



KONAMI

METAL GEAR RISING

REVENGEANCE

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.

THANK YOU

Thank you for purchasing “Metal Gear Rising: Revengeance.” You will enjoy the game even more if you read this instruction manual before you start playing. Please use the game only as instructed. We will not replace this manual if it is damaged or lost, so please keep it in safe location for future reference.

Depending on your TV, the images you see on screen and your control input may not be perfectly synchronized when you play. If this occurs, please contact the TV manufacturer or place of purchase to verify whether it is suitable for playing video games.

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This game supports Dolby Digital 5.1 interactive encoding. To experience the excitement of surround sound, connect your Xbox 360 video game and entertainment system to a sound system using an HDMI cable. In the audio options in the settings section in your Xbox 360 console, select Dolby Digital 5.1 as the output type.



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GETTING STARTED

When you first insert the “Metal Gear Rising: Revengeance” disc into your Xbox 360 video game and entertainment system, some of the game data will be installed onto the hard disk drive. Note that you will still need the game disc in order to play.

TITLE MENU

Pressing the START button in the title screen displays a screen for selecting a save file. Select an empty file to play a new game, or select a previously saved file to continue playing using that file. The title menu appears once you select a file.

- CONTINUE** Continue play from a saved game
- STORY** Play Story Mode
- VR MISSIONS** Play a VR Mission
- COLLECTION** View collection items
- OPTIONS** Check/change settings
- DOWNLOAD** Download additional content

Some categories may not be available until completion of specific requirements.

SAVING (SUSPENDING THE GAME)

Save your game progress. To continue playing, select **CONTINUE** on the title menu.

AUTO SAVE

This game saves automatically. The save icon appears when you reach specific checkpoints within the game.

If you do not see the save icon when quitting the game, press the Xbox Guide Button.

SAVING WHENEVER YOU WANT

You can also save the game by contacting Courtney on the codec.

The game resumes from the most recent checkpoint, regardless of where you were when you saved.



Save Icon

GAME OVER

The game ends if Raiden dies.

STORY MODE

This is the main story in which you control the game’s hero Raiden, while battling enemies and advancing the storyline.

- CHAPTER** Select a chapter (stage) to play
- NEW GAME** Start Story Mode from the beginning
- CUSTOMIZE** Customize Raiden

CUSTOMIZE and **CHAPTER** appear once there is save data for them.

DIFFICULTY LEVELS AND THE TUTORIAL

DIFFICULTY LEVELS

You can select a difficulty level when starting a game from **NEW GAME** or **CHAPTER**.

EASY **NORMAL** **HARD** **VERY HARD** **REVENGEANCE**

VERY HARD and **REVENGEANCE** unlock after you meet certain conditions.

If you selected **EASY**, you will be able to use Easy Assist, which automatically decides the direction in which to parry.

TUTORIAL

When you select **NEW GAME**, you have the option of starting with a tutorial. You can also play the tutorial from the title menu and **VR MISSION** on the codec.

PAUSE MENU

PRESS THE START BUTTON DURING GAMEPLAY

You can pause the game and check/change controls and settings.

- RESUME** Resume the game
- HELP** View the controls and combo list
- OPTIONS** Check/change settings
- TITLE** Return to the title screen
- RESTART** Return to the most recent checkpoint

PAUSE MENU DURING CUTSCENES

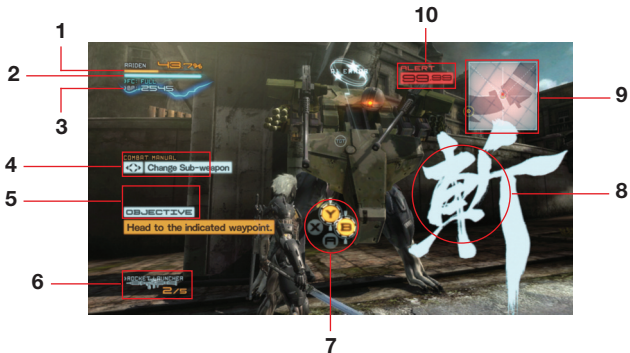
During cutscenes, the pause menu will look like the below:

- CONTINUE** Continue the cutscene
- SKIP** Skip the cutscene

Use the **RB** button to toggle the subtitles on/off.

A variety of data will be analyzed and displayed over your visual field, including destinations, the locations of enemies and items, and objects that can be destroyed. It even works in the dark. It deactivates while attacking and suffering an attack, as well as during Ninja Run.

ENEMY **DESTINATION** **CAN BE DESTROYED** **ITEM**



1 LIFE – Raiden’s body status

LIFE lowers every time Raiden is damaged by an attack. Raiden dies if LIFE hits 0%. LIFE can be recovered by Zandatsu or picking up nano-repair units as well as by special items.

2 FC (FUEL CELLS) – Raiden’s energy

Used in Blade Mode. They recharge by absorbing electrolytes when you score a hit on an enemy. They can also recharge using nano-repair units and special items.

3 BP (BATTLE POINTS)

These are points converted from data obtained in battle. Use the BP you obtain to customize Raiden.

4 COMBAT MANUAL

Control hints will appear here at specific times.

5 OBJECTIVE – Your current objective

This is the current objective that you must achieve in order to move the story forward. It will appear here at certain times.

6 SUBWEAPON

This is the subweapon currently equipped.

7 BUTTON HINTS

These are displayed whenever a specific control is recommended.

8 ACTION HINTS

These are displayed whenever a specific control is recommended.

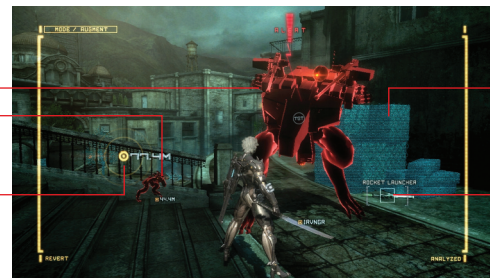
SLASH	斬	Blade Mode
TAKE	奪	Zandatsu
RUN	走	Ninja Run

9 SOLITON RADAR

This radar displays the position of enemies (■) and destinations (○).

10 ENEMY ALERT STATE

Indicates the alert state of enemies in the area.



ABOUT RAIDEN IN THE PROLOGUE

A number of features are limited during the Story Mode prologue. But as the story develops and Raiden’s body is rebuilt, he will eventually be able to use all available features.

- AUGMENT MODE IS UNAVAILABLE
- THERE IS NO FUEL CELL (FC) GAUGE
- IF BLADE MODE IS USED, TIME WON'T SLOW DOWN AND YOU CANNOT SLASH THROUGH ENEMIES
- ZANDATSU IS UNAVAILABLE
- THE CODEC IS UNAVAILABLE

CONTROLS (TYPE A)

BLADE MODE

LT + RIGHT STICK

Use the right stick to swing the HF blade in any direction. If there is enough power left on the fuel cells (FC), Raiden will be accelerated, allowing him to enter Blade Mode time in which the flow of time slows down for him. This amplifies the power of his sword attacks and enables him to slash through enemies and objects.

While "Cut" is displayed, you can slash through enemies and objects, regardless of the state of the fuel cells (FC). Enemies in powerful armor cannot be severed with a single blow. However, after scoring a certain number of hits, a blue AR mark indicating that the enemy can be cut will appear.



AR indicating target which can be cut

In Blade Mode, AR shows the location of enemy nano-repair units (red squares). If you cut at that location and then press the **B** button, you can take the unit and recover LIFE.

ZANDATSU

B BUTTON



AR indicating Zandatsu is possible

If you cut at a red square but fail to take the nano-repair unit, it will fall to ground and be damaged. You can still pick it up to recover LIFE, but the amount recovered will diminish.

LB SUBWEAPON

LEFT STICK: MOVE

DIRECTIONAL PAD

- Augment Mode
- Select weapons/items
- Use items

NINJA RUN

RT + LEFT STICK

Automatically evade obstacles and bullets while moving at a high rate of speed.

RB LOCK ON

- Y** button: Strong attack
- X** button: Light attack
- B** button: Zandatsu / Ninja Kill

NINJA KILL

Enemies can be killed with a single blow by sneaking up on them from above or behind. When Ninja Kill is possible, the **B** button hint will appear onscreen.

- A** button: Jump

RIGHT STICK: CONTROL CAMERA
DPAD: RESET CAMERA

START : PAUSE MENU

X XBOX GUIDE BUTTON

BACK : CODEC



PARRY

LEFT STICK + X BUTTON

When an enemy attacks, tilt the left stick in the enemy's direction while pressing the X button to parry the blow with your sword.

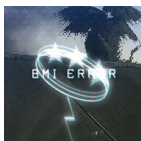


PARRY COUNTER

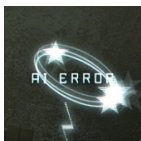
LEFT STICK + X BUTTON

If you time it perfectly with your opponent's attack, you will automatically perform a counterattack. Enemies struck by a counterattack will be incapacitated, resulting in a chance for Blade Mode.

You can also incapacitate an enemy by delivering a certain amount of damage with consecutive strikes.



Cyborg



Drone

CHANCE ATTACK

Y BUTTON + B BUTTON

When your fuel cells (FC) are at maximum power and there is an incapacitated enemy nearby, press Y button + B button to deliver a powerful attack in which Blade Mode can slash through enemies with armor that would normally prevent such an attack.



COMBOS

X BUTTON + Y BUTTON

Use different button combinations to unleash a variety of combo attacks. Here are some examples:

RIGHT BACK KICK Y Y

TORNADO SLASH Y X

TRIPLE KICK UPSWING Y Y Y X

MID-AIR SLICE X (While jumping)

You can view other combos by selecting **COMBO LIST** on the pause menu.

LOCK ON

RB BUTTON

Lock on allows you to aim at a specific target and have the camera point at it. If there is more than one enemy, use the right stick to change your target.

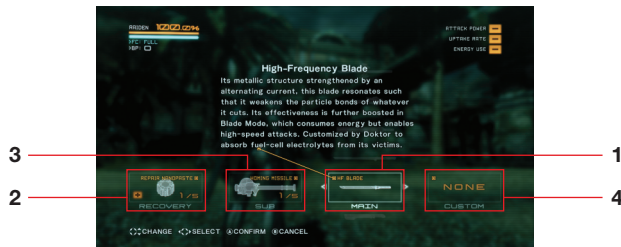
Lock-on state



WEAPONS AND ITEMS

DIRECTIONAL PAD IN THE SELECTION WINDOW

Use the directional pad to select a category and the D-pad to select weapons/items. Press the B button to use the selected weapon/item.



1 MAIN

This is the weapon used for normal attacks and in Blade Mode.

2 RECOVERY

Recover LIFE or FC. Press the B button to use it immediately.

If you select a self-repairing nano-vest, recovery will occur automatically when LIFE falls to zero.

3 SUB

After you select a subweapon, you can use it during the game by pressing the LB button. For firearm and throwing subweapons, press the LB button to ready them, then the RB button to fire/throw.

4 CUSTOM

When equipped, the strong attack (Y button) will change according to the equipped weapon, and the available combos will change.

GETTING WEAPONS AND ITEMS

Weapons and items can be obtained as described hereafter.

- PICK UP DROPPED WEAPONS AND ITEMS
- CUT OPEN ITEM BOXES
- OBTAIN THEM THROUGH CUSTOMIZATION



Item box (normal)



Item box (lock must be cut)

Gather information by talking with allies via the codec.



BORIS

- Current Objective
- Combat Hints



COURTNEY

- Saving the Game
- Basic Facts about the Game Series



KEVIN

- Information on Target Location
- International Affairs



DOKTOR

- Cyborgs
- Drones

Additional codec operators will be added as the game progresses.

ABOUT REQUIRED CODEC CALLS

Allies will call you on the codec from time to time. Raiden's actions may be partially limited depending on the current location and dialogue content.



Actions are limited

SKIPPING DIALOGUE (FAST FORWARD)

When there is a **Y** button above the codec operator's head, you can skip through dialogue by pressing that button. Holding down the **Y** button allows you to fast forward.

When **"LOADING"** is displayed at the bottom right of the screen, you cannot skip dialogue because the game is currently loading data.

Selecting **CUSTOMIZE** from the codec screen allows you to use battle points (BP) to customize Raiden's equipment and other items. You can also customize after completing a chapter.

BODY	Cyborg body
MAIN WEAPON	Basic weapon
UNIQUE WEAPON	Special weapon
WIG	Artificial hair for cyborg heads
LIFE	Upgrade LIFE
FUEL CELLS	Upgrade FC
SKILL	Add combos

The items available under **CUSTOMIZE** will increase as you satisfy certain conditions during the game. After you customize equipment during the game, you will return to the point where the last auto save was performed.

ABOUT BATTLE POINTS (BP)

When Raiden fights, he will accumulate combat data necessary for cyborg research. This data will be converted into BP. There are a number of ways to effectively increase battle points as follows:

- **PARTIAL CUT**
Cut one of a cyborg's limbs. The left arm of a cyborg also records combat data, so severing it will enable you to gain even more BP.
- **NON-KILL**
Disable a cyborg without killing it.
- **HOSTAGES**
Rescue imperiled civilians.
- **STEALTH**
Neutralize enemies in a certain area without being detected.

Selecting **VR MISSION** on the title menu or codec screen allows you to play VR Missions in which you control Raiden in a virtual reality (VR) environment. The very top row of the selection screen for VR Missions is a tutorial that you should definitely play.

- 001 Movement and Ninja Run Tutorial
- 002 Normal Attack and Parry Tutorial
- 003 Blade Mode, Ninja Kill, and Augment Mode Tutorial
- 004 Subweapon Tutorial

Number 003 and thereafter will be added as the game develops. After you go on a VR mission, you will return to the point where the last auto save was performed.



Screen for selecting VR missions

UNLOCKING VR MISSIONS

Obtaining enemy strength data from a data terminal unlocks new VR Missions. To obtain data, press the **Ⓢ** button near a data terminal.



Data terminal

FIGURING OUT YOUR DESTINATION

You can see objects that can be cut and the direction of your destination in Augment Mode. Your destination may not be visible in some situations, such as during battles and while you are searching for something, but you may get some sort of a hint.

RAIDEN GETS INCAPACITATED

Raiden may be incapacitated if he suffers a number of attacks in a row. If this happens, move the left stick quickly to recover.



Incapacitated state (Raiden)

CAN'T AVOID ENEMY ATTACKS

Most close range attacks can be avoided by parrying.

LIFE HAS GONE WAY DOWN

Take enemy nano-repair units by Zandatsu or recover using those that have fallen to the ground.

CANNOT CUT ENEMIES IN BLADE MODE

For certain armoured enemies, you will have to do a certain amount of damage to be able to cut them in Blade Mode. You can only slash through enemies if you have enough fuel cell (FC) power. FC recovers when your attacks strike enemies. In the Story Mode prologue, there is no FC, so you cannot cut enemies.

ENEMIES GROW STRONGER AS THE GAME DEVELOPS

Make Raiden more powerful by customizing him according to your game progress.

If you cannot proceed on **EASY** difficulty level, select **CHAPTER** to play the stage again. This will automatically turn on **EASY ASSIST** which automatically chooses the direction in which to parry.

COLLECTION ITEMS

• LEFT ARM

Some cyborgs have left arms that record special data other than combat data. You will be able to create powerful items by cutting their left arms and collecting the data therein.

• DATA STORAGE

You can get weapon designs and other data during the game. This data can be viewed by selecting **COLLECTION** on the title menu.

• MEN IN BOXES

There are cyborgs that refuse to fight and instead hide themselves in cardboard boxes.

PRODUCT SUPPORT

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