XBOX 360

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; 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.

SOME OF THE PEOPLE YOU'LL MEET IN FORTUNE CITY 2
Xbox LIVE® 4
GETTING STARTED 5
GAME MODES 6
Save Files and Choosing a Mode 6
Sandbox Mode 7
XBOX LIVE (CO-OP) 8
Game Over/Save/Load 9
GAME SYSTEMS 10
Controls 10
The Viewfinder 12
Photo Sharing 13
Game Screen and HUD 14
Map/Message 16
Case Files 17
Pause Menu 18
Combo Weapons 19
SHOP GUIDE 20
WARRANTY AND TECHNICAL SUPPORT 21

Characters

SOME OF THE PEOPLE YOU'LL MEET IN FORTUNE CITY

It has been 5 years since the nightmarish events that transpired in Willamette, CO. Zombie outbreaks continue to spread across America.

FRANK WEST

One of those outbreaks stood out from the rest – The Fortune City Incident. But how would it all have gone down if a certain hero had been there?

Frank West, the freelance photojournalist who exposed the truth to the world, has become a hero. But the fame went to his head. He used his newfound fame to try and treat his infection and pay his medical bills, but it just isn't enough.

Having covered wars, his ability to survive is extraordinarily high.

STACEY FORSYTHE

In-your-face activist Stacey is the head of the controversial zombie rights group CURE (Citizens for Undead Rights and Equality). Stacey believes the game show "Terror is Reality" is cruel and demeaning to infected survivors everywhere. She leads protests with the aim of making Zombrex more affordable and available.

RAY SULLIVAN

Sullivan is the first (and only) reserve man to make it to the official government shelter alive. His job is to keep order in the shelter until help arrives. Sullivan is loyal and patriotic, but he's in way over his head once the outbreak starts.

REBECCA CHANG

Rebecca Chang is an ambitious, beautiful news reporter in town to cover the controversy surrounding the "Terror is Reality" television show. But when things go to hell, Rebecca sees it as her big chance to break the story of the century: what's behind the Fortune City outbreak?

T.K.

T.K. is the host and producer for the controversial and popular pay-per-view television game show "Terror is Reality." T.K. has no problems with killing zombies for the entertainment value; he's making a killing after all. He is always on the lookout for the next big business opportunity.

THE TWINS

These beauties are T.K.'s twin co-hostesses on Terror Is Reality XVII. The gold one is Amber, and the one wearing silver is Crystal. Hard working eye candy, they love to taunt the contestants into taking bigger and bigger risks.

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.

GETTING STARTED

Press the START button on the title screen to open the main menu. Use the left stick to navigate and the A button to make a selection.

START GAME

Start a new game or load an existing game.
(See Story Mode/Sandbox Mode P.6)

XBOX LIVE P.8

Play online together with another player in either Story Mode or Sandbox Mode.

ART GALLERY

Check out a selection of art from the game.

View with caution!

DOWNLOADABLE CONTENT

Downloadable content bought through Xbox LIVE Marketplace® can be used in-game.
*All downloadable costumes can be accessed in-game from the locker found in the safe house.

Game Modes

GAME MODES

Save files and choosing a mode
Selecting START GAME will display the screen below. Use left stick UP/DOWN to highlight a file and use left stick LEFT/RIGHT to choose a game mode.

STORY MODE

The legendary Frank West arrives in Fortune City to take centre stage! How will things be different this time around?
You have 72 hours until the military arrives. Follow the trail of clues and complete Case Files in pursuit of the truth in this strictly "OFF THE RECORD" scoop. How you use those 72 hours is up to you.
(Game time moves more quickly than real time.)

SANDBOX MODE

P.7

An all-you-can-play buffet of Fortune City's zombie paradise action with no time limits! Test your wits and you skills against numerous challenges throughout the city.

SANDBOX MODE PARADISE HELL

Sandbox Mode

LET YOURSELF LOOSE IN A ZOMBIE PARADISE!

Head for the ★ mark and complete your objectives! Put your skills to the test!

There is no story to follow in Sandbox Mode.
Challenges become available as you defeat more and more zombies.

Race to your destination! You had better hurry!

Take down zombies within the time limit! Go all out!

Get a crowd together! Mosh pit!

Clearing challenges earns you rewards.

The money and PP you gain in Sandbox Mode transfers over to your Story Mode save file.

Online Mode

XBOX LIVE (CO-OP)

CO-OP Play

Connect to Xbox LIVE to play together online.

(Co-op is available in both Story Mode and Sandbox Mode.)

CLIENT

The client (the invitee) cannot save story progression, but all PP (Prestige Points, i.e., experience), money and combo cards gained during co-op will be transferred to the client's save data. To play, choose Xbox LIVE on the main menu and then select whether to participate in an existing game or to accept an invitation from a friend.

HOST

The host (the one sending the invitation) brings another player into their game and can continue to save and make progress in story mode with the same conditions as single player. To start playing co-op in either mode, accept a request from another player to join the host game or send an invitation to a friend.

CONNECTING DURING GAMEPLAY

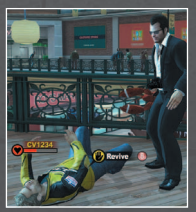
Hold right on the D-Pad to display the Friends List. Select the user you want to invite and send an invitation.

The invited user will confirm the invitation from the Friends List and accept the invite.

The host player's transceiver will then ring with a special sound, and holding right on the D-Pad will accept the incoming player.

Saving your Partner

In normal gameplay, when a player's life runs out it's Game Over, but in co-op, players can revive each other when their partner goes down. Give your downed partner food or drink within a set amount of time to rescue them.



- If both players are disabled at the same time, the game will end.
- If the downed player is not resuscitated within the time limit, the game will end.

On the OPTIONS of the PAUSE MENU P.18 choose Gameplay and then CO-OP Privacy to set whether to accept co-op requests from other players.

Game Over/Save/Load

DEATH AND CONTINUING

If Frank's life drops to zero, then it's Game Over. When this happens, 4 options will be displayed:

LOAD CHECKPOINT

Try again from the previous check point.

LOAD A SAVE GAME

Load from the most recent save file.

RESTART STORY / RESTART SANDBOX

Start the game (either Story or Sandbox Mode) over from the beginning. All earned levels, costumes and combo cards will carry over.

QUIT

Return to the main menu without saving.

SAVE/LOAD

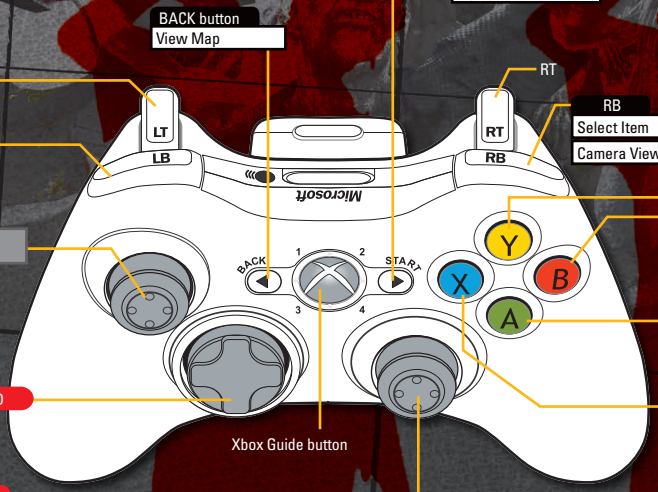
Save the game by going to the restroom or at specific times during the story. Players can load when they die or by choosing QUIT from the pause menu and then reloading their most recent save data.

PHOTO SHARING P.13

Share photos taken with other players over the network in-game.

Controls

Xbox 360 WIRELESS CONTROLLER



START button — Open Pause Menu

BACK button — View Map

LT — Aim View

LB — Select Item

RT — Select Item

RB — Camera View

Left stick — Move

D-PAD

- **Up** — Put Away
- **Left** — Take Zombrex
- **Right** — Hold this to confirm Friends List messages. Answer calls. P.8
- **Down** — Drop Item

Xbox Guide button

Right stick — Move Camera

Right stick button — Centre Camera

Y button — Call

Call a survivor to Frank's current location.

B button — Action Button/Cancel

Perform various actions related to the current situation.

A button — Jump/Confirm

The jump button can also be used to climb to high places.

X button — Attack/Use Item

Holding the X button down can activate special actions for certain items.

VEHICLE CONTROLS

- **LT** Brake
- **RT** Accelerate
- **LT + RT** — Push both at the same time while moving to make a donut turn. (This can only be performed with a motorcycle)
- **Right stick** — Move Camera
- **Left stick** — Move

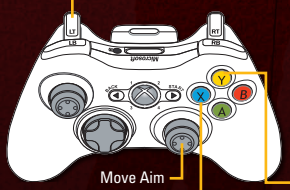
CAMERA VIEWFINDER CONTROLS

P.12

Enter the camera view by pushing RB while holding LT

- **LT** Aim View
- **RB** Camera View
- **Shutter button**
- **Zoom in**
- **Zoom Out**
- **Move**
- **Move Camera**

AIM VIEW CONTROLS



Move Aim

AIM VIEW

Press and hold LT to enter Aim View.

THROWING AND SHOOTING

Throw the equipped item. If the equipped weapon is a gun, it will fire.

LT + X button (RT)

SET A GOAL MARKER

LT + Y button

The accompanying survivor will move to the set goal marker.

Vibration settings can be set to ON/OFF in the OPTIONS menu. P.18

The Viewfinder

Camera View Screen and Taking Pictures

HOLD LT AND PUSH RB FOR THE VIEWFINDER

Charge Bar

After taking a photo, you have to wait until the bar fills up to take another shot.

Target Marker

Target Markers are displayed on locations where taking a photo will yield PP.

Zoom

B button	Zoom In
A button	Zoom Out

PP Sensor

When a PP sticker is on-screen, frame the picture properly and fill this bar to get maximum PP.

Any more than this and he would be giving his secrets away...

GET IN CLOSE!
TARGET MARKER

The bigger your target marker, the more PP you'll earn. Better yet, if you can snap a shot that stands out, like while something special is happening or during an attack, you'll earn even more.

PP OPPORTUNITIES
HOLD YOU BREATH, AND TAKE THE SHOT!

Throughout the game, rare opportunities for exceptional shots will be marked with PP icon. The more difficult the timing, the more PP you can get. Take that shot while the moment lasts!

PP STICKERS AND THE PP SENSOR
YOU HAVE TO SEARCH FOR THE BEST SHOTS.

Taking pictures of the PP stickers posted around Fortune City will net you big PP. Use the PP Sensor to focus in on the PP Sticker and line up the image for the perfect shot!

*Once you have photographed a PP Sticker, it will be checked off, and you will be unable to gain any more points for photographing it during that playthrough.

Photo Sharing

Share photos you have taken in-game with other players over the network.

View pictures taken during co-op play from the pause menu by choosing PICTURE VIEWER. Select the image you want to share and press the Y button.

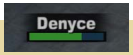
Pictures chosen by co-op partners will be uploaded to the CO-OP SHARED tab in the PICTURE VIEWER. Players can share up to 6 images.

Screen

GAME SCREEN AND HUD

SURVIVOR ICON

When a survivor is the same area but is separated from the player, the Survivor Icon will display the survivor's current status.



When your survivor is in a different area, only their life bar will be displayed. Their name will blink red as the survivor's life gradually decreases, so do your best to stay in the same area.

NEW CALL INDICATOR

An icon will appear when Stacey calls with new information for Frank. When receiving a message, a window will open on the lower portion of the screen with the details.

This arrow points out the way to your destination.

GUIDE ARROW

Amount of time left for a given mission.

MESSAGE

Indicates how much Zombrex Frank currently possesses.

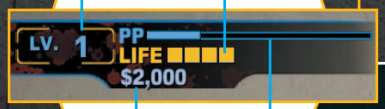
ZOMBREX COUNT

Displays the number of zombies killed during game.

KILL COUNT

LEVEL
Frank's Level

LIFE BAR
Frank's Health



MONEY
Current Funds

PP GAUGE
Displays earned PP. You level up when the gauge fills.

LEVEL UP!!

PP (PRESTIGE POINTS) AND LEVELING UP

PP are earned by rescuing survivors, defeating psychos, killing zombies, taking pictures, using combo weapons, winning mini-games, and for completing other challenges. When the PP gauge fills, Frank's level goes up, his stats improve, he learns new skills and gets new combo cards.

You can check Frank's stats in the pause menu under STATUS.

ATTACK	Frank's attack power.
SPEED	How quickly Frank moves.
LIFE	How much health Frank has.
ITEM STOCK	How many items Frank can carry at one time.
THROW DISTANCE	Throw distance and accuracy for thrown items.

Skills are special moves and actions that Frank learns and becomes able to use as he levels up.

ACTION!!

ITEM WINDOW

This displays the item you have. The large icon on the top right corner indicates the currently equipped item, and the number of items Frank can carry will increase with his level.

Carrying magazines yields special effects.

Attack

Recovery

Key Item

Investigate

Save Point

Move

Change Outfit

Money

Magazine

Combo Item

Goal Marker

Zombrex

DRINK

DRINK EFFECT This displays the status effect of mixed drink items. Multiple effects can be displayed at once.

Putting 2 items into a mixer and combining them will give you a refreshing mixed beverage that provides special bonus effects for Frank. There can be a negative effects of mixing 2 items.

Always drink in moderation!

Map/Message

MAP/MESSAGE

Find your way around Fortune City and see where you need to go by using the map. Press the BACK button to open the map screen. Press the X button to switch between the map screen and the messages screen.

MAP CONTROLS

LT	Zoom Out
RT	Zoom In
LB	Select Floor
RB	Select Floor
X BUTTON	Message Screen
B BUTTON	Return to Game

Set a Waypoint

You can set a waypoint on the map anywhere you want, and the guide arrow will lead you there. Use the left stick to move the cursor and press the A button to set a waypoint. Your destination will be marked with the symbol on the right.

MAP LEGEND

- Safehouse
- Destination
- Save Point
- Maintenance Room
- Underground Entrance
- Elevator
- Challenge (Locked)
- Challenge (Unlocked)
- Challenge (Cleared)

*Sandbox Mode Only

Messages

This is a list of events, survivor sightings and key points of interest. These may lead Frank to case file events and will also remind him of when he needs to inject Zombrex. P.17

The color of the gauges indicates how much time is left to investigate the scoop.

WHITE	4 hours or more left
YELLOW	4 hours or less left
RED	2 hours or less left
FLASHING RED	Less than 1 hour left

The bar in the upper right displays the time limit for a particular message. Since time will run out when the bar disappears, do your best to investigate before the chance slips away!

Case Files

CASE FILES

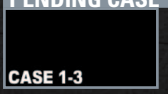
Case files will guide you to the truth of the Fortune City outbreak. Keep track of your progress through the story as well as how close you are to the truth by checking your case files. You can also check the conditions necessary for the next breakthrough.

This page will appear whenever you make progress in a case and will always display up-to-date information to reflect any changes that have occurred. It can also be accessed from the pause menu. P.18

Case File Progress Screen

The CASE FILE screen will display your progress and the status of each case.

PENDING CASE

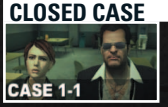


These are cases that have not yet been activated. When the activation time arrives and the previous case has been closed, PENDING CASE will become the ENGAGED CASE.

ENGAGED CASE

This is the active case. By completing objectives like arriving at a destination or defeating a target, the case status will change to CLOSED CASE.

CLOSED CASE



This displays closed cases. An image from that case will be displayed. When a case is completed, if the other necessary conditions are met, then the next PENDING CASE becomes the ENGAGED CASE.

EXPIRED CASE

Displays a case that could not be completed. Failing a case means becoming unable to uncover the truth.

Pause Menu

PAUSE MENU

Pushing the START button in-game will open the pause menu. From here, you can check the map or change the game's settings. While paused, time in the game will stop.

- **PICTURE VIEWER** P.13
  View pictures taken in-game or shared during co-op.
- **CASE FILE** P.17
  Displays current progress for all case files.
- **COMBO CARDS** P.19
  Displays all obtained combo cards.
- **STATUS**
  Displays Frank's stats.
- **NOTEBOOK**
  Displays survivor information.
- **MAP**
  Shows the Fortune City map.
- **TUTORIALS**
  Displays tutorials for review.
- **OPTIONS**
  Change various game settings.
- **FRIENDS LIST**
  Displays Friends List.
- **QUIT**
  Exits to the title screen.

Combo Weapons

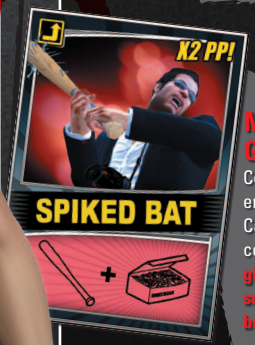
MAKING COMBO WEAPONS

Killing zombies can be the most rewarding time of your life, and the possibilities are endless. If you have a valid combination of items in your inventory and the correct Combo Card, the wrench icon will flash, letting you know that you can create a combo weapon. Seek out a room marked with the maintenance symbol and use a combo bench with the wrench icon to build the weapon of your dreams!

SCRATCH CARDS

FEELING INSPIRED?
PUT YOUR INTUITION TO THE TEST!

Scratch cards are the reward Frank receives for combining two items on a whim and succeeding. These will be filed on the COMBO CARDS screen for reference at any time.



COMBO CARDS

MORE LEVELS EQUALS MORE COMBO CARDS
GET REWARDED FOR YOUR EFFORTS

Combo Cards are earned when you level up, explore the environment, and beat challenges. Unlike Scratch Cards, Combo Cards allow you to use a combo weapon to its fullest potential, giving you more PP and the ability to use some weapons heavy attacks (hold the X button).

R105 | Music

Tunemakers

We are proud to offer the finest selection of musical instruments available in Fortune City!

R109 | Convenience

Roy's Mart

The newest pharmacy on the block, drop on by Roy's Mart for everything you need to power up your life! Roy's Mart - supporting your lifestyle since 2010.

R112 | Sporting Goods

SporTrance

Our prices on sports equipment are so good, you don't even need to check out another store - we guarantee it!

R103 | Sporting Goods

The Man's Sport

Providing weight training equipment for the manliest of men.

R203 | Housewares

Antoine's

Serving up only the most exquisite cookware for your distinguished palate.