XBOX 360

XBOX LIVE

NTSC

SAW II

MATURE 17+

M

CONTENT RATED BY ESRB

KONAMI

THE STORY SO FAR

Hello Detective. I'd like to play a game...

Detective Tapp has sacrificed everything in his pursuit of the Jigsaw killer. Now, after being rushed to the hospital due to a gunshot wound, Detective Tapp awakens to find himself trapped and alone in the ruins of Whitehurst Asylum.

Detective Tapp is now the main player in another one of Jigsaw's games, and will need to use all of his intellect and willpower to survive this ordeal and catch the Jigsaw killer.

Xbox LIVE

Xbox LIVE© brings more of the entertainment you love right to your living room. Find the perfect game for any player with a free trial of hundreds of titles from the largest library available. With downloadable Game Add-Ons like maps, songs, weapons and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a highspeed 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.

CONTROLS

Menu Controls

Select Menu Options	Left Stick / D-Pad
Accept / Select	Ⓐ button
Cancel / Return to Previous	Ⓑ button

Game Controls

Move Detective Tapp	Left Stick
Move Camera	Right Stick
Search / Interact / Pick up Weapon	Ⓐ button
Use Medication	Ⓧ
Activate Light Source	Ⓨ button
Combat Stance	LT button (Hold)
Drop Weapon	LB button
Cycle Trap Type	RB button
Open Journal	BACK button
Pause	START button

Combat Controls (While in Combat Stance)

Light Attack	Ⓐ button
Heavy Attack	Ⓧ button
Block	Ⓑ button

GETTING STARTED

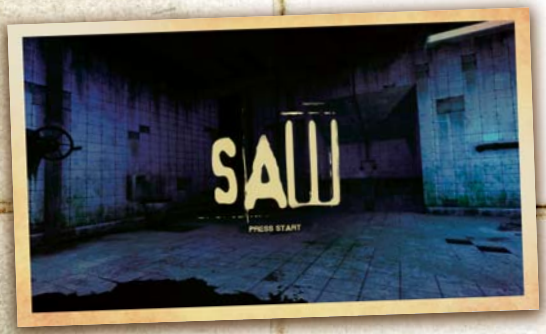
TITLE SCREEN
Press the button at the title screen to access the Main Menu. From there, you can select NEW GAME, CONTINUE, SETTINGS, and FEATURES.

NEW GAME
Select this option to start a new game. Choose a slot to save the game in, and you'll be ready to begin.

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

SETTINGS
Select this option to be taken to the Settings Menu where you can adjust various aspects of the game such as AUDIO, VIDEO, or CONTROLS.

FEATURES
Select this option to go to the Features Menu and view some of the special features included on this disk. You can view things such as character concept art, environmental concept art, and credits. For more information on the Features Menu turn to page 12.



GAME SCREEN

DETECTIVE TAPP
You are Detective Tapp. If you are going to survive Jigsaw's game, you must maintain a level head and keep your wits about you.

HEALTH BAR
This is Detective Tapp's Health Bar, which shows how healthy he is. Getting hit by enemies, stepping on broken glass, or falling long distances all damage Tapp's health. Pick up bandages to recover some health instantly, or use a Health Hypo by holding the button.

WEAPON INDICATOR
This displays the weapon Detective Tapp is currently carrying. You can only carry one weapon at a time. Next to the weapon is the weapon's durability. The durability of a weapon decreases as you use it. To drop your weapon, press the button. To pick up a weapon, stand near it and press the button.

ENEMIES
Jigsaw has rigged the game so that many of his other victims will want you dead for their own escape. A health bar will appear over them, displaying their current health. For more information on Combat, refer to page 10.

PAUSE MENU

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 your current game if you wish to change the CONTROLS.

LOAD GAME
Select this option to load a different save file.

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

GAMEPLAY

Jigsaw has many traps and tricks in store for you. Detective Tapp must beat Jigsaw at his own games if he is going to survive. Here are some examples of the obstacles Detective Tapp will encounter on his way to Jigsaw.

FUSE BOXES

You will have to search for many different items to help you solve Jigsaw's puzzles. By collecting Fuses and inserting them into Fuse Boxes, Detective Tapp can restore electricity to certain objects, allowing him to turn on lights, open doors, or other possibilities.

LOCKPICKING
If Detective Tapp has a nail, he can attempt to lockpick certain doors. In order to successfully pick the lock of the door, he must rotate the tumblers so that all of the symbols match each other in the circle.

WEAPON CASES AND JIGSAW BOXES
Detective Tapp can open Weapon Cases and Jigsaw Boxes by arranging gears of various sizes on a machine board. If Detective Tapp can rig the board so that all of the gears are turning, then the crate or case will open. Weapon Cases will require Tapp to use some of the Gears he has collected in order to open them.

SHOTGUN DOORS
Jigsaw has rigged a number of doors with shotgun traps. When Detective Tapp is opening a door slowly, keep an eye out for the shotgun trap and press the corresponding button to disarm it before it goes off.

BOOBY TRAPS
A number of shotgun Booby Traps with tripwires have been set up all around the hospital, but luckily, Detective Tapp can disarm them. If he spots one in time, he can disarm it by looking at it and pressing the A button. If Tapp has a shotgun shell and a tripwire, he can set these traps on his own to surprise some of his adversaries.

COMBAT

In Jigsaw's game, it's kill or be killed. And many other people in the game with Detective Tapp also want to see him dead. Detective Tapp must find ways to defend himself if he wants to find Jigsaw.

ATTACKS
To attack, hold the RT button to enter the combat stance. While in Combat Stance, you can attack with your fists or whatever weapon Tapp is currently holding. Press the A button to do a light attack and the X button to do a heavy attack, or hold the B button to block.

WEAPONS
Tapp will discover many different weapons he can use in Jigsaw's game. To pick up a weapon, stand near it and press the A button. Tapp will then use the weapon to attack in Combat Stance. You can drop the weapon at any time by pressing the LB button.

CHAIN ATTACKS
For some weapons, Tapp will be able to chain his attacks together to kill an enemy. When Tapp successfully hits an opponent with a weapon that can chain attacks, a circle will appear with a button onscreen. When the two moving weapon symbols overlap, press the corresponding button to attack again without giving your opponent a chance to react.

SETTINGS

Here, you can adjust the settings for the game.

Video

Access this menu to adjust the video settings of the game.

GAMMA
Adjust this gauge to affect the brightness of the game. You should be able to see the 11 different tones of value and read the message displayed on the screen.

SUBTITLES
Select this to toggle the subtitles on or off.

Audio

Here, you can adjust the audio settings of the game.

EFFECTS VOLUME
Adjust the volume of sound effects in the game.

MUSIC VOLUME
Adjust the volume of music in the game.

DIALOGUE VOLUME
Adjust the volume of dialogue in the game.

Controls

Here, you can adjust the controller settings of the game.

INVERT CAMERA
Toggle whether the Y-axis is inverted or not.

VIBRATION
Toggle whether controller vibration is on or off.

FEATURES

From this menu, you can view many of the special features that are included in the game.

CHARACTER CONCEPT ART
Select this to view a movie highlighting the character concept art that was used in the production of the game.

ENVIRONMENT CONCEPT ART
This short movie shows the variety of concept art that was used to design the environments in the game.

PROP CONCEPT ART
Select to view what the designers used to create the props and items in the game.

TRAP CONCEPT ART
If you want to see how the various traps were conceived and implemented, then select this option.

NOTES