



XBOX 360®

XBOX
LIVE®



ACTIVISION®

⚠ 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.



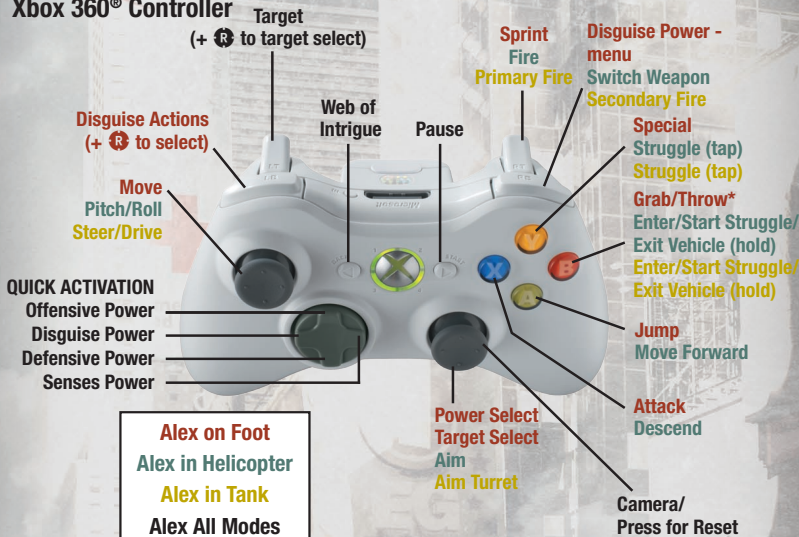
For more information, visit www.ESRB.org

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Game Controls

Xbox 360® Controller



Hold **X** + **Y** (Critical Mass) – Groundspike Graveyard Devastator

Hold **Y** + **B** (Critical Mass) – Tendril Barrage Devastator

In Air **X** + **Y** (Critical Mass) – Air Groundspike Graveyard Devastator

In Air **Y** + **B** (Critical Mass) – Air Tendril Barrage Devastator

Hold **X** + **B** (Critical Mass) – Critical Pain Devastator

In Air **X** + **B** (Critical Mass) – Air Critical Pain Devastator

You can change the controller configuration in the Options menu.

AUTOSAVE

Prototype™ saves your progress automatically. Please do not turn off your Xbox 360 console when this symbol is displayed:

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. And now, LIVE Family Settings and Windows Vista® Parental Controls work better together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

Main Menu

NEW AND CONTINUE – Begin a new game or select **Continue** to load a previous saved game.

DIFFICULTY – Select difficulty level.

OPTIONS

- **Game** – Toggle subtitles
- **Video** – Modify the overall brightness of your picture.
- **Audio** – Adjust the volume of the music, sound effects and dialogue. *Prototype* supports Dolby® Digital and Neural-THX® Surround for a true 360-degree interactive gaming experience.
- **Controls** – Invert the X and Y axes and toggle on/off targeting and vibration.
- **Credits** – View the names of all the people that worked on *Prototype*.

EXTRAS

- *Wolfenstein™* Trailer
- Cheat Code

Pause Menu

MAP – Shows your location in New York City and highlights various points of interest:

- **Mission** – There are both Mission Acquisition icons and Mission Objective icons.
- **Events** – While exploring New York City, Alex can take part in the following events to hone skills and earn Evolution Points (EP):



Movement – Make your way through a series of waypoints around the city as fast as possible.



Glide – Use your Glide power to soar from the top of a building to the target below.



Kill – Defeat as many enemies as possible using a specific power, weapon or vehicle within the time limit.



War – Fight alongside the military or the Infected and wipe out the opposing side before your own side is defeated.



Military Consume – Absorb the military to acquire their skills and memories.



Infected Consume – Absorb the Infected to discover their Hive locations.



Web of Intrigue – Anyone with this marker has information that relates to the Web of Intrigue. You must consume them to acquire their memory. See the **Web of Intrigue** section for more information.



Hives – The outbreak can take root in many of the buildings in the city, creating Hives, which produce the Infected. Destroying a Hive will award extra EP bonuses and prevent more Infected forces from appearing for a certain period of time.



Bases – As far as Alex is concerned, the military is as much of a plague in the city as the Infected. Consume a commander to gain access to Military Bases in order to gain upgrades for weapons and vehicle skills. Destroying a Military Base will award extra EP bonuses and prevent Strike Teams from appearing for a certain period of time.

LOGS – Check your current objective, obtain hints and review tutorials.

UPGRADES – Cash in your EP to purchase upgrades for powers, combat, movement, survivability, disguise, vehicle and weaponry skills.

WEB OF INTRIGUE – View the current Web of Intrigue at any time.

EVENTS – You can mark events you want to do, and they'll appear on the mini-map.

STATISTICS – Track stats on all aspects of gameplay, including alerts, Blackwatch, collectibles, time, consumes, deaths, disguise, Evolution Points, Infected, kills, movement, marines, missions, vehicles, weapons and Web of Intrigue.

CONTROLLER – Displays the controller layout.

OPTIONS – Access the Options Menu.

SAVE – Select your storage device and save your game.

QUIT – Restore a checkpoint, abort a mission and return to free roam, replay a previous mission or quit out to the Main Menu.

Heads-Up Display (HUD)



1. **Health Meter** – Your current health is displayed here.
2. **Critical Mass** – Pushing your health into this zone through consumption will give you the ability to unleash a Devastator Attack.
 - Bottom of the meter – Adrenaline Surge gains limited invulnerability.
 - Top of meter – You are ready to launch a Devastator Attack.
3. **Evolution Points** – See Upgrades and Evolution Points section.
4. **Mini-map** – Displays your current location in the city as well as nearby objectives and mission markers.
5. **The Disguise HUD** – The Disguise HUD is situated just to the right of the mini-map. The key elements are:

Shutter

The Shutter tells you whether or not you are being watched by the military using the following states:

- **Closed:** No military unit can currently see you. Now is a perfect time to switch disguises if you're in Alert.
- **Yellow:** Military can see you, though they're unaware of your true identity.
- **Red:** At least one military unit can see you and is currently engaging you.

When the Shutter is in the yellow or red state, the enemies that can currently see you are marked by the appropriate color on the mini-map.

Disguise Meter

Above the Shutter is the Disguise Meter. When you are being watched by the military (Shutter is yellow) and you perform superhuman actions, the Disguise

Meter begins to fill with yellow. When it is completely filled, the Disguise Meter turns red. This means the military has identified you and will attack on sight.

Disguise Icons

At the top of the Disguise Meter is the Current Disguise Icon. This has three distinct states:

- **Gray:** Your current disguise is valid and you can safely move among the military outside of bases and other restricted areas.
- **Red:** Your current disguise has been compromised and you're being attacked by military units.
- **Draining From Red:** When the military lose sight of you during an alert, the Current Disguise Icon begins to drain from red back to gray.

If Alex has consumed a person within the world, an icon for the Stored Disguise is displayed at the upper left of the mini-map.

There are three categories of Disguise Icon:


- **Alex:** This is Alex's default form.
- **Civilian:** The form of the last NYC resident you consumed.
- **Military:** The form of the last soldier or officer you consumed.

Military disguises have the advantage of allowing you to travel freely within restricted areas such as the inner courtyards of bases.

Switch

This Switch message appears between the two Disguise Icons when you're in Alert but currently out of sight of the military. This represents the perfect time to switch disguises and lose your pursuers.

Hint: Look out for switch messages when you run around corners, duck into alcoves or dive into alleyways during pursuits.

6. **Power Select** – While holding down the **Power Select** button, you can quickly switch between your various shape-shifting, defensive and sensory abilities. Previously selected Powers can quickly be toggled on and off using .
7. **Disguise Actions** – Use unlocked special abilities, such as Stealth Consume, Patsy and Artillery Strike. This menu only appears when **RB** is held down.
8. **Evolution Points (EP)** – Are awarded for various successful actions in-game, such as defeating enemies or completing missions. They're used to purchase many available powers and abilities in the Upgrades Menu.

Web of Intrigue

The Web of Intrigue is your interface to unlock, explore and gain memories. Each Web of Intrigue node represents a single, consumed individual whose memories you've unlocked. Revisit the Web of Intrigue at any time to replay memories, compare connections and search for new targets.

Collectibles

Landmark Collectibles can be found in the vicinity of various landmark locations. There are 200 Landmark Collectibles hidden around the city.

Hint: Collectibles offer hints for playing the game. There are 50 Hint Collectibles to be found.

Gameplay

NAVIGATION

Mission Objective – The Blue Arrow icon signifies the objective point of a mission, if you should become lost move toward it.

CONTROLS

Glide – While holding **RT**, press **A** twice in order to Glide. Holding **RT** will also allow you to parkour, running over obstacles and up walls.

Note: If you have the Shield or Armor activated then you will run through objects in your way. Dive Roll is a very effective move to use in order to quickly avoid enemy attacks.

TARGETING

Hold **LT** in order to lock on to an enemy. Use **R** to switch between targets.

MINI-MAP NOTES

Red objects that appear on the mini-map are important targets that Alex should defeat in order to complete various missions. All important targets within the vicinity will appear on the map once within range, so it can be helpful to use the mini-map as a guide in case you lose track of what to defeat next.

UPGRADES AND EVOLUTION POINTS

Alex gains Evolution Points (EP) by killing or consuming enemies and by completing missions and events. EP can be used to improve Alex's powers and abilities via the Upgrades Menu. The Upgrades Menu is accessed by pressing **ESC** to enter the Pause Menu and navigating to the Upgrades tab.

When upgrading abilities the slanted rectangles beside the upgrade description mean the following:

- **Solid Red** – Upgrade HAS been acquired.
- **White** – Upgrade CAN be acquired.
- **Black** – Upgrade is NOT DISPLAYED yet because its prerequisites are missing. Once the required ability has been purchased, that power will become available and ready for upgrading.

Some Upgrades will require certain prerequisites to be fulfilled before it becomes available. The prerequisites can be other upgrades (i.e., ASSAULT RIFLE 2 is hidden until ASSAULT RIFLE 1 is acquired) or a mission (some upgrades will remain hidden until you reach a certain point in the game).


So, if, for example, CLAW POWER has 2 solid red rectangles, 2 white rectangles and 1 black rectangle, it means 2 have been acquired, 2 have yet to be acquired, and 1 is not yet shown.


QUICK ACTIVATION OF POWERS AND DISGUISES


Hold **LB** to bring up the Power Select wheel. Use the **R** with the Power Select wheel to activate or deactivate Alex's Powers and Disguises.


Hint: Alex can have Attack, Defensive and Vision Powers active at the same time.

Use **O** to quickly toggle the most recently selected Powers and Disguises on and off. The **O** layout is:

 – Attack Powers

 – Disguise

 – Defensive Powers

 – Vision Powers

FIREARMS

Alex can use any weapon that he finds in the world. Press **B** to pick weapons up and **X** to fire.

NEW GAME+

Completing the game on Normal or Hard unlocks the New Game+ mode for that difficulty level. The New Game+ mode allows you to replay the entire game with all of the powers, abilities and Web of Intrigue nodes that you had bought or found by the end of the game.



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Danielle Kim, Amanda O'Keeffe

David Blackwell, Sheilah Brooks

Shannon Wahl and all of our

spouses, significant others

family, friends and coworkers

who supported us

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Barry Pepper

Dana Mercer

Lake Bell

The Specialist

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Phil LaMarr

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Richard McGonagle

General Randall
Gordon Clapp

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Karen Parker
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