⚠ WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

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 television screen.
• Use a smaller television 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

TABLE OF CONTENTS

What twists the mind of an ordinary human into a serial killer?

Assigned to the Serial Crimes Unit, Agent Ethan Thomas must answer this question, and bring the worst of society to justice. His solve rate is the best in the bureau.... perhaps too good.

While investigating the growing list of serial killers, Agent Thomas concludes that something is twisting the bodies and souls of those that society has left behind. The homeless, addicted and deranged are rising from the city's underbelly and committing mindless acts of violence. Could there be an unseen connection between the increasing brutality of the latest serial killings and the increasing crime rate?

This question is pushed to the forefront after Agent Thomas is framed for the murder of two police officers. Now he must solve the murders to stop the killings, and exonerate himself from the crimes of which he is accused.

As FBI agent Ethan Thomas, you rely on sharp instincts and sophisticated forensic tools to investigate crime scenes, collect evidence, and find clues that will lead you to the killers. With danger lurking in every shadow, you need whatever weapons you can find to stay alive. If you run out of bullets, you'll have to fight with a fire axe, shovel, pipe, two-by-four, or whatever you can pry from the environment around you. You'll need to make sure nothing stops you as you try to uncover exactly who...or what is behind the grisly killings plaguing the city.
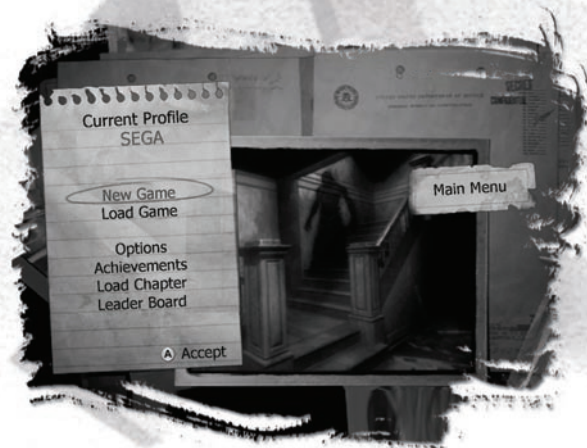
The Main Menu allows you to choose from the following options:

Continue Game – Resume an existing game

New Game – Start a new game

Load Game – Load a previously saved game

Options – Bring up the Options Menu (See the Options Menu section for further details)

Achievements – View the status of the Xbox Live Achievements for the current Game Profile

OPTIONS MENU

On the Options Menu, you can adjust the following items:

Difficulty – Adjust the games difficulty level
Hints – Turn on or off the appearance of in-game hints
Crosshairs – Adjust the game's on screen aiming crosshairs setting
Subtitles – Turn on or off the appearance of subtitles

Control Options – Adjust the input options for the game
Setup – Select a preset button configuration
Sensitivity – Adjust how quickly Agent Thomas looks around when the analog sticks are moved
Invert Pitch – Toggle whether the camera controls are normal (moving the right stick up looks up) or inverted (moving the right stick up looks down)
Vibration – Enable or disable controller vibration
Southpaw – Choose between left-handed or right-handed controls
Video Options – Adjust the display options for the game
Brightness – Adjust the brightness of the image
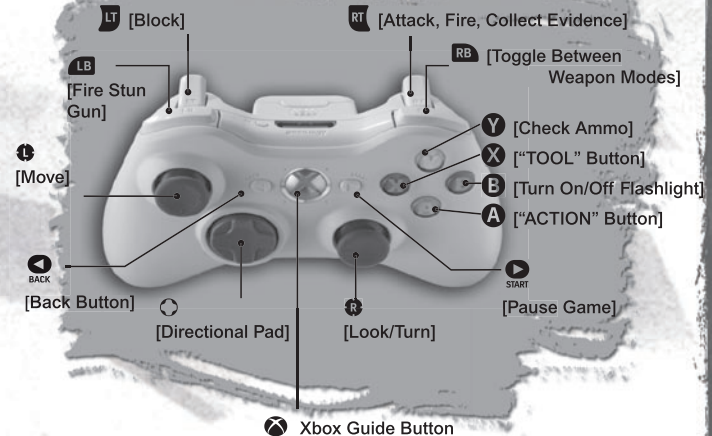**Audio Options** – Adjust the audio options for the game
Sound Volume – Adjust the volume level of sound effects in the game
Voice Volume – Adjust the volume level of the character voices
Music Volume – Adjust the volume level of background music
Soundtrack – Select between the default soundtrack and user selected background music

CONTROLS

LT [Block]
RT [Attack, Fire, Collect Evidence]
LB [Fire Stun Gun]
RB [Toggle Between Weapon Modes]
Y [Check Ammo]
X ["TOOL" Button]
B [Turn On/Off Flashlight]
A ["ACTION" Button]
L [Move]
[Back Button]
[Directional Pad]
R [Look/Turn]
[Pause Game]
Xbox Guide Button

Default Controls – There are three preset configurations

- **A Button** – Grab Weapons, Open Doors, Climb Ladders, and Perform other actions (Also known as the "ACTION Button")
- **B Button** – Turn On / Off Flashlight
- **X Button** – Toggle between Melee Combat and Forensic Investigation Modes (Also known as the "TOOL Button")
- **Y Button** – Check Ammo (when carrying a firearm)
- **Left Stick** – Move
- **Right Stick** – Look/Turn
- **Left Trigger** – Block
- **Right Trigger** – Attack with Melee Weapon, Fire Firearm, or Collect Forensic Evidence (Also known as the "FIRE Trigger")
- **Left Bumper** – Fire Stun Gun
- **Right Bumper** – Toggle between Firearm Mode / Melee Combat Mode
- **Press down on the Left Analog Stick while pushing forward** – Sprint
- **Start Button** – Pause Game / Start
- **Xbox Guide Button** – Bring Up the Xbox Live User Interface
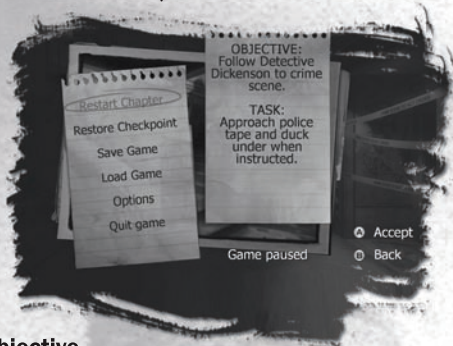
Mission Objective
The current mission objective is displayed on the right side of the screen. This gives you information as to the immediate goal Agent Thomas is trying to complete to progress further in the current mission.

Pause Game Menu
The following options appear on the Paused Game Menu:

Restart Chapter – Start over at the beginning of the current chapter. Agent Thomas' health and all items in the mission are restored to their initial settings at the beginning of the chapter.

Restore Checkpoint – Load the game at the last checkpoint reached. Agent Thomas' health meter will be reset to match the level it was at when he reached the previous checkpoint. Agent Thomas will be armed with the same weapon he had when he reached the checkpoint as well.

Save Checkpoint – The game will be auto saved at the specific location.

Load Game – The game will be loaded from a previous saved game.

Options – Go to the Options Menu to adjust the controls, video, audio, and other game settings.

Quit Game – Exit the current game.

Health Meter

Agent Thomas' health will decrease as he takes damage. If the Health Meter reaches zero, Agent Thomas will die. To prevent this from happening, Agent Thomas can restore his health by finding health kits.

Endurance Meter

Agent Thomas has the ability to sprint for a limited amount of time. As he sprints, the Endurance Meter that appears on screen decreases in energy. If the Endurance Meter becomes completely empty, Agent Thomas will only be able to walk until the endurance meter replenishes. Agent Thomas will automatically regain energy while he is not walking.

Stun Gun Battery Charge Meter

A fully charged Stun Gun can fire one round before needing to be recharged. The Stun Gun will automatically begin recharging over the course of several seconds after being fired. The Stun Gun Battery Charge Meter will show the battery being recharged and will disappear when the battery is fully charged.

Forensic Icon

When Agent Thomas approaches forensic evidence, the HUD will display a Forensic Hint. Pressing the TOOL button will automatically ready the appropriate Detection Tool. Once Agent Thomas locates the evidence and approaches it, a second Forensic Hint will appear. Pressing the TOOL button a second time readies the appropriate Collection Tool. The player now has the Detection Tool in the left hand and the Collection Tool in the right hand. The player will then need to focus the Collection Tool on the evidence to properly acquire it. This varies for each of the three collection tools. This is described in the Tools of the Trade Forensic Tools section further on.

Action Icon

When Agent Thomas approaches an action point, the HUD will display an Action icon with an on-screen command describing the action. The player will learn to recognize this icon as well as easily read the command, helping to put the potential action into context.

There are two types of actions the player can perform:

Activate Action

Perform an action with an object in the world (e.g. light switch, pick up weapon, open door.) This type of action uses the ACTION button.

Fire Action

Perform an action with a hand held object (e.g. use weapon, use entry tool, use forensic tool.) This kind of action uses the FIRE trigger.

TOOLS OF THE TRADE

Forensic Tools

Forensic tools are versatile devices that locate and collect raw data associated with a piece of evidence. These devices are capable of sending the information directly to the lab via a wireless connection. A wide array of evidence can be found and collected out in the field.

There are two groups of tools: Detection Tools and Collection Tools. Detection Tools aid the player in locating evidence while Collection Tools allow the player to either collect or sample the evidence. Within each group are three types of tools, their description and function are listed below:

Detection Tools

UV Light - The UV Light's primary function is to detect traces of blood visible and invisible to the naked eye causing it to stand out brightly if within the light range of the device. It will illuminate the immediate area directly ahead of the device with a purplish light.

Laser Light – The Laser Light device produces a relatively small cone of light that's greenish in color. It's capable of illuminating latent pieces of evidence invisible to the naked eye, causing it to stand out brightly if within the light range of the device.

Example evidence:

- Fingerprints
- Footprints   • Fluids   • Residues
- Fibers   • Particles   • Markings/Etchings

Like the UV Light, the Laser Light's performance is dependent on the ambient light level in the area.

Gas Spectrometer - The Gas Spectrometer monitors the presence of a foreign substance in the air, displaying its concentration in a meter. The player can use the meter to track down the pollutant's source such as fumes (most notably methane gas emitted by decaying flesh).
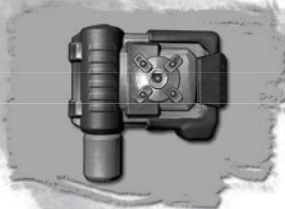
Collection Tools

Sampler – The Sampler evaluates the chemical makeup of a piece of evidence and transmits that back to the lab for identification and evaluation.

Example evidence:

- Material
- Residues
- Temperature
- Particles
- Fluids
- Fibers

3D Scanner – The 3D Scanner captures the three dimensional aspect of evidence and transmits the information back to the lab.

Example evidence:

- Imprint
- Wound
- Small object
- Fingerprint

Digital Camera – The Digital Camera is used to capture images that are transmitted back to the lab for evaluation.

Example evidence:

- Crime scene/Environment
- Body or body parts
- Blood spatter
- Document

Tool Operation

Using a tool is extremely easy and intuitive mainly because it reacts contextually. Once Agent Thomas enters an "Instinct Area," an on-screen hint will appear telling the user that evidence is near by. Simply pressing the TOOL button will automatically ready the appropriate Detection Tool. Once Agent Thomas locates the evidence and approaches it, a second on-screen visual indicator will appear. Pressing the TOOL button a second time readies the appropriate Collection Tool. The player now has the Detection Tool in the right hand and the Collection Tool in the left hand. At this point, an on-screen hint will inform the player to press the FIRE trigger button on the controller to collect evidence.

- **3D Scanner** – To center the device properly:

  - Align your aim until the four arrows are illuminated showing that the evidence is centered.
  - Adjust the crop-lines so that they are locked onto the evidence.
  - You'll now be prompted to collect the evidence by your fire trigger.

- **Sampler** – To center the device properly:

  - Align your aim until the four arrows are illuminated showing that the evidence is centered.
  - Adjust the light beams so they are focused on the evidence.
  - You'll now be prompted to collect the evidence by your fire trigger.

- **Digital Camera** – To center the device properly:

  - Align your aim until the four arrows are illuminated showing that the evidence is centered.
  - Adjust the focus so the focus icons are lined up and the evidence is in focus.
  - You'll now be prompted to collect the evidence by your fire trigger.

Once the collection process is complete, the information will be transmitted to the lab. The tools (if no longer needed) will be stowed automatically.

Collecting, Analyzing and Determining Results

Though Agent Thomas plays an important part in finding, collecting and reacting to evidence, the actual analysis is done by Rosa, an expert lab technician. Raw data captured from evidence found in the field is sent via a wireless transfer to Agent Thomas' liaison back in the FBI's forensic lab. Rosa then runs a battery of tests. Some tests are quick and the results are fed back to the player immediately while others are more involved, requiring additional time.

The most common method of receiving results is through the wireless connection established when using a Forensic Tool. When the tool is in use, Agent Thomas is connected directly to Rosa. Once in receipt of the data, Rosa will provide Agent Thomas with preliminary information regarding the evidence almost immediately both verbally and visually. The visual component is shown on Agent Thomas' cell phone display. Results and conclusions accumulated after further testing (usually after the moment a particular piece of evidence is found) will be relayed to Agent Thomas through a normal cell phone call (see Cell Phone section for further details).

Instincts

Part of what makes Agent Thomas an invaluable agent for the FBI are his natural instinctive abilities. These are signified by instinct areas that help notify you that a piece of evidence is nearby and that it is necessary to hit the TOOL button to have Agent Thomas ready his forensic device. From this point, it is up to the player to help Agent Thomas find evidence. If Agent Thomas strays too far from the evidence, the Instincts will fade away and the tool will be stowed automatically, returning Agent Thomas back to exploration/combat mode.

It is important to note that Agent Thomas can be attacked at any time – even when looking for evidence with his forensic tools - so don't let down your guard when looking for evidence!

Flashlight

A flashlight is an agent's most basic and reliable tool. Its primary function is to illuminate low light environments. The flashlight itself is attached to the agent's shoulder strap of his forensic tool bag leaving the hands free to perform other tasks like using weapons and forensic tools. Once turned on, a beam of radial light illuminates the environment directly in front of the player.

Some environmental stimuli may affect the performance of the flashlight. For example, local interference can cause the flashlight to temporarily dim or go out completely.

Cell Phone

The cell phone is one of the primary methods of communicating. When the cell phone rings, Agent Thomas will automatically answer the phone. The phone itself is removed from its Velcro holder and lifted into view. Any visual information associated with the call is shown on the screen. Once the phone is activated, a two-way conversation between the caller and Agent Thomas is heard. When the call is completed, the phone is replaced in its holder.

WEAPONS

Both the violent force of a double-barrel shotgun and the brutal force of a rusty shovel feel right at home with Agent Thomas. However, Agent Thomas can carry only one weapon at a time, so you may need to make some tough decisions when choosing between different weapons. Ammunition is restricted to the amount that is found in the weapon, so make every shot count!! Firearms can also be used as melee combat weapons – so even an empty firearm can do some damage – although firearms will break if used repeatedly as a melee weapon.

Acquiring a Weapon

You must frequently locate and acquire a suitable weapon for the moment. There are four primary ways to acquire a weapon:

Pick up – Picking up a weapon lying free is the most basic form of acquiring a weapon. An on-screen indicator will appear when Agent Thomas is standing near an object he can use as a weapon. Simply press the Action Button to acquire the new weapon.

Swap – Swapping a weapon for another weapon is similar in function as picking up a weapon. The difference being, the current weapon is dropped before the new weapon is grabbed.

Break free – Some weapons are fixed to the world and must be broken free (e.g. pull a pipe from a riser or pull a board from a stud wall.). It is important to note that the enemies can acquire any weapon that you can, including weapons that must be broken free.

Stripping – Stunning an armed enemy by zapping them with your Stun Gun presents a window of opportunity to strip them of their weapon. In order to strip a weapon from a stunned enemy, run over to them and press the Action Button while looking at their weapon.

Weapon Values

When Agent Thomas approaches an available weapon, a visual indicator will appear showing how the new weapon compares to Agent Thomas' currently equipped weapon. Every melee combat object has distinct values for the following weapon attributes:

Damage – the greater the rating, the fewer hits required to take out an enemy
Speed – the rate at which the weapon can be swung
Block – the weapon's ability to block incoming attacks
Reach – the distance that the weapon can hit an enemy

Each weapon has its advantages and disadvantages – and selecting the right weapon for the task at hand can be the difference between survival and defeat.

Weapon Classes

Every weapon in the game falls into one of three classes: Firearms, Entry Tools, or Debris Melee Objects:

Firearms

You will have access to an array of street-grade firearms that are ideally suited for long range battles or battles involving multiple enemies. However, the limited ammo supply restricted to the ammo found in each weapon makes firearm usage very strategic.

Switch to Melee and Back
Firearms can also be used as melee weapons at any time, either loaded or empty.

Checking Weapon Ammo
Although there is no ammo inventory, it is important to know the number of rounds available in a weapon. Once the weapon is in Agent Thomas' hands, hitting the Check Ammo Button will expose the number of rounds in the clip, cylinder or barrel, depending on the weapon.

Breaking
A firearm used as a melee weapon will eventually break and become useless. After a limited number of impacts the weapon will break apart in the player's hands forcing the player to locate a new weapon. Strategically, it is important to not abuse a loaded firearm and lose the ability to fire it. Having an empty firearm break during a fight with multiple enemies can be disastrous as well! When a firearm becomes damaged, the handle/stock will splinter and break off. At this point, you should note that the weapon has at most, one to two more impacts before completely breaking.

Firearm Details

- Revolver with a 6 round cylinder

- .45 Cal with a clip of 9 rounds

- Single-barrel shotgun that can carry a maximum of 5 shells

- A double-barrel sawed off shotgun that can carry a maximum of 2 shells

- Street grade sub gun with an ammo clip of up to 30 rounds

Entry Tools

Entry tools are rare and serve two purposes. They are deadly melee weapons as well as a means to break open secured barriers.

- Crowbar: Capable of popping open panels and drawers

- Fire axe: Capable of breaking down solid wood doors

- Sledgehammer: Capable of breaking off padlocks and door locks

- Shovel: Capable of cutting through conduits and chains

Debris Melee Weapons

Debris melee weapons represent the most abundant type of melee weapon. These objects are either acquired from a fixed source in the game world (e.g. pipe risers, exposed wall studs, broken concrete.) or found lying free. Here are a few examples of items that can be used as Debris Melee Weapons:

- Pipe

- Rebar
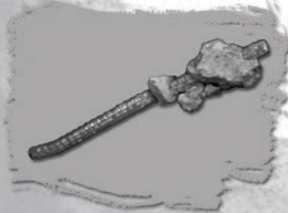
- 2x4

Stun Gun

Law enforcement officers attempt to control their behavior using various non-lethal devices. One of the more popular and must effective device is the Stun Gun. The Stun Gun manages to stun targets without causing damage and is standard issue to all police officers and SCU field agents.

Battery Charge

A fully charged Stun Gun can fire one round before needing to be recharged. The Stun Gun will automatically begin recharging over the course of several seconds after being fired. The Stun Gun Battery Charge Meter will show the battery being recharged and will disappear when the battery is fully charged.

Stunning Enemies and Stripping Their Weapon Using the Stun Gun

Shocking an enemy with the Stun Gun will cause them to spasm for a few seconds while the battery bolts release their charge. Once the battery bolts are depleted, the enemy will go into a short recovery period before returning to normal.

While the enemy is incapacitated, it's possible to approach the stunned enemy and then take his weapon.

Melee Combat Strategies

Here are some basic melee combat strategies. Many of them require the player to take advantage of a moment in the encounter where the opponent is at a disadvantage.

- Sidestep or move out of range of an attack
- Perform an attack while the enemy is recoiling or recovering from a missed swing
- Block an incoming attack then attack
- Hit vital parts of the enemy's body to increase damage (head, torso arms and legs)
- Get the enemy close to death and then dispatch him with a cool finishing move
- Stun with Stun Gun and move in with an attack
- Stun with Stun Gun and strip weapon from the enemy's hands

ENEMIES

As an Agent in the Serial Crimes Unit of the FBI, Agent Thomas' main objective is to hunt down serial killers. While tracking different serial killers, Agent Thomas will encounter enemies and situations where he has no choice but to defend himself.

Devious and Sneaky

Many of the people Agent Thomas will encounter are everyday people that are missing their inhibitions towards malevolent compulsions, bringing a menagerie of criminal tendencies to the surface of their consciousness. Since these people are not trained fighters, their actions during confrontations are random and unpredictable. More specifically, they are devious and sneaky and would rather stab someone in the back than fight fair.

Group Fighting and Tactics

If fighting dirty was not bad enough, multiple enemies will work together against Agent Thomas. They will take out lights, work together to attack you in groups, and run away when they are at a disadvantage. It is important to note that enemy loyalty only goes so far. If a stray swing hits an "ally", it can result in two of Agent Thomas' opponents fighting amongst themselves. If this escalates further, melee mayhem can break out with everyone fighting on their own side. Allowing your opponents to fight each other is a smart tactic that should be employed whenever possible.

Weapons

An enemy can carry, pick up, swap and discard weapons just like Agent Thomas. They also carry only one weapon at a time and they must continuously locate and acquire a suitable weapon for the moment. Since the enemies can use any weapon that Agent Thomas can use, you may be forced to make difficult decisions when encountering multiple weapons. A weapon that is left behind may be acquired by an enemy and used against Agent Thomas. Remember where weapons have been left and don't be surprised if they have been acquired if left unattended.

Berzerker Attacks

When cornered and left without a suitable weapon, an enemy will resort to lunging at Agent Thomas. These attacks are fast and furious, leaving very little chance for Agent Thomas to sidestep. The searing pain from the attack causes a temporary loss of vision and severe damage. The full extent of the attack can be avoided if the player reacts quickly by moving the right and left sticks quickly in multiple directions. Doing this will push the attacker away and help Agent Thomas avoid the rest of the Berzerker attack.

XBOX ACHIEVEMENTS

This game supports the Xbox Live Achievements system. As you play the game, you will have the opportunity to successfully complete tasks to satisfy different preset achievements for the game. If you successfully fulfill all of the requirements for an achievement, this item will be marked as completed in your Gamer Profile.

To view the status of your Achievements for Condemned: Criminal Origins, select the Achievements option from the MAIN MENU, press the Xbox Live button on the Xbox 360 controller, bring up the Xbox Dashboard, and choose the Games Blade. Bring up your Gamer Profile, select the View Games option and then click on Condemned: Criminal Origins.

You can also see the status of your friends' Achievements by looking at their Gamercard as well. This can be very helpful as you can get advice from other users that have successfully satisfied Achievements that you have not completed or you can use this information to brag to your friends that are not as skillful as you!

XBox Live

Play anyone and everyone, anytime and anywhere on Xbox Live. Build your profile (your Gamercard). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox Live, connect your Xbox 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.

Family Setting

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating.
For more information, go to www.xbox.com/familysettings.

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