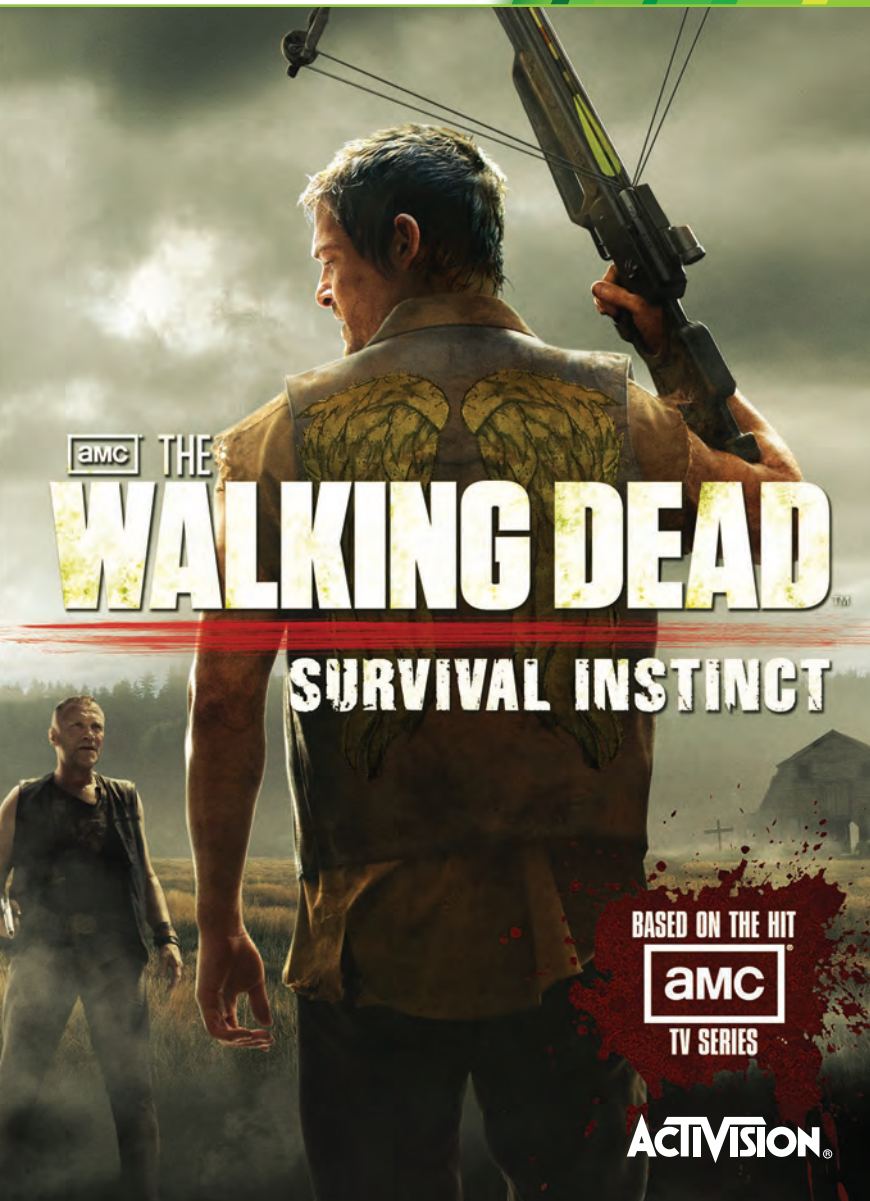
XBOX 360

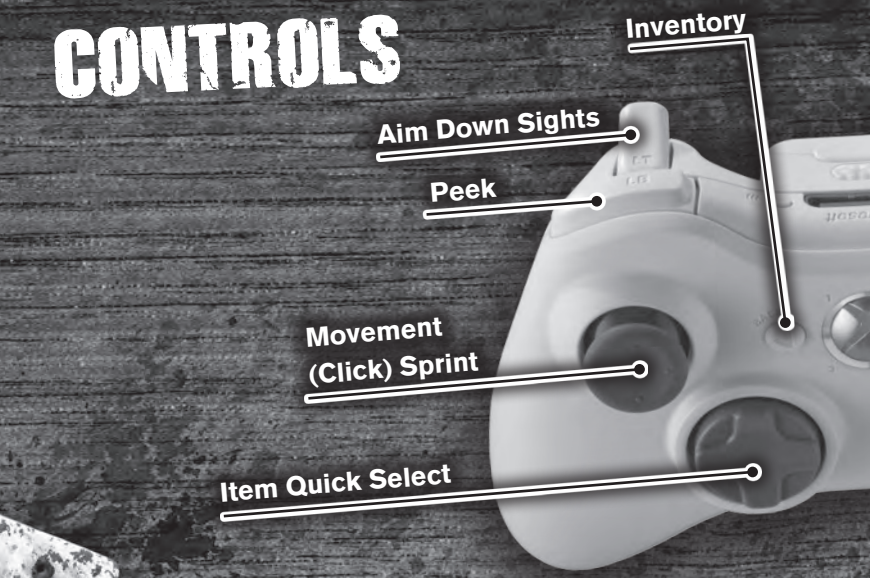

AMC
THE
WALKING DEAD
SURVIVAL INSTINCT
BASED ON THE HIT
AMC
TV SERIES
ACTIVISION

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.

CONTROLS



MAIN MENU

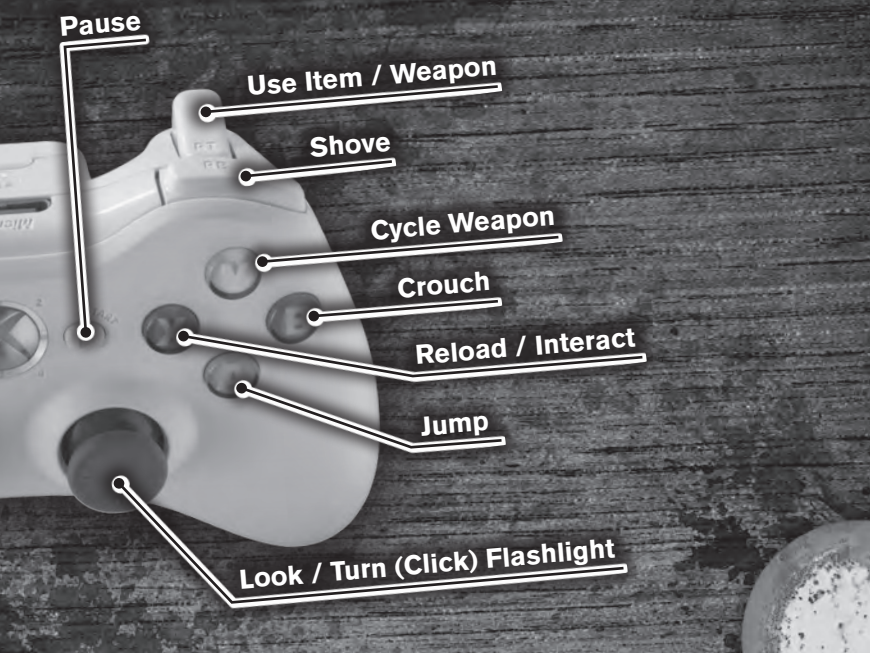
From this menu, you can begin a New Game, or Continue an existing game of The Walking Dead: Survival Instinct. You can also access the Options and Extras menus from this menu.

Continue – Select this option to resume your current progress.

New Game – Select this option to start a New Game.

Options – From this menu, you can adjust the controller layout and audio/video settings.

Extras – Select this to view extras, or to view the credits.



IN-GAME DISPLAY

1. Crosshairs – Reticle used for aiming.

2. Condition Gauge – This indicates what condition the player's character is in.

3. Compass – Indicates the direction of the current objective.

4. Ammo Counter – Indicates how much ammunition is remaining for the current weapon.

BASIC GAMEPLAY

There will be many different objectives to complete throughout the game; follow the objective marker located on your compass to find the next objective.

DAMAGE SYSTEM

When the player takes damage, the player's Condition Gauge will begin to deteriorate. When the Condition Gauge reaches zero, the player is overrun and consumed. Use restorative items such as sports drinks and food to restore the player's condition.

DETECTION

Most walkers are completely unaware of your presence; however, walkers are alerted by sight, smell and sound. Sneaking up behind a walker undetected will allow you to perform an execution by holding RB. Not all walkers have to be engaged, avoid making noise and use distraction items to remain undetected. Remember that walkers can only be defeated with damage to the head.

TRAVELING

Throughout the game you will be required to travel to different locations. Keep an eye out for fuel, you can't travel without it. Also, choose your destination and the route you wish to take carefully, the last thing you need in a zombie apocalypse is for your vehicle to break down or run out of gas...

CUSTOMER SUPPORT

INTERNET: support.activision.com

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, please contact us at the phone number below.

Note: Please do not contact Customer Support for hints/codes/cheats. All support is handled in English only.

PHONE: (310) 255 2050

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