⚠ **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.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

For further information visit http://www.pegi.info and pegionline.eu

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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.
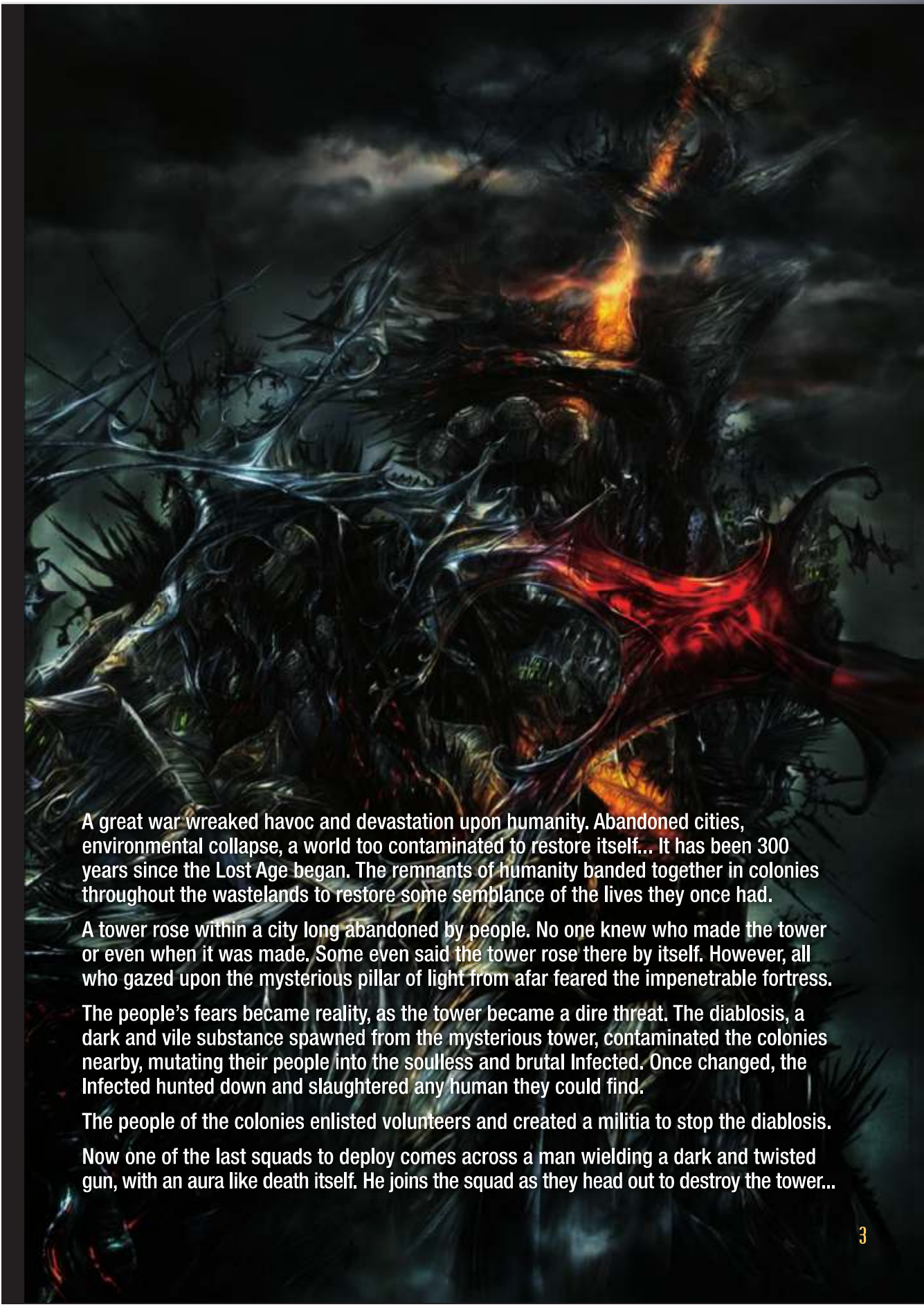
Connecting

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**.

PROLOGUE

A great war wreaked havoc and devastation upon humanity. Abandoned cities, environmental collapse, a world too contaminated to restore itself... It has been 300 years since the Lost Age began. The remnants of humanity banded together in colonies throughout the wastelands to restore some semblance of the lives they once had.

A tower rose within a city long abandoned by people. No one knew who made the tower or even when it was made. Some even said the tower rose there by itself. However, all who gazed upon the mysterious pillar of light from afar feared the impenetrable fortress.

The people's fears became reality, as the tower became a dire threat. The diablosis, a dark and vile substance spawned from the mysterious tower, contaminated the colonies nearby, mutating their people into the soulless and brutal Infected. Once changed, the Infected hunted down and slaughtered any human they could find.

The people of the colonies enlisted volunteers and created a militia to stop the diablosis.

Now one of the last squads to deploy comes across a man wielding a dark and twisted gun, with an aura like death itself. He joins the squad as they head out to destroy the tower...

CONTROLS

Xbox 360 Controller

LT Aim

RT Fire Weapon

LB
Combo
Throw

RB Reload

Y Combo Attack
Follow-up hits after
a melee attack.

X Melee Attack (hit)
Press multiple times
for a combo atack.

B Evade
Use the left stick to
control the direction.

A Cover
Hold to dash forward.

L Move
Character

BACK

Up, Left,
Right on D-pad
Change weapons

Down on D-pad
Pick up weapon

R Move
Camera

START
Pause Menu

Xbox Guide

AIM & FIRE

Aimed Shot: **LT** + **RT**

Press **LT** to aim with your current weapon. The game screen will zoom in, allowing for more accurate shooting. However, you cannot run while aiming.

COVER

Cover: **A**

Press **A** to hide behind a variety of environmental objects and protect yourself from enemy fire. You won't live long just running around, trying to dodge bullets on a live battlefield. Use cover well to control what your enemies can do.

COMBOS

You can perform two kinds of special attacks when your partner Filena is nearby.

Combo Throw: **LB**

When the gauge at the bottom right corner of the screen glows blue, you can throw Filena if she is nearby to cut one enemy or to stun all enemies in an area.

Combo Attack: **X** or **Y** after a melee attack.

You can follow up a melee attack (**X**) with more hits when the gauge at the bottom right corner of the screen glows purple. Press **X** or **Y** at the right time to have Syd and Filena cooperate on a series of powerful hits.

4

TITLE SCREEN

The Title Screen will display when you start up the game.
Press the START button to display the Title Menu.
Use the left stick or D-pad to select a menu item, then press Ⓐ to confirm your selection.

STORY
Play through the single-player story mode.

NEW GAME	Start a new game from the beginning. Use this mode the first time you play the game.
CONTINUE	Start playing from the last checkpoint.
SELECT SCENE	Start the game from any scene you have already played through.

NETWORK
Fight against other players online. (See p. 7)
Up to 8 people can play online at once.

OPTIONS
Change various game settings.

MUSIC, SOUND EFFECTS, DIALOGUE	Adjust the volume of each item.
CAMERA SPEED	Adjust the speed at which the camera turns.
AIMING SPEED	Adjust the speed at which the reticle moves.
INVERT VERTICAL, INVERT HORIZONTAL	Invert the vertical or horizontal camera controls.
SUBTITLES	Turn the subtitle display on or off.
VIBRATION	Turn controller vibration on or off.
HINTS	Turn in-game hint displays on or off.
BRIGHTNESS	Adjust the brightness of the screen.
CONTROLS	Change which functions the buttons control.

DOLBY® SOUND SETUP
This game is presented in Dolby® Digital 5.1 surround sound. Connect your Microsoft® Xbox 360 to a sound system with Dolby Digital technology using a digital optical cable. Connect the digital optical cable to the base of an Xbox 360 Component HD AV Cable, Xbox 360 VGA HD AV Cable, or Xbox 360 S-Video AV Cable. If your Xbox 360 features HDMI output, you can also use an HDMI cable.

From the "System" blade of the Xbox 360 Dashboard, choose "Console Settings", then select "Audio", then "Digital Output" and finally select "Dolby Digital 5.1" to experience the excitement of surround sound.

GAME SCREEN

1. Weapon & ammo display	Currently equipped weapon and the amount of ammunition remaining.
2. Reticle	The reticle displayed while aiming. The color changes to red when it is over an enemy. (Press **LT** to aim and display the reticle.)
3. Filena gauge	Displays the status of your partner, Filena, and information about combo actions.
4. Weapon selection	Displays which weapons you can select and how much ammunition they have. (Displayed when changing weapons.)
5. Damage arrow	Displays the damage that the player is taking and from what direction it is coming.
6. Hint	Displays hints about game progress. You can turn the hint display on or off in the OPTIONS menu. (See p. 5)
7. Special action	An icon that shows you can perform a special action such as picking up a weapon.

TURRETS
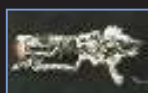
PICKING UP WEAPONS

JUMPING OVER COVER

LEAPING TO OTHER GROUND

BASIC FLOW

1. **Create a room**
   The host player creates a room.

2. **Join the room**
   The client players register to join the room.
   Up to 8 people, including the host, can play in each match.

3. **Game room**
   Check the other players' information.
   The host player also selects a map here.

4. **Subweapon & character selection ⇨ Begin match**
   The match begins once the final player has selected a character and subweapon.

TOP MENU

QUICK MATCH	Selects and joins a room automatically.
CREATE MATCH	Become the host and create a new room.
CUSTOM MATCH	Search for and join a room that another player has created.
RANKING	View the results of ranked matches.

GAME MODES

The following multiplayer modes are available.

RANKED MATCHES: Earn rank points by defeating your enemies.

Executioner	All other players are your enemies.
Dead or Alive	Players split into two teams and fight. The winning team earns more rank points.

NON-RANKED MATCHES: Rank points are not earned during the match.

Guardian	Protect your team leader while trying to take out the opposing team's leader. The leader (female character) is randomly selected from the participants.
Controlled Chaos	The host player starts his or her own match by setting a variety of game rules, such as time limits, revival, and friendly fire.

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