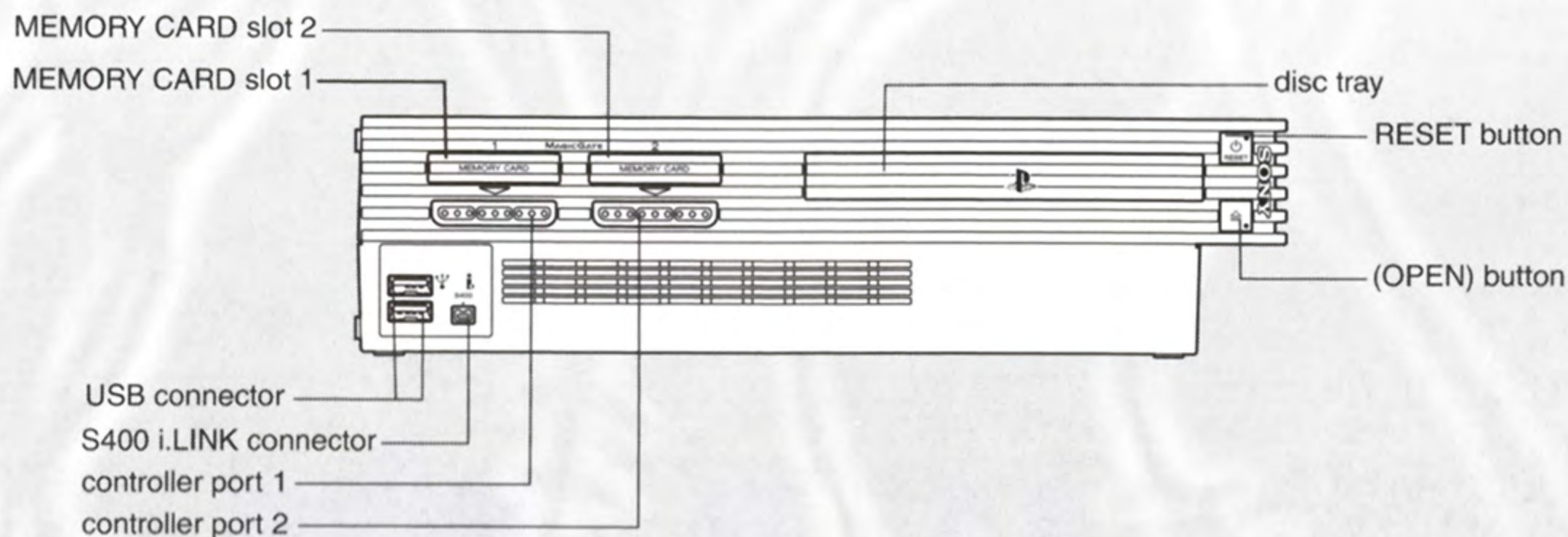
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SAVAGE SKIES

GETTING STARTED

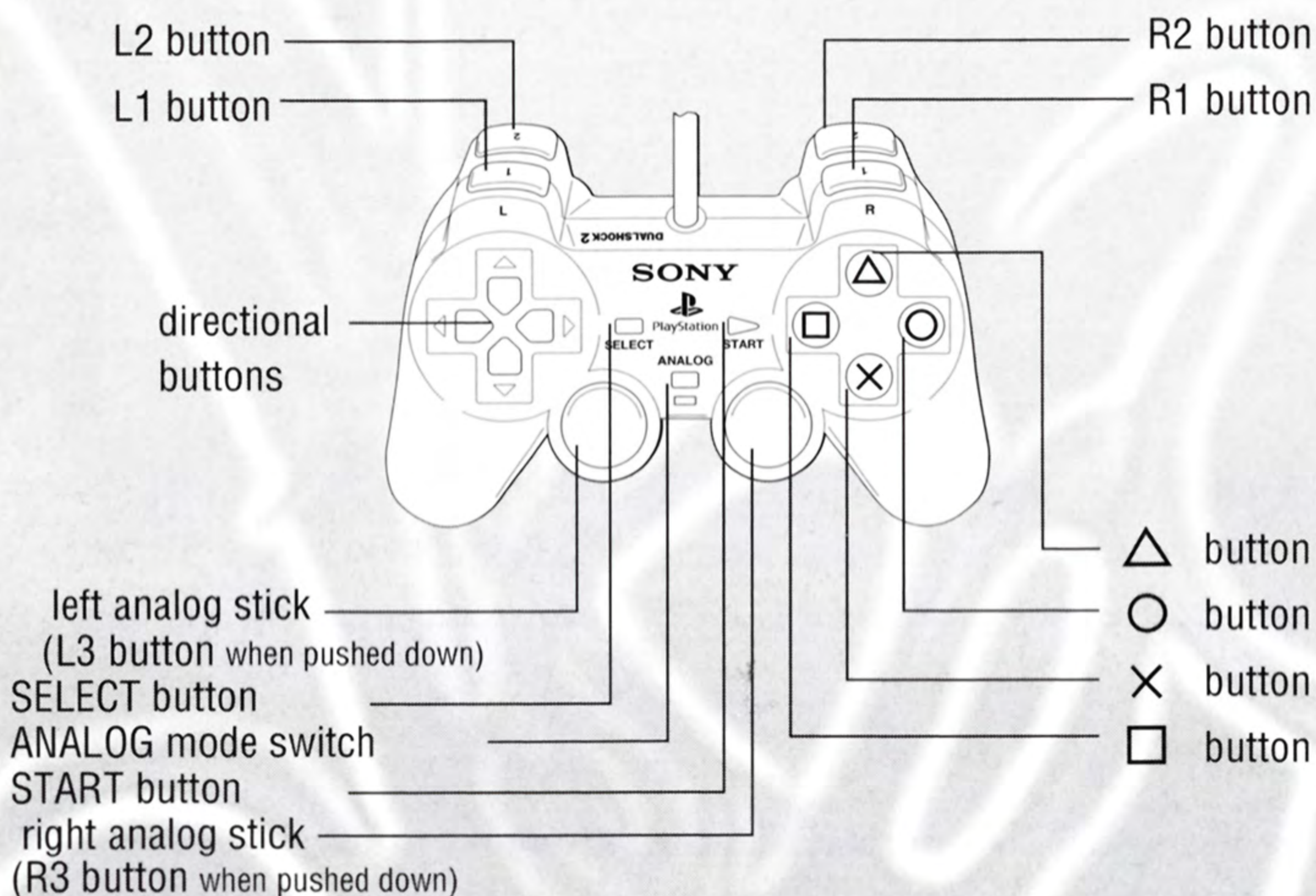
PlayStation®2 Console



1. Set up your PLAYSTATION®2 console according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *Savage Skies* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this software manual for information on using *Savage Skies*.

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER



MENU CONTROLS

Navigate the menus using these controls:

Highlight menu item

Directional Button

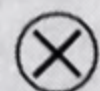
Left Analog Stick ▲▼

Change highlighted item

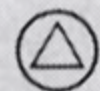
Directional Button

Left Analog Stick ◀▶

Select/Go to next screen



Return to previous screen





CONTROLS

BASIC CONTROLS

Direction: Similar to a flight stick for an airplane where stick up causes your creature to pitch down, and stick down causes the creature to pitch up.

Increase Speed: By default your creature will fly at a slow speed optimized for combat engagement. When this button is pushed, the creature will flap to increase its speed.

Decrease Speed: When this button is pushed the creature will slow down.

Crystal Seekers: Push and hold this button, then run the crosshair over any target. When the button is released a barrage of missiles will be unleashed on your selected targets.

Activate Item: Activates the selected item

Use Power 1: Uses the creature's first power.

Use Power 2: Uses the creature's second power.

Select Target: Click and hold selects closest target, each successive click selects the next target.

Cycle Item: Advances the selected item.

SPECIAL MOVES

All creatures can Super Flap and Power Dive, but only a select few can perform Barrel Rolls and Super Loops.

✦ **Super Flap - (Double tap thrust)** This will cause your creature to gain altitude with one big power flap and is helpful in evading fire by gaining a height advantage.

✦ **Power Dive - (Down + L3)** This maneuver is useful when you need to gain speed or lose an enemy attacker.

✦ **Barrel Roll - (Left or right + L3)** Quickly roll out of the way or keep a turning creature in your sights.

✦ **Super Loop - (Up + L3)** Perform a 360 degree loop to evade the enemy and drop in behind them.



FLIGHT CONTROLS

Master these controls and lead your mount to victory!

Direction	Left Analog Stick
Increase Speed	⊗ button
Decrease Speed/Hover	□ button
Seekers	△ button
Use Item	○ button
Use Power 1	R1 button
Use Power 2	R2 button
Select Target	L1 button
Cycle Item	L2 button
Special Moves	L3 Button + Left Analog Stick

Look Around	Right Analog Stick
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GROUND CONTROLS

Double tap decrease speed close to the ground to land.

Pitch up or down	Left Analog Stick ↑↓
Turn left or right	Left Analog Stick ←→
Walk Forward	⊗ button
Walk Backward	□ button
Take Off	⊗ button twice
Look Around	Right Analog Stick

DECIMATOR CONTROLS

Use the Decimator power up for some serious damage.

Look Around	Left Analog Stick
Active Zoom	○ button
Deactivate Zoom	○ button
Use the Decimator	R1 button

GENERAL CONTROLS

Switch Camera Views	Select button
Pause / Game Menu	Start button

NOTE: Alternate controls schemes are available via the Options menu.

BACKGROUND STORY

In another world and another time, an age of peace and prosperity gave way to conflict and war. The King, who once maintained law and order throughout the empire, was attacked by one of his own advisors. The usurper, a necromancer bent on taking the throne for himself, brought the land to ruin in a single night of chaos and bloodshed.

While the world believes the King to be dead at the hands of the necromancer Mortalvis, the empire is torn asunder. Each of the King's strongest allies claims a separate share of the land and its people, and forms his own army to defend it.



Anduras, the mightiest general of the empire, crowns himself as ruler of the new Kingdom of Virtwyn. His subjects are the warriors and noblemen of the old empire, and they cling to the old ways and values. They believe in justice, and a life lived in harmony with one another and the natural world. But they also believe in peace through strength, and the might of their armies reflects this.

Kalavin, the old King's chief alchemist and sorcerer, gathers unto himself the outcasts of the shattered empire. They travel into the jungles far from the old capital, where they set out to build a new society. Believing that nature should be bent to the will of the cunning, Kalavin sets out to raise an army of mutant creations, animals and people transformed into dangerous warriors. His crowning achievement is the Hive, an organism that links the thoughts of all his subjects, forming a hive mind that serves the will of the collective.



But meanwhile, Mortalvis, the man who brought about the downfall of the King and his empire, is implementing the next stages of his dark design. The slain armies of the old empire are raised up to serve him as undead warriors.

These forces move swiftly to capture ancient objects of power, and his enemies become gravely concerned about Mortalvis' plans for conquest.

In the battles that ensue, all three factions come to rely greatly on the strength of dragons, great birds, and other flying creatures. Time and again, these aerial fighting forces determine the difference between victory and defeat. But there is another crucial factor these new rulers have not considered ... the fallen King himself.

When Mortalvis sent his demonic Wraiths to destroy the King, all assumed that the necromancer's victory was complete. None of the survivors knew that the King was under a protective spell, one that saved him from certain death, but which also splintered his soul into three fragments.



Now the fragments of his soul have been reborn as three different Warriors. Each serves one of the three rival factions, ignorant of his true identity or that of the others. Each becomes a Rider in the wars that rage high above the land. And each will soon discover that only one of them can survive ...

INTRODUCTION

Welcome to the world of *Savage Skies*! Mythical fantasy and ancient flying creatures inspire this action flight game where you will take to the air and wage war from the backs of incredible winged creatures.

Three factions, each unique in their ideals, are formed after the soul of a glorious king is shattered by a wraith. You choose to play in any of three factions as a warrior who is a vessel for a piece of the king's soul.

Savage Skies brings you fantasy aerial combat on a scale that has never been seen before. The graphics and gameplay are like none you have ever experienced! This manual will give you insight into the various creatures of the land and will help guide you to victory. Prepare yourself...

GAME FEATURES

- ✦ Rage through the skies in 27 unique playable missions!
- ✦ Unleash 24 fully detailed creatures each with unique combat moves and performance characteristics!
- ✦ Destroy your enemies with 60 unique creature and rider powers!
- ✦ 10 minutes of fully rendered cinematics bolstering rich characters and a detailed storyline.
- ✦ Blast your friends and foes in split-screen multiplayer mayhem.
- ✦ Intense time-of-day, weather, and environmental effects!

MAIN MENU

From the Main Menu, you can play a training mission, change the game options, challenge a friend to a multiplayer battle, or play a single player campaign. The Main Menu is your portal to the wonderful world of *Savage Skies*.



Training: Visit the old kingdom at the height of its glory and learn the basics of piloting a massive flying beast. (Training on p. 12)

Single Player: Put on your battle armor and get ready to rage. Complete a campaign and conquer your enemies or revisit a mission you've already completed to collect something you may have missed. (Single Player on p. 12)

Multiplayer: Earn bragging rights when you crush your friends and enemies with some multiplayer mayhem. (Multiplayer on p. 17)

Options: Customize the controls and game settings to your liking. (Options on p.10)

OPTIONS MENU

Set up *Savage Skies* the way YOU like it!

GAMEPLAY

Use this menu to adjust the difficulty and select secret unlockable gameplay modes.

- ✦ Highlight the selected menu item using the Directional Button or Left Analog Stick $\uparrow\downarrow$.
- ✦ Change the highlighted item using the Directional Button or Left Analog Stick $\leftarrow\rightarrow$.
- ✦ Use the $\triangle$ button to return to the Options Menu accepting the changes you have made.

NOTE: New gameplay modes like Jet Fighter and Super Gore can only be activated by completing secondary and secret objectives

THEATER

Check out the action-packed cinematics, or peruse the names of the depraved minds behind *Savage Skies*.

- ✦ After you have viewed a movie once in the game, you can go to this menu and view it as many times as you would like.
- ✦ Highlight the selected menu item using the Directional Button or Left Analog Stick $\uparrow\downarrow$.
- ✦ Use the $\otimes$ button to select the highlighted item and watch the movie
- ✦ Sit back and enjoy the selected cinematic or credits list..
- ✦ Use the $\triangle$ button to return to the Options Menu.

Note: Some movies must be unlocked by playing the game before they can be viewed.



AUDIO

Use this menu to adjust the in-game sound volume for sound effects, vocals, and music.

Difficulty: Choose between easy, medium, or hard difficulty.

Music Volume: Change the volume of the music above or below the 50% setting.

Voices Volume: Change the voice-over volume above or below the 50% setting.

Effects Volume: Change the effects volume above or below the 50% setting.

CONTROLLER

Select one of three control configurations you'd like to use with this menu.

- ✦ Change the highlighted control configuration using the Directional Button or Left Analog Stick ◀▶ .
- ✦ Use the ⊗ button to accept the changes made to the highlighted control configuration and return to the Options Menu.
- ✦ Use the △ back button to save any changes you have made.
- ✦ As each control configuration is highlighted, the current button assignments will be displayed on the screen.

GAME LOADING

NOTE: Never insert or remove a memory card (8MB) (for PlayStation®2) when loading or saving files.

- ✦ After *Savage Skies* is started in the PlayStation®2, a check will be performed automatically to load any *Savage Skies* saved games off of any memory card (for PlayStation®2) inserted in a memory card slot.
- ✦ Game progress is automatically saved after each mission.

TRAINING

Train in the old kingdom before its destruction by the insidious necromancer Mortalvis.

- ✦ The training is broken up into two distinct sections.
- ✦ The basics of movement, maneuverability, weapons usage, and combat will be covered.
- ✦ Simply follow the audible and on-screen instructions to complete each section.

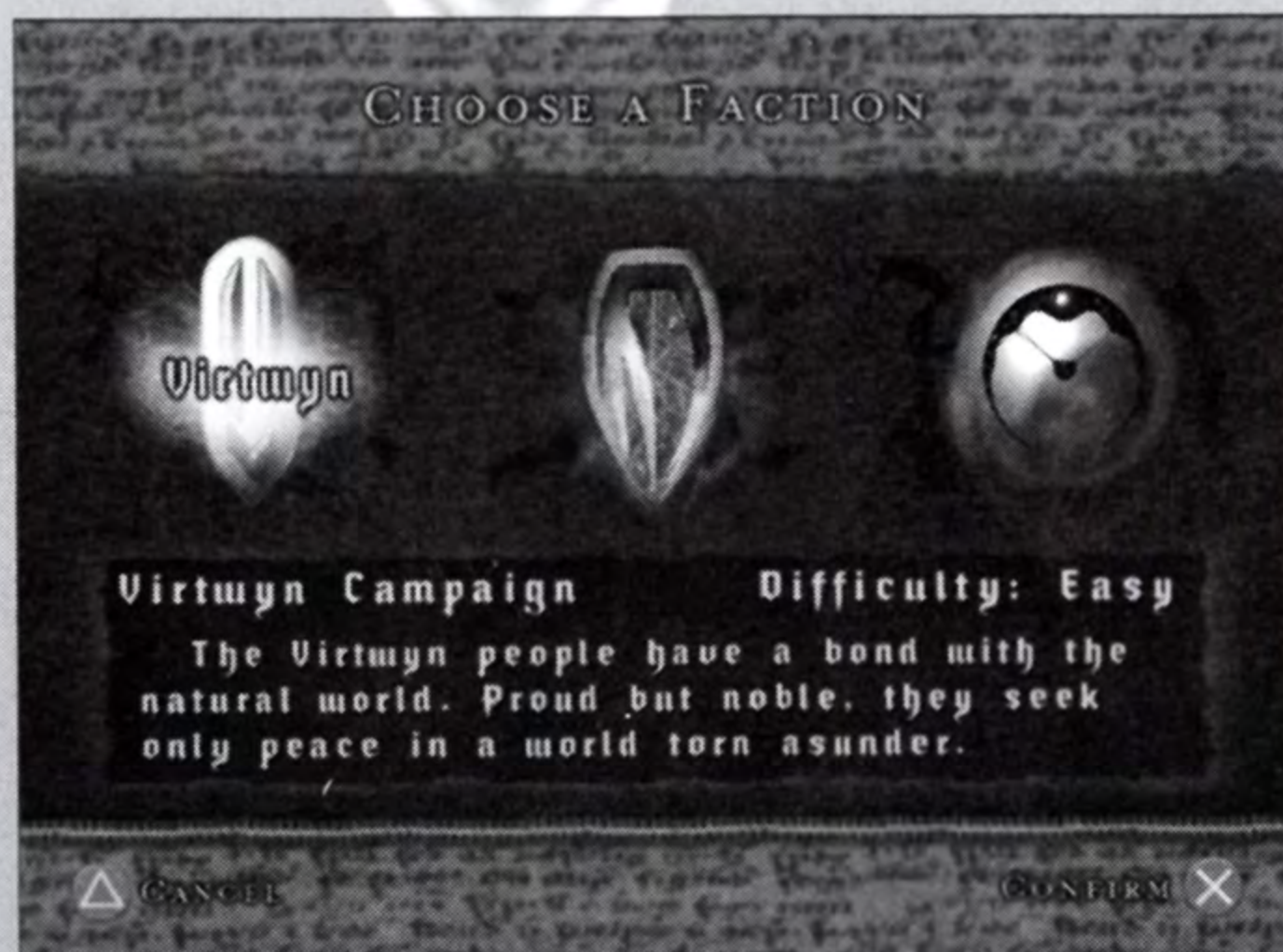
SINGLE PLAYER MENU

Your quest to conquer is about to begin!

After the old kingdom was destroyed, and the great king was no where to be found, the once great empire splintered into three factions.

FACTION MENU

It is told that the old king will one day return and that the land will be united under his rule once again. An exceptional warrior is about to emerge in each faction. Will you be one of these extraordinary warriors? Whose flag will you fly under?





✦ Change the highlighted faction using the Directional Button or Left Analog Stick ◀▶ .

✦ Use the ⊗ button to select the highlighted faction.

✦ Push the △ button to return to the Main Menu.

CAMPAIGN OVERVIEW

Each factions' campaign represents an alternate timeline in that faction's quest to take control of the land. The story told in each campaign's nine mission set is completely independent of the other two campaigns' storylines.

Missions in the Virtwyn campaign are comparatively easier to complete than the missions in the other two factions' campaigns. Likewise, missions in the Pariah campaign are comparatively harder to complete, and the missions in the Chrysalis campaign fall in between the other two factions in terms of difficulty.



The Virtwyn - Normal

Founded on the principles of strength and nobility, the Virtwyn believe they have a purity of character superior to all others. The mounts that the Virtwyn pilots use are found in the natural world, and some are also beasts that you would expect to find in fantasy or mythological worlds.



If you choose to fight for the Virtwyn, you will fight as the son of a lord and lady. Anduras, leader of the Virtwyn, recognized your superior fighting skills from an early age. Always eager to advance the righteous causes of the Virtwyn, you are on a crusade to rid the land of those that oppose your beloved kingdom.



The Chrysalis - Hard

Kalavin founded the Chrysalis Collective on the principle of shaping nature to suit his particular needs. He used chemical and magical means to mutate his creatures and warriors. Chrysalis flyers are a strange bunch indeed. Ranging from mutated flying eyeballs to huge, lumbering tar dragons, these beasts are like nothing you've ever seen.

If you pick the Chrysalis, you will battle as the son of a remarkable sorceress who trained under Kalavin. Despite your brutish appearance, you are the embodiment of scientific and magical inquisitiveness. There is little doubt that your power is a testament to better living through chemistry.



The Pariah - Savage

Mortalvis, leader of the Pariah, is obsessed with death, and is deeply involved in the art of black magic. Mortalvis' army consists of the misfits, social outcasts, insane, and criminal elements of the original Empire of Fraewyn.

The Pariah beasts are wicked winged demons and undead rotting dragons, as well as summoned elemental monsters.

Choose the Pariah and you will battle as the son of a mother who was confined to a mental institution. Mortalvis unwittingly saved you after he crushed the Fraewyn Kingdom, making you a slave in his evil realm. Filled with a bitter rage and hatred for all living things, you seek to conquer all that you encounter.

MISSION SELECTION MENU

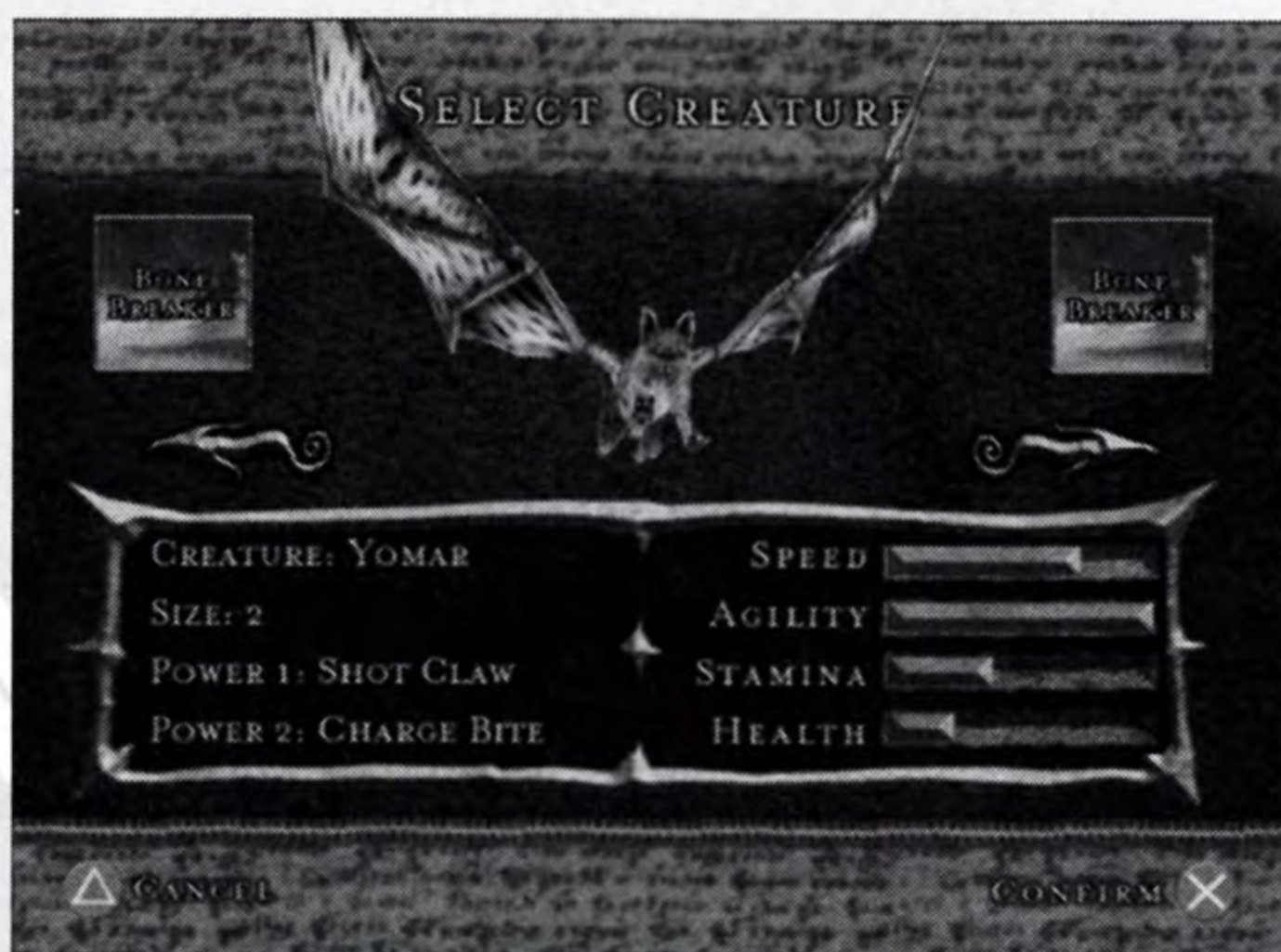
Have you uncovered all of the secrets that lie within the depths of *Savage Skies*? Or, are you still working on unlocking the missions by completing them? After you complete a mission, you may choose to play it as many times as you'd like. Conquer the land by completing the campaign, then replay the missions to collect some goodies.



- ✦ Change the highlighted item using the Directional Button or Left Analog Stick $\leftarrow \rightarrow$.
- ✦ Use the $\otimes$ button to select the highlighted item.
- ✦ Push the $\triangle$ button to return to the Faction Selection Menu.

CREATURE SELECTION MENU

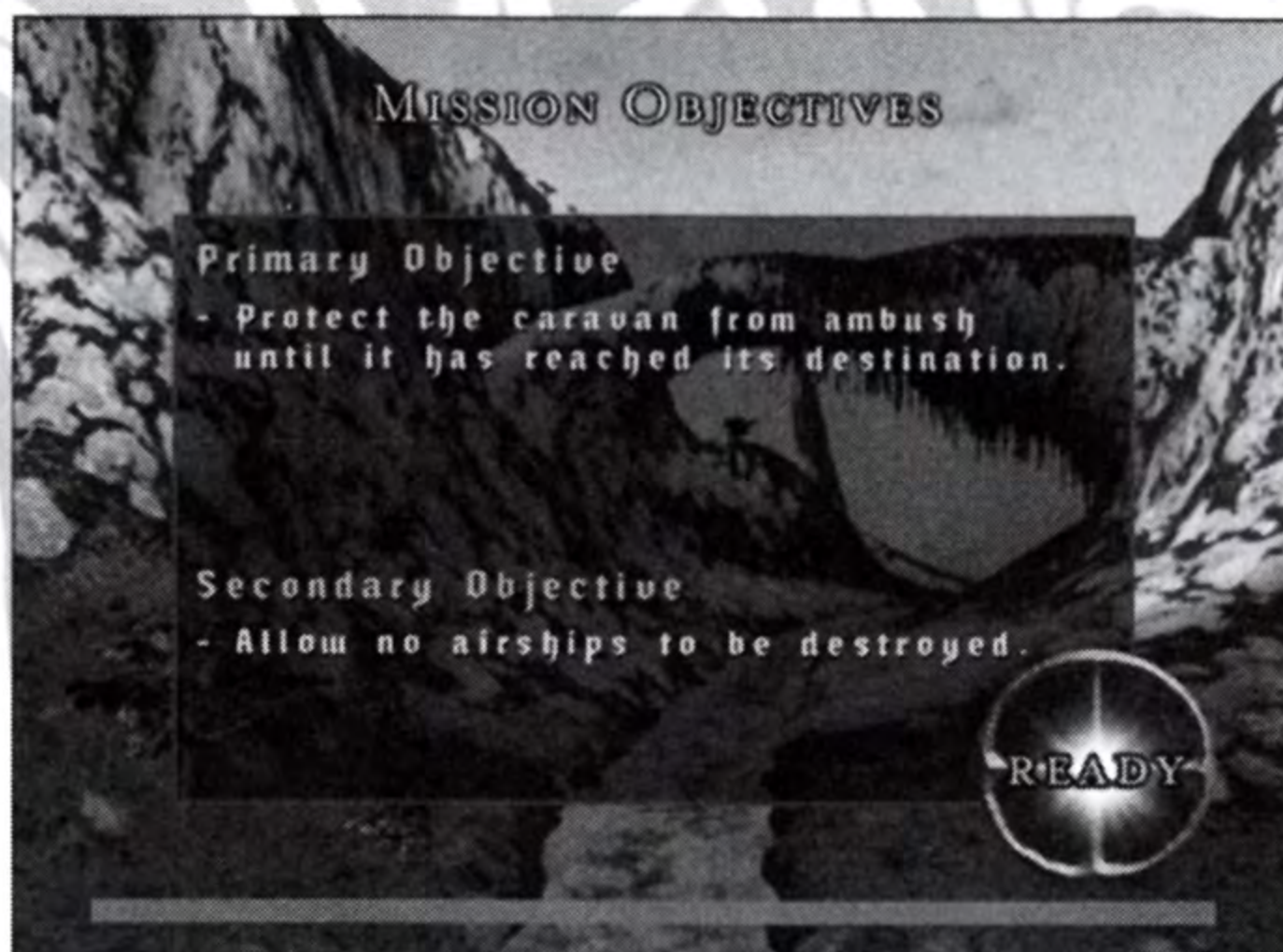
When you play through an individual mission, you can pilot any creature you've used in a factions' campaign or secret creatures that you've unlocked. You can also use this menu to select alternate versions of your creatures that you can earn by completing the secondary objectives.



- ✦ Change the highlighted creature using the Directional Button or Left Analog Stick $\leftarrow \rightarrow$.
- ✦ Use the $\otimes$ button to select the highlighted item.
- ✦ Push the $\triangle$ button to return to the Faction Selection Menu.

MISSION OBJECTIVE SCREEN

Prepare yourself for battle by learning the missions' objectives. You must finish all of the primary mission objectives to successfully complete the mission. Complete the listed secondary objectives, and you may receive some goodies. Find and conquer the secret objectives for even more goodies.



- ✦ Use the $\otimes$ button to begin the mission after it has finished loading, and the word "Ready" is displayed in the lower right corner of the screen.

MULTIPLAYER MENU

Get some friends together, and show them who's the boss with some *Savage Skies* multiplayer madness.

- ✦ **Time Attack:** Achieve the highest number of kills in the time allotted to reign supreme.
- ✦ **Versus Mode:** Challenge your friends to a one-on-one dual to the death. First to reach three kills is the victor!
- ✦ **Team Mode:** Pick a wingman to join in your domination of the skies.

Note: To access the Multiplayer Menus, there must be a controller plugged into each controller port.

LEVEL SELECTION MENU

Select one of the **seven** arenas you would like to battle in.

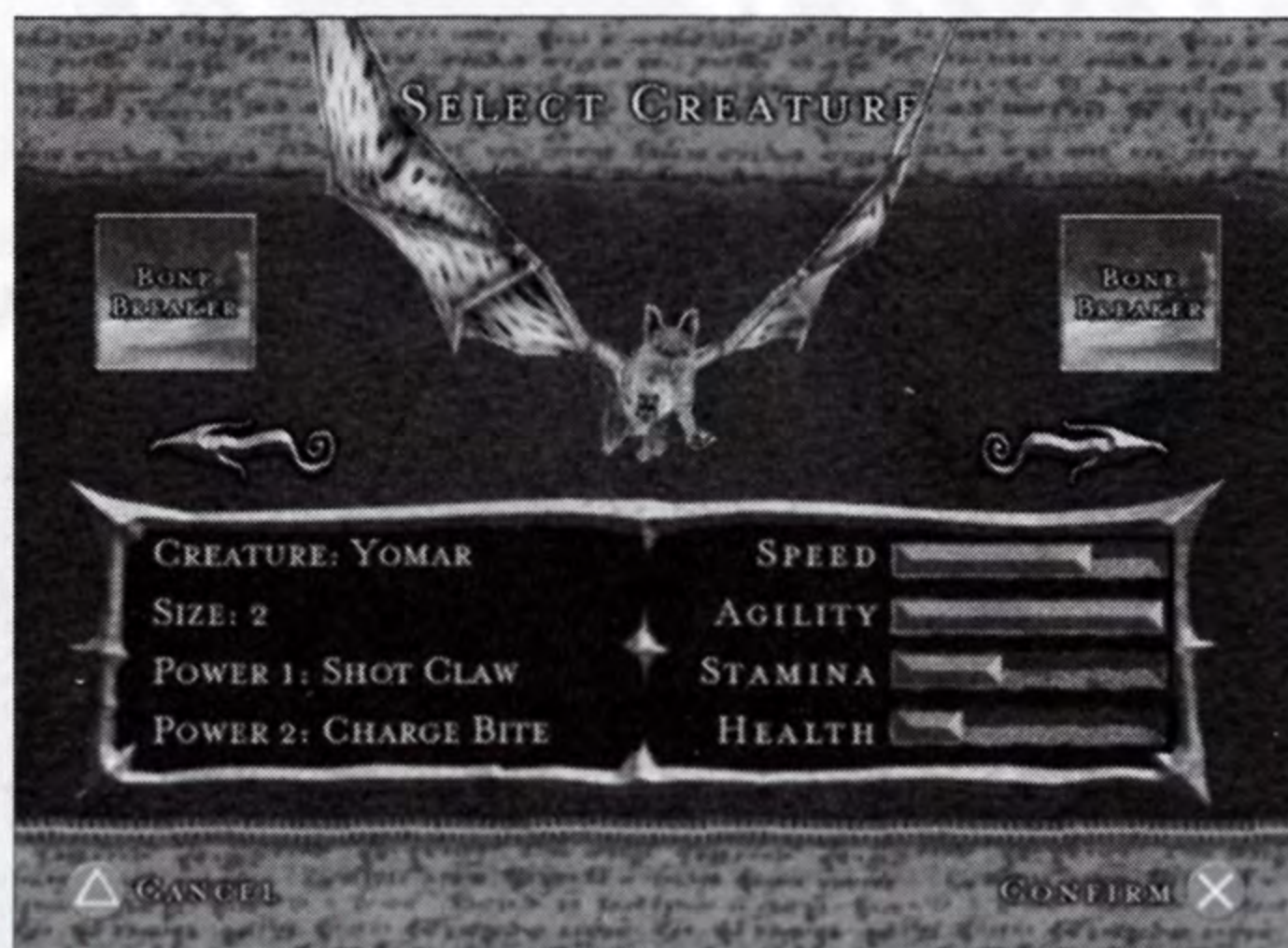
Unlock mission goodies to gain access to all seven multiplayer arenas!



- ✦ Change the highlighted level using the Directional Button or Left Analog Stick $\leftarrow \rightarrow$.
- ✦ Use the $\otimes$ button to select the highlighted item.
- ✦ Push the $\triangle$ button to return to the Main Menu.

PLAYER SETUP MENU

Pick your creatures and get ready to ROCK!



- ✦ Change the active box using the Directional Button or Left Analog Stick $\uparrow\downarrow$.
- ✦ Change the highlighted creature in the active box using the Directional Button or Left Analog Stick $\leftarrow\rightarrow$.
- ✦ Use the $\otimes$ button to accept your choices.
- ✦ Push the $\triangle$ button to return to the Level Selection Menu.

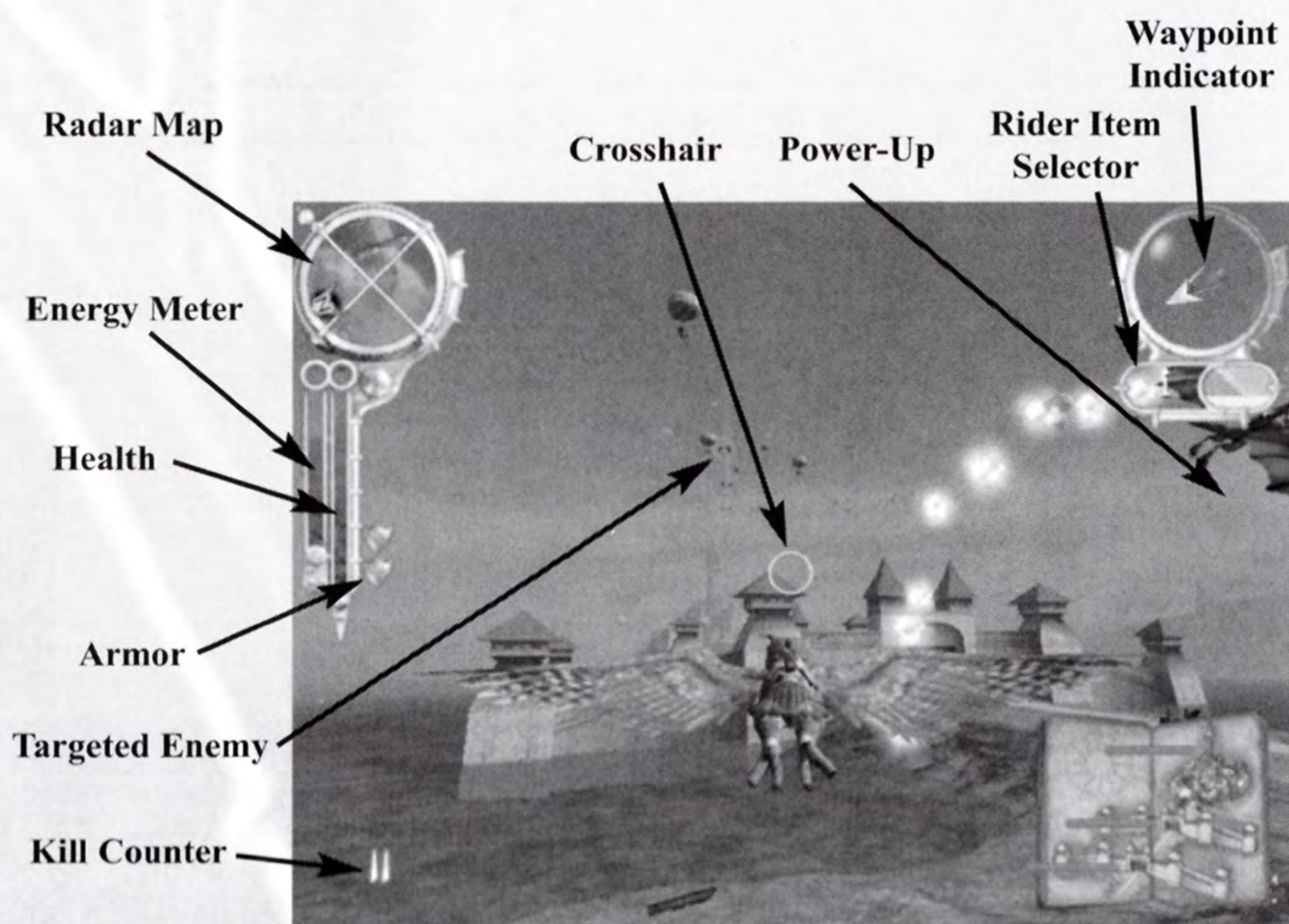
USER INTERFACE

You'll have to rely on the interface to effectively pilot the creatures of *Savage Skies*.

RADAR MAP

Track your enemies, wingmen, targets or other important objects using the radar.

- ✦ Enemies and targets will appear on your radar as red blips.
- ✦ Wingmen and friendly units show up on the radar as green blips.
- ✦ The map displayed on the radar will turn and scroll to help give you some reference to the level.
- ✦ Your current target is highlighted with a glowing ring.



ENERGY METER

Your creature will get exhausted if you push it too hard. Watch your energy meter to see how tired your mount is getting. Make sure to take it easy if its energy is getting too low.

- ✦ Flapping or using creature powers will deplete your creature's energy supply.
- ✦ Special moves, such as hovering, barrel rolls, superflaps, or power dives, use substantially more energy.
- ✦ Gliding or walking around will replenish some of the beast's energy supply.

TARGETED ENEMY

Press the Select Target button to change the targeted enemy.

- ✦ When a targeted enemy is on the screen, an aura will appear around the target indicating that it is selected.
- ✦ When a targeted enemy is off of the screen, an arrow will appear on the border of the screen indicating the direction to the target.

HEALTH



Watch your health. When you have taken damage, it may be a good time to find some health pick-ups.

- ✦ Your health level is displayed in the second vertical bar, on the left side of the screen.
- ✦ As your health is depleted, the bar will fall.
- ✦ Health pick-ups range from small shards to large crystals, each adding a bit more to your health.

ARMOR



You can lessen the impact of your enemies' attacks by collecting armor pick-ups.

- ✦ Armor is displayed as shields that are added onto the user interface on the left side of the screen.
- ✦ When you have armor, some of the damage that you receive will be absorbed by the armor. The less armor you have, the less damage will be absorbed by it.

CRYSTAL SEEKERS

Lock on to your enemies and let them rip.

- ✦ Push and hold the Seekers button, then use the direction controls to move the crosshair over any target.
- ✦ When the seeker button is released, a seeker round will be fired for each highlighted target.
- ✦ The seekers will automatically track, and steer towards the locked on targets.
- ✦ The number of seekers you can fire depends on the number of Crystal Shards you have collected during your campaign.

WAYPOINT ARROW

Keep your focus and don't get lost.

- ✦ The waypoint arrow will point the way towards mission critical items.
- ✦ As the mission objectives change or portions of the mission are completed, the waypoint arrow will change to reflect a new mission focus.
- ✦ Sometimes the waypoint arrow will not be visible. When this happens, you will have to find your own path to fulfill the mission objectives.

ITEM SELECTION

You'll have to use everything you have got to rule the skies. Besides the powers that your creature has, you will find an arsenal of additional items you can find and use to deal out the pain your enemies deserve.

Crystal Power

Magical crystals are scattered across the old kingdom that can be used to aid in your crusade against your adversaries.

- ✦ You are provided with a crystal that, depending on the faction you are fighting for, has a special ability. The Virtwyn crystals cause damage to your enemies, the Chrysalis crystals will provide a healing power, and Pariah crystals provide protection.
- ✦ Finding the Crystal Shard in each mission will strengthen your base crystal.
- ✦ Chrysalis and Pariah crystal powers do not need to be aimed like other weapons.
- ✦ Once you use a crystal power, you will have to wait and let it replenish its power.

Mines

Drop a mine and wait for your opponents to set it off. Three types of mines are collected in the levels, that you can then choose in the Item Selector and drop anywhere you would like.



- ✦ Ice Mine - Temporarily freezes enemies and slows them down.



- ✦ Spike Mine - Explodes causing damage to creatures unfortunate to be within range of its spikes.



- ✦ Shock Mine - Releases bolts of electricity that shock any enemies that fly too close.

Decimator



Get up close and personal with your enemies when you find and use the sniper rifle.

- ✦ When selected, activate it with the Activate Item button.
- ✦ Shoot the Decimator with the Use Power 1 button.
- ✦ Deactivate the Decimator zoom with the Activate Item button.

POWER-UPS

Throughout all levels, you'll find power-ups that will give you an edge over your foes. After a power-up is collected, it's displayed below your active item. When the power-up begins to blink, it will soon fade away.



- ✦ Mega Health - Collect this to completely heal your mount.



- ✦ Damage Modifier - The damage modifier power-up will increase the damage caused by your weapons by four times.



- ✦ Invisibility - This power-up causes you to be completely invisible to your opponents, though weapon projectiles and effects will remain visible.



- ✦ Invulnerability - This power-up makes you invulnerable to normal and elemental damage.



- ✦ Vampirism - This power-up adds the damage you inflict on enemy flyers to your health points.



⌘ Haste - This power-up doubles the rate of fire of your weapons without increasing the rate of energy burn.



⌘ Elemental Shield - This power-up removes any elemental infliction you may currently have, and protects the you from any elemental damage while this power-up is active.



⌘ High Voltage - When you have this power-up, electric bolts will arc from your creature, in any direction, to any other creature that is within range.



⌘ Energy Boost - This power-up automatically gives you full energy and you will burn no energy for 30 seconds. Great to use with the Haste power!



⌘ Hardcore - The ultimate power-up! This power-up combines invulnerability and two times damage modifier.

ELEMENTAL DAMAGE

Some creatures have weapons that cause elemental damage. This type of damage causes a creature to suffer a penalty for a period of time until removed. To remove the penalty, you can dive into water to wash it off, find a power-up such as elemental shield or invulnerability to take it away, or wait for it to wear off. There are three types of elemental damage.

⌘ **Fire** - When your creature is on fire, you will see the flames, smoke will obstruct your view, and you will take continuous damage.

⌘ **Poison** - Poisoned creatures have a green shimmering glow to them and their energy will be decreased.

⌘ **Ice** - When a creature is frozen, you'll see a shimmering blue glow over the top of the creature and its speed and maneuverability will be decreased.

ROC



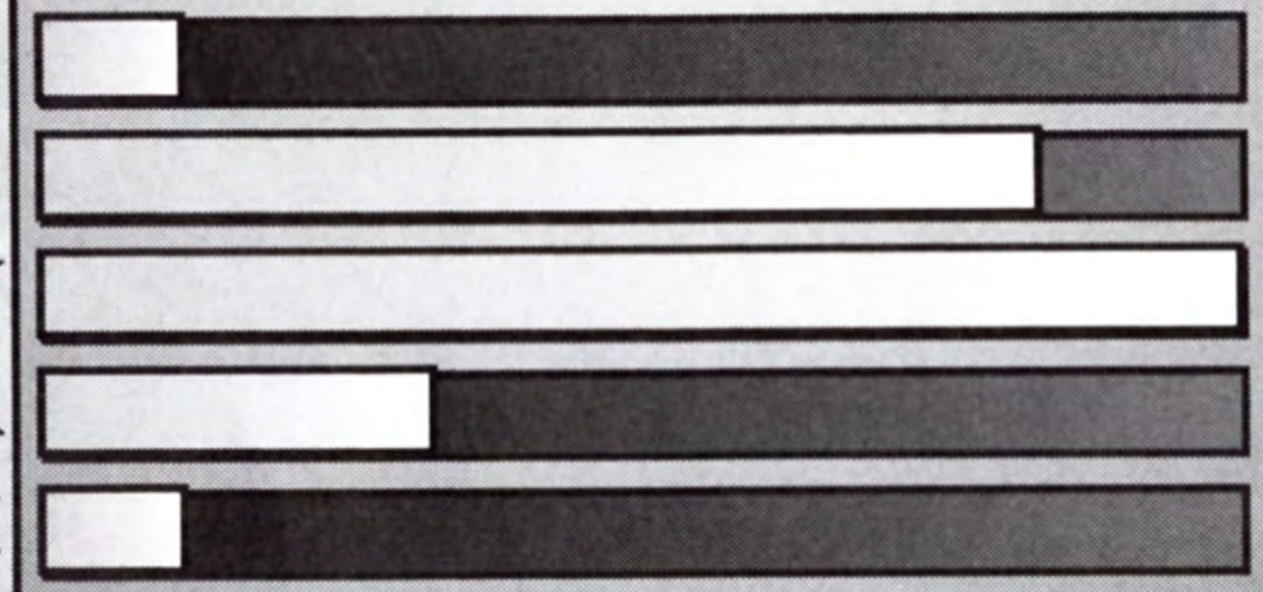
SIZE

SPEED

AGILITY

STAMINA

HEALTH



Roc is a noble and wise creature. Before the war he was involved in finding and retrieving ancient artifacts as part of a caravan of traveling archeologists. His eyesight is unsurpassed; Roc is able to see a mouse scurrying through the grass from miles away. In combat, a combination of his diminutive size as well as his incredible speed and maneuverability make Roc one of the hardest creatures to hit. Use this maneuverability to stick behind your opponents and dodge their attacks while closing in for a Sonic Screech blast.

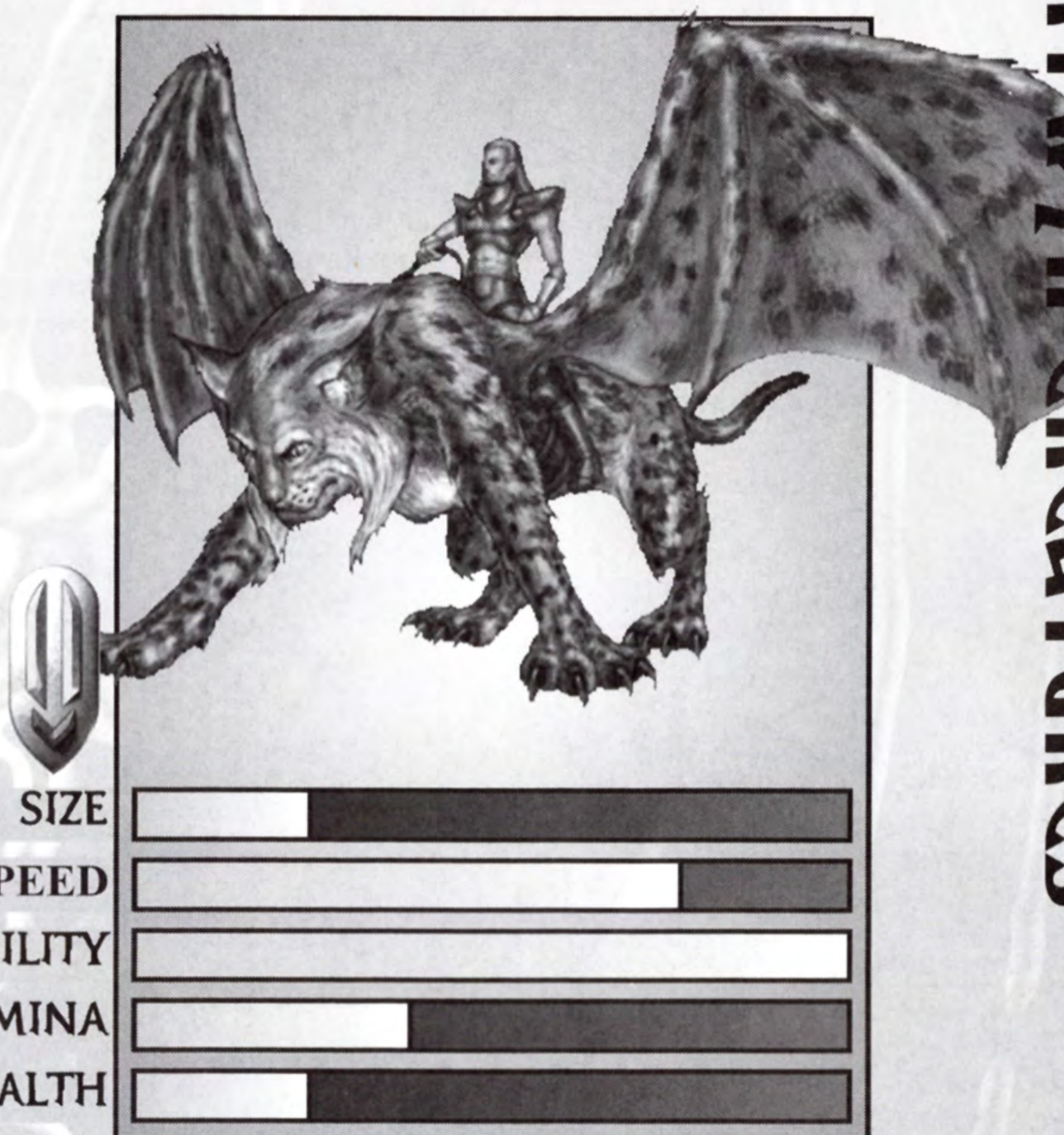
Power 1: Sonic Screech

Power 2: Sky Shield

Special Manuevers: Barrel Roll & Super Loop

YOMAR

VIRTYMUN CREATURES



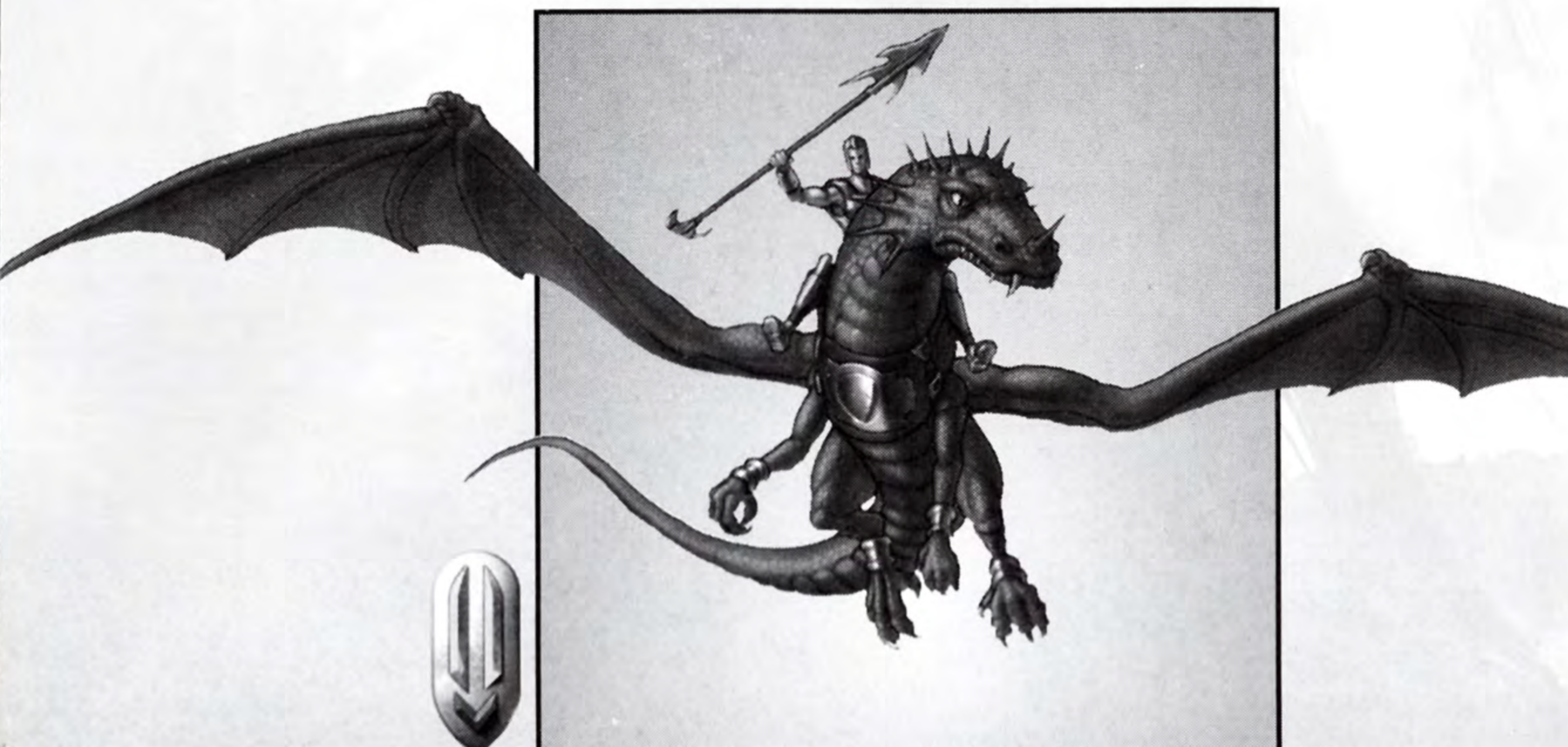
Prized for his fierce loyalty to those that care for him, Yomar can normally be found lounging about like a large house cat. Don't mistake this as a sign of weakness though. As gentle as Yomar can be to his caretakers, he can be just as brutal to his enemies. Yomar is an excellent air-to-air combatant. Use his superior speed and agility to your advantage, getting in close for a devastating charge attack, then break away and circle around for a volley of claws or another charge.

Power 1: Shot Claw

Power 2: Charge Bite

Special Manuevers: Barrel Roll & Super Loop

BARG





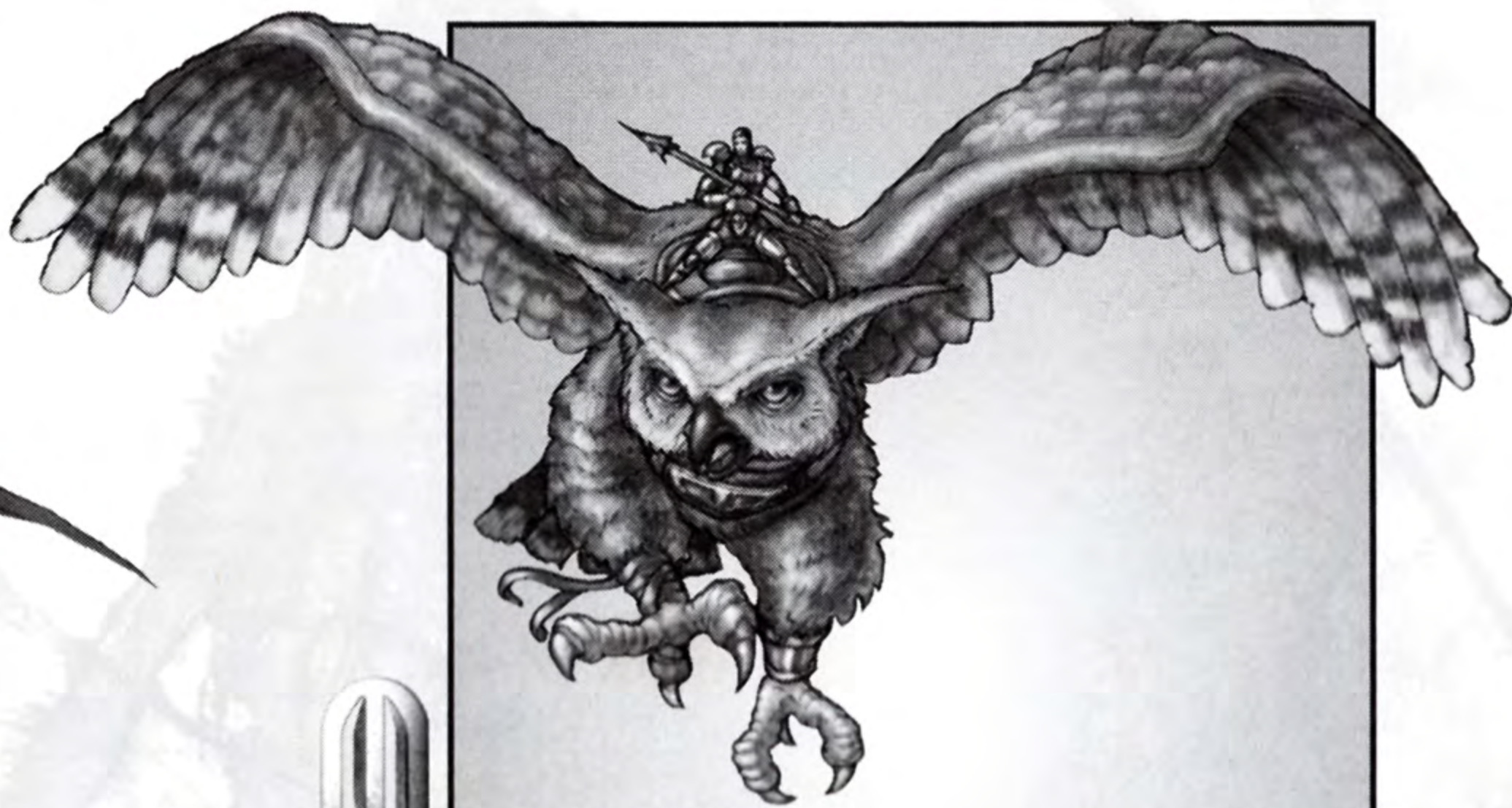
SIZE	
SPEED	
AGILITY	
STAMINA	
HEALTH	

Barg is the smallest of the Virtwyn dragons. His swift flying characteristics make him perfect for light assault missions where the attacks must be quick and merciless. Definitely a stick and move creature, his rider must be ready to use evasive tactics when fighting heavier creatures. Drive towards your enemy with a volley of Gold Balls at medium range, then switch to the Gilded Breath to coat them in flames. His breath weapon also makes good cover for escape.

- Power 1: Gold Ball
- Power 2: Gilded Breath
- Special Manuevers: Barrel Roll & Super Loop

FREBAND

VIRTYWYN CREATURES



SIZE
SPEED
AGILITY
STAMINA
HEALTH



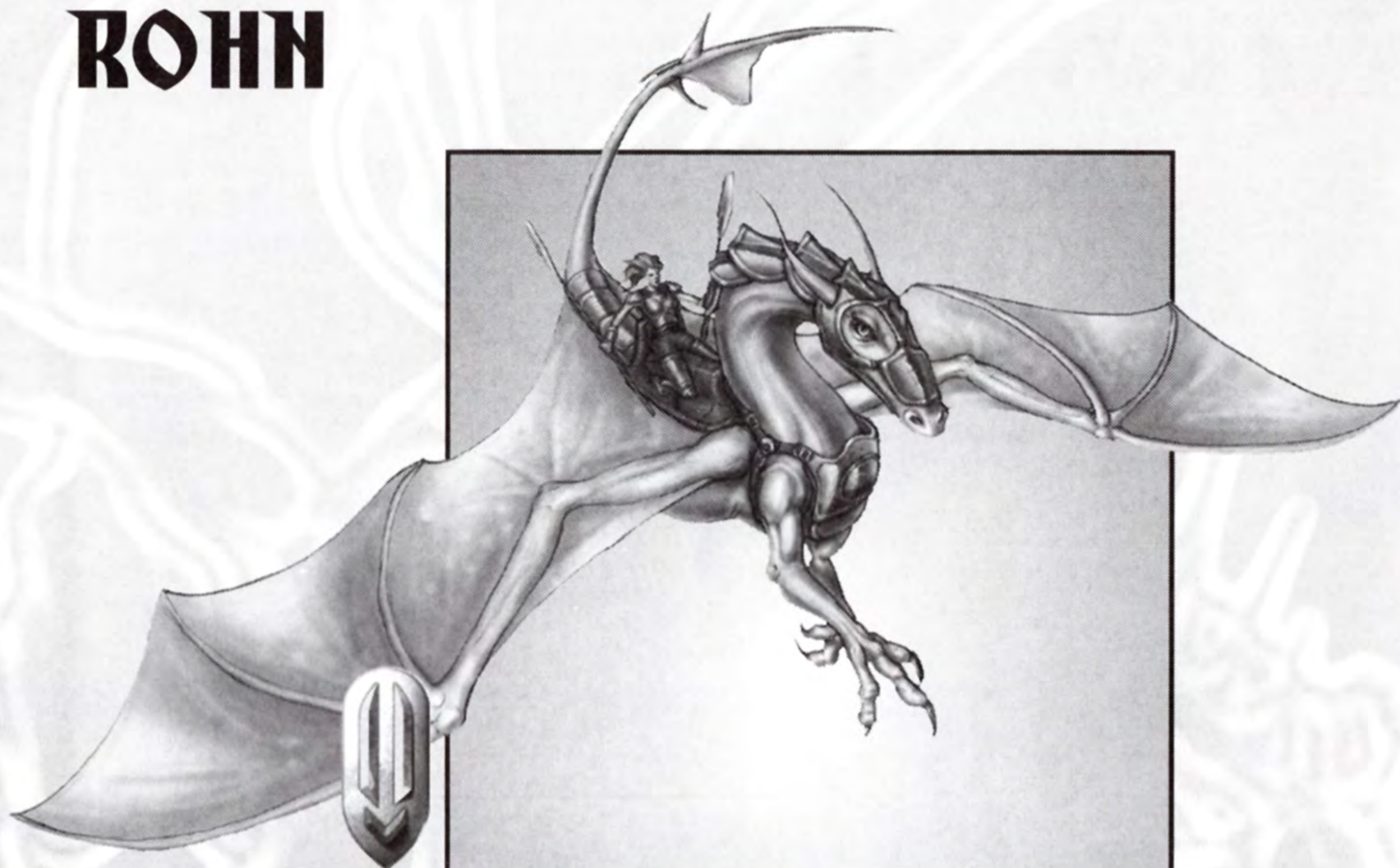
Freband is the largest bird in all the lands. Most creatures of his noble kind are used in the royal guard, but Freband proved to be a far better flyer than others of the same breed. Very agile for his class, Freband is able to outmaneuver many enemies his size. His wide-effect Glory Hail makes a great spray weapon against smaller opponents and can be devastating up close and personal with ground units. His Rapture can minimally heal allies, while damaging foes.

Power 1: Glory Hail

Power 2: Rapture

Special Maneuver: Super Loop

ROHN



SIZE	
SPEED	
AGILITY	
STAMINA	
HEALTH	

Rohn is an ice dragon from the far northern mountain range. Once thought to only be a part of the stories brought back by weary snowblind explorers, Rohn's existence was confirmed when a wizard accompanying the explorers forged an alliance with Rohn and flew back with him. He is one of a handful of flyers with a freezing elemental attack. Move in close to your target, freeze them solid with Rohn's breath, then pelt them to oblivion with Icy Shards.

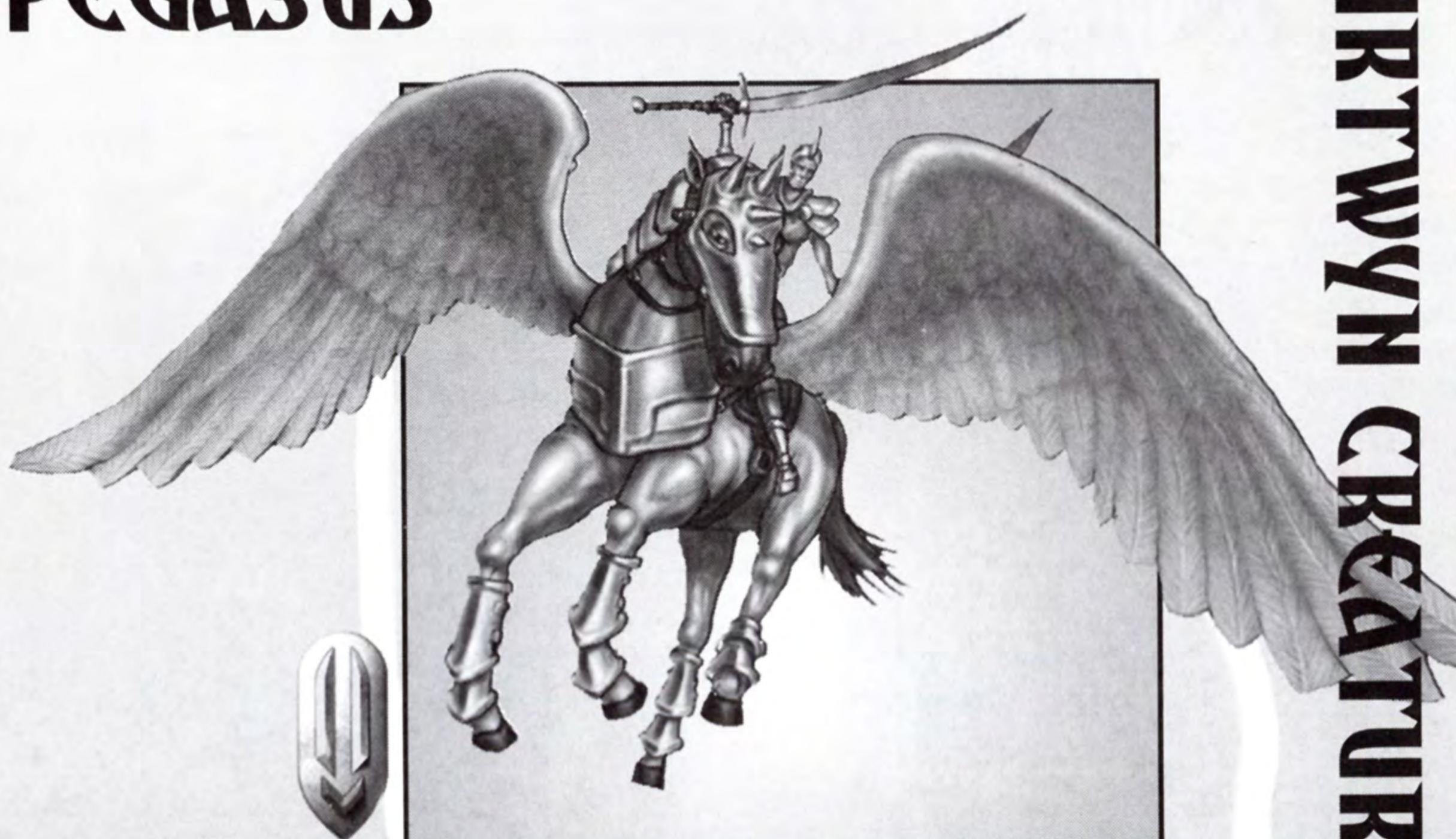
Power 1: Icy Shards

Power 2: Frost Breath (Ice Elemental Attack)

Special Maneuver: Super Loop

Rohn is immune to Ice Elemental damage.

PEGASUS



SIZE	
SPEED	
AGILITY	
STAMINA	
HEALTH	

In ancient times, only royalty was allowed to use the proud Pegasus. Still favored by those of noble birth, Pegasus can now be used by those without political power, though he responds best to those with a purity of heart and mind. Pegasus has always had a close bond with humans of exceptional character. An excellent heavy multi-role fighter, Pegasus is able to move in, unleash a furious attack, then cover his departure with a cloud of magical smoke.

Power 1: Horn In The Sky

Power 2: Glory Trail

Special Manuever: Super Loop

ZELIT



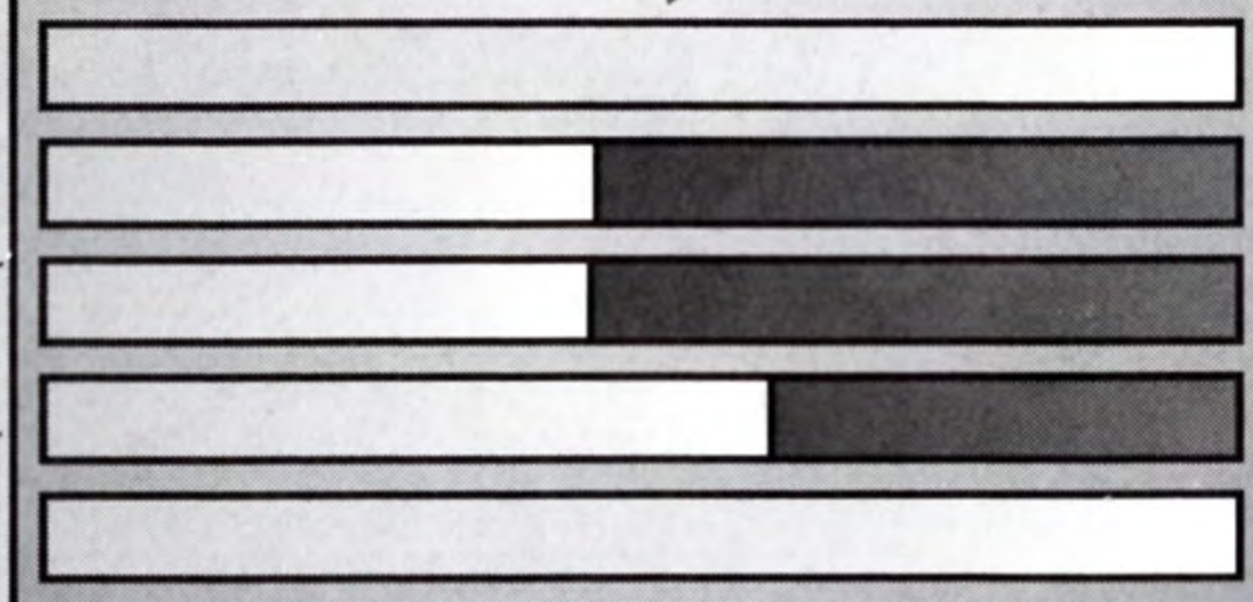
SIZE

SPEED

AGILITY

STAMINA

HEALTH



Zelit is an ancient dragon, some say as old as the land itself. Well respected and very noble, Zelit has seen many battles and has always come out on top. It is said he is thousands of years old, but he fights with the spirit of a young soldier. Excellent against heavy creatures and fixed emplacements, Zelit's damaging blast sets his opponents on fire for maximum damage. If harassed by smaller flyers, Regeneration will keep him healthy while looking for that perfect shot.

Power 1: Hades Blast (Fire Elemental Attack)

Power 2: Regeneration

Special Manuever: Barrel Roll

Zelit is immune to Fire Elemental damage.

GRIFFON



SIZE
SPEED
AGILITY
STAMINA
HEALTH

		
		?
		?
		?
		?

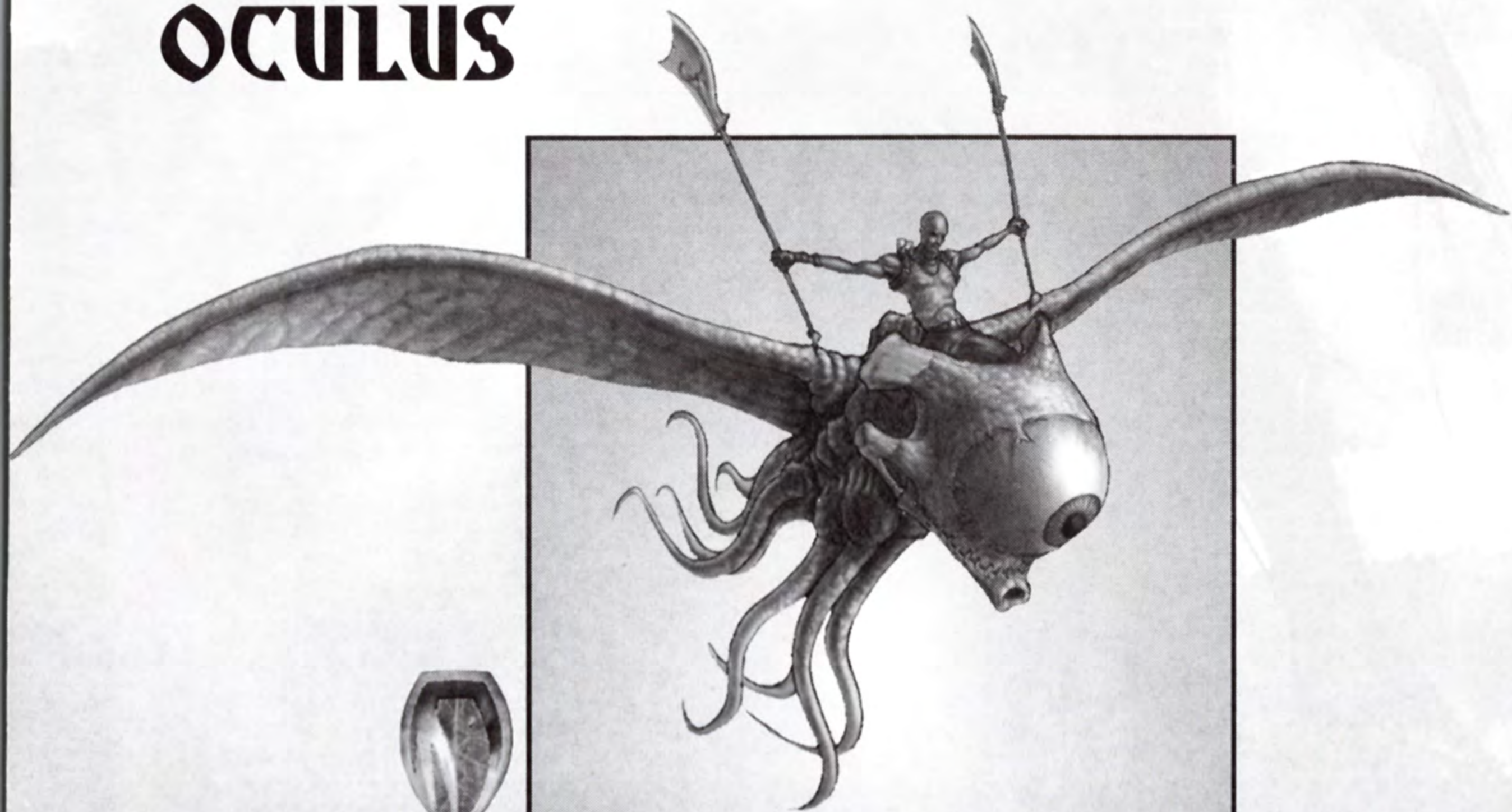
The legendary griffon is statuesque and fights vigorously in the war against the Pariah and the Chrysalis. The Griffon was given an amulet of great power by one of his masters long ago. His attacks, enhanced by the mystical amulet that he wears around his neck, pack an incredible bite. While not a particularly fast creature, he is the fastest of the heavy Virtwyn creatures. The enemies of the Virtwyn are advised to prepare for a tough fight when Griffon is on the scene.

Power 1: ?

Power 2: ?

Special Manuevers: ?

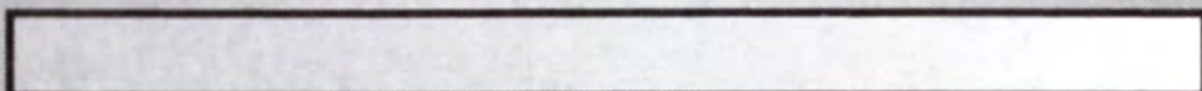
OCULUS



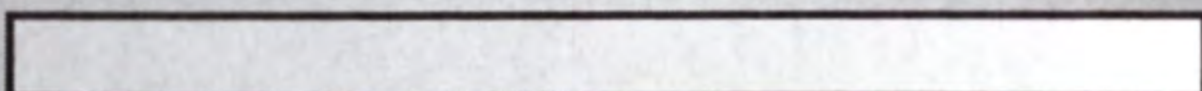
SIZE



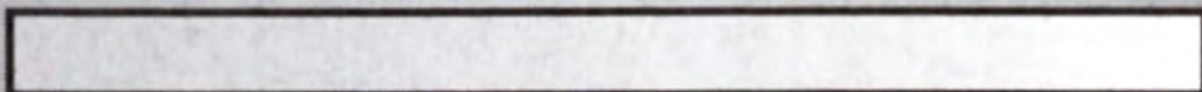
SPEED



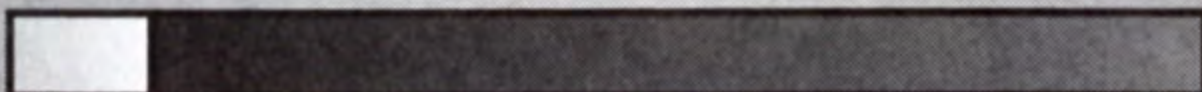
AGILITY



STAMINA



HEALTH



Oculus came into being when Kalavin found a need to create a creature that could be used as both a scout and an effective attacker. With vision being a key factor in the success of any scout, Kalavin started his morphing experiments from a single eye and took it from there. Quick, highly maneuverable, but very fragile, Oculus is best at whittling down enemies from afar. When confronted with a close quarters dogfight, his Poison Ring makes for a lingering getaway sting.

Power 1: Ocu Beam

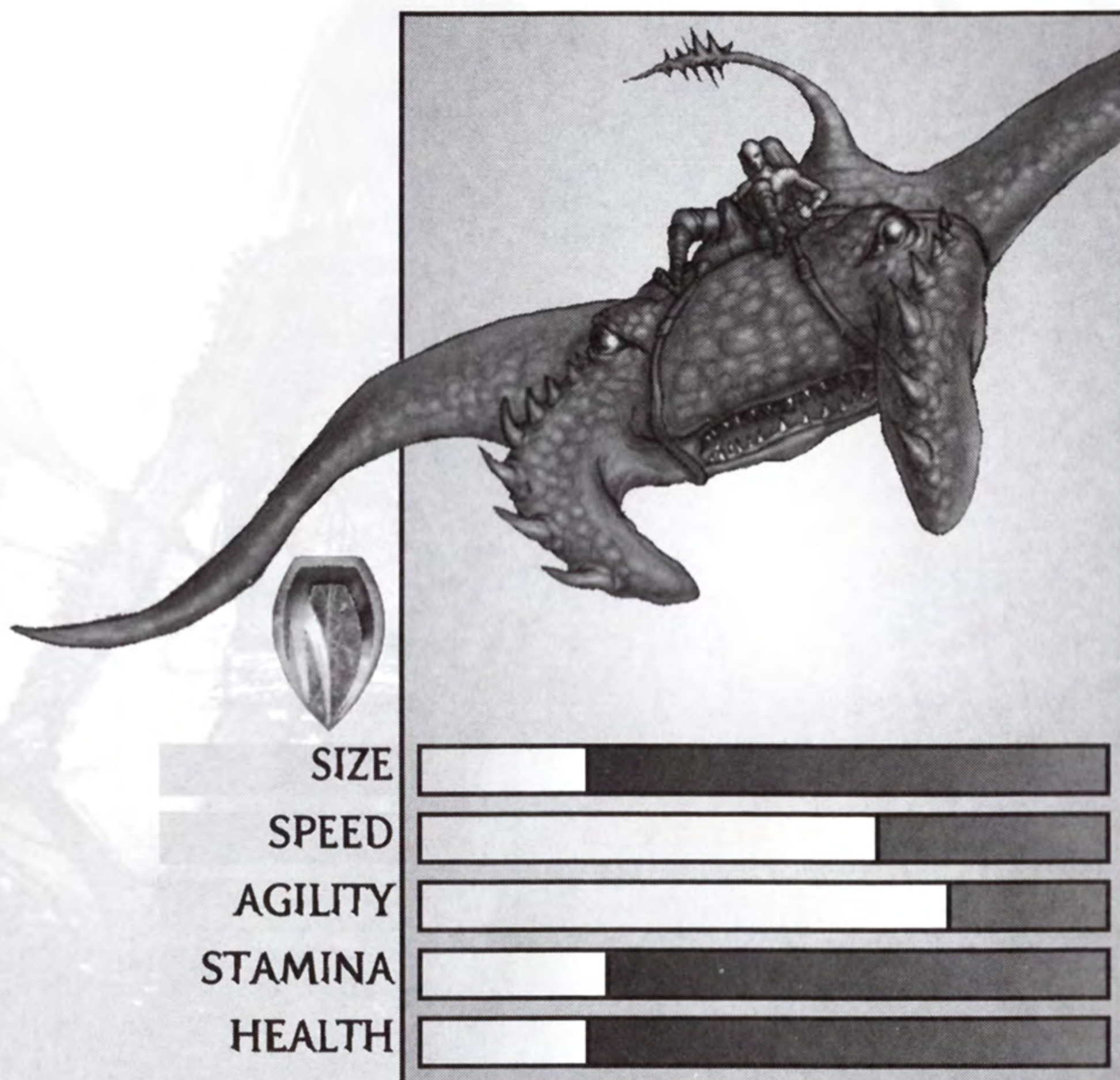
Power 2: Poison Ring (Poison Elemental Attack)

Special Manuevers: Barrel Roll & Super Loop

Oculus is immune to Poison Elemental damage.

MANTOU

CHRYZALIS CREATURES



Mantou was adapted from large sea rays found in the ocean to the east. Mantous' large fleshy, spiky appendages on either side of his mouth produce an electrical charge that his opponents find shocking. His flat profile and above average agility can make for a difficult target. Mantou's lightning arc automatically seeks his enemies and is great to use irregardless of your attack vector. Soften up an enemy with the Lightning Shot, then finish them off with Lightning Arc.

Power 1: Lightning Shot

Power 2: Lightning Arc

Special Maneuvers: Barrel Roll & Super Loop

SIDD



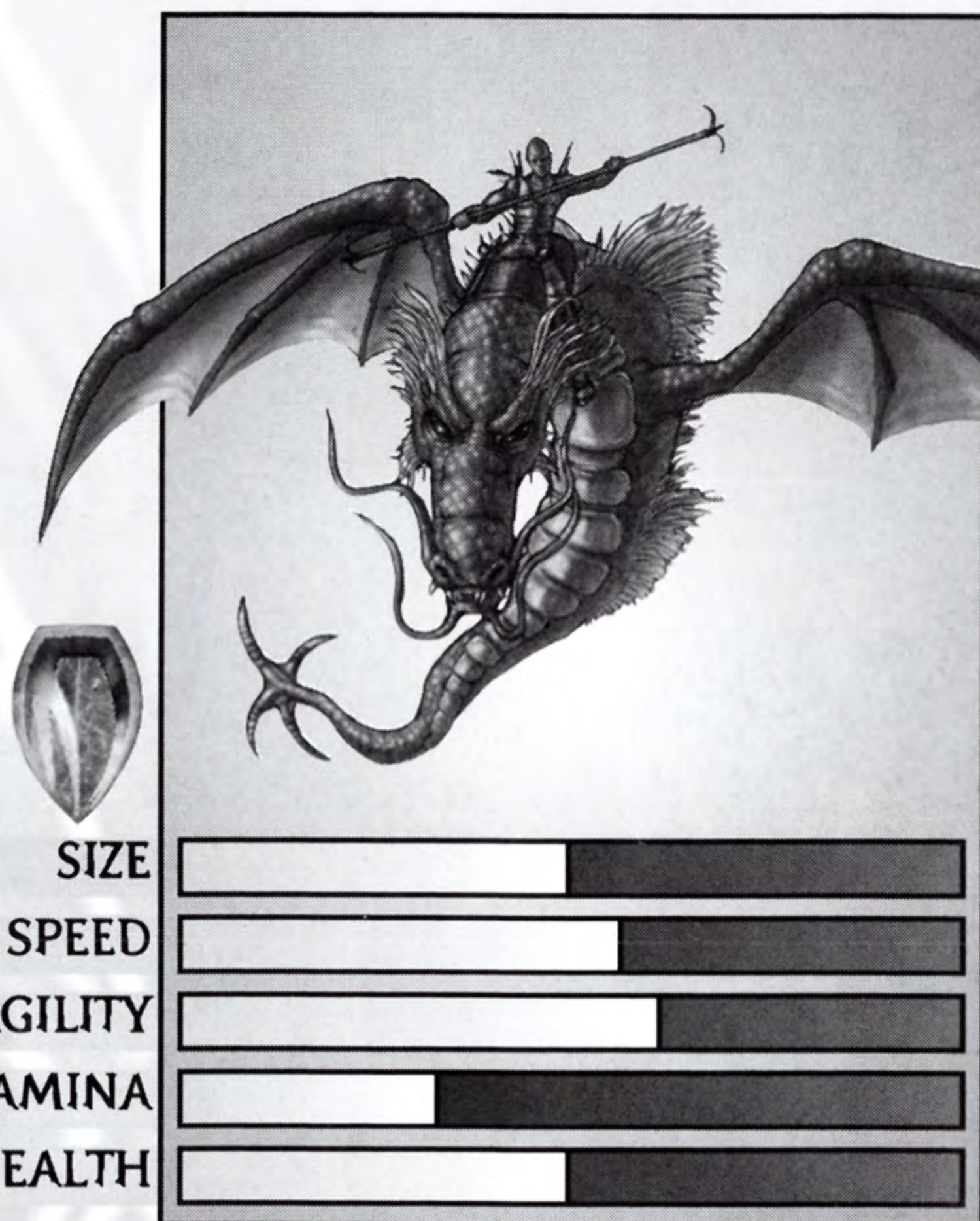
SIZE	
SPEED	
AGILITY	
STAMINA	
HEALTH	

Adapted from a long-legged creature from the swamps, Sidd is mostly a docile creature, though when provoked, can turn violent. A superior air-to-air flyer, Sidd uses his speed and maneuverability to work his way in close to an opponent, unleash an attack, and break away before the enemy knows what hit them. His fast firing Shock Needler delivers a nasty charge to whittle away at opponents. Get in close and try to hit with all three Pus Spitter rounds for maximum effect.

- Power 1: Shock Needler
- Power 2: Pus Spitter
- Special Maneuvers: Barrel Roll & Super Loop

THAO

CHRYSALIS CREATURES



Alchemically created from tales of a legendary dragon in ancient times, Thao is one of the newest creations of the Chrysalis. His thin body is a difficult target for his opponents to hit, and he is able to withstand a fair amount of punishment before faltering in battle. A common tactic is to drive in firing his Wind Reaper, then lay down a thick cloud of toxins with his Poison Veil, both damaging and discouraging any would be pursuers.

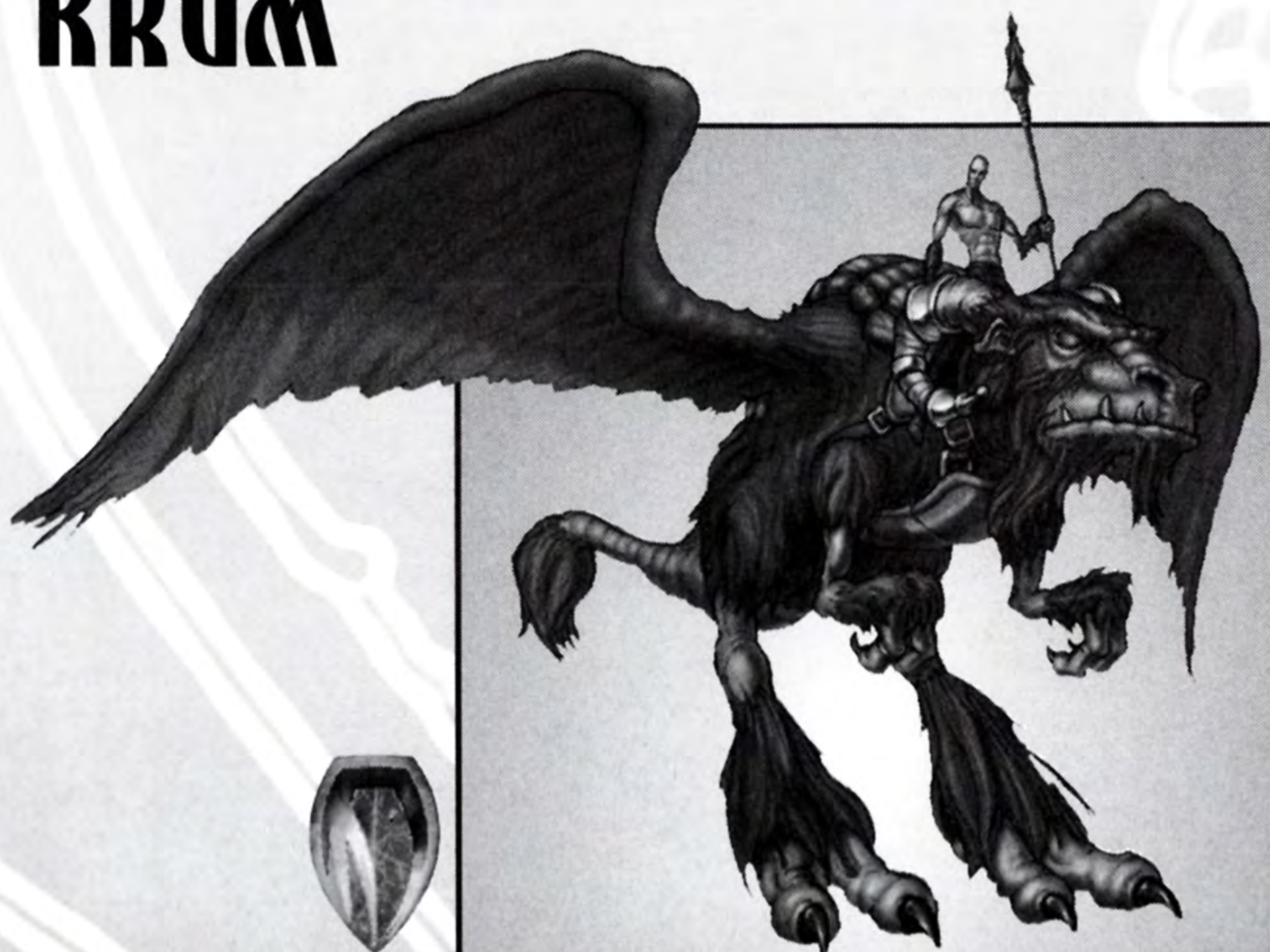
Power 1: Wind Reaper

Power 2: Poison Veil (Poison Elemental Attack)

Special Manuevers: Barrel Roll & Super Loop

Thao is immune to Poison Elemental damage.

KRUM



SIZE	
SPEED	
AGILITY	
STAMINA	
HEALTH	

Despite his ever-present scowl, Krum is an intelligent beast; his eyes convey a sense of wisdom when gazed into. Kalavin came across the cowering creature and drove off the group of Pariah creatures who had him backed into a corner. Bringing him to his lab, Kalavin then healed and augmented Krum. He now carries a genetically grafted cryogenic cannon that freezes his aerial enemies. After immobilizing them, his devastating Mega Missile delivers the death blow.

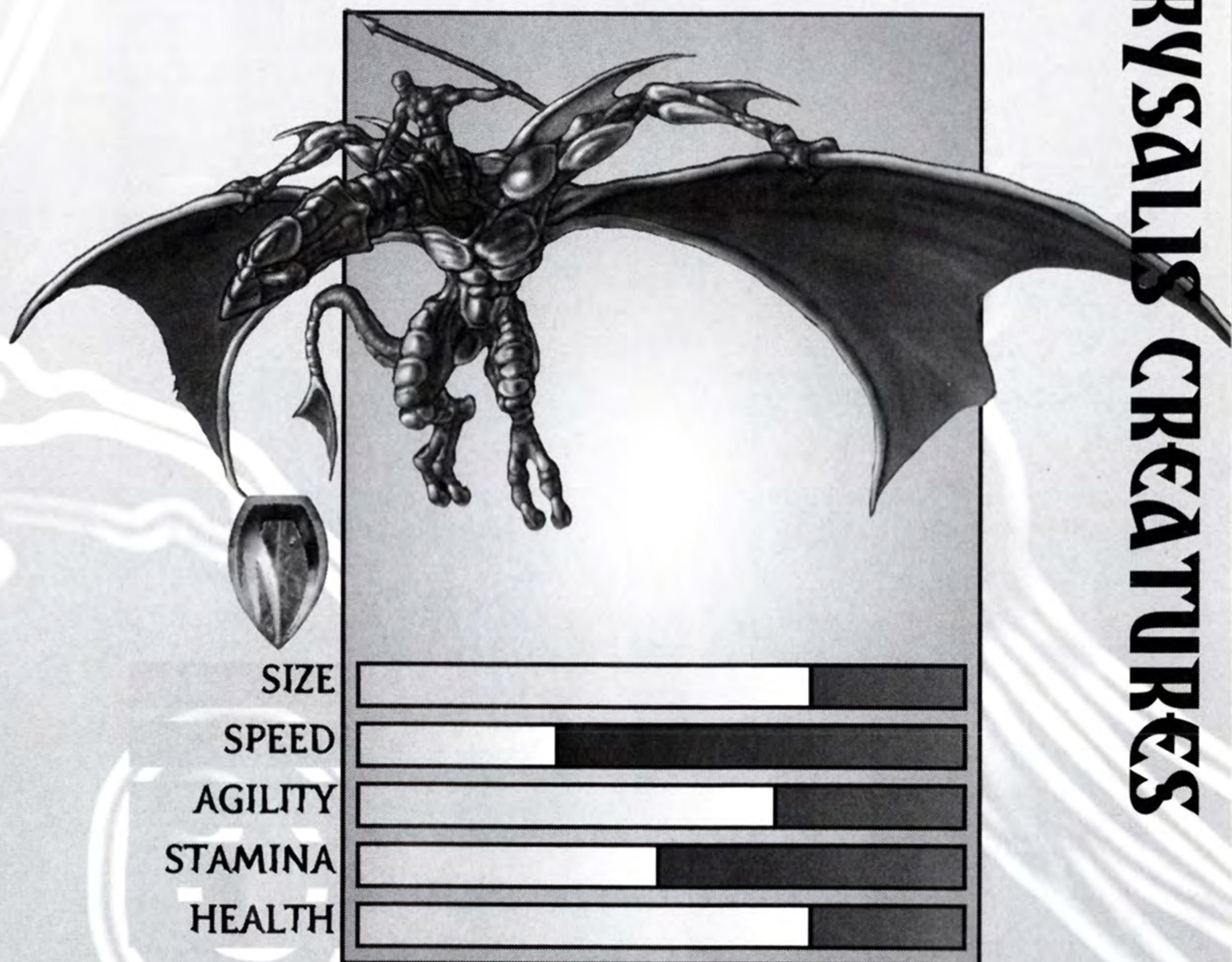
Power 1: Krum Kannon

Power 2: Mega Missile

Special Manuevers: Barrel Roll & Super Loop

ULAMANDER

CHRYSALIS CREATURES



Adapted from the gliding tree lizards of the jungles, Ulamander is the epitome of Chrysalis genetic modification. Amazingly agile and fast for a creature his size, Ulamander is able to bring his weapons to bear on the enemy with ease. The ultimate air to air combatant, his long range Lightning Balls deliver punishing electrical damage and his close combat Thunder Clap can instantly cripple any smaller opponent. Use his superior agility to turn the tables on a pursuer.

Power 1: Lightning Ball

Power 2: Thunder Clap

Special Maneuver: Super Loop

KEDLE



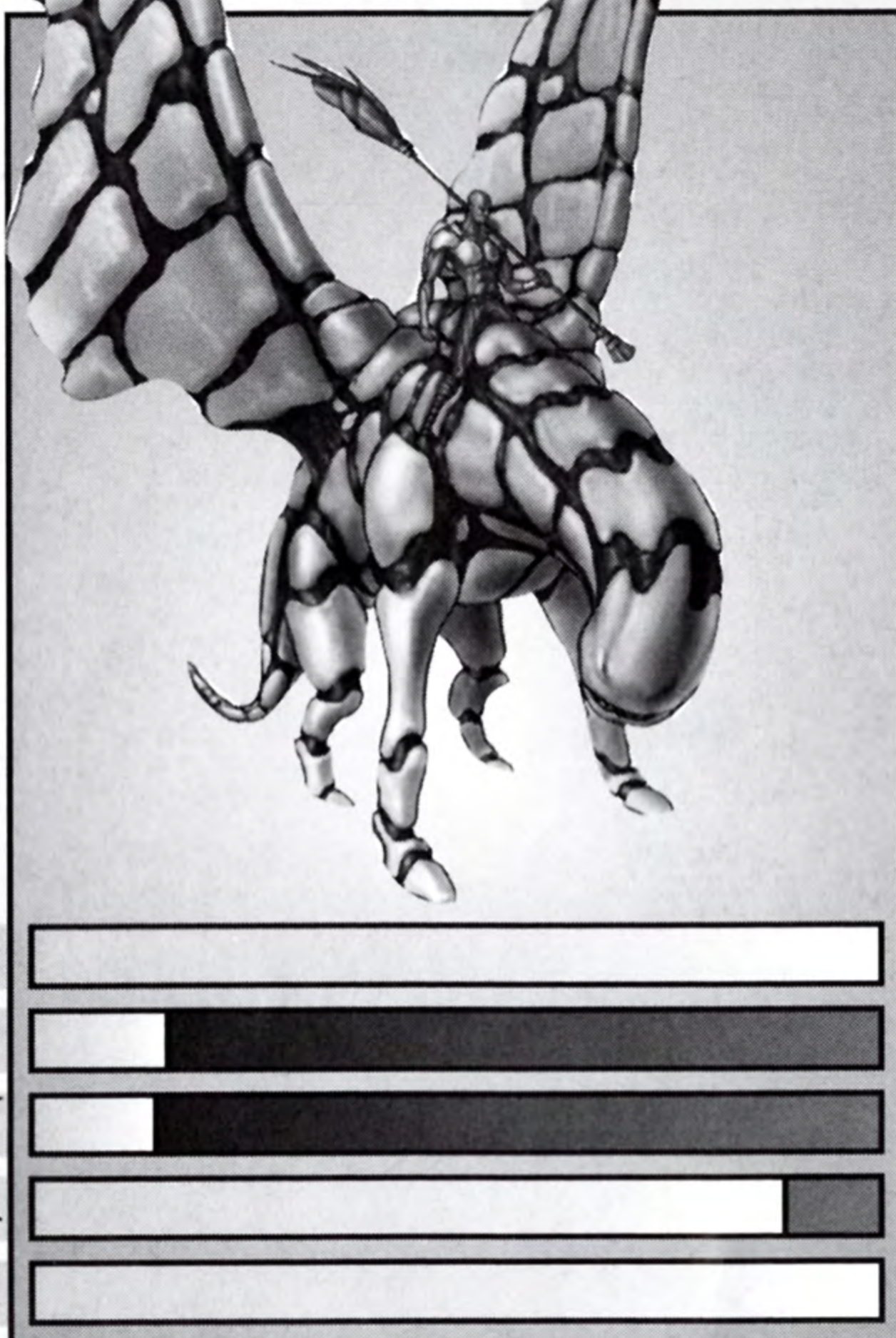
SIZE

SPEED

AGILITY

STAMINA

HEALTH



Kedle is a very interesting beast to say the least. He is made up of a living tar-like substance that is held together with bony plates. Kedle is one of the only Chrysalis creatures that was not an alteration of an existing creature, but instead was made completely from scratch. What Kedle lacks in speed and agility, he more than makes up for with his fortitude. Use his long range Spirit Blast to soften up the enemy on approach, then finish them off with his devastating howl.

Power 1: Spirit Blast

Power 2: Kedle Howl

MIRAUR

CHRYSALIS CREATURES

	
SIZE	?
SPEED	?
AGILITY	?
STAMINA	?
HEALTH	?

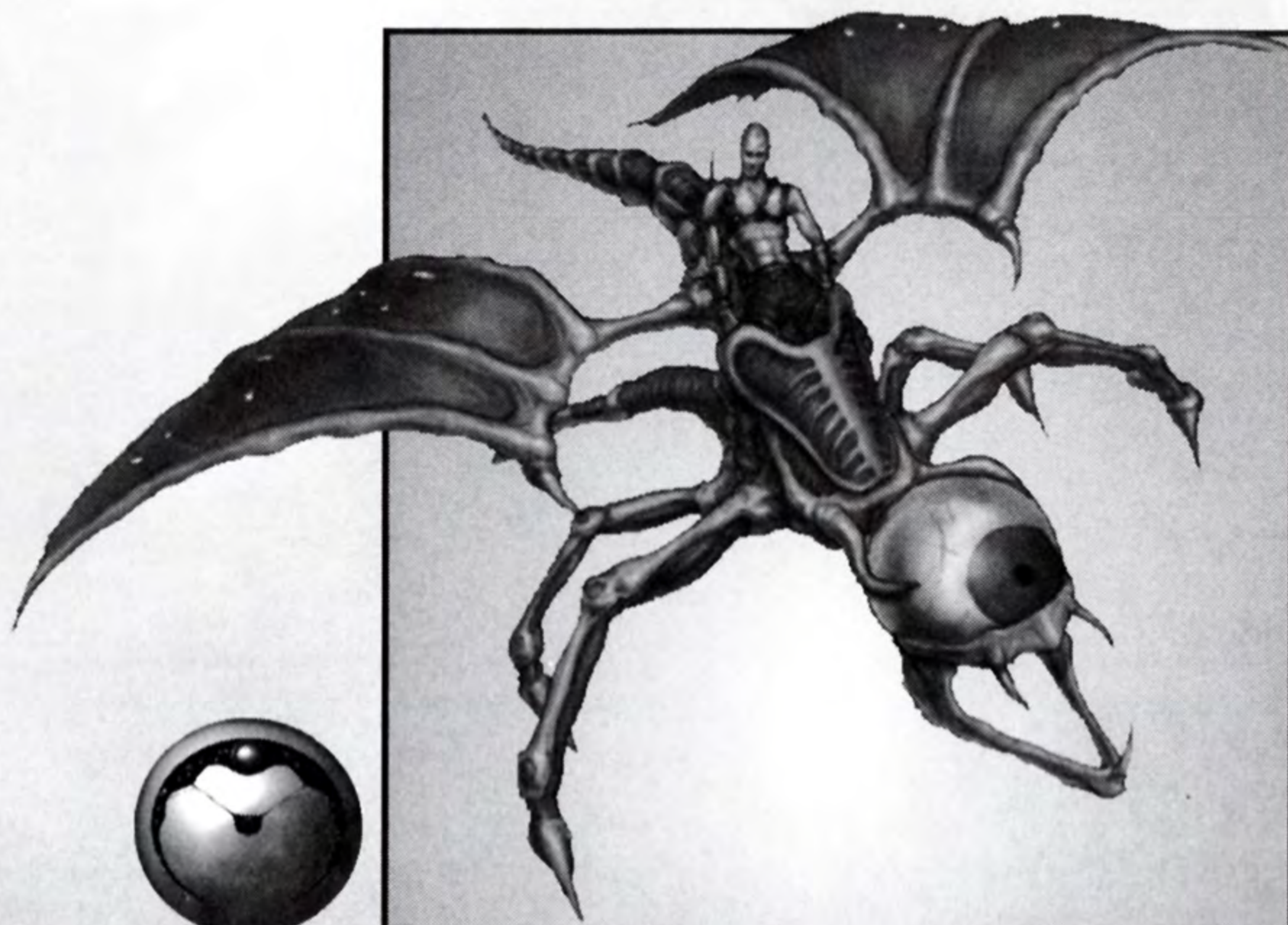
Miraur is large horse-like creature mutated to suit the needs of the collective. The roots of his creation are grounded in some of Kalavin's earliest experiments on a Pegasus while Kalavin was still an advisor to the old king. Miraur is a well balanced creature with both elemental offensive and defensive attacks, poisoning creatures that are unlucky enough to run into them. The Virtwyn are sure to be surprised when they see one of their own made stronger by the Chrysalis.

Power 1: ?

Power 2: ?

Special Manuevers: ?

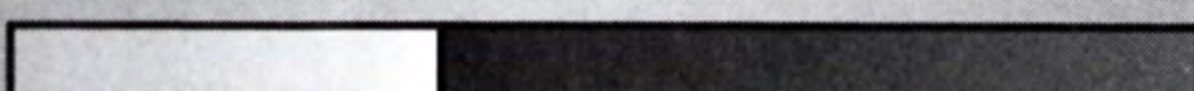
GORMAG



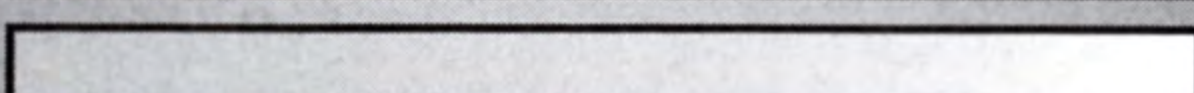
SIZE



SPEED



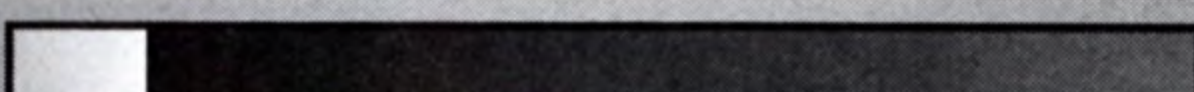
AGILITY



STAMINA



HEALTH



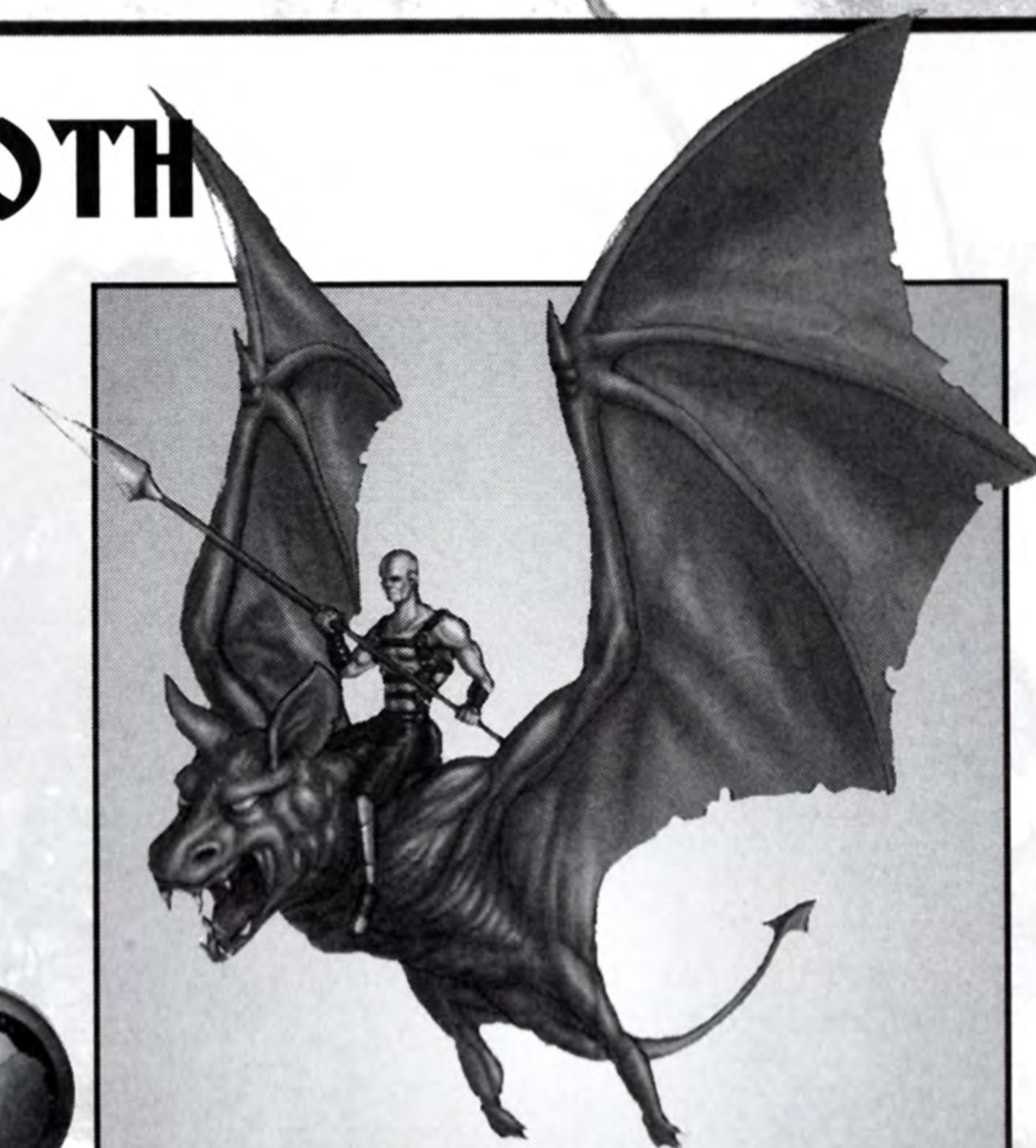
Quite possibly one of the trickiest creatures anywhere, Gormag uses his odd shape, his unique flying style, and his deceptive fighting tactics to outwit and outmaneuver his enemies. His long range Gore Beam is good for whittling down opponents from a distance. Much too small to survive extended close combat, use Gormags' shield to absorb damage while pushing towards your breakaway. Circle back around and punish your pursuers.

Power 1: Gore Beam

Power 2: Fiery Shield

Special Manuevers: Barrel Roll & Super Loop

WARLOTH



SIZE	
SPEED	
AGILITY	
STAMINA	
HEALTH	

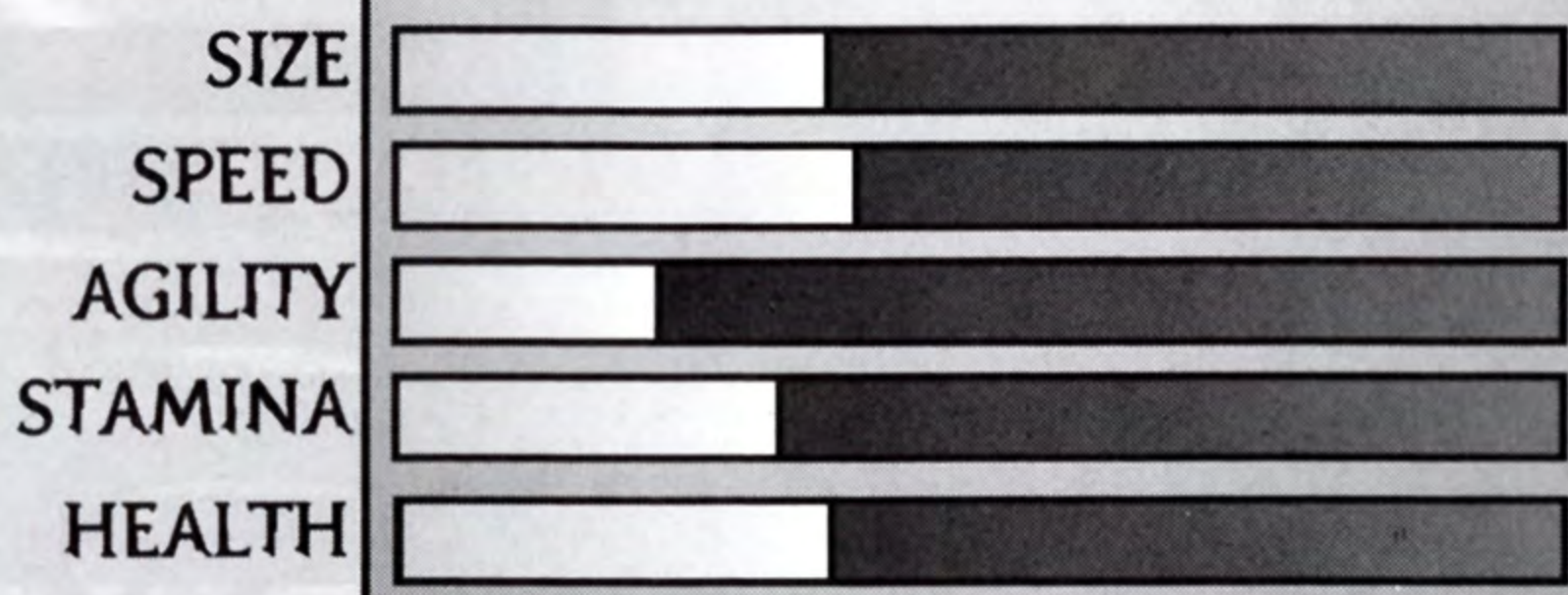
The bane of many's existence, Warloth can lay claim to sucking the life out of thousands of creatures and people across the land. Lacking in long range firepower and substantial health, Warloth is a close combat specialist that must remain on the move while searching for attack opportunities. His Blood Screech not only damages an opponent, but also drains some of their energy. The Vampiric Bite can quickly whittle down an enemy's health while boosting his own.

Power 1: Blood Screech

Power 2: Vampiric Bite

Special Manuevers: Barrel Roll & Super Loop

WRAITHSLICER



Wraithslicers' eye cavities have been sealed shut, forcing his other senses to evolve to compensate. It is said Wraithslicer can smell fear from miles away. He has developed a taste for the blood of the living and he loves killing stragglers or finishing off enemies that are wounded in battle. While he does not excel in speed, maneuverability, or health, his attacks are devastating. Catch the enemy on fire with his Rapid Fireball, then pepper them with Fire in the Sky to finish.

Power 1: Rapid Fireball (Fire Elemental Attack)

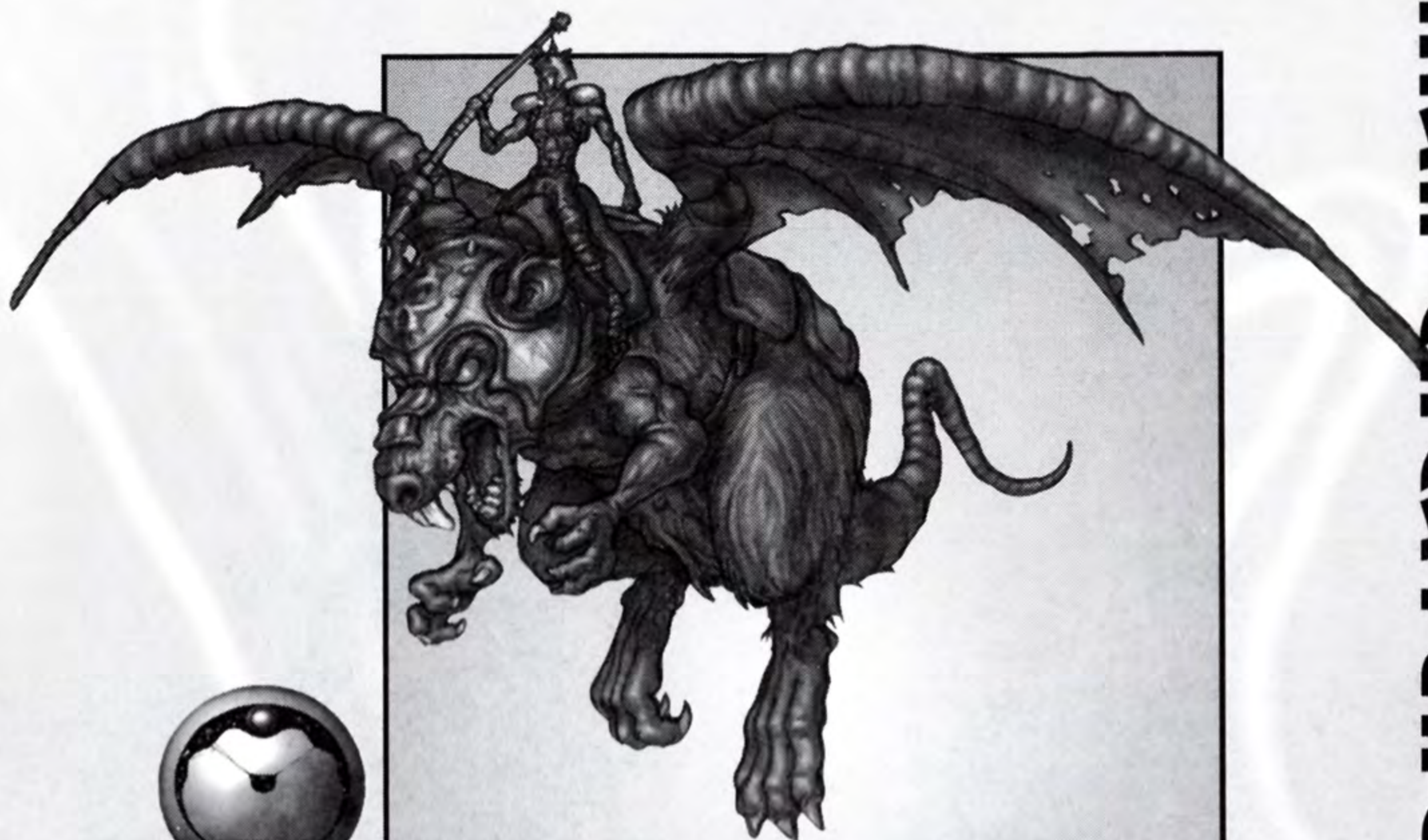
Power 2: Fire In The Sky

Special Manuevers: Barrel Roll & Super Loop

Wraithslicer is immune to Fire Elemental damage.

GNAW

PARIAH CREATURES



SIZE	
SPEED	
AGILITY	
STAMINA	
HEALTH	

Having been summoned by Mortalvis himself to be one of his elite few soul collectors, he scurries over battlefields gathering souls for his master. Evil and sadistic, he can hold his own in any confrontation. His speed is respectable and his mobility is above average for a creature of his bulk. Charge the enemy with his Vomit Spray then follow up with his poisonous Plague Spew breath. Also use his breath to cover any break aways for health.

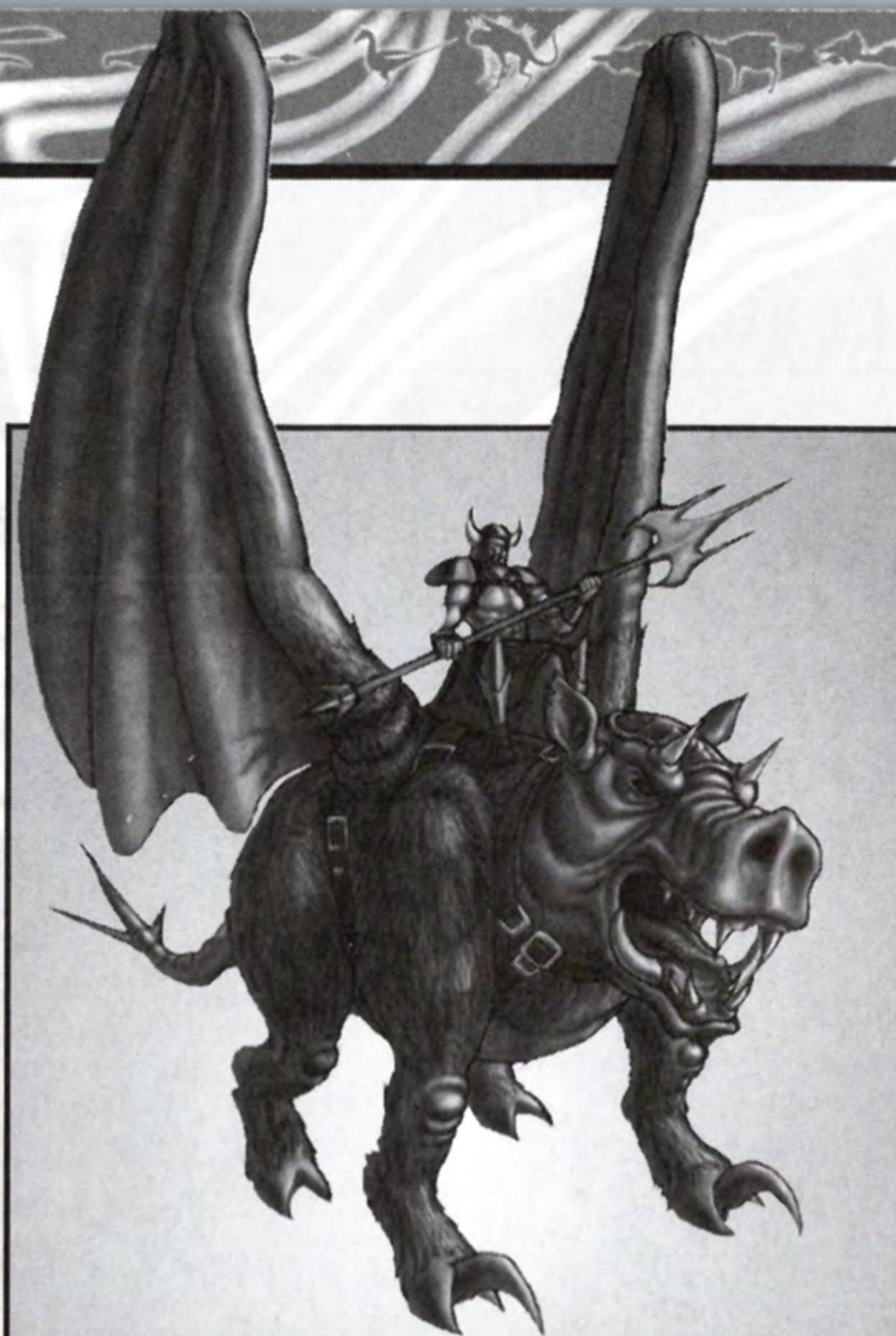
Power 1: Vomit Spray

Power 2: Plague Spew (Poison Elemental Attack)

Special Maneuvers: Barrel Roll & Super Loop

Gnaw is immune to Poison Elemental damage

PORTL



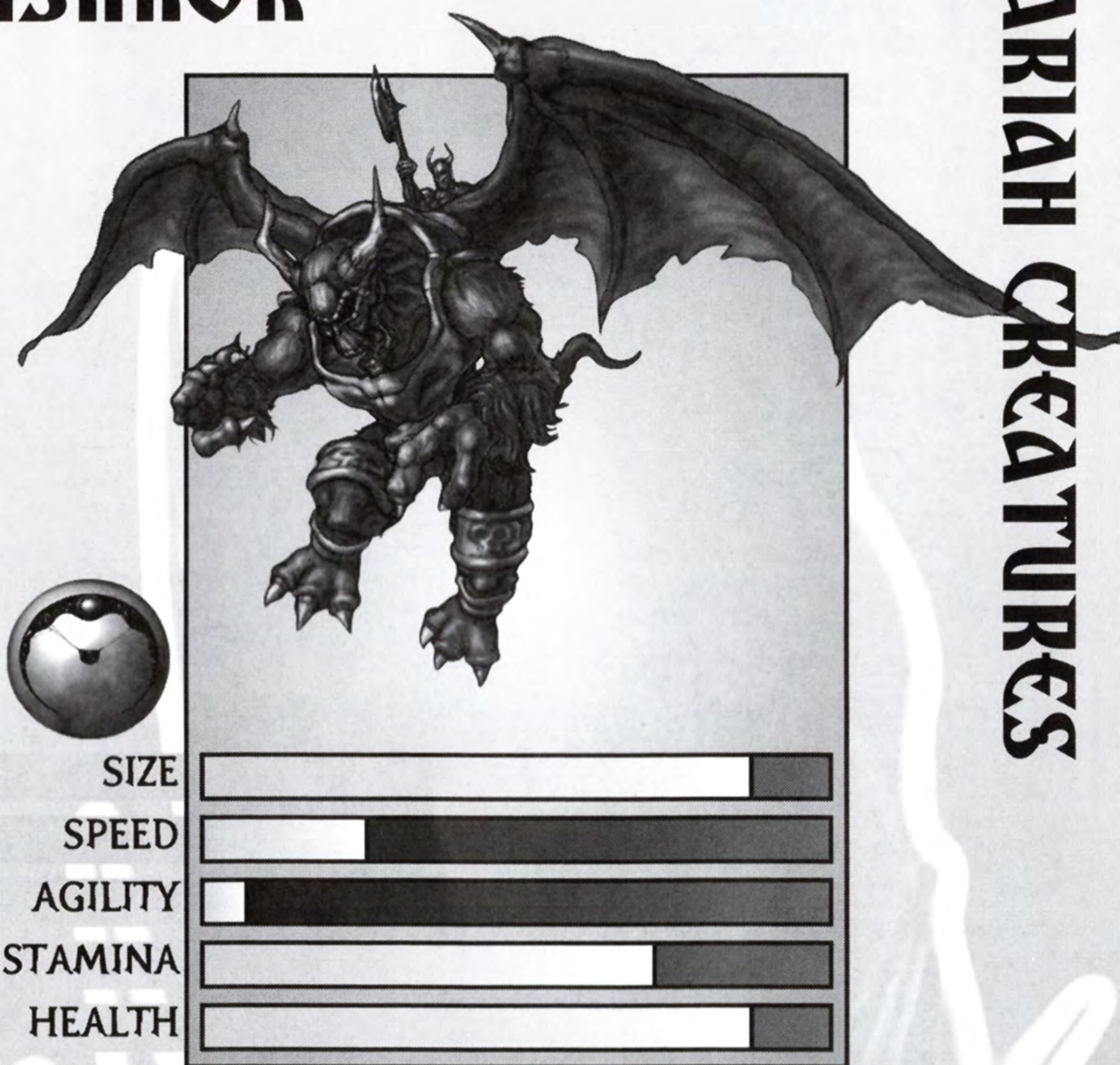
SIZE	
SPEED	
AGILITY	
STAMINA	
HEALTH	

Portl is a huge flying boar; don't hold that against him though, as he is one of the toughest Pariah beasts. Portls' massive size and shape is a major hindrance, making him one of the least maneuverable and slowest creatures. His large health and stamina reserves allow him to dish out devastating amounts of damage. Portls' Mud Balls can saturate a large area with damage, while his trailing attack, Rot Cloud, obscures his large form and discourages pursuers.

Power 1: Mud Ball
Power 2: Rot Cloud

KRUSHKOR

PARIAH CREATURES

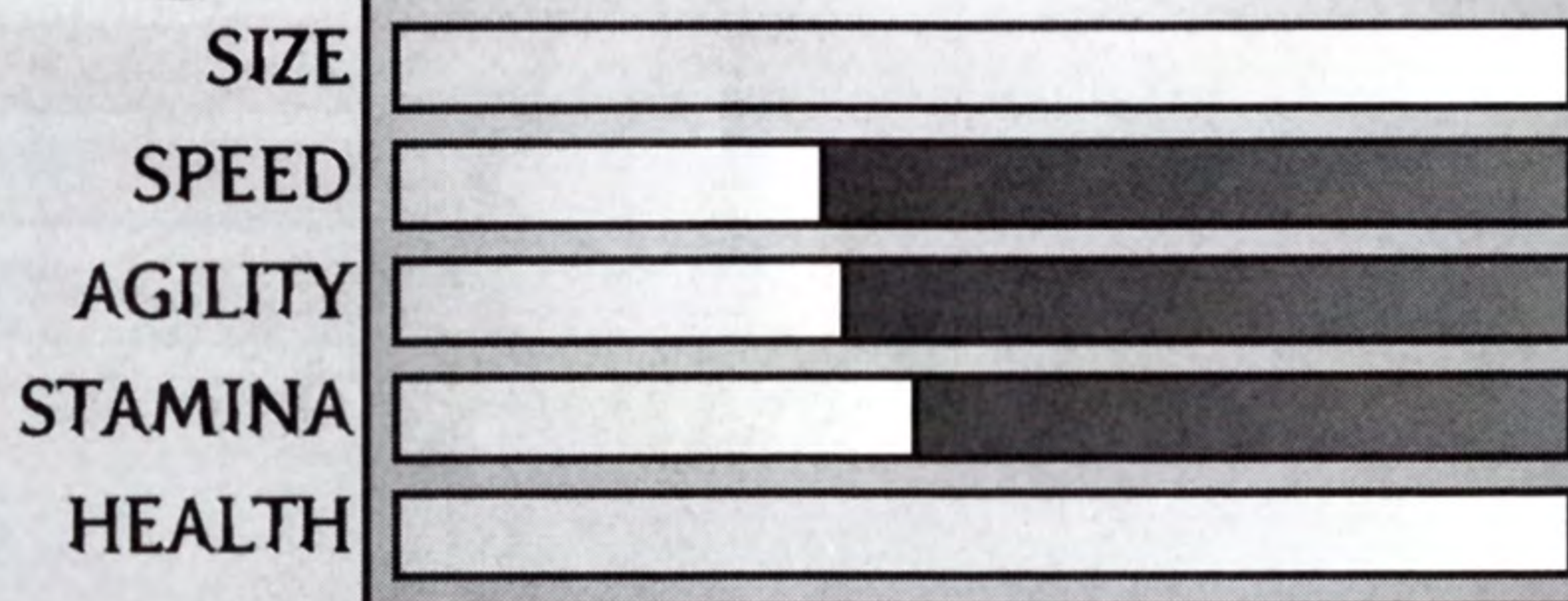
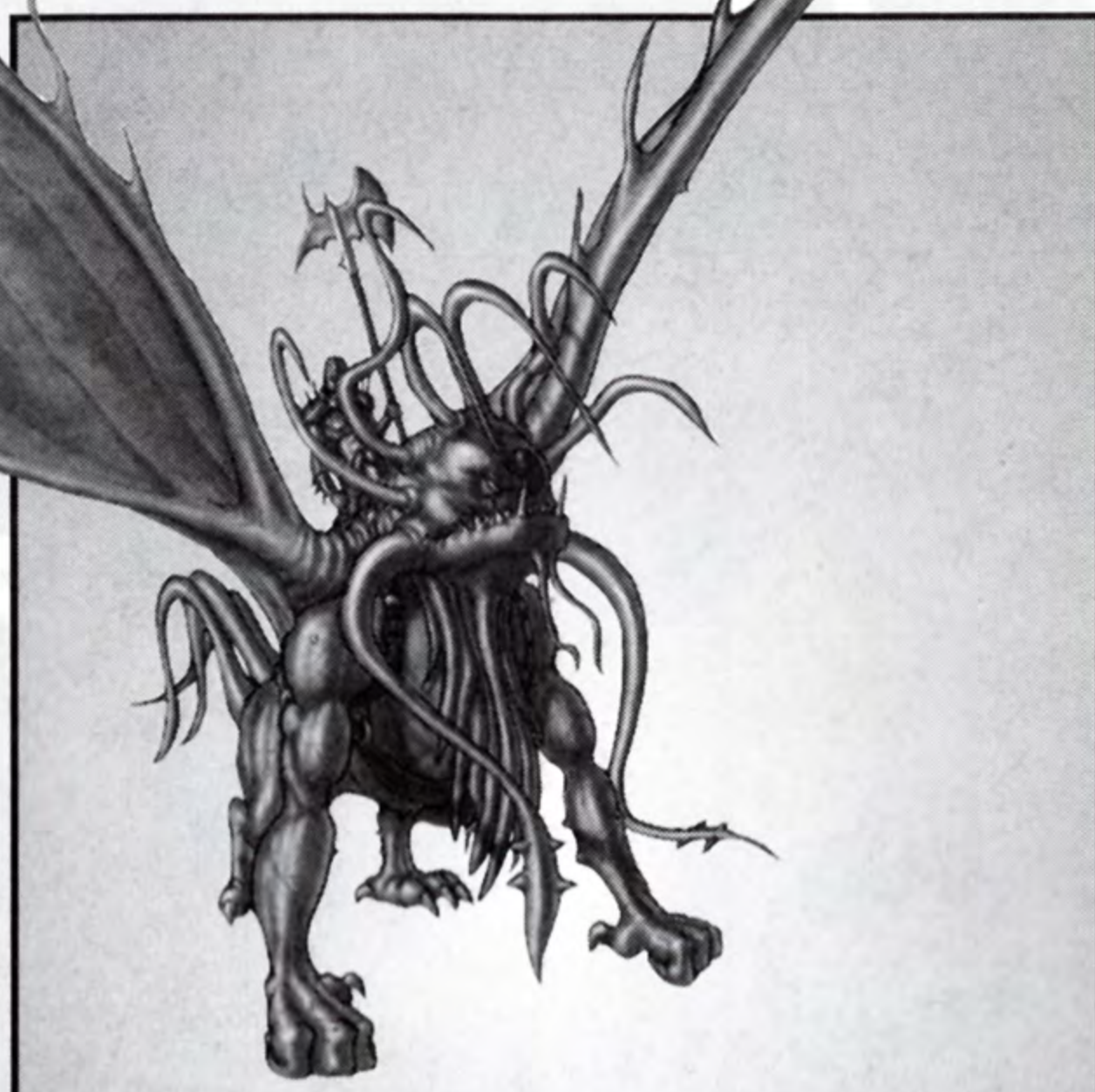


Krushkor is the most ferocious and brutal of all the Pariah creatures. He uses his brute strength and his berserker rage to smash his enemies. Though strong, Krushkor lacks speed and mobility. This leaves him vulnerable to attack from more agile foes, but his fortitude helps make up for the lack of defensive maneuvers. Use his Demon Spray to decimate the enemy with heavy damage at range, then close in and Brute Force charge to finish them off.

Power 1: Demon Spray

Power 2: Brute Force

Pytt



Pytt is a raging hulk of a demonic beast, ripping through entire squads of Virtwyn troops with ease. Imprisoned by the ancient society that once occupied the Pariahs' volcanic lair, Mortalvis himself freed Pytt from his hellish confines to serve him in his conquest to rule the land. He is surprisingly agile for his size and has sizeable health and energy reserves.

Charge into the fray with his fire breath then crush any stragglers with his Fiery Terror ring.

Power 1: Blistering Breath (Fire Elemental Attack)

Power 2: Fiery Terror

Special Manuevers: Barrel Roll & Super Loop

Pytt is immune to Fire Elemental damage.

UNIKROM

PARIAH CREATURES



SIZE
SPEED
AGILITY
STAMINA
HEALTH

SIZE	?
SPEED	?
AGILITY	?
STAMINA	?
HEALTH	?

Being dead sometimes has its advantages, and Unikrom is definitely one to take advantage of anything he can. Riddled with disease, and covered in rotting flesh, Unikrom is a very nasty creature to deal with. Unikrom uses his putrid body to store a vile gas that he vents to infect his enemies and rivals would be well advised to stay away from him.

Power 1: ?

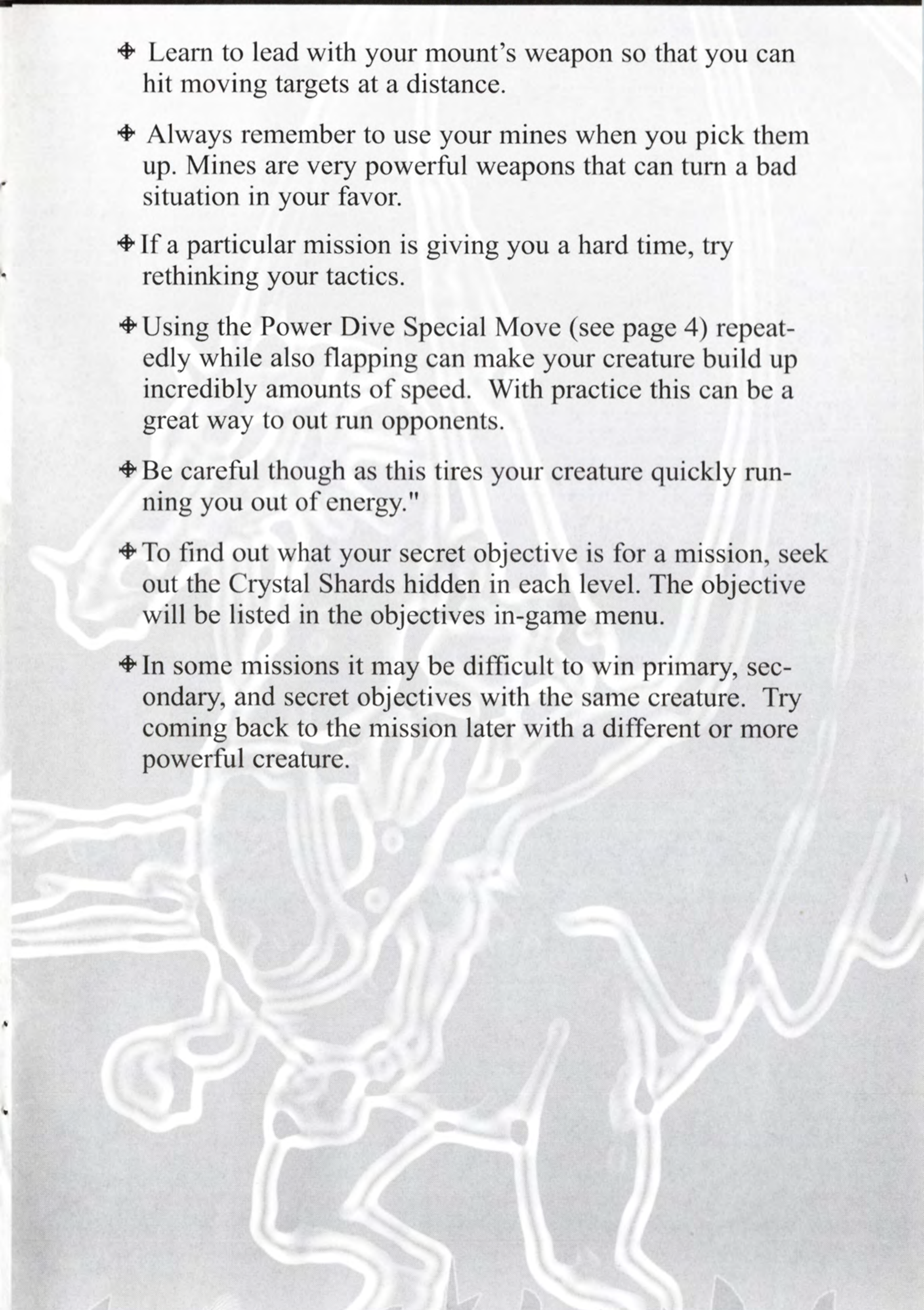
Power 2: ?

Special Manuevers: ?



BATTLE TIPS

- ✦ If a particular mission is giving you a hard time, try rethinking your tactics. A more or less aggressive approach might be more successful.
- ✦ Keep an eye on your energy bar and make sure you leave enough energy for yourself when you go on the offensive.
- ✦ Creatures maneuver much better at low speeds than at high speeds. Decelerate to quickly slow down if you need to make a tight turn.
- ✦ When you have an opponent close behind you, double tap the decrease speed button to backpedal hard, and let your opponent fly by you. Be careful though, if your opponent is too far behind you, you'll be a sitting duck.
- ✦ Holding the decrease speed button after double tapping, will cause your creature to hover for as long as you hold it, or until your creature runs out of energy.
- ✦ Once in Hover mode, you can strafe laterally or vertically by using the Special Move button (see page 6).
- ✦ When you need to quickly get over a ledge or an object, double tap the increase speed button for a quick altitude burst. This is also how you take off from the ground.
- ✦ Pushing the left analog stick up and holding L3 will cause your creature to tuck its wings and dive rapidly.
- ✦ Whenever you see a power-up, determine if you need it now or if it would be best to save it for later in your battle.
- ✦ Whenever possible, try to get above your opponents. Diving requires far less energy than climbing.
- ✦ Landing on the ground is a great way to quickly gain back some energy, and to keep a low profile. Always land at the highest spot possible to give yourself a height advantage.

- 
- 
- ✦ Learn to lead with your mount's weapon so that you can hit moving targets at a distance.
 - ✦ Always remember to use your mines when you pick them up. Mines are very powerful weapons that can turn a bad situation in your favor.
 - ✦ If a particular mission is giving you a hard time, try rethinking your tactics.
 - ✦ Using the Power Dive Special Move (see page 4) repeatedly while also flapping can make your creature build up incredibly amounts of speed. With practice this can be a great way to out run opponents.
 - ✦ Be careful though as this tires your creature quickly running you out of energy."
 - ✦ To find out what your secret objective is for a mission, seek out the Crystal Shards hidden in each level. The objective will be listed in the objectives in-game menu.
 - ✦ In some missions it may be difficult to win primary, secondary, and secret objectives with the same creature. Try coming back to the mission later with a different or more powerful creature.

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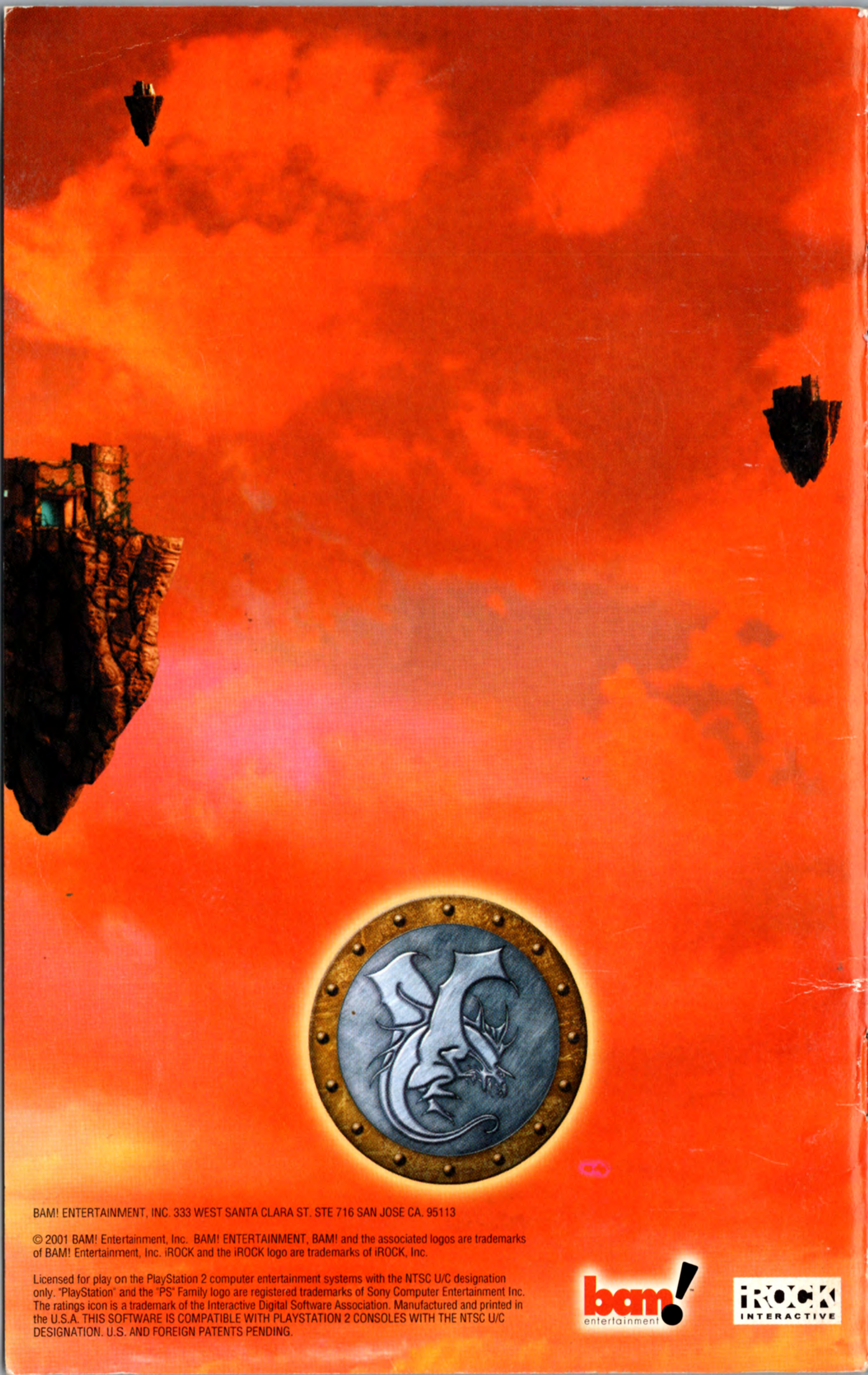
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