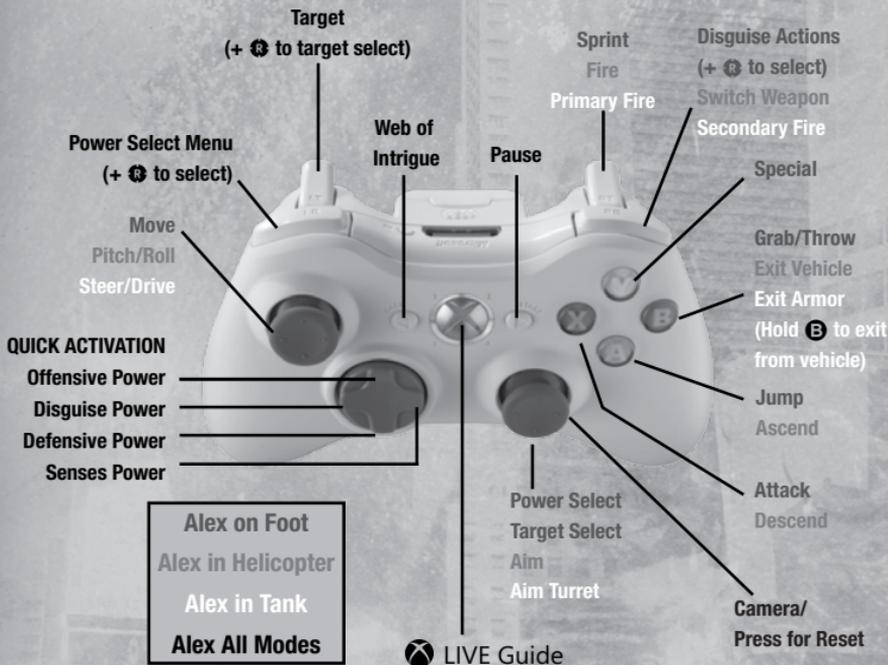


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Game Controls

Xbox 360® Controller for Windows



AUTOSAVE

Prototype™ saves your progress automatically. Please do not turn off the power or reset any hardware when you see this symbol:

Installation

Insert the DVD-ROM into your computer's DVD-ROM drive and wait for the *Prototype* Game logo screen to appear. Click the **Install** button to begin installation onto your system. After installation completes, the **Play** button becomes active. To play the game, click on the Play button or double-click on the **Desktop Shortcut** (Windows® XP only). Select the Start menu and link to the game in the Programs/Prototype Game folder (Windows® XP only) or double-click the shortcut in the Game Explorer (Windows Vista® only). If you don't have Autoplay active, install the game by double-clicking the **DVD-ROM** drive in My Computer. You can also select **setup.exe** from the DVD-ROM root directory to install the game.

Gameplay Controls

ALEX

Action	PC Key	Xbox 360 Button
Pause Game	Esc	
Web of Intrigue	~	
Move Forward	W	
Move Backward	S	
Move Left	A	
Move Right	D	
Camera	Mouse	
Reset Camera	X	Press 
Power Select	R and Mouse to Cycle	 + R1 to select
Attack Power	1	
Defense Power	3	
Sensory Power	4	
Disguise Power	2	
Attack	LMB	
Special	RMB	
Grab/Pickup Weapons	E	
Throw	Attack (LMB)	 or  if keyboard and mouse set as the default controls)
Jump	Spacebar	
Sprint	Double Tap [Directional]/Shift	
Glide	While Sprinting, Single-tap Spacebar	 + double-tap 
Walk	Alt + [Directional]	 (slightly)
Target	Tab (hold button to change targets with mouse)	
Disguise	F1	 + R1 to select
Alex Form	F2	
Claws	F3	
Hammerfist	F4	
Musclemass	F5	

LMB = Left Mouse Button

RMB = Right Mouse Button

Action	PC Key	Xbox 360 Button
Whipfist	F6	
Blade	F7	
Thermal Vision	F8	
Infected Vision	F9	
Shield	F10	
Armor	F11	
Disguise Power – Menu	F	
Groundspike Graveyard Devastator	Hold LMB + RMB (Critical Mass)	Hold + (Critical Mass)
Tendrill Barrage Devastator	Hold RMB + E (Critical Mass)	Hold + (Critical Mass)
Air Groundspike Graveyard Devastator	[In Air] Hold LMB + RMB (Critical Mass)	[In Air] + (Critical Mass)
Air Tendril Barrage Devastator	[In Air] Hold RMB + E (Critical Mass)	[In Air] + (Critical Mass)
Critical Pain Devastator	Hold LMB + E (Critical Mass)	Hold + (Critical Mass)
Air Critical Pain Devastator	[In Air] Hold LMB + E (Critical Mass)	Hold [In Air] + (Critical Mass)

HELICOPTER

Action	PC Key	Xbox 360 Button
Enter/Exit/Start Struggle	E	
Struggle	Tap RMB	Tap
Exit Vehicle	Hold E	Hold
Move Forward (Riding Heli on the Outside)	Spacebar	
Switch Weapon	RMB	
Fire	LMB	
Aim Turret	Mouse	
Move Forward	W	
Move Backward	S	
Move Left	A	
Move Right	D	
Ascend	Space/Mouse-wheel Up	
Descend	V/Mouse-wheel Down	
Target	Tab (hold button to change targets w/ mouse)	
Reset Camera	X	Press

ARMOR

Action	PC Key	Xbox 360 Button
Enter/Start Struggle	E	B
Struggle	Tap RMB	Tap Y
Exit Vehicle	Hold E	Hold B
Fire Turrent	Left Mouse Click	LT
Fire Machine Gun/Rocket	Right Mouse Click	RT
Aim Turret	Mouse	R
Move Forward	W	↑
Move Backward	S	↓
Move Left	A	←
Move Right	D	→
Target	Tab (hold button to change targets w/ mouse)	T
Reset Camera	X	Press C

FRONTEND

Action	PC Key	Xbox 360 Button
Select Menu Option	Enter/Mouse Left Click	A
Cancel Menu Option/ Leave Screen	Backspace	B
Exit Menu Option	Esc	B or (▶) to return to game)
Switch to Left Screen	Q	LB
Switch to Right Screen	E	RB
Navigate Up an Option	Up Arrow/W	↑
Navigate Down an Option	Down Arrow/S	↓
Toggle Option	Right + Left Arrow/A and D	A

Main Menu

NEW AND CONTINUE – Begin a new game or select **Continue** to load a previous saved game.

DIFFICULTY – Select difficulty level.

OPTIONS

- **Video** – Adjust the overall brightness of your picture, VSync, Anti Aliasing, Graphic Detail and Shadow Quality settings.
- **Audio** – Toggle subtitles and adjust the volume of the music, sound effects and dialogue.

- **Controls** – Invert the X and Y axes, toggle on/off targeting and vibration, map keyboard controls and adjust mouse sensitivity.

EXTRAS

- **Credits** – View the names of all of the people that worked on *Prototype*.

Pause Menu

MAP – Shows your location in New York City and highlights various points of interest:

- **Mission** – There are both Mission Acquisition icons and Mission Objective icons.
- **Events** – While exploring New York City, Alex can take part in the following events to hone skills and earn Evolution Points (EP):

LOGS – Check your current objective, obtain hints and review tutorials.

UPGRADES – Cash in your EP to purchase upgrades for powers, combat, movement, etc.

WEB OF INTRIGUE – View the current Web of Intrigue at any time.

EVENTS – You can mark events you want to do, and they'll appear on the mini-map.

STATISTICS – Track stats on all aspects of gameplay, including alerts, Blackwatch, collectibles, time, consumes, deaths, etc.

CONTROLLER – Displays the controller layout.

OPTIONS – Access the Options Menu.

SAVE – Save your current game.

QUIT – Restore a checkpoint, abort a mission and return to free roam, replay a previous mission or quit out to the Main Menu.

Heads-Up Display (HUD)



1. **Health Meter** – Your current health is displayed here.
2. **Critical Mass** – Pushing your health into this zone through consumption will give you the ability to unleash a Devastator Attack.
 - Bottom of the meter – Adrenaline Surge gains limited invulnerability.
 - Top of meter – You are ready to launch a Devastator Attack.
3. **Evolution Points** – Appears after you gain EP (after which it fades out again).
4. **Mini-map** – Displays your current location in the city as well as nearby objectives and mission markers.
5. **The Disguise HUD** – The Disguise HUD is situated just to the right of the mini-map.
6. **Power Select** – While holding down the **Power Select** button, you can quickly switch between your various shape-shifting, defensive and sensory abilities. Previously selected Powers can quickly be toggled on and off using .
7. **Disguise Actions** – Use unlocked special abilities, such as Stealth Consume, Patsy and Artillery Strike. This menu only appears when disguise key is held down.

Gameplay

NAVIGATION

Mission Objective – The Blue Arrow icon signifies the objective point of a mission, if you should become lost move toward it.

MINI-MAP NOTES

Red objects that appear on the mini-map are important targets that Alex should defeat in order to complete various missions. All important targets within the vicinity will appear on the map once within range.

UPGRADES AND EVOLUTION POINTS

Alex gains Evolution Points (EP) by killing or consuming enemies and by completing missions and events. For further details on Upgrades please refer to the online manual that was installed with *Prototype*.

NEW GAME+

Completing the game on Normal or Hard unlocks the New Game+ mode for that difficulty level. The New Game+ mode allows you to replay the entire game with all of the powers, abilities and Web of Intrigue nodes that you had bought or found by the end of the game.

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