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; 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.

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Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **www.xbox.com/live** to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

Our Story

Vincent Brooks has little ambition in his life, and it seems that's the way he likes it. His job is simple enough, and his beautiful girlfriend Katherine is devoted to him. However, part of her devotion is in making Vincent improve himself, and recently she's been getting more and more insistent that he make something of himself and become someone that's worth settling down with. It's starting to become worrisome for him, especially when the word "marriage" begins to pop up more and more in their conversations...

Vincent's been a faithful boyfriend to Katherine, but a single drunken one-night stand sends his life spinning. A mysterious beautiful stranger named Catherine seduces him, and he can't bring himself to make a committing decision between his faithful significant other and this new girl who may be everything he ever wanted in a woman.

Making matters worse are the horrifying nightmares Vincent begins to have after starting this affair: nightmares of climbing endless towers of blocks, and of death and terror. At the same time, a series of unexplained deaths has the entire city on edge. Otherwise normal, healthy people have been discovered dead in their beds with expressions of extreme agony and terror on their faces. The only common link between all the victims is that they are all men. A strange rumor has been circulating that if someone falls in their dreams and doesn't wake up before landing, he'll die in real life...

Vincent Brooks
32 years old

A poorly-paid systems engineer for a nondescript technology company. He doesn't need to wear a suit or a tie for his job, since he has no contact with his business's customers. Vincent made it through his twenties without any concrete plans for his future, but now his lover of five years, Katherine, is starting to talk about marriage. Ever since this subject was brought up, he has begun having horrific nightmares, and he suffers day and night.

Vincent Brooks

The Lost Lamb

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Katherine McBride
32 years old

She is a manager for an apparel company, and seems quite well-off. She grew up with Vincent and his friends, but drifted away when they all graduated. The two of them reunited at a high school reunion five years ago and have been dating ever since. Faced with the possibility that she may be pregnant, she feels that she must be a responsible adult and settle down, and tries to help Vincent make the same decision. She has a fondness for sweet food, particularly cake.

The Constant lover

Katherine McBride

Catherine
22 years old

She meets Vincent in his neighborhood bar, and seduces him throughout the night. She has a charming innocence but the eyes of a temptress, and a body that draws attention wherever she goes. Catherine has a way of ruining the common sense and self-control of any man, and she quickly finds a new plaything in Vincent.

Catherine

The Accidental Affair

TITLE MENU

Sign In

Golden Playhouse

This is the meat of the game. Observe the trials and tribulations of Vincent's life, and lead him to freedom in his nightmares.

New Game

Start a new game here. You'll be given the option to select your difficulty before beginning the game, but don't worry; you can change the difficulty during the game through the Config menu.

EASY: The game is less punishing of mistakes, and you can undo your last moves. *NOTE: To activate an optional VERY EASY mode, hold the BACK button for several seconds until you hear a tone, then choose the EASY difficulty.*
NORMAL: This setting is for those who want a healthy challenge, and you can undo your last moves.
HARD: Even more brutal than Normal, this one's for advanced players.

Load Game

Select a saved game to resume from where you left off. Choose a save file to load and confirm your selection by pressing the A button.

You can save the game between nightmare stages at the podium on the Landing (see P. 15) or via Vincent's cell phone while in the Stray Sheep (P. 18). Saving requires 472KB of free space on the chosen storage device.

Babel

The Babel trials are special challenges for players who want even more frantic climbing action than they can find in the Golden Playhouse. However, some conditions must be met in the game before you can access Babel.

Single

Try/attempt to climb Babel by yourself.

Pair

Attempt to climb Babel with another person in a two-player cooperative climb. If either player dies or falls, the game will end.
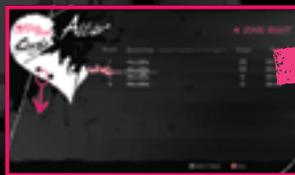
Offline Record

You can view your personal offline records here. Use the left and right directional buttons to switch through the stage list.

Leaderboard

View how you rank up against the rest of the world. Use the left and right directional buttons to switch through the stage list.

*To access online stats, you must have an Xbox LIVE® account and be connected to LIVE®.

Configuration

Several options for your gameplay experience are available to be modified here. See P. 14 for a more detailed description of these settings.

*The game's difficulty can only be changed from the Config menu in the Stray Sheep (P. 18).

CONTROLS

Use Controller 1 to play Catherine. To access Babel and the Colosseum, you must have two controllers.

LT
RT
LB
RB

Xbox Guide

Y button

X button

B button

left stick/
L3 button

A button

right stick/
R3 button

START

BACK

directional
button

directional buttons / left stick	Move
Right stick	Change View
A button	Grab block / Advance dialogue
B button	Drop when hanging
Y button	Not used
X button	Use item
START	Display Menu
BACK	Undo (Easy & Normal modes only)

Stray Sheep (Bar)

directional buttons / left stick	Move
A button	Talk / Examine / Advance Dialogue
B button	Get up / Skip Dialogue
Y button	Open Cell Phone
X button	Drink
RB	Display Menu
START	Display Menu

Menu / During Cutscenes

directional buttons / left stick	Move cursor
A button	Make selections / Display Menu
B button	Cancel selections
RB / START	Display or Hide Menu

Pausing During Cutscenes

During events and cutscenes within the nightmares, press the A button or the Right Bumper to display the Pause Menu.

- Pause: Pause / Unpause cutscene
- Chapter Skip: End the movie immediately
- Subtitles: Turn the subtitles on / off

This game supports Dolby® Digital 5.1. To enjoy this game in Dolby® Digital 5.1 surround sound, connect your Xbox 360® and a sound system supporting Dolby® Digital.

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Basic Moves

In the nightmare stages, you'll be moving blocks and using different techniques to climb to the top of the towers. Let's review the skills you'll need to move around.

Grab & Move

Stand in front of a block and hold the A button to grab it. Use the directional buttons or the Left Stick to move the block backwards or forwards.

Pull to Create Steps

Pull a block out of a wall in order to create a step.

Don't Push Too Much

If you push blocks into the background, they will fall away and can make it harder for you to find a way to move up.

Edges Meet

As long as a block shares a common edge with a block below it, a block can stay up without falling. The edges will make a blue flash when they connect.

Make Stairs

Vincent can only climb one block at a time. Moving blocks to create stair-like paths is one of the most fundamental skills you will be using.

Techniques

Just knowing how to get about won't get you through the many nightmares. It's important to speak to the sheep on the Landings to learn more advanced ways to move (P. 15). Here are just a few of the moves you can learn:

Pyramid

Pull out as many blocks as levels you want to climb, then climb on top and pull out another row. This ensures that you have enough blocks to make it up.

Slide

Stack two blocks vertically, then pull the bottom one in order to create a two-step staircase.

Suspending

Push a block over an empty space, and it will stay up as long as it shares an edge with another block below it.

THE NIGHTMARE

While Vincent is trapped in his nightmares, rows of blocks will fall off the bottom of the tower as time goes by. Guide Vincent as he climbs to prevent him from falling to his doom!

Keep climbing! Keep surviving!

Use all your wits and any items at your disposal to reach the goal at the very top of every stage. When you hear a bell ringing, it's a sign that you're very close to the end. Keep pushing upwards, and you'll survive!

Love Is Over

Vincent dies in his dream if he topples from the tower or falls to the various dangers of the nightmare.

• Retry: Begin again from the most recently passed checkpoint. There are a limited number of times you can Retry. You can pick up Mystic Pillows in the stages to earn more Retries.

• Return to title: End the game and go back to the title screen...Vincent will die in real life.
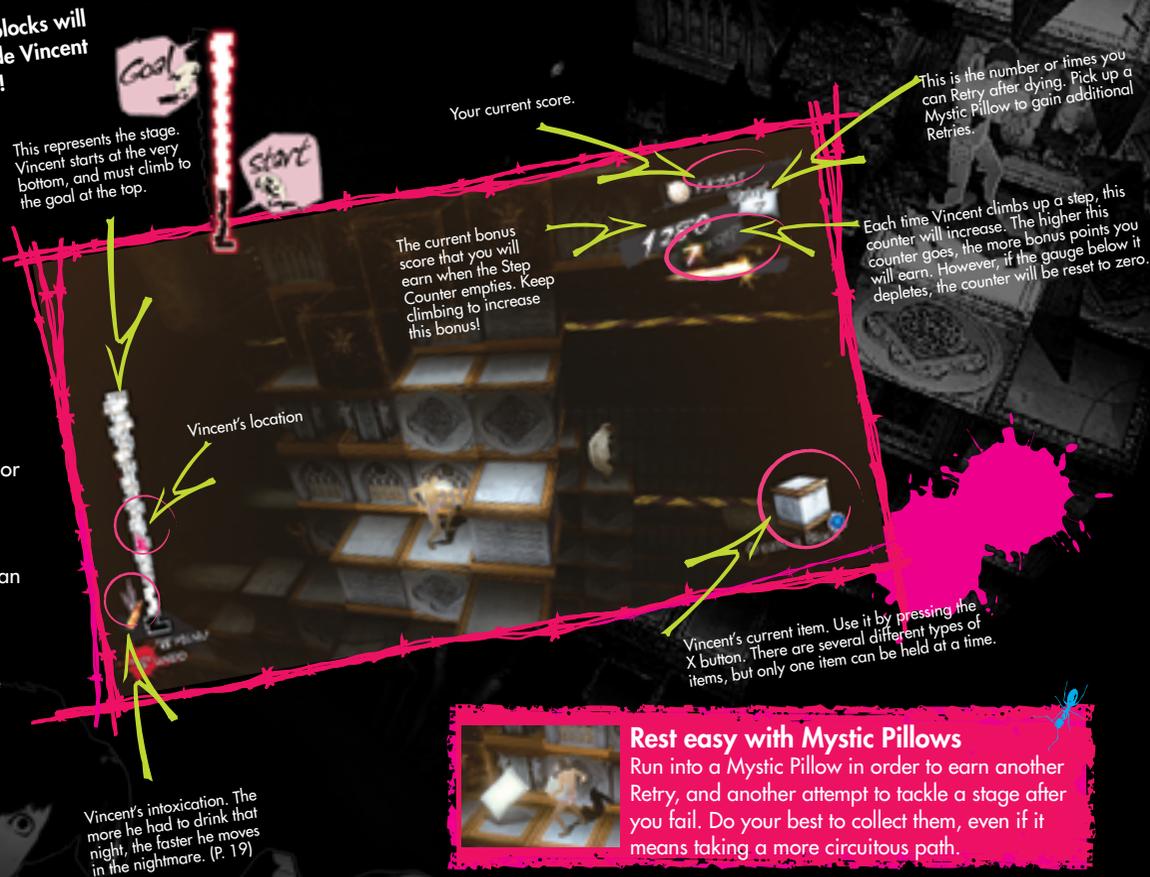
Results and Prizes

When Vincent reaches the goal, you will be shown your score for the stage, and the prize you earned from it.

This represents the stage. Vincent starts at the very bottom, and must climb to the goal at the top.

Your current score.

This is the number or times you can Retry after dying. Pick up a Mystic Pillow to gain additional Retries.

The current bonus score that you will earn when the Step Counter empties. Keep climbing to increase this bonus!

Each time Vincent climbs up a step, this counter will increase. The higher this counter goes, the more bonus points you will earn. However, if the gauge below it depletes, the counter will be reset to zero.

Vincent's location

Vincent's current item. Use it by pressing the X button. There are several different types of items, but only one item can be held at a time.

Vincent's intoxication. The more he had to drink that night, the faster he moves in the nightmare. (P. 19)

Rest easy with Mystic Pillows
Run into a Mystic Pillow in order to earn another Retry, and another attempt to tackle a stage after you fail. Do your best to collect them, even if it means taking a more circuitous path.

Press Start during the game to pause and display the Pause Menu.

Return to Game

Resume the nightmare!

Retry

It's like dying, but without the sense of failure.

- **Retry from beginning:** Start over at the beginning of the stage.
- **Retry from checkpoint:** Start at the most recent checkpoint.

Config

Change various in-game settings.

- **Difficulty:** Change the game's difficulty.
  You cannot change the difficulty during the nightmare stage. You can change this from the Config menu in the Stray Sheep (P. 18).
- **Vibration:** Turn controller vibration ON/OFF.
- **Camera control:** Change the behavior of the Right Stick view control.
  Up / Down: Invert the vertical camera controls.
  Right / Left: Invert the horizontal camera controls.
- **OK:** Save settings. You must select OK here in order to save any changes made in the Config Menu.

Return to Title

Quit the game and go back to the title screen.

Checkpoints – Your friend during a lonely night
You may find checkpoints while climbing. Run into one to activate the checkpoint, which will allow you to restart from that point if you should fail.

Once Vincent reaches a goal, he will be taken to the Landing between the stages. You can speak with other sheep, buy items, and learn about useful techniques to help you navigate the upcoming challenges.

Old Sheep, New Tricks

Vincent isn't alone in the nightmare. The other sheep are trying to survive as well, and they're happy to help him by sharing ways to climb higher and faster. Make sure to try out what you learn from them!

Save, Save, Save

The book on the podium allows you to save your game. Approach the podium and press the A button to open the save menu.
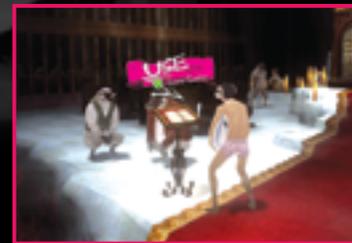
Mystic Pillow

Grants an extra attempt to climb.

Bell

Changes blocks around Vincent into normal White Blocks.

Buying Items

There will sometimes be a sheep selling items on the Landing. If you're having trouble beating a stage, exchange your points for a useful item. However, remember that trading away your points will make it more difficult to earn prizes.

Energy Drink

Allows Vincent to climb two or three blocks at a time for a limited period.

Bible

Makes nearby enemies disappear.

White Block

Creates a single White Block in front of Vincent.

Dark Block

Creates a single Dark Block in front of Vincent.

The strange rooms at the rear of the Landings are the Confessionals. Once you're prepared to try the next stage, open the door and take a seat in this enigmatic booth.

Make your decision... Is this a test!?

Once inside the Confessional, you will be asked a question. Make your answer honestly; the answer you choose may come back to haunt you...
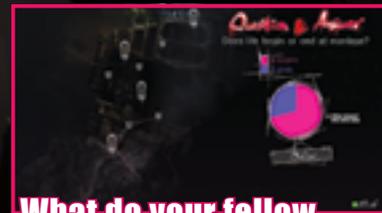
What do your fellow lost lambs say?

If you are signed in to Xbox LIVE®, you can see the answers other players have given to the same question the first time they were asked.

If you are playing offline, you will be shown the results of a survey.

The Meter

This strange red-and-blue meter will appear when you direct Vincent to make particular decisions or actions throughout the game. Whatever you do will have an effect on... something...

STRAY SHEEP

The Stray Sheep is Vincent's neighborhood bar. He and his friends meet here nearly every night, along with other regulars from the area.

Use the Left Stick or Directional buttons to move Vincent around the Stray Sheep and interact with the surroundings. Press Start to open the Pause Menu (P. 14).

People to See

When Vincent approaches a person, press the A button to talk to them. You can also watch the TV or use things in the bar.

Spending Time

As you talk to people, time will pass. People will come and go and topics of conversation will change.

Get On Up

Press the B button to make Vincent get up from his seat and begin exploring the bar.

Mingling

People may open up to Vincent, and some may be willing to talk about their deepest worries or fears. How Vincent reacts to them will affect the meter that appears throughout the game.

Drink the Night Away

Press the X button while in Vincent's booth to take a drink. When he drinks, his intoxication level will increase. The drunker Vincent gets while at the bar, the faster he will move during the nightmare that night.

Intoxication

Leave, Perchance to Dream

When you approach the door to the bar, you will be asked whether or not you'd like to leave. Exit the bar to send Vincent home and face the next night of nightmares.

Running on Empty
If Vincent finishes his drink, he can order another one. The Stray Sheep has a veritable panoply of potent potables, so try ordering something new.

Trivia

Drunken Texting

When Vincent receives a new text message, an icon will appear onscreen. Press the Y button to open Vincent's cell phone. Several options will be available to you.

New text message

IN
Check the inbox. Some messages can be replied to, and attachments can be opened here.
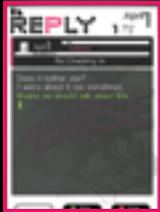
<REPLY>
Press the X button to reply. Confirm each line of text with the A button. Press the B button to erase the current line, and press A again to write something new. There are several different ways to respond to everything!

<ATTACHMENTS>
Press the Y button to view any attached images. However, some things aren't fit to be shown in public...

OUT
You can review any of the replies you've sent so far.

AWARDS
These are messages detailing awards you've won by beating stages in the nightmare. You can re-challenge stages you've beaten and try to earn a better score.
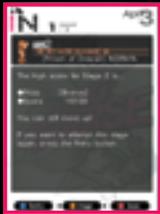
<Re-challenge>
Press the X button to play that stage again.

<Attachments>
Press the Y button to see a picture of the prize you have been awarded for that stage.

DIARY
You can save the game here. Select a file to save to and press the A button to confirm.

Diverse Diversions

There are more fun things to do in the Stray Sheep aside from drinking and talking to your fellow patrons.

Rapunzel
This retro-style game is becoming popular with Vincent and his friends. The rules are the same as the nightmares, but there are a limited number of moves available, shown as POWER. If you fail to reach Rapunzel before running out of POWER, the game will end.

Jukebox
Change the song that plays throughout the bar. You can get more songs by completing certain activities in the game.

Restroom
In today's busy world, sometimes the solitude of a bathroom stall is the only place one can truly be alone.

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Executive Producer /Chef de production
Shigeru Igari

Producer / Réalisateur
Katsura Hashino