XBOX 360
NTSC
NEVER DEAD
MATURE 17+
JEUNES ADULTES 17+
M
CONTENT RATED BY
CONTENU ÉVALUÉ PAR
ESRB
Online Interactions Not Rated by the ESRB
Les échanges en ligne ne sont pas classés par l'ESRB
KONAMI

STORY & CHARACTERS

500 years ago, a demon hunter and his wife challenged the almighty Demon King. For their folly, the vengeful king murdered the wife and condemned the demon hunter to spend eternity as an immortal.
With no reason to live but unable to die, he now works hunting minor demons. His name is Bryce.

In a deceptively peaceful-looking town, there is an outbreak of demon-related incidents. The existence of demons is kept from the citizens, and NADA (National Anti-Demon Agency) handles the incidents in secret.

However, the demonic activity is becoming increasingly more brazen—and an ominous shadow creeps slowly over the town...

ARCADIA MAXIMILLE

Arcadia Maximille is a NADA investigator. She manages demon hunters, and Bryce in particular.
Her mission is to eradicate any demonic threats in the city while evading the public eye.

SULLIVAN

Sullivan is the head of NADA. He provides support for NADA missions.
Because he knows demon hunting like the back of his hand, he has the complete trust of his staff. He is also a genuinely nice guy and likes to raise geraniums in his office.

BRYCE BOLTZMANN

Bryce is an immortal demon hunter left with no hope and no family.
Although eating and other basic human needs are irrelevant to him, he works for NADA to support his drinking habit.

NIKKI SUMMERFIELD

Nikki Summerfield is the daughter of an Indian mother and American father.
A charismatic and widely celebrated icon of teen culture, she will be making her debut as a singer in the near future.

ALEX

Alex is a demon hunter of questionable morals and prefers to work alone.
He claims to be an immortal, like Bryce.

GETTING STARTED

The title screen appears when you start up the game. Press the START button to display the Main Menu. From there you can select from SINGLE PLAYER, MULTIPLAYER CHALLENGES, and OPTIONS.

SINGLE PLAYER

Start a Single Player game. Use the D-pad or Left Stick to make a menu selection and press the A button to confirm your selection.

CONTINUE CAMPAIGN

Continue from your last saved checkpoint.

NEW CAMPAIGN

Start the game from the beginning. Select a level of difficulty from Easy, Normal, or Hardcore. You cannot change the level of difficulty without selecting NEW CAMPAIGN again and starting the game over.

REPLAY CAMPAIGN

Select one of the chapters that you have already reached in the game, and replay it from the beginning with your current weapons, abilities, and XP.

HINT: If you're finding it difficult to progress, try replaying a level that you've already cleared to gain more XP and buy more abilities.

SAVING THE GAME

In Single Player, your progress automatically saves when you pass through certain locations called checkpoints. In addition, Multiplayer Challenges characters and ability settings are automatically saved when a challenge is completed.
At least 7.0 MB of free space is required on the Xbox 360® Hard Drive to save data.

MULTIPLAYER CHALLENGES

Connect to **Xbox LIVE** to play competitive or co-op multiplayer games with up to four players.

OPTIONS

Change settings, such as the vibration function and volume. View the controller layouts or adjust Audio/Video. After completing the game at least once, select Credits to view the game credits.

Control Layouts: Check the game controls. Press LB or RB to switch between Gun Control Layout, Blade Control Layout, and Head Mode Control Layout.

Invert Y Axis:	Turn this setting **ON** to invert up and down camera movements.
Invert X Axis:	Turn this setting **ON** to invert left and right camera movements.
Y Axis Sensitivity:	Adjust the sensitivity of up and down camera movements.
X Axis Sensitivity:	Adjust the sensitivity of left and right camera movements.
Vibration:	Turn the vibration function **ON** or **OFF**.

AUDIO/VIDEO

Effects Volume:	Set the volume level for sound effects.
Music Volume:	Set the volume level for music.
Speech Volume:	Set the volume level for speech.
Gamma:	Adjust the screen brightness.
Subtitles:	Turn the subtitles **ON** or **OFF**.
Show Tutorials:	Turn display of tutorials **ON** or **OFF**.

HINT: You can use the Pause menu to check tutorials that you have already seen. This can be useful if you want to review how to perform a certain action, etc.

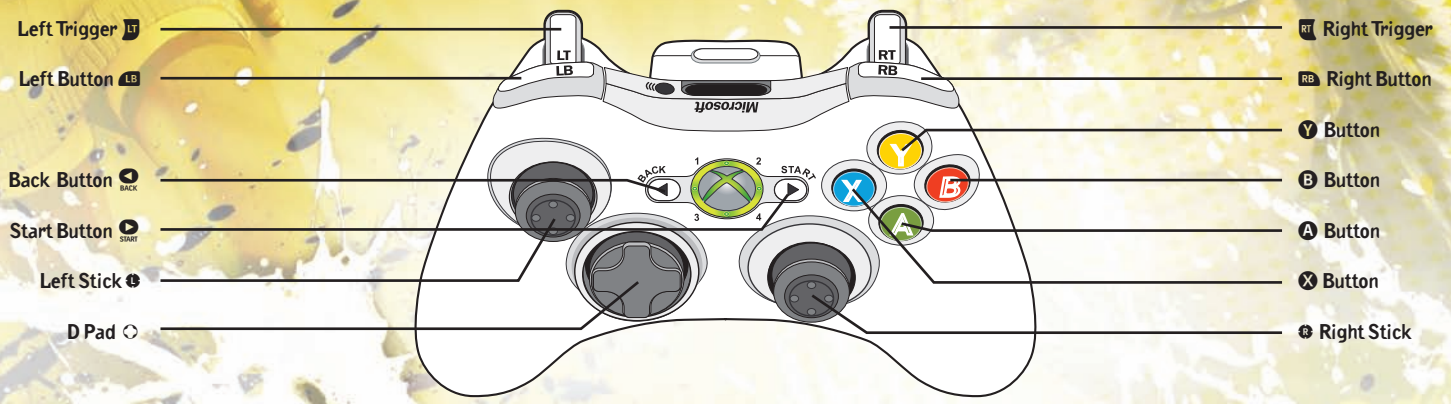
CONTROLS

USING THE XBOX 360 WIRELESS CONTROLLER

Items in **black** refer to in-game controls, while items in **red** are controls used elsewhere (menus, etc.). The actions marked with an asterisk (*) can only be performed after you have been taught how to use them.

Move	Left Stick
[Guns Mode] Shoot Left-Hand Gun	LT
[Blade Mode] Lock on target	LT (hold)
Remove Left Arm*	LB (hold)
Throw Left Arm*	LB (release)
Detonate dismembered limbs (Requires Ability)	LB (tap)
Remove Head	LB + RB (hold)
Throw Head	LB + RB (release)
Regenerate	Click the Left Stick (hold)
[Guns Mode/Blade Mode] Melee	Click the Left Stick
Objective Hint	D-pad (hold)
Switch Left-Hand Gun	D-pad
Switch Right-Hand Gun	D-pad
[Head Mode] Spin Up	D-pad (hold)
[Head Mode] Fire Head	D-pad (release)
Select menu items	D-pad/Left Stick
Display Ability menu (Single Player only)	BACK

[Guns Mode] Shoot Right-Hand Gun	RT
[Blade Mode] Block	LT + RT (hold) + Right Stick
Remove Right Arm*	RB (hold)
Throw Right Arm*	RB (release)
Detonate dismembered limbs (Requires Ability)	RB (tap)
Remove Head	RB + LB (hold)
Throw Head	RB + LB (release)
Toggle Guns /Blade Mode	Y
Reload Guns	X
Action/Interact	X (hold)
Jump	A
Combat Roll	B
Move Camera	Right Stick
[Blade Mode] Swing Blade	Right Stick (while locked on to target)
[Guns Mode] Aim Mode	Click the Right Stick
Display Pause menu	START
Skip cutscene	START



HINT: Acquiring certain abilities allows you to perform new actions or make certain actions more powerful.

HINT: If you're not sure what to do next, hold the D-pad to see the direction that Bryce should travel next or the next enemy that he should defeat.

Single Player follows a story that is divided up into a number of chapters. As you play through the game, take advantage of Bryce's ability to survive even if his body is dismembered.

THE GAME SCREEN

This allows you to see what is around Bryce. Press the START button to bring up the Pause menu, or press the BACK button to bring up the Abilities menu.

LEFT-HAND/RIGHT-HAND GUN AMMO

An ammo counter appears in the upper-left and upper-right corners of the screen indicating the current status of the left-hand and right-hand guns. The amount of ammo in each gun's magazine is displayed on top and the total amount of ammo for that weapon is displayed on the bottom.

ENEMY HEALTH

The amount of health an enemy has is displayed via a gauge above it.

EYE INSIGNIA

The Eye Insignia is yellow when healthy and capable of regenerating and turns red when taking damage. When the Insignia is red, you cannot regenerate and must wait for the yellow circle around it to refill over time.

PAUSE MENU

Press the START button during the game to pause the action and bring up the Pause menu. You can also check your current XP and objective on this menu.

Resume:	Resume the game.
Return to Checkpoint:	Return to the last saved checkpoint.
Restart:	Start the current chapter over from the beginning.
Options:	Change game options.
Tutorials:	Check the tutorials that you have already seen.
Quit:	Quit the game and return to the Main Menu.

HINT: Don't forget to collect dropped XP and Ammo refills.

PLAYING CHAPTERS

Follow Arcadia's instructions or react to what happens in the game as you explore various locations, such as a museum or police station. When you reach certain locations (checkpoints), your progress saves. Fulfill certain requirements, such as defeating a boss character, to complete the chapter and move on to the next. After clearing a chapter, a screen appears with detailed statistics of your progress such as enemies killed, collectibles found, abilities unlocked, weapons found, and XP earned.

GAME OVER

Under certain conditions, such as when Arcadia or a civilian dies or Bryce's head gets swallowed by a monster, it is possible to get a game over. When this happens, make a selection from the following menu.

Return to Checkpoint:	Return to the last saved checkpoint.
Restart:	Start the current chapter over from the beginning.
Quit:	Quit the game, and return to the Main Menu

ARCADIA

Bryce works with his partner Arcadia. If you do not heal Arcadia after she becomes incapacitated from taking damage, you get a game over. Before this happens, be sure to interact with her and heal her wounds.

HINT: When Arcadia or a civilian is incapacitated, you hear their heartbeat. If you leave them too long, it's game over, so be sure to heal them as soon as you hear their heartbeat.

XP AND GAINING ABILITIES

Defeat enemies and find XP Collectibles to collect XP (experience points).
You can use these XP to unlock a variety of abilities. There are abilities that upgrade your guns, weapons, and physical attributes.

ABILITIES MENU

Press the BACK button to open the Abilities menu, where you can unlock and equip abilities. Select a new ability from the menu to unlock it using XP.
** You gain access to a wide variety of abilities as you play through the game.*
** Items on the ability list that are grayed out cannot currently be equipped—because you do not have enough slots, because you already have a higher ability equipped, etc.*

ABILITY LIST

This list displays each ability's name, slot requirement, and XP cost.
Press the Y button to toggle between sorting the abilities by name or by cost.
Each ability's slot requirement indicates the number of slots it occupies.

SELECTED ABILITY

This option displays an explanation of the ability, as well as its slot requirement and XP cost.

UNLOCKED ABILITIES

Press the LB/RB buttons to switch between Shop Abilities and Change Abilities.

EQUIPPING ABILITIES

Select an unlocked ability in the Ability List, and press the A button to assign it to a slot. Select an equipped ability, and press the A button to unequip it. The total slots occupied by your equipped abilities cannot exceed the maximum number of slots available.

EQUIPPED ABILITIES

Your currently equipped abilities are displayed here. Its size on-screen reflects its slot requirement. The current number of occupied slots out of the maximum total is displayed above.

HINT: If you find that your path is blocked and you cannot move forward, try defeating all of the enemies in the area.

DISMEMBERMENT

When you suffer damage or use certain devices throughout the course of the game, parts of Bryce's body detach. Detached limbs are highlighted in the environment, even through walls.
Eventually, Bryce can also rip off his own head or arms. Depending on the body part you remove, your actions or movement speed change.

LOSING AN ARM

If you lose an arm, your blade's damage decreases and you are unable to block.

LOSING A LEG

If you lose a leg, your movement speed decreases. In addition, if you lose both legs, you are forced to crawl, making it impossible to jump, use blade attacks, or block.

HEAD MODE

If you have nothing but your head (Head Mode), you can move around by rolling or hopping. The only attack possible is a Head Attack.
**If you attach an arm to your head, you can use it to fire a gun.*

RESTORING YOUR BODY

If you lose an arm or leg, you can reattach it by performing a combat roll toward the missing limb. If you just have a head, you can attach a missing limb to it by combat rolling over it (or rolling over it in Head Mode). To attach your torso, touch it around the neck area. When your Eye insignia is yellow, you can click and hold the Left Stick to regenerate all body parts.

REGENERATION VESSELS

Collecting a Regeneration Vessel allows you to instantly regenerate when you click and hold the Left Stick.

HINT: If you get swallowed up while in Head Mode, you can escape by pressing the A button at the instant the two horizontally moving gauges overlap. If this quicktime event is not performed correctly, failure results in game over.

ACTIONS

Bryce can fight with his blade and guns. The actions that he can perform changes depending on whether you are in Guns Mode or Blade Mode.

BASIC ACTIONS

Basic actions like moving Bryce, adjusting the camera, jumping, and regenerating can be performed even in Head Mode.

MOVE — LEFT STICK

Bryce moves in the direction the Left Stick is moved.

ADJUST CAMERA — RIGHT STICK

The camera moves in the direction the Right Stick is moved.
** You can Invert Y Axis or Invert X Axis under Controls in the Options menu to invert up and down/left and right movements when adjusting the camera.*

SWITCH BETWEEN BLADE MODE/GUNS MODE — Y BUTTON

When you have arms, press the Y button to switch between guns and your blade.

COMBAT ROLL — B BUTTON

Press the B button to perform a combat roll *(a front or side roll in the direction that you move the Left Stick)*. Rolling over a severed limb re-attaches it.

JUMP — A BUTTON

Press the A button to jump. Jump while moving the Left Stick to jump in that direction.

MELEE ATTACK — CLICK THE LEFT STICK

Click the Left Stick to perform a head butt or kick.

REGENERATION — CLICK AND HOLD THE LEFT STICK

Click and hold the Left Stick to fully regenerate your body, regardless of your dismembered state. Standard regeneration requires five seconds for each limb lost. You may only regenerate when the Eye Insignia in the lower-right of the screen is yellow.

INTERACTING — HOLD X BUTTON

When you are near in-game devices like switchboards, hold the X button to interact with them. You can also do this to heal Arcadia or civilians when they are incapacitated.

REMOVING BODY PARTS

You can manually dismember Bryce in the following ways after learning the ability in the game.

REMOVE HEAD — HOLD THE LB + RB BUTTONS

Hold the LB and RB buttons to remove your head.

HINT: Try throwing your head to reach locations that you can't reach by jumping. If your head makes it, you can then regenerate the rest of your body and continue on from there.

REMOVE LEFT ARM/RIGHT ARM — HOLD THE LB OR RB BUTTON

Hold the LB button to remove your left arm and hold it in your right hand.
Hold the RB button to remove your right arm and hold it in your left hand.

THROW — RELEASE THE LB OR RB BUTTON

Release the LB or RB button when holding your head or arms to throw them.
You can adjust the trajectory with the Right Stick.

THROWING TRAJECTORY

The trajectory of a thrown limb is indicated on-screen by a brightly glowing yellow arc.

HINT: Get the Explosive Limbs ability to be able to detonate the limbs you throw. This ability is useful in a wide variety of situations, so acquire it early on in the game.

BLADE MODE ACTIONS

In Blade Mode, you fight with Bryce's Butterfly Blade. The following actions can be used while holding your blade.

LOCK ON TARGET — LT BUTTON

Pull LT to lock on to your target and prepare to attack with your blade.

LOCKED-ON TARGET

When you are locked-on, the target glows yellow.

SWING BLADE — MOVE THE RIGHT STICK

While locked on to an enemy, move the Right Stick from left to right or from up to down to swing your blade in a similar manner. The blade is also used to break through chained doors and gain access to new passages.

BLOCK — HOLD RT BUTTON

While locked on to an enemy, hold the RT button to block enemy attacks with your blade. Use the Right Stick to change the block direction. You can only block when Bryce is in possession of both his arms.

HEAD ATTACK — HOLD D-PAD ⌃ THEN RELEASE

When in Head Mode, hold D-pad ⌃ then release it to perform a Head Attack. Bryce's head is propelled high speed in the direction you are moving the Left Stick.

HINT: By unlocking certain abilities as the game progresses, you gain access to more blade attacks. These are useful when facing strong enemies.

GUNS MODE ACTIONS

In Guns Mode, you fight with a gun in each hand and can take the following actions.

SHOOT LEFT-HAND/RIGHT-HAND GUN — LT / RT BUTTONS

Press LT to shoot the gun in your left hand , and RT to shoot the gun in your right hand.

RETICULES

Reticules indicate the bullet's impact location and turn red to indicate that you're currently targeting an enemy. The one on the left is for your left-hand gun, and the one on the right is for your right-hand gun. When standing still, the reticules will move together until they overlap, indicating that both guns are trained on the same point.

DESTRUCTION

When you are aiming at a destructible object, the reticules turn yellow. Destroying destructible objects and surfaces produces debris that damages demons.

AIM — CLICK THE RIGHT STICK

Click the Right Stick to zoom in on the area where your reticules are, making it easier to take aim. Click the Right Stick again or combat roll to return to the normal display.

RELOAD — X BUTTON

Press the X button to reload your guns. If you use all of the ammo in your gun, you automatically reload it.

SWITCH GUNS — D-PAD ⌬ / ⌬

Once you find additional guns in the game, you can switch the currently equipped gun by pressing the D-pad ⌬ / ⌬. Press the D-pad ⌬ to switch the left gun, and the D-pad ⌬ to switch the right gun.

HINT: Many strong enemies, like bosses, have a weak point that will glow yellow. Try to target that location with your guns or blade.

MULTIPLAYER CHALLENGES

In this mode, you can play competitive or co-op multiplayer games with players online (up to four players per game). You can also check the online rankings.

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 isavailable 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.

MULTIPLAYER CHALLENGES MENU

Select MULTIPLAYER CHALLENGES from the Main Menu, and then select from the following menu items. To start a game, select QUICK MATCH, SEARCH FOR GAME, or CREATE LOBBY.

QUICK MATCH

Search for a lobby created by another player, and automatically join it.
If there are no available lobbies, you can create a lobby yourself by hosting a game.

SEARCH FOR GAME

This option displays the currently available lobbies. Select one to go to the lobby screen. Use any of the triggers or bumpers to view available filter options and list only those lobbies running a specific challenge, game type or map. Press X to refresh the list.

HINT: In Multiplayer Challenges, players can select from four characters. Bryce, Young Bryce, and Alex all have the same abilities as Bryce in Single Player. Arcadia has her own unique characteristics.

CREATE LOBBY

To host a game and create a lobby, follow the steps below.

1. Select the number of players (from two to four) and press the X button to toggle between Public (open to anyone) and Private (only open to invited players).

   Press the A button to proceed to the challenge selection.

2. Choose the challenge you want to play, and then press the Y button to switch the level of difficulty between Normal and Hardcore. Press the A button to proceed to the lobby screen.

CHARACTER SETUP

Select the character to use in Multiplayer Challenges from Bryce, Young Bryce, Alex or Arcadia. You can cycle through each character's costume variants by pressing the X button. Press the Y button to buy and equip abilities.
**You can use XP and some abilities acquired in Single Player.*

LEADERBOARDS

Check the online rankings. Select a player to view their profile.
Press the X button to display only your friends.

LOBBY SCREEN

On the lobby screen, you can check the players who have joined the lobby.
Press the START button when you are ready to play. Once all of the players have pressed the START button, the game begins. Once the minimum number of players has been met, a 60 second countdown begins. When it reaches zero, the game begins automatically.
** Press the Y button to perform Character Setup.*

PLAYERS LIST

Players who are ready have a ✓ symbol displayed next to them.
Press the Ⓐ button to view the profile of the selected player, or click the Right Stick to mute that player. Any player can invite a friend into the game.

◆ Actions that only the host can perform:
● Change the minimum number of players
● Kick a player

Each challenge ends when the time limit reaches zero or the challenge condition is met

TIME LIMIT

This option displays the time limit for the challenge.

PLAYER INFORMATION

DAMAGE DONE AND SCORE OBTAINED

Players get points depending on the damage they inflict.
The amount of points each player gets affects the XP they receive at the end of the game.

REGENS REMAINING

In co-op Multiplayer Challenges, the number of times players can regenerate is limited. Once the Limb Pool is exhausted, players can only regenerate using Regeneration Vessels.

HINT: If you have a headset, you can talk to other players while playing. This can make it easier to coordinate actions in missions, such as Onslaught and Search and Rescue.

CHALLENGE TYPES

ONSLAUGHT/ARENA ONSLAUGHT [CO-OP]

Work together to defeat a large group of attacking enemies. In Onslaught, you must defeat the enemies in the current area to unlock the next area. Defeat all of the enemies in every area to complete the challenge. Arena Onslaught takes place entirely in a single area.

SEARCH AND RESCUE [CO-OP]

In this challenge, you must rescue all of the civilians in the area. Rescue a certain number of civilians to complete the challenge. Approach a civilian and hold the Ⓧ button to make them follow you, then lead them to the area's evacuation zone.
**Civilians are too scared to move when demons are close. They also stop following you if you are reduced to only your head.*
**When a civilian is killed or led to safety, a new civilian enters the area.*
**The HUD pointer will indicate the direction of the civilian.*

FRAGILE ALLIANCE [COMPETITIVE]

Each player fights on their own to protect a number of checkpoints for a certain amount of time. Arrive at a checkpoint and, if you protect it from attacking enemies for a set amount of time without being defeated, the next checkpoint appears. Repeat this until you have been to every checkpoint. Your score is determined by the number of checkpoints you manage to defend.
** Arcadia cannot be used for this challenge.*

EGG HUNT [COMPETITIVE]

See who can collect and bring back the most Demon Eggs in this challenge. When you find Demon Egg, grab it and bring it to the goal zone in that area to get points. The first player to bring back the pre-determined number of Demon Eggs is the winner. If you dismember another player while they are carrying Demon Eggs and reduce them to just their head, you can steal their Demon Eggs.

HINT: There are 13 challenges in the game. The maps that can be used for each challenge are pre-set.

HINT: The stronger the enemy you defeat, the more points you get. Try to defeat as many enemies as possible to get a high score.

FINISHING A CHALLENGE

When a challenge ends, the results screen will appears. After 15 seconds, the challenge will automatically restart. Prior to that, the host can select to return all players to the lobby to choose a new challenge or end the multiplayer session altogether and return to the Main Menu.

INDIVIDUAL AND TEAM RESULTS

The total score, clear time, and number of enemies defeated are displayed.

MENU

View Gamer Card:	View your gamer card.
Return to Lobby:	Return to the lobby.
Quit to Main Menu:	Return to the Main Menu.
Quit:	Remove yourself from the multiplayer session.

ARCADIA ABILITIES

Arcadia has different characteristics and actions than the other three characters.

- She receives bonus points whenever she score points.
- Her SMG is more powerful than Bryce's, and she can damage enemies usually invulnerable to bullets.
- She takes more damage from guns than the other three characters.
- She cannot automatically revive herself. One of the other players must help her.
- She cannot dismember herself, and taking damage does not result in the loss of body parts.

HINT: Choosing the right abilities is very important. For example, if playing in an area where you must move around a lot, you might choose an ability that makes you move faster. If you are in an area that includes protracted stationary fighting, choose an ability that increases your attack power.