XBOX 360



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.

Thank you for purchasing *RISE OF NIGHTMARES*™. Please note that this software is designed for use with the Xbox 360 video game and entertainment system from Microsoft®. Be sure to read this software manual thoroughly before you start playing.



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HDTV Settings

To display the game in high definition display modes, connect your Xbox 360 console to a TV with HDMI or component input using an Xbox 360 Component HD AV Cable or Xbox 360 HDMI AV Cable. If you are using the Xbox 360 Component HD AV Cable, slide the switch on the AV port to "HDTV." The HDTV position should be selected on the Xbox Dashboard if the TV supports HD resolutions such as 720p, 1080i, and 1080p.

Prologue

Somewhere between Hungary and Romania, there lies a dark forest that is spoken of only in hushed whispers. Local folklore is full of stories of ghosts and monsters roaming the ancient trees, and the locals call the forest “haunted”, “cursed”, and “God-forsaken.”

In recent years, strange incidents have been occurring around the forest further strengthening these fears. Local people have seen an influx of young people, especially pleasure-seeking foreigners, coming into town in search of parties that they hear about over the internet. But these youths seem to come and go, never to be seen again. Some brave souls have ventured into the forest to investigate these incidents, but none have returned. Not wishing to attract attention, the locals have kept quiet and avoid the cursed woods at all cost.

Totally unaware of these incidents, Josh and his wife Kate are passing through the mysterious area while on a vacation in Eastern Europe. Josh has recently lost his job and is taking what he calls a ‘mini retirement’, though Kate seems to feel he’s being a little self-destructive.

And so our story begins...

Menu Controls

In this game, all actions including selecting menu items are done with your hand, arm, and body movements.

Whenever you make a selection, the target icon will be highlighted, and a gauge will appear around it. Remain in that position until the gauge makes a full circle.



Confirm
Extend your hand towards the Kinect sensor to confirm your current selection.





Cancel (Close / Return to Previous)
Hold your right hand extended down and to the right to highlight this icon. This is also used to skip some of the in-game movie scenes and playing of Detective Tapes.





Scroll Menu Left*
Raise and extend your left hand to the side to scroll the menu in that direction.



Scroll Menu Right*
Raise and extend your right hand to the side to scroll the menu in that direction.



***Note:** The gauge will not appear over these icons.

Kinect Guide
Extending your left hand down and to the left will display this icon. During the game, it will open the Pause Menu. In other situations, it will open the Kinect Menu.





Try making bigger movements with your body so the game can detect the movements more accurately.

Starting the Game

At the title screen, extend your hand forward to start the game.



Adjusting Brightness of the Game
The first time you play this game, you will be asked to adjust the brightness of the game. Raise your left/right arm straight to the side to move the cursor so the triangle edge is visible, but the inner crest is not.
You can readjust the brightness by selecting Video Settings in the Options (p.13).



At the Main Menu, select one of the following:



New game	Play the story from the beginning. Select the difficulty level of the game before you play.
Continue	Resume play from the act/scene you left off from the last time you played.
Select scene	Select an act and scene you have already played, and continue the game from there. The icon indicates the difficulty level of the game, with which you have cleared that scene. Change the difficulty level in the Options Screen.
Options	Change various game settings. See p.13.
Archives	Review Detective Tapes and Tarot Cards you have found in the game. See p.13.

About Autosave
The game is saved automatically after completing each scene. Take care not to turn the power OFF while saving is in progress.

How to Play

Moving Around

Movement in the game can be performed through two types of movement modes: Free Movement mode, where you are in direct control of your movement, or Auto-Movement mode, where the game guides you automatically to your next destination.

Free Movement

• Moving Forward
Place either foot in front of you to move forward. The amount you place your foot forward determines the speed of your movement. You will continue to move as long as your foot is out. Bring your foot back in to stop.



• Moving Backward
To walk backwards, simply place one foot behind you. Return it to its original position to stop.



• Turning
Turning is performed by turning your shoulders left or right. You can turn while moving.



Auto-Movement
The Auto-Movement icon is displayed whenever the auto movement mode is available. Raise your right hand up and right until the gauge around the icon makes a full circle. You must continue to hold your arm up to keep auto movement engaged.



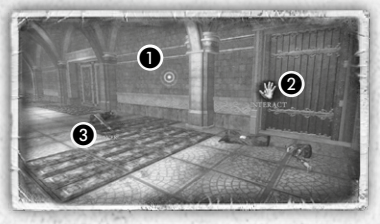
There may be situations in which you cannot use Auto-Movement to advance until you can get past an obstacle. In such a situation, use free movement mode and search the area for a way forward. Also, note that there are many weapons, tapes and tarot cards (p.13 under Archives) scattered throughout the game that you will miss if you rely solely on Auto-Movement.





Interactions

While wandering around, if an object or a person of interest appears, an icon for each will be displayed.



Picking up items and interaction (see below) are done with the target pointer (❶). Extend your hand forward to display the pointer. The target pointer will then move across the screen as you move your hand. Lower your hand to make the target pointer disappear.

Note that while the target pointer is displayed, you cannot move around or perform any gesture (see the opposite page).

To interact with an object or pick up an item, place the target pointer over that object's icon and hold until the icon gauge fills. The interaction icon (❷) will appear over any object or person of interest.





If **INTERACT** is displayed under the icon, it will usually require a specific gesture to be performed (see next page).

Weapons, Detective Tapes, Tarot Cards and other key items will be indicated by appropriate icons (❸), and can be picked up by moving the target pointer over them.





One-handed weapons will be equipped to the hand you used to pick it up, i.e. if you're left handed, use your left hand to pick up the weapon, and you will hold it with your left hand. However, you cannot hold two different weapons with each hand, as you can carry only one weapon.



Note that when you pick up a weapon, the weapon you previously had will be discarded. However, discarded weapons can be picked up again later.

Situational Gestures

Most of the time when you select the Interaction Icon you will be asked to perform an appropriate gesture in order to interact. This is indicated by the (!) icon, with instructions on what to do displayed underneath.





Some interactions can be cancelled should you not wish to complete the interaction. Just lower your right hand down and to the right. Alternatively, you can stay still without making a gesture for a while for the same effect.



Example: Opening Doors

Most of the doors like this one can be opened by either the pushing or kicking gesture.



Some doors open by sliding to one side. You can't kick these to open.



Below are just a few examples of situational gestures. How would you interact with these? Try and find out!



Attacking

You will have to fend off creatures with either your bare hands, or weapons you find along the way.





All weapon attacks are performed using your arms, the actions needed to use a weapon depend on the weapon type. The weapon you currently have will be displayed at lower left of the screen (4). Also note that you will have to attack with the arm or hand in which you are holding the weapon. For punches or two-handed weapons, you can use either hand.

Punch / Hook

Creatures can be attacked with simple bare-handed punches by thrusting your fist towards the screen. The direction of your punch is determined by how you thrust out your arm. You can also throw hooks by thrusting your arm from one side to the other, just like you would in real life. Bare-handed punches do very little damage, but there are some weapons that will increase the power of your punches.



Stab

Stab by thrusting your hand forward. Stabbing can be done with knives only.



Bash / Slash / Hack

Swing your arm horizontally or vertically to bash, slash or hack, depending on the weapon you have. You can adjust the direction of attack (high, medium, low or left, center, right) with the direction you swing. These attacks are especially effective for chopping/knocking off parts of a creature's body, or attacking multiple creatures with one swing.



Throw

Some weapons are meant to be hurled to attack. Make a throwing gesture with your hand. You pick these weapons up in a set number, and the amount decreases as you throw. If you pick up more of the same type of projectile weapon, the number you have in possession will increase. The amount you have left will be displayed along with the weapon icon.



Two-Handed Weapons

Some weapons are held with two hands, such as the chainsaw. Raise both hands to chest-high, then thrust your hands forward as if to press the weapon against the creature to saw.

There are other types of two-handed weapons that require different gestures to attack.



Kick

You can kick your foes by performing a swift kicking gesture with either of your legs. Although kicking is not so strong, it is quite an effective way to interrupt the attacking motion of certain creatures. It will also knock the creature back, giving you a little breathing room.





Fighting Stance

By holding both arms up in a fighting stance, you can guard against attacks and minimize damage. But be careful: not all attacks can be guarded against.





The same stance can be used to focus yourself on the nearest creature. With the onscreen creature within a given distance, when you take a fighting stance, the screen will automatically adjust to display that creature in the center. The marker (5) will also appear on that creature when it is very close. While focused on a creature, you can move forward or backward, but you cannot turn. You will need to drop your arms to turn away from a target.

Dodge Gestures



During combat, you may encounter special enemy attacks that require specific gestures to deal with them. The most-used dodge gesture is pushing them back (shown here), but there are others that require different gestures. Try to be quick to perform the correct gesture. Otherwise, you will take serious damage.



Weapons

Weapons are found in various places. You can only hold one weapon at a time. Weapons have limited durability, as they will break after repeated use. Note that if you're equipped with a one-handed weapon, you can throw punches with your free hand, bare-handed.

Below are some of the weapons appearing in the game.

Brass Knuckles
Equip these to both knuckles. They will inflict more damage when you punch creatures.



Knife
A small knife you can use to stab and slash creatures.



Iron Pipe
A metal tube with the right thickness for bashing creatures.



Hatchet
A small axe you can use to hack creatures.



Scalpel
A small but extremely sharp knife you can hurl at creatures.



Chainsaw
A powered saw you hold with both hands.



Azoth
You will eventually obtain Azoth, an alchemic weapon that fires powerful balls of energy.
You can not only attack with it, but also break alchemic seals.





To use Azoth, you must first charge it. Do so by raising your left arm and bending it at the elbow so your fore-arm is point up. Then touch your left elbow with your right hand. Charge longer for a stronger shot. To fire, thrust your left arm forward.

Use of Azoth is physically taxing. You can only use it a certain number of times. You'll need to rest a short time before it becomes usable again. The number of energy balls displayed (6) indicates how many times you can currently use it.

Damage and Recovery

This game does not display your health. Instead, if you take too much damage, the perimeter of the screen turns red to warn you that you are near death. If you continue to take hits, you will eventually die.

Your health will recover automatically if you avoid taking damage for a certain amount of time.



Attacks from the creatures aren't the only way you lose your health. There are also leeches and swarming insects that will bite you. Make appropriate gestures to drive them away.



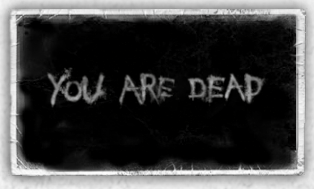
There are also various traps that will lead you to instant death. Stay away from anything that looks obviously dangerous.



There are areas of water you must swim across. If you don't swim, you will slowly sink and eventually drown.



Should you die in the game, your game will automatically restart from the last "safe" spot before you died. To exit the game, select Return to Title Screen from the Pause Menu (p.13).



Ernst

Sometimes during the game, you will encounter the doctor's fierce bodyguard, Ernst, as he prowls around the mansion grounds. If you are found by Ernst, there is no escape.



When Ernst's mask is closed, he cannot see you. He is only aware of noises around him, so he won't find you as long as you remain quiet. However, he will find you if he bumps into you.

The icon will be displayed in yellow to caution you.



If Ernst hears a sound or senses your presence, he will stop and listen to the surroundings. If you stop and remain quiet, you might make it through without being discovered.

The icon will be displayed in red to warn you.



Boss Battles

During the course of the game, you will encounter boss creatures that must be defeated in order to advance the game.



Bosses attack with special attacks that require a dodge gesture to avoid. Be quick to perform the correct gesture.



Pause Menu

Open the Pause Menu by holding your left hand down and to the left until an icon (❼) appears, and remain until the gauge makes a full circle.





Return to Game

Close the Menu and return to the game.

Return to Title

Quit the game and return to the Title Screen. Any unsaved progress will be lost.

Options

Access the Options Menu to change various game settings. The Options Menu can be accessed from the Main Menu or during the game.

Video Settings	Adjust the screen's brightness.
Turn Speed	Change the in-game camera's turning speed.
Menu Confirm Speed	Change the menu selection confirm speed.
Interaction Confirm Speed	Change the interaction confirm speed.
Subtitles	Turn subtitles on/off.
Difficulty	Choose the difficulty level. Note that this cannot be changed while in-game.
Default Settings	Reset all Options settings to their defaults.
Back	Return to the previous menu.

Archives

During the game, you will also find Detective Tapes and Tarot Cards. The Detective Tapes supplement the story of the game. Although taking these items will not affect the outcome of the story, collecting them all will count towards your achievements.

Control Guide

Review explanations of the controls that were shown during the game.

Kinect Menu

Open the Kinect Menu.

Kinect Tuner	Start the Kinect Tuner.
Kinect Guide	Access the Kinect Guide.
Kinect ID	Set the Kinect ID registration data.

Tips for the Game

Chopping off creatures' heads is an efficient way to defeat them. Without their heads, the creatures can no longer follow you, and will soon collapse to their death.



It's also possible to sever enemy arms to prevent their scratching attacks, but remember, some of them can still bite you.



If you see several creatures lined up in a row, try knocking or kicking the front creature into the one behind it. This way, you can inflict damage to both creatures.



If you're closely surrounded by creatures, kicking one may knock back the creatures on both sides as well, spreading them out in the process.



Some creatures have metallic body parts. Attacking these parts will not only inflict less damage to the creatures, but also wear out your weapon faster.



You'll find large crates at various places. These can be broken open. What's inside may be a real...surprise!



Even if you already have a weapon, sometimes it's best to pick up a new weapon if you come across one. Weapons break after a certain amount of wear and tear, and you don't want your axe breaking in the middle of a life-or-death battle!



Remember that you cannot turn when you are locked onto an enemy. To turn, you will have to drop your arms. However, when you want to get away from an enemy, sometimes it's best to just move backwards if you have the space to do so.



If you get lost or aren't sure where to go next, just raise your right arm up to activate Auto-Movement. If available, Auto-Movement will guide you effortlessly to your next objective and get you back on track. You can also check the current objective in the Pause Menu.



Achievements

This game supports the Xbox LIVE Achievement system. As you play the game, you will earn points by fulfilling certain challenges, which will be credited to your profile's Gamerscore. Achieving all 44 of this game's achievements will add a total of 1000G to your profile. Access Dashboard to view the list of achievements.

Characters

Many victims will fall into this tragedy with you.



Josh

The main character. Though he had previously overcome his alcoholism, he's gone into relapse due to a recent job loss. The story begins while he is on a trip through Eastern Europe to reconnect with his wife.



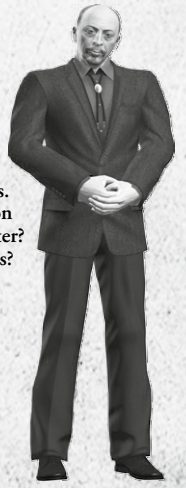
Kate

Josh's wife. She's a supportive wife and cares deeply about Josh. It crushes her to see her husband in such a pitiful state, and she worries about their future.



Yeli

Mysterious Romani fortune teller. She seems to know Ernst...?



Viktor

The genius scientist behind this madness. Is he the same person the detective was after? Why is he doing this?

You will also meet the following people. What fate awaits them...?

Backpackers

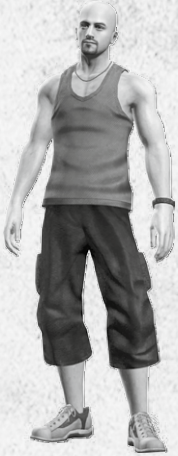
A group of traveling youths on their way to a strange rave they heard about on an internet forum.



Aaron



Katja



Max



Monica



Jane

A psychiatrist from England.



Gregor

Local old man.



Sasha

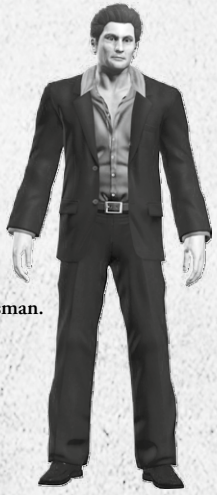
Tasha

Ballerina twins from Russia.



Lin

A college student from the Far East, travelling alone.

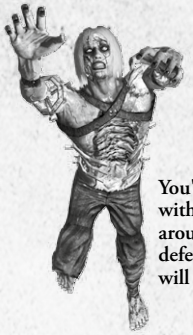


Peter

A Dutch businessman.

Creatures

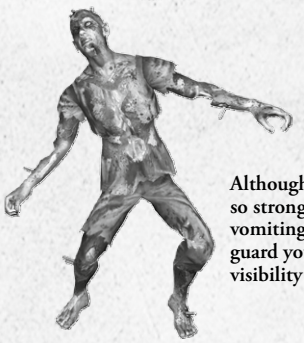
Through your journey, you will be assaulted by the products of the doctor's hideous experiments. Below are some examples from the doctor's notes.



You'll often find this type with insects swarming around it. If you don't defeat it quicky, the insects will swarm around you!

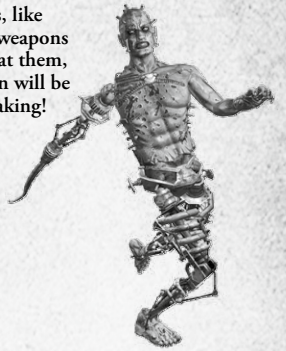
This type attacks with a nasty one-two combo.

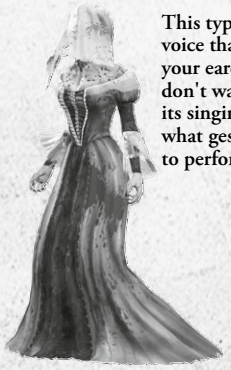




Although this type isn't so strong, it attacks by vomiting. If you don't guard yourself, you'll lose visibility for a given time!

Some creatures, like this one, have weapons attached. Defeat them, and the weapon will be yours for the taking!





This type has a fatal voice that will shatter your eardrums. If you don't want to listen to its singing, you know what gesture you need to perform.

This type is implanted with a time bomb which is triggered by taking damage. Get away from it, or... kaboom!!



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