

XBOX 360

LIVE

DEAD SPACE™



MATURE 17+
JEUNES ADULTES

M

CONTENT RATED BY
CONTENU ÉVALUÉ PAR
ESRB



⚠ 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; and 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.



USG ISHIMURA DEPLOYMENT MANUAL

This deployment manual contains key points of guidance and information for making communications repairs onboard the USG Ishimura. Read this guide prior to landing to become fully versed in the capabilities of your CEC-issue suit, your tools, and the operations and functions available on the Ishimura.

BASIC OPERATION



ADDITIONAL CONTROLS

Action	Control
Fire	D + □
Ait fire	D + △
Reload weapons	D + A
Kinesis module	D + ○ , then □ to propel object away
Stasis module	D + X
Jump (in zero-G only)	D + Y

CRITICAL SUIT METERS



ADJUSTING SUIT PARAMETERS

Adjust the following suit settings to a comfortable level prior to your mission. If you need to adjust them during your mission, pause the game by pressing **○**, and then select **OPTIONS**.

- Audio** Raise and lower the game's audio levels. Turn subtitles on or off.
- Controls** Invert the X- or Y-axis. Turn vibration (rumble) on or off.
- Brightness** Raise and lower brightness levels.

PRECISION AIMING

Enter aim mode on any weapon by pulling and holding **D**. This applies to using the Stasis and Kinesis Modules, and zero-G jumps as well. Aim the targeting reticule by moving **○**.

DECK NAVIGATION

Activate your suit's built-in navigation system by clicking and holding **+**. A holographic route appears, which leads you to your current objective. To provide accurate triangulation results, all movement is restricted while the navigation system is in use.

MANAGEMENT SYSTEMS

Every CEC suit is built with efficiency in mind, and includes access to four different management systems: inventory, objectives, mission logs, and a map. Access each system by pressing **○** or **Y**, and pressing **△** and **□** to scroll to the intended screen.

INVENTORY MANAGEMENT



While your item slots are limited at first, purchasing suit upgrades expands the number of available slots. Item usage and weapon assignment are also carried out in the inventory screen.

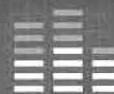
MISSION OBJECTIVES

A simple color-coded system marks active objectives as light blue, accomplished objectives as green, and inactive objectives as red. Select any objective by pressing **○** + **↑** or **○** + **↓** to view your personal notes on it. Used in conjunction with the deck navigation system, chances of getting lost aboard the Ishimura are minimized.

MISSION LOGS

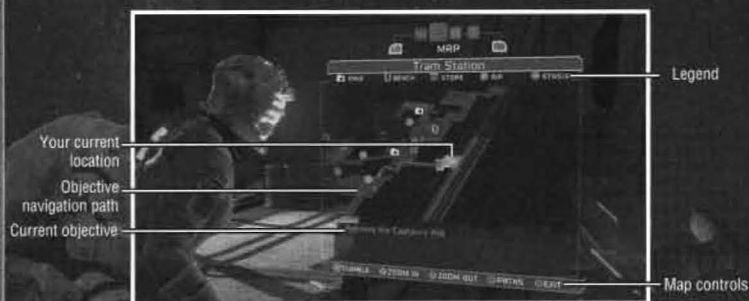
All video, audio, and text logs are kept in an organized database, divided by mission chapters, with a separate tab for Training Tips. Please review your logs before contacting your superiors.

you Played the Game. Now Play the Music.



EA Soundtracks and Ringtones
Available at www.ea.com/eatrx/

MAP SCREEN



Your current location, next objective, as well as any save, store, bench, and air/stasis locations are revealed on this holographic map. Change objectives and your navigation path by pressing **A**, or press **⇧** or **⇩** to tilt and **⇨** or **⇩** to rotate the map to a more comfortable viewing angle.

TOOLS OF THE TRADE

Remember that all weapons detailed below have a primary and secondary fire mode—activated by first entering aim mode, then pulling **□** and pressing **△**, respectively. Take the time to experiment with each weapon, and make a note of what types of situations they will be most useful in.

WEAPONS



PLASMA CUTTER

- Primary: Accurate, long-range energy blast.
- Secondary: Blade orientation changes 90 degrees.



LINE GUN

- Primary: Wide, powerful, long-range energy blast.
- Secondary: Timed mine, radial damage.



PULSE RIFLE

- Primary: Rapid-fire, long-range, accurate energy blasts.
- Secondary: Overhead 360-degree sweep.



RIPPER

- Primary: Medium-range, remote-controlled circular saw-blade.
- Secondary: Single, straight shot with circular saw-blade.



CONTACT BEAM

- Primary: Very powerful build-up, single-shot energy blast.
- Secondary: Short-range, 360-degree energy blast from feet.



FORCE GUN

- Primary: Wide cone, short-range, high-knockback/damage force blast.
- Secondary: Timed/proximity grenade, radial force blast.



FLAMETHROWER

- Primary: Narrow cone, short-range fire damage.
- Secondary: Napalm ballistic projectile with radial damage over time.

ABILITIES

Stasis and Kinesis abilities affect both machinery and organic materials, so be cautious when working in proximity to others.

STASIS

While aboard the Ishimura, you may find the need to slow down time to fix certain machinery. Enter aim mode and press **X** to fire a projectile that slows down time within a sphere. The effect wears off after a few seconds, so act as quickly as possible during this time. Keep in mind that Stasis will need to be replenished through battery packs or recharge stations found throughout the ship.

KINESIS

Enter aim mode and press **B** to use Kinesis to “capture” objects and bring them towards you. These objects can either be released by exiting aim mode, or propelled forwards by pulling **□**. Experiment freely using Kinesis in different situations to make the most of its unique abilities, as its power is unlimited and does not require replenishing.

STASIS/OXYGEN STATIONS

Your CEC suit can contain Stasis power and oxygen in limited amounts only, requiring replenishment during your mission. Conveniently, Stasis and oxygen stations are located throughout the ship. Each station can be used an infinite number of times, though there is a delay after each use while it recharges.

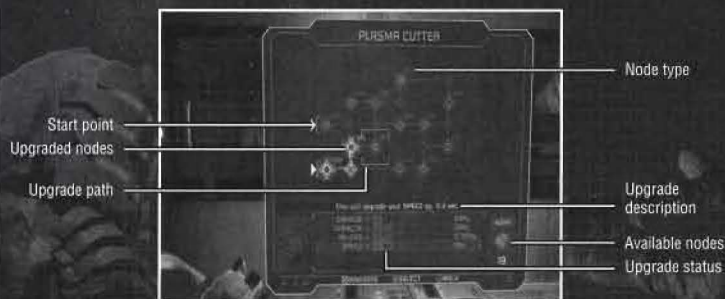
GRAVITY BOOTS

You are equipped with gravity boots that automatically keep you rooted to valid ship surfaces in zero-G. Enter aim mode and press **V** to jump from plate to plate.



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BENCH: NANO-CIRCUIT REPAIR



Upgrade benches are located throughout the Ishimura that enable you to enhance your weapons. Spare power nodes are required to use the bench, and must be installed sequentially along any upgrade path. To upgrade a weapon, first select a weapon by pressing **○▲** or **○▼**, and then access its upgrade by pressing **▲**. Then place a spare node into the next available slot.

USG ISHIMURA STORE & EXCHANGE



Almost any item you may need during your mission can be purchased at a USG Ishimura Store & Exchange. These shops are conveniently located throughout the ship, and can be used to not only buy supplies, but to sell and store inventory items as well.

SHOP

To purchase an item, select it using the control pad and press **▲**. Remember to make sure you have enough credits to purchase the item, as well as an open inventory slot. If you find yourself in need of extra inventory slots and/or stronger armor, newer model CEC suits are available for purchase as well upon uploading the proper schematics.

INVENTORY

To sell an item for extra credits, select the Inventory tab by pressing **□**. Then select the item you wish to sell by pressing **▲**. Finalize your sale by selecting SELL and pressing **▲** again. Be aware when offloading items that they do depreciate and will sell for less than the original purchase price unless they have been upgraded while in your possession.

SAFE

The USG Ishimura Store & Exchange provides a safe storage service for all CEC employees. Storing items and weapons frees up inventory slots without forcing you to sell them. Any item stored in the safe can then be recovered at any other USG Store & Exchange location without any cost. To put an item in the safe, simply act as if you are selling it, but choose MOVE rather than SELL when finalizing your transaction.

SCHEMATICS

To purchase new equipment from the USG Ishimura Store & Exchange, you must first find its schematics aboard the ship. You have full clearance to explore the Ishimura, so make it a point to find as many schematics as possible. Once found, the schematic can be uploaded into the Store, and the item can then be bought at any USG Ishimura Store & Exchange in the Shop tab.

SAVE/LOAD

Your mission is recorded at all times so that it may be used to train future personnel. It will be your responsibility to save this data to our servers at any of the video log recording stations found on the ship as the auto-prompt feature will only activate after key milestones are met. Do not hesitate to use the stations as much as possible in order to reduce the risk of losing valuable data.

XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360® console to a highspeed 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.