



WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

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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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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- Product Name(s)
- Brief note describing the problem

Mail to:

Nordic Games GmbH
Landstraßer Hauptstraße 1/Top 18
A-1030 Vienna
Austria

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If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places: Please visit the Technical Support section of our Website where we have posted common problems and solutions that may help you at:

Online Support: <http://www.nordicgames.at/index.php/contact>

Skype contact: support.quantica.lab

Phone Support: +1 (206) 395-3545

Phone: +40 (0) 364 405 777

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Dear reader. Let me start by offering my apologies for my blunt way of writing. I can but say in excuse of it that I am more accustomed to handle a rifle than a pen. I am no stranger to exaggeration, yet, however unlikely the tale I am about to tell might seem to you, it is how I remember it. For I have learned the hard way that all things live forever, though, at times, they sleep and are forgotten...

James Lee Quatermain



GETTING STARTED

Main Menu

The following options are available in the Main Menu:

Adventure

Start a new single-player game.

Multiplayer

Allows you to start a new multiplayer game or join a game that is hosted by another player.

Survival

Fight against hordes of mummies together with your friends – join a game hosted by another player or start a new match.

Stats

Display statistics for your multiplayer and survival game sessions.

Options

Allows you to customize the game controls, and setup the audio and video options for Deadfall Adventures.

Xbox Game Store

Check the exciting additional content available for Deadfall Adventures.

Xbox LIVE

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

Connecting

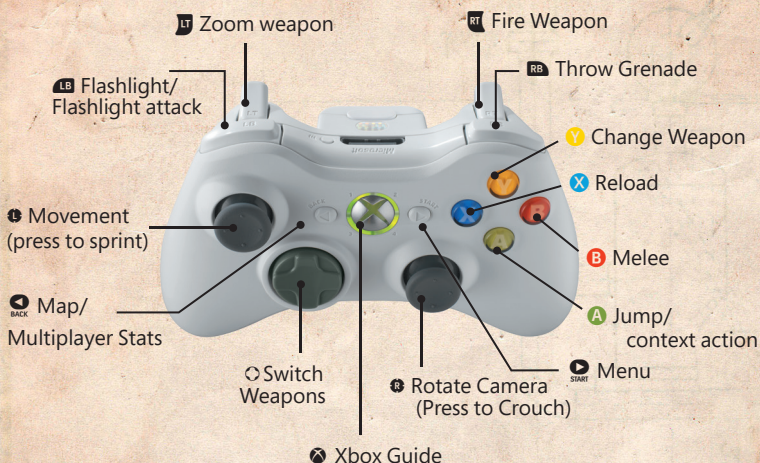
Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

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.

Game Controls

Xbox 360 Controller



Movement/combat

RB	Grenade/Dynamite Throw	R	Rotate Camera
LT	Zoom Weapon	START	Menu
LB	Flashlight Focus (hold)	R	Crouch (Press Right Stick)
RT	Fire	BACK	Treasure Map Toggle/Multiplayer Stats
L	Movement	L	Sprint
Compass	Compass/Notepad/Flashlight	Xbox Guide	Xbox Guide

Adventurer equipment

A	Use Item/Switch (context)	Compass	Compass Toggle (Left)
Compass	Flashlight Toggle (Down)	BACK	Treasure Map Toggle/Multiplayer Stats
Compass	Notepad Toggle (Right)	START	Menu/Pause

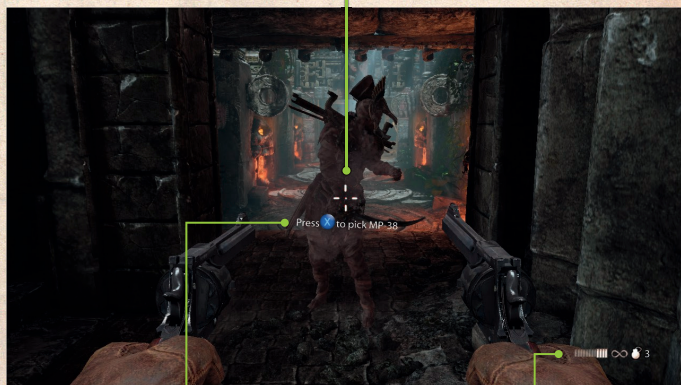
GAME BASICS

The Heads-Up Display (HUD)

The HUD continuously provides you with vital information about your condition and other important game elements. It displays the following elements:

Aiming crosshair

it shows where your weapon is aimed
It's size indicates the accuracy of the selected weapon



Context commands

appear only when you're in range of interactive objects and prompt you to perform applicable actions

Ammo counter

appears only when you use any weapon function. Displays actual amount of ammunition for selected weapons and explosives (if owned)

ADVENTURE CAMPAIGN

Here the real adventure begins. Deadfall Adventures is all about exploring. Around every corner, in every crevice, there might be a hidden treasure or a useful hint to help our hero James Lee Quatermain on his journey. Quatermain relies on his unique adventurer-equipment: a compass, a notebook, and an enhanced flashlight. But the ultimate solution for many non-combat situation may be simply his gun.


Difficulty levels

Before playing the campaign, you may choose difficulty settings for your game. There are separate difficulty settings for combat and puzzles. The difficulty levels for combat determines your opponents efficiency and your durability. Puzzle difficulty is related to the amount of hints you'll receive when solving the various riddles in the game.

Adventurers equipment

Notebook



The notebook, activated by pressing  (right), contains helpful hints from the great-grandfather of James, the legendary adventurer Allan Quatermain. Additional notes can be found spread around the levels.

Treasures

Search all locations carefully to collect as many treasures as possible. You can use them to upgrade your skills at Oracle-statues. Due to the unique qualities of the Atlantis-gold, the treasures have various effects on Quatermain's abilities and can also be used to upgrade his flashlight.

There are three types of treasures: Path of Light, Path of Life and Path of the Warrior. Each of them corresponds to a certain set of your skills to be upgraded.


ADVENTURE CAMPAIGN

- Silver treasures from the Path of Life allow you to upgrade your health and stamina. Look for them to enhance your durability and mobility in combat.
- With golden Path of the Warrior-treasures you can increase your fighting abilities like steady aim or reload speed.
- Path of Light includes the skills related to the use of your flashlight in combat against mummies. Collect blue treasures to upgrade these skills.

Treasure Maps





Treasure maps pointing to precious artifacts can be sometimes found on game locations. You can display map and check which treasures are already collected by pressing, but only after you've found the map itself.

Treasure maps that show the location of each treasure can be found spread around the levels. You can display the map and check which treasures you have already collected by pressing  , but only after you have found the map itself.

Compass



Quatermain's compass reacts to the Atlantis gold. If there's no treasure in close range of the compass, its arrow will turn aimlessly. The compass can be taken out by pressing   and points out the location of the nearest treasure if you're in close

range. After collecting the treasure map, you will get a hint whenever you are close to any hidden treasure.

Flashlight

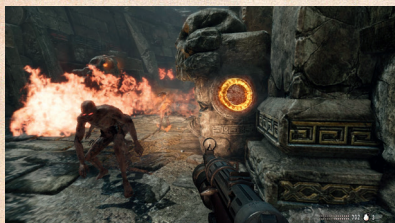


The flashlight which can be equipped by pressing **LB** has been engineered using the Atlantis-gold, giving it the power to fight against creatures of the dark.

Mummies are barely vulnerable to your bullets in the darkness. To stop them in

their tracks, use your flashlight, to burn away their defense press **LB**. The focused mode of the flashlight also shines bright enough to blind human enemies for a brief moment.

Traps



Always watch your step - deadly traps awaiting around every corner.

Look for golden switches and buttons - they can be shot or pressed depending on what mechanisms they trigger. With switches, levers and buttons you can often

deactivate a trap threatening you or activate it to defeat your enemies.

Undead enemies can sooner or later be killed if you pump them full of led, but you will save a lot of ammo if you weaken them with the beam of your flashlight first or trigger environmental traps that take out several enemies at once.



SURVIVAL GAME

Welcome to the arena of an ancient goddess, whose favorite pastime is watching mortals die at the hands of her undead minions. The main goal of this mode is to survive the attacks of waves of supernatural monsters.

Ammo is scarce, so find a good defense position at the beginning of the game and use your flashlight wisely.

Ammo Supply

In the lower left corner of the screen you see a timer, which counts down until the next ammo supply. When it arrives look for a marker on your HUD to locate the ammo crate. Be quick or be dead, for you have only half a minute to get there and resupply.

The Vault

When the last monster of a wave is killed the vault opens. You have limited time to get there, grab new weapons and ammunition and escape the room. You need to act fast, because just before the start of a new wave, lethal traps will make the vault a slightly unpleasant place to be in.

Rescue

When you die, you can't respawn before the new wave begins. But your friends can save you when you are down. To do so they need to approach you and press **X**. Rescue time is limited. You can postpone the moment of your death a little bit by repeatedly tapping **A**.

Traps

Use your environment to outsmart your opponents. Look for gold circles on the walls. Shoot them to get rid of your opponents in many effective ways as you crush them, burn them or suffocate them in a cloud of gas.



The online game mode for 2-12 players.

GAME MODES

There are 6 game types:

- **Deathmatch**

Players fight each other. The one who gets the most kills at the end of a round, wins

- **Team Deathmatch**

Two teams fight each other. The team with the most kills at the end of the round, wins

- **Capture The Artifact**

Every team has to steal an artifact from the other team base and take it to their base. The team with the most points at the end of the round, wins

- **Last Man Standing**

Two teams fight each other, but fallen opponents do not respawn until the end of the round. The team which kills all opponents first wins the round

- **Treasure Hunt**

Players search for treasures, which are dropped by fallen opponents. The player who has earned the most points at the end of a round wins. Collected treasures can be used at the Oracle statues. Two treasures grant the player a random blessing, making him or her more powerful

- **Team Treasure Hunt**

Rules of this mode are the same as in Treasure Hunt, but this time players are divided into two teams

Menu

In the Main Multiplayer Menu you can select:

- **Search Game**

In this mode you can play one of many playlists. This is the only way to get experience points, upgrade weapons and unlock new MP weapons and skins. Here you can't customize rules of the game

- **Create Private Game**

In this mode you can customize the rules of the game, but you cannot obtain experience points, upgrade weapons or unlock new MP weapons and skins


- **Create a Class**

Here you can configure a custom class, which means a default equipment, you begin a match with

- **Select Skin**

Here you can choose the character model you want to play in the game. Apart from their look, there is no difference between the skins

Kill Streak Prizes

Kill Streak Prizes are special bonuses that can be obtained by eliminating several opponents without getting killed. You can activate them by pressing left, right, up and down on the .



All Seeing Eye



Grants you the ability to see your enemies through walls.



Panzerwurfkörper




Grants you a grenade launcher.



Devastator



Grants you a metal chest plate, which makes you more resistant to enemy fire. You will also get an MG-34 Heavy Machine Gun and the PZB anti-tank rifle. You can switch between them by pressing .



Seven Death



Turns you into a bloodthirsty mummy. It has two attack, with one and both arms, is very fast and can jump very high. As a mummy you'll be lethal in close combat.

Automatic Weapon Upgrade System

Every kill counts, especially when you have a preferred weapon. Several kills with a particular weapon will give you an automatic modification, which can increase accuracy, reload speed, ammo limit, fire rate, lower your spread or make the weapon lighter, so you can sprint longer.

Traps

Use your environment to outsmart your opponents. Look for gold circles on the walls. Shoot them to get rid of your opponents in many effective ways as you crush them, burn them or suffocate them in a cloud of gas.

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The Farm 51 Team Foto Summer 2013

