XBOX 360
DEAD ISLAND
DEEP SILVER

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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Game Controls
Xbox 360 Controller

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**.

Introduction to the Story

The Island of Banoi, just off the coast of Papua New Guinea, is a wild and untamed paradise, virtually untouched by modern civilization. From the lush rain forests to the mountain highlands to the white sandy beaches, Banoi is considered the pearl in the necklace of the Oceania Archipelago. For many, it is heaven on Earth - a place of peace and pristine beauty where travelers can leave the worries and cares of the workaday world behind. But something evil has arrived in paradise, spreading chaos, madness, and death. Heaven has become Hell, and for those who still cling to life, there is only one thing left to do: **survive.**

Characters

They came to Banoi from all over the Earth, each for a different reason. They have nothing in common except for the mistakes, regrets and missed opportunities that mark their lives. If they are to survive, these unlikely heroes must band together and journey into Banoi's heart of darkness.

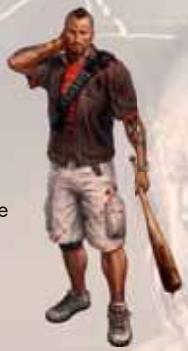
Characters info

Purna

Purna is a former officer of the Sydney Police department. After losing her career when she killed a child molester who couldn't be touched legally because of his wealth and connections, Purna then turned to working as a bodyguard for VIPs in dangerous places all over the world. She's hired not just for her skills but her looks as wealthy men didn't mind showing up with Purna on their arm.

Logan

A former football star, spoiled by life and successful in every possible way, Logan's ego finally put an end to his bright future. Taking part in a reckless street race with tragic consequences, Logan not only killed a young woman – his unfortunate passenger; he also fractured his knee, putting an end to his sports career. His fall from stardom inevitably followed and he plunged swiftly into a life of bitterness and despair. In an attempt to get away from the demons hunting him, he gladly takes the chance to experience the beauties and wonders of Banoi.



Sam B

A one-hit-wonder rap star of fading fame, Sam B was booked by the Royal Palms Resort Hotel to perform his well known song "Who do You Voodoo?" at a high profile hotel party. He gladly took the chance to play this gig.

Once strong, self-confident and proud, Sam B has had a troubled past and a history of drug and alcohol abuse, as his private life became caught in a haze of fake friends and bad advisors.

Xian Mei

Xian Mei is an employee at the Royal Palm Resort, born and raised in China, she chose an occupation that allowed her to leave her country of birth in order to experience different people and cultures - Banoi is her first placement outside of her homeland.

She is a fast learner, intelligent, and also - as a passionate sportswoman - quick on her feet. Having just arrived at the island, Xian Mei was responsible for a myriad of menial tasks at the hotel, before starting work as a receptionist. This opportunity to meet and greet all the different nationalities that visited the hotel was ideal for Xian Mei, as it provided a perfect source of inspiration for her dreams of travelling the globe.

Choosing a character

Each playable survivor can use all weapons, but they can learn to make best use of their own preferred weapon class.

They all possess unique Fury skills: special abilities fueled by accumulated Rage. Those special moves can turn the tide of battle but only while the Rage lasts, so learn to use them wisely.

Sam B: The Tank

Fury skill: Haymaker – Sam goes berserk and smashes everything with his brass knuckles.

Speciality: Blunt Weapons

Xian Mei: The Assassin

Fury skill: Bloodrage – Xian calls on all her martial arts training and deals with enemies with lethal precision.

Speciality: Sharp Weapons

Purna: The Leader

Fury skill: Guardian – Purna rallies in the face of impossible odds, giving herself and her allies the ability to regenerate, a powerful boost to repair any damage and other attributes. Her skill also allows Purna to use her private sidearm even if she doesn't own a gun or ammo.

Speciality: Guns

Logan: Jack of All Trades

Fury skill: Bullseye – Logan turns into a weapon-throwing fiend, incredibly accurate and deadly, taking out several targets at once.

Speciality: Throwing Weapons

Character development

Characters earn experience and level up, gaining more health and skill points which are used to purchase new abilities and bonuses. There are three skill trees available, each containing a different set of enhancements.

- **Fury** – the first skill tree deals with the character's signature ability which can make the character more efficient and powerful.
- **Combat –** this is where you will find weapon and combat-related upgrades. Go here to specialize in certain weapon types and increase their effectiveness.
- **Survival** – the last skill tree deals with more universal abilities, helping survivors get by on the zombie-infested island.

Weapon parameters

All weapons have the following parameters:

- **Damage** – this is the damage done directly to a target's health.
- **Force** – this parameter reflects the damage to a target's stamina.
- **Handling** – the easier a weapon is to handle, the less stamina it takes to use it.
- **Durability and Condition** - Durability defines the maximum number of attacks this weapon can withstand before breaking. The condition is the current state represented by a white bar around the weapon icon.

Each weapon also has a quality level:

- **Common** (white)
- **Uncommon** (green)
- **Rare** (blue)
- **Unique** (violet)
- **Exceptional** (orange)

Weapon Modification

Modifying

Weapons in Dead Island can be modified to gain additional damage effects and more power. To modify a weapon you need to find the following:

- **Workbench** – these special tables are where you need to go to upgrade, repair or modify weapons.
- **Craftplan** – treat them as shopping lists for materials you need to gather for a given modification.
- **Parts** – scattered all over the island, these items can be used to make your weapons more powerful, increasing your chances for survival.
- **A weapon** - something compatible with the craftplan you intend to use. Remember: the more powerful a weapon is, the more you'll gain by modifying it.

Upgrades

Upgrades can be purchased at workbenches as simple boosts to a weapon's parameters.

Repairs

Weapons wear out with use. It's always cheaper to maintain your favorite weapon in a working condition than to repair a broken, unusable piece of junk.

Additional explanatory notes on weapons

Excursus on weapons

Weapon collecting and modification play a key part in the world of Dead Island. While attempting to survive the zombie outbreak on Banoi, you will need to use everything you can to fight off the attacking hordes of zombies. Of course, not every weapon is as powerful as the next and weapons will break after extensive usage. Fear not though, there are several options available for you to maintain or upgrade weapons. These upgrades are not simply statistical in nature but will also be represented graphically in the game.

All over the island you will find workbenches, at which – with the appropriate weapons and items – you will be able to repair, upgrade or modify new weapons that you will need as you progress through the deadly events on Banoi.

Also be sure to use the weapons that your character is best with; each different character class works best with its own type of weapon. Some people like to smash in skulls, some prefer to make clean cuts, whereas others will go for guns and old school headshots. These differences are also evident in the different characters' skill trees, which will give the appropriate weapon class some nice boosts.

Weapon decay & repairing

All weapons in Dead Island will decay over time. After a few good swings, a couple of smashed in skulls, the weapon will begin to noticeably lose strength, and will eventually be completely useless. You will need to keep a keen eye on maintaining your inventory, lest you be left defenseless when the zombies attack. Minor weapons like wooden planks or paddles might not be worth the effort, but once you choose your favorite machete, for example, you might want to make sure it's sharpened up and ready to go so you can cleanly decapitate some nasty attackers.

Weapon upgrading

At the beginning of the game, most of the weapons you will find are going to be basic in nature, but there is additional potential to be gained from most of your arsenal. A from-scratch crowbar might be a useful blunt weapon, but upgrading it at a workbench awakens its full deadly potential. A leveled-up crowbar, for example, will much more easily smash in an enemy's skull than its basic counterpart. Firearms also improve significantly when they are properly taken care of. However, as we all know, nothing in life comes for free; so be sure to put the time into searching the island for the items you'll need to make the most out of your weapons. Your efforts will be rewarded.

Weapon modification

An iron pipe, a plank of wood or a baseball bat doesn't do the trick for you? You want to finish off your opponents in style? Make sure to search the island, find items and weapons and, if you are a thorough enough explorer, you'll also stumble across craftplans. With the combination of these three things, Dead Island offers you the possibility to craft new, deadly weapons that come with a twist. Got a Baseball bat and some nails? Combine them at the workbench and when you hit your opponents it will add some nasty bleeding damage. Got a diving knife, some detergent, wire, duct tape and a wristwatch? Be creative in combining these items and take advantage of the sticky bomb you put together. These are just a few of the possibilities ready to be discovered. Search the open world of Banoi and try to get your hands on the entire varied and unique arsenal that is on offer to you in Dead Island.

Main Menu

CONTINUE – continue a most recent game session.

PLAY – continue a previously saved game or start a new session.

Options

- **Game** – adjust audio and additional information appearing on-screen.
- **Online** – change network visibility of your current or default game session.
- **Gamma** – adjust gamma output for the best viewing experience.
- **Controls** – adjust various controls and feedback settings; here you can also enable the Analog Fighting Controls (see page 12).

Extras

- **Achievements** – track and review your progress in unlocking the game's achievements.
- **Challenges** – track and review your progress in completing additional in-game goals rewarded with experience bonuses.
- **Credits** – see a list of people who brought you Dead Island.
- **Personal Statistics** – this is where all the statistics collected for the current gamer profile are available for your perusal.
- **Exclusive Content** – here you can check the status of additional downloadable content for the game.

Game Visibility

You can decide if you want to make your game visible to other players online and set the number of public/private slots in your game.

Game Visibility

- **Private** – your game is invisible in public listings.
- **Public** – other players can see your game and join it if game progression and slot settings allow it.

Game Visibility Area

- **System Link** – your game is only visible locally.
- **Xbox LIVE** – your game is visible online.

Public slots – the number of character slots (1-3) open to other players.

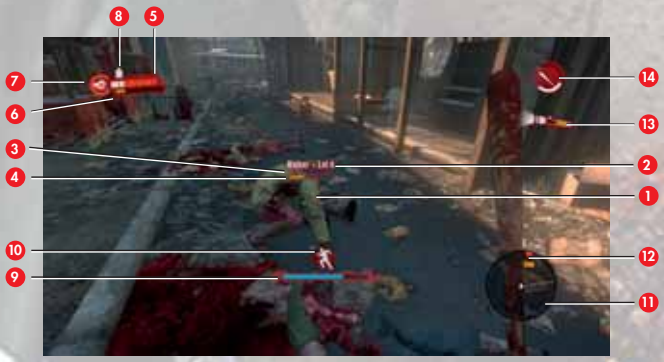
Private slots – the number of slots that are only available for invited players.

Analogue Fighting Controls

In the Options menu, under the Controls section, you can switch the Fight Type setting from the default Digital to Analogue. This is a more realistic control mode for advanced players which gives you better control over your character's attacks. You may find it more immersive and fun, so feel free to give it a shot. In the Analogue fighting mode, the right stick is used to swing your weapon, while holding . Move the right stick to where you'd like to start a swing and then quickly move the right stick to the opposite side, move the left stick in the same way you want to move the weapon.

Whichever of one of the two control settings you choose, you can check the controller layout in the Controls menu at any time.

HUD



1. There is an annotated version of the HUD screenshot, with numbers corresponding with the following:
2. Crosshairs – your point of aim when targeting melee attacks and firearms
3. Name and level of the targeted enemy
4. Enemy health bar
5. Enemy stamina bar – when it falls to zero, the enemy is knocked out
6. Your health bar
7. XP progress towards the next level
8. Rage meter – kill enemies to fill it; when full it allows you to unleash the devastating Fury attack available to your particular character class

9. Upgrade indicator – appears when you have skill points to spend
10. Your stamina bar – stamina is necessary for swinging melee weapons, jumping and ramming. Taking damage also depletes it slightly.
11. Stance indicator (only visible during transitions)
12. Minimap – it displays points of interest and objectives nearby using the same symbols as the main map
13. Objective marker
14. Flashlight indicator
15. Equipped weapon icon and condition indicator

Enemies

Walker – the slow, shambling undead, roaming the island of Banoi, looking for flesh to devour. Walkers are most dangerous in groups where their speed is less of a disadvantage.

Infected – fast, agile and vicious, the infected attack any target they see, announcing their presence with a bone-chilling shriek. Taking them out from a distance or fighting one on one is the best strategy.

Floater – his bloated, partially decomposed body produces corrosive slime capable of hurting, blinding or disorienting enemies from a distance. Floaters are harder to kill, their tissues able to absorb a lot of punishment.

Ram – extremely tough, strong and ferocious, these undead were already mad before the outbreak. Now they single-mindedly pursue any survivors in sight and try to take them out with a single ramming attack. Frontal attacks are known to be ineffective against those terrifying undead specimens.

Butcher – meaner, tougher versions of the infected, Butchers slice and tear with whatever is left of their limbs. Their leaping attacks and lightning-quick reactions make them hard to fight with melee attacks. Attacking from a further distance helps.

Suicider – this poor creature trapped in a disfigured, pulsing form retains a semblance of awareness even though its instincts drive it to get close to an uninfected survivor and attack with a self-destructive explosion. Fighting suiciders in a confined space or from close range is... suicidal.

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Sebastian Helios

IT/Administration
Marcin Stelmaszczyk

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GrupaMy
sointeractive

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Senior Compliance Coordinator
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Compliance Platform Leads
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Localisation Coordinator
Antonio Grasso

Localisation QA Technicians
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Italian: Paolo Patatu
German: Björn Holste
Spanish: Fernando Serna Pain
Polish: Krysztof Ślęczka
English UK: Per Timelin

LICENSED MUSIC
"Who Do You Voodoo"
Written by Christopher H. Knight, Josef Lord, and Haris Orkin
Performed by Josef "J7" Lord and Christopher H. Knight
Produced by Christopher H. Knight

TECHLAND SPECIAL THANKS
Bartłomiej Paul
David Freeman
Hannes Seifert
Helmut Hutterer
Jakub Alcer
Julian Kenning
Kacper Michalski
Krzysztof Jasiński
Łukasz Adziński
Tomasz Gruszka

Recast & Detour Navigation Library - Mikko Mononen

Our heartfelt thanks go to our spouses, families and friends for their understanding and support.

We couldn't have done this without you! You rock!

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Weekends and Public Holidays 11am - 5pm
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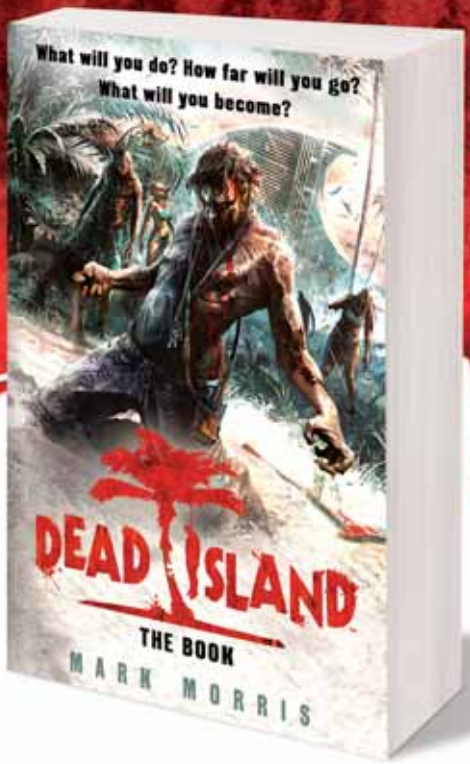

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