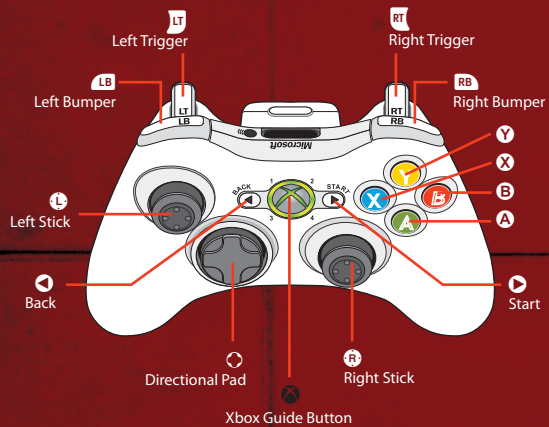


04 CONTROLS



MENU CONTROLS

Select menu options	Left Stick / D-pad
Accept / Select	A button
Cancel / Return to previous	B button

GAME CONTROLS

Move	Left Stick
Move camera	Right Stick
Interact	A button
Use medication	LB button
Toggle light source	Y button
Alter movement speed	Hold RB button
Crawl	Alternate LT / RT buttons
Journal	BACK button
Pause	START button

05 GETTING STARTED

TITLE SCREEN

Press the button at the title screen to access the Main Menu. From there, you can select NEW GAME, LOAD GAME, FLASHBACK, SETTINGS, CREDITS, and BONUS VIDEO.

NEW GAME

Select this option to start a new game. Choose between NORMAL and INSANE Difficulty, and you're ready to begin.

LOAD GAME

Select this option to continue the game from a save file.

FLASHBACK

Replay any reached level. Delve deeper into Jigsaw's twisted plans and find secrets you may have left behind.

SETTINGS

Change game settings. Here, you can affect the game's VIDEO, AUDIO, and CONTROLS.

CREDITS

Play the movie of the game's credits.

BONUS VIDEO

A reward for those who have solved Jigsaw's most devious puzzles, these are earned through gameplay.



06 GAME SCREEN



1



YOUR CHARACTER

The character you are controlling. Be mindful of the lights on the Shotgun Vest once you have received it. Get too far from the areas Jigsaw has set for you, and the vest will go off and kill you.

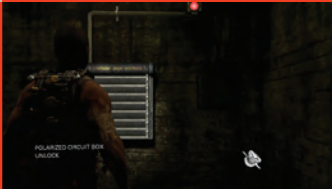
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DAMAGE INDICATOR

Getting hit by enemies, stepping on broken glass, and falling from high ledges all damage your health. As you get hurt, the screen will turn red. If you take enough damage, then a vitality meter will appear at the bottom of the screen. If you continue to take damage and do not use a Health Hypodermic, then you will perish and be forced to restart from your last checkpoint.

3



1 ENEMIES

In addition to the deadly traps, Jigsaw has let loose many figures from your past, whose quests for freedom are fulfilled by killing you. Follow the onscreen cues to attack or defend yourself.

2 NEW INVENTORY ITEM

This icon represents an item being added to your inventory after it has been collected.

3 NEEDED ITEM

When you approach an item, such as a locked door or broken machine that needs another item to function properly, the required component is displayed in silhouette on screen.

07 PAUSE MENU

1



To bring up the Pause Menu, press the  button during gameplay.

RESUME

Select this option to exit the Pause Menu and return to the game.

RESTORE CHECKPOINT

You can reload the game from the last checkpoint by selecting this option.

SETTINGS

Select this option to adjust the settings of the game. You can only adjust the AUDIO and VIDEO while playing the game. You have to exit the your current game if you wish to change the CONTROLS.

EXIT

Select this option to exit your current game and return to the Title Screen.



08 JOURNAL

To bring up your JOURNAL, press the **ESC** button during gameplay. Press the **Tab** button or the **Alt** button to toggle between JOURNAL options.

JOURNAL

While in your Journal, you can re-play any Audio Tapes you have collected, review Case Files you have found, and view game Tutorials. Press the **LB** button or the **RB** button to toggle between each option.

INVENTORY

View your current inventory and character health.

COLLECTABLES

Here, you can examine the Billy Puppets, Case Files, and Audio Tapes you have found, as well as view your progress on Jigsaw's Puzzle.

BEST TIMES

See how quickly you have accomplished Jigsaw's traps and find out just what it takes to beat the clock in each of these timed actions. Best Time tracks your progress in both Normal and Insane difficulty.

SETTINGS

Adjust gameplay settings.

MAP

Review a map of the current area. Map information includes your current position, your present objective and traps.

09 JUST SURVIVING

This is a long and trying experience, and you will need some basic survival skills if you ever hope to learn the truth, let alone leave with your life.

SAVING YOUR GAME

You can save your game by making a record of your progress. To do this, you must find Old Tape Recorders and press the **A** button.

CRAWLING

There are several areas where you will need to crawl through small spaces in order to proceed. Press the **A** button to crouch down and then alternately pressing the **RB** button and the **LB** button to move through the area.

BALANCING

Balancing is required when you need to cross narrow passages. As with crawling, press the **A** button to step onto the walkway and then alternately pressing the **RB** button and the **LB** button to move across. You must also use the left stick to balance as you cross.

1 BREAKABLE WALLS

Some walls are weak enough to break through using a weapon. But watch out, because this breaks the wall as well as your weapon.



10 USING YOUR ENVIRONMENT

Jigsaw's world is full of peril. Knowing what dangers await and what tools you can use is paramount to your survival.

FUSE BOXES

By collecting Fuses and inserting them into Fuse Boxes, you can restore electricity to certain objects, allowing you to turn on lights, open doors, or engage in other possibilities. Keep an eye out for water when working with Fuse Boxes, or you might end up electrifying yourself... or better yet, an enemy!

1 CIRCUIT BOXES

In addition to Fuse Boxes, there are also broken Circuit Boxes that must be re-wired to make progress. Use the left stick to select a power converter and press the **A** button to rotate it.

2 LOCKPICKING

If you have a nail in your inventory, you can attempt to lockpick certain doors. In order to successfully pick the lock of the door, you must guide the nail through the rotating lock components using the left stick to guide your progress and press the **Rb** button to control the speed.

LOCKING DOORS

You can bolt some doors to keep most of your enemies from getting through. To bolt the door, press the **X** button.

11 USING YOUR ENVIRONMENT

1 BARRICADES

There are a few enemies that cannot be stopped by bolts alone. In these situations, you need to barricade the door shut. Press the **A** button while standing in front of something heavy to move it in front of a door.

2 HEALTH BOXES

These containers often hold Health Hypos and other useful items. Seek them out to gain helpful and potentially life-saving items.

3 DANGEROUS DOORS

Jigsaw has rigged a number of doors with shotgun traps and weighted blades. When opening a door, keep an eye out for the traps and press the corresponding buttons to get out of harm's way before they go off.

PITFALLS AND CEILING TRAPS

Many areas have been rigged to cave in. Keep a watchful eye and quickly respond to any sudden context-sensitive cues to avoid the danger.

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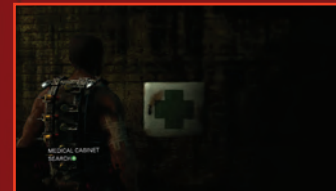
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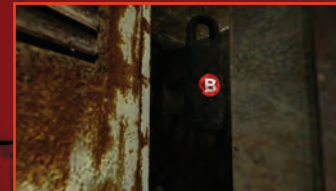
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12 PLAYING THE GAME

In the service of your quest for knowledge, Jigsaw has scattered collectibles throughout every challenge.

BILLY PUPPETS

Every level of the game contains one Billy Puppet. These items are locked away using Jigsaw's most devious puzzles. You don't have to collect them, but Jigsaw rewards those that do.

CASE FILES

Case Files are hidden throughout Jigsaw's game. These items illuminate the past and inform the present. You are not required to find them, but they help you understand the mysteries at the heart of this twisted game.

JIGSAW PIECES

Each piece is a part of the whole. Be on the lookout for clues these puzzle pieces as you make your way through Jigsaw's nightmare/world.

13 SETTINGS

Here, you can adjust the settings for the game.

VIDEO

Access this menu to adjust the Gamma and Subtitle options.

AUDIO

Here, you can adjust the audio settings of the game, including Effects Volume, Music Volume, and Dialogue Volume.

CONTROLS

This menu allows you to adjust the controller settings of the game. Use these options to toggle Invert Camera Y and Invert Camera X between On and Off, and set your default Movement speed to Walk or Run.

