

 XBOX 360

ENSLAVED

ODYSSEY TO THE WEST™



namco®

⚠ 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.

TABLE OF CONTENTS

MAIN MENU.....	2
PAUSE MENU.....	3
GAME CONTROLS.....	4
THE JOURNEY HOME.....	5
TRIP COMMANDS.....	6
ON THE FIELD.....	7
FRANÇAIS.....	9
CREDITS.....	16
WARRANTY & PRODUCT SUPPORT.....	21

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.

MAIN MENU

NEW JOURNEY

Embark on a new journey with Monkey and Trip.

CONTINUE JOURNEY

Return to your tale. You are taken to your last save point.

CHAPTER SELECT

Select any of the chapters you have completed thus far.

DOWNLOADABLE CONTENT

Access the Xbox LIVE® Marketplace to download additional content for *Enslaved*.

OPTIONS

Adjust control, audio, and storage device settings.

CONTROL OPTIONS: Alter the sensitivity of your reticle, invert your camera, and turn vibration On or Off.


AUDIO OPTIONS: Adjust Subtitles, Music Volume, and Effects Volume.

SELECT STORAGE DEVICE: Select where you would like to save your game.

CREDITS

View the credits for *Enslaved*.

PAUSE MENU

Press the  button during the game to open the pause menu.

RESUME GAME

Exit the pause menu and return to your game.

OPTIONS

Access the Options menu. There, you can find the same options as those in the main menu.

RESTART FROM LAST CHECKPOINT

Restart your game from the last checkpoint. This position is often just before the last cinema.

EXIT TO MAIN MENU

Exit your game and return to the main menu. All unsaved gameplay will be lost.



GAME CONTROLS / THE JOURNEY HOME

GAME CONTROLS

MENU CONTROLS

Highlight option.....left stick
Select option.....**A**
Go back to the previous menu.....**B**

GAME CONTROLS

Jump/climb.....**A**
Normal strike.....**X**
Heavy strike.....**Y**
Stun strike.....Hold **X** to charge
Clearing Attack (Purchased).....**X** + **A**
Focus Attack (Purchased).....**Y** + **B** when charged up
Evade.....left stick and **A**
Shield.....**RT**
Draw attention.....**RB**
Aim staff.....**LT**
Fire staff.....**RT**
Select staff ammo.....D-pad **←** or **→**
Trip commands.....**LB** and left stick

CLOUD CONTROLS

Equip cloud/Store cloud.....right stick button
Steer cloud.....left stick
Jump.....**A**

THE JOURNEY HOME

SHIELD

This flickering gauge displays the strength left in Monkey's shield. The shield deploys automatically to deflect bullets, but only lasts until the gauge is empty. The shield is also reduced while Monkey blocks melee attacks. Monkey's shield regenerates automatically when it is not taking damage.

HEALTH

The health gauge is directly below the shield gauge. As Monkey takes damage, this gauge empties. Once Monkey's health is completely gone, it's game over. To regain health, collect a health pack from the field or use Trip's command menu to ask for assistance healing. Monkey can also recover health gradually if he has the correct health upgrades.

TRIP INDICATOR

Monkey needs to stay close to Trip in order to protect her—and himself. When Trip is in danger, red electric lines appear around the indicator. The gauge above the indicator displays Trip's decoy ability. When this gauge is full, Monkey can select the decoy icon from the Trip command menu. The EMP meter found below the Trip indicator lets Monkey know when Trip can set off her EMP.

STAFF AMMO

View the ammo count for Monkey's Staff Blast Ammo. The Plasma Blast Ammo is located on the left and the Stun Blast Ammo is located on the right.

DAMAGE

As Monkey takes damage, red flashes on the screen. The darker the red, the more powerful the damage.



TRIP COMMANDS / ON THE FIELD

TRIP COMMANDS

By holding the **LB** button, Monkey can lock-on to Trip's location and open the Trip command menu. There are often four options available in the menu. However, the four options may not always be the same. The four listed below are the default commands.

RUN

Indicate for Trip to run toward her destination.

DECOY

Command Trip to activate a decoy that draws the attention of all mechs in the area.

TRIP SHOP

Upgrade four features using points collected on the field.

SHIELD: Increase the shield's recharge time and strength.

COMBAT: Upgrade various combat and defensive attacks.

HEALTH: Increase the health gauge and add health regeneration.

STAFF AMMUNITION: Increase the strength, speed, and ammo count of the Plasma and Stun Blasts.

HEAL

Use any of Trip's collected health vials to heal Monkey.

ON THE FIELD

There are a number of items on the field that can be collected.

TECH ORBS

These red glowing orbs are found throughout the land and are also released by fallen mechs. Collect as many as possible then use them to pay for any upgrades purchased in the Trip Shop.

HEALTH PACKS

The glowing green health packs restore a large amount of Monkey's depleted health. If Monkey has full health, then he cannot pick up any health packs.

CLOUD BOOSTS

While riding on the cloud, Monkey can gain large boosts of speed by passing through the blue glowing orbs found in the environment.



CREDITS

STORY

Alex Garland
Tameem Antoniades

CAST

Monkey

Andy Serkis

Trip

Lindsey Shaw

Piggy

Richard Ridings

MUSIC

Nitin Sawhney

DRAMATIC

DIRECTION

Andy Serkis

Tameem Antoniades

CREATED BY NINJA THEORY LTD

Development

Director

Nina Kristensen

Technical Director

Mike Ball

Creative Director

Tameem Antoniades

Head of Production

Mat Hart

Art Directors

Stuart Adcock

Alessandro "Talexi" Taini

Production

Rupert Brooker

Laura Kippax

Giles Hammond

Simon Belton

Chris Rowe

Design

Mark Davies

SaiTong Man

Stephen Stanyon

Toby Woolley

Rogério Silva

Petter Field

Giles Coope

Alex Garland

Technical Design

Robert Hale

Neil Irving

Phil Busuttill

Game Programming

John Lusty

Marc Fascia

Roger Bennett

Tom McKeown

Alison Shaw

Loong-Wei Ding

Joep Moritz

Hussein Elgridly

Robert Millar

Danielle Cheah

Core Technology

Will Driver

Andrew Vidler

Harvey Cotton

Gavin Costello

Henry Falconer

Craig Powell

Martin Bunker

Fabio Polimeni

Tools Programming

Vincent van Moppes

Oliver Wennell

Animation

Guy Midgely

Almudena Soria

Ricky Wood

Kirill Spiridonov

James Stevenson

Tom Bailey

James Marijeanne

Siow yaw Liew

Francesco Sternativo

Alex Antoniades

Chris Goodall

Character Art

Benjamin Flynn

Claire Blustin

Jean-Baptiste Ferder

Patrick Harbour

Environmental Art

Jim Waters

Dan Attwell

Chris Rundell

Aaron McElligot

Jonathan Whicher

Martin Majzel

Jon Millidge

Carolina Jesus

Robin Hansson

Technical Art

Kieran Reed

Matt Stoneham

Yaser Hussain

Mickaëlle Ruckert

Espen Sogn

Peter Whiting

Audio

Tom Colvin

Darren Lambourne

Matthew McCamley

Jomo Kangethe

QA

Rob den Dekker

Michael Bunning

David Thatcher

David Pajak

Mikael Boateng

Rebecca McCarthy

Sam Mills

IT Support

Chris Belton

Simon Bailey

Studio Support

Elise Fielder

Donna Day

Kelly-Ann Hogger

Ruth Taylor

Special Thanks

Alex Dawson

Alexis Musgrave

Andre Auguste

Chris Challis

Christopher Pedersen

Damien Bird

Dan Whatts

Dave Sullivan

DDM

Dean James

Geoff Scott

Giuliano Maciocci

Guy DeWooldfson

Hakka

Helen Mason

Illia Nadyrbayev

James Gibbs

Jamie Grant

Jez San OBE

Joe Bardwell

Jorgen Kristensen

Malcolm Davis

Marta Seguroia Lopez

Mary Goodden

Matthew Fidler

Omar Qureshi

Peter Andic

Rachel Senior

Richard Drury

Sam Obasa

Thomas Crawford

Time Adcock

Zoë O'Shea

Finally, our extra

special thanks to

all our friends

and families that

have supported

us throughout

this project

PUBLISHED BY
NAMCO BANDAI
GAMES INC.
NAMCO BANDAI
GAMES AMERICA
INC.

President & CEO

Genichi Ito

Executive VP & COO

Makoto Iwai

Executive VP & CFO

Shuji Nakata

SVP, Product

Development

Roger Hector

General Manager,

Product

Development

Graeme Bayless

Executive Producer

Matthew Guzenda

Senior Producer

Rick White

Associate Producer

Ryan Adza

Sr. Technical

Director

Russel Shiffer

Sr. Art Director

Hoang Nguyen

Development

Director

Gordon Fong

VP, Online

Development

Robert Stevenson

SVP, Marketing &

Sales

Catherine Fowler

Director of

Marketing & Public

Relations

Todd Thorson

Brand Manager

Laili Bosma

Sr. Public Relations

Manager

Arne Cual-Pedroso

Public Relations

Manager

Alicia Kim

VP of Sales

Sue Taigen

National Sales

Manager

Terry Carlson

NBGA SALES

TEAM

Legal Counsel

Janna Smith

Associate Attorney

Martin Nguyen

Sr. Director of

Finance

Myrna Dobron

Director of

Operations

Tad Hirabayashi

Sr. Operations

Manager

Jennifer Tersigni

QA Manager

Mike Peterson

CQC Supervisor

Damon Bernal

CQC Lead

David Moya

Project Coordinator

Jesse Mejia

Department

Coordinator

Tereza "T" Siegel

Senior QA Lead

Jhune De La Cruz

CREDITS

QA Assistant Lead

Cameo Winger

QA Testers

Alex Wagner
Beau Van Lawick
Ben Fuller
Brett Vickers
Charlie LeMasters
Charles Calland
Daren Lim
David Humbert
Dennison Maggard

Eric Preza

Eric Sawi

James Cho

Jimmy Tran

Jonard La Rosa

Josh Aguiar

Josh Glover

Lisa Radocchia

Nathan Schmidt

Nick Lemon

Percival Daluz

Sean Edwards

Shawn Watson

Troy Gunsallus

CQC Analysts

Greg Anderson

Saiho Kwan

Thomson Tan

Gary Yamashita

Konstantin Yavichev

Sharon Marmito

CS Lead

Jesus Barragan

Customer Service

Brian Ellak

Vilma Valdez

Special Thanks

Ted "Edward" Fitzgerald

Dennis Lee

Ken Mah

James Helssen

Zack Karlsson

Deborah Kirkham

Dan Tovar

Robert Johnson

Jim Ngui

Tomomi Takahashi

Michael Evans

Hiroyuki Kobota

Justin Bailey

Matt Eskew

ADDITIONAL PROVIDERS

Audio

High Score Productions
Ltd

Concept Art

David Brouchard

Editing

Andrew MacRitchies

Front End Design

Atomhawk Design Ltd.

Ingame Posters

Dario Pittaluga

Photos

Getty Images

Suzanne Middlemass

Speech Synthesis

Phonetic Arts

Dramatic

Performance

Capture

House of Moves

Foley

Play it by Ear Audio

CS Sound Crew NYC

Additional Voice

Actors

Ryan MacCluskey

Laurel Lefkow

Demetri Goritsas

Nathan Dsgood

Morven Christie

Rupert Evans

Additional Motion Capture Actors

Lindsey Broad

Rickey Wood

Slowyaw Liew

Mickaëlle Ruckert

Kirill Spiridonov

Guy Midgley

Almudena Soria

Francesco Sternativo

HOUSE OF MOVES

VP of Productions

Brian Rusch

Executive Producer

Scott Gagin

Post Production

Manager

Amy Calcote

Technical Supervisor

DJ Hauck

Stage Manager

Andrew Lopez

Studio Lead

Troy Reynolds

Video

Nikola Dupkanic

Tommy Longo

Justin Wolwode

Camera Operations

Oliver Fitzgerald

Alex Gaynor

Jesse Crusing

Elisha Christian

Dean Hayasaka

Animation

Eric LaShelle

Ian Lang

James Lipscomb

Julian Palacios

Mahyar "Mooj" Sadri

Randy Wilson

Ryan Torrey

Motion Capture Animation

Aaron Lambert

Ian Farley

Sean Sterling

Motion Capture Artists

Adam Liepins

Charles Searight

Rachel Swavely

Sarah Taylor

Tony Vogel

Wesley Welcomer

Post Production

Coordinators

Joel Kling

Paul Alexiou

Teresa Porter

Production Sound Mixer

Lee Ascher

Sound Utility

Mick Davies

Associate Producer

Colleen Crosby

Line Producer

Katie Gravette

Production

Assistant

Jessi Williams

Lead Character TD

Corey Messer

Technical Lead

Paige Young

Pipeline TD

Karl Diaz

Lead Motion

Capture Tracker

Josh Hutchins

Motion Capture QA

Dan Camp

PLAY IT BY EAR AUDIO / CS SOUND CREW NYC

Lead Sound

Designer/Supervisor

Allan Zaleski

5.1 Mixer/Sound Designer

Paul Urmsom

Sound Designers

Rusty Dunn

Mark Filip

Paul Hsu

Foley Supervisor

Jen Ralston

Foley Editor

Lawrence Herman

Foley Artist

Marko Costanzo

Sound FX Recordist

Bill Karalis

Facilities

CS INC NYC

All music composed,

programmed,

orchestrated and

produced by Nitin

Sawhney. Recorded

and mixed at The

Dairy, London. Mixing,

Engineering & Editing

Dean Barratt. Assistant

Studio Engineers Jeremy

Lampard & Reuben

Hollebon. Executive

Assistant to Nitin

Sawhney Tina Arena

Additional Cello

Ian Burdge

Additional Violin

Samy Bishai

Vocals

Tina Grace

City of Prague

Philharmonic

Orchestra

Recorded at

Smecky Music

Studios, Prague.

Conductor Stephen

Hussey. Additional

Orchestral voicing,

score editing,

copying & parts

preparation Stephen

Hussey & Michael

Ford. Concert

Master Lucie

Svehlova. Translator

Stanja Vomackova .

Recording Engineer

Jan Holzner.

Music Contractor

and Orchestral

Supervision James

Fitzpatrick (Tadlow

Music)

Additional strings

recorded at The

Dairy, London -

Leader & Conductor

Stephen Hussey.