XBOX 360

NTSC

THE VIDEO GAME

LOST

Via Domus

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TEEN

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CONTENT RATED BY ESRB

UBISOFT

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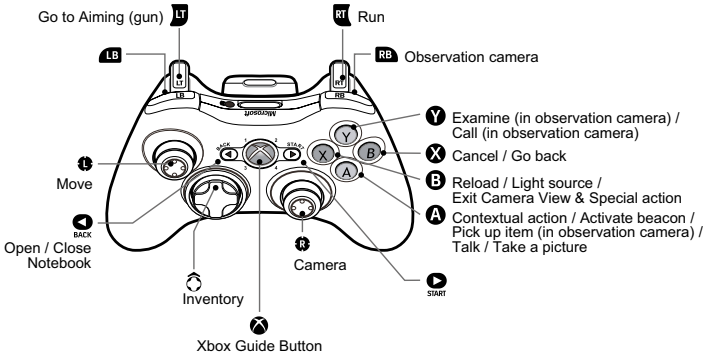
GAME CONTROLS

Xbox 360® Controller



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. For more information, go to **www.xbox.com/familysettings.**

INTRODUCTION

Oceanic Flight 815 out of Sydney, Australia, is mysteriously brought down out of the sky, crashing on an uncharted island somewhere in the Pacific Ocean. The survivors quickly learn they must band together in order to have any hope of rescue, because the island is treacherous and holds many secrets. As they are about to learn, the survivors have secrets of their own . . .

Like the other castaways, our leading character has a tortured past that has brought him to the island, and he must redeem himself to find a way home. He suffers from amnesia and needs to find out who he is through playable flashbacks, interacting with the other castaways, and exploring the island.

CHARACTERS

The Photojournalist

Our main character suffers from amnesia. He doesn't know his own past and must work to regain his memory and to find a way off the island.

The Reporter

Before the crash, the reporter had a brief affair with our main character, while she was working with the photojournalist on a very big story.

The Mastermind

Zoran Savo is president of the Chenchey Institute of Research. Because of his institute's humanitarian work, he has been named an International Union (IU) Goodwill Ambassador of Peace and Tolerance. He is on a diplomatic mission to Sydney to promote a human rights amendment to the IU Charter of Rights signed by over 50 nations.

The Henchman

A loyal bodyguard of Savo's, Beady Eyes has been with Savo since the early days. He was involved in the illegal arms trade before Savo approached him to act as a liaison between him and the criminal world. As their relationship developed, the henchman became Savo's enforcer, ensuring that Savo, his primary source of income, is protected from any and all threats.

The Losties

Kate Austen

Kate is a fugitive running from a troubled past. She is your staunchest ally on the island, and a valuable barometer to gauge the often intense mood swings of your fellow castaways.

Dr. Jack Shephard

Jack is a spinal surgeon and the de facto leader of the survivors of Oceanic Flight 815. He doesn't fully trust you, the unknown castaway. Jack's suspicion will only intensify once you begin to learn more about your past.

John Locke

His paralysis was immediately healed upon crashing on the island, which has ultimately led him to believe he has some sort of special connection to it. Locke can help you find your own connection to the island, and find important answers about your past.

Hugo "Hurley" Reyes

Hurley won the lottery with the numbers 4, 8, 15, 16, 23, 42 before the plane crash and feels the curse of the numbers has followed him to the island. Hurley is often the voice of reason among the castaways. Look to Hurley for sound advice on how to survive the island.

Sayid Jarrah

A courageous man and a competent leader, Sayid maintains a conservative manner that reflects both strength and spirituality, and tries to atone for the demons in his past. Sayid is your cautious ally and can help you with technical matters.

James "Sawyer" Ford

Sawyer is the island's con man and reluctant leader. You will find Sawyer to be a helpful trader for goods that you'll need to survive on the island.

The Others

Benjamin Linus

Ben is the leader of the Others on the island, and does whatever is necessary to keep his island and its mysterious qualities a secret. Ben's motives are always unclear and you'd be wise to be wary of his advice.

Juliet Burke

A member of the Others' camp with a background in fertility medicine, Juliet seems uncertain about her affiliation with Ben. Can she be trusted? Or does she have her own secret agenda?

THE GAME

Additional Controls

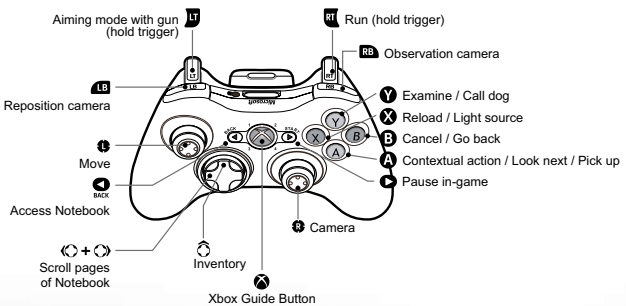
There are three different controller modes:

- Normal / Beacon mode
- Aiming mode (camera)
- Aiming mode (gun)

You can toggle between Normal mode and the camera by pressing X, when camera is equipped. You can trigger gun Aiming mode by pulling LT if you have a weapon in your inventory.

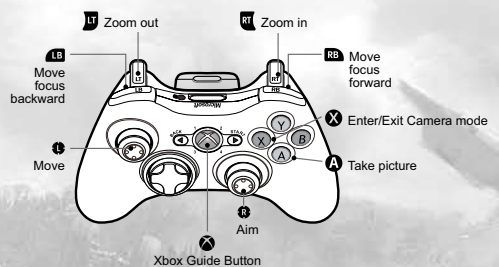
Normal / Beacon Mode

Normal mode is the most commonly used navigation setup in the game. In Normal mode, you will be able to access your inventory, etc., and interact with contextual objects and events. Use Beacon mode when trying to find the right path through wilderness.



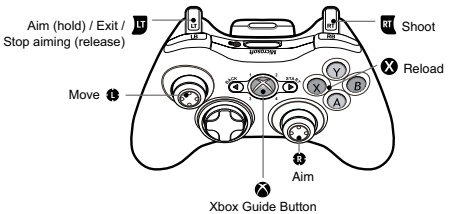
Aiming Mode (Camera)

Aiming mode (camera) is used when you need to take pictures with the camera. You can gradually zoom in and out, and in the flashbacks you will have to manage your depth of field to capture elements in proper focus.



Aiming Mode (Gun)

Once you have a gun in your possession, you can enter the gun's Aiming mode. However, you should be careful with the management of your bullets, as they are quite expensive on the island.



Menus

Main Menu

Navigate this menu using ◯. From the Main Menu, you can select from the following items:

Credits: See a list of the people who worked on this game.

Extras: Open Special Features (once unlocked).

Xbox 360 Controller: Consult the controller layout and options.

Options: Adjust the sound levels and brightness; turn subtitles on and off.

Continue: Continue a game where you left off.

New Game: Start a new game.

Play Episode: Load past episodes to replay, or search for unlockables.

Pause Menu

Navigate this menu using ◌. From the Pause menu, you can select from the following items:

Xbox 360 Controller: Display the control scheme.

Options: Adjust the sound levels and brightness; turn subtitles on and off.

Load Last Checkpoint: Load previous checkpoint.

Resume: Resume gameplay.

Return to Title Screen: Select this option to return to the Main Menu.

Saving

The Save prompt will appear after you have made a certain amount of progress.

Game Over

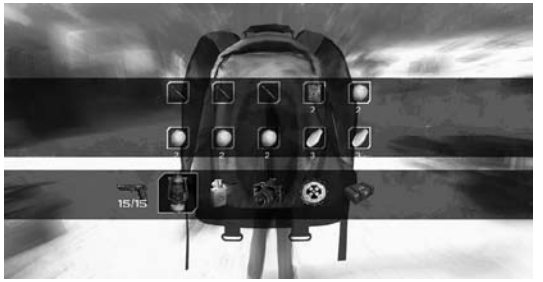
If you die in the course of gameplay, the following screen options will appear:

Restart: Resume the game from the most recent checkpoint.

Go to Title Screen: Quit your current game and return to the Main Menu.

Playing the Game

Inventory



The backpack you have in the game serves as your Inventory. You can access your inventory by pressing ◌. The game will pause and bring up the Inventory screen. There are two types of slots: Dedicated and Backpack.

Dedicated slots are automatically occupied by a particular type of item; **Backpack slots** are for items that can be obtained by pick-up or trade.

Move through Inventory slots with the Ⓛ, Ⓡ, or ◌.

Use Ⓐ to perform an action (use Ⓑ to cancel or go back).

When selected, an item offers three choices:

- **Equip / Unequip:** Certain items like the torch, camera, and gun need to be equipped before you can use them. Once equipped, the item will be highlighted.
- **Drop:** Some special items can't be dropped (the camera, quest items, etc.)
- **Examine:** A short description of the item will be displayed.

Dialogue and Trading

Dialogue

Talking to the other castaways will be vital for your survival and finding out who you are. Listen carefully to their advice, as it may save your life or unlock a memory.

As you approach someone you will see an A button on-screen. Press the button to initiate a conversation.

In Dialogue mode, you will have several options. Each icon represents a Topic. Scroll through the icons using the L or ◯. The category automatically expands.

Select with the A button.

	Quests Topic		Items Topic
	General Topic		Trade Topic (see the Trading section)

A topic that has not been discussed is highlighted in white, while activated conversations are in gray. Even if a topic has already been talked about, you can always re-activate it. A black highlight follows your topic selection. Furthermore, when a topic has not yet been discussed, an upside-down yellow triangular symbol will appear in front of the topic.

To skip conversations in progress, press X.

Trading

Some of the Losties (e.g., Charlie and Sawyer) will act as "stores" on the beach. You can trade generic items in order to get useful resources (torches, etc.).

When you enter dialogue with a "trading Lostie," an extra option is available as a main dialogue topic. Initiate the trade by selecting the $ icon.

A to select/confirm.

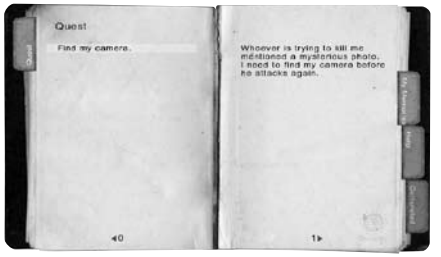
B to cancel/go back.

X to transfer (if trade is accepted).

◯ / L:

- Browse through the inventory and the Lostie wares.
- Select the quantity of items to transfer.

Notebook



The Notebook allows the player to consult past missions, notes, or otherwise important observations you may have gathered, and have a quick look at the objectives for your current quest.

The Notebook contains four sections:

- Quest
- My Memories
- Help
- Completed

To navigate through the Notebook:

- Press BACK to select the Notebook.
- You can scroll back and forth using L and R and ◯.
- To go from one section to the other, use L and R.

Your missions are always stated on the left-hand page. When you highlight a quest, a description of this mission appears on the right-hand page.

When you receive an update to the Quest Log, an in-game icon is displayed on the top of the screen.

Challenges

Navigation

Darkness Challenge: You must use a light source in order to successfully navigate. As in all the Navigation challenges, using resources obtained by trading with the other castaways will help you in the darkness.

Chase Challenge: You'll need to move fast to survive on the island. To avoid obstacles use Ⓐ to slide and Ⓨ to jump.

Beacon Challenge: Here you must make your way through the jungle by finding a path and following it to your next location or mission. Keep your wits about you or you will miss a beacon and find yourself in uncharted areas!

Orientation

Use your skills with the compass to find your way.

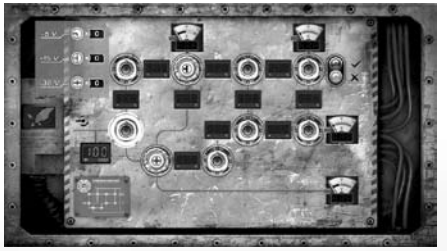
Hiding

When the Black Smoke gets too close, look for a grouping of trees to hide in. Step out of hiding too soon, and you may not survive the Monster.

Puzzles

Throughout the game you will have to solve some electrical and computer puzzles in order to progress. While the computer puzzles will require simple logic, the electrical puzzles require resources and calculation. Find and pick up fuses throughout the game; you'll need them when you find yourself faced with a fuel leak or possibly a locked door.

For the puzzle to be completed, all determined OUTs must have power. Each OUT has a power range (example: 50/75 v) that determines the power of the current needed.

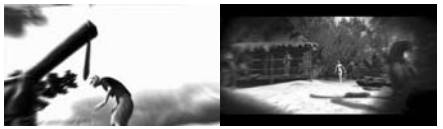


The gray circles indicate the fuse slots. This is where you can put one of three types of fuses, and rotate them. You need to understand the direction of the power flow, and try to use as few fuses as possible and still input power to all the OUTs.

- Move selection highlight (◯ / ⓛ)
- Select a fuse slot (Ⓧ)
- Select a fuse from the fuse inventory to either Place or Swap (Ⓐ).
- Retrieve a fuse (Ⓨ)
- Rotate a fuse (Ⓐ)
- Confirm/Test circuit (Ⓐ)

Flashbacks

Certain events or people will trigger a flashback or memory from your past – these appear as quick micro flashes offering clues to the memory.



When you first find yourself in the flashback, everything is blurred in the environment and you are only seeing a part of the action.

Press X for your camera to focus on elements in the flashback scene.

Remember to find the elements from the micro flashes.

Once you have focused on the events, everything will be revealed to you. Press Y and you will "remember" the full sequence of events. You can now interact in the environment and talk to other characters in the flashback. The information you learn will become invaluable on the island.

Don't forget to poke around – you never know what you will find that may reveal something of your past.

Taking Photos

Throughout the game, you will have to take pictures in order to advance. These photos will be used to capture significant events on the island, or unusual findings. Sometimes, you will have to take a picture of an event that occurs at an exact time, so stay on your toes!

Red lights indicate the Framing and/or Focus need to be adjusted to get a good shot. If you see green lights in both Framing and Focus, take the picture!

Navigate with L.

Move the camera with R.

Go into Aiming mode with the camera (X).

Quit Aiming mode with the camera (X).

Take picture (A).

Focus (LB and RB).

Zoom (LT and RT).

Gun Play

You never know what you will run into on the island. Having a gun comes in handy. Once you have obtained a gun, you will see it in your backpack in a special slot. Use LT to equip the gun.

Aiming

Use LT to enter Aiming mode. Crosshairs appear in the middle of the screen and will serve as a helper, changing color to indicate when you have a good shot.

R – controls the camera.

L – moves your character forward, back, and strafe.

Release LT – return to Normal mode.

Ammunition is displayed in the lower left-hand corner. Your gun can hold 15 bullets. If you have additional ammunition in your Inventory, your gun will automatically reload.

You can only shoot certain enemies or objects. An icon will appear in place of the crosshairs if the object you are aiming at cannot be targeted.

Hints and Tips

- Don't forget to look around in certain environments; there may be hidden extras in the most unlikely places.
- Use your Notebook to remind yourself of the quest at hand.
- Listen carefully to the dialogue; many of the clues you'll need to complete a mission are hidden between the lines.

NOTES

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