



INFINITE UNDISCOVERY[™]

COVERS XBOX 360[®]

BASED ON A GAME
RATED BY THE
ESRB **T** **TEEN**

SQUARE ENIX[®]

Written by Rick Barba and Joe Epstein

INTRODUCTION

Welcome to the official strategy guide for Infinite Undiscovery. Thanks to the resources and access graciously provided by Square-Enix and tri-Ace, this guide offers remarkable depth of information and data for all levels of gameplay. Indeed, the author team spent several weeks in Square's Los Angeles offices, working side by side with Square-Enix's peerless QA team in crafting flawless strategies and unlocking all of the game's secrets for you.

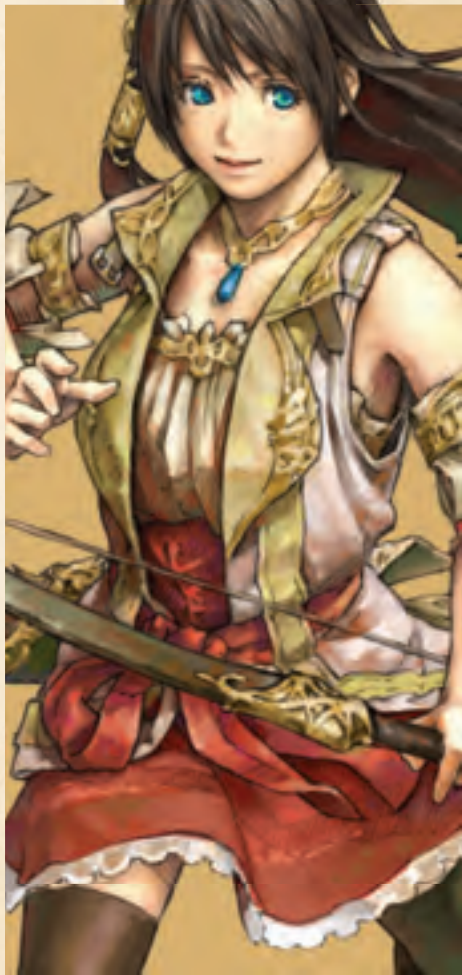
THE LIBERATION FORCE

PRIMARY CHARACTERS

CAPELL

A simple flute player, an orphan, a drifter, and a lifelong loner, Capell the Soother is a boy with few ties and fewer worries...until one day, soldiers of the brutal Order of Chains suddenly seize him and toss him into the deepest dungeon of Graad Prison. Stunned by his jailers' contempt, Capell can't understand why his guards keep calling him "the Liberator." Perhaps even more stunning is his untrained skill with a shortsword that soon falls into his hands. When a spirited young girl named Aya leads a breakout, Capell finds himself swept up in chain of events destined to rock the very foundations of the world order...and challenge even the gods themselves.



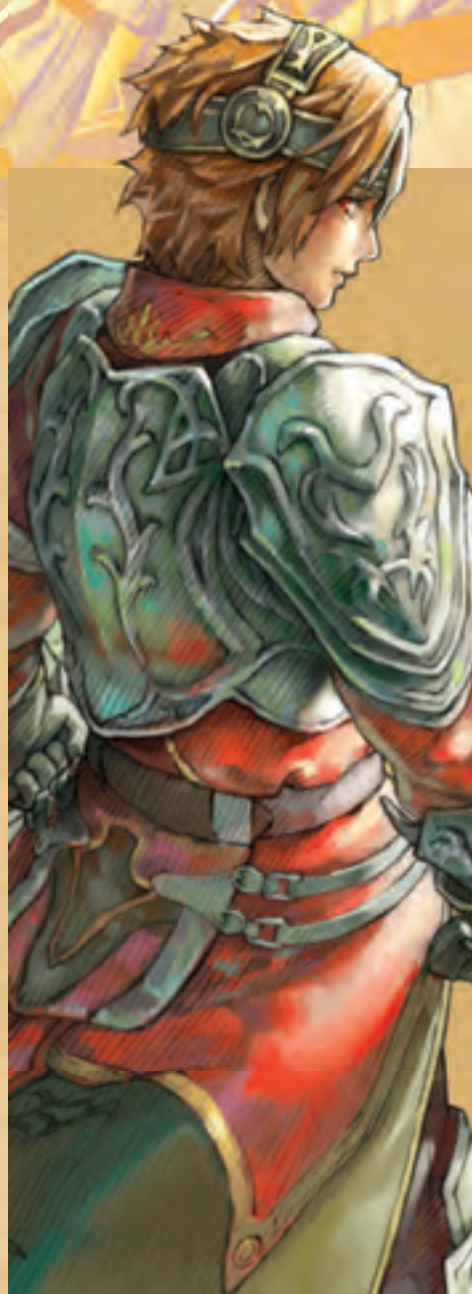


AYA

Adept with a bow and low-level healing magic, Aya is a keen admirer of Lord Sigmund the Liberator and a fervent soldier of his Liberation Force. When her “rescue” of Sigmund turns out to be mistaken, she nonetheless drags a reluctant Capell into the cause. Her attitude toward Capell grows decidedly more complicated as she discerns not only his goodhearted nature but also the hidden strength that arises in the most unlikely circumstances. And her own hidden qualities will surprise the entire Force soon enough...

SIGMUND

A young man of remarkable leadership skills, Lord Sigmund leads a ragtag, but surprisingly effective, rebel group known as the Liberation Force, created from an effort to thwart the Dreadnight’s plans. Sigmund sees something in Capell, his dead ringer—something far deeper than their striking resemblance. But he’s a man who keeps his own counsel in personal matters, and he’s got a grim and physically draining job to do—breaking the Dreadknight’s evil chains that bind and harness the moon, before they lay waste to the land.



GAME BASICS & SKILLS

CAPELL

In the world of *Infinite Undiscovery*, Capell is the only character directly under your control. Using the left analog stick moves him around the environment. **A** is used to examine objects or speak to other people, like townsfolk. After drawing a weapon with **A**, **A** becomes quick attack, while **B** is power attack. Holding down either **A** or **B** activates the battle skill assigned to that button. Abilities assigned to **A** have standard power and MP cost, while abilities assigned to **B** increase both power and cost by 20%. **D** attempts a Deflect Drive. This parries an enemy's strike just as it hits, stunning them and guaranteeing follow-up attacks are critical. This is a great tactic to use against single enemies who telegraph their attacks (or a cluster of enemies all to one side), but this is difficult to use in crowds, and won't work against magic, or certain attacks. Holding **LB** brings up the Connect menu—press the button corresponding to the character you want to Connect with. While Connected, that ally ceases acting on his or her own and waits for Capell's directives. **X** and **Y** issue direct orders to that party member. Battle skills, magic, and Connect skills can be assigned to these buttons. As with **A** and **B**, **X** functions as the standard version of an action, while **Y** increases effect and cost by 20% (though this does not apply to spells). When not Connected to anyone, **X** plays flute songs, whereas **Y** calls for healing aid from allies—they then use any magic or item you've left available to them (enable or disable spells and items by pressing **Y** over a given item in the menu; this is great for restricting the use of overly costly or relatively useless spells and items). Finally, **ESC** brings up the camp menu, which does not stop the action and can be used even in combat... occasionally essential when you need to perform emergency miraculous medicine triage on your unexpectedly disintegrating party!



Capell's Basic Attacks

Name	Command	Number of hits	Description and Special Effects	Purpose
Spinning Waltz	B	1	Capell attacks with a 360 degree spin. Cannot cancel into battle skills.	Clearing out and disrupting foes when surrounded.
Crescendo Spike	A B	2	Capell attacks with two linear strikes; the 2nd hit launches foes if AP gauge is filled past target marker. Cancels to battle skills.	Popping foes into the air to score EXP bonuses with aerial combos.
Diminuendo Dive	A A B	3	Capell attacks with three linear strikes; the 3rd hit knocks foes down if AP gauge is filled past target marker. Cancels to battle skills.	Knocking foes down to replenish HP/MP with ground combos.
Dancing Rhapsody	A A A B	6	Capell follows three normal strikes with a swirling 3-hit attack. Cancels to battle skills.	Building AP, attacking foes impervious to AP effects, and chaining to battle skills.

CAPELL'S ATTACKS

For being the composer of such leisurely tunes as “The Slovenly Serenade,” Capell is more nimble on his feet than you might expect. He’s an effective fighter right from the game’s first encounter, against two Order jailers. Even without abilities, Capell can use **A A A** to deal damage in relative safety, going for special strings where appropriate—Dancing Rhapsody to build AP, and Crescendo Spike or Diminuendo Dive to use it. After launching



with Crescendo Spike, repeat Crescendo Spike over and over until Capell runs out of AP, or simply juggle with Dancing Rhapsody. After knocking down with Diminuendo Dive, **A A** can be used immediately to score a 2-hit downed combo (among other options). Finally, simply using **A A A** without Crescendo Spike, Diminuendo Dive, or Dancing Rhapsody can be effective, especially on harder difficulty settings...if you use a full attack string without chaining into a Battle Skill or knocking down or launching a foe, Capell frequently gets hit immediately after his attack. In these cases, just **A A A** and run away!

Status Effects

Through certain spells or attacks, enemies inflict Capell and his allies with various detrimental effects. Results can vary—allies may lose a little HP/MP over time, or they may become completely immobile, and so on. The following table details status effects and the items needed to restore healthy function. You can open the camp menu with **Q** and apply the appropriate remedy manually, but it’s faster and more efficient to simply call for healing with **Y**—as long as required items are stocked and unrestricted, Capell’s friends helpfully take care of status ailments. If Capell is somehow incapacitated, unable to call for healing, you’ll be relying on their autonomy for status curing anyway! The panacea, cornucopia, and mysterious curry bread items help by curing any status ailment, but the first is expensive and the latter two are rare. Alternative cures are listed in this table.

Icon/Graphic	Status Ailment	Effects	Cure
	Faint	Unable to act. If Capell is unconscious, he’s unable to move, attack, or issue commands to allies.	Liquid Salt
	Sleep	Unable to act. If Capell is asleep, he’s unable to move, attack, or issue commands to allies.	Getting hit, Coffee, Berry Bread
	Poison	1% of max HP is lost every 5 seconds.	Antidote, Cobasna Salad Sandwich
	Curse	1% of max MP is lost every 5 seconds.	Holy Water
	Paralysis	Unable to act. If Capell is paralyzed, he’s unable to move, attack, or issue commands to allies.	Para-Gone, Soul Roll
	Silence	Unable to cast spells. If Capell is silenced, he’s unable to Connect with allies or call for healing.	Cough Drop, Royal Herb Tea, Exquisite Bread Crusts
	Confusion	Capell’s allies become confused, potentially attacking one another. In a creative twist, if Capell is confused, player controls are inverted.	Sedative, Toast of Dawn
	Freeze	Victim is encased in ice and cannot move. If Capell is frozen, he cannot move, Connect with allies, or call for healing.	Spring Warmth, Honey Tea, Jackpot Burger
	Stone	Victim is encased in stone and completely unable to act, and a timer begins. When the timer hits 0, the subject dies. If Capell is encased in stone and the timer reaches 0, it’s Game Over!	Odious Eye, Rock Hard Stick of Bread

Icon/Graphic	Status Ailment	Effects	Cure
	Unseeing	Victim suffers lowered accuracy and cannot receive orders. If Capell is afflicted, the screen becomes blurry and he cannot lock-on to foes or Connect to allies.	Eye Drops, Hell’s Egg Sandwich
	Unhearing	Victim cannot receive orders. If Capell is afflicted, hearing is muffled and he cannot Connect with allies, though he can still call for healing.	Angel Earpick
	Stink	Allies let off a pungent odor; can attract enemies.	Aroma Oil
	Untasting	Victim receives no benefits from food.	Toothbrush
	Stun	Victim is briefly stunned. Some abilities may cause a launch after the stun..	--
	Charm	Allies cease attacking foes and turn on one another. Extremely dangerous, as allies are stronger than most enemies that aren’t bosses.	Maiden’s Scorn, Oradian Chicken Sandwich
	Berserk	Victim experiences increased strength, but cannot receive orders or do anything but attack. If Capell is Berserk, he cannot issue orders to allies or sheathe his weapon.	Call of War
	Doom	Victim dies.	Miraculous Medicine, Holy Grail, Salva, Salvus

We Make Our Own Luck: A Word on Stats, Loot, & Treasure

Stats are important in gauging the usefulness of a character. HP, MP, ATK, DEF, HIT, AGL, and INT are determined by overall level, and also equipped gear. There is a hidden stat, too—luck (or LUC). Luck helps determine whether characters score criticals, whether they survive potentially fatal attacks, and the quality of drops awarded when that character scores a kill shot. LUC does not effect whether an item actually drops, however. Each enemy has a set percentage rate for whether items will drop upon defeat. Each foe can drop a wide variety of items, in one of four drop ranks (S, A, B, & C). The drop rank is determined by how effectively an enemy is defeated—score Player Advantage repeatedly and defeat a foe efficiently and you'll nab an S rank drop; simply score Player Advantage and you'll get A rank; defeat the enemy normally for B rank; and defeat the enemy after they score Enemy Advantage for C rank (usually a low-quality item, or junk). Then, within each rank, different items can be awarded. The quality of the item awarded within a rank is what LUC affects. As stated, LUC is a hidden stat, not displayed in-game. The table here shows you who the luckiest characters are relative to one another. There are also a few accessories that boost LUC a bit...while the game doesn't feature this information, this guide's chapter on Items does!

Stat	Effect
ATK	Determines physical attack power. Checked against target DEF.
DEF	Determines physical defense. Checked against attacker ATK.
HIT	Determines accuracy—a higher HIT rating causes enemies to guard less often. Checked against target AGL.
AGL	Determines whether blows will be guarded. Checked against attacker HIT.
INT	Determines magic attack power and magic defense. Checked against target/attacker INT.
LUC	Has an influence on above stats, and criticals, survival, and loot quality within a given drop rank—but not the drop rate itself (a set percentage), or the drop rank (determined by combat).

Character	Luck Rating
Kiriya	66
Gustav	65
Aya, Vic	60
Komachi, Touma	55
Sigmund	50
Rico, Rucha	45
Seraphina	43

Character	Luck Rating
Eugene	40
Michelle, Dominica	35
Savio	33
Edward	30
Balbagan	25
Kristofer	20
Capell	15

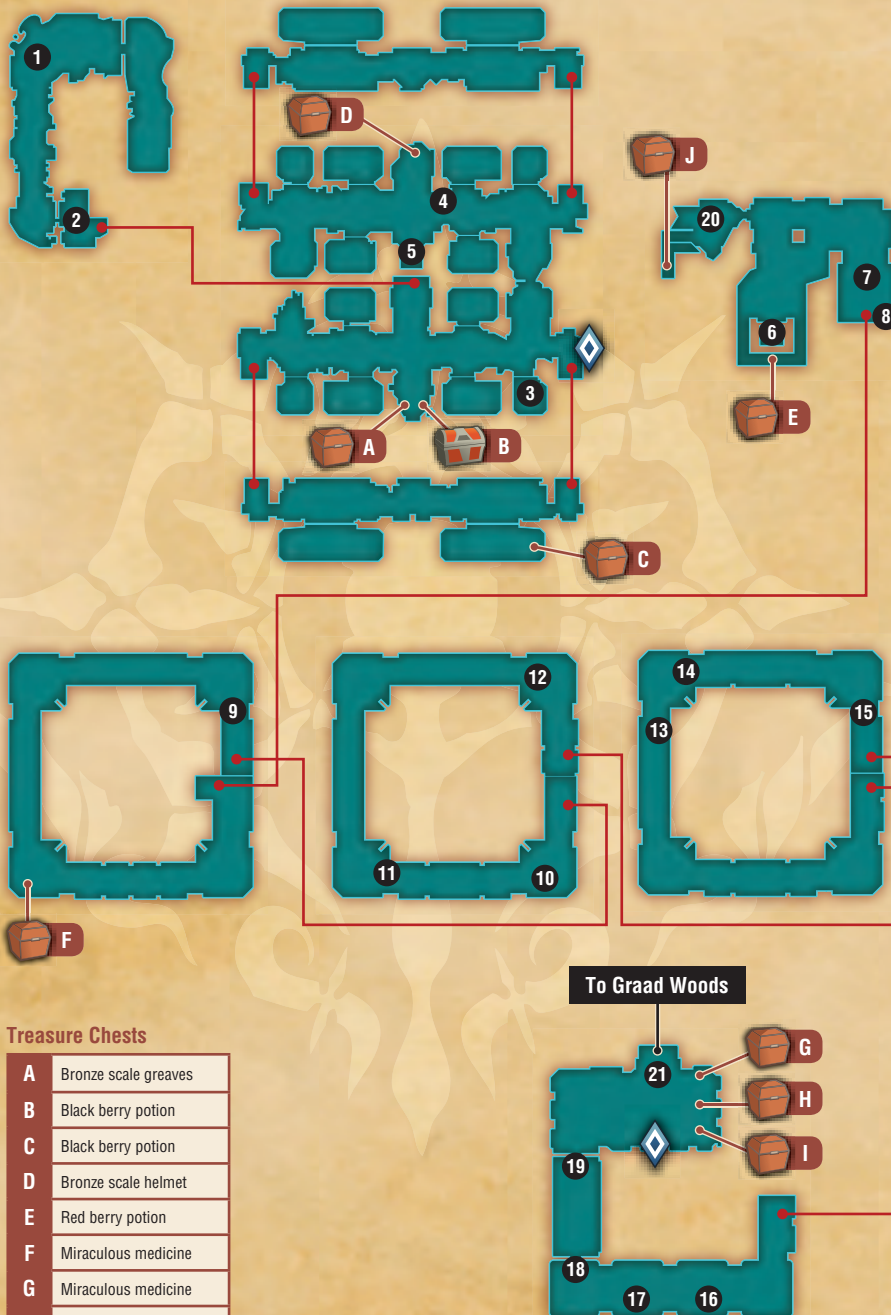
In addition to the loot gathered from felled enemies, Capell and friends frequently find treasure chests throughout the adventure. Most can be simply sprung open, but occasionally chests are



locked, hidden, or out-of-reach. To snag the contents of these chests, you'll need certain allies to help you, or the aid of a certain flute song, or both...and while filmsier locked chests can be bashed apart, this brute force approach runs the risk of destroying the contents. Consider just waiting, since locked chests are usually worth the trouble to come back for later!

Capell's battle skills

Skill	Description	Learning Method	Execution Time	A Battle skill MP Cost	B Battle skill MP Cost	Lv.1 Hits/Effect	Lv.2 Hits/Effect	Lv.3 Hits/Effect
Slashing Canon	A slash followed by a mighty kick. 2nd hit knocks foe down if AP gauge is filled past target marker.	Lv.2	Instant	5 MP	6 MP	2	2	2
Cutting Gavotte	Two quick slashes followed by a powerful shockwave. 1st hit launches foe if AP gauge is filled past target marker.	Lv.5	Instant	15 MP	18 MP	5	5	5
Symphonic Blade	A technique that draws power from a Connected ally. Depending on who Capell Connects to, different elements are added to his blade. Effect ends after a set duration, or if Capell's sword is sheathed. Does not work with Gustav, or with Sigmund before lunar rite. Allows Capell to directly damage verminforms.	Lv.12	3.5 seconds	13 MP	15 MP	A - 30 seconds; B - 35 seconds	A - 60 seconds; B - 72 seconds	A - 90 seconds; B - 108 seconds
Marching Boots	A barrage of powerful kicks. 2nd-to-last hit launches foe if AP gauge is filled past target marker.	Lv.16	Instant	40 MP	48 MP	6	9	11
Eternal Refrain	A devastating series of lightning-quick slashes.	Lv.22	0.75 seconds	75 MP	90 MP	5	7	11
Reginleif	A powerful swing of the sword in a piercing arc. Knocks foe down if AP gauge is filled past target marker.	Lv.33	1.25 seconds	50 MP	60 MP	1	1	1
Grinn Valesti	An aerial assault that hits the enemy from above.	Lv.50	0.75 seconds	60 MP	72 MP	2	2	2
Alfheim	A shield-based attack followed by two sword attacks. Last hit launches foe if AP gauge is filled past target marker.	"Dance of the Sword"	0.75 seconds	80 MP	96 MP	3	3	3
Levantine Slash	A jumping sword attack that uses all of the wielder's might. 2nd hit knocks foe down if AP gauge is filled past target marker.	"Path of a Hero"	Instant	100 MP	120 MP	5	5	5



GRAAD PRISON

MISSION MAPS

- 1 Start
- 2 Capell's cell
- 3 Young villager (side quest contact)
- 4 Explosive barrel
- 5 Elevator (lower level)
- 6 Elevator (upper level)
- 7 Alarm triggered!
- 8 Barricade
- 9 Barricade (barrel)
- 10 Order archers (barrel)
- 11 - 15 Barricades
- 16 - 17 Barrels
- 18 Locked door
- 19 Last barricade
- 20 Vembert's room
- 21 Exit door to woods

LEGEND

- Wooden Chest
- Gold Chest
- Save Point

Treasure Chests

A	Bronze scale greaves
B	Black berry potion
C	Black berry potion
D	Bronze scale helmet
E	Red berry potion
F	Miraculous medicine
G	Miraculous medicine
H	Bronze scale armor
I	Red berry potion
J	Black berry



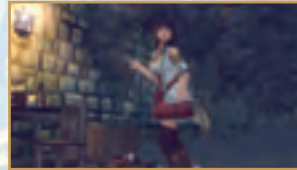
RESCUE

A young musician named Capell the Soother sits in Graad Prison, the grim destination for enemies of the Dreadknight and his legions. But it's a case of mistaken identity—Capell, a mild-mannered flute player, is a dead ringer for Lord Sigmund, the man known as “The Liberator” and head of the underground force working to defeat the Order.

MISSION

ESCAPE GRAAD PRISON

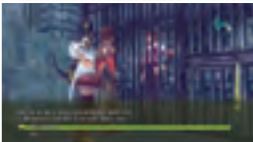
The Order of Chains is not alone in its identity error. A young woman warrior named Aya suddenly drops in, overcomes the jailer, and unlocks Capell's cell. Aya believes she's rescuing Lord Sigmund! But as she learns the truth, she gets caught off-guard and knocked unconscious. Capell is left facing two angry prison guards. Time to fight!



ACTION CHECKLIST

- 1 • Escape your prison cell.
- 2 • Explore the main cell block area.
- 3 • When the alarm sounds, flee upstairs to the front gate.
- 4 • Defeat Vembert.
- 5 • Exit the prison.

NEW SIDE QUESTS AVAILABLE

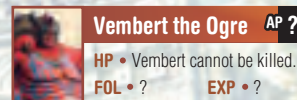
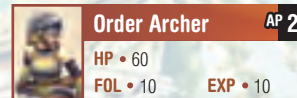
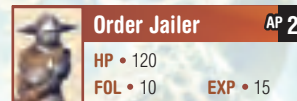


Deliver the Gold Coin

PRIVATE EVENTS AVAILABLE

None.

ENEMIES



MISSION WALKTHROUGH

As the mission opens, Capell stands facing two Order jailers. He picks up a sword...and has little choice but to fight. Your overall objective in this mission is to work together with Aya to reach the prison exit door alive. Most of the prison structure is underground, so to escape you must work your way upward.



VIEW THE BATTLE TUTORIALS

Before you can fight, however, you get your first set of in-game tutorials. These ones, entitled Battle 1, Battle 2, and Battle 3, are several pages long and cover the very basics of combat. Read tutorial pages carefully whenever they appear onscreen! They give instructions and offer good advice.



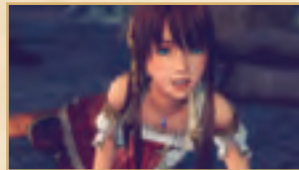
DEFEAT THE GUARDS

This first fight is straightforward. Attack the Order jailers, testing out your new moves. Mix up quick and power attacks, and try some combos.



Add a Deflect Drive or two to parry enemy strikes and immobilize the attacker for a moment.

After your foes fall, Aya revives, and convinces Capell to escape with her. Here, she officially joins your party. (You get an onscreen notification whenever someone joins or leaves your party.) Time to make your first move across the map.



Step through the doorway at the corridor's end to trigger a short scene—Aya gives you several useful medicinal items, and then another tutorial appears, this one is about the Camp screen. Then follow the corridor and head upstairs.

Don't Camp If Danger Lurks...

Don't use the Camp menu as a pause function! Remember that the game progresses in real time when you camp. Enemies don't care if you're camping peacefully; they attack regardless. Camp only if you're sure the area is clear. Press the Start button to actually pause the game.



EXPLORE THE MAIN CELL BLOCK

This is the main cell block area, which includes two raised levels, located up the side stairs to the north and south. Approach the two treasure chests in the alcove opposite the stairs. Open the wooden chest on the right to nab a nice pair of bronze scale greaves. Immediately equip the greaves to improve your DEF (defense) stat by 4 and your AGL (agility) stat by 2.

Protect Yourself

Whenever you find equipment that improves your stats, equip it as soon as possible.

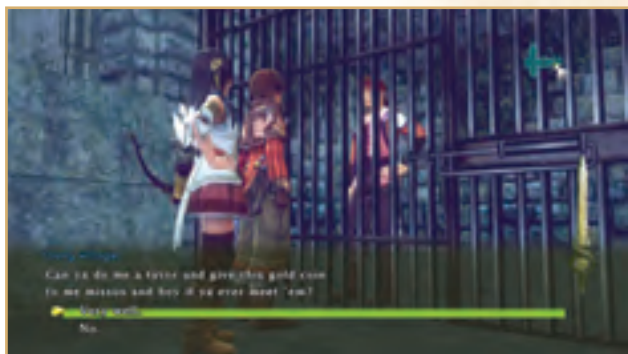


The gold chest on the left is locked. Smash it open with quick attacks; if the contents survive, you get a black berry potion. If not, you get a nice piece of junk. (You cannot return to Graad Prison once completed; however, if you don't want to risk losing the items in other locked chests you find early in the game, you can return later with someone who knows how to unlock chests.)





Now start exploring the cell block. Talk to various prisoners in cells to pick up information. Always speak to everyone at least twice; most NPCs have two messages. Don't miss chatting with the "Young villager" in the southeast cell, the one nearest the glowing blue save point. He asks you to deliver a special gold coin to his wife and son. Select "Very well" if you want to take on the first side quest available in the game. This puts an "eagle emblem gold coin" in your Items inventory, listed under Special Items.



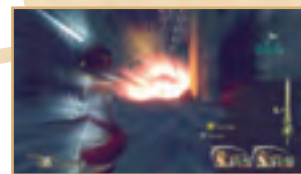
Quest Contact

Talk to the young villager a second time to learn that his wife's name is Anne and his son's is Ralph. You can meet them later in Burgusstadt.

Now save your game at the save point. From there you can go upstairs to the south and find an unlocked cell with a treasure chest inside. Nab the bottle of black berry potion from the chest, then come back downstairs. Go due north past the save point into the northern half of the cell block.



This triggers a tutorial sequence: Aya points out an elevator, a guard, and an explosive barrel just down the corridor. View the tutorial pages on Connect and Connect actions (CA), then Connect to Aya and use her bow-based CA, "Ravaging Raptor," to fire an arrow into the barrel. The resulting explosion knocks out the Order jailer posted nearby. This technique—Connecting to Aya and then shooting her arrows into explosive barrels—will prove very useful during the rest of the mission.



TAKE THE ELEVATOR TO THE PRISON'S UPPER LEVEL

Finish exploring the cell block area—in particular, don't miss the bronze scale helmet in the treasure chest across from the elevator. Put it on immediately! Then, approach the elevator to trigger another cutscene. Aya stumbles briefly in pain, then delivers a quick history lesson on Lord Sigmund's struggle against the Order of Chains. After the cutscene, examine the control lever; Capell uses it to bring down the elevator. Enter and use the lever inside to ride up to the next level.



Order Jailer

HP 120

EXP 15

The steady stream of Order Jailers in this area offers ample opportunity to practice aerial combos. Juggling enemies results in bonus EXP, even if they're dead, so it's worth your while when safe. Order soldiers have an AP level of 2—Capell's AP gauge must be filled up to or past the 2nd tick mark in order to launch them with skills like Crescendo Spike or Cutting Gavotte, or to knock them down with Diminuendo Dive or Slashing Canon. The AP gauge will diminish by this value each time a special effect is registered.



OFFICIAL STRATEGY GUIDE

Written by Rick Barba and Joe Epstein

© 2008 SQUARE ENIX CO., LTD / Microsoft Corporation. All Rights Reserved. Developed by tri-Ace Inc. Infinite Undiscovery, Microsoft, Xbox, Xbox360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft. SQUARE ENIX and the SQUARE ENIX logo are trademarks or registered trademarks of Square Enix Co., Ltd.

DK/BradyGames, a division of Penguin Group (USA) Inc.
800 East 96th Street, 3rd Floor
Indianapolis, IN 46240

The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are properties of their respective owners.

Please be advised that the ESRB ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the ratings icons, please contact the ESA at esrblicenseinfo@thesa.com.

ISBN: 978-0-7440-1036-7

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 08-1 shows that the first printing of the book occurred in 2008.

11 10 09 08

4 3 2 1

Printed in the USA.

BRADYGAMES STAFF

Publisher

David Waybright

Editor-In-Chief

H. Leigh Davis

Licensing Manager

Mike Degler

Marketing Manager

Debby Neubauer

CREDITS

Editor Title

Chris Hausermann

Screenshot Editor

Michael Owen

Book Designer

Keith Lowe

Production Designer

Tracy Wehmeyer

Wil Cruz

ACKNOWLEDGEMENTS

Rick Barba would like to thank:

My co-author Joe Epstein and editor Chris Hausermann for good-natured companionship and calm, sure direction during what turned into a marathon project. Special thanks to the folks at Square Enix in Los Angeles for their gracious hospitality, open access, and invaluable input.

Joe Epstein would like to say:

Even if it's just two dudes' names on the cover, many more people contributed to the production of this book, and even more people, ideas, objects, and animals contributed to keeping those two dudes (somewhat) sane. I'd like to extend a huge thanks, a hug, a high-five, 20% gratuity, concert tickets, a back massage, and whatever else* to:

Rick Barba for sharing his Maker's Mark, and helping me push the boulder up the hill; Leigh Davis and David Waybright for the comfy digs in L.A.; Chris Durrance and Mark Provost for keeping me entertained remotely via Facebook and email; Liz Ellis for timely-as-usual translation assistance; Katie Goodyear for always being a great friend, even when the going gets tough(er than usual); Chris Hausermann, Keith Lowe and everyone at BradyGames for consistently turning six or seven hundred pages of manuscript into something that resembles a book; Daniel Maniago for waxing philosophical about life and fighters over dinner, giving me something to think about that wasn't Astro; Michael Owen for the saving throw when I nuked my dev 360; Everyone at Square Enix QA and Localization for their incredible hospitality and assistance; Mia Vo for the delicious breakfast frisbees and being the sweetest, sexiest partner a professional dork could want; finally, Astro for being amazing, the Courtyard Marriott on Mariposa for having a whirlpool hot tub, the Penny Arcade guys for putting on a damn good show, and Karma for being the best dog ever.

*some of these offers may be rhetorical.