



#### 警告

在您開始玩遊戲之前,請詳讀 Xbox 360<sup>®</sup> 主機說明、Xbox 360 Kinect<sup>®</sup> 感應器手冊、以及其他任何周邊裝置手冊上的重要安全與健康須知。請妥善保留所有手冊以供日後參考之用。如需替換硬體手冊,請前往 www.xbox.com/support。

#### 進行視訊遊戲的重要健康警告

#### 光刺激誘發癲癇症

有極少數的人在觀看一些視覺影像時可能會突然癲癇發作,這些影像包括電玩遊戲中出現的閃光或圖形。甚且連沒有突然發病或癲癇史者也可能在進行電玩遊戲時, 出現類似癲癇症狀,這類未經診斷的症狀稱為「光刺激誘發癲癇症」。

癲癇症狀包括頭昏眼花、視幻覺、眼部或臉部抽搐、手腳痙攣、暫失方向感、精神 混淆或者暫時失去意識。癲癇發作時可能因為失去意識或抽筋之故,跌落地面而受 傷或碰撞到周遭物品。

若出現以上所述任何症狀,請立即停止該遊戲並送醫診斷。家長應該在場看顧或者詢問其是否有以上症狀,相較於成人,兒童及青少年更有可能發生此類癲癇症。若要降低誘發光刺激誘發癲癇症的風險,可以進行下列預防措施:

- 待在距離螢幕較遠的地方
- 使用較小的螢幕
- 在照明充足的室內進行遊戲
- 不要在感覺疲累或倦怠時進行遊戲

如果您自己或您的親友有癲癇史,請在進行遊戲之前先與醫師諮詢

**WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information.www.xbox.com/support.

#### **Important Health Warning: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

# Game Controls Xbox 360 Controller



Menu
Attack/Thrown weapon
Weapon change

Drop weapon
Enter Fury/Heal player
Jump
Action/Drop heavy object
Crouch
Look around



### **Xbox LIVE**

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

## 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/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.

# Introduction to the Story

They thought they had escaped the terrors of Banoi and survived the apocalypse on a paradise. Then their fate took a turn for the worse...

The heroes escaped in a helicopter to the safety of a military ship, but when a furious storm hits and the virus suddenly spreads throughout the crew, the nightmare starts all over again, leaving hope drowning in the risina tides.

# **Analogue Fighting Controls**

In the Options menu, under the Controls section, you can switch the Fight Type setting from the default Digital to Analogue. This is a more realistic control mode for advanced players which gives you better control over your character's attacks. You may find it more immersive and fun, so feel free to give it a shot. In the Analogue fighting mode, the right stick is used to swing your weapon, while holding . Move the right stick to where you'd like to start a swing and then quickly move the right stick to the opposite side, move the left stick in the same way you want to move the weapon.

Whichever of one of the two control settings you choose, you can check the controller layout in the Controls menu at any time.

## HUD



- 1. Crosshairs your point of aim when taraeting melee attacks and firearms
- Name and level of the targeted enemy
- Enemy health bar
- Enemy stamina bar when it falls to zero, the enemy is knocked out
- Your health bar
- XP progress towards the next level
- Rage meter kill enemies to fill it; when full it allows you to unleash the devastating Fury attack available to your particular character class
- 8. Upgrade indicator appears when you have skill points to spend
- 9. Your stamina bar stamina is necessary for swinging melee weapons, jumping and ramming. Taking damage also depletes it slightly.
- 10. Stance indicator (only visible during transitions)
- 11. Minimap it displays points of interest and objectives nearby using the same symbols as the main map
- 12. Objective marker

13. Flashlight indicator



# Warranty

Because of its complex nature, software can never be expected to be completely error-free. Therefore, Koch Media cannot guarantee that the contents of this product will meet your expectations, and that the software will run glitch-free under any possible conditions. Moreover, Koch Media assumes no warranty for specific functions and results of this software technology at the time this program was created. The same applies to the accuracy and/or completeness of the accompanying documentation.

If the program should be defective upon delivery so that, despite appropriate handling, it cannot be used for the intended purpose, Koch Media will either amend the product, deliver a new copy, or refund the purchase price within two years of the date of purchase. This applies exclusively to products purchased directly from Koch Media.

To claim this warranty, you must send the purchased product, along with your proof of purchase and a description of the error to the following address: Technischer Dienst, c/o Koch Media GmbH, Lochhamer Str. 9, D-82 152 Planegy, Germany, Koch Media suswess no further warranties for any direct or indirect damages resulting from the use of the product, unless these damages were caused through malicious intent or gross negligence, or such a warranty is compulsory by law.

In any case, the amount of the warranty is restricted to the purchase price of the product. Under no circumstances will Koch Media assume warranty for any unforeseeable or non-typical damages. Any claims you may have against the distributor where you purchased the product are not affected by this.

Koch Media assumes no warranty for damages incurred through inappropriate handling, in particular failure to comply with the instruction manual, incorrect initial operation, inappropriate treatment or unsuitable accessories, unless Koch Media is responsible for such damages.



如果你在安裝游戲或執行游戲時出現錯誤訊息請打客戶專線:

TEL:02-2546-9888

或寄郵件至本公司客服信箱:

tw.service@namcobandaipartners.com

本公司不提供遊戲攻略服務,請勿詢問遊戲如何進行。

## 本公司客戶服務時間如下

星期一至星期五:上午10:30至12:30下午14:00至18:30,星期六和日不上班,如果使用手冊有缺頁、破損、裝訂錯誤時,請將手冊寄回本公司,我們將會為你寄上一本新的使用手冊。