XBOX 360

XBOX LIVE

VELVET ASSASSIN

MATURE 17+

M

CONTENT RATED BY ESRB

Replay Studios

SOUTHPEAK GAMES

WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see **www.xbox.com/support** or call Xbox Customer 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.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.

For more information, visit **www.ESRB.org**

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GETTING STARTED

1. Setup your Xbox 360 video game and entertainment system as described in your Xbox 360 manual.
2. Connect your Xbox 360 Controller and other peripheral devices if required.
3. Insert the Velvet Assassin DVD-ROM into the Xbox 360 drive and follow the instructions on the screen.

See chapter 'Main Menu' for information on how to start a new game or load a previously saved game.

Note:
You can adjust some control options.

See chapter 'Main Menu' for more information.

Xbox LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

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.

CONTROLLER

Default Configuration

THE STORY

As World War II is waged outside of a lonely hospital window, it also plays out inside the mind of Violette Summer. While in a coma, the British intelligence agent relives the horrors she experienced while sabotaging the Nazi regime. Velvet Assassin reveals the revulsions of war that are never spoken aloud.

Go through missions all across Europe to sneak up on enemies and pull the pins from their belted grenades, infiltrate a Nazi prison to slip cyanide to a comrade faced with torture, slink through the shadows to finish off your unsuspecting enemies with single, perfectly-aimed shots and use a range of attacks to help sabotage the Nazi empire!

Through Violette's feverish dreams, you will experience what she experienced, walk where she walked, and kill those she killed.

LEVELS OF DIFFICULTY

Before you start a new campaign, you can choose between two levels of difficulty:

Normal (for less experienced stealth action players)
Agent (for experienced gamers).

Note:
Once you have chosen a level of difficulty, you cannot change it during the current campaign.

SAVING AND LOADING

As the story evolves, the game will automatically save the player's progress every time you pass a checkpoint.

You can load previously-saved games by accessing the 'Load Game' option in the Main Menu or by choosing 'Last Checkpoint' in the In-Game Menu if you are currently within the game.

In case there are no previously saved games, you will need to start a 'New Game'. This option can be found within the Main Menu as well.

MISSION RATING

Whenever you have completed a mission, there will be a screen shown with selected statistics about your gameplay approach. From these statistics a player rating is deduced.

Possible player ratings are:

- Rookie (lowest)
- Soldier
- Agent
- Assassin (best)

Depending on the percentage of silent kills you performed and the collectibles you picked up you will obtain a different rating. The more collectibles you found and the higher your silent kill ratio is, the better your rating will be.

MAIN MENU

In the Main Menu you can perform different actions:

RESUME CAMPAIGN
This automatically loads your last saved checkpoint.

NEW GAME
Start a new campaign. You will be asked to choose a level of difficulty, see section 'Levels of Difficulty' in chapter 'The Game'.

LOAD GAME
Choose a specific previously saved game to load.

ACHIEVEMENTS
Display your Xbox 360 Achievements.

OPTIONS
Adjust various in-game options and see the developer credits:

BRIGHTNESS
Adjust the overall 'Brightness Level' within the game. (Default: 0)

AUDIO
Adjust the 'Master Volume', 'Effects Volume', and 'Music Volume'.

MAIN MENU

CONTROLS

SENSITIVITY:
Adjust the sensitivity of your right stick. (Default: 2)

INVERT X-AXIS:
Invert the horizontal axis of your right stick.
(Default: Off)

INVERT Y-AXIS:
Invert the vertical axis of your right stick. (Default: Off)

TOGGLE SNEAK:
There are two different modes to choose from:
Off = Press and hold to sneak
On = Press to start/stop sneaking
(Default = On)

TOGGLE AIMING MODE:
There are two different modes to choose from:
Off = Press and hold for Aiming Mode.
On = Press to enter/leave Aiming Mode.
(Default = Off)

STORAGE LOCATION
Select a location on which your saved games will be stored.

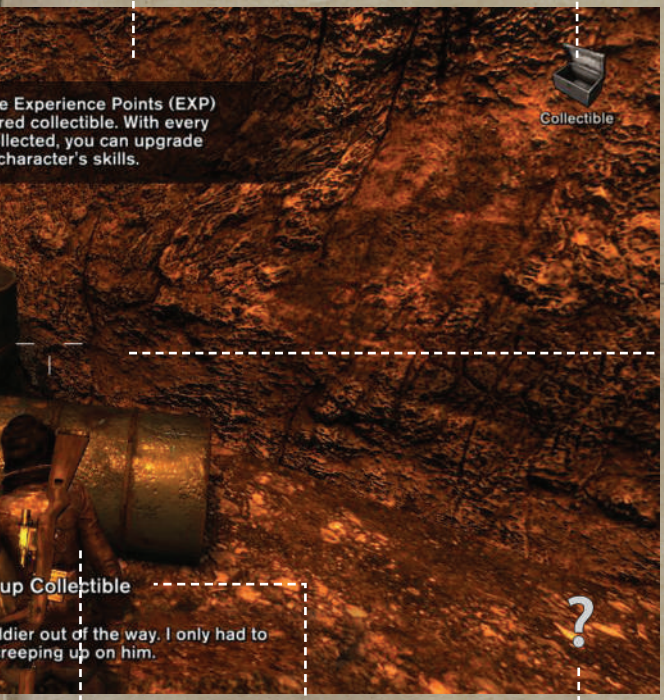
CREDITS
Get to know the people behind Velvet Assassin.

HEADS-UP DISPLAY

The Heads-Up Display (HUD) will give you valuable information about Violette's state, her equipment and possible actions as well as important events.

13.Messages

7.Pick-up Items



3.Cross-Hair

10.Morphine Bar

11.Disguise Bar

12.Interactions

15. Keys and Codes

HEADS-UP DISPLAY

1.Weapon

The weapon you have equipped.

2.Ammo

How much ammo you have left in your cache.

3.Cross-Hair

Helps you aim when using ranged weapons.

4.Health

How much health you have left.

5.Armor (Vest)

Indicates that you have picked up a vest for better protection against bullets.

6.Morphine Syringes

How many morphine syringes you have left (white) and how many you can still pick up (grey).

7.Pick-up Items

Items that you have picked up recently.

8.Purple Silhouette

Indicates that you are hidden in the shadows and therefore invisible to enemies up to very close distances – but only if you were not spotted before.

9.Damage Indicator

Is shown whenever Violette gets hurt.

10.Morphine Bar

Is shown in Morphine Mode only. Indicates how long the Morphine Mode will last.

11.Disguise Bar

Is only shown when wearing the SS uniform. Indicates the proximity of enemies.

12.Interactions

Are offered when you can perform specific interactions.

13.Messages

Tutorials, mission objectives or event messages will be displayed here.

14.Subtitles

Are shown whenever Violette or someone else is speaking nearby.

15. Keys and Codes

Indicates that you have picked up a key or a code. A question mark means you lack a key or code.

IN-GAME MENU

By pushing the 'START button' during a mission you will get access to the In-Game Menu.

MISSION

Shows everything concerning your current mission. You can have a look at your open mission objectives, inspect the mission map, and watch the mission briefing again.

CHARACTER

If you have earned a skill point, this is where you can upgrade your skills. Moreover, you can see your current campaign statistics.

INVENTORY

View all the items that you currently possess.

COLLECTIBLES

View all the collectibles you have found so far.

OPTIONS

Brings up the Options screen, see chapter 'Main Menu'.

LAST CHECKPOINT

Loads the last saved game.

RESTART MISSION

Restarts the current mission.

QUIT TO MENU

Ends the current game and quits to the Main Menu.

MOVEMENT AND ACTIONS

In this chapter the basic movements and actions the player can perform are described.

MOVEMENT TYPES

There are two different types of movements:

WALK/RUN

You move with normal speed, but your enemies might hear your footsteps if you are too close to them.

SNEAK

You move much slower, but silently!

Good to know!

Watch out for shards of glass lying on the ground! Moving over them creates noise – even when sneaking.

ACTIONS

CHOOSE WEAPON

Swap through the weapons available in your inventory.

TOGGLE AIMING MODE

You need to switch to the Aiming Mode for firing and reloading weapons. But note that you cannot perform any interactions with the environment or with enemies while being in Aiming Mode.

SHOOT

When in Aiming Mode you can fire the currently equipped weapon.

MOVEMENT AND ACTIONS

RELOAD

Reloads the currently equipped weapon if the weapon is not fully loaded yet and ammunition is left. This action is only available in Aiming Mode.

USE MORPHINE

Activates Morphine Mode if you have any morphine syringes left. See section 'Morphine Mode' in chapter 'Special Modes' for more information.

WHISTLE

You can lure enemies by whistling as long as you are not wearing a gas mask.

TOGGLE GAS MASK

Puts on or takes off a gas mask which protects you against toxic gases. This action is not available in Aiming Mode.

TOGGLE FLASHLIGHT

Turns on/off your flashlight to illuminate dark areas.

Good to know!

Shoot explosive barrels, gas barrels, or oil puddles to get rid of nasty nearby enemies!

INTERACTIONS WITH THE ENVIRONMENT

You will encounter various places where you can manipulate and interact with different kind of objects. You can:

- Unlock and open doors
- Peek through keyholes
- Climb ladders and fences
- Jump over gaps
- Crawl through ducts and holes
- Open safes to get hold of sensitive content
- Open weapon lockers and gain access to various weaponry
- Move, climb on, and jump down from crates
- Use levers
- Turn off radios
- Turn off the light by breaking fuse boxes
- Turn on or off machines
- Hide and change clothing in wardrobes and toilets
- Pick up and drop enemies' bodies
- Pick up items like medikits, collectibles, ammo, letters, and much more...

Good to know!

There might be situations in which you are able to interact with special objects, especially if they are related to (secret) objectives, like:

- Plant explosives
- Destroy wooden shelves blocking a passage
- Push a statue
- Climb through an open window
- Move a painting
- Drop a cyanide pill

MOVEMENT AND ACTIONS

INTERACTIONS WITH ENEMIES

GRENADE KILLS

During your missions you will encounter certain enemies having grenades mounted on their belts. If you make it getting close to their back, you can trigger their grenade which results in a huge explosion some seconds later.

SILENT KILLS

You can take out enemies silently with special killing moves, if you sneak up behind them first.

WEAPONS

During your missions you will find several weapons in weapon lockers. Picking up and exchanging weapons is possible at these weapon lockers only. In order to remain agile you can only carry one weapon of each type (Knife, Pistol, and Rifle) at the same time as well as a limited amount of ammunition.

COMBAT KNIFE The Fairbairn-Sykes knife is the perfect weapon for silent and deadly fighting behind enemy lines.

COLT M1911 Best used to kill single enemies from short distances or out from cover.

Additional magazines: 2
Number of bullets per magazine: 7

LUGER Popular and powerful, but noisy weapon.

Additional magazines: 2
Number of bullets per magazine: 8

FLARE GUN Fires single flares which let the target go up in flames.

Additional magazines: 5
Number of bullets per magazine: 1

WEAPONS AND EQUIPMENT

G43 SNIPER RIFLE A very accurate weapon, used to take out targets at great distances.

Additional magazines: 2
Number of bullets per magazine: 5

SHOTGUN Lethal at short distances, but rather useless at greater distances because of the wide spread of its shot.

Additional magazines: 2
Number of bullets per magazine: 6

STG44 ASSAULT RIFLE Tremendous damage in close combat. Sparse damage on greater distances.

Additional magazines: 2
Number of bullets per magazine: 30

Good to know!

Use your ammo sparingly. You won't find much!

EQUIPMENT

The **Vest** gives you additional protection and helps you to withstand enemy attacks better.

The **Gas Mask** helps you to remain unharmed in areas filled with poisonous gases.

The **Flashlight** might prove to be helpful in dark surroundings.

Good to know!

Use your flashlight with caution as enemies might be able to spot you when you use it!

SPECIAL MODES

MORPHINE MODE

Whenever Violette is going through her memories and recalls an extremely stressful situation, she starts shaking from her fever dreams. Then, her nurse in the hospital injects her with morphine to calm her down. As Violette cannot differentiate between reality and dream in her state of coma, she embeds the morphine into her past and it helps her to cope with a difficult situation in her mission.

GAMEPLAY EFFECT:

Whenever you use one of the morphine syringes you collected, time slows down. Everything around you, even your enemies, is frozen. During this mode, you can deal with the situation at hand, i.e. bring down an enemy with a silent kill or try to hide somewhere but other actions are not possible. Moreover, you should keep in mind that the Morphine Mode lasts for a few seconds only – indicated by the 'Morphine Bar' in the HUD.

Good to know!

While being in Morphine Mode, you can even kill enemies from the front.

SS UNIFORM MODE

In some missions you will find a SS uniform which you can use to disguise yourself. But changing clothes is possible in wardrobes and toilets only.

GAMEPLAY EFFECT:

While wearing the SS uniform, Violette looks and moves like her enemies. This allows you to cross areas guarded by German soldiers without being detected right away. But if you get too close to your enemies or draw a weapon, they will become suspicious and uncover you as a spy! The reddish screen and the decreasing 'Disguise Bar' will help you identify any upcoming danger.

Good to know!

Proper sneaking is impossible while wearing the SS uniform boots. Enemies will hear your footsteps on short distances.

COLLECTIBLES AND SKILLS

COLLECTIBLES

Collectibles are valuable items you can find at various places throughout the game. By picking them up you earn Experience Points (EXP). For every 1,000 EXP collected, you get an upgrade star which you can use to upgrade your skills.

In order to check how many EXP and upgrade stars you already have, open the In-Game Menu and select the 'Character' option.

Good to know!

The most valuable collectibles are rare and hard to find. So keep an eye out for them!

SKILLS

By upgrading **Morphine** you will either be able to carry more morphine syringes or the Morphine Mode duration increases. The effect is alternating. Maximizing this skill results in being able to carry three morphine syringes while the Morphine Mode duration increases by one third.

By upgrading **Stealth** you will be able to move faster when sneaking. Maximizing this skill enables you to sneak up on your enemies easily.

By upgrading **Strength** the amount of damage you can take before dying in-creases. Maximizing this skill enables you to better withstand enemy attacks.

STEALTH TACTICS

THE FOLLOWING TACTICS MIGHT HELP YOU TO HANDLE VARIOUS SITUATIONS:

IMPORTANCE OF SNEAKING:

As you make less noise when sneaking, you minimize the chance of being heard by your enemies.

MOVING IN THE SHADOWS:

As long as you keep in the shadows, enemies can spot you from very short distances only. Thus, keep an eye on the purple silhouette around Violette's body indicating that you are hidden in the shadows.

HIDING IN BUSHES OR BEHIND OBSTACLES:

Make clever use of hiding in bushes or behind obstacles to avoid combat with the enemy.

SILENT KILLS:

Instead of shooting and attracting attention you can also kill your enemies silently after sneaking up on them.

DISTRACTING ENEMIES:

You can use the silenced Colt to distract enemies. Just shoot close to an enemy from a secure distance in order to make him move.

USE MORPHINE:

Use morphine to prevent a guard from triggering the alarm once he has spotted you or is about to spot you.

ENVIRONMENTAL PUZZLES:

Watch out for environmental situations that might help to avoid confronting the enemy e.g. crates that can be pushed in front of a floodlight, or water puddles that can be set under high voltage.

Good to know!

You can kill multiple enemies by combining a grenade kill with proper timing or a well placed whistle.

SS UNIFORM:

Use the SS uniform to pass by enemy soldiers without being recognized as a spy.

HIDE ENEMIES' BODIES:

Drag the bodies of the enemies you have killed into the shadows so that their comrades do not find them so easily.

WHISTLING:

Lure an enemy to a position where you can bring him down easily by whistling.

PEEKING THROUGH KEYHOLES:

Check through the keyhole before you open a door to find out what is there and prepare yourself.

Good to know!

In case you are seriously injured and no suspicious or alerted enemies are nearby, take a rest to recover some health.

ENEMIES

DURING THE CAMPAIGN YOU WILL ENCOUNTER VARIOUS ENEMIES WITH A DIVERSE ARSENAL OF WEAPONS. A COUPLE OF THEM ARE PRESENTED HERE.

The powerful and devastating flamethrower of the **Flamer Unit** makes this enemy very dangerous.

The **Officer** is an especially tough enemy, with his ability to call for reinforcements by simply whistling. He becomes an unpredictable danger if you draw his attention.

Colonel Willi Schüntzel alias 'The Butcher of Paris' is a high ranked and gruesome member of the Gestapo. He does not have any scruples killing even civilians in the cruelest ways one can imagine.

Good to know!

Aim for the tank on the back of a Flamer Unit. It is much more vulnerable than the soldier himself.

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