

BATTLE LEGEND INFINITY™

OWNER'S MANUAL

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Thanks for selecting **Battle Legend Infinity™** for your mobile gaming device.

Please read this instruction booklet thoroughly to ensure proper handling of your new game. Then save this booklet for future reference.

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LORD GAIA IS FREE. NO REALM IS SAFE.

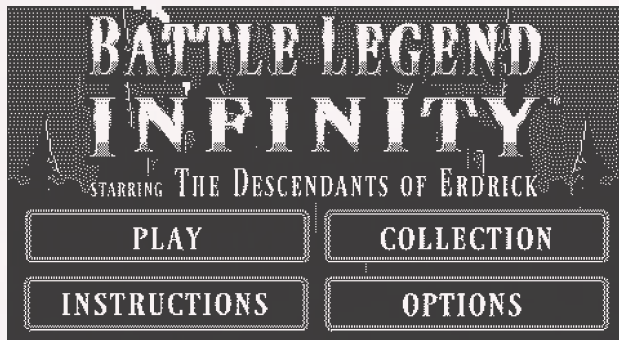
Thousands of years ago, the most evil sorcerer in the cosmos, **Lord Gaia**, was banished into limbo by the legendary warrior Erdrick. Many stories of this hero have been told through the ages though the legend has faded with time. With each generation that passed the magic imprisoning Lord Gaia weakened. Seizing the opportunity Lord Gaia broke free.

One by one he regained control of all of the realms in the universe with one final destination - **Earth**. Lord Gaia awaits in the Mystic Palace. Is there anyone brave enough to stop him?

THE DESCENDANTS OF ERDRICK AWAKEN

As darkness fills the daylight a quintet of musicians feel a power emerge from within. Long has the essence of the legendary Erdrick remained dormant, passed from generation to generation. Triggered by the emergence of the evil sorcerer the power of Erdrick surges through the five bandmates. One by one each transforms into a hero of legend and is transported to the crossroads of the realms. With their new powers the **Descendants of Erdrick** must reclaim each of Lord Gaia's conquered realms or risk losing them to evil forever...





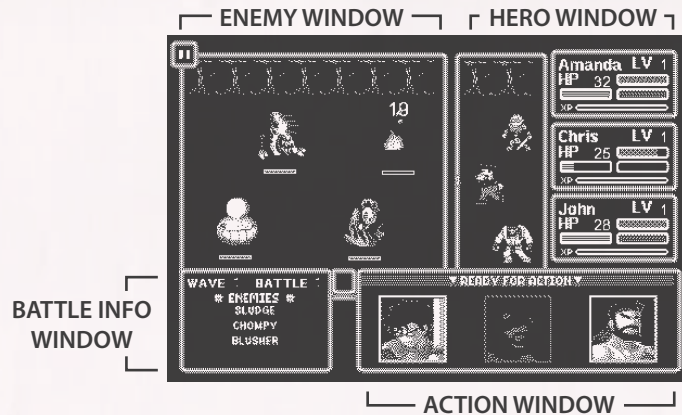
PLAY - advance to the hero and world selection screens before entering battle.

COLLECTION - view defeated enemies and collected artifacts.

INSTRUCTIONS - learn the basics of battle.

OPTIONS - change sound and visual settings.

*This game automatically saves your progress. To reset data go to **Options Menu**.

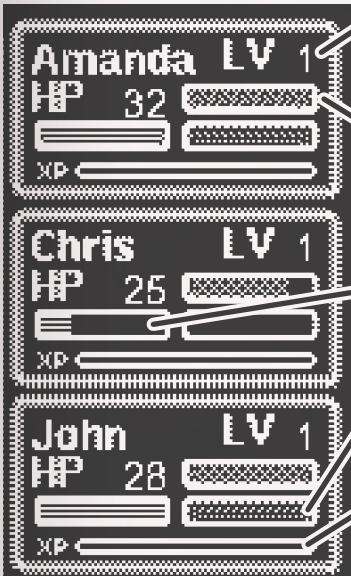


ENEMY WINDOW - displays current enemy monsters and their health meters.

BATTLE INFO WINDOW - displays current battle count and enemy names.

HERO WINDOW - displays hero health, magic, action timer and experience meter.

ACTION WINDOW - displays various actions a hero can take when selected.



HERO LEVEL - displays current hero level. New abilities and stat boosts unlock as your heroes reach higher levels by earning XP points.

HEALTH POINTS (HP) - displays current hero health points. HP can be regained with certain actions and with **POTIONS**. When HP reaches zero your hero will be down until the run is over or until revived by another hero.

MAGIC POWER (MP) - displays current hero magic ability points. MP is used when certain actions are taken. MP will fill slowly over time or quickly with **MANA** items.

ACTION TIMER - hero can perform an action when filled. Can be sped up with **SPEED** actions.

EXPERIENCE (XP) METER - each hero will gain XP with each battle won. Fill the meter to LEVEL UP. At certain levels heroes will unlock new actions and stat boosts.



When a hero's Action Timer is full they will be **READY FOR ACTION** and their icon will be highlighted.

Select their icon to view their available actions. When an action is chosen you will then pick a target and the action will be performed.



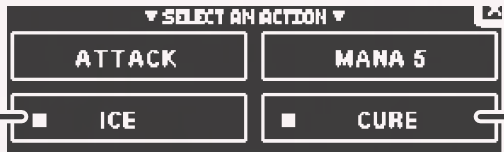
BASIC ATTACK - costs no magic power and does basic damage to enemies.

At LEVEL 3 your heroes will unlock **AUTO ATTACK MODE**. When Auto Attack is enabled your hero will attack immediately when their action timer is full. Activate and deactivate by selecting your hero in the Hero Window.



ITEMS - limited quantity items that can boost various hero attributes.

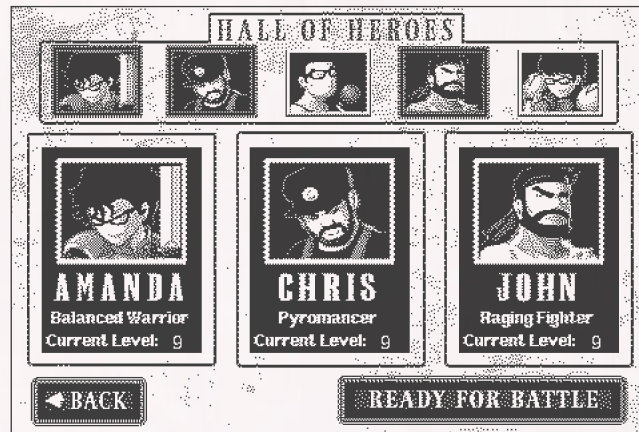
POTION - restore HP REMEDY - clear status effects
 MANA - restore MP REVIVE - bring back the dead



MAGIC ABILITIES - special actions that require Magic Power (MP) to perform.

OFFENSIVE MAGIC - Ice, Fire, Quake, Poison, Beam, Stun
 DEFENSIVE MAGIC - Heal, Shield, Speed, Cure

The **HERO SELECTION MENU** is where you build your team of three before entering battle.

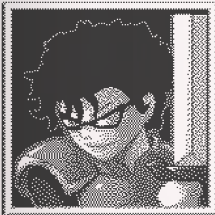


Select a **HERO ICON** from the top row to set that hero in an available slot below. When all slots are full the **READY FOR BATTLE** button will become available and advance to the map selection screen.

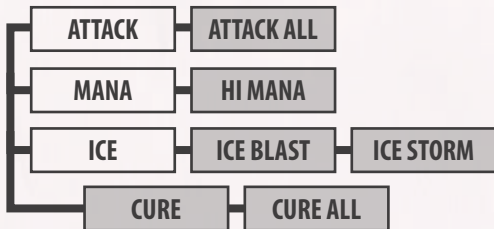
HERO SELECTION

AMANDA & CHRIS

AMANDA



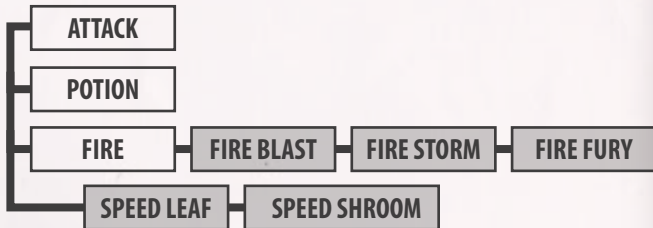
Balanced Warrior - Good in most situations Amanda has strengths across the board.



CHRIS



Pyromancer - Chris specializes in the dark arts and is balanced towards offensive magic.



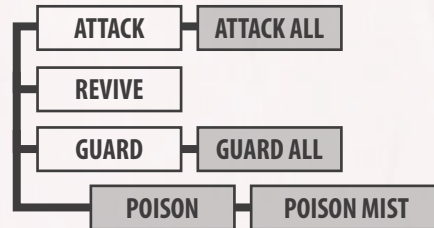
HERO SELECTION

LOBOS & JOHN

LOBOS



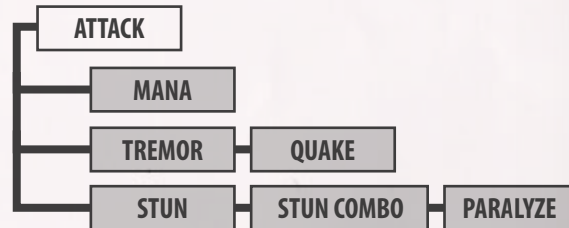
Noble Guardian - Lobos is the tank of the group and can sustain more damage. He is balanced towards team survival.



JOHN



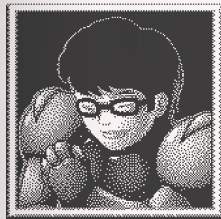
Raging Fighter - John hits harder than anybody else on the team. His focus is on heavy basic attacks and devastating offensive magic.



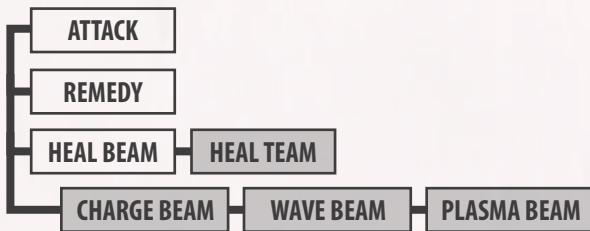
HERO SELECTION

LAUREN

LAUREN



Medical Machina - Lauren balances across the board having both offensive and defensive abilities with a focus on healing.

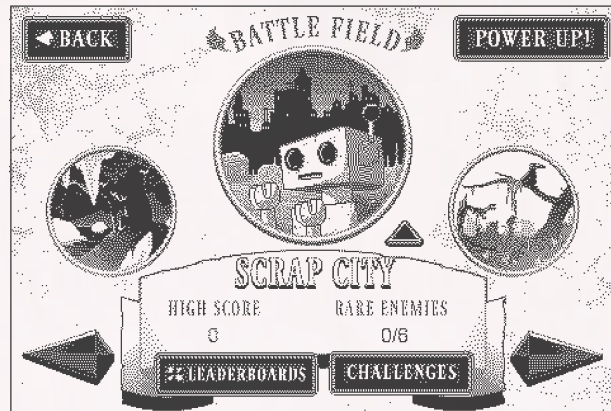


CHOOSE YOUR TEAM WISELY!

All of the heroes have strengths and weaknesses. The key to survival in battle is pairing teammates that have complimentary abilities. Try experimenting with different combinations to find the one that works best for your play style.

MAP SELECTION

Choose a **BATTLE FIELD**



ARROW BUTTONS - cycle through the available Battle Fields.

HIGH SCORE - displays your best score for the selected Battle Field.

RARE ENEMIES - displays the number of RARE enemies you have defeated.

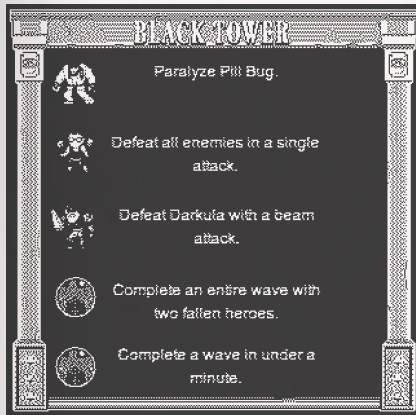
MAP ICON* - enter battle by selecting the center map icon.

*Some Battle Fields can only be entered when your heroes reach specific levels.

CHALLENGES & ARTIFACTS

Conquer and Collect!

Every Battle Field has a list of unique **CHALLENGES**. Some challenges are hero specific while others can be completed by anyone.



Complete challenges to earn special **ARTIFACT COLLECTIBLES**.



Every enemy you defeat has a random chance of dropping common artifacts. The more you play the more you earn.

You can view the list of challenges from the Map Selection menu as well as the **PAUSE MENU**.

ENEMIES

Seek and Destroy!

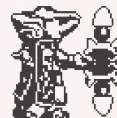
Waves progress from **GRUNTS** to **GUARDS** to **MINIBOSSES** to **BOSSSES**. The longer you go the more points you will earn by defeating larger enemies. Bosses will not appear until the tenth battle in a wave known as the **BOSS BATTLE**.

GRUNT



The runts of the litter. Most **GRUNTS** can be taken out quickly with basic attacks.

GUARD



GUARDS are only a little stronger than Grunts but have more abilities.

MINIBOSS



MINIBOSSES can appear as early as the middle of a wave. They have up to three unique abilities including offensive magic and healing.

BOSS



BOSSSES are the strongest enemy type in a wave. They have large amounts of HP and up to four unique abilities.

*Keep an eye out for RARE enemies that can appear in any battle randomly.

NOTES



CREDITS

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