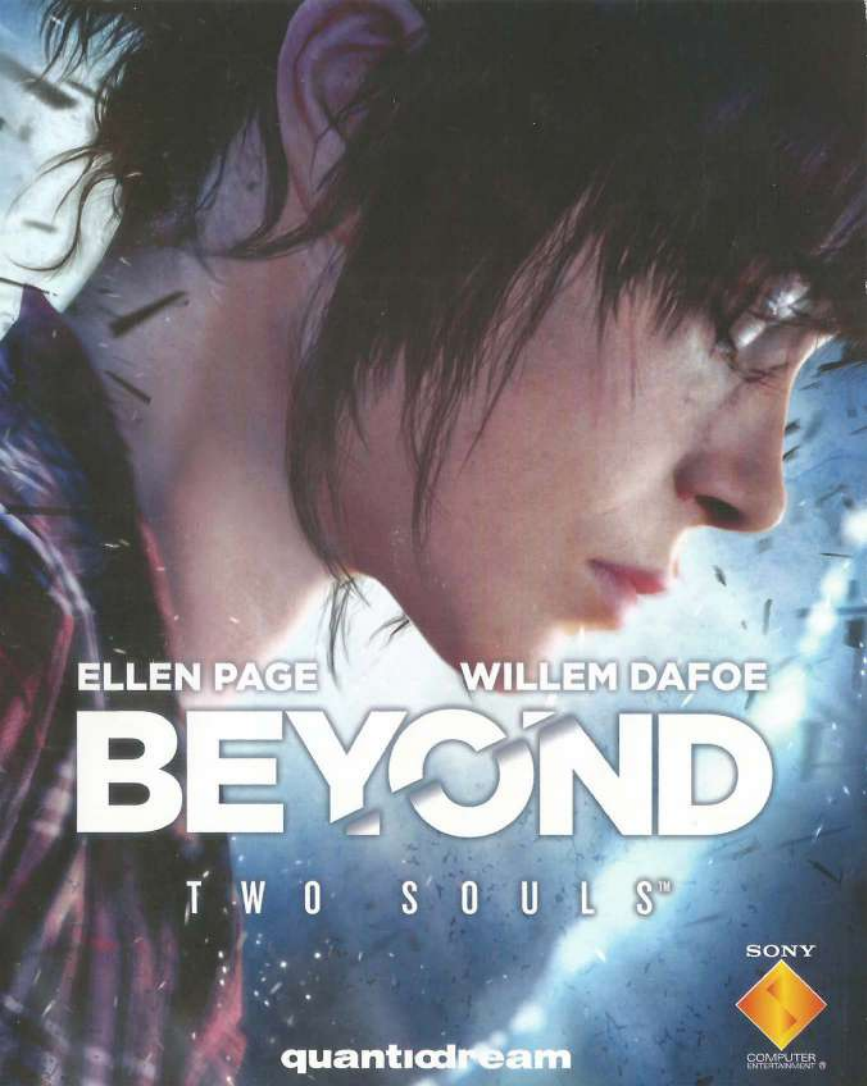
ELLEN PAGE
WILLEM DAFOE
BEYOND
TWO SOULS™
SONY
COMPUTER ENTERTAINMENT
quantic dream

PRECAUTIONS

• This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®3. • Read the PlayStation®3 system Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®3 system always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

3D HEALTH WARNING

Some people may experience discomfort (such as eye strain, eye fatigue or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

Generally we recommend that you avoid prolonged use of your PlayStation®3 system and take 15 minute breaks during each hour of play. However, when playing stereoscopic 3D games or watching 3D video, the length and frequency of necessary breaks may vary from person to person – please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor.

The vision of young children (especially those under six years old) is still under development. We recommend that you consult with your child's doctor or optometrist before allowing young children to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. Piracy harms consumers as well as legitimate developers, publishers and retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this manual.

SYSTEM SOFTWARE UPDATES

For details about how to perform System Software updates for the PlayStation®3 system, visit eu.playstation.com or refer to the PS3™ system's instruction manual.

GRIEF REPORTING

If you experience any unacceptable, inappropriate or unlawful behaviour while playing online, please contact us at http://ps3reporting.com

See back page of this manual for Customer Service Numbers.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING 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. For further information visit **www.pegi.info.**

Comprising three 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 part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:



The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
www.pegionline.eu

PEGI ONLINE

PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system instruction manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	9	7	5	3	2
PEGI RATING AGE GROUP	18	16	12	7	3

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PS3™ system to enable play.

BCES-01888

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Experience 15 years in the extraordinary life of Jodie Holmes—a woman who possesses paranormal abilities through a bond to a powerful invisible entity.

Tormented by this bond throughout her childhood, and accused of witchcraft by her friends, a confused Jodie is cut off from her family and placed under the observation of the Department of Paranormal Activities—a government research body led by Professor Nathan Dawkins.

As Jodie grows older she must learn how to handle, and truly harness, her connection to the mysterious entity... who she calls Aiden.

Jodie's life is in your hands.

You will travel across the world and face a series of incredibly physical, psychological and emotional challenges that will push you to the absolute limit.

By playing as both Jodie and Aiden, every decision you make and every action you perform will determine the course of this journey.

Are you ready to discover what truly lies beyond?

SETTING UP

Set up the PlayStation®3 system according to the instructions in its instruction manual. Insert the game disc, select the 🎮 icon from the XMB™ Menu and press the ⊗ button to continue.



Make sure there is enough free space on the Hard Disk Drive before commencing play. Do not insert or remove peripherals once the power is turned on.

For further details about setting up official peripherals, such as a DUALSHOCK®3 wireless controller, either visit eu.playstation.com/help-support/manuals or refer to the peripheral's instruction manual.

The information in this manual was correct at the time of publication, but some minor changes may have been made late in this game's development. All screenshots for this manual have been taken from the English version of this game.

USING MENU SCREENS

Use the left stick or press the ↑, ↓, ← or → directional buttons to highlight an option, then press the ⊗ button to confirm. To return to the previous menu screen, press the ○ button.

DEFAULT CONTROLS

JODIE

Move	left stick
Look around	right stick
Interact	right stick (when white orbs are in view)
△ button	Switch to entity

INTERACTING WITH THE WHITE ORBS

BEYOND: Two Souls™ uses a new way of interacting with your environment.
White orbs will appear around Jodie—they could be on a physical object, a person or in a specific location.
To get Jodie to interact with her surroundings, push the right stick in the direction of the white orb; if there is more than one white orb in view, you can choose which one to investigate first.



CONTEXT ACTIONS

Jodie will often need to rely on her wits and reflexes to complete a challenge, or to get out of trouble.



In these situations an icon of the action you need to perform is displayed on-screen—you may need to press specific buttons, or move the right stick or your wireless controller in a certain direction.

ACTION AND COMBAT

During high-pressure situations, or intense moments of hand-to-hand combat, time will briefly slow down for Jodie and give you a quick chance to make your move.



Always make sure you follow Jodie's movement by pushing the right stick in the same on-screen direction.

Example: If Jodie is on the right-hand side of your screen and is ready to throw a punch at her opponent on the left-hand side of your screen during a fight, time will slow down. You then need to push the right analog stick to the left to hit her opponent.

Always focus on Jodie's movement, and not that of her opponent.

You will fail if you do not react in time, or if you move the right stick in the wrong direction—and this could have consequences on the story.

AIDEN

Move	left stick
Look around	right stick
Use powers	left stick + right stick
Lock on to target	L1 button (hold)
Turn around	L2 button
Move up	R1 button
Move down	R2 button
Switch to Jodie	△ button

MOVEMENT

Aiden is an entity, a ghost, an invisible presence around Jodie. As Aiden you are capable of flight and can even pass straight through certain objects and buildings.



Connected to Jodie by a cord that only he can see, Aiden's movement depends on his and Jodie's mental and physical state—sometimes Aiden has to stay close to Jodie, whereas in other situations he is able to move further away.

When Aiden reaches the limit of the cord, the screen will turn black and white, indicating that you cannot go any further away from Jodie.

BLUE AND PURPLE ORBS

Aiden can interact with objects and characters that are marked with a blue orb.



Lock on to the blue orb by pressing and holding the L1 button—two purple orbs will then appear which can be controlled by using both the left stick and the right stick.

The position of these purple orbs will differ depending on which of Aiden's powers you can use.

POWERS



BLAST

Unleash an energy wave to hit objects with an invisible force.

- Purple orbs will appear below the blue orb.
- Pull both analog sticks down, then release to move an object.



POSSESS

Take over the mind and body of any person with an orange aura.

- Purple orbs will appear either side of the blue orb.
- Use both analog sticks to pull the purple orbs apart, and then hold in position until you take control of your target.

Aiden will be ejected if the possessed body is touched by another character.



CHOKE

Squeeze the life out of any person with a red aura.

- Purple orbs will appear either side of the blue orb.
- Use both analog sticks to bring the purple orbs together, and then hold in position until your target succumbs.

SHIELD
Protect Jodie from fire, bullets or a deadly fall by creating a shield.

- **Purple orbs will appear either side of the blue orb.**
- **Use both analog sticks to bring the purple orbs together — then hold in position.**

HEAL
Heal injuries for anyone who has a green aura.

- **Purple orbs will appear between Jodie and the injured person.**
- **Use both analog sticks to move the purple orbs over the wounds, and hold in position until the aura leak disappears.**

CHANNEL
Retrieve the memory of recent traumatic events.

- **Purple orbs will appear between Jodie and the target.**
- **Use both analog sticks to control the purple orbs and redirect the emanation towards Jodie's head to trigger the flashback.**

SOLO OR DUO MODE



Before you begin your journey you need to decide if you would like to play alone or alongside a friend - with one player controlling Jodie, and the other playing as Aiden.

The second player can choose to play the game by using another DUALSHOCK®3 wireless controller, or an iOS or Android mobile device in Touch mode. See the "Touch Mode" section of this manual.

You can also change these settings at any time in the Main Menu.

When both players are using a DUALSHOCK®3 wireless controller, each player can choose which difficulty level they would like to play for their own character.

If a secondary player controls Jodie or Aiden using an iOS or Android mobile device, for that player the game difficulty defaults to the lower level and the game controls will be simplified to be compatible with the chosen mobile device.

TOUCH MODE

To enjoy the full, uncompromised gameplay experience in BEYOND: Two Souls™, we recommend that you play the game using your DUALSHOCK®3 wireless controller.



However, for casual gamers and those not familiar with dedicated gaming controllers, you can also play BEYOND: Two Souls™ using your iOS or Android mobile device, and control Jodie and Aiden's actions via the touchscreen on your device.

Please note that playing the game in solo mode with an iOS or Android mobile device defaults the game difficulty to the lower level, and simplifies the game controls to make them compatible to your chosen device.

Simply download the BEYOND Touch™ app and follow the on-screen instructions to get started. Your PlayStation®3 system and your mobile device must be connected to the same Wi-Fi network. The app includes a tutorial on how to control the game with your iOS or Android mobile device.

A second player can join in the action by also using their using iOS or Android mobile device in two player mode. See the "Solo or Duo Mode" section of this manual.

For more information on getting the app and setting up Touch mode, visit eu.playstation.com/beyond-touch-app-info.

GAME DIFFICULTY

There are two levels of difficulty — one for skilled gamers, and one for the more occasional player.

You can choose your difficulty level from the Main Menu before you play, or in the Pause Menu.

In the lower difficulty level, you will find it easier to perform Jodie's actions in general, and a red arrow will appear on-screen during action scenes showing you exactly what you need to do.

And while playing as Aiden, you will be directed to all of the points of interest by orange orbs — you can easily jump from one orange orb to the next by pressing the L1 button.

MAIN MENU

New:	**Begin a new adventure.**
Chapters:	**Restart a chapter you have previously played — by doing so you will lose any previously saved game data.**
Game Mode:	**Choose between Solo or Duo mode, and decide if you wish to play with a wireless controller, or with a mobile device in Touch mode.**
Options:	**Change language settings, adjust Aiden's controls and take a quick look at the overall game controls.**
Additional Content:	**Enjoy the secret goodies that you have unlocked.**

If you have played BEYOND: Two Souls™ before, you will also have the option to continue your previously saved game.

PAUSE MENU

Resume Game:	**Continue your current game.**
Options:	**Change language and difficulty settings, and adjust Aiden's controls.**
Back to Main Menu:	**Quit your current game.**



The vibration function of the DUALSHOCK®3 wireless controller can aggravate injuries. Do not use the vibration function if you have any pre-existing ailment or injury to the bones, joints or muscles in your hands or arms. If you have an ailment or an injury, do not play software titles that contain the vibration function using the DUALSHOCK®3 wireless controller unless you have set the vibration function to Off.

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