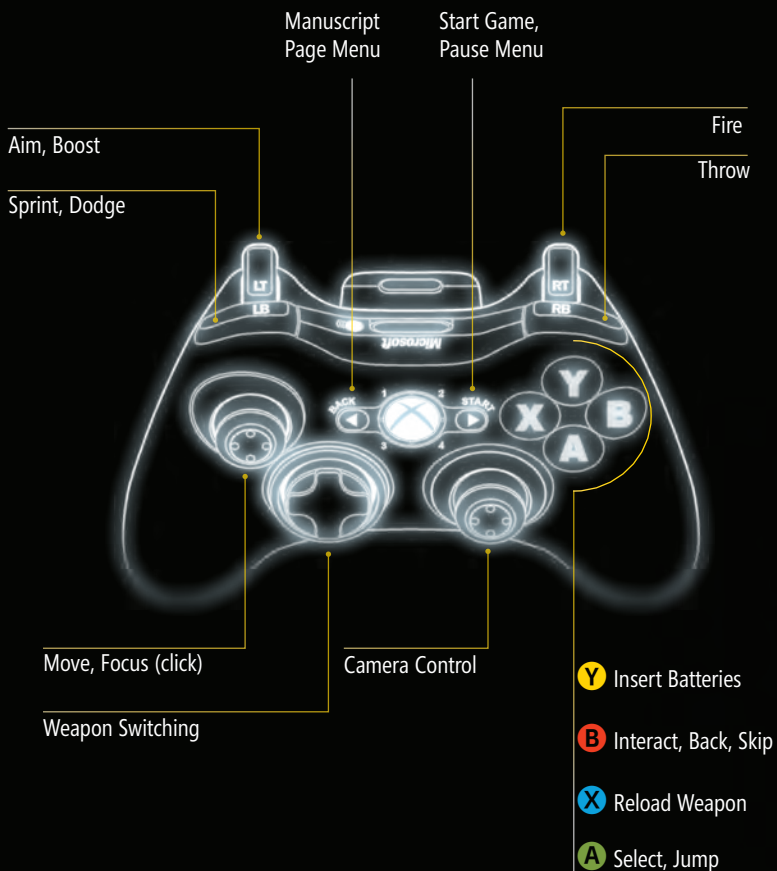


CONTROLS



ALAN WAKE

0310 Part No. X16-42807-01



| | |
|--|---|
| TEEN | TM |
| T | Blood Language Use of Alcohol Use of Tobacco Violence |
| ESRB CONTENT RATING www.esrb.org | |

⚠ WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

TABLE OF CONTENTS

WELCOME TO BRIGHT FALLS
2

GETTING STARTED
3

CONTROLS
4

GAME SCREEN
6

CHARACTERS
8

ENEMIES
10

FIGHTING WITH LIGHT
12

SAFE HAVENS
13

LIGHT-BASED WEAPONS
14

CONVENTIONAL WEAPONS
16

BE ON THE LOOKOUT FOR...
17

DRIVING
18

MAP OF BRIGHT FALLS
19

WELCOME TO BRIGHT FALLS

Alan Wake has a problem and it just might get him killed. A best-selling thriller writer, Wake and his wife, Alice, have rented an isolated cabin outside of Bright Falls, a scenic town in the heart of the Pacific Northwest. It should be the perfect getaway, a chance for Wake and Alice to reconnect, and for Wake to overcome the writer's block that has sent his career and his marriage spiraling out of control. Bright Falls hides a dark secret, though, and the charming cabin on the lake is not what it seems. When Alice goes missing, Wake's desperate search for her will take him deep into the dark woods and to the very edge of madness.

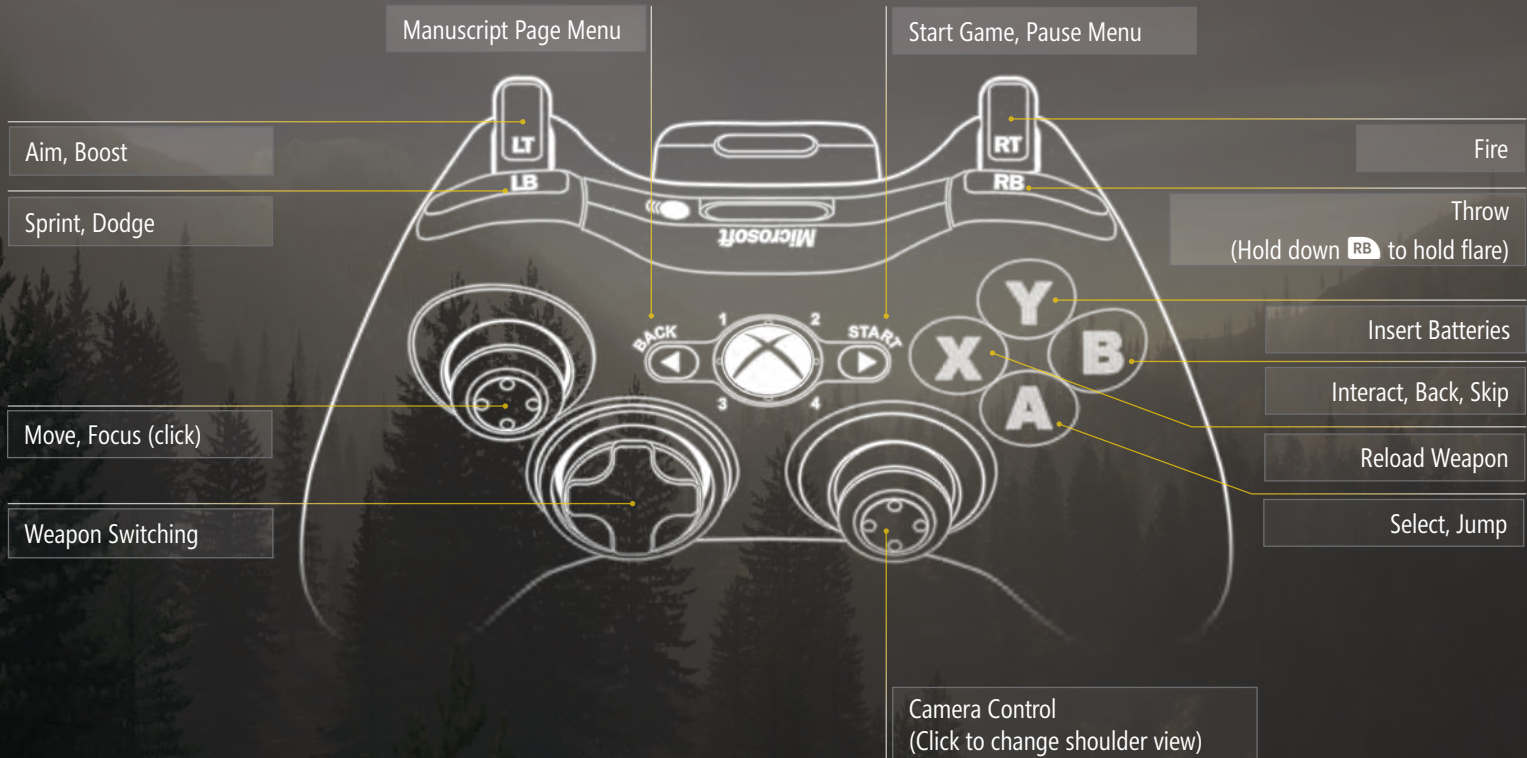
GETTING STARTED

On the Start Screen, press  to open the **Main Menu**.

To begin playing, select **New Game**, then select the storage device for your saved game. Next, choose your difficulty level: **Normal** or **Hard**.

After you complete the game, you will unlock the **Nightmare** difficulty level, where you will be truly tested.

CONTROLS



NOTE: The default controller layout can be modified using the **Options** menu.

GAME SCREEN

Health Meter

Number of available batteries

Number of available flares or flashbangs

Compass

Remaining flashlight power

Selected weapon and available ammo



● Cross the transformer yard

Current objective

Weapon Selector

Flashlight beam acts as a reticle

Manuscript pages

Key in possession

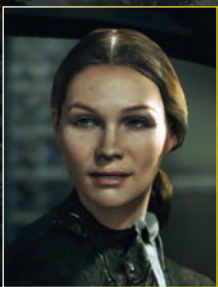
CHARACTERS

ALAN WAKE



A best-selling thriller writer, Wake has been suffering from writer's block for over two years. Unable to write, unable to sleep, Wake is a volatile man whose marriage is in jeopardy. At the urging of his wife, Alice, they have left New York City and come to the Northwest woods for a desperately needed vacation.

ALICE WAKE



An accomplished photographer and natural beauty, Alice is Wake's wife and confidant. Deeply troubled by Wake's self-destructive tendencies, she has initiated their trip to Bright Falls. Devoted to her husband, Alice has demons of her own: a profound terror of the dark.

BARRY WHEELER



Wake's childhood friend and literary agent, Barry is a high-strung, high-powered New Yorker, bulldozing his way through life. Allergic to dust, grass, pollen, and small towns, Barry is completely out of place in bucolic Bright Falls, but he travels there without hesitation when he senses that Wake needs him.

SHERIFF SARAH BREAKER



Chief law enforcement officer for Bright Falls, Breaker is a smart and authoritative young woman who wears a badge, but the badge doesn't wear her. As confident piloting a helicopter as jailing a drunk logger, Breaker isn't swayed by Wake's celebrity and will stop at nothing to get to the bottom of the mystery.

DR. EMIL HARTMAN



A brilliant psychiatrist, and author of *The Creator's Dilemma*, Hartman specializes in the long-term treatment of troubled artists at his Cauldron Lake Lodge. Considered distant and arrogant by the townspeople, Hartman's methods are unorthodox, and his results uncertain. Some patients are restored to their former artistic lives after a few months, while others remain under his care for years without improvement.

ENEMIES

TAKEN

Taken are humans who have been possessed by a dark presence. While they still look much like their former selves, they are murderous, mindless puppets, and cannot be saved. Taken are protected from harm by a shroud of darkness. In order to defeat them, you must first destroy the darkness with a light source. Taken can then be killed with conventional weapons. When destroyed, Taken disappear without a trace.

Taken come in several varieties. Typically, the small ones move faster but can take less damage, whereas large ones are slower, but can withstand more punishment. Some Taken can seemingly teleport over short distances, attacking almost without warning. The damage Taken can do is relative to the size of their weapons. Whether hand-held or ranged, Taken will come at you with everything from sledgehammers and pickaxes to mallets, scythes, and even chainsaws.

Some Taken have stronger protective shadows than others, and these shadows can regenerate if not completely destroyed.



RAVENS

Just like the Taken, some ravens are possessed by the darkness. While they aren't very dangerous individually, they have strength in numbers. Ravens usually attack in flocks and can pose a real threat, especially on narrow mountain paths or when you are being attacked by Taken. Ravens are difficult to hit with conventional weaponry, but they can be destroyed with the boosted light of a flashlight beam, or better yet, a shot from the flare gun.



POLTERGEIST OBJECTS

The darkness can take over inanimate objects such as barrels, gates, and furniture, turning them into weapons to be levitated and hurled at you. It can even control cars, tractors, and threshers in its attempt to bring you down. Use a light source to destroy them.



FIGHTING WITH LIGHT

Light sources are essential to defeating all who are Taken. When you cast a light on a Taken, you will see a corona of light that gets smaller and smaller as the darkness is depleted. When you see a bright flash, the protective darkness has been removed completely and you can use a conventional weapon to destroy the unprotected Taken.



SAFE HAVENS

Light can be used to deal damage against Taken, but it can also provide Safe Havens that Taken cannot enter. Safe Havens usually come in the form of streetlights, but be on the lookout for generator-powered light stands. When you are low on resources and faced with overwhelming numbers, the best choice is to sprint to the nearest light source.

If you can avoid taking damage, your health will slowly recharge on its own. Safe Havens, however, restore an injured player's health very quickly.

Generators are usually connected to light-stands, or they power overhead lights. Keep an eye out for flashing green bulbs, which can indicate the presence of a generator. Press **B** to start the generator. When the flywheel appears, press **A**, then wait until the flywheel circles into the green zone each time before pressing the **A** button again.

LIGHT-BASED WEAPONS

Hand-held lights are an essential part of fighting Taken. Each one can be boosted by pulling **U**. This will take down the darkness faster, but it will also run down your batteries fairly quickly. All flashlights and lanterns will slowly recharge when not using boost.



FLASHLIGHT

The basic flashlight lights your way through the dark forests and mills of Bright Falls, and when needed, it will burn off the cloak of darkness that protects the Taken.



HEAVY-DUTY FLASHLIGHT

The greater battery capacity of the heavy-duty flashlight allows for longer sustained boosting, making it more effective at stripping away the darkness from Taken.



LANTERN

The lantern is more powerful than the heavy-duty flashlight, but it has limited boosting capacity.



HEAVY-DUTY LANTERN

Upgrade to the heavy-duty lantern and you will have the most powerful of the hand-held light sources. Not only does it cast a brighter light, but it has the added advantage of longer sustained boosting.



SEARCHLIGHT

The most powerful light-source, searchlights are few and far between, so make the most of it when you find them. Searchlights are able to destroy even the largest, most powerful Taken.



FLARE

Flares burn very brightly, but only briefly. Especially effective when surrounded by numerous Taken, they can provide temporary safety for you while they drain the protective darkness from Taken. Flares are most effective against poltergeist objects, which can be destroyed by light alone. To clear a passage for yourself, you can hold lit flares in your hand by holding down **RB**.



FLARE GUN

The flare gun does tremendous damage to all enemies, and it can destroy weaker Taken instantly. When fighting multiple Taken or poltergeist objects, it has the advantage of dealing damage at a distance. Of course, the flare gun comes into its own when fighting flocks of Taken birds, which explode like fireworks. The flare gun is a single-shot weapon that needs to be reloaded between shots.



FLASHBANG GRENADE

Flashbangs explode with a blinding flash of light that disintegrates Taken instantly. This is a single-use weapon that you can make the most of when surrounded by multiple Taken.

CONVENTIONAL WEAPONS

Unless the light is exceptionally intense, like a flare gun, a searchlight, or a flashbang, light alone is not enough to destroy a Taken and you must follow up with a conventional weapon.



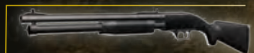
REVOLVER

Your most basic weapon, the revolver holds six rounds. It can take out the weakest Taken with a single shot, but more powerful enemies require several shots before they go down.



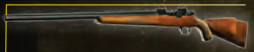
SHOTGUN

The break-action shotgun holds only two rounds. It does significantly more damage than the revolver, and both barrels can be fired in quick succession, but it needs to be constantly reloaded. It's possible to hit several enemies with a single shot using both the shotgun and pump-action shotgun.



PUMP-ACTION SHOTGUN

The pump-action shotgun deals the same damage as the standard break-action shotgun and is also capable of hitting several enemies with a single shot. Although it has a slower rate of fire, it holds eight rounds of ammunition so less reloading is required.



HUNTING RIFLE

The most powerful conventional weapon in the game, it is capable of eliminating most enemies with a single shot. It holds five rounds of ammunition.

BE ON THE LOOKOUT FOR...



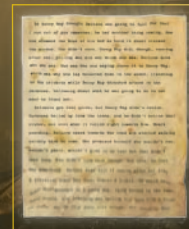
BEAR TRAPS

The woods are a dangerous place and along with Taken lumberjacks, possessed tractors, and a trigger-happy FBI agent, you'll have to stay on the lookout for bear traps. These can be difficult to spot, but are often placed in clusters. Use your flashlight to see the telltale glint of metal. If you get caught in a trap, you are stuck until you can free your leg. Press **A** rapidly to pry the trap open.



LIGHT-SENSITIVE TEXT

There are more uses for that flashlight than killing Taken. Cast your beam across rocks and walls to find helpful markings left by a fellow traveler. Some markings indicate the best direction to travel, while others point you to weapons and supply caches, or clues to the mystery you are facing.



MANUSCRIPT PAGES

As you explore Bright Falls, you will discover pages to the manuscript of a novel entitled *Departure*. Read closely and you will find that they paint a picture of the growing chaos across town, and sometimes reveal events before they occur. As you collect the pages, they will be stored in your inventory. You can read them as you find them, or later, by pressing the **○** button.

DRIVING

You have your choice of many cars in Bright Falls, ranging from vintage pickup trucks to the latest all-wheel drives. Not only will they get you around town, but they can also be used to deal with Taken on the roads. Either run them down, or boost your headlights using the **A** button.

Only cars that have their interior lights on can be driven, so once you spot one, approach it and press **B** to enter.

Use **RT** to accelerate and **LT** to brake or reverse. To steer, use **L**.

In the **Options** menu, you can change the driving controls so that you use **L** to go forward or back, and **R** to steer. To boost your headlights, use **LT**.



Limited Warranty For Your Copy of Xbox Game Software (“Game”) Acquired in the United States or Canada

Warranty

Microsoft Corporation (“Microsoft”) warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90-day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90-day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

Xbox Customer Support

Technical support is available seven days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX.
TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12.
TTY users: 001-866-251-26-21.
- In Brazil, call 0800 891 9835.
- In Chile, call 1230-020-6001.
- In Colombia, call 01-800-912-1830.

For more support information, visit the Microsoft Xbox support page on www.xbox.com/support.

For information about Xbox LIVE, visit the Xbox LIVE page on www.xbox.com/live. For information about Family Settings, go to www.xbox.com/familysettings.

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, domain names, e-mail addresses, logos, people, places, and events depicted herein are fictitious, and no association with any real company, organization, product, domain name, e-mail address, logo, person, place, or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Microsoft Corporation.

Microsoft may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from Microsoft, the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property.

The names of actual companies and products mentioned herein may be the trademarks of their respective owners.

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

© 2010 Microsoft Corporation. All rights reserved. © 2010 Remedy Entertainment. All rights reserved. Microsoft, the Microsoft Game Studios logo, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies.



Dolby and the double-D symbol are trademarks of Dolby Laboratories.

Havok™ Physics. ©Copyright 1999-2010 Havok.com Inc. (and its Licensors). All Rights Reserved. See www.havok.com for details.

Bink Video. Copyright © 1997-2010 by RAD Game Tools, Inc.

Facial animations generated with FaceFX. ©2002-2010, O3C Entertainment, Inc. and its licensors. All rights reserved.

All rights reserved. FMOD EX Sound System. Copyright © by Firelight Technologies.

Umbra™ visibility optimization. Copyright © 2006-2010 by Umbra Software Ltd.

This game contains some product brands that are provided by their respective sponsors.

www.xbox.com/alanwake