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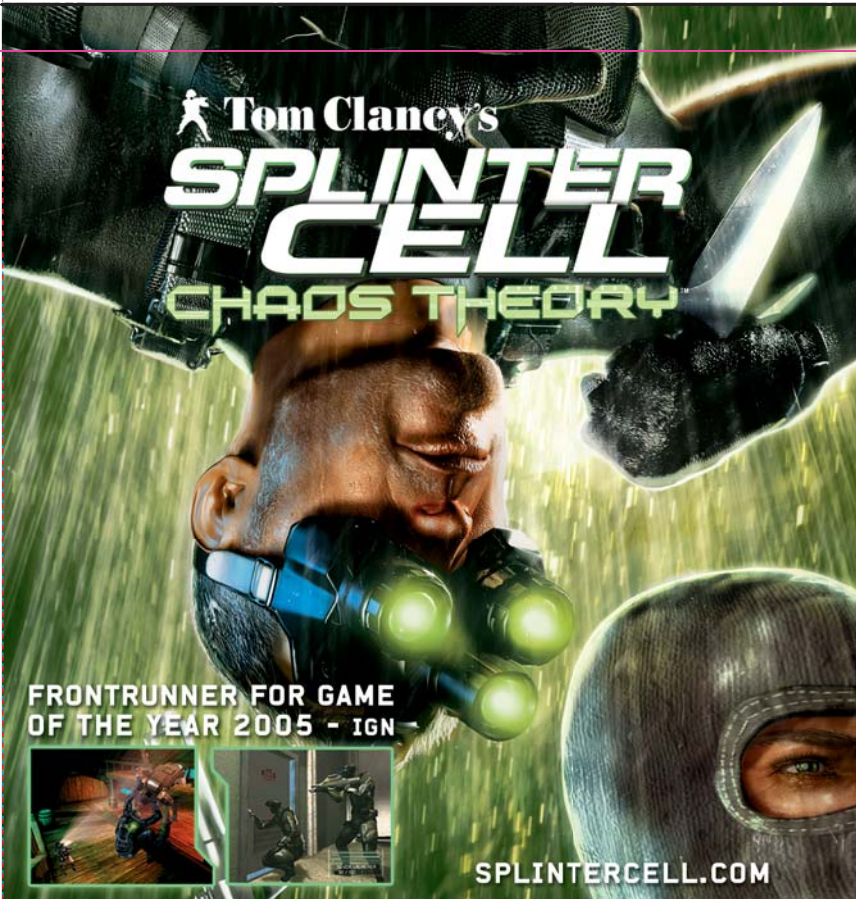
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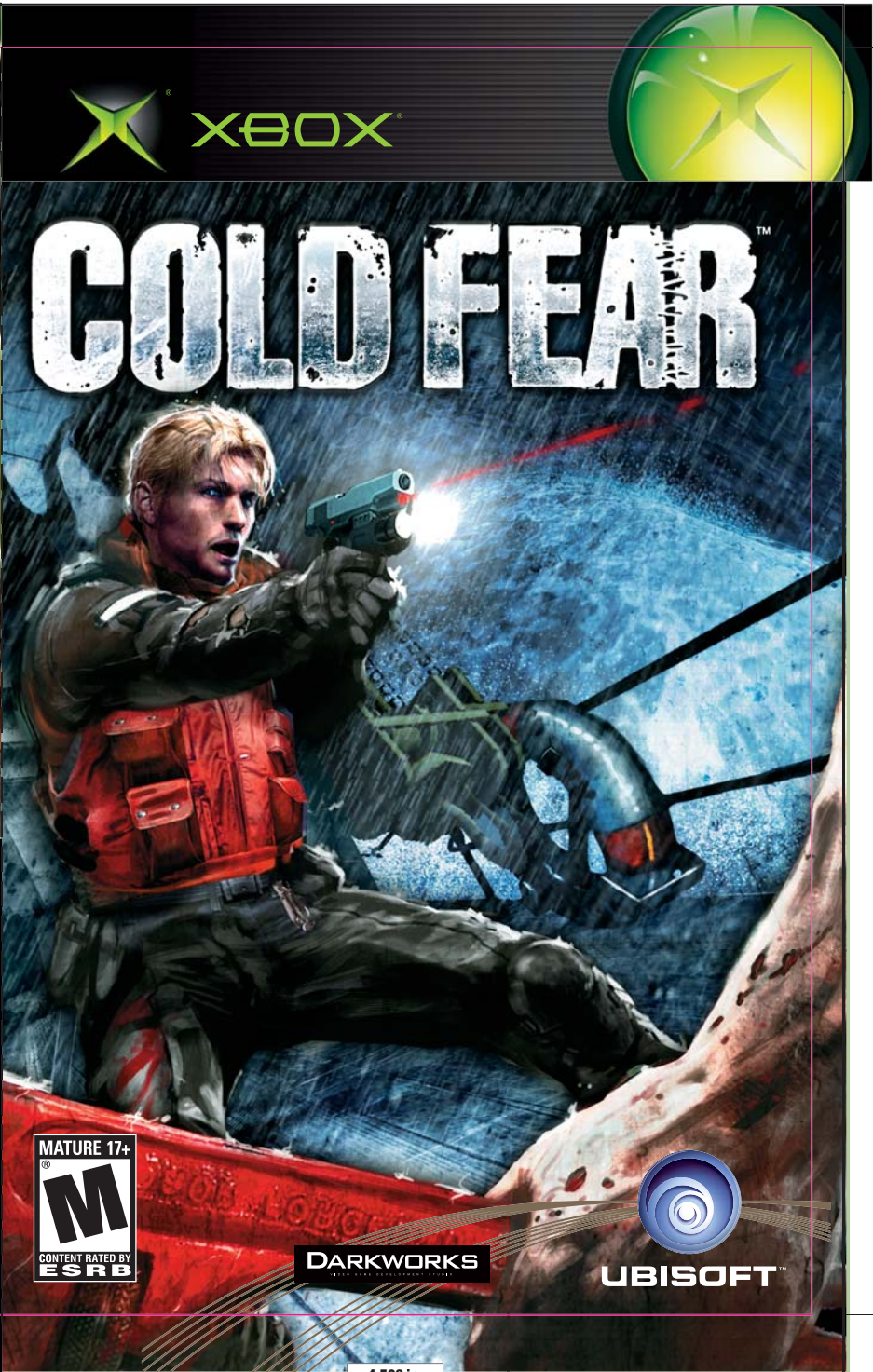
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4.405 in.  
113mm  
13.393 in.  
339.5mm



XBOX



**COLD FEAR™**



DARKWORKS



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4.520 in.  
27p2 picas  
115mm

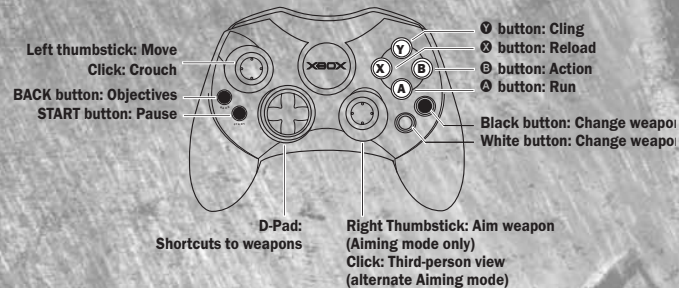


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## Game Controls

- X button: Reload the active weapon
- Y button: Cling to ledge/rail
- A button: Run (keep pressed down)
- B button: Action (taking an object, searching a body, etc.)
- button: Change weapon
- button: Change weapon
- R: Shoot weapon
- L: Over-the-shoulder view (Aiming mode)
- ⊕: Quick access to a specific weapon
- ◀ button: Inventory/objectives
- ▶ button: Pause game
- ⬅: Move Tom Hansen
- click ⬅: Crouch
- ➡: Aim weapon
- click ➡: Third-person view (alternate Aiming mode)

## Story

### Overview

Tom Hansen is just another guy in the U.S. Coast Guard when his crew receives a mysterious order to undertake a hazardous rescue mission in the teeth of a winter storm. As the waves surge higher, Tom and his crewmates find the vessel, an abandoned Russian whaling ship. They board it, but discover that the ship has only been abandoned by human life. Something else is on board, something deadly, and soon Hansen is the only one left to stop it. Joining forces with the only other survivor, Hansen must battle the inhuman menace and seek out its very heart for a confrontation that could have consequences for all of humanity.

## Characters

### Tom Hansen



Once a hero, now disgraced, Hansen is happy to fade into the woodwork as just one more guy out there saving lives with the Coast Guard. All that changes when his vessel receives an order to rescue an abandoned whaling ship during a raging storm. What he finds there will reawaken the dying embers of his spirit, if it doesn't kill him first.

### Dr. Viktor Kamsky



Brilliant scientist and devoted father, Kamsky leads the research effort on the isolated drilling platform. His discoveries could threaten all humanity – and cost him his own in the bargain.





### **Anna Kamsky**

The daughter of scientist Viktor Kamsky, she has been kept as a hostage to ensure his cooperation. Rebellious and strong-willed, she finds herself forced to make an impossible decision if she wants to survive.



### **CIA Agent Jason Bennett**

Agent Bennett has been watching the situation for a long time. Patiently, like a spider in the center of its web, he's been waiting for his chance to unravel the mystery – no matter how many lives it takes to do so.

## **Enemies**



### **Mercenaries (Uninfected)**

Hired to protect the mysterious oil rig, these former soldiers shoot on sight and shoot to kill. But nothing they've seen or done has prepared them for what they're about to face.

## **The Exos**

The results of Dr. Kamsky's experiments. All of his specimens mysteriously broke loose and started infecting and hunting anyone they could find on the oil rig and the whaler. The Exos vary a lot in shape and behavior, but all are aggressive and deadly.



### **Exo-M 1.1/ExoMutant**

No longer human, these creatures are savage, mindless, and hungry. Blessed with inhuman strength and cursed with a hunger for flesh, they attack relentlessly.



### **Exo-ME 2.0/ExoMutant**

Not all mutants are created equal. These are smarter, stronger, and faster than their counterparts – making them that much more dangerous. The only way to permanently get rid of them is to kill the parasite that resides in their craniums.



### **Exo-S 5.2/ExoShade**

There are plenty of reasons to be afraid of the dark, and this creature is the biggest one. Able to see perfectly in darkness, it hunts from the shadows and attacks without mercy.



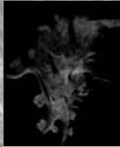
### **Exo-G 4.3/ExoSpectre**

What you can't see can hurt you. Able to blend in perfectly with its surroundings, this escaped experiment has a killer's instincts.



### **Exo-B 7.0/ExoMass**

Not all experiments go as planned. Deformed and mutated, this creature has uncanny strength and an undying rage. Willing and able to punch through steel doors to seek its prey, this creature will never abandon the hunt.



### **Exo-N 3.5/ExoNest**

These shapeless monstrosities, they send their children out into the world to seek new victims.



### **Exo-CL 3.0/ExoCel**

Contaminator ExoCels live to spread their infection. Fast and agile, they seek weak or dying prey to serve as hosts for their parasitic needs. If they can't find a suitable victim, they'll be happy to make one.

## **Playing the Game**

Press the START button from the title screen. You will then access the Main Menu.

### **Main Menu**

Use the left thumbstick or the D-pad to navigate through the following options, then press the **A** button to select. Press the **Y** button to cancel and go back to the previous screen.



- **New game:** Start a new game.
- **Load game:** Resume a formerly saved game.
- **Settings:** Access the options menu to customize certain aspects of the game.
- **Bonus:** Access unlocked bonuses. You can unlock bonuses by completing missions and objectives throughout the game.
- **Credits:** Access game credits.

### **Options Menu**

From this screen you'll be able to customize the main settings of the game.



- **Controller options:** Set up key assignments, vibration on/off for the controller.
- **Sound configuration:** Set the music, sound effects, and voice effects levels.
- **Screen configuration:** Set screen display options.

- **Subtitles:** Toggle in-game subtitles on and off.

## Game Interface

Now you're ready to begin the Cold Fear adventure!



## HUD

- **Health gauge:** Displays Tom's health state. Falls, traps, and enemy attacks will reduce the health gauge. If your health gauge is completely empty, Tom dies and the game ends. You can replenish your health by using the med kits found in the game.
- **Resistance gauge:** Running will reduce the resistance gauge. When the gauge is empty, Tom is out of breath and cannot run anymore. Moreover, he will be more vulnerable to his enemies' attacks and will not be able to grab ledges anymore. The resistance gauge will replenish itself automatically over time if you avoid running.
- **Interaction indicator:** The caption will be highlighted itself whenever a special interaction is possible. Press the B button to perform the interaction.
- **Info bar:** This bar will appear to give you useful information about your environment: possible interactions, info on the objects you just picked up, objectives updates, etc.

- **Subtitles display:** When they are turned on, the game subtitles will appear in this bar
- **Current weapon:** Displays the weapon that is currently selected. Press the b or c button, or use the ? to switch to another weapon.
- **Ammunitions:** Shows how much ammunition you have left for the currently selected weapon. The first figure shows the ammunition left in the current clip, the second indicates the total amount of ammunition left for this weapon. Press the X button to reload your weapon.

## Inventory

During the game, you can access the inventory at anytime by pressing the BACK button. You'll then see the following screen:

- **Mission:** Displays current objectives and their completion status.
- **Objects:** Displays a detailed view of the objects you possess.
- **Documents:** Displays the documents you have collected.
- **Quit Game:** Ends current game and returns you to the Main Menu.

## Saving a Game

While playing, you will be advised to save your game at specific points.

## End Game

If Tom Hansen dies in the course of a game, you will be asked if you want to load the last saved game. Choose Yes or No.

## Advanced Moves

### Critical Hit

During combat, some enemies may try to grab you in an attempt to strangle or bite you. When a critical hit is possible, a status bar will appear on the screen. Press the **B** button repeatedly to fill up the status bar. Then, when it's full, pull the right trigger to perform a special critical hit that will deal lots of damage to your opponent.



The critical hit is impossible if you do not have ammunition for the weapon used to perform it. However you'll still be able to shove an enemy that has grabbed you.

### **Shove Move**

When your weapons are drawn and ready, you can use a shove move (Ⓑ button) to repel an enemy that is closing in on you. This is especially useful when you are low on ammunition or when the enemy is too close and threatens to grab you. Note that the shove move can also be employed to use or break many interactive objects in the game (crates, electric transformers, etc.).

### **Avoiding a Fall**

At some points in the game you will be confronted with narrow catwalks and unsecured decks. If Tom loses his balance and begins to fall, just move the left thumbstick in the opposite direction of the fall. Tom will avoid the fall by grabbing on to a ledge or handrail. You can then climb back up by pushing the left thumbstick in the direction you want to go.

### **Grab Ledge/Rail**

When you shoot at long range in an unsteady environment, you can use the Y button to grab onto nearby handrails to steady your aim. Grabbing will also prevent you from losing your balance on decks when the angle is too steep.

### **Searching Dead Bodies for Items**

Ammunition is scarce in Cold Fear, so you will often have to look around for additional ammo clips. You can also search dead bodies and pick up their loads. To do this, approach a dead body (the Action caption will appear), and then press the B button to search the corpse.

### **Head Crush**

The ExoMutants in Cold Fear can only be killed by eliminating the Exocel that infests their brain. To do this, you can either shoot an ExoMutant in the head or crush its head while it lies stunned on the floor.

To perform a head crush, approach a stunned mutant (the Action caption will appear), and then press the B button to crush the head.

## **Main Objects And Accessories**

### **.45 Handgun**



- 5.45 semi-automatic handgun
- **Magazine capacity:** 7
- **Rate of fire:** 3 rounds/sec
- **Special:** Built-in laser targeting, torchlight

### **XM1014 Tactical Shotgun**



- 12mm semi-automatic shotgun
- **Magazine capacity:** 25
- **Rate of fire:** 0.8 rounds/sec

### **MP5-A3 Submachine Gun**



- 9mm auto submachine gun
- **Magazine capacity:** 25
- **Rate of fire:** 14 rounds/sec
- **Special:** Navy-improved variation of the MP5 submachine gun

### **Automat Kalashnikova, Model 1947**



- 7.62 assault rifle
- **Magazine capacity:** 30
- **Rate of fire:** 10 rounds/sec
- **Special:** Laser targeting

### **M79 "Sawed-off" Grenade Launcher**



- 40mm grenade launcher
- **Magazine capacity:** 5
- **Rate of fire:** 0.8 rounds/sec

### **Assault Flamethrower**



- Gasoline propelled by compressed gas
- **Firing range:** 6 meters
- **Tank capacity:** 120 centiliters

### **Speargun**



- **Weapon range:** 100 meters
- **Capacity:** 1 chemical stinger
- **Rate of fire:** 1 stinger/sec
- **Special:**
  - Chemical gas: Exo-Benzilate (XZ)
  - Durability of gas effect: 10 sec
  - Range of gas effect: 25 meters



## Objects

In Cold Fear, many objects in your environment can be used against your enemies – and also be a threat to you! Constantly survey your surroundings to get the best use of objects.



### Valves

These valves are used to open or close oil pipes. Firing on them will instantly create a leak that will release a pressurized stream of fire. They are good alternatives when you do not have the flamethrower.

There are other types of valves in Cold Fear. The yellow ones carry pressurized steam, and the blue ones control fire-extinguishing systems. You can use them by pressing the **Ⓢ** button



### Extinguishers

Extinguishers are filled with pressurized carbonic snow. Firing on them will make them explode, with lethal results for anyone or anything standing too close to the blast radius.



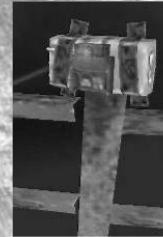
### Electric Transformers

These are electrical maintenance devices. Firing on them will create a short circuit and release denuded cables that can eventually become lethal if you get too close and touch them.



### Barrels

Last reminders of the oil rig's former activities, they are filled with unstable carbohydrate substances. They will explode if exposed to an intense heat source or a bullet impact.



### Laser Mines

Made of powerful and compact explosives, these directional mines will explode if something cuts their laser beams. They cannot be disarmed, so you have to dodge the beams or even try to get your enemies to clear the path for you.

Though protected against bullets, the mines are very vulnerable to explosions and fire. Therefore you can neutralize them with grenades, for instance.

### Hook, Crates, and Cables

On a ship caught in a storm like the one in Cold Fear, all objects that are not secured and safely fixed can become a deadly threat. Always pay attention to swaying elements and do not get in their path. Still, you can try to get your enemies to do so.

### Switches

Some elements in Cold Fear can be activated through switches. They will allow you to access new areas, and some can even trigger events or sequences that you will be able to use in combat.

### Documents

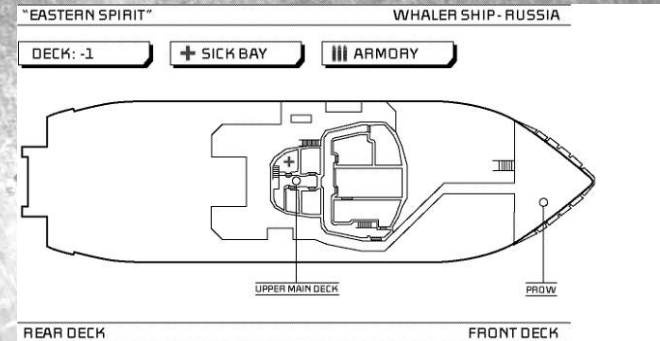
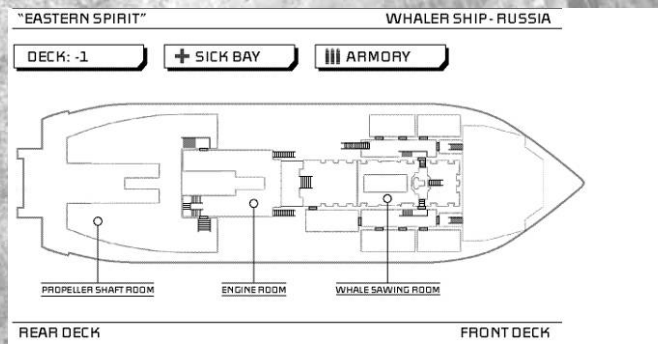
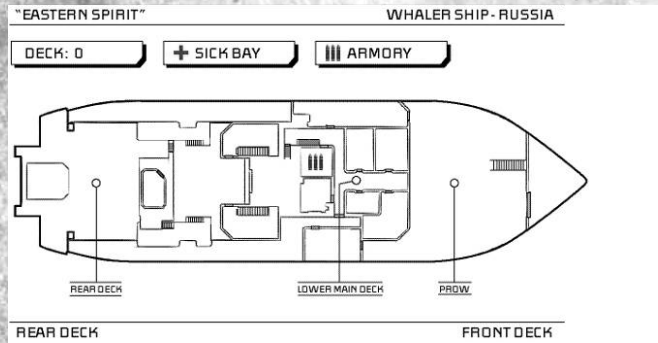
You will find many documents scattered around that will help you uncover the mysteries behind the Cold Fear story. Some will give you useful information about surviving in your environment.

## Maps

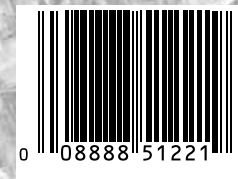
Finding your way on board a ship is a hard task. Fortunately, Tom is fluent in Russian. During the game, just aim at the signs painted on the walls to get a translation and locate your position.

When you enter a critical room, its name will be displayed in the top right corner of the screen, allowing you to know where you are.

Below you will find a map of the whaler that you can use to find your next objective.



Cold Fear™



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