⚠ 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; and 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.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.

- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.

For more information, visit **www.ESRB.org**.

CONTENTS

1

Characters

SOME OF THE PEOPLE YOU'LL MEET IN FORTUNE CITY

It has been 5 years since the nightmarish events that transpired in Willamette, CO. Zombie outbreaks continue to spread across America.

FRANK WEST

One of those outbreaks stood out from the rest – The Fortune City Incident. But how would it all have gone down if a certain hero had been there?

Frank West, the freelance photojournalist who exposed the truth to the world, has become a hero. But the fame went to his head. He used his newfound fame to try and treat his infection and pay his medical bills, but it just isn't enough.

Having covered wars, his ability to survive is extraordinarily high.

STACEY FORSYTHE

In-your-face activist Stacey is the head of the controversial zombie rights group CURE (Citizens for Undead Rights and Equality). Stacey believes the game show "Terror is Reality" is cruel and demeaning to infected survivors everywhere. She leads protests with the aim of making Zombrex more affordable and available.

RAY SULLIVAN

Sullivan is the first (and only) reserve man to make it to the official government shelter alive. His job is to keep order in the shelter until help arrives. Sullivan is loyal and patriotic, but he's in way over his head once the outbreak starts.

REBECCA CHANG

Rebecca Chang is an ambitious, beautiful news reporter in town to cover the controversy surrounding the "Terror is Reality" television show. But when things go to hell, Rebecca sees it as her big chance to break the story of the century: what's behind the Fortune City outbreak?

T.K.

T.K. is the host and producer for the controversial and popular pay-per-view television game show "Terror is Reality." T.K. has no problems with killing zombies for the entertainment value; he's making a killing after all. He is always on the lookout for the next big business opportunity.

THE TWINS

These beauties are T.K.'s twin co-hostesses on Terror Is Reality XVII. The gold one is Amber, and the one wearing silver is Crystal. Hard working eye candy, they love to taunt the contestants into taking bigger and bigger risks.

Installation

1: Insert the DEAD RISING 2 OFF THE RECORD disc into your PCs DVD-ROM.

2: Setup.exe should automatically run, if not navigate to your DVD-ROM and double click setup.exe. Ensure you have your Product-Key handy as you will need it into install DEAD RISING 2 OFF THE RECORD.

3: Select "Quick Install" to install the game with its default settings. Select "Custom Install" if you require special settings.

4: Follow the prompts to install the game.

PC Settings

PC Settings are accessed from the PAUSE MENU under OPTIONS. ➡ P.18

Resolution	Adjust the screen resolution. Increasing the resolution will improve the graphical quality of the game, but may decrease performance.
VSync	Setting this to ON will prevent screen tearing, but may affect the game's frame rate.
Multisampling	Enabling multisampling will eliminate jaggy edges. Higher number settings will improve graphical quality, though this can cause dramatic decreases in performance.
Controller	This setting specifies whether to use a game controller or mouse/keyboard controls when playing the game.
Mouse Sensitivity	Adjusts the speed of reactions to mouse movement.
Blur Effects	Enable/disable motion blur. Setting this to ON will make movement appear more natural, but will also affect performance.
Zombie Quality	Configures the level of quality with which zombies are displayed. Setting this to High will improve graphical quality, but will also affect performance.
Shadow Quality	Configures the level of quality with which shadows are displayed. Setting this to High will improve graphical quality, but will also affect performance.
Texture Filtering	Choose between anisotropic (higher quality) or trilinear (better performance) filtering.

Games for Windows–LIVE

Play online for free! With Games for Windows–LIVE, you can build your profile, play online, chat with friends, see your friends' games and activities, and track gaming achievements across all Games for Windows–LIVE games. Plus, you can download game content from Games for Windows–LIVE Marketplace. Get connected and join the PC gaming revolution!

Connecting to LIVE

To connect to Games for Windows–LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag, you have what you need to connect to Games for Windows–LIVE. If you don't have one, you can get one for free. For more information, including availability in your region, go to www.gamesforwindows.com/live.

Family Settings

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. Family settings in Games for Windows–LIVE enable parents and guardians to approve who and how your family interacts with others online with the LIVE service. For more information, go to www.gamesforwindows.com/live/familysettings.

Game Start

GETTING STARTED

Press the START button on the title screen to open the main menu. Use the left stick to navigate and the Ⓐ button to make a selection.

START GAME

Start a new game or load an existing game.
(See Story Mode/Sandbox Mode ➡ P.6)

PLAY ONLINE ➡ P.8

Play online together with another player in either Story Mode or Sandbox Mode.

ART GALLERY

Check out a selection of art from the game.

SPOILER ALERT!!

View with caution!

DOWNLOADABLE CONTENT

Downloadable content bought through LIVE Marketplace® can be used in-game.
*All downloadable costumes can be accessed in-game from the locker found in the safe house.

QUIT

Quit the game.

Game Modes

GAME MODES

Save files and choosing a mode
Selecting START GAME will display the screen below. Use left stick UP/DOWN to highlight a file and use left stick LEFT/RIGHT to choose a game mode.

STORY MODE

The legendary Frank West arrives in Fortune City to take centre stage! How will things be different this time around?
You have 72 hours until the military arrives. Follow the trail of clues and complete Case Files in pursuit of the truth in this strictly "OFF THE RECORD" scoop. How you use those 72 hours is up to you.
(Game time moves more quickly than real time.)

SANDBOX MODE

An all-you-can-play buffet of Fortune City's zombie paradise action with no time limits! Test your wits and you skills against numerous challenges throughout the city.

SANDBOX MODE   PARADISE   HELL

Sandbox Mode

LET YOURSELF LOOSE IN A ZOMBIE PARADISE!

Head for the ⭐ mark and complete your objectives! Put your skills to the test!

There is no story to follow in Sandbox Mode.
Challenges become available as you defeat more and more zombies.

Race to your destination! You had better hurry!

Take down zombies within the time limit! Go all out!

Get a crowd together! Mosh pit!

Clearing challenges earns you rewards.

The money and PP you gain in Sandbox Mode transfers over to your Story Mode save file.

DEAD RISING 2: OFF THE RECORD

PLAY ONLINE (CO-OP)

CO-OP Play

Connect to Games for Windows-LIVE to play together online. (Co-op is available in both Story Mode and Sandbox Mode.)

CLIENT

The client (the invitee) cannot save story progression, but all PP (Prestige Points, i.e., experience), money and combo cards gained during co-op will be transferred to the client's save data. To play, choose PLAY ONLINE on the main menu and then select whether to participate in an existing game or to accept an invitation from a friend.

HOST

The host (the one sending the invitation) brings another player into their game and can continue to save and make progress in story mode with the same conditions as single player. To start playing co-op in either mode, accept a request from another player to join the host game or send an invitation to a friend.

▶ CONNECTING DURING GAMEPLAY

Hold right on the D-Pad to display the Friends List. Select the user you want to invite and send an invitation.

▼

The invited user will confirm the invitation from the Friends List and accept the invite.

▼

The host player's transceiver will then ring with a special sound, and holding right on the D-Pad will accept the incoming player.

Saving your Partner

In normal gameplay, when a player's life runs out it's Game Over, but in co-op, players can revive each other when their partner goes down. Give your downed partner food or drink within a set amount of time to rescue them.

• If both players are disabled at the same time, the game will end.
• If the downed player is not resuscitated within the time limit, the game will end.

On the OPTIONS of the PAUSE MENU ➡ P.18 choose Gameplay and then CO-OP Privacy to set whether to accept co-op requests from other players.

DEATH AND CONTINUING

If Frank's life drops to zero, then it's Game Over. When this happens, 4 options will be displayed:

LOAD CHECKPOINT

Try again from the previous check point.

LOAD A SAVE GAME

Load from the most recent save file.

RESTART STORY / RESTART SANDBOX

Start the game (either Story or Sandbox Mode) over from the beginning. All earned levels, costumes and combo cards will carry over.

QUIT

Return to the main menu without saving.

SAVE/LOAD

Save the game by going to the restroom or at specific times during the story. Players can load when they die or by choosing QUIT from the pause menu and then reloading their most recent save data.

* If you do not sign in, you will not be able to save or load your progress.

PHOTO SHARING ➡ P.13

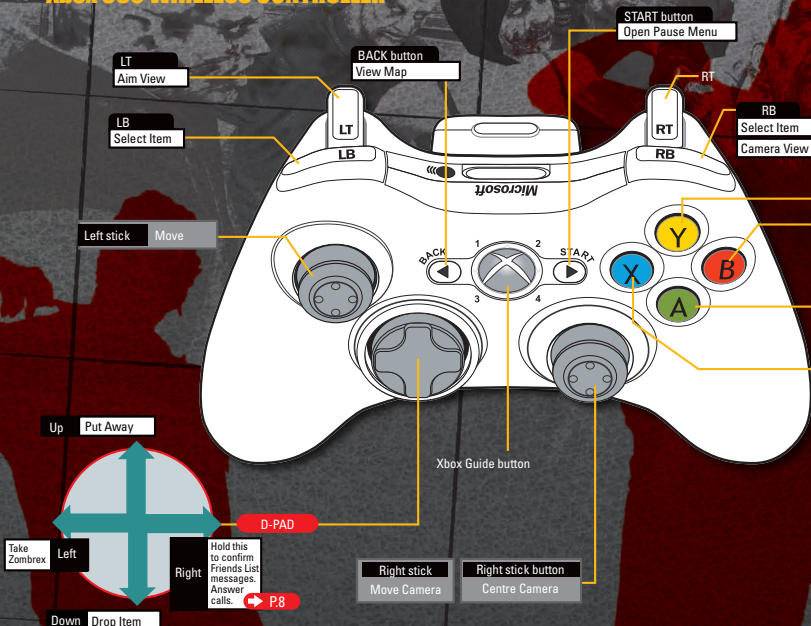Share photos taken with other players over the network in-game.

Controls

Xbox 360 WIRELESS CONTROLLER

LT — Aim View

LB — Select Item

Left stick — Move

BACK button — View Map

START button — Open Pause Menu

RT

RB — Select Item / Camera View

Xbox Guide button

Right stick — Move Camera

Right stick button — Centre Camera

D-PAD

Up — Put Away

Left — Take Zombrex — Hold this to confirm Friends List messages. Answer calls. ➡ P.8

Right

Down — Drop Item

Y button — **Call**
Call a survivor to Frank's current location.

B button — **Action Button/Cancel**
Perform various actions related to the current situation.

A button — **Jump/Confirm**
The jump button can also be used to climb to high places.

X button — **Attack/Use Item**
Holding the ⊗ button down can activate special actions for certain items.

AIM VIEW CONTROLS

Move Aim

AIM VIEW
Press and hold LT to enter Aim View.

THROWING AND SHOOTING
Throw the equipped item. If the equipped weapon is a gun, it will fire.

LT + ⊗ button (RT)

SET A GOAL MARKER
The accompanying survivor will move to the set goal marker.

LT + Ⓨ button

VEHICLE CONTROLS

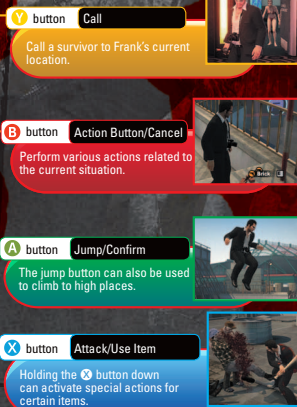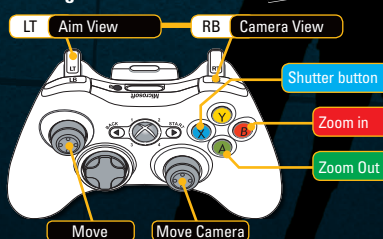**LT** — Brake   **RT** — Accelerate

LT + RT — Push both at the same time while moving to make a donut turn. (This can only be performed with a motorcycle.)

Right stick — Move Camera

Left stick — Move

CAMERA VIEWFINDER CONTROLS

➡ P.12

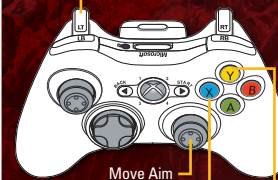

Enter the camera view by pushing RB while holding LT

LT — Aim View   **RB** — Camera View

Shutter button

Zoom in

Zoom Out

Move

Move Camera

KEYBOARD CONTROLS

CONTROLS	ACTION
W A S D	Movement
Move Mouse	Move Camera
Space	Jump
E	Action
Left Mouse Button	Attack
Right Mouse Button + Left Mouse Button	Throwing and shooting
Q	Call Survivor
Right Mouse Button + Q	Send Survivor
Right Mouse Button	Aim View
1 / 3	Select Item
Click Wheel Mouse	Centre Camera
Esc	Open Pause Menu
TAB	View Map
2	Pocket Item
C	Answer Calls - Hold to access friend list
X	Drop Item
T	Take Zombrex
Shake Mouse	Grapple Wiggle
W A S D	Grapple Button Game

CONTROLS	ECONOMY GAMES
W A S D	Ride the Thunder/Waves
Space	Cash Me If You Can
W A S D	Motion Madness
Space	Casino Cup
Space	Use Exercise Bike

CONTROLS	VEHICLE
W	Accelerate
S	Brake
A	Turn Left
D	Turn Right
Space	Hand Brake
Left Mouse Button	Shoot/Boost/Ability
Mouse	Move Camera
E	Exit Vehicle

CONTROLS	CAMERA
Right Mouse Button + E	Enter the Viewfinder
W / A / S / D	Move
Move the Mouse	Move the Camera
Left Mouse Button	Take a Picture
Mouse Scroll Wheel - Up/Down	Zoom In/Zoom Out

CONTROLS	POKER
↑ ↓ ← →	Move Selector
Enter	Select Item
H	Info
Q	Quit

CONTROLS	USER INTERFACE
↑ ↓ ← → /Mouse	Move Selector
Enter / Left Mouse Button	Select Item
Esc	Exit

Vibration settings can be set to ON/OFF in the OPTIONS menu. ➡ P.18

The Viewfinder
Camera View Screen and Taking Pictures

HOLD LT AND PUSH RB FOR THE VIEWFINDER

Charge Bar

PROCESSING...

After taking a photo, you have to wait until the bar fills up to take another shot.

Target Marker

Target Markers are displayed on locations where taking a photo will yield PP.

Zoom

B button	Zoom In
A button	Zoom Out

X TAKE PICTURE   B ZOOM IN   A ZOOM OUT

PP Sensor

When a PP sticker is on-screen, frame the picture properly and fill this bar to get maximum PP.

Earn Big PP!
Frank's tips for better photography!

Any more than this and he would be giving his secrets away...

GET IN CLOSE!
TARGET MARKER

The bigger your target marker, the more PP you'll earn. Better yet, if you can snap a shot that stands out, like while something special is happening or during an attack, you'll earn even more.

PP OPPORTUNITIES HOLD YOUR BREATH, AND TAKE THE SHOT!

Throughout the game, rare opportunities for exceptional shots will be marked with PP icon. The more difficult the timing, the more PP you can get. Take that shot while the moment lasts!

PP STICKERS AND THE PP SENSOR
YOU HAVE TO SEARCH FOR THE BEST SHOTS.

Taking pictures of the PP stickers posted around Fortune City will net you big PP. Use the PP Sensor to focus in on the PP Sticker and line up the image for the perfect shot!

*Once you have photographed a PP Sticker, it will be checked off, and you will be unable to gain any more points for photographing it during that playthrough.
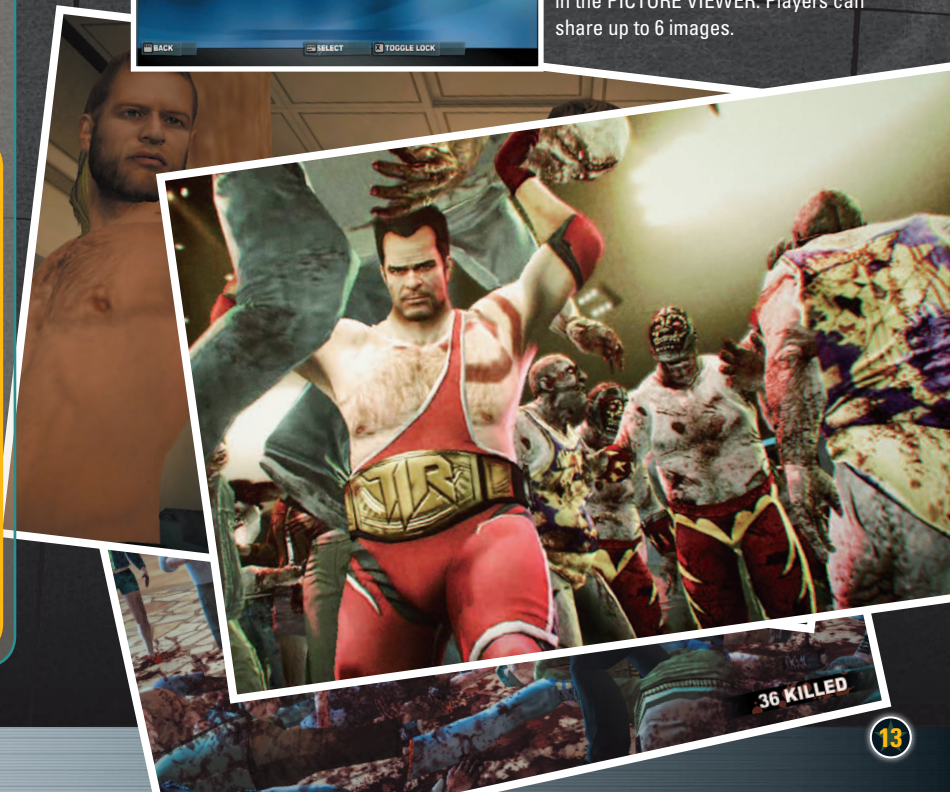

Photo Sharing

Share photos you have taken in-game with other players over the network.

View pictures taken during co-op play from the pause menu by choosing PICTURE VIEWER. Select the image you want to share and press the Y button.

Pictures chosen by co-op partners will be uploaded to the CO-OP SHARED tab in the PICTURE VIEWER. Players can share up to 6 images.

36 KILLED

Screen
GAME SCREEN AND HUD

SURVIVOR ICON

When a survivor is the same area but is separated from the player, the Survivor Icon will display the survivor's current status.

Denyce

When your survivor is in a different area, only their life bar will be displayed. Their name will blink red as the survivor's life gradually decreases, so do your best to stay in the same area.

NEW CALL INDICATOR

An icon will appear when Stacey calls with new information for Frank. When receiving a message, a window will open on the lower portion of the screen with the details.

This arrow points out the way to your destination.
GUIDE ARROW

Amount of time left for a given mission.
MESSAGE

Indicates how much Zombrex Frank currently possesses.
ZOMBREX COUNT

Denyce

ZOMBREX 0
CASE 1-2: Alive on Location

Pain Killer
0 KILLED

ACTION!!

ITEM WINDOW

This displays the item you have. The large icon on the top right corner indicates the currently equipped item, and the number of items Frank can carry will increase with his level.
Carrying magazines yields special effects.

Attack Recovery Key Item Investigate

S Save Point Move Change Outfit Money

Magazine Combo Item Goal Marker Zombrex

LEVEL
Frank's Level

LIFE BAR
Frank's Health

LV. 1 PP LIFE $2,000

MONEY
Current Funds

PP GAUGE
Displays earned PP. You level up when the gauge fills.

Displays the number of zombies killed during game.
KILL COUNT

LEVEL UP!!

PP (PRESTIGE POINTS) AND LEVELING UP

PP are earned by rescuing survivors, defeating psychos, killing zombies, taking pictures, using combo weapons, winning mini-games, and for completing other challenges. When the PP gauge fills, Frank's level goes up, his stats improve, he learns new skills and gets new combo cards.

You can check Frank's stats in the pause menu under STATUS.

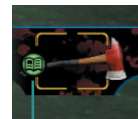|	
ATTACK	Frank's attack power.
SPEED	How quickly Frank moves.
LIFE	How much health Frank has.
ITEM STOCK	How many items Frank can carry at one time.
THROW DISTANCE	Throw distance and accuracy for thrown items.

Skills are special moves and actions that Frank learns and becomes able to use as he levels up.

DRINK

DRINK EFFECT This displays the status effect of mixed drink items. Multiple effects can be displayed at once.

Putting 2 items into a mixer and combining them will give you a refreshing mixed beverage that provides special bonus effects for Frank. There can be a negative effects of mixing 2 items.

Always drink in moderation!

Map/Message

MAP/MESSAGE

Find your way around Fortune City and see where you need to go by using the map. Press the BACK button to open the map screen. Press the ✕ button to switch between the map screen and the messages screen.

MAP CONTROLS

| LT	Zoom Out
RT	Zoom In
LB	Select Floor
RB	Select Floor
✕ BUTTON	Message Screen
Ⓑ BUTTON	Return to Game

Set a Waypoint

You can set a waypoint on the map anywhere you want, and the guide arrow will lead you there. Use the left stick to move the cursor and press the Ⓐ button to set a waypoint. Your destination will be marked with the symbol on the right.

MAP LEGEND

Safehouse
Destination
Save Point
Maintenance Room
Underground Entrance
Elevator
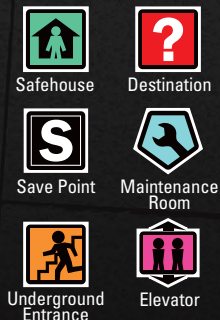
Challenge (Locked)
Challenge (Unlocked)
Challenge (Cleared)
*Sandbox Mode Only

Messages

This is a list of events, survivor sightings and key points of interest. These may lead Frank to case file events and will also remind him of when he needs to inject Zombrex. ➡ P.17

The color of the gauges indicates how much time is left to investigate the scoop.

WHITE	4 hours or more left
YELLOW	4 hours or less left
RED	2 hours or less left
FLASHING RED	Less than 1 hour left

The bar in the upper right displays the time limit for a particular message. Since time will run out when the bar disappears, do your best to investigate before the chance slips away!

Case Files

CASE FILES

Case files will guide you to the truth of the Fortune City outbreak. Keep track of your progress through the story as well as how close you are to the truth by checking your case files. You can also check the conditions necessary for the next breakthrough.
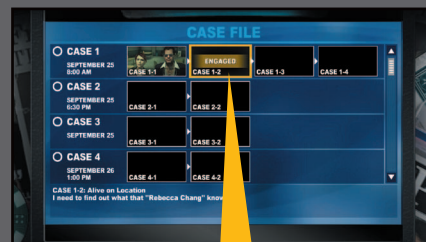
This page will appear whenever you make progress in a case and will always display up-to-date information to reflect any changes that have occurred. It can also be accessed from the pause menu. ➡ P.18

Case File Progress Screen

The CASE FILE screen will display your progress and the status of each case.

PENDING CASE
CASE 1-3

These are cases that have not yet been activated. When the activation time arrives and the previous case has been closed, PENDING CASE will become the ENGAGED CASE.

ENGAGED CASE
ENGAGED
CASE 2-1

This is the active case. By completing objectives like arriving at a destination or defeating a target, the case status will change to CLOSED CASE.

CLOSED CASE
CASE 1-1

This displays closed cases. An image from that case will be displayed. When a case is completed, if the other necessary conditions are met, then the next PENDING CASE becomes the ENGAGED CASE.

EXPIRED CASE
FAILED!
CASE _ 2

Displays a case that could not be completed. Failing a case means becoming unable to uncover the truth.

PAUSE MENU

Pushing the START button in-game will open the pause menu. From here, you can check the map or change the game's settings. While paused, time in the game will stop.

PICTURE VIEWER ➡ P.13
View pictures taken in-game or shared during co-op.

CASE FILE ➡ P.17
Displays current progress for all case files.

COMBO CARDS ➡ P.19
Displays all obtained combo cards.

STATUS
Displays Frank's stats.

NOTEBOOK
Displays survivor information.

MAP
Shows the Fortune City map.

TUTORIALS
Displays tutorials for review.

OPTIONS
Change various game settings.

FRIENDS LIST
Displays Friends List.

QUIT
Exits to the title screen.

MAKING COMBO WEAPONS

Let's D.I.Y.!

THERE ARE MAINTENANCE ROOMS ALL OVER FORTUNE CITY!

Killing zombies can be the most rewarding time of your life, and the possibilities are endless. If you have a valid combination of items in your inventory and the correct Combo Card, the wrench icon will flash, letting you know that you can create a combo weapon. Seek out a room marked with the maintenance symbol and use a combo bench with the wrench icon to build the weapon of your dreams!

SCRATCH CARDS

FEELING INSPIRED?
PUT YOUR INTUITION TO THE TEST!
Scratch cards are the reward Frank receives for combining two items on a whim and succeeding. These will be filed on the COMBO CARDS screen for reference at any time.

DRILL BUCKET

COMBO CARDS

MORE LEVELS EQUALS MORE COMBO CARDS
GET REWARDED FOR YOUR EFFORTS
Combo Cards are earned when you level up, explore the environment, and beat challenges. Unlike Scratch Cards, Combo Cards allow you to use a combo weapon to its fullest potential, **giving you more PP and the ability to use some weapons heavy attacks (hold the Ⓧ button).**

X2 PP!
SPIKED BAT

PLA...

KNOCK 'EM DEAD WITH A HEAVY ATTACK

R105	Music

Tunemakers

We are proud to offer the finest selection of musical instruments available in Fortune City!

R109	Convenience

Roy's Mart

The newest pharmacy on the block, drop on by Roy's Mart for everything you need to power up your life! Roy's Mart - supporting your lifestyle since 2010.

R112	Sporting Goods

SporTrance

Our prices on sports equipment are so good, you don't even need to check out another store - we guarantee it!

R103	Sporting Goods

The Man's Sport

Providing weight training equipment for the manliest of men.

R203	Housewares

Antoine's

Serving up only the most exquisite cookware for your distinguished palate.

WARRANTY & TECHNICAL SUPPORT

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this game disc from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the game disc free of charge.

To receive this warranty service:
1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the game disc to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your game disc certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM ENTERTAINMENT, INC.
Consumer Service Department
800 Concar Drive, Suite 300
San Mateo, CA 94402-2649

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REPAIRS AFTER EXPIRATION OF WARRANTY
If the game disc develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective game disc to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for $20.00 (U.S. funds) payable to CAPCOM. We recommend sending your game disc certified mail. CAPCOM will replace the game disc subject to the conditions above. If replacement game discs are not available, the defective product will be returned to you and the $20.00 payment refunded.

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ESRB RATING
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

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