

XBOX 360.

DEADLY PREMONITION



Rising Star Games

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PhysX
by NVIDIA

Marvelous Entertainment Inc.

ACCESS GAMES

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Rising Star Games

⚠ 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.

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CONNECT TO XBOX LIVE

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.

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Getting Started

An introduction movie will be played when you load the game.

Press the A Button or START Button to proceed to the title screen.

Title Screen

Press the START Button once the title screen is visible. Use the Left Stick or D-Pad to select a device for saving and loading game data, and press the A Button to confirm. Five menu options will be displayed. Select "New Game" or "Load Game" to begin playing.



NEW GAME

Play the game's main storyline from the beginning. Select a difficulty level of "Easy", "Normal" or "Hard".



SAVING YOUR GAME

You can save your progress by using the telephones found in various locations within the game. Pressing the A Button near a telephone brings up the screen shown on the right. Choose "Save Game" to save your game. Choosing "Change Save Target" allows you to select a different storage device to save your game to. The game also Autosaves your progress at certain stages, such as when you complete a Chapter.



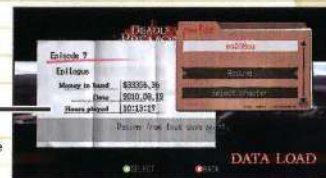
- You can only create one saved game
- Some telephones will charge you money

LOAD GAME

Allows you to continue playing from a previously saved game, or replay a completed Chapter. Choose one of the menu options below:

PREVIOUS SAVE

Displays the Episode title and money remaining.



CONTINUE

Allows you to continue the game from your last saved game.

CHAPTER SELECTION

Allows you to replay the game from a previously completed Chapter. Use LB and RB to select the Episode, the Left Stick or D-Pad to select the Chapter, and the A Button to confirm. You can select a difficulty level before the game starts.

LEADERBOARDS

Allows you to connect to Xbox LIVE® and view the Leaderboards for this game. If your own Leaderboard is No.100 or higher, this number will be shown as your "Position". Use the Left Stick or Up/Down on the D-Pad to scroll through the Leaderboards.



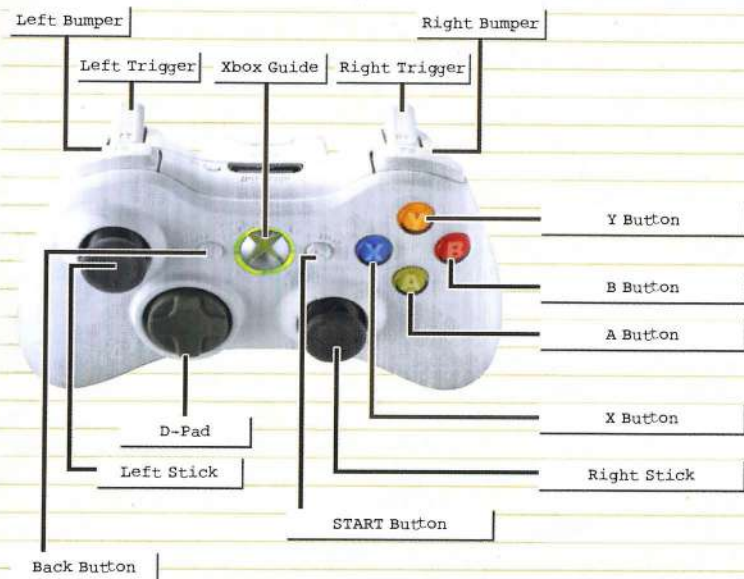
NOTE: Entering the "Leaderboards" screen submits your progress and updates the Leaderboard information.

CONTROLS

This page shows general controls when playing this game with the Xbox 360 Controller. Specific controls are described separately.

XBOX 360 CONTROLLER

BASIC CONTROLS



BASIC CONTROLS

Basic controls such as menu navigation and examining nearby objects.

A Button.....	Accept
B Button.....	Cancel
Y Button.....	Send item to Toolbox
Left Stick	Select menu option
D-Pad	Select menu option
START Button	Display Pause screen/Skip certain cinematics

ACTION CONTROLS

Action Controls

Controls for moving and attacking.

D-Pad	(Up/Down) Select weapon to equip
Left Stick	Walk, run (with X Button)/Spin around (Down + X Button)/Aim (while pulling Right Trigger)
Right Stick	Move camera
A Button	(While pulling Right Trigger) Attack
B Button	(While pulling Right Trigger)/Reload or discard weapon
Y Button	Turn flashlight on/off
Left Trigger	Hold breath (while pulled)/Lock on (while pulling Right Trigger)
Right Trigger	Draw weapon
Left Bumper	Strafe left
Right Bumper	Strafe right

Driving

Controls for driving a car.

D-Pad	(Up) Turn wiper on/(Down) turn wiper off (Left) turn on left-turn signal/turn off right-turn signal (Right) turn on right-turn signal/turn off left-turn signal
Left Stick	Steering
Left Stick Button	Blow horn
Right Stick	Move camera
A Button	Enter/exit car
B Button	Parking brake
X Button	Sounds siren and increases top speed
Y Button	Turn headlights on/off
Left Trigger	Brakes, reverse
Right Trigger	Accelerate
Left Bumper	Change view
Right Bumper	Change view

Game Screen

This section explains how to use the Main Game Screen, where you will control the main character and carry out the investigation, as well as how to read maps of the town and the buildings in it. Make sure you check your current position and destination with the map as you move around.

Main Game Screen

The basic screen for the game. Pressing the START Button displays the Pause screen.



- 1: LIFE GAUGE AND PULSE GAUGE
- 2: DESTINATION: THE NUMBER SHOWN BELOW IS THE DISTANCE TO YOUR DESTINATION
- 3: WEAPON CURRENTLY EQUIPPED
- 4: ICON: DISPLAYS THE POSITIONS OF ITEMS
- 5: MAP OF THE SURROUNDING AREA: THE CURRENT TIME WILL BE SHOWN IN THE TOP LEFT CORNER
- 6: LIMIT SHOWS ANY TIME RESTRICTIONS ON REACHING YOUR DESTINATION

LIFE GAUGE

The Life Gauge shows the main character's overall health. Enemy attacks deplete this gauge, and the game ends if you run out. Your Life Gauge can be refilled by using a "First Aid Kit" or by catching some sleep.

PULSE GAUGE

The Pulse Gauge shows the main character's heartbeat and breathing rate. This gauge increases as you run and hold your breath. If the gauge fills up, you will be unable to run or hold your breath for a certain amount of time, and you'll move slower until you recover.

ICONS

The following icons will be shown on the Main Game Screen, map of the surrounding area and Main Map.

	A DESTINATION FOR ADVANCING THE STORY. THIS ICON WILL BE SHOWN WHEN THE CURRENT TIME IS WITHIN THE LIMIT CONSTRAINTS.
	A DESTINATION FOR ADVANCING THE STORY. THIS ICON WILL BE SHOWN WHEN THE CURRENT TIME DOES NOT MEET THE LIMIT CONSTRAINTS.
	THE LOCATION OF SPECIAL ITEMS, OR THE CHECKPOINTS FOR THE "CIRCUIT RACING" MINI-GAME.
	A LOCATION AFFECTED BY THE OTHER WORLD.
	YOU CAN CATCH SOME SLEEP HERE.
	YOU CAN USE A TELEPHONE HERE.
	YOU CAN FISH HERE.
	YOU CAN FIND A DRIVABLE CAR HERE.
	A HOTEL.
	THE SHERIFF'S DEPARTMENT.
	BLUE ICONS ARE MALE CHARACTERS, RED ICONS ARE FEMALE CHARACTERS, AND GREY ICONS ARE CHARACTERS YOU HAVEN'T TALKED TO YET.
	CHARACTERS RELATED TO INITIATING SIDE MISSIONS.

Main Game Screen

Pressing the BACK button or selecting "MAP" from the Pause Screen shows you the Main Map for the town or a building interior. Use the Left Stick to navigate the map. When looking at the town map, the Left and Right Triggers will centre the screen on major landmarks.

NOTE: Pressing the A Button displays the current objective. Pressing the Right Bumper displays currently active Side Missions.

ICONS: HOVERING THE CURSOR ABOVE THE ICONS WILL DISPLAY STORE/CHARACTER NAMES.

ZOOMING IN/OUT: UP OR RIGHT WITH THE RIGHT STICK ZOOMS IN, DOWN OR LEFT ZOOMS OUT.



Mini-Games

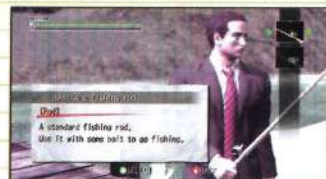
Certain locations within the town allow you to play Fishing, Darts or Circuit Racing mini-games. Completing a mini-game earns you items and/or money.

Fishing

Examining locations near a river marked with a "fish" icon allows you to find items such as fish and ammo. Follow the instructions below to fish. Note that you need a fishing rod and fish bait (worms) to do this.

1 CHOOSE A FISHING ROD

Choose a fishing rod and your fish bait. These will affect which items you are likely to catch.



2 BEGIN FISHING

When the screen shown on the right is displayed, press the A Button to start fishing. When something bites, the game will notify you with "HIT!" - press the A Button within the time limit. The fishing line will break and you will lose your fish bait if you miss this window.



3 STOP THE REELS

A set of reels will be shown. Press the A Button to stop them. Depending on the results, you will catch an item, break your fishing line, etc. If the result is an actual fish, you have the option of Catching it (and obtaining it as an item) or Releasing it (returning it to the river).



Darts

A certain establishment allows you to play Darts for \$50 per game. Examining the darts board brings up the following menu. Note that you need the "Dart Gun" item to play this mini-game.

Play Darts:	Play a game of Darts.
Count Up Rules:	View the rules for scoring.
End Game:	Exits the Darts mini-game.

SHOOTING DARTS

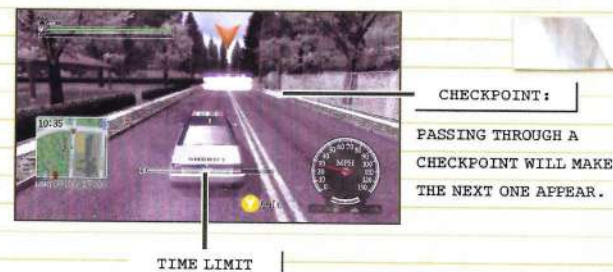
Similarly to when you attack, ready your Dart Gun with the Right Trigger, aim with the Left Stick and shoot with the A Button. You can pull the Left Trigger to steady your aim, though your Pulse Gauge will increase while you do so.



Circuit Racing

Circuit Racing is a mini-game where you drive a car through a series of checkpoints. This mini-game begins when you arrive at a location marked with a "Flag" icon while driving a car. Drive your car and head for each checkpoint, and pass through all the checkpoints within the time limit to complete the mini-game.

NOTE: Pressing the Y Button during a Circuit Racing game allows you to quit.



LIMITED WARRANTY

Rising Star Games warrants to the original purchaser of this computer software product that the recording media on which the software program is recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such a period defective media will be replaced if the original product is returned to Rising Star Games at the below address, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to and does not affect your Statutory Rights in any way. This warranty does not apply to the software program itself, which is provided "as is". Nor does it apply to media which has been subject to misuse, damage or excessive wear.

RETURN AFTER WARRANTY

Rising Star Games will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £15 per cartridge payable to Rising Star Games Limited. If you have any queries on warranty replacements or user-damaged cartridges or manuals, please e-mail us on support@risingstargames.com. Please note that this email address is only for warranty and NOT technical queries. For technical enquiries please email help@risingstargames.com. Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

TECHNICAL AND CUSTOMER SUPPORT

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