Safety Information

About 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

Other Important Health and Safety Information: The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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**Getting Started**

**Using the Xbox Video Game System**
1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the The Suffering™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing The Suffering.

**Avoiding Damage to Discs or the Disc Drive**
To avoid damage to discs or the disc drive:
- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heartshaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

**Starting Up**
1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play The Suffering.

**Menu/Sub-Menu Navigation**
Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the D-pad. To navigate through the game menus (i.e. Options), use the D-pad (↑, ↓; ← or → depending on the menu) to highlight a selection.

**Quitting a Game in Progress**
During the game, press the ○ button to display the Pause Menu. Press the D-pad ↑ or ↓ to select QUIT GAME, then press the A button. To confirm exiting the game, press the A button again to go to the Main Menu.
Carnate Island

STATE OF MARYLAND DEPARTMENT OF CORRECTIONS
CONFIDENTIAL INTERNAL MEMO; NOT FOR PUBLIC RELEASE
FACILITY LOCATION STATUS REPORT: CARNATE ISLAND

Carnate Island is certainly among the most bizarre and
unique of the properties owned and maintained by the
Department of Corrections, and the decision to locate
Abbott State Penitentiary there was dubious at best.

The D.O.C. has received innumerable complaints from
facility staff, who resent living in such a remote loca-
tion with such a storied history, not to mention unse-
asonably poor weather. Penitentiaries are not meant to be
pleasant, of course, but Carnate takes this principle to
a new level.

The island is located ten miles off the coast of
Maryland. A Puritan village was the first recorded group
of Caucasian settlers in the late 17th century. After
only a few decades a horrifying event transpired that
involved the tragic deaths of a number of townspeople.
This resulted in the disbanding of the community.

A lighthouse was built on the island in 1834, and is
still in operation to this day. It is now automated,
though it is plagued by frequent breakdowns.

In the late 19th century, a wealthy family purchased the
entire island and built a sizeable estate on its west
side. The family's stay was short lived. Apparently they
were deeply traumatized by an undisclosed incident and
immediately moved away.

The mansion was subsequently converted into a mental
institution, though whether it was officially accredited
remains uncertain. The Carnate Institution for the
Alienated, as it was called, was run by one Dr. Killjoy
until some time in the 1920s.

Files indicate that Killjoy's methods were unsound
at best, barbaric and depraved at worst. The asylum still
stands today, and anyone who has paid it a visit will
have a ghost story to tell you.

The federal government acquired the island in the 1930s for
use by the US army during World War II. Following the war,
ownership was transferred to the State of Maryland, and the
facilities were converted into Abbott State Penitentiary.
Operation of the facility continues to this day.

The D.O.C. also provides barracks for corrections offi-
cers and their families, necessary since there is no reg-
ular ferry service to the mainland. Employee retention
rate at Abbott is low; unsurprising, given the bizarre
living arrangements that are required of employees, not
to mention the generally unsettling and unpleasant nature
of the island itself.
FACILITY STATUS REPORT: ABBOTT STATE PENITENTIARY

STATE MARYLAND DEPARTMENT OF CORRECTIONS
CONFIDENTIAL INTERNAL MEMO: NOT FOR PUBLIC RELEASE

Unfortunately for the Maryland Department of Corrections, Abbott State Penitentiary is a facility whose reputation is hopelessly tarnished. The facility has been consistently represented negatively in the media, but the facts do not paint a pretty picture.

Among Abbott's failings: one of the highest homicide rates of any penitentiary in the country; an extremely volatile population, with six full-scale riots in the last twenty years; an extremely low retention rate among wardens (there have been eight in the last fifteen years), not to mention continually disgruntled corrections officers (officers have been known to quit rather than accept a transfer to Abbott); an aging facility that has not been properly maintained, with the sea air having corroded and worn the facility; and finally the ominous history of Carnate Island itself.

As difficult as it may be for us within the L.O.C. to admit, few who have visited it would deny that Abbott's reputation is deserved.

Originally, Abbott's central structures were used by the United States army as a prisoner of war camp during World War II. Maryland acquired the property shortly after the war, and the L.O.C. established abbott there in 1948.

A rock quarry was used to provide the raw materials for construction, while the inmates provided the labor. Maryland transfers only its highest risk and most violent inmates here, and the corrections officer's struggle just to keep themselves safe.

It is this writer's opinion that the officers have given up on trying to maintain a facility that is safe for inmates. One can hardly blame them.

The state carries out its death sentences at Abbott. Fortunately, due to geographical reality, death penalty protesters have a difficult time making it to the penitentiary, which the L.O.C. views as a plus. A few protesters have tried, with some unfortunate results.

Over the years, Abbott has employed a number of execution methods: the electric chair, the gas chamber and lethal injection, which is the only one still in use today. Further contributing to Abbott's dark reputation is the story of Captain Hermes Haight, a Corrections Officer who served as executioner for some 27 years.

In a truly surreal incident, Haight ended up taking his own life in the gas chamber. Unfortunately, this is the type of behavior that Carnate Island seems to bring out in people.
ABBEY STATE PENITENTIARY INMATE REPORT

STATE OF MARYLAND DEPARTMENT OF CORRECTIONS
CONFIDENTIAL DOCUMENT: NOT FOR PUBLIC RELEASE

COMPLETED BY: Supervising Corrections Officer Ethan Edwards
INMATE IDENTIFICATION NUMBER: 162292
HEIGHT: 5'10" WEIGHT: 180 lbs
HAIR: Dark brown/Black EYES: Brown
MARKS/SCARS/TATTOOS: Large tattoo across his back.
NEXT OF KIN: None.
OFFENSE: 3 counts of first degree murder. Convicted, 8/2.
SENTENCE: Death by lethal injection.
RELEASE DATE: Scheduled date of execution is Dec. 15
CURRENT LEGAL STATUS: No appeals pending.
ASSIGNED HOUSING UNIT: D-Block, unit MIX-02.
MEDICAL STATUS: Inmate claims to be prone to black outs, during which time he has no memory of his actions. No medical data has ever been presented to back up this claim. Inmate has anger management issues.
NOTES: Corrections officers will need to be mindful of inmate's safety due to the nature of his crimes. D.O.C. regulations prohibit discussion of the specifics of an inmate's crime between officers, but due to the high level of publicity surrounding this inmate's offense I will make an exception: inmate was convicted of killing his ex-wife and two young children. Penitentiary population does not look well on child killers. That said, inmate has a record of violent (and sometimes lethal) altercations during previous sentence carried out at Eastern Correctional Institution. In short: it seems he is able to take care of himself. Despite periodic outbursts of violence (primarily against other inmates), inmate has been very cooperative with corrections personnel. This inmate will need to be watched closely, though the amount of trouble he could cause on death row is certainly minimal.

MAP NAVIGATION
Press the button to view the Map. A red “X” displays your location.
Press the D-pad ↑ or ↓ to scroll the listed levels. A map of the highlighted level will appear.
Press the right analog stick ↑ or ↓ to zoom in and out. When you're zoomed in, press the right analog stick ↑, ↓, ← and → to view other areas of the map.
**New Game**
After choosing to play a new game, select Easy, Medium, Hard or Impossible to set your game's difficulty level.

**Continue**
Quickly load your most recent save.

**Load Game**
If you've already played and saved a game, select this option to access your hard disk. Your saved games will be displayed and available to select.

**Options**
See Options, next page.

**Archives**
As you explore the world of The Suffering, you will unlock pages from two books. To unlock the content, you'll need to finish the game and thoroughly explore the game-world:

*Clem's Notebook* - This notebook includes sketches and descriptions of the creatures found in the game.

*Conseula's Journal* - This journal contains photos of various locations around the island, accompanied by descriptions of their relevance to Carnate's history.

**Bonus Material**
View upcoming Midway game trailers, a haunted prison documentary, a developer "Behind the Scenes" video and more.

**Controller Settings**
The Suffering offers three different controller presets to choose from. Press the D-pad ← or → to cycle the available controller presets.

**Gameplay Settings**
Press the D-pad ↑ or ↓ to highlight an option, then press the D-pad ← or → to adjust settings.

**Input Sensitivity**
This option affects the sensitivity of the turn control.

**Pitch Sensitivity**
This adjusts the quickness of the camera response.

**Invert Pitch Axis**
This option flips the direction the camera will pitch. With regular pitching, the camera will look up when you press ↑ on the control stick. With inverted pitching, the camera will look down when you press ↑ on the control stick.

**Auto Pitch Correction**
This allows the CPU to handle pitch sensitivity.

**Auto Targeting**
Turn the game's Auto Targeting ON or OFF.

**Controller Vibration**
Turn the controller vibration feature ON or OFF.

**In-Game Help Text**
This text will appear on-screen as you play, prompting you with needed information. You can turn this feature ON or OFF.

**Brightness**
Press the D-pad ← or → to adjust your television for the best play experience.
CHECKPOINTS
You can set this option to ON, to have the game automatically save your checkpoints to in-game memory. You can also set to Prompt, so you'll be prompted with an option to save to the hard disk. Select OFF to not save checkpoints at all.

AUDIO SETTINGS
Press the D-pad ↑ or ↓ to highlight an option, then press the D-pad ← or → to adjust the volume for the game's Effects, Dialog and Music.

SUBTITLES
If you like, you can turn on subtitles that will be displayed on-screen during in-game conversations.

SPEAKER SETUP
Choose between Surround, Stereo or Mono sound, depending on the type of speaker system you're using.

Note
For optimal Xbox surround sound results, be sure you set your receiver to Dolby Digital.

LOAD SETTINGS
If you have Options settings saved on your hard disk, you can use this option to load the settings. When selected, the game will access the hard disk and load any saved settings.

SAVE SETTINGS
After you've adjusted your settings, you can save them to your hard disk. The next time you start the game, the settings will automatically be loaded.

The Suffering lets you save your progress in the game to your hard disk at any time.

Each time you start a game or load a previous save on your Xbox video game system, the game will read your hard disk, making saved games available. Within gameplay the game will let you save your progress to your hard disk at any time.

To save, press the A button to access the pause menu. Within this menu, select "Save Game" to view menu options.

Using this menu, you have full access to the data saved to your hard disk. Any saved games will be displayed. Select a saved game, then press the A button to load the game.

If you select a previously saved game, you'll be prompted whether you'd like to "Overwrite" the saved game.

As you save more and more data to the hard disk, you'll need to keep track of the space available on the hard disk.
1. **Health**
Displays your character's current health status. Once this is completely empty, Torque will die.

2. **Insanity**
During the game, your weapons may not be enough to defeat the creatures you encounter. At this time, take a look at your Insanity Meter. As you kill creatures, the meter fills and eventually pulsates. Once it pulsates, you can press the Y button (Insanity) to transform yourself into a raging beast. Once transformed, your Insanity Meter will diminish. Once it's empty, you'll start to lose health, so you'll need to press the Y button again to transform back before all of your health is gone.

3. **Thrown Weapon Count**
These tick marks show how many of the current type of thrown weapon Torque possesses. He can hold up to 8 of each type of thrown weapon. Each time one is thrown, a tick will disappear.

4. **Rounds**
Displays the ammo you have for your current gun. The tick marks represent the number of rounds in the weapon's clip, while the number represents the total number of rounds Torque is carrying for his weapon.

5. **Xombium Collected**
Xombium bottles can be used to restore your health. Torque can carry a maximum of nine bottles.

6. **Flashlight & Batteries**
The yellow bar represents the current battery life of your flashlight. This will diminish over time while the flashlight is on. The number indicates the quantity of additional batteries Torque has.

7. **Cross Hair**
When Torque is equipped with a gun, a crosshair appears on-screen, indicating where Torque will shoot when he fires. It will turn red when it's over a target.

**Inventory**
The Suffering's Inventory lets you manage your collected items, including weapons, notes and the flashlight.

While playing, press any of the D-pad to display the Inventory Menu, then press the D-pad up, down, left or right to scroll through the menu. The top-left corner will display the chosen item in red. Pull the L trigger or the R trigger to select the item.

**First Row:** Select Primary Weapons - Includes bladed weapons and guns. The number displayed shows the amount of ammo for that weapon. You can't select weapons empty of ammo.

**Second Row:** Select Thrown Weapons - Includes grenades and TNT. The number displayed shows the amount of a particular item Torque possesses.

**Third Row:** Read Notes and Documents - These provide information about the game's story as well as helping you remember your objectives. The first item in the list is always your current objective.

**Fourth Row:** Select Flashlight or Flare - Turn your flashlight or On or Off or select your flares as a thrown item. Turning the light off in lit areas is important to save batteries.

Note: Review pages 16-19 for details regarding the items displayed on your Inventory Menu.
CORRECTIONS OFFICER EQUIPMENT DOCUMENT

The Maryland Department of Corrections welcomes you to Abbott State Penitentiary. In your new position as a Corrections Officer you will need to use a variety of tools to do your part to keep Abbott secure. Due to budget cuts, Abbott is regrettably not always able to equip its COS with the most modern of equipment. Nevertheless, you will find the listed gear more than sufficient to take care of most situations that arise.

GENERAL EQUIPMENT

Flashlight

The clip-on flashlight is standard issue to all Abbott COS. Be sure to monitor your battery usage and keep spare batteries on hand. There have been many staff complaints that it does not look "cool" to clip the flashlight to your shirt, but the attachable nature of the light allows you to illuminate an area while keeping your hands free for handling weaponry.

Xombium

Studies have shown that working in a maximum security penitentiary is one of the most stressful and emotionally challenging jobs in America. For this reason, the DOC (Department of Corrections) issues Xombium to keep COS at their best. If you're ever feeling overwhelmed or just a bit down, don't hesitate to pop a few of these.

Maps

For the newjack CO, maps are essential for finding your way around Abbott.

To learn how to read the map, see MAP NAVIGATION, pg. 9.

Paperwork

Paperwork is a large part of your job as a CO. Do it right the first time or the warden will make sure you do it again.

Flares

Ideal for night use, these flares will keep an area illuminated for 15-30 seconds.

Flash/Bang Grenades

Flash/bang grenades do little to no lasting damage, but do temporarily blind and deafen everyone within a thirty foot radius. These are an essential part of crowd control during riot situations.

FIREFARMS

Remember: For obvious safety reasons, no firearms of any kind are allowed in inmate-accessible areas of the penitentiary.

Revolver

Though seldom used inside the penitentiary walls, all Abbott COS are issued .357 revolvers for use in emergency situations. Note on use of revolvers: the recent popularity of Hong Kong action films has led to the common misconception that firing two pistols at once is "cool." In reality, doing so is not really practical unless you are a highly trained weapons expert. At the very least, using two revolvers at once will result in a significant loss of accuracy.

Note the type of ammo you'll use.
Thompson Sub-machine Gun ("Tommy Gun")
This weapon is most commonly used by COs positioned in guard towers. Its spread and continuous rate of fire is quite effective at stopping escaping inmates. Note the two types of ammo.

Pump Action Shotgun
This weapon is primarily used for crowd control in riot situations. Officially, COs are advised to use rubber buckshot to prevent the inadvertent loss of life from use of the shotgun. However, it is tacitly understood that most officers keep their shotguns loaded with something considerably more deadly. Note the type of ammo you'll use.

Inmate Made Weapons
You'll find that inmates are dangerously resourceful when it comes to making weapons. The "shiv" or "shank" is slang for any inmate-made bladed weapon. Inmates who are interested in doing considerably more damage have been known to make "Molotov cocktails" out of glass bottles filled with flammable fluids. Extremely anti-social inmates have been known to construct far more deadly weapons, so be prepared for the worst.

Inland has a long and troubled past, and from time to time inmates have managed to dig up some old relics and use them to wreak havoc. If you stumble upon any of these dangerous items, be sure to notify your superior immediately so they can be properly disposed of.

TNT
A bomb was built out of rock from the Carnate Quarry, where TNT was used extensively.

Shrapnel Grenades
These "pineapple" style grenades date back to WWII when Port Naleson was based on the island. These grenades are old and extremely dangerous, so if found, do not attempt to pick them up.

Browning M2
Another relic of Port Naleson is the extremely powerful Browning M2 tripod-mounted machine gun. Particularly reckless COs have been known to use these for target practice. As a direct result, these officers are no longer employed by the DO (Department of Corrections).
Be sure to use Insanity Mode often. Each creature you kill will raise your Insanity EXP meter. Filling up the EXP meter will upgrade Torque’s Smash attack.

Reload your weapon after battle. You never know what's waiting around the next corner.

When fighting Slayers, incapacitate their sight by shooting their heads off. This makes it bit more difficult for them to find you.

When fighting, keep moving! Moving targets are harder to hit. Try to anticipate what your enemy will do next, then avoid it!

Explore each area carefully. You don’t want to overlook an important clue or item.

Be attentive of the strength of your flashlight batteries. If you’re in a well lit area, conserve battery power by turning the flashlight until you enter another dark area.

The more creatures you kill while in Rage mode, the more powerful you’ll become. When you gain enough "experience" use the "Jump" attack to access your new ability.
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YOUR MIND IS THE ULTIMATE WEAPON...
...WHEN IT'S ARMED WITH AN ARSENAL OF PSI MIND POWERS.
COMBAT A TERRORIST MOVEMENT SET TO OVERTHROW WORLD ORDER.

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