



DESTROY ALL HUMANS!®

Path of the Furon™

**INSTRUCTION
MANUAL**



nordic games

⚠ WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

INTRODUCTION

It's the funky '70s...

Crypto has spent most of the decade luring humans into his casino to take their cash and the precious Furon DNA locked inside their brains. But when Nexo Warriors from his home world attack, Crypto is swept up in an alien conspiracy that threatens the very survival of his species. In an epic battle to save the Furon Empire, Crypto must embark on a journey of destruction and enlightenment to face his greatest foe yet.

MAIN MENU

From the Main Menu, you can select Single Player, Multiplayer, Extras or Options.

***SINGLE PLAYER:** Select from a New Game or Load a previously played game.*

***MULTIPLAYER:** Select from several two player game modes and options.*

***EXTRAS:** Select from Achievements, Credits and Trailers.*

***OPTIONS:** Select from Gameplay, Crypto Controls, Saucer Controls and Customise.*

PAUSE MENU

From the Pause Menu, you can review the following items:

MISSION OBJECTIVES

The Mission Objectives screen will display your progress toward completing important objectives.

INVASION SITE REPORT

The Invasion Site Report is a summary of Missions, Odd-jobs and Challenges completed, as well as Alien Artifacts retrieved, and Landing Zones activated for that site.

STATISTICON

The statisticon tracks your prowess in a number of measurable areas, such as the number of humans destroyed, property damage caused, minds read, etc. Visit often to check up on your stats.

GAME CONTROLS



Xbox Guide

ON FOOT CONTROLS

L	Move Crypto
R	Look/Aim
A	Jump/Jetpack
B	Time Stop
X	Transmogrify/Extract Brain
Y	Body Snatch/Talk
RB	Select Weapon
RT	Fire Weapon
LB	Mental Lock
LB + X	Cortex Scan
LB + Y	Disco Fever
LT	Psychokinesis (PK)
LT + X	PK Magnet
LT + Y	PK Throw
BACK	NavMap
START	Pause Menu

SAUCER CONTROLS

L	Fly forward/back, left/right
R	Look/Aim
X	Blast Air Horn
B	NaviCom
Y	Cloak/Land (over Landing Zones)
RB	Select Weapon
RT	Fire Weapon
LB + R	Vertical Mode
LT	Abducto-Beam
LT + A	Drain
LT + X	Transmogrify

Standing beneath Saucer

A	Enter Meditation Chamber
B	Use NaviCom
X	Enter Pox Mart
Y	Enter Saucer

PATH OF ENLIGHTENMENT

To attain Enlightenment, one must become a master of its four paths: The Path of the Body, Path of the Mind, Path of Space, and the Path of Time.

- **THE PATH OF THE BODY** – The more one inhabits the body of his enemy, the more one masters the Path of the Body. A master of the Path of the Body will find it much easier to enter the bodies of even his most feared enemy.
- **THE PATH OF THE MIND** – Every time one reads the minds of the less enlightened, one is closer to mastering the Path of the Mind. A master of the Path of the Mind will have great power over the will of his enemies.
- **THE PATH OF SPACE** – The more one uses Psychokinetic powers successfully, the closer one is to mastering the Path of Space. A master of the Path of Space can use Psychokinesis against enemies or objects many times his own size.
- **THE PATH OF TIME** – The more one manipulates the world and its inhabitants with Temporal Fist when time is stopped, the closer one is to becoming a master of the Path of Time, giving you great power over your enemies as they are frozen in time.

MENTAL POWERS

- **PSYCHOKINESIS** – Over many eons, we Furons have evolved and perfected the astounding power of Psychokinesis (PK), with which we can elevate and move objects many times our own weight.
- **PK MAGNET** – As your powers grow, you will also be able to magnetize people and things held in Psychokinesis.
- **MENTAL LOCK** – Humans are weak-minded, and with focus, you can easily read their hidden thoughts, or control their behavior. Once you have established a Mental Lock, you can attack with your hand weapon or move and jetpack around them. You can also overpower their minds with Cortex Scan and Disco Fever in this mode.
- **CORTEX SCAN** – You can cortex scan humans to re-fill your body snatch victim's health, and of course to read their hidden thoughts, which

occasionally yield important information to your mission. You may read people's minds while running around as your destructive self, or while disguised as a human.

- **DISCO FEVER** – *Lucky for you, disco dancing is highly contagious among humans. If you need to distract your enemies, give them a dose of Disco Fever and watch the monkeys shake their booties. This powerful hypnoblast ability can also make them forget they saw you body snatch another human.*
- **TRANSMOGRIFY** – *This powerful mental ability allows you to convert inanimate objects into ammunition for your weapons.*
- **EXTRACT DNA** – *The same way you transmogrify objects into ammo, you can manually extract DNA from human brain stems. This technique yields far*
- **BODY SNATCH** – *What kind of alien invaders would we be if we didn't hijack a lesser being's body for our own devious purposes? While you are disguised, the humans will not become aware of you, unless you start causing trouble with your mental powers.*
- **TALK TO PEOPLE** – *I realize you would prefer to vaporize every human you see. However often it is necessary to engage in dialogue with these ape-like beings in order to manipulate them into doing our bidding. You will find important humans in the world with the Virtual Indicator (those colored beacons).*
- **TIME STOP AND THE TEMPORAL FIST** – *The Temporal Fist is a powerful Furon mental ability, long forgotten. Become my pupil, travel the Path of Enlightenment, and I will teach you to use it. Only then will you be able to defeat your true enemy. Once you learn to stop time, you can freeze the world and move freely to avoid danger. As you advance on the Path of Time, you will be able to use PK during time stop to manipulate the world. When you are ready, you will learn the Temporal Fist: the ability to PK Throw things with great force while time is stopped. When time resumes, the power of the Temporal Fist will be unleashed.*

FLYING SAUCER

Your brand new saucer will be outfitted with the latest in Furon technology.

- **DEATH RAY** – *The Death Ray causes devastating effects on vehicles, buildings and surrounding landscapes. It cuts through anything it touches. While the Death Ray has unlimited energy, you will need to allow it to charge between blasts.*
- **SEEKER DRONES** – *These deadly lock-on seeking fireballs are specifically intended to take out ground and air vehicles. They will chase down targets like angry hornets, even punching through one side of a building and out the other to take down locked targets.*
- **PLASMA CANNONS** – *These fully ionised rapid-firing beam cannons will explode in a dazzling display of super heated plasma and cause massive destruction.*
- **TORNADOTRON** – *This huge twister can be summoned from the clouds down onto the world, carving up a path of destruction lead by your hand. This weapon may be fired while the Saucer is cloaked.*
- **QUANTUM DECONSTRUCTOR** – *The Quantum Deconstructor is the most destructive weapon in the Furon warrior's arsenal. Simply charge the weapon for a custom-sized burst of mega destruction, which will punch through buildings until it impacts the ground, erupting into a massive nuclear cloud.*
- **ABDUCTO-BEAM** – *With the Abducto-Beam you can abduct people and objects. Humans can be mass abducted for instant DNA processing, even while you are holding a vehicle.*
- **DRAIN** – *If your Saucer is damaged, use the Abducto-Beam to pick up a vehicle to drain the vehicle's energy and replenish your Saucer's shields.*
- **TRANSMOGRIFY** – *If your Saucer weapons need ammunition, use the Abducto-Beam to pick up a vehicle to transmogrify that vehicle into ammo. As with your hand weapons, you will collect more ammo for the weapon you currently have selected.*
- **CLOAKING** – *The Saucer has the ability of becoming invisible to enemies and their weapons for a limited time. You will find this especially useful when you are under heavy fire. You may use the Abducto-Beam and the Tornadotron while cloaked, but if you fire any of your other weapons, the cloaking device*

will deactivate.

- **NAVICOM** – The NaviCom will allow you to travel to other Invasion Sites you have already visited at any time.

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Mail to:

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Please visit the Technical Support section of our Website where we have posted common problems and solutions that may help you at:

Online Support: <http://www.nordicgames.at/index.php/contact>

Skype contact: [support.quantic.lab](https://www.skype.com/partners/quantic-lab)

Phone Support: +1 (206) 395-3545

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