

 XBOX 360[®]



 Bethesda

CONTENTS

Character Profiles	2
Getting Started	4
Title Menu	5
Game Controls	6
Difficulty Levels	8
Heads-Up Display	9
The Inventory Screen	10
Creating Agony Crossbow Bolts	11
Upgrading Your Skills	12
Staying Alive	13
Helpful Tips	14
Warranty and Technical Support	19



CHARACTER PROFILES



SEBASTIAN CASTELLANOS

Sebastian Castellanos is a decorated detective of the Krimson City Police Department. He is capable and no-nonsense but often curt with others. Recent personal tragedies have hardened him, eroding his passion for his work and filling him with a sense of despair he's never known before.

JULI KIDMAN

A new detective recently transferred to Sebastian's precinct. On one of her first assignments with Sebastian, they are sent to Beacon Mental Hospital only to be caught up in something sinister.



JOSEPH ODA

Sebastian's steadfast partner of many years. They have opposing personalities, but the contrast works in their favor, although occasionally Joseph has to help keep Sebastian in line.



GETTING STARTED

Follow the onscreen instructions to install the game.

Launch **THE EVIL WITHIN** and select NEW GAME to begin a new game. On the next screen, you can adjust the brightness to match your display. Next, choose a difficulty setting (see DIFFICULTY LEVELS on page 8 for more details) to begin your game.



TITLE MENU

CONTINUE GAME: Continue from the most recent save game

NEW GAME: Start a new game

LOAD GAME: Continue from a previously created save game

OPTIONS: Choose various game options

CREDITS: View the game credits

AVAILABLE AFTER COMPLETING THE GAME:

NEW GAME+:

After choosing New Game+ you will be prompted to select a save file. If you select a save file that has completed Chapter 15, you will have access to all chapters in the game.

Choosing Chapter 1 will allow you to play the entire game with all skill upgrades from that save file, plus the bonuses from completing Chapter 15. In New Game+ you will be limited to difficulty levels you have already completed or lower.

MODEL VIEWER:

View 3D models of characters, creatures, and weapons from the game

GAME CONTROLS*

Xbox 360 Wireless Controller



*Game controls can be changed in the Options Menu.

DIFFICULTY LEVELS

Only Casual and Survival are available at the start. Upon clearing the game new difficulty settings are unlocked. Difficulty settings cannot be raised during gameplay but can be lowered via the Options menu. Lowering the difficulty during gameplay will restart the Chapter.

CASUAL:

Recommended for first time survival horror players. Difficult, but gentle.

SURVIVAL:

Ideal for experienced survival horror players. Expect a challenge.

HEADS-UP DISPLAY

The Heads-Up Display, or HUD, will appear when in a combat situation. It will disappear when not in use.



1. MATCH COUNTER: The current number of matches Sebastian is carrying

2. HEALTH BAR: Sebastian's current health

3. STAMINA BAR: Sebastian's current stamina (appears only when running)

4. WEAPON: The currently-equipped weapon

5. AMMO: The number of shots remaining before needing to reload

6. RESERVE AMMO: The amount of extra ammo currently being carried

THE INVENTORY SCREEN

Press **R** to bring up the Inventory screen.



Select a weapon or item using the Left Stick. Press **A** to equip or use that item immediately. Press **Y** to display information about the currently-selected item. While an item is selected, press any direction on **D-Pad** to assign it to one of your four shortcut slots.

CREATING AGONY CROSSBOW BOLTS

From the Inventory screen, select the Agony Crossbow.



Switch between the various types of ammunition for the Agony Crossbow by pressing **X**. The right side of the screen displays how many Trap Parts you currently have. If you have enough, press **RB** to create a new bolt of the currently-selected type.

UPGRADING YOUR SKILLS



Periodically throughout the game, you will be able to upgrade Sebastian's skills. These are purchased using the Green Gel you'll find throughout the world.

Switch between different upgrade types by pressing **LB** and **RB**. Choose a specific upgrade using **L**. The bottom of the screen displays how many Green Gel upgrade points are required and how many you currently have. If you have enough, press **A** to purchase the upgrade. Press **B** to back out of the upgrade screen.

STAYING ALIVE

The Evil Within is a difficult game. To survive, keep an eye on Sebastian's health and ammunition at all times. Some adversaries can only be killed in specific situations. Don't be afraid to run away when overwhelmed. Many objects in the environment can be used to hide from enemies. Watch where you're running, as the world is filled with traps.

Also, you can lower the difficulty level at any time during gameplay via the Options menu, though doing so will restart the Chapter.

Death will come often and when you least expect it.

Good luck.



HELPFUL TIPS

CONTEXTUAL ACTIONS

PRESS **A**

Climb up and down ladders, over obstacles, through windows, and perform other contextual actions.



AVOIDING BOMBS

RB SNEAK

Bombs can be snuck past without causing them to detonate.

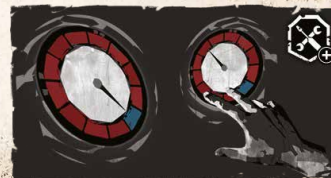


DISARMING BOMBS

PRESS **A** TO STOP THE NEEDLE

BLUE = Success, RED = Failure

Stopping the needle in the blue zone within one rotation will disarm the trap. Disarming the trap will yield trap parts.



BREAKING LOCKED CHAINS

RT SHOOT OR
Y MELEE ATTACK

Shoot or Melee attack to break chains.



EXCESSIVE NOISE

Enemies can be alerted by excessive noise, such as when doors are kicked open.



ENEMY ALERTNESS ICON



PROXIMITY:

An enemy is nearby.



DISCOVERY:

An enemy is aware of you.



When an enemy is within a certain distance, the Proximity Icon will appear. When an enemy has found you, the Discovery Icon will appear.

NOTE: This is toggled on by default in Casual difficulty, but can be turned on/off in the Options menu for Survival difficulty. It cannot be turned on for higher difficulty levels.

MELEE ATTACKS

PRESS **Y**

Attack enemies or objects bare-handed or with a melee weapon.



Melee attacks are primarily defensive and best used as a last resort. Fallen enemies can be stomped for further damage by pressing **Y**.

DISARMING TRAPS

HOLD **A** TO DISARM TRAP

Disarming the trap yields trap parts.



DISARMING BEAR TRAPS

RB SNEAK + **A** DISARM

Crouch and sneak up on bear traps to disarm them and obtain trap parts.



USING MATCHES

Approach a fallen enemy and press **B** to burn them, destroying them completely. Burning something consumes one match.



If multiple enemies are close enough together, they can all be burned with one match. Other things besides corpses and enemies can also be burned.

USING THE LANTERN

PRESS **L** TO USE THE LANTERN

The lantern lights up the area, but also makes it easier for enemies to find you.



CREATING AGONY BOLTS

RB CREATE BOLT
(WHILE AGONY SELECTED)

Trap parts can be used to make more of any Agony Bolt you possess.



WARRANTY INFORMATION

ZeniMax Europe Limited guarantees to the original purchaser of this computer software product that the disk/cartridge supplied with this product shall not show any fault during the first 90 days from the date of receipt of ownership. In the first instance please return the faulty product to the point of purchase, along with any proof of purchase. If for any reason this is not possible then please return the product to ZeniMax Europe Limited at the address below along with any proof of purchase, location of purchase, a statement describing the fault and any original packaging you may have. ZeniMax Europe Limited will reimburse the postage costs of returning any faulty products. This warranty is in addition to and does not affect your existing statutory rights regarding the product and your statutory rights are in no way restricted or affected by this warranty. If you require further advice regarding your statutory rights then please contact your local consumer affairs office or a lawyer.

ZeniMax, Unit 2 Galway West Business Park, Western Distributor Road, Rahoon, Galway, Ireland.

TECHNICAL AND CUSTOMER SUPPORT

Please visit SUPPORT.BETHSOFT.COM for technical and customer support or call +800 6044 6044 (International toll-free) & +44 (0) 20 3027 0982 (International rates may apply, please contact your carrier for details) daily from 9:00 am to 11:00 pm GMT. For help requests by mail please send all correspondence to:

ZeniMax, Unit 2 Galway West Business Park, Western Distributor Road, Rahoon, Galway, Ireland.

For warranty claims, please return the product to the point of purchase, along with any proof of purchase or mail your Game disc and packaging to the above address, and be sure to include the following required items:

- All Purchased Items
- Brief Description of issue
- Dated Proof of Purchase
- Return Address



Tango Gameworks

ZeniMax
EUROPE LTD

Bethesda

The Evil Within™ © 2014 ZeniMax Media Inc. Developed in association with Tango Gameworks. The Evil Within, Tango, Tango Gameworks, Bethesda, Bethesda Softworks, ZeniMax and related logos are registered trademarks or trademarks of ZeniMax Media Inc. in the U.S. and/or other countries. id Tech and related logos are registered trademarks or trademarks of id Software LLC in the U.S. and/or other countries. Uses id Tech®. Copyright © 2011-2014 id Software LLC. This game uses NaturalMotion morpheme animation technology. Uses Havok®: ©Copyright 1999-2014, Havok.com, Inc. (and its licensors). All Rights Reserved. See www.havok.com for details. Portions of this software utilize SpeedTree® technology (©2011 Interactive Data Visualization, Inc.). SpeedTree® is a registered trademark of Interactive Data Visualization, Inc. All rights reserved. Uses Bink Video. Copyright © 1997-2014 by RAD Game Tools, Inc. All rights reserved.