

ADVANCED MELEE

Melee Attack

Slide	Hold R (far)	Slide attack towards a distant enemy.
Juggle	R R	Launches enemies for air attacks.
Fierce	R + L (far)	Projected attack that knocks down enemies.
Finisher	R + L (close)	Powerful combo strike on nearby enemies.
Ruiner	RB	Radius attack that depletes your combo level.

Advanced Melee

2-in-1 Slide	Slide + Hold R (new target)	Slide from one enemy to the next for bonus speed, damage, and combo meter.
2-in-1 Juggle	Slide + R R	Slide into a juggle for additional juggle height and combo meter.
2-in-1 Ruiner	Slide + RB	Slide into a Ruiner for reduced combo meter cost.
2-in-1 Finisher	Slide + L + R	Slide into a Finisher for bonus multihit damage and combo meter.
Air Combat	Juggle + A + R	Attack airborne enemies for bonus combo meter.

RANGED AND SPECIAL

Ranged Attacks

Fire	RT (R to aim)	Press and hold to fire all ranged weapons.
Secondary Fire	LJ (R to aim)	Press and hold to fire left pistol, grenades on rifles, and special attacks on cannons.
Gun Juggle	RT or LJ (in air)	Fire at airborne enemies for bonus hit counter growth.
Ranged Targeting	Hold RT + R R	Prioritize airborne targets by tapping R .

Special Moves

Battle Cry	X Button	Activates and deactivates Battle Cry (requires combo meter).
Spider	Y Button	Activates Spider Ability.
Sentient	Click L + R	Activates a powerful Sentient weapon attack.

 XBOX 360

LIVE



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.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and pegionline.eu

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OF MEN AND MACHINES

<<Report prepared by Mimir at the request of Heimdall, on behalf of ODIN

Before the Dawn of the Gods, the great machines stalked our planet, bent on destroying humanity.

As the war escalated, man and machine exchanged nuclear and anti-matter weapons, leaving a once-lush world frozen in a thousand-year winter.

Humanity now teeters on the brink of extinction, its population of a few million sheltered in the walled enclave of Midgard.

The great sentient machines have prospered in the eternal winter. Humanity, however, is not alone. It prays to the mighty gods, the Aesir, and faithfully worships the great ODIN.

Those prayers do not go unheard.

GODS AMONGST MEN

As protectors, it is our duty to ensure humanity survives. Our cybernetically enhanced bodies and minds make us far more powerful than mortals...and we are properly revered as gods.

We fight a never-ending battle with the Children of Ymir, the vile machines, and progenitors of the catastrophic war. Fortunately these battles wage in lands far from the safe haven of Midgard, which has not been attacked in centuries.

Due to our efforts, the Children of Ymir are now the stuff of mere legend and nightmares—as are the gods who fight them.

End of report>>

THE AESIR



AESIR
CORP

Since your memory has just returned, Baldur, let's start with the basics.

I am Mimir, the Aesir's data decryption and information specialist. I am the god "blessed" with the endless and thankless task of explaining our world's lore.

I toil away in the recesses of Cyberspace, sifting through forgotten knowledge for the betterment of humanity and the Aesir. Quite noble, don't you think?

But enough about me. Let's look at a few other members of our glorious pantheon. Kindly turn your eyes to the monitor...

BALDUR

You do recognize yourself? Good, otherwise we'd have a talk with Idunn about your mnemonic enhancements.

You are the youngest Aesir and ODIN's favorite son. Yes, even gods aren't above favorites, sad to say. You are also the most beloved god amongst the humans, which just goes to show that you can have your mead and drink it too.

Now, most humans view the Aesir as aloof and uncompromising, but you, my boy, are seen as more...down to earth, shall we say? You are also a seasoned warrior who understands the meaning of the Aesir, and that makes you quite popular around Asgard.

Before we move on, I must convey my sympathies for the tragic loss of your wife. Her death was...

No. It is too soon to speak of such things. We should proceed.



HEIMDALL

The “watchman” of the Aesir, whom no one would dare describe as down to earth.

Heimdall oversees all operations of the Aesir, making sure that each mission is planned and well-supplied...well, that's the official line, at least.



FREYA

Such a vision, such intelligence, and such a way with glorious Cyberspace.

Freya is an adept of the ways of Yggdrasil, the World Tree. She spends much of her time communing with the spirits of Cyberspace, so do try to visit with her when she's in the world of flesh and bone.



THOR

The most revered warrior of the Aesir, your big brother, Thor. He is utterly fearless in battle. With his sentient hammer Mjolnir, Thor has become such an unrelenting opponent of the machines that even those soulless creations have begun to fear him. Over 95% of his body has been replaced by cybernetics.



IDUNN

This brilliant woman may be the most important Aesir of all, for she is our expert cyberneticist. Nanotechnology and molecular enhancements—the “Golden Apples of Idunn”—make the Aesir immortal and superhuman. Without Idunn...well, to quote a famous philosopher, the gods would simply be “too human.”



TYR

The master weapon and armorsmith for the Aesir, he maintains our hundreds of thousands of variations of battle equipment.

Tyr represents the “Old Guard” of the Aesir. He has an illustrious battle history spanning many centuries and is known for his exceptional bravery.



ODIN

The most powerful of the Aesir, ODIN, or the Organically Distributed Intelligence Network, created us from flesh and cybernetics and infused us with the power of the Runes, thus saving humanity from certain destruction.

He employs two ravens, Hugin and Munin, which serve as the All-Father's eyes. Through them, he watches us all.



ENEMIES

LOKI

Although technically one of the Aesir, Loki's blatant disobedience to ODIN and unnatural alliance with those robotic monsters in the wastes make him much more enemy than ally. He is heavily enhanced using Giant-based cybernetics.



HEL

The daughter of Loki is administrator of Helheim, the smoke-filled necropolis where the dishonorable dead rot. A gifted scientist, she is infected by both an incurable wasting disease and her father's blasphemous nature. Treat with caution.



GOBLINS

Robotic war-machines that can crawl walls like a spider and fall from great heights without suffering damage. Goblins make up the bulk of the mechanical forces.



DARK ELVES

An agile war-machine class found primarily in the Ice Forests. They are deadly with both ranged and melee combat and tend to use Goblin infantry for close-combat support.



TROLLS

Massive beasts capable of wielding assault-class weapons, Trolls are as powerful as they are weak-minded. Defeating a Troll involves breaking down its armor and internal structures one piece at a time.



WARRIOR CLASSES

Each warrior type has strengths, weaknesses, and special skills.



BERSERKER

- Master of melee damage.
- Can reach an extra Combo Level.
- Can dual wield melee weapons.
- Lower health.

CHAMPION

- A well-rounded fighter.
- Best at air attacks.
- Best at critical strikes.



DEFENDER

- Increased armor and health.
- May use shields.
- Resistant to knockdown.
- Slower and diminished missile damage/range.

COMMANDO

- Master of ranged weapons.
- Explosive effects and ammunition capacity increased.
- Diminished melee damage.



BIO ENGINEER

- Can heal self and allies.
- Diminished melee and missile damage.

SKILLS TREE

THE SKILLS TREE

Starting at level 2, with each new experience level you gain points with which you can gain and/or improve special powers.

To assign skill points, press **START** and then select Skills to access the skills tree. Note: You must meet the requirements of certain higher-level powers before selecting them. As you progress, you will also have the opportunity to enhance either your cybernetic powers (at the cost of your humanity) or your natural human aptitude for efficiency through a secondary skills tree (use **RT** to access the second skills tree).

When certain powers are taken they automatically map to the controller.



SKILLS	
CLASS	
Bounty	0
Respec Cost	1000
Grim Resolve	10/10
Increases chance that damage from a killing blow will be completely deflected	
Requirement: Defender's Resilience Level 5.	
Current Level Bonus	+50.0%
Next Level Bonus	+55.0%
Not Mapped	
Reverse of Wyrds	
Ward of the NORNs	

Spider powers map to **Y**, Battle Cries map to **X**, and Sentient Weapon attacks are activated by clicking both **R** and **L**.

These buttons remain inactive until their corresponding ability is unlocked from the skill tree.

Skills may be reassigned on this screen by pressing **Y**. The cost to reset the skills tree is displayed in the upper-right corner.

TOO HUMAN GAME CONTROLS



CAMERA CONTROLS

LB TAP TO RE-CENTER CAMERA

LB HOLD TO ENABLE FREE-LOOK WITH **R**

UP AND DOWN: CHANGE CAMERA STYLE

R CLICK TO ENABLE CLOSE-UP BALDUR CAMERA

GAME SCREEN

SENTIENT WEAPON INDICATOR

Appears when your Sentient Weapon ability is available.

EXPERIENCE BAR

As you vanquish opponents, this bar fills until you increase in level. Your current level is shown above the Experience Bar.

HEALTH BAR

Depletes as damage is taken. Replenished in combat by collecting health orbs.

AMMO BAR

Shows ranged weapon type and remaining ammunition.

COMBO METER

This meter increases as you execute attacks and special moves. When completely filled, your combo level increases—enhancing attack and slide speed and granting an experience bonus.

HIT COUNTER

Time-sensitive indicator of number/power of hits. If you choose a human or cybernetic alignment then, at higher hit-counter levels, you gain efficiency or damage bonuses, respectively.



CLASS ICON

DAMAGE METER

☰ turns on/off. Shows the amount of damage done to opponents.

SPIDER METER

Displays the use and regeneration of spider energy.

COMBAT

MELEE

To attack a nearby enemy, move **R** toward that enemy.

SHOOT

To attack enemies at distance, pull **M** to fire your main pistol or rifle. Press **L** to fire your left pistol or launch grenades, charged shots, or missiles. Move **R** when shooting to change targets.

SLIDES

Press and hold **R** toward a distant enemy. You will rush to and smash that enemy with a powerful strike.

JUGGLE

To juggle, tap **R** twice towards a nearby target. A juggle allows you to briefly launch an enemy into the air—optimally followed with an air combat attack.

AIR COMBAT

To perform an air attack, press **A** and use **R** to attack.

RUINERS

To execute a Ruiner, press **RB**. This unleashes a powerful radius attack. Ruiners require at least one combo level and deplete your combo level by one with each use.

COMBO LEVEL

As you inflict damage, your combo meter fills (advanced moves provide bonus combo). When the meter completely fills, your combo level increases, which makes slide attacks more powerful, ranged weapons fire faster, and also provides an experience bonus.

FIERCE ATTACKS

To perform a Fierce attack, move both **R** and **L** toward an enemy outside of melee range. This will unleash a ranged attack with your melee weapon that will damage and knock down the target.

FINISHERS

Move both **R** and **L** toward an enemy in melee range to unleash a devastating multi-hit Ruiner attack.

ADVANCED COMBAT

Many combat moves can be chained by pressing the controls for one move and then immediately following with another.

One of the best examples is sliding. As shown below, Baldur first slides towards enemy A and then holds **R** towards enemy B just as he first strikes A. This immediately continues Baldur's slide to the next enemy. Successive moves give bonus damage, speed, and build combo level faster.



Other uses of this 2 in 1 method include:

- 2 in 1 Juggle** Slide and then immediately tap **R** twice to slide into a juggle for extra juggle height and faster combo level build.
- 2 in 1 Ruiner** Slide and then immediately press **RB** to slide into a Ruiner for reduced cost.
- 2 in 1 Finisher** Slide and then move both **R** and **L** to slide into a Finisher.
- Air Attack** Perform a juggle, and then jump (**A**) and move **R** to attack.

EQUIPMENT

Weapons, armor, charms, runes, and blueprints are found on dead enemies or in ancient caches and obelisks. You may evaluate, use, or salvage your equipment by pressing  and selecting Equipment. Use  and  to move between sections in the Equipment screen.

MELEE WEAPONS

There are many melee weapons you are likely to encounter: swords (which focus damage on enemies directly ahead of you), hammers (allow radius juggle), staves (allow 360-degree attacks), and dual-wield sets. One-handed weapons have higher critical hit chances. Two-handed varieties deal more damage, but hit slower.

RANGED WEAPONS

Ranged weapons come in three forms: Pistols (always dual wielded); rifles (also launch grenades); and powerful cannons (require significant cybernetic enhancements to use). Ranged weapons use one of three different ammunition types: slug, laser, or plasma. Note: The longer a laser fires, the more powerful it becomes.

ARMOR

Armor is available as helm, torso, shoulder, gauntlets, leg, and boot pieces. Armor (and weapons) can fail due to excessive damage, which is indicated when the damaged items glow red. Replace or repair weakened equipment as quickly as possible.

CHARMS

To unlock the power of Charms, they must first be equipped, a special quest must be completed, and the proper runes must be inserted. Charms provide you with the most rare and special abilities and are well worth your while to acquire and activate.

RUNES

Runes upgrade weapons and armor. Once a rune is added to an item, it becomes part of the item and cannot be removed.

BLUEPRINTS

These technical documents allow you to craft the most powerful items. You will require sufficient bounty to craft the item.

SALVAGE SETTINGS

Within the Equipment screens,  adjusts the auto salvage setting. Smart Mode automatically salvages the least desirable items once your inventory is full. Auto salvage can be set according to item rarity (most common to rarest is: gray, green, blue, purple, orange, red). All equipment below the selected color will be immediately salvaged (the setting for red is "Everything"). Auto salvage may also be turned off.

CYBERSPACE

The NORNS are three inseparable, mysterious beings who exercise dominion over the world of data and mystery we commonly call Cyberspace. Certain Aesir may visit this realm via active access points known as "wells." When close to a well, press  to enter Cyberspace.



Within Cyberspace, the NORNS will grant you the following abilities to open locked doors or access treasure caches (although some puzzles may require you to return once a later power is attained):

 to push

 to lift

 to create fire

ONLINE MULTIPLAYER

To play co-op with a friend online, first select a character using Manage Characters on the main menu. Next, select Online Multiplayer and pick one of the following three ways to start playing online:

CREATE MATCH

To start a new multiplayer match, choose a starting point from the levels you've completed in campaign mode, pick your loot distribution type, and make the game public or private.

- Public games may be joined by any player searching for a match.
- Private games can only be joined by players invited from your friends or players list.

QUICK MATCH

Select this option to immediately search for and connect to the first available online match.

CUSTOM MATCH

Lets you search for games by level and loot distribution settings.

TRADING

To trade items with a multiplayer partner, get close to the other player and press .

Once you're both in the trading screen, pick an empty trade slot and press **A** to go to your inventory. After selecting all the items to trade, press  to enable the Trade button in the center of the screen. Then, press **A** to accept the trade.

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 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.

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.

WANT MORE INFORMATION ABOUT TOO HUMAN?

If you have feedback about the Too Human manual or ideas for online articles about the world of Too Human, please submit your ideas through the forums at www.xbox.com/toohuman. Your input will help us provide more information about Too Human and it will also help us make our manuals more useful and exciting for all games.

CUSTOMER SERVICE NUMBERS

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For more information, visit us on the Web at www.xbox.com

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