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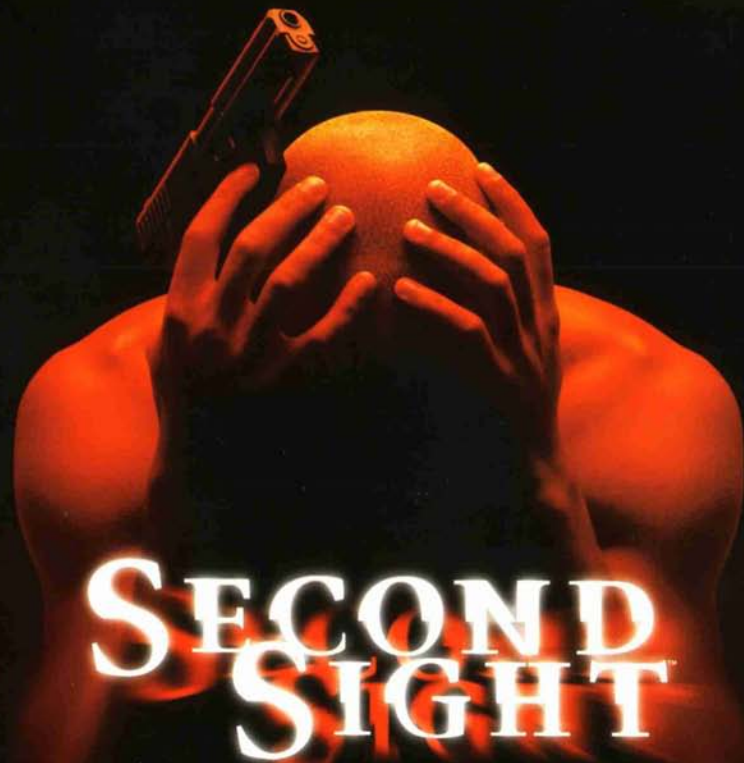
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XBOX



SECOND SIGHT

FREE RADICAL

Codemasters

ENGLISH

GENIUS AT PLAY

safety information

ABOUT 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 light-headedness, 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 sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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contents

xbox controller s	2
menu navigation	2
controls	3
vatic wakes	4
getting started	5
the game screen	6
power & health	6
getting around	7
information is the key	8
stealth & secrecy	8
attacking & firepower	9
the power of psi	10
winterICE	12
pause menu	14
credits	15
software license agreement	16
customer support	17

xbox controller



menu navigation

- Navigate menus: left thumbstick or directional pad
- Accept/select:
- Cancel/back:

controls

moving & views

ACTION	CONTROL
Move around in 3 rd person view	Left thumbstick
Lean left & right in 1 st person view	Left thumbstick
Switch between 1 st & 3 rd person view	Click left thumbstick
Switch between 3 rd person follow-cam (locked angle) & dynamic cam (free camera angle)	
Look around in 1 st person view, or move dynamic cam in 3 rd person view	Right-thumbstick
Crouch / stand up	
Pause Game and open PDA (see Pause Menu)	

using weapons & psi powers

ACTION	CONTROL
Choose weapon in inventory	Directional pad (then to select)
Choose psi power from those learned	Directional pad (then to select)
Lock on to target	Hold
Change target while locked on	Hold + right thumbstick
Fire weapon or use psi power on locked-on target	
Manual aim with equipped weapon / refine aim when sniping	Right thumbstick
Move object when using telekinesis	Right thumbstick
Switch between weapons and psi powers	Click right thumbstick
Punch when unarmed, or pistol whip/club when armed with a weapon	

context-sensitive controls

ACTION	CONTROL
Interact with environment / special moves (see on-screen)	



yattic wakes

Pain...unbearable pain...

...brain too big for skull...

... head about to explode

...yattic

...i'm john

yattic

...light too bright...burning...

...where am i...?

...what has happened?

what have they done to me!?

why can't

...i...

...remember...

...?

getting started

first play

The first time you play Second Sight, select "Play" on the main screen.

Next, select "New Game" and enter your name following the directions on screen. This is the name of your save file. All game progress and level unlocks are saved to this file.

On subsequent plays, select the file you created to pick up the game at the beginning of the last level you unlocked.

game menu



SELECT LEVEL

Select the level to begin playing from. On the first time you play, only the first level will be available.

STATISTICS

Check out your gameplay statistics for the whole game and broken down into each completed level.

OPTIONS

Set up your game options by pressing the left thumbstick or directional pad  to highlight an option and  to change its setting.

- Music:** turn the music on or off.
- Music volume:** adjust the level of the music.
- Sound:** turn sound on or off.
- Sound volume:** adjust the level of the sound effects.
- Speech volume:** adjust the level of speech.
- Subtitles:** turn subtitles on or off.
- Vibration settings:** turn controller vibration on or off.
- Save changes:** save the changes you have made and exit to the previous menu.

VIEW CREDITS

When you have finished the game, check out the team that brought you Second Sight™.

VIEW CUTSCENE

View any of the cinematic cutscenes you have encountered during your adventure.

the game screen

HEALTH/PSI POWER



AMMO REMAINING
IN CURRENT WEAPON

power & health



Vattic's health and psi power are shown at the top of the screen...

health

As Vattic gets hurt in combat, his health will reduce. When it runs out Vattic dies – game over. Restore health by using Vattic's Heal psi power, locating a first aid kit, or seeking aid from a friendly medic.

psi power

When Vattic engages his psi ability, he uses up psi power. If he runs out of psi power, he may experience a mental brown-out and if lack of psi power snaps his mind back to his body (see Projection) a moment's vulnerable disorientation may result.

When psi power is low, switch to weapons or find somewhere quiet to hide to let it recharge.

getting around

3rd person view

Move Vattic in 3rd person view using the left thumbstick. Press \uparrow \downarrow to move forwards and backwards and \leftarrow \rightarrow to move left and right.

WALLS AND OBSTACLES FOR STEALTH AND COVER

When Vattic is next to a wall (or other high object), press the left thumbstick to face the wall then \bigcirc to turn his back to it. Vattic may be less visible to enemies, or even able to sneak under the view cone of security cameras when hugging the walls and melding with the shadows like this.

When backed up to a wall, press the left thumbstick \leftarrow \rightarrow to sidle left and right. Upon reaching a corner, stop and press the left thumbstick \leftarrow \rightarrow to peek round and take a glimpse of the layout ahead. While peeking, press the left thumbstick in the direction of the adjacent wall to edge around the corner without leaving its cover.

If armed with a weapon, Vattic can leap out from behind a corner, pop off a shot and return to cover before taking too much damage from enemy fire. With a weapon equipped, back up to a wall or other large object and sidle up to the end. Peek around using the left thumbstick and hold \square to jump out and lock onto a target (also use the right thumbstick to refine Vattic's aim). Press \triangle to fire before releasing \square to dive back to safety.

CROUCHING

Press \times and Vattic crouches down (press \times again to return to standing). While crouching, he can move as above albeit rather more slowly. He can also make use of low level cover such as fences or packing cases to hide from enemy sight and fire.

While crouched and backed up to low cover, Vattic can sidle, peek and fire as above, and can also leap up to loose a round **over** the obstacle before dropping down again.

Crouch and back up to an object, then with a weapon equipped, hold the left thumbstick \uparrow and hold \square to stand up and lock on to a target; press \triangle to fire before releasing \square to drop back under cover.

AERIAL MANOEUVRES

While on walkways or balconies, Vattic can flip over the edge to hang by his hands. Move Vattic to the edge and press \triangle to drop and hang. Press the left thumbstick \leftarrow \rightarrow to swing hand-over-hand left or right; press \bigcirc to climb back up to the platform, or \triangle to drop down to the ground below.

1st person view

Click the left thumbstick to switch between 3rd and 1st person views.

In 1st person view, use the right thumbstick to look around. When Vattic needs to peek around a corner or an obstacle, press the left thumbstick \leftarrow \rightarrow to lean in that direction.

information is the key

Keep an eye out for enemy computer systems; they may hold key information or security codes necessary for Vattic's mission. To use a computer, approach it and press **A**.

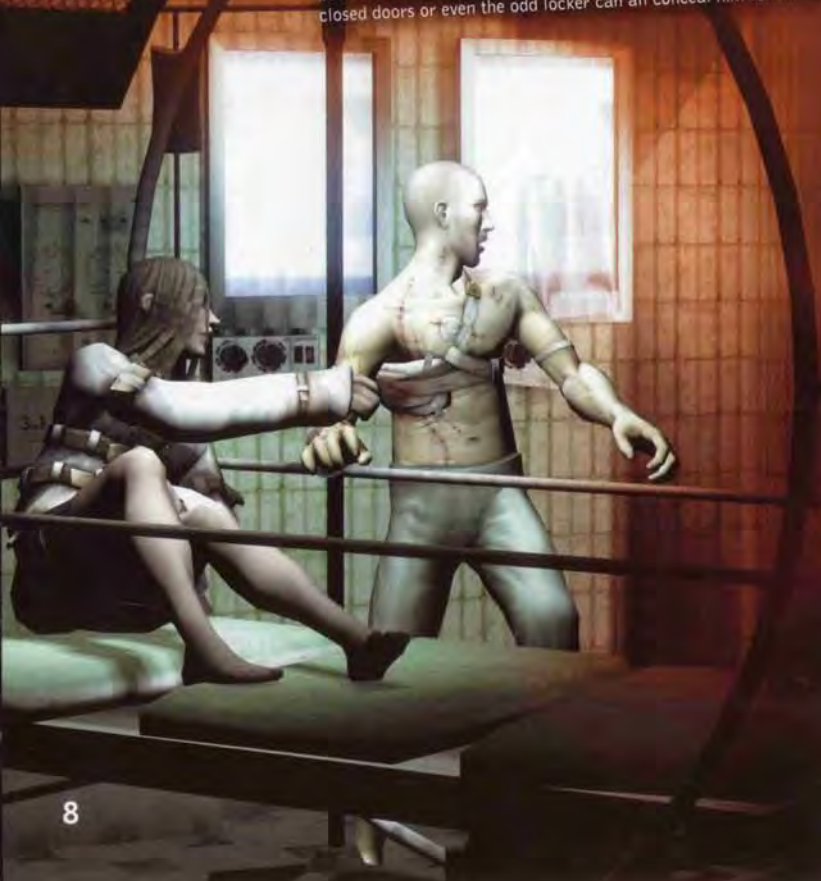
If the machine can be accessed, the computer's VDU will appear on-screen. Use the left thumbstick to move the mouse cursor and press **A** to click a desktop application. When Vattic has finished, be sure to close applications and log off by pressing **Y**.

stealth & secrecy

Do not underestimate the value of stealth. Avoid getting spotted by enemies or security systems, or raising the alarm with too overt an attack, or Vattic may find that his mission is brought to an abrupt end. Remember to tidy up after Vattic; a corpse in a corridor can often cause concern for the deceased's comrades. TK it out of sight before it gets noticed.

If the alarm is raised, find somewhere to hide until the alert is cancelled.

Look for likely places of seclusion as Vattic explores. Solid objects, closed doors or even the odd locker can all conceal him for a time.



attacking & firepower

As Vattic progresses through his mission he will acquire various weapons with many different capabilities.

To choose a weapon, press the directional pad **↑↓** and press **A** to select it.

HAND-TO-HAND ATTACK

When Vattic is unarmed or out of ammo, you may need to make things up close and personal.

Get an enemy within arm's reach and press **B** to attack. If Vattic has no weapon equipped, his enemy will fall victim to his pummelling fists, but if Vattic does have a gun in hand – well, a sharp crack at the base of the skull with a rifle stock or pistol grip often does the trick...

THE STEALTHY ATTACK

If Vattic can creep up behind an enemy without alerting them to his presence (Charm), he may be able to immobilise them and put them out in utter silence.

When an oblivious foe is within reach, press **A** to slide a strangle hold around their neck, then use **B** to render them unconscious or **A** to hurl them away.

TRANQUILLISE 'EM

Equipped with the short-range tranquilliser gun, Vattic can remove enemies from the action for an extended period of time, without actually divorcing them from their heartbeat.

Press **L** to lock on to an adversary, then use the right thumbstick to refine Vattic's aim. The drugs take effect faster or more slowly depending on where the tranquiliser dart strikes. A headshot or neckshot is likely to drop them in their tracks, but a legshot could take some while to work – unless a larger dose is administered. Press **R** to fire a dart.

TAKE AIM - LET RIP

With a weapon in hand in 3rd person view, hold **L** to lock on to a target and press **R** to fire.

Use the right thumbstick to change the target that Vattic locks on to.

If a machine gun is equipped, you can use the right thumbstick to spray the room with bullets.

In 1st person view, use the right thumbstick to aim.

When it's time to reload, it may be wise to take cover.

It could be fatal to get caught without bullets in the middle of a firefight.

Manually reload the equipped weapon by holding **L** and pressing **A**.

SNIPING

When a sniper rifle is equipped, the sniper scope comes into play.

In 3rd person view, press **L** to lock on to a target then keep the button held and the scope will zoom in for a tighter shot. Use the right thumbstick to refine the shot further before pressing **R** to squeeze off a round.

In 1st person view, press **L** raise the rifle, then the left thumbstick **↑↓** to zoom in and out, while using the right thumbstick to aim. Press **R** to place the shot.

the power of psi

Waking disoriented in a hospital bed, Vattic discovers that his mind is not all it used to be. Memories are missing, fundamental information is just ... gone. But in their place, a power is growing, evolving; a power that may push Vattic to the edge of sanity and beyond, unless he can gain control and reclaim his past...

healing

Vattic channels the power of his mind to accelerate his own healing and restore his damaged body. While concentrating on his restoration, Vattic is vulnerable to attack.

Select Healing then hold **R** until Vattic is healthy again. It may be possible to focus Vattic's healing power to the benefit of others. Hold **L** to lock onto another person (press the right thumbstick **↑↓←→** to select other people), then hold **L**.



telekinesis

By focusing his thoughts on a single object, Vattic can move it without touching it. As Vattic becomes more experienced with telekinesis, he'll be able to move heavier objects.

Select Telekinesis then hold **L** to lock on to an object. Press the right thumbstick **↑↓←→** to lock on to a different object if necessary. Finally hold **R** to bring the chosen object under Vattic's control and use the right thumbstick to move it.



psi blast

The psi blast is a highly-destructive concentration of psychic energy that Vattic can hurl at his adversaries. As Vattic becomes more experienced in its use, the psi blast may become an even more intimidating force.

Select Psi Blast then hold **L** to lock on to an object. Press the right thumbstick **↑↓←→** to lock on to a different object if necessary, then hold **R** to form the psi blast and release to throw it.

Each blast uses an amount of psychic energy.



charm

When Vattic wraps his psychic energy about himself, he can obliterate his presence from the mind of any nearby human. Physical contact with another person though, is a different matter...

Select Charm then hold **R** to go invisible. The effect will last until **R** is released or Vattic's psychic energy drains completely.

Occasionally, Vattic's charm power can alter or calm the attitude of comrades. With Charm selected, hold **L** to lock on to a target mind (use the right thumbstick to change the lock if necessary), then press **R** to coerce that person. Do not attempt to charm enemies – contact with a mind so full of aggression can temporarily wipe out Vattic's psychic energy.

projection

When Vattic invokes this ultimate expression of his psychic self, he is able to force his mind to leave his body and go where his physical form cannot. The ghostly astral self is able to move and interact in all the ways that the physical body can and is invulnerable to detection or harm.

However, the flesh is not so durable; while Vattic's consciousness is travelling, his body is left unoccupied with all of the defencelessness that that implies.

It may even be possible, through an extreme act of will, to violate the mind of another and wrest control from its owner.

Select Projection and press **R** to eject Vattic's mind from his body. All of the normal movement controls apply. Approach an unsuspecting human and press **A** to suspend their consciousness and take possession of their motor functions for a short time.

Vattic's mind will whiplash back to his body when his psychic energy is exhausted or corporeal pain distracts his concentration.



winterICE



Name:
col. joshua starke

Role:
Winterice Commanding Officer

Profile:
Following several accomplished tours of duty, Starke elected to leave mainstream service in order to head up small teams of specialists such as WinterICE. He has pioneered the use of parapsychology in counter terrorist operations.



00055.0.wi



Name: jayne wilde

Role: Civilian Advisor

Profile: Claiming to possess precognitive abilities, Wilde's psychic advice is taken very seriously by Command, having guided the team away from potential disaster with her predictions on many previous occasions.



Name:
martha franklin

Role:
Recon / Sniper

Profile:
This veteran's ice-cold demeanour may fail to stir the hearts of her team-mates, but it does mean that very little is capable of spoiling her aim as she focuses in for a surgically precise shot.

00812.0.wi

Name:
william robert jackson 'tex'

Role:
Explosives



Profile:
Tex's wise-cracking attitude can often rub others up the wrong way, though the members of WinterICE have discovered that this exterior covers the excellence and expertise of a true brother in arms.

00401.0.wi

Name:
juan carlos verdes 'jc'

Role:
Weapons



Profile:
A man who plays his cards close to his chest, JC is a thorough expert in his field and can turn his hand to almost any weapon, new or old.

00799.4.wi

Name: anthony cortelli

Role: Comms

Profile: Cortelli's ability to wring a signal out of even the most outdated comms lash-up has gained the team vital intelligence on many earlier missions. It's reputed that he can take the boot camp assault course faster than anyone on his squad (Tex would, of course, argue with that).



Name:
patrick ballard MD

Role:
Field Medic



Profile:
His dedication to his work doesn't leave much room for conversation. However Ballard's quietness and calm inspires much confidence in his patients as he patches them up efficiently, even under heavy fire.

00274.3.wi

pause menu

At any time during gameplay, press **P** to pause the game and access Vattic's PDA, a vital source of information. Use the left thumbstick to move the cursor around the PDA screen and press **A** to click an icon. Press **B** or **X** to close the Pause Menu and return to the game. The following options are available:

Options: adjust sound volumes, and turn controller vibration on or off.

Applications: select this to access any of the computer applications that Vattic gathers as you play the game. The most significant of these is the 3D Map Viewer, which allows you to recall any of the level maps that Vattic discovers on computer terminals throughout the game.

Mission: take a look at detailed information about current and previous missions.

Objectives: select this to view your objectives for the current mission.

Document Folders: explore the Document Folders to access a host of game information including weapon specs and WinterICE profiles.

Retry: access options to restart the level or retry from the last checkpoint.

Quit: exit the game and return to the Main Menu.



credits - free radical

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Music & Sound - Graeme Norgate

Lead Character Artist - Ben Newman

Lead Animator - James Cunliffe

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Additional Art

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Martin Wakeley

QA Management

Kevin Ellis - Paul Ellis

Tester

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Additional Music

Christian Marcussen

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Lynsey Beauchamp - Jayne Wilde / Andrew Wincott - Professor Grienko

Additional Voice Talent

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