

XBOX 360

KINECT™



RISE OF NIGHTMARES™



SEGA®

⚠ WARNING Before playing this game, read the Xbox 360® console instructions, KINECT sensor manual, and any other peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement hardware manuals, go to www.xbox.com/support or call Xbox Customer Support.

For additional safety information, see the inside back cover.

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.

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

RISE OF NIGHTMARES™

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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

All actions in this game, 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. After the icon is highlighted, you can skip some of the in-game movie scenes and avoid playing 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, 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 menu (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 which difficulty level you were using when you cleared that scene. To change the difficulty level, go to 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. Be careful not to turn the power OFF while saving is in progress.

How to Play

Moving Around

There are two types of movement modes in the game. In Free Movement mode, you control your movements, and in Auto-Movement mode, the game guides you 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 to the right until the gauge around the icon makes a full circle. You must continue to hold your arm up to keep Auto-Movement engaged.

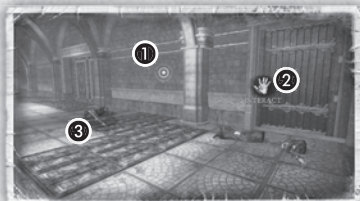


There may be situations in which you cannot use Auto-Movement to advance until you can get past an obstacle. In such a situation, use free movement mode and search the area for a way forward. Also, note that there are many weapons, tapes and tarot cards (p.13 under Archives) scattered throughout the 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 interacting (see below) are done with the target pointer (1). 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 (2) will appear over any object or person of interest.

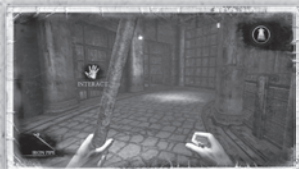


If INTERACT is displayed under the icon, it will usually require a specific gesture to be performed (see next page).

Weapons, Detective Tapes, Tarot Cards and other key items will be indicated by appropriate icons (3), 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

You can open most doors, like this one, by pushing or kicking them.



Some doors can be opened by sliding them to one side. You can't kick these particular doors 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 type of actions required are determined by the type of weapon you have. Look in the lower left corner of the screen (4) to see which weapon you currently have. Also note, you must attack with the 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 as strong of an attack, it is an effective way to interrupt the attacks 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, you can't guard against all attacks.



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 that appear in the game:

Brass Knuckles

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



Iron Pipe

A metal tube with the right thickness for bashing creatures.



Scalpel

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



Knife

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



Hatchet

A small axe you can use to hack 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 bend it at the elbow so your forearm points upwards. 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.



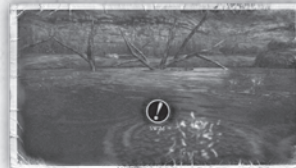
Attacks from the creatures aren't the only way you lose your Health. There are also leeches and swarming insects that will bite you. Make appropriate gestures to drive them away.



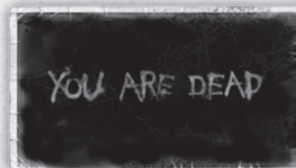
There are also various traps that will lead you to instant death. Stay away from anything that looks obviously dangerous.



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.

Certain special Boss attacks can be avoided by the Dodge gesture. Be quick to perform the correct gesture when under such an attack.



Pause Menu

Open the Pause Menu by holding your left hand down and to the left until an icon (7) 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.

Screen Brightness	Adjust the brightness of the screen.
Turn Speed	Change the turning speed of the in-game camera.
Menu Confirm Speed	Change the Menu Confirm Speed.
Interaction Confirm Speed	Change the Interaction Confirm Speed.
Subtitles	Turn subtitles on/off.
Difficulty	Adjust the difficulty level. Note, you must stop gameplay to change this setting.
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 on 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 on 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?



Jane

A psychiatrist from England.



Gregor

Local old man.

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

Sasha



Tasha



Ballerina twins from Russia.

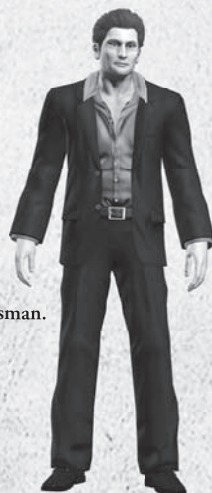
Lin

She is a college student from the Far East who is traveling alone.



Peter

A Dutch businessman.



Creatures

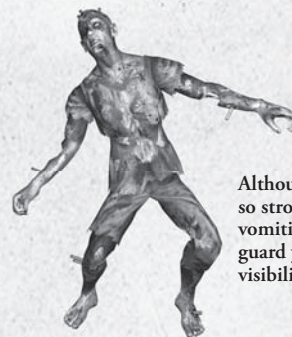
Throughout your journey, you will be assaulted by the products of the doctor's hideous experiments. Below are some examples from the doctor's notes:



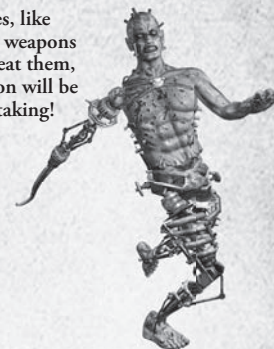
This type attacks with a nasty one-two combo.



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



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



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!



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!!



Xbox LIVE

Xbox LIVE[®] is the online game and entertainment service for Xbox 360[®]. Just connect your console to your broadband Internet service and join for free. You can get free game demos and instant access to HD movies (sold separately)—with KINECT, you can control HD movies with the wave of a hand. Upgrade to an Xbox LIVE Gold Membership to play games online with friends around the world and more. Xbox LIVE is your connection to more games, entertainment, and fun. Go to www.xbox.com/live to learn more.

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.

How to Get Help with KINECT

Learn More on Xbox.com

To find more information about KINECT, including tutorials, go to www.xbox.com/support.

LIMITED WARRANTY

SEGA of America, Inc. warrants to the original consumer purchaser that the game disc or cartridge shall be free from defects in material and workmanship for a period of 90-days from the original date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective game disc or cartridge will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or manufacturing workmanship. This limited warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from online auction sites. Please retain the original, or a photocopy, of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact SEGA to obtain support.

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OBTAINING TECHNICAL SUPPORT/SERVICE

To receive additional support, including troubleshooting assistance, please contact SEGA at:

- Website: www.sega.com/support
- Telephone: 1-800-USA-SEGA

To register this product, please go to www.sega.com



Playing KINECT Safely

Make sure you have enough space so you can move freely while playing.

Gameplay with KINECT may require varying amounts of movement. Make sure you won't hit, run into, or trip over other players, bystanders, pets, furniture, or other objects when playing. If you stand or move during gameplay, you need good footing.

Before playing: Look in all directions (right, left, forward, backward, down, and up) for things you might hit or trip over. Be sure your play area is far enough away from windows, walls, stairs, etc. Make sure there is nothing you might trip on—for example, toys, furniture, loose rugs, children, pets, etc. If necessary, move objects or people out of the play area. Don't forget to look up—be aware of light fixtures, fans, or other objects overhead when assessing the play area.

While playing: Stay far enough away from the television to avoid contact. Keep enough distance from other players, bystanders, and pets—this distance may vary between games, so take account of how you are playing when determining how far away you need to be. Stay alert for objects or people you might hit or trip on—people or objects can move into the area during gameplay, so you should always be alert to your surroundings.

Make sure you always have good footing while playing. Play on a level floor with enough traction for the game activities, and make sure you have appropriate footwear for gaming (no high heels, flip flops, etc.) or are barefoot if appropriate.

Before allowing children to use KINECT: Determine how each child can use KINECT and whether they should be supervised during these activities. If you allow children to use KINECT without supervision, be sure to explain all relevant safety and health information and instructions. **Make sure children using KINECT play safely** and within their limits, and make sure they understand proper use of the system.

To minimize eyestrain from glare: Position yourself at a comfortable distance from your monitor or television and the KINECT sensor; place your monitor or television and KINECT sensor away from light sources that produce glare, or use window blinds to control light levels; choose soothing natural light that minimizes glare and eyestrain and increases contrast and clarity; and adjust your monitor's or television's brightness and contrast.

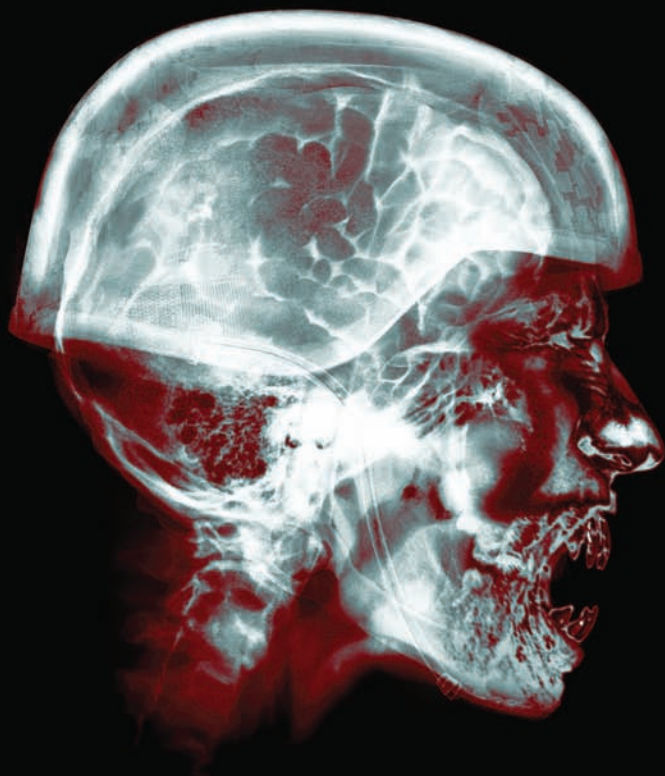
Don't overexert yourself. Gameplay with KINECT may require varying amounts of physical activity. Consult a doctor before using KINECT if you have any medical condition or issue that affects your ability to safely perform physical activities or if: You are or may be pregnant; you have heart, respiratory, back, joint, or other orthopedic conditions; you have high blood pressure or difficulty with physical exercise; or you have been instructed to restrict physical activity. Consult your doctor before beginning any exercise routine or fitness regimen that includes KINECT. Do not play under the influence of drugs or alcohol, and make sure your balance and physical abilities are sufficient for any movements while gaming.

Stop and rest if your muscles, joints, or eyes become tired or sore. If you experience excessive fatigue, nausea, shortness of breath, chest tightness, dizziness, discomfort, or pain, STOP USING IMMEDIATELY, and consult a doctor.

See the Healthy Gaming Guide at www.xbox.com for more information.

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RE- KILL

COMING SOON

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