

 XBOX 360®



amc THE
WALKING DEAD™

SURVIVAL INSTINCT

BASED ON THE HIT

amc

TV SERIES

ACTIVISION®



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.

Important Health Warning: 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 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.

MAIN MENU

From this menu, you can begin a New Game, or Continue an existing game of The Walking Dead: Survival Instinct. You can also access the Options and Extras menus from this menu.

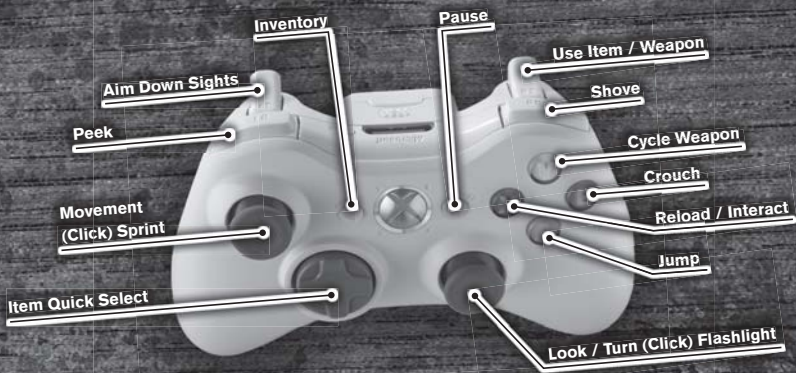
Continue – Select this option to resume your current progress.

New Game – Select this option to start a New Game.

Options – From this menu, you can adjust the controller layout and audio/video settings.

Extras – Select this to view extras, or to view the credits.

CONTROLS



IN-GAME DISPLAY



1. Crosshairs – Reticle used for aiming.

2. Condition Gauge – This indicates what condition the player's character is in.

3. Compass – Indicates the direction of the current objective.

4. Ammo Counter – Indicates how much ammunition is remaining for the current weapon.

BASIC GAMEPLAY

There will be many different objectives to complete throughout the game; follow the objective marker located on your compass to find the next objective.

DAMAGE SYSTEM

When the player takes damage, the player's Condition Gauge will begin to deteriorate. When the Condition Gauge reaches zero, the player is overrun and consumed. Use restorative items such as sports drinks and food to restore the player's condition.

DETECTION

Most walkers are completely unaware of your presence; however, walkers are alerted by sight, smell and sound. Sneaking up behind a walker undetected will allow you to perform an execution by holding RB. Not all walkers have to be engaged, avoid making noise and use distraction items to remain undetected. Remember that walkers can only be defeated with damage to the head.

TRAVELING

Throughout the game you will be required to travel to different locations. Keep an eye out for fuel, you can't travel without it. Also, choose your destination and the route you wish to take carefully, the last thing you need in a zombie apocalypse is for your vehicle to break down or run out of gas...

CUSTOMER SUPPORT

support.activision.com

Please visit our support site for the most up-to-date information available.

- Custom, personalized support
- Step-by-step Online Warranty Returns
- Get answers and get back in the game.

If you cannot find an answer to your issue, please contact us at the phone number below. Please do not contact Customer Support for hints/codes/cheats. All support is handled in English only.

PHONE: (310) 255 2050

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors.

This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in any on-line multiplayer game settings including but not limited to local area network or any other network play or on the internet.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.



ACTIVISION

activision.com

Activision Publishing, Inc., P.O. Box 67713, Los Angeles, CA 90067

amc STUDIOS

Powered by
Wwise
audio pipeline solution

The Walking Dead © 2013 AMC Film Holdings LLC. All rights reserved. Game © 2013 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing, Inc. All rights reserved. Powered by Wwise © 2006 - 2013 Audiokinetic Inc. All other trademarks and trade names are the properties of their respective owners. 76997226US