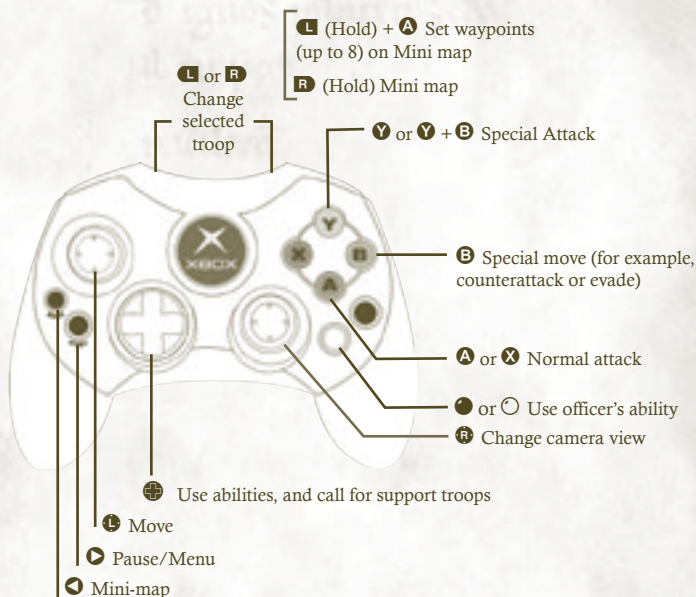


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Game Controls

Action Mode



Castle/Base Mode

- L** or **⊕**: Move the cursor
- A / B**: Confirm / Cancel
- Y**: Help
- : Pause / Menu

World Map Mode

- L** or **⊕**: Move the cursor
- A / B**: Confirm / Cancel
- : Pause / Menu
- R** (Hold): Mini map

Tactics Mode

- R**: Control camera
- L**: Move
- L or R**: Change selected troop
- : Pause / Menu
- ⊕**: Use abilities, and call for support troops
- R** (Hold) + **L**: Zoom in/out Mini-map
- L + R + A**: Set waypoints (up to 8)
- R**: Change view
- Y**: Move all troops at once
- A**: Confirm action
- B**: Cancel action; stop
- or ○**: Change troop formation

Introduction

Main Menu

Press **○** at the Title screen to access the **Main Menu** and the following options:

Single Player

- **New Game**
Begin a new game. You can choose to play Ellen, Walter or Leinhart when you start a new game. Rupert, Morene, Cirith and Urukubarr can be selected after completing the three previous scenarios.
- **Continue**
Load a previously saved game.
- **Custom Game**
Select to create a custom game.

Multi Player

- **Xbox Live**
Connect to Xbox Live®. There are three different *Live* modes available in Kingdom Under Fire: Heroes. For more details, please refer to the Xbox *Live* section on page 29 of this manual.
- **Live Options**
Manage your Xbox *Live* account and Friends List.
- **Sign Out**
Sign out of Xbox *Live*.

Options

Adjust options, such as vibration, volume controls, etc.

Credits

View credits.

Prologue

First War of Heroes—Xok's Knights

Legend holds that when war threatens Bersia with destruction, seven knights will appear to bring salvation.

The legend came true when the mysterious Khiliani, leader of the Dark Legion, took the eastern Hexter of Bersia in his campaign to destroy the world. Seven heroes, led by Keiser, rose up against Khiliani to rally for humanity and defend Bersia.

The battle turned when a fallen hero, Rick Miner, was resurrected through the immortal power of the Ancient Heart. Together with the rest of Xok's Knights, he defeated Khiliani at the Altar of Destruction.

This was the First War of Heroes, now known as "Xok's Knights."

Second War of Heroes

Rumors linger long after the end of the Second War of Heroes. What transpired between Neeble and the Ancient Heart? Did all of the war's participants truly vanish?

Mists. Legends. Echoes of good and evil. No clear record of this war remains. Nevertheless, the site of its final battle—the Altar of Destruction—now is considered holy ground.

Beginning of Chaos

5 years before the Encablossa War,

A group of Half Vampires, led by Valdemar, united Dark Elves who had been divided into tens of city states at war, and established Vellond Kingdom. Vellond was the first united Dark Elf nation in the history of Bersia continent, yet the only one that was not ruled by Dark Elves themselves.

King Valdemar was well aware of the fact that the oppressed Dark Elves will rebel soon, unless they were distracted by a bigger conflict. Aiming to expand its territory and control the residents, Vellond invaded Arein and tried to annex Hexter, a land of Orcs and Ogres.

At the time Arein was an autonomous state ruled by Elves, making the perfect outlet for the frustration and animosity of the Dark Elves who despised the Elves.

On the other hand, around 30 tribes of Orcs and Ogres had existed in peace and harmony in Hexter before the Appeasement Policy of Vellond. Vellond chose a Hexter tribe that had the biggest political ambition but not enough strength, then started supporting it with military supplies. As expected, the tribe started absorbing the smaller tribes in Eastern Hexter, and soon Hexter was divided into pro-Vellond and anti-Vellond tribes who fought a bitter civil war.

One day, an army of unknown origin raided a small human village near the Hexter-Hironeiden border and slaughtered all the civilians. This event destroyed the precarious balance of power between Dark Legion and Human Alliance, and a full-scale warfare ensued.

The Chaos not only just ruined Vellond's plan, but also – intended or not – became the trigger for the Encablossa War which put the entire Bersia continent at peril.



Characters

Human Alliance

Rupert

Main Weapon: Two-Handed War Hammer

Hironeiden Crusaders had been defeated by Regnier and retreated back to its Capital. To overcome the crisis, King of Hironeiden decides to dispatch a messenger to ask for foreign support.

From the continuing war, Hironeiden Army was suffering from a shortage of officers and there was no one to escort this messenger. Although many opposed against the idea, there was no one else to carry out the critical task but Rupert. Will Rupert complete his mission and turn the table over for Hironeiden?



Ellen

Main Weapons: Blade

Five years before the Encablossa War. With ambitious plans to expand its territory, Vellond Kingdom had invaded Arein, a municipal province of Elves. With supports from Hironeiden Kingdom, Arein was barely surviving, and its fall was only a matter of time. Trying to seize this opportunity, Ecclesia Kingdom plans to annex Arein. Ellen, an Ecclesian Army Captain, is to deliver the first message from Ecclesia to Arein.



Walter

Main Weapon: Iron Mace, Shield

Walter received an oracle from God to destroy Ancient Heart. Although he wished to fulfill the oracle by all means possible, the biggest obstacle appeared from the most unexpected place.

Walter was tested from the root of his faith, but overcame everything to reach his goal in the end. However, what the conclusion brought to him was...



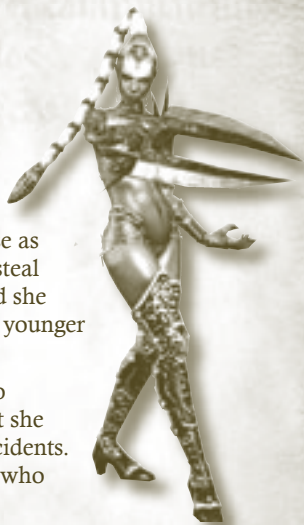
Dark Legion

Cirith

Main Weapon: Katar

Cirith had always succeeded in her missions by fooling others with her disguise as an air-headed girl. But her last mission to steal Ancient Heart from Rithrin had failed, and she ends up fleeing to Dyessa's force where her younger sister Nachmir is.

She receives an order from the mainland to steal Ancient Heart from the Patriarch, but she continually faces deadly trials and fatal accidents. And slowly at last, Cirith comes to realize who her real enemy is...

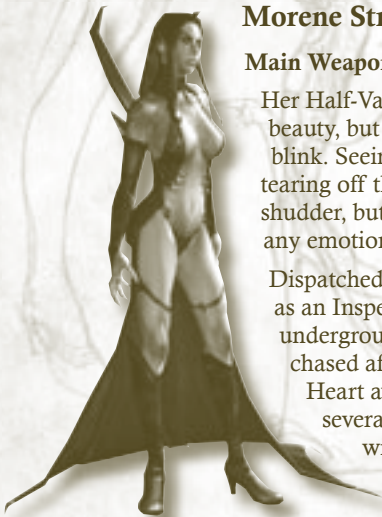


Morene Strident

Main Weapons: Bone Blade

Her Half-Vampire genes gave indescribable beauty, but Morene can take lives without a blink. Seeing how she is expressionless while tearing off the enemy's limb makes everyone shudder, but she just continues to kill without any emotion.

Dispatched to Lucretia's Border Guard as an Inspector to watch over Kaedes, an underground resistance of Dark Elves, Morene chased after the Patriarch to take Ancient Heart away from his hands. However, after several failures she had to return to Vellond with King Valdemar...



Urukubarr

Main Weapon: Bare Hand

Hexter, a primitive land of simple, but straight forward and strong tribes.

The strongest and wisest Chieftain out of all the tribes on this land, Urukubarr is a guardian of Dragon's Tomb, where the souls of Hexter heroes are resting in peace.

However, the ambitious Vellond Kingdom tries to annex Hexter, which has been peaceful for a short while after the First War of Heroes...

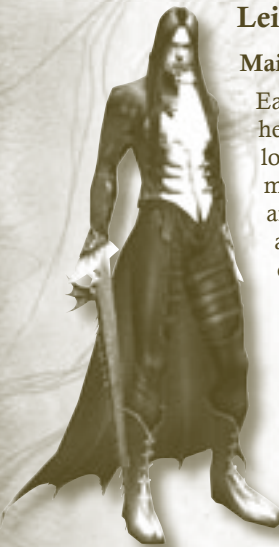


Leinhart

Main Weapon: Long Sword

Each nation in Bersia had quickly reconstructed herself to enter a stable condition, and started looking for a chance to display their expanding military power. Meanwhile, Valdemar, the ambitious Vampire Lord of Eastern Bersia, announces himself as the King of Vellond and conquered the entire Vellond to put Dark Elves and all the other Vampire Lords under his rule. As Vellond Kingdom established stability, King Valdemar turned his eyes to Hexter, which has a vast land and huge labor force. Instead of using military force, Valdemar broke up Orc tribes, then absorbed them one by one. His policy was called 'Appeasement of Hexter.'

King Valdemar appointed his son, Prince Leinhart, as Appeasement Inspector, and dispatched him to Hexter.



World Map

Ecclesia

The current patriarch of Ecclesia is Dimitri the Third, whose religious ideology dictates the “Extermination of unconvertible barbarians and unification of Bersian Continent under one faith.”

Dimitri had taken over Azilla as a tributary nation while Azilla was in chaos over the king’s throne. He considers the Ancient Heart to be a devil’s artifact and will excommunicate anyone who speaks of or attempts to learn about it.

Azilla

Azilla fell into chaos after King Curian disappeared following the Second War of Heroes. Azilla was annexed by Ecclesia years later. Its current king, Angelo, is merely a figurehead controlled by Dimitri the Third.

Hironeiden

Hironeiden currently is ruled by King Saul. Though this nation generally follows the principles of the Ecclesian church, the constant conflict with the Dark Legion has created some doctrinal deviations. In general, the people of Hironeiden consider the Ecclesians a bunch of religious idealists who don’t need to fight for their survival.



Vellond

Vellond’s current king, Valdemar, is a half-Vampire just like Richter. He somehow managed to unify the ever-conflicting nations of Dark Elves, Orcs, and Ogres. But, it’s an uneasy unity. The Dark Elves seek an opportunity to replace the half-Vampire king, who in their opinion belongs to an inferior race. To prevent this, Valdemar has placed half-Vampire supervisors to watch over the Dark Elves.

Hexter

Hexter is a commonwealth of Vellond, ruled by Regnier, whose primary residents are Orcs and Ogres. Some wonder why Regnier doesn’t try to overthrow Valdemar, as he has ability to defeat Orcs and Ogres. Regnier remains open to this idea, but for now he has Valdemar’s courtesy and trust.

Game Basics

Movement/Tactics Mode

Hit Points (HP)

Represents the Hit Points of allied troops. The selected troop is enlarged.

Skill Points (SP)

Skill Points can be earned by landing successful attacks and are needed for using abilities.

Additional Information

More information is shown depending on the mission.

Cursor

A pillar of light indicates a tip of the cursor. Move the cursor to desired location, and press **A** to move troops.

Mini Map

Green: Player-controlled Allies
Red: Enemies
Blue: Computer-controlled Allies

Direction of Troops

Direction in which to find allied or enemy troops.

Target Information

Displays identity and remaining HP of the targeted troop.



Basic controls for the Movement/Tactics Mode.

Movement

Move the cursor to the desired location with **⬅**. Press **⬆** to move the selected troop to the location. It works the same way with the mini map on.

Looking Around

Use **Ⓡ** to look around. Click **Ⓡ** to change the camera view.

Selecting Other Troops

Pull **Ⓛ** or **Ⓡ** to cycle through available troops.

Battle

A battle will start automatically as the distance between your troop and enemy troop narrows.

Using the Mini Map

You can enlarge the mini map by pulling and holding **Ⓡ** or by pressing **Ⓢ**. Repeat to reset the mini map to its normal size. The mini map shows the following:

- A circle around the troop represents its attacking range. A yellow flag shows selected troop (1).
- A green dot represents your Allies. A red dot represents your Enemies (2).
- Traps, which can be detected by Scouts and Sappers (3).
- Explored area (4).
- Unexplored area (5).

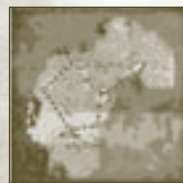


Using Ability

You can select and use abilities with **Ⓢ**. A certain amount of Skill Points is needed to use each ability.

The following table shows the different kinds of abilities:

Category	Examples	Effects
Attack	Meteor, Lightning	Directs magic damage
Restore	Cure, Curatio	Heals ally troops
Status	Elemental boosts	Boosts status temporarily
Special	Scout	Creates fast-moving Scout
	Self-Destruction	Sends Ghoul to do a self-destructing attack
	Call support	Calls for aerial-unit support



Using a Waypoint

To set a waypoint, press **⬆** while holding **Ⓛ** and **Ⓡ**. You can set up to eight waypoints.

Status Change Depending on a Formation

You can change the formation of a selected troop by pressing **○** or **●**. **○** for a wider formation, and **●** for a tighter formation.

Troops	Formation	Effects
Infantry/ Spearmen/ Cavalrymen	Tight	Increase defensive and offensive power Decrease moving speed
	Wide	Decrease defensive and offensive power Increase moving speed
Long-range- attack troop	Tight	Narrow attack area
	Wide	Wide attack area

Battle Mode

Hit Points (HP)

Represents the Hit Points of allied troops. A red sword indicates that the troop is in a battle.

Enemy Leader

The Enemy Leader is highlighted by a red circle and Hit Points bar.

Skill Points (SP)

Skill Points can be earned by landing successful attacks and are needed for using abilities.



Enemy Hit Points

Represents the Hit Points of the enemy troop.

Hero

The green bar represents the Hit Points of the Hero. The Hero gets knocked down if the Hit Points are depleted.



Basic Battle System

Battles start automatically when the distance between your troops and enemy troops narrows. During battle, a troop's Hit Points decrease at a specific rate—and the type of units involved affects the rate of attack and damage sustained. Make sure to consider how the unit types match up against each other for effective battle.

The Hero's Troop

When the Hero's troop makes contact with enemies, **Battle Mode** starts. At this point, you can directly control the Hero and fight enemy soldiers. Although the Hero is not invincible, this does provide a significant advantage. Try to attack the enemy troop's leader first—if you kill him/her, it wipes out the entire enemy troop.

Calling For Support

While engaged in battle, a troop cannot use any spells or abilities. In particularly dangerous situations, you can summon your Officers for help by pushing ○ or ●.

At the Base/Castle

You will visit the base/castle frequently throughout the story. This is where you can obtain game information, manage your troops, and learn about key story events. Press ▼ to see Help messages anywhere in the base/castle.

As the game progresses, you will have the opportunity to visit many other bases/castles.



When in the base/castle, you can see how the main story progresses by visiting Operations.

Learning Game Information

You can learn basic information about the game at the training center. Check out the Tutorials to learn about movements and tactics. You also can press ▼ anywhere to access a detailed Help message.

Managing Troops

You can strengthen your troops at the Barracks by spending money and Experience Points. There, you can purchase equipment, learn new skills, and change jobs.

Use **Left Arrow** to cycle through Hero, Officer, and troop options. Then, press **A** to bring up the related submenus.

Leader/Officer

- **Skill** – Learn new skills, or level up existing ones.
- **Equipment** – Purchase and equip weapons, armors, and items.
- **Ability** – List abilities for selected Leader/Officer.

Officer

- **Select Officer** – Replace current Officer.

Troop

- **Job** – Change the job of selected troop.
- **Equipment** – Purchase and equip weapons, armors, and items.
- **Resistance** – List resistance rates for various attacks.



World Map

As you leave your base or battlefield, the world map screen appears. You can move to each node connected with dotted line.

If a destination you choose is a battlefield, the screen will change to display an associated briefing.

Briefing

The briefing provides details about the upcoming mission and lets you choose which troops will participate.



Saving and Loading the Game

You save or load the game while on the world map.

Leader

The Leader is an extremely important role in the game. The growth of the Leader can decide the growth of the troop. The greater the Leader, the more powerful his troops.

If the Leader's Hit Points falls to zero, not only does the Leader die, but it also means the troop's complete destruction. The only troop unit member that can kill the Leader is the Hero.

When your hero runs out of stamina, it doesn't destroy your troop. It merely disadvantages you as you're unable to control your troop for a limited amount of time and your troop will not get any attack bonuses during that time.

Growing and Strengthening the Leader

As you complete each stage of the game, you automatically acquire experience and war funds that you can spend at the Barracks on the main base.

By purchasing weapons, armor, and accessories, you strengthen your Leader. Note: When purchasing equipment, you must already have attained the required skill levels.



Officer

An Officer supports the Hero during a battle and determines the troop's defense rate

Using the Officer Effectively

When the Hero requests help from an Officer for a battle, they attack either the enemies around the Hero or those whom the Hero is attacking currently.

Officers have two types of abilities: offensive abilities and magical abilities. Each ability type differs in the units affected and the damage produced. Therefore, make sure to use the appropriate kind of ability for each situation.

Officers and Troop Abilities

The skill mastery of the Officer doesn't influence the ability of the troop. The troop's ability is influenced by equipment, elemental boost, and resistance.

Growing and Strengthening Officers

Just as with Heroes, you can buy equipment and get skill training for Officers at the Barracks. By increasing an Officer's skill mastery, you can increase the Officer's attack rate in that skill. (You can learn about each skill at the Barracks.)

Ability

After training to master a certain skill, the Officer can learn special Abilities.

Troops

All actions on the battlefield revolve around troops. The number of soldiers in the troop depends on the job to which that troop is assigned. The level of the troop depends on the level of its Hero or Leader. When the skill of the troop reaches a certain level, you can change its job. Job-change requirements are listed at the Barracks. Note: The Hero's troop can only change into melee-related jobs.

Things That Affect Troop Status

As the Hero's level affects a troop's status, so do the following:

Category	Facts	Influence
Leader	Skill mastery	Level
	Added skill bonuses on an item	Increasing effect of given skill
	Added resistance bonuses on an item	Increasing resistance
Officer	Added elemental bonuses on an item	Increasing effect of given element
	Added elemental-resistance bonuses on an item	Increasing elemental resistance

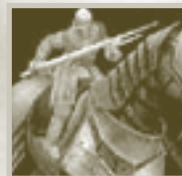
Units

Human



- **Archer**

Archers are basic ranged-attack units for Human side. Aside from its normal attack, Fire Arrow and Direct Arrow can be used. An Archer unit can change into Longbowmen then Mortar.



- **Cavalry**

Cavalry is a unit to fear when you meet it head on. If the enemy does not have a frontal-attack unit (i.e. Spearmen, Axemen) on their side, consider the battle over.



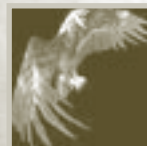
- **Sapper**

Sapper has various special abilities, such as setting traps and opening watergates. Although its melee ability is next to nothing, it is one of the most strategically important unit.



- **Paladin**

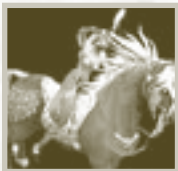
Paladins have a perfect balance of melee attack and healing ability. The importance of this unit increases even more in later missions.



- **Storm Rider**

Aerial units cannot be controlled directly, but when called on for support to a desired area they will attack automatically. Storm Riders are very effective against enemy aerial units, but vulnerable against ranged-attack units.

Dark Legion



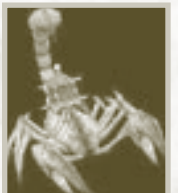
- **Cavalry Archer**

Cavalry Archer is unique to Dark Elves. It can move and attack simultaneously with great speed.



- **Orc-Ghoul**

Orc Ghoul is unique to Orcs and Undeads. Aside from its melee attacks, the self-destruct attack can be devastating against tightly formed enemy troops.



- **Scorpion**

Huge Scorpions are trained to be a siege weapon. They are effective against enemy melee attackers, but very weak against fire attacks.



- **Swamp-Mammoth**

Swamp Mammoths are considered as the ultimate ground unit by both Humans Alliance and Dark Legion. One step forward could mean certain deaths for many soldiers.



- **Black Wyvern**

Black Wyverns are Dark Legion's counterpart of Storm Rider. They spew out poisonous gas to attack enemies and have slightly better ground attack ability than Storm Riders.

Elementals



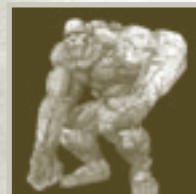
- **Ice Maiden**

Ice elemental. Weak against Fire spells. Strong against Melee. When attacking these nimble creatures, Heroes need to carefully time their move. Can cast 'Blizzard'.



- **Flame Wraith**

Fire elemental. Weak against Ice spells. Strong against Melee. They possess enormous stamina. Can cast 'Meteor'.



- **Earth Golem**

Earth elemental. Weak against Lightning spells. Strong against Melee. Legend says that only a 'strong' attack from a Hero can damage its heart. Can cast 'Vine'.



- **Thunder Rhino**

Thunder elemental. Weak against Earth spells. Strong against Melee. One must find its weak spot to deal any damage. Can cast 'Thunderstorm'.

Skills

Every officer gets one skill as a default, and up to four skills can be learned. Skills can be increased by spending Experience Points. Increasing skill mastery can strengthen the Officer and his/her troops simultaneously. Reaching a certain point in Skill mastery can give an extra Ability to the Officer, or able the troops to change their job.

Equipment

Equipment categories include weapons, armors, and accessories. Your Hero and troop must reach certain levels for different items, as each item has equipment limitations. In general, you cannot equip overly powerful items compared to your level, as equipments that fit your level will be the most effective ones.

Xbox Live

Take *Kingdom Under Fire: Heroes* Beyond the Box

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

You can play matches with other players around the world. New contents—maps and missions—will become available periodically. Choose **Xbox Live** on the **Main Menu** to connect.

Connecting

Before you can play *Kingdom Under Fire: Heroes* online, you must connect your Xbox console to a high-speed or broadband Internet connection and sign up for the *Xbox Live* service. To determine if *Xbox Live* is available in your region and for information about connecting to *Xbox Live*, see www.xbox.com/connect and select your country.

Xbox Live Menu

Through *Xbox Live* Menu, you can access exciting head-to-head and cooperative gameplay modes online.

For any *Live* match, you can choose to join as a Spectator to watch other players during online games. It's a great way to learn new tactics and strategies.

Hero Battle Mode (3 vs 3)

This quick in-and-out multiplayer mode allows you to pick your favorite Hero and dive into a battle with up to five other players. The outcome will be updated in real time on your online Ranking and Scoreboard. There are 2 different types of Hero Battle modes;

- **Hero Battle Mode (3 vs 3):** Player will choose one Hero and then only be using the Hero's ability for the battle. The number of re-spawn is set by player and up to 6 players can enjoy the battle.
- **Invasion Mode (3 vs AI Enemies):** Your goal is to protect your castle from endless waves of AI enemies trying to break in. How many enemies you kill and how long you remain alive will determine overall score and rank.

Troop Battle Mode (3 vs 3)

You'll start with your Hero, three infantry units, one archer, and one aerial support unit. Once you're ready, jump right into an all-out battle for supremacy. After each battle, upgrade your Hero and troops with the Experience Points and Gold you earned.

- **Friendly Match:** The outcome of the battle does not affect your online Ranking or Scoreboard. But you can choose your allies and opponents in this mode. Gain Experience Points by defeating other players, which you can use to train and equip your troops and prepare for Ladder Match Mode.
- **Ladder Match:** The outcome of the battle affects your online Ranking and Scoreboard. And you cannot choose your ally or your opponent in this mode. You cannot earn Experience Points in Ladder Matches.

Options

Check your score/rank, manage friends list, and change game options.

Downloading Content

If you are an Xbox *Live* subscriber, you can download the very latest content, such as new maps and missions, to your Xbox console.

Ranking System

Your stats (wins/losses) get recorded and ranked accordingly. Use your best troops and tactics to reach the top ranking levels.

Credits

Lead Programmer

Jonghwan Kim

Programmer

Hong Park
Kihyun Jang

Additional Programmers

Jiesang Song

Level Design

Keen Kim
Yangsam O
Jaewon Shin
Yungtae Jung
Taekyung Lee

Graphic

Yunjae Cho

Music

BGM

Original Music Score by
Studio NSquare
String Music Performed by
THE 1ST
Conductor:
Myungjong Kim
Recording Engineer:
Sangchul Yun
Recording Assistant:
Insung Kim
Recorded at Studio Vibe

Stage Theme Music

Crash

Sound Director

Hongwon Yoon

Additional Graphic

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Jinmin Kim
Jiwoong Han
Kyungsoon Kang
Yongjun Jang

Illustration

Jungsic Park
Jaesuk Kim

Voice Recording

Blindlight studio

QA Team

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Sangwoo Yoo
Yoonho 'NePHiliM IBLIS'
Choi
Seungjoon Lee
Wonsun 'Beelzebub' Zang
Jaehyuk 'MicroControl' Cho
Changkyu Kang
Daigun 'Valkyrie Profile'
Song
Hwijae Shin
Hyunseok 'Yuz' O

Executive Board

President

Sejung Kim –
Blueside Studios
Sangyoun Lee –
Phantagram

Vice President

Seong D. Kim

Director

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Yongho Yoe

INTL' Business Development

Vice President

Seong D. Kim

Project Manager

Dee Lee

Region Manager

Soonmi Lee
Miseon Kim
Jay Eom

Assistant region manager

Justin Doh

Special thanks to

neverend and The family of
Samchun-po
Kazer
Mediahazard
Blair
3DRicky
Lordwhite
Ghostsbs
HYBRID
Bookworm
Theadadv
Prof.Van
QuizKing
INSIST
Sella
Janni
Faris
Nal_rA
To all I care of in the name
of Love.
To my beloved family and
K.H.K.
This one is for my husband.
To my beloved MH.
Thanks to H.S.H., D.S.C.,
C.Y.S.
My lord
Anna
Minchan Lee
Taebon Kwon
Kwanghui Lee

Youngsuk Lee
Choonhyung Cheon
Jaemi Lee
Kunhyung Choi
Jaeyoung Lee
Sumin Cheon
Jimin Cheon
Hyunjun Choi
Kim, Min-Jung & My
Family
To FNeo & JPtown
UetoAya Gotomaki
L'Arc en ciel GLAY Gackt
Dream N Love
May the force be with you.
HALO2 - Masterchief &
Cortana
My friend 'Handy' / and
my father
GhostRun

KUFTC Team

Teayoun Yoo
Jiesang Song
Yongbong Choi
Jinguk Park
Jungsic Park
Ahnseok Kim
Joonyoung Ahn
Tachun Oh
Jungsic Park
Ilhawn Yoon
Jakyung Jung
Myungsoo Ryu
Jaeseok Kim
Hyunwoo Hong
Hyungseob Kim
Dongjun Min
Sein Lee
Jihwan Lee
Jaekyung Uh
Sanghyun Park
Younhee Jung
Hyunsil Kim
Jonghwan Lee
Jinmin Kim
Yeonjae Cho
Jongcheul Kim
Joon Hur
Yangsam Oh
Taejin Lim
Byungjoo Park
Sangbeom Kim
Hyunjun Ahn
Mihyun Park
Younghyo Choi

Director

Henry Lee

BLUESIDE STUDIOS
PHANTAGRAM