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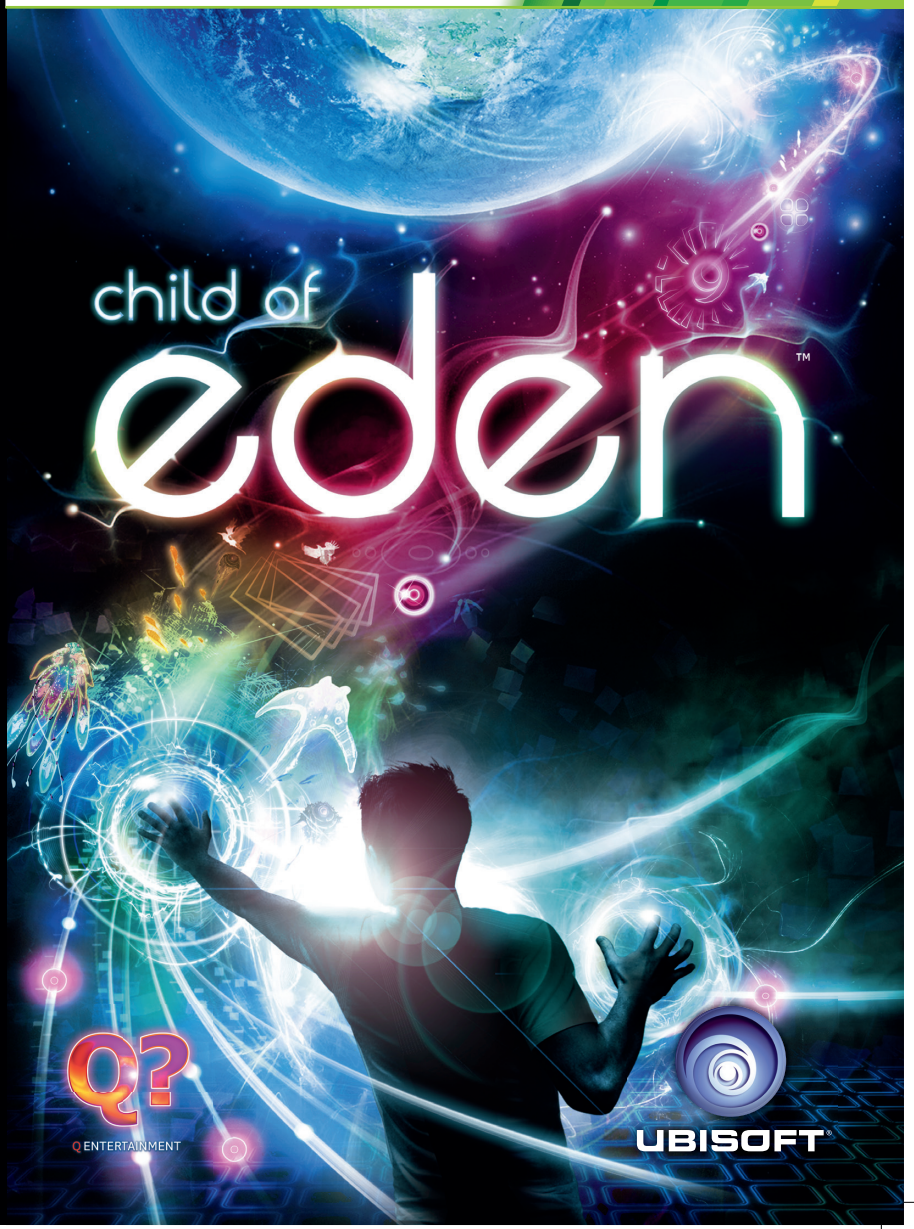
XBOX 360



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WARNING Before playing this game, read the Xbox 360® console instructions, KINECT sensor manual, and any other peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement hardware manuals, go to **www.xbox.com/support** or call Xbox Customer Support.

For additional safety information, see the inside back cover.

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; 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.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

For further information visit http://www.pegi.info and pegionline.eu

Playing KINECT Safely

Make sure you have enough space so you can move freely while playing. Gameplay with KINECT may require varying amounts of movement. Make sure you won't hit, run into, or trip over other players, bystanders, pets, furniture, or other objects when playing. If you stand or move during gameplay, you need good footing.

Before playing: Look in all directions (right, left, forward, backward, down, and up) for things you might hit or trip over. Be sure your play area is far enough away from windows, walls, stairs, etc. Make sure there is nothing you might trip on—for example, toys, furniture, loose rugs, children, pets, etc. If necessary, move objects or people out of the play area. Don't forget to look up—be aware of light fixtures, fans, or other objects overhead when assessing the play area.

While playing: Stay far enough away from the television to avoid contact. Keep enough distance from other players, bystanders, and pets—this distance may vary between games, so take account of how you are playing when determining how far away you need to be. Stay alert for objects or people you might hit or trip on—people or objects can move into the area during gameplay, so you should always be alert to your surroundings.

Make sure you always have good footing while playing. Play on a level floor with enough traction for the game activities, and make sure you have appropriate footwear for gaming (no high heels, flip flops, etc.) or are barefoot if appropriate.

Before allowing children to use KINECT: Determine how each child can use KINECT and whether they should be supervised during these activities. If you allow children to use KINECT without supervision, be sure to explain all relevant safety and health information and instructions. **Make sure children using KINECT play safely** and within their limits, and make sure they understand proper use of the system.

To minimize eyestrain from glare: Position yourself at a comfortable distance from your monitor or television and the KINECT sensor; place your monitor or television and KINECT sensor away from light sources that produce glare, or use window blinds to control light levels; choose soothing natural light that minimizes glare and eyestrain and increases contrast and clarity; and adjust your monitor's or television's brightness and contrast.

Don't overexert yourself. Gameplay with KINECT may require varying amounts of physical activity. Consult a doctor before using KINECT if you have any medical condition or issue that affects your ability to safely perform physical activities or if: You are or may be pregnant; you have heart, respiratory, back, joint, or other orthopedic conditions; you have high blood pressure or difficulty with physical exercise; or you have been instructed to restrict physical activity. Consult your doctor before beginning any exercise routine or fitness regimen that includes KINECT. Do not play under the influence of drugs or alcohol, and make sure your balance and physical abilities are sufficient for any movements while gaming.

Stop and rest if your muscles, joints, or eyes become tired or sore. If you experience excessive fatigue, nausea, shortness of breath, chest tightness, dizziness, discomfort, or pain, STOP USING IMMEDIATELY, and consult a doctor.

See the Healthy Gaming Guide at **www.xbox.com** for more information.

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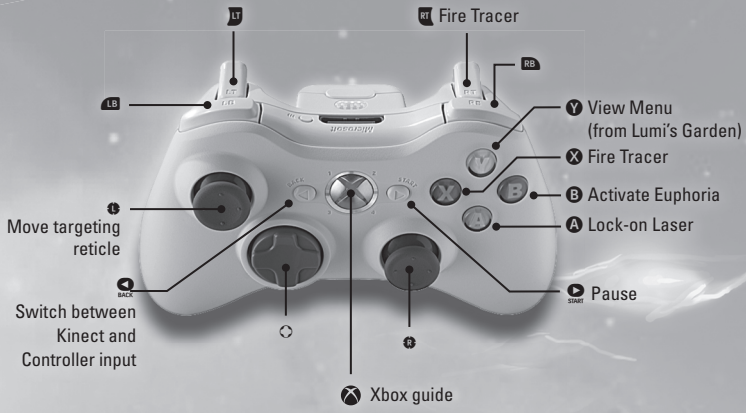
Game Controls

Xbox 360 Controller



Child of Eden™ can be played using either the Xbox 360 controller or Kinect.

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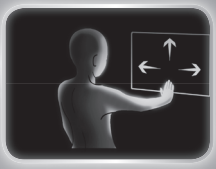
Game Controls (Kinect)

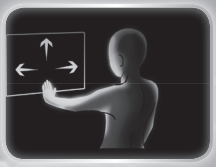
Press the BACK button to switch between Kinect and the controller.

Please note that once you begin playing with the controller, you will be unable to switch to Kinect unless you sign in again using Kinect.

The standard Kinect controls (Gesture Type A) are shown below. The Gesture Type can be changed in the Kinect settings from the Main Menu.

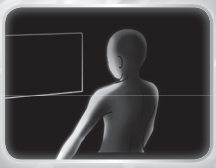


Use your right arm to control the Lock-on Laser reticle, which will automatically lock on when it passes over a target. Flick your hand forward quickly to release the Lock-on Laser at the target.



Use your left hand to fire the Tracer.

Raise both arms to activate Euphoria (Euphoria is limited in supply, but usually clears the screen of all threats).



Move your left hand down to the lower left corner to pause the game.

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Xbox LIVE

Xbox LIVE® is the online game and entertainment service for Xbox 360®. Just connect your console to your broadband Internet service and join for free. You can get free game demos and instant access to HD movies (sold separately)—with KINECT, you can control HD movies with the wave of a hand. Upgrade to an Xbox LIVE Gold Membership to play games online with friends around the world and more. Xbox LIVE is your connection to more games, entertainment, and fun. Go to **www.xbox.com/live** to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.
For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries.**

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings.**

Achievements

When playing with a gamer profile, you'll be able to unlock the game's achievements. There are 49 achievements to unlock.

How to Get Help with KINECT

Learn More on Xbox.com

To find more information about KINECT, including tutorials, go to **www.xbox.com/support.**

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INTRODUCTION

September 11th, 2019.

The first human born in outer space breathes her first breath on the International Space Station. Her name is Lumi.

As Lumi grows, she dreams of touching the beauty of Earth, expressing her feelings through song; sending her messages to the people of Earth. After her death, her body is preserved and all of her memories and data are recorded and archived.

The latter half of the 21st century ushers in a new era in Space exploration. Humankind marches ahead into the farthest reaches of space. The collective knowledge of human history is stored as archives, connected and accessible from anywhere in space. People now refer to the Internet as Eden.

Everything, from evolution and natural history to the entire span of human history, is stored in Eden's data archives. To those who have never known what it's like to set foot on Earth, Eden is the fountain from which all knowledge flows.

Time marches on.

In the 23rd century, using Lumi's preserved data archives, scientists attempt to recreate her persona within the confines of Eden. This experiment is called "Project Lumi".

And now, after what seems like an eternity since her passing, Lumi emerges from her slumber within Eden.

Save Eden. Save Lumi.

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THE GAME

Press ▶ START from the Title Screen to view the opening movie and then advance to Lumi's Garden.

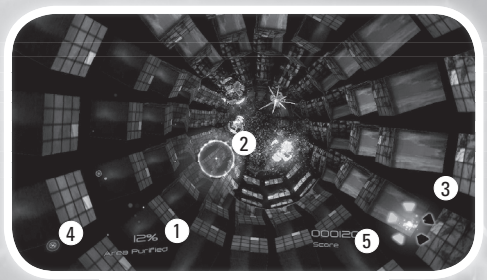
Lumi's Garden is the main hub of the game.

At first, Lumi's Garden is dark and featureless. However, as you progress through the game and purify the Archives, you'll unlock new features, including new backgrounds and digital organisms.
Try to unlock them all!

Only the Matrix Archive is available at the start of the game, but other Archives are unlocked as you progress. Use ⓛ (or use Kinect) to move the cursor over the Matrix bubble and press Ⓐ to dive into the Matrix Archive.

Press Ⓨ to access the Main Menu.

The Game Screen



1. Purification Rate
2. Targeting Reticle
3. Life Gauge
4. Euphoria
5. Score

The «All On» HUD is shown in this screenshot. HUD settings can be changed in the Options menu.

Main Menu

Use ⓛ or Kinect to select a menu option and press Ⓐ to confirm.

A yellow exclamation mark next to each option indicates that a new feature is available.

Navigating menus with Kinect is simple. Extend your hand toward the screen and move it around until you see the cursor move. To select a menu option, move the cursor over it and hold it there until the petal circle fills up.

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Difficulty

Normal and Feel Eden modes are available at the start of the game. In Feel Eden mode, you will not take damage from enemies, so this is a great way to relax and experience the joy of EDEN. Hard mode will become available after meeting certain conditions.

Leaderboards

Check out the Leaderboards to see where you rank against the rest of the world! Scores achieved using the controller and Kinect in both Normal and Hard modes will be uploaded to the Leaderboards. Scores are displayed for each Archive.

Extras

You can view additional content, such as preview movies, concept art, and game credits. Visual filters and sound effect filters, once unlocked, can also be configured here, providing a completely different gameplay experience.

Options

Adjust various game options, including controller, display, and sound options.

Kinect

You can configure Kinect settings such as reticle smoothing and speed, view the Kinect Guide, or configure the gesture type. There are two gesture types (control methods) available. Experiment with both to find the control scheme that works best for you.

Press Ⓑ to return to Lumi's Garden.

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Weapons

Lock-on Laser

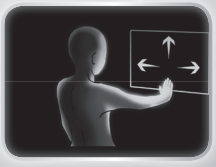
To lock onto a target, aim the targeting reticle at it and press and hold Ⓐ. Up to eight targets can be locked on to at once. The targeting reticle will glow when all eight targets are locked. Release Ⓐ to fire at all locked-on targets.

A Score Bonus is awarded for successfully releasing the shot with eight targets locked (Octa-Lock).

A Score Multiplier is awarded for releasing an Octa-Lock to the beat of the music (Perfect Octa-Lock). Achieve consecutive Perfect Octa-Locks to increase the score multiplier up to a maximum 8x multiplier – an essential skill for achieving a high Clear Ranking.

The Score Multiplier will be only reset if you fail to achieve a Perfect Octa-Lock when 8 targets are locked-on. The multiplier will be maintained when achieving a "Good" Octa-Lock. Releasing the Lock-on Laser with fewer than 8 targets locked, or using the Tracer, will not reset the multiplier.

Kinect



Move the Lock-on reticle using your right hand. The Lock-on Laser will automatically lock on when the reticle passes over a target. Flick your hand forward quickly to release the Lock-on Laser at the target.

Tracer

Press RT or Ⓧ to fire. The Tracer is a rapid-fire weapon that is effective against purple targets.

Enemy bullets can only be shot down using the Tracer.

Kinect

Use your left hand to control the Tracer, which is fired automatically.

Switching Weapons

When playing with Kinect using Gesture Type B, switch between the Tracer and Lock-on Laser by clapping your hands once.

Euphoria

Press Ⓑ to activate Euphoria and release a burst of euphoric energy, which has a powerful effect on all on-screen enemies.

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Kinect

Activate Euphoria by raising both hands in the air.

Support Items

Purified enemies sometimes drop support items. To collect an item, shoot it as you would an enemy.

Euphoria

Releases a burst of euphoric energy that affects all on-screen enemies.

Life Recovery

Recover life points.

Purification Level/Results

The Results screen is displayed after completing each Archive. The more targets you purify and the more Score Multipliers achieved, the higher your score.

In order to unlock the next Archive, you must achieve a certain number of Stars, which are awarded based on your overall score. You can play previously unlocked Archives as many times as you like in order to collect Stars.

Gold Stars can be achieved by completing the Archive with a 100% Purification Rate and a 5 Star ranking.

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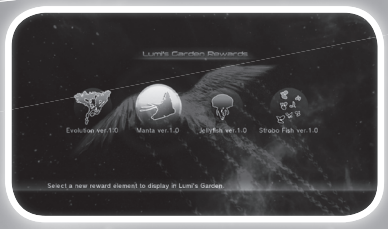
Unlockable Items



Many new features and bonuses become available as you progress through the game.

Lumi's Garden

New backgrounds and digital organisms are automatically displayed in Lumi's Garden once they have been selected from the Rewards screen. Each background and digital organism has three different versions; the highest unlocked version is always displayed.

Unlock the highest version of all Rewards in a Garden and see what happens when you play music from the Xbox 360 Hard Drive...

Visual Filters

Change the graphical style of the game using new visual filters.
These can be set from the Extras Menu.

Sound Filters

Unlock various filters to add effects like Reverb, Echo, High-Pass, etc.
Use ○ to select a filter and press LT any time during the game to activate it.

Beatbox Variation

The Beatbox sound (the sound effect played when shooting the Lock-on Laser with no targets locked) can be changed during the game using ⓐ.

Game Over

The game is over if you lose all of your Life Points.

Options

HUD Settings: Configure which HUD elements to display.

Controller Settings: Select from preset controller configurations.

Vibration Settings: Turn the controller vibration ON or OFF.

Tutorial: View the game rules.

Brightness: Adjust screen brightness.

Sound Settings: Adjust sound mode (5.1 surround, Stereo, Monaural), background music, and sound effect volume.

Default Settings: Reset all options to the default setting.

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TECHNICAL SUPPORT

If you experience difficulties playing your Ubisoft game, please contact our 24-hour online solution centre at http://support.ubi.com first.

Our Support team can be reached on 0871 664 1000 (national rate) between 11am and 8pm, Monday to Friday (excluding bank holidays).

Faulty Game:

If you believe your game is faulty, please contact our support team before returning your product to the retailer.

Damaged Game:

If your game is damaged at purchase, please return to your retailer with a valid receipt for advice on replacement.

If your receipt has expired and you are within the 90-day warranty period, please contact the Ubisoft support team for verification.

Please note that we do not offer hints & tips at our technical support centre. These can usually be found free of charge on the Internet.

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Warranty

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

Ubisoft, Chertsey Gate East, London Street, Chertsey, Surrey, United Kingdom, KT16 8AP

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.

Child of Eden™

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