Rain Vampire

™

⚠ WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference.

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 television screen.
• Use a smaller television 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.

Contents

NOTE: The screen images used in this instruction manual are from the game's development stage, and may differ somewhat from what is actually displayed in the game.

The Story

The Characters

Every year, millions of people around the world
simply disappear without a trace.
And in most cases, they are never heard from again.

Up until the discovery of the creatures known as Nightwalkers,
these individuals were classified as missing.
After realizing that the missing were actually victims,
it took mankind almost a hundred more years to understand
the true nature of the Nightwalker threat.

Lacking an effective deterrent against the Nightwalkers,
mankind chose a non-violent, passive course of action.
But as the Nightwalker attacks escalated,
this nonresistant stance was no longer acceptable.
In the United States, the American Information Bureau (AIB) secretly
established a special combat unit for eliminating
the Nightwalker menace.

In an effort to reduce the Nightwalker population,
the AIB has targeted a city located on the West Coast.
It's an urban maze where the streets reek with
the cloyingly sweet aroma of Nightwalker infestation.

Tonight those streets are clouded by falling rain,
which will dampen the senses of the Nightwalkers.
It's a night where a battle is about to unfold...
One that mankind cannot afford to lose!

John Lloyd

(AIB Anti-Nightwalker Mission Team, player-controlled character)

Age: 31

Background: Former Special Forces member.
Five years ago, Lloyd's special forces team was wiped
out when the Office of Disease Control (ODC) was attacked
by Nightwalkers. He later joined and underwent training as a
member of the AIB's Anti-Nightwalker Mission Team.

Notes: The only member of the team who has actually faced the
Nightwalkers before in combat, Lloyd knows what the
creatures are capable of. Armed with experience and
knowledge gained from the field of battle, he's cool under
pressure, and extremely lethal. He's a man of few words.

Hank Harrison

(AIB Anti-Nightwalker Mission Team, Leader)

Age: 35

Background: Former Special Forces member.
Harrison is a seasoned veteran who's fought
in battlefields around the world.

Notes: A reliable leader. He's a demolitions
specialist with an extensive knowledge of
explosives. This is his first Nightwalker
mission.

The Characters

Claire Kelly

(AIB Anti-Nightwalker Mission Team, Sniper)

Age: 26

Background: Former Special Forces member. Kelly served under Colonel Dixon during his stint in the U.S. Army. Having lost her brother at the ODC massacre five years ago, she has mixed feelings working with Lloyd, who was the only one to survive the Nightwalker assault.

Notes: An expert sniper. Though prone to sarcasm, Kelly is level-headed and highly capable.

Duane Hanson

(AIB Anti-Nightwalker Mission Team, Driver/Communications Specialist)

Age: 24

Background: MIT dropout and Army-trained communications expert. This is Hanson's first Nightwalker mission.

Notes: He's been scared of Nightwalkers ever since he learned of their existence.

Colonel Dixon

(High-ranking official of the AIB and Anti-Nightwalker Operations Director)

Age: 52

Background: Following his graduation from West Point, Dixon moved steadily up the ranks. A dedicated military man, he personally led his men in the field of battle and not from behind a desk. In the course of his career, Dixon headed the Special Forces for a period of time. As a result, many of the AIB's Anti-Nightwalker personnel have previously trained under his command. Since losing his family to Nightwalkers, he's never been the same.

Notes: Dispassionate and cold, he will sacrifice anything – or anyone – to eliminate the Nightwalkers once and for all.

Dixon's Aide

(AIB official)

A captain currently serving as Dixon's aide-de-camp, who has serious doubts concerning the colonel's motivations.

Eric Russell

A happily married man, Russell is Harrison's closest friend and comrade-at-arms. Leading an advance recon team, he infiltrated Point E9 prior to the insertion of Harrison and his men to provide mission support.

Basic Equipment

The following is the standard equipment carried by the Anti-Nightwalker Mission Team.

Head-mounted Visual Displays

● **Telescope**

High-powered zooming device for long-range viewing.

● **Night Vision**

Collects and amplifies ambient light to provide nocturnal vision.

● **Necrovison**

Converts aura signatures to light, making it possible to distinguish between human and Nightwalkers.

Weapons

Since an advance recon team has been inserted in the mission zone to place the necessary weapons and equipment throughout the area, Lloyd and his teammates are traveling light.
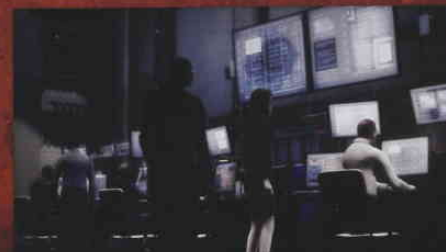
Command Vehicle

Disguised as a commercial-use van, this vehicle is equipped with detection scanners and information retrieval/analysis equipment. Functions include receiving and analyzing data from AIB headquarters as well as an unmanned aerial probe, making the command vehicle indispensable to the mission's success.

AIB

AIB (American Information Bureau)

The AIB was established following the collapse of the Cold War, as the U.S. realigned its strategic priorities and resources toward counterterrorism. Known as the "eyes and ears of the government", the organization's primary function is intelligence gathering and analysis. With the emergence of the Nightwalker threat, AIB clandestinely formed and now operates a combat unit. Veiled in secrecy, the unit's existence is known only to select members of the government and military, and even fewer are aware of the scope of its operations.

Nightwalkers

ODC

Feeding on human blood, Nightwalkers multiply by transforming their victims into creatures like themselves.

A Nightwalker's heightened senses and superhuman strength make it a formidable opponent that even a well-trained member of the Special Forces would think twice before engaging it in combat.

An entire group of Nightwalkers can be destroyed by taking out the leader that spawned them. Known as a Prime Walker, this leader is exceptionally intelligent. In the city designated as Point E9, there's a Prime Walker that is about to hatch a diabolical plan…

ODC (Office of Disease Control)

Combining the functions of the CDC (Centers for Disease Control) and the USAMRIID (U.S. Army Medical Research Institute of Infectious Diseases), the ODC is an advanced research agency established to protect the public from terrorist attacks involving lethal bio and chemical weapons. However, the agency was confronted with a national threat that went far beyond its area of expertise. Five years ago, the ODC research center was attacked and destroyed by Nightwalkers.

Research Findings (Excerpts from the ODC Database)

○ Upon death, the physical form of a Nightwalker will undergo rapid breakdown. This is attributed to a function similar to the Golgi apparatus which processes and packages a high density organic acid that immediately reacts with surrounding cells when secreted, causing a chain reaction that leads to cellular meltdown. As a result, experimentation of the subject has proven extremely difficult. (ODC-weekly_report0928)

○ With respect to subjects bitten by Nightwalkers, the transformation from human to Nightwalker averages between 3 to 13 hours. Taking this rapid change into consideration, we can pretty much eliminate diseases caused by viral or bacterial infection. (ODC-weekly_report0211)

○ The results for the DNA samples supplied by ODC for analysis indicate that all subjects are "human". (Dr. Komatsu, Shinnshuto University)

Due to the rapid deterioration of the Nightwalker cells, little progress has been made in the medical and biological research of these creatures. However, there are a few characteristics that have come to light. These are as follows:

• Generally, Nightwalkers have an extensive life span that is pretty much equivalent to immortality.
• A Nightwalker's sensory capacity is slightly dulled by rainfall.
• Nightwalker victims are adults. There have been no verified cases of Nightwalker children.

The Controls

LT	LT
LB	LB
BACK	BACK
Xbox Guide button	
RT	RT
RB	RB
Y	Y
X	X
B	B
A	A
START	START

L Stick / L Stick Button	D-pad	R Stick / R Stick Button

L Stick	Menu Selection/Move
R Stick	Move camera/Push to shift to FPS view/Move sight (when in FPS mode)
X	Activate/Deactivate Weapon
A	Confirm/Jump/When running, jumps in direction of movement
B	Cancel/Action (action depends on the situation)
Y	Crouch (Stand when crouching/Hold down while crouching to adopt prone position)
RT	Kick/Fire (when using weapon)
LT	Hold down to display Weapon Selection screen/Cycle weapons
LB	Lean back against wall
RB	Reload (when using weapon)
R Stick Button	Telescope ON or OFF/Shift to FPS mode (when using weapon) / Zoom (when using either Sniper Rifle or Anti-material Rifle)
D-pad UP	Zoom in (When using Telescope, or when using either Sniper Rifle or Anti-material Rifle)
D-pad DOWN	Zoom out (When using Telescope, or when using either Sniper Rifle or Anti-material Rifle)
D-pad LEFT	Night Vision ON or OFF
D-pad RIGHT	Necrovision ON or OFF
START	Display PAUSE menu/Skip certain event sequences

Special Moves

Action Button

Press B (Action Button) to execute various actions that arise depending on the situation or scene.

Other Controls

Roll
While in a prone position, you can roll your character by pressing B while moving LS left or right.

Come off the wall firing
With the exception of the Sniper Rifle and Anti-material Rifle, you can back up against a wall with your gun at the ready (activated) by pressing LB. When you peek around a corner in this state, a crosshair will be displayed. When you line your sight up with a target and press RT, your character will break away from the wall and fire in the indicated direction.

Climbing up
When you press A while hanging from the edge of a building, your character will pull himself up over the edge.

From hanging to hugging the pipes
When your character is hanging from a horizontal pipe along the ceiling, your character will wrap both arms and legs around the pipe when you press Y.

Climbing over
When your character comes to an obstruction that's roughly as high as the character's hip, he will climb over the obstruction when you press A.

Special Controls for Xbox LIVE Competiton

BACK	Transforms your character when the Nightwalker Gauge is maxed out. NOTE: When in the Nightwalker form, you can do superhuman jumps by standing still and holding down A.
B	Your character destroys an object when the Destroy action mode is displayed.
LT	When you have a UV Mine, hold down LT and the Weapon Select screen will appear on-screen. Select the UV Mine and release LT to set the mine.
D-pad DOWN	Switches the Score Window display ON or OFF when Telescope is not in use.

10   11

Starting the Game

At the Title screen, press START to display the Game Menu.

GAME MENU

● **SINGLE PLAY :** Starts a single-player game. (See P.12)

● **XBOX LIVE** : Opens the Xbox LIVE menu. (See P.20)

● **DOWNLOADS:** Opens the Content Download menu.

● **OPTIONS** : Opens the Options screen. (See P.13)

● **DIFFICULTY** : Allows you to set the difficulty level at NORMAL or HARD.

● **EXIT** : Returns to the Title screen.

Options Menu

● **Language** : Allows you to select the language of the text to be displayed.

● **Subtitle Display** : Allows you to switch the subtitle display ON or OFF.

● **BGM** : Allows you to adjust the volume of the BGM.

● **SE** : Allows you to adjust the volume of the SE (sound effects).

● **VOICE** : Allows you to adjust the volume of the VOICE (dialogue).

● **Vibration** : Allows you to switch the controller's vibration ON or OFF.

● **Brightness Adjustment:** Allows you to adjust the brightness of your screen.

● **↑ ↓ INVERSE** : Use to invert the Y-axis for camera control.

● **←→INVERSE** : Use to invert the X-axis for camera control.

● **↑ ↓ INVERSE (FPS)** : Use to invert the Y-axis for camera control in first-person view.

● **←→INVERSE (FPS)** : Use to invert the X-asix for camera control in first-person view.

● **User Interface** : Allows you to switch the user interface display ON or OFF.
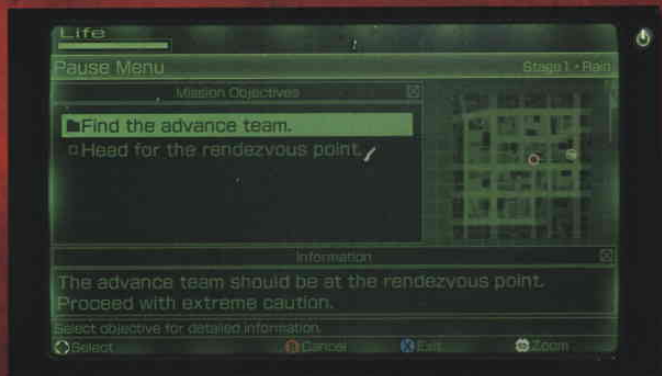
Game Summary

Objective

You're a member of the Anti-Nightwalker Mission Team. Working together with three of your teammates, you must infiltrate a city on the West Coast and clear your mission objectives. Your final objective: "Destroy all Nightwalkers (Vampires)".

I just got confirmation from headquarters.

Life

Pause Menu   **Stage 1 • Rain**

Mission Objectives

■Find the advance team.
□Head for the rendezvous point.

Information

The advance team should be at the rendezvous point.
Proceed with extreme caution.

Select objective for detailed information.
Select   Cancel   Exit   Zoom

Each stage in the game has a primary objective, and a number of missions that you need to clear in order to achieve that objective. The destination of each mission is designated by a red marker on the radar map located on the lower left of the screen. If the destination marker is outside of the radar map area, a red marker indicating the direction of the destination will be displayed. Using the red marker as your guide, clear each mission, and achieve your primary objective.

Movement

LIFE

LIFE

When you're discovered by a Nightwalker, the creature will transform into a vicious beast and attack you. In order to execute each of your missions, the best thing to do is find a safe route to avoid the creatures, making your way through the city as if it was a giant obstacle course.

There are a number of routes that can take you to your destination. Climb up building walls, thread your way through a maze of backstreets and alleyways, move stealthily with your back pressed up against a wall, make your way through a maze of sewer pipes, and find the safest and quickest route possible. In the latter half of the game, there are stages in which you will be able to obtain powerful weapons that will allow you to take out any Nightwalkers that may block your path.
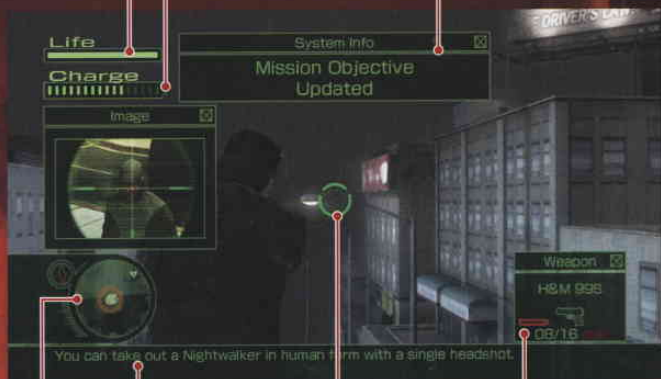
GAME OVER

Continue
Restart
Stage Select

It's GAME OVER for you when your LIFE Gauge reaches "0" from Nightwalker attacks, etc., or if any teammate accompanying you should die.

● **CONTINUE** : Allows you to continue the game from a checkpoint cleared during the stage.
● **RESTART** : Returns to the beginning of the stage.
● **STAGE SELECT** : Returns to the Stage Select screen.

The Game Screen

❶ LIFE Gauge   **❷ Battery Gauge**   **❸ System Message**

Life
Charge
Image
System Info
Mission Objective
Updated
DRIVER'S LAB
Weapon
H&M 996
08/16
You can take out a Nightwalker in human form with a single headshot.

❹ Radar Map   **❺ Help Message**   **❻ Sight**   **❼ Weapon Info**

❶ LIFE Gauge : This gauge is reduced when you suffer damage from an attack, fall from high places, etc. When the gauge reaches "0", it's GAME OVER. Your LIFE will recover if you simply remain immobile for a period of time.

❷ Battery Gauge : This gauge appears when you use either Night Vision or Necrovision, and will decrease as long as you continue using the equipment. When the gauge reaches "0", both pieces of equipment cannot be used until the battery is recharged. To recharge, refrain from using the equipment for a period of time.

❸ System Message: As the game progresses, various system-related messages are displayed here.

❹ Radar Map : In addition to displaying destinations and item locations, you can verify the scanning range of the city's residents and the Nightwalkers by using it in combination with Night Vision or Necrovision.

❺ Help Message : Instruction messages appear here during Tutorials and other stages.

❻ Sight : A sight appear on the screen when you activate a weapon. A sight turn red when you have a target locked in your sights.

❼ Weapon Info : Displays the name and the remaining ammo of the weapon currently in use.

PAUSE Menu

Life
Pause Menu
Stage1 · Rain
Menu
❶ Missions
❷ Weapons/Items
❸ Options
❹ Stage Select
❺ Map Symbols
❻ Exit
View mission
Select   OK   Exit   Zoom

❶ MISSIONS : Displays the primary objective and missions of the current stage.

❷ WEAPON/ITEMS: Allows you to verify the weapons and items in your possession.

❸ OPTIONS : Opens the Options screen.

❹ STAGE SELECT : Returns to the Stage Select screen.

❺ MAP ICON : Allows you to verify the name of the symbols displayed on the map.

❻ EXIT : Returns to the game.

Trial Stage

The Trial Stage is a mode where you can repeatedly challenge various scenarios whose content reflect that of each game stage. The selection of Trial stages increases when you clear specific condition in the course of the game. The Trial stages also include Tutorial stages that walk you through the various actions you can perform in the game.

Trial Stage PAUSE Menu

- ● **RESTART** : Returns you to the beginning of the stage..
- ● **STAGE SELECT:** Returns to the Stage Select screen.
- ● **EXIT** : Returns to the game.

Trial Stage GAME OVER Menu

- ● **RESTART** : Returns you to the beginning of the stage..
- ● **STAGE SELECT:** Returns to the Stage Select screen.

Xbox LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE, connect your Xbox 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.

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. For more information, go to www.xbox.com/familysettings.

Through Xbox LIVE, you can compete with players around the world. With this mode, you can contend for ranking, and compete using specific rules and conditions.

● Ranked Match : Game mode in which your gameplay results are ranked.
● Player Match : Game mode in which your gameplay results are not ranked.
● Character : Used for modifying the character you use in a match.
● Ranking : Displays the Ranking for each game mode played.

Joining a Game

▼Joining a Session Created by Another Player

In "Ranked Match", when you select either "Quick Match" or "Custom Match", you can automatically enter a session created by another player. If there is no session available, a new session is created where you can wait for other players to participate.
When you select "Quick Match" in "Player Match", you can automatically enter a session created by another player. If you select "Custom Match", a list of sessions created by other players is displayed, allowing you to select the session you wish to join.

▼Creating a Session

In "Player Match", you can select "Setup" to modify the settings of a session you wish to play. The settings you can modify are:
• Session Type (Game Mode)
• Rules (Game Settings)
• Stage (Map Type)

The Game Modes

Deathmatch

Each match has a set amount of points required for victory. Your score increases every time you take out an opponent. The first player to achieve the victory point requirement is declared the winner, and the Deathmatch ends.

○ Every other player character is your enemy.
○ Spawn points are randomly decided.
○ Death by falling will deduct one point from your score.

Team Deathmatch

Each match has a set amount of total team points required for victory. The first team to achieve the total victory point requirement is declared the winner.

○ Every player character on the opposing team is your enemy.

Death or Nightwalkers

Each match has a set amount of total points required for victory. The amount of points you score will vary depending on your opponent's condition (Human or Nightwalker). The first player to achieve the victory point requirement is declared the winner.

○ Each match has a set amount of total team points required for victory. The first team to achieve the total victory point requirement is declared the winner.
○ Earned points will vary depending on the opposing player's condition (Human or Nightwalker).
○ Once a player transforms into a Nightwalker, the player remains in this condition until killed.
○ As long as you remain a Nightwalker, you can score kill bonus points with continuous kills.

Team Death or Nightwalkers

○ Earned points will vary depending on the opposing player's condition (Human or Nightwalker).
○ Every player character on the opposing team is your enemy.

Xbox LIVE®

The Game Modes (cont'd)

Destroy

Head for the "target object" displayed on your radar. The longer you stand in the object's proximity, the more points you score. The first player to achieve the victory point requirement is declared the winner.

○ Every other player character is your enemy, but points are not awarded for taking them out.

Team Destroy

Two teams compete for the shortest total time in destroying all the target objects on the playfield. Each team plays one round of offense and another round of defense.

○ The team on offense plays as Nightwalkers and attempt to destroy the target objects, while the defensive team plays as Humans to protect the objects.

○ A player can initiate the destruction of an object by standing near it and pressing B. Once initiated, the player must wait in position until the target is destroyed. During this waiting period, the player is defenseless.

○ If a player is killed during the waiting period, the destruction of the object is canceled.

Capture the Flame

Points are awarded to the player holding the Flame. The longer a player possesses the Flame, the more points that are earned.

○ Every other player character is your enemy, but points are not awarded for taking them out.

○ To gain possession of the Flame, either find it on the playfield or, if the opposing player is carrying it, take the player out and grab the dropped Flame.

Team Capture the Flame

Two teams battle it out to grab the opposition team's Flame and carry it back to their own Flame for points. The first team to achieve the total victory point requirement is declared the winner.

○ Points are not awarded for taking out player characters.

○ Although major points are awarded for bringing the opposition team's Flame back to your own Flame, you can also earn points by picking up a Flame that lies abandoned on the playfield.

○ When a player carrying a Flame is taken out, the Flame will be dropped. When you touch the dropped Flame, one of the following will occur:

If it's your own team Flame : the Flame will automatically return to its initial location.

If it's the opposition team's Flame : you'll gain possession and will be able to carry it.

Map Notes

The host player creating a session in Custom Match can select a Map (playfield) for the chosen game mode.

Factory
An extensive map with wires stretching out in every direction.

Hotel under remodeling
A two-story, indoor map.

Gravel Pit
A concave pit with several towers standing throughout the map.

Warehouse
Two storage areas with crates stacked up to form a maze.

Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in Hong Kong and Singapore

Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 30 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 30-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 30-day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 10 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 30-day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/ jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

- In Hong Kong, call 800 96 4215 (Toll free)
- In Singapore, call 800 448 1330 (Toll free)

Technical Support

Technical support is available from 9am to 6pm (Monday – Friday).

- In Hong Kong, call 800 96 4215. (Toll free)
- In Singapore, call 800 448 1330. (Toll free)

For more information, visit us on the Web at **www.xbox.com.**

http://www.vampirerain.com

Control Layout [Xbox 360 Controller]

LT — LT
LB — LB
Xbox Guide button
RT — RT
RB — RB
BACK
Y
X
B
A
START

L Stick / L Stick Button
D-pad
R Stick / R Stick Button

L Stick	Menu Selection/Move
R Stick	Move camera/Push to shift to FPS view/Move sight (when in FPS mode)
X	Activate/Deactivate Weapon
A	Confirm/Jump/When running, jumps in direction of movement
B	Cancel/Action (action depends on the situation)
Y	Crouch (Stand when crouching/Hold down while crouching to adopt prone position)
RT	Kick/Fire (when using weapon)
LT	Hold down to display Weapon Selection screen/Cycle weapons
LB	Lean back against wall
RB	Reload (when using weapon)
R Stick Button	Telescope ON or OFF/Shift to FPS mode (when using weapon) / Zoom (when using either Sniper Rifle or Anti-material Rifle)
D-pad UP	Zoom in (When using Telescope, or when using either Sniper Rifle or Anti-material Rifle)
D-pad DOWN	Zoom out (When using Telescope, or when using either Sniper Rifle or Anti-material Rifle)
D-pad LEFT	Night Vision ON or OFF
D-pad RIGHT	Necrovision ON or OFF
START	Display PAUSE menu/Skip certain event sequences