



# FUSE™

INSOMNIAC  
GAMES










# FUSE ~ CONTENTS

INTRODUCTION	2
CONTROLS	3
MAIN MENU	6
CAMPAIGN	9
ECHELON	21
ARMORY	23
CREDITS	27

# INTRODUCTION

In the near future, espionage has been privatized. When governments need to act outside the constraints of the law, they hire privately-owned contract teams to handle operations. The most skilled team is Overstrike 9, a clandestine organization run by retired CIA agent Lyndon Burgess. When given a job by his former company, Burgess calls upon the best agents in his employment: Dalton Brooks, Jacob Kimble, Isabelle “Izzy” Sinclair, and Naya Deveraux.








# CONTROLS

Move	
Camera	
Roll	 (tap)
Sprint	 (hold)
Cover	
Drop down from ledge	
Melee	 (tap)

## CONTROLS (CONT.)

Action	 (hold)
Aim mode	 (hold)
Fire	
Reload	
Zoom	
Alt fire (Xenotech)	
Grenade	 (hold to display trajectory)

# CONTROLS (CONT.)

Xenotech weapon	
Two-handed weapon	
One-handed weapon	
Activate Fusion	
Show current waypoint and objective	
Switch agent via Leap	
In-Game menu	

## MAIN MENU

Select to begin a new story-based game in Campaign or a combat-heavy game in Echelon. Up to four players can participate online. The game supports a two-player splitscreen mode, which can be enjoyed both offline and online. Any unused agents will be controlled by AI.

In the Main menu, you can also select AGENTS, SERVICE RECORD, INTEL, and EXTRAS. Visit the Agents menu to review profiles of the Overstrike 9 Members, customize their skills, activate team perks, and select gear. In Service Record, you can view your progress towards earning achievements and team perks, as well as check out stats for each agent and compare them via online leaderboards. The Intel section allows

you to access collected documents and audio files, and view technical schematics found by agents during the game. In Extras, you can visit the Xbox LIVE Marketplace page, view the developer credits, and read the game manual.

You may also visit the Settings section to adjust various game options.

## SAVING AND LOADING


*Fuse*™ utilizes an auto-save feature which is enabled when an active profile and storage device have been chosen. A gamer profile and an active storage device are required to save *Fuse* game progress data and settings. Auto-save initiates at certain points during in-game progress and whenever settings are changed.

## ORIGIN ACCOUNT (EA)


Your Origin Account (EA) is associated with your gamertag. You must be logged into an Origin Account (EA) to play co-op multiplayer game modes on Xbox LIVE, view stats, post to leaderboards, and interact with your friends. If you choose not to log in, you will only be allowed to play offline or use one Xbox 360 console for co-op mode. You can re-initiate online play at any time by connecting to Xbox LIVE and logging into your Origin Account (EA).

**NOTE:** After creating an Origin Account (EA) or first logging in with an associated account, you are given the option to share data with Insomniac Games.

# CAMPAIGN

A terrorist organization intends to start a new kind of arms race, and it's up to you to stop it. Grab up to three friends and jump into battle as Dalton Brooks, Naya Deveraux, Izzy Sinclair, or Jacob Kimble. Work together to upgrade your character while mastering an arsenal of experimental weapons. When playing with less than four players, hold  to use the Leap feature and seamlessly switch between AI-controlled agents using one of the four associated face buttons.

## START GAME

After selecting CAMPAIGN from the Main menu, choose to play solo, offline, or with friends on Xbox LIVE. You can also choose to play splitscreen by connecting a second controller and pressing  on the second controller to log in. In Campaign, you have the option to continue from your last save or replay a previously completed mission. Additionally, QUICK MATCH allows you to enter a public game immediately.

When playing for the first time, select **NEW GAME** to begin Campaign. Otherwise, select **CONTINUE GAME** to continue from your last save, or **LEVEL SELECT** to replay a previously completed mission. Keep in mind that Level Select is not available in Matchmaking.

## SQUAD

Press **BACK** anytime to open up a list of your friends currently online. Select a gamertag to access their profile and choose to send them an invite to your game. Once players are in your squad, highlight their gamertag and press **Y** to mute them, or press **A** to view their gamer card.

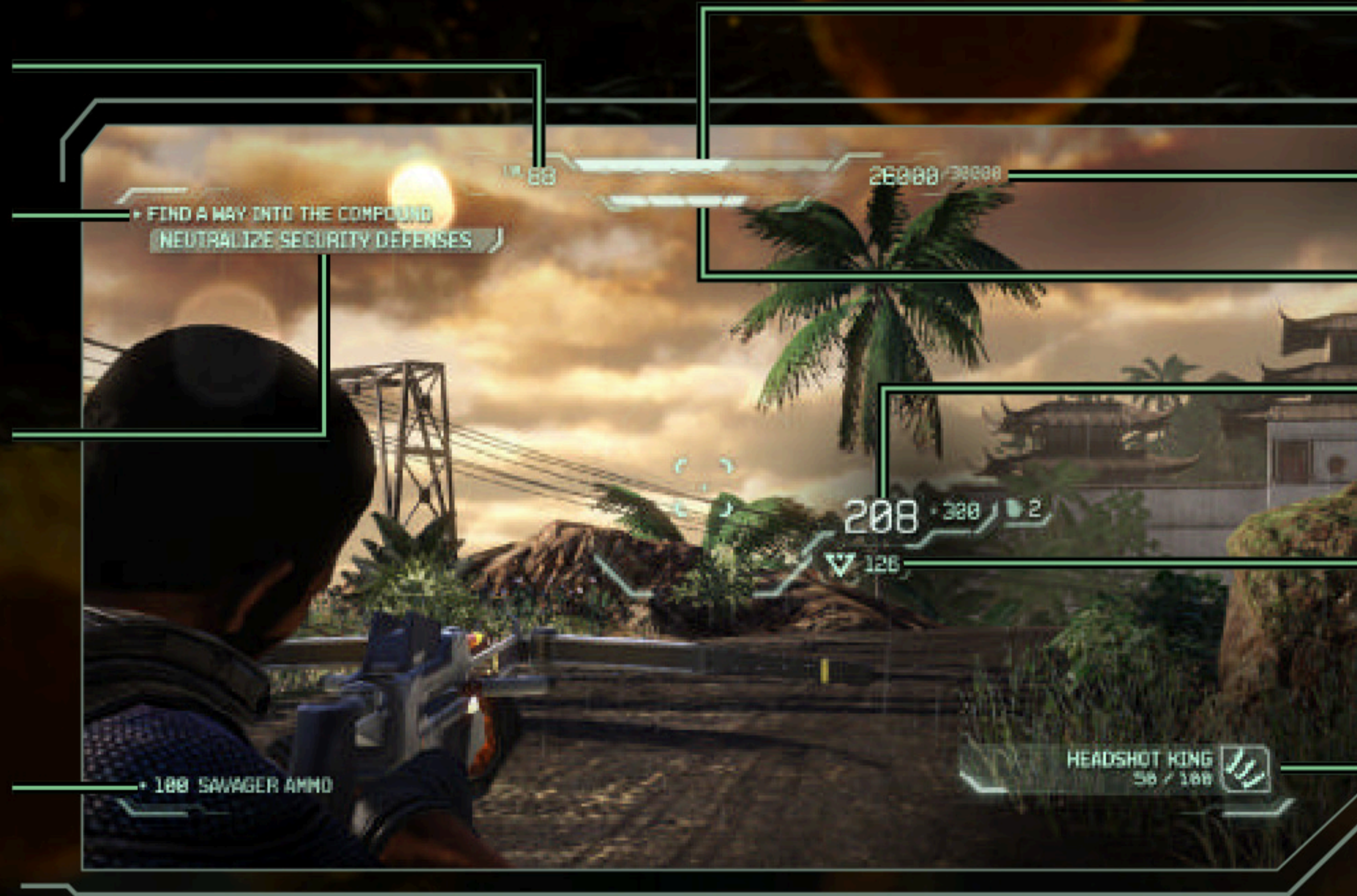
# HUD

AGENT LEVEL

MISSION OBJECTIVE

CURRENT OBJECTIVE

AMMO AND ITEM PICKUP MESSAGES



AGENT LEVEL  
PROGRESS BAR

XP

FUSION METER

AMMO AND  
GRENADES

FUSE WEAPON  
AMMO


CHALLENGE  
TRACKER

## COMBAT

Each agent can hold three firearms: his or her special Xenotech weapon, a two-handed weapon, and a one-handed weapon. When in use, the currently equipped weapon's ammo count for the magazine and in reserve is shown on-screen, as is your grenade count.

Two-handed and one-handed weapons can be reloaded at any time by pressing **X**. Take the time to reload when you have it. Wait until you're out of ammo, and you could be forced to reload when it's less advantageous.

## FUSION

Once the Fusion ability has been unlocked from an agent's skill tree, a meter will appear on the HUD that fills as you perform kills and other special actions. When it's full, press  to activate Fusion. In this state, your rate of fire increases, the ammo for your Xenotech weapon does not deplete, and you're invincible for a limited amount of time. Additional skill tree upgrades to Fusion can be unlocked to extend invincibility and ammo bonuses to your teammates, as well as instantly revive any fallen agents upon activation.


## TEAMMATE STATUS

You can easily verify your teammates' status via the colored outline that appears around them. If the outline is green, they are in good health. If the outline is yellow, they need to be revived.

## REVIVING

When an agent takes too much damage, they drop to the ground and a revive icon appears over their head. If the agent isn't revived by a teammate before the gauge around the icon depletes, they will die and the team will be forced to reload at the last checkpoint. To revive a teammate, approach the downed agent and hold **Y**.

## IN-GAME MENU

Press  to access the In-Game menu. In addition to the menu options a scoreboard, displayed automatically on the right side of the screen, lists the current overall score for all four players. Note that while the In-Game menu is open in an online game, the game is still continuing in the background, meaning that you can be attacked and take damage.

**Resume Game**

Return to your game.

**Skills**

View your agent's skills, a description of each skill, how many points you have, and what skills are currently available. You can also upgrade your skills here.

**Team Perks**

View Team Perks and highlight a perk to view its effects. Team Perks are purchased and upgraded by spending Fuse Credits. You can also activate and deactivate perks here.

<b>Service Record</b>	View your agent stats and progress toward achievements and challenges.
<b>Intel</b>	Review collected intel. Intel is divided into sets, ranging from information on various technologies to details on the agents of Overstrike 9.
<b>Settings</b>	Adjust game settings. These are the same options found in the Main menu.
<b>Return to Lobby</b>	Return to the Campaign or Echelon lobby.
<b>Exit Game</b>	Exit your game and return to the Main menu.

## SKILLS

As you perform various actions – kill enemies, revive teammates, complete missions/Echelon maps, and so on – you earn XP. When you accumulate a certain amount of XP, you level up and earn a skill point, which can be spent in each agent's skill tree. All skills cost the same to unlock, but as you progress in the game, it takes more and more XP to fill your meter and gain skill points. Skills provide your agents a mix of unique abilities, combat upgrades, and health bonuses to make them more powerful and effective in battle.

## TEAM PERKS

Team Perks are unlocked and upgraded with Fuse Credits. Each agent has one perk slot.

Perks have both individual and team bonuses, and as a squad, you can coordinate your equipped perks to create a well-balanced team.

# ECHELON

Echelon provides fast-paced, combat-heavy gameplay. Face wave after wave of enemies with your fellow agents and strive to stay alive against increasing odds, all while completing objectives.

## OBJECTIVES

There are six different maps in Echelon and each one has random elements – enemies, weaponry, drops, and more – to create a different experience for each session. Each map has multiple team objectives assigned to your squad that must be completed in order to progress. Objectives include escorting objects to specific locations, controlling a specific zone, and more.

## RESULTS

Your team's score is based on the number of waves completed and time. Beat all the waves in the shortest time possible in order to achieve the best results.

## FUSE CREDITS

Fuse Credits are earned for both individual and team actions; you'll even see random drops during the match. Use this currency to unlock rewards like agent and weapon skins, or purchase and upgrade your Team Perks.

# ARMORY

In addition to the Xenotech, players will master an arsenal of tactical firearms, support weapons, and explosives.

## Magshield

Dalton's Xenotech. Engineered as the ultimate defense weapon, the Magshield creates a mobile barrier that not only stops bullets in their tracks, but also repels them back at Dalton's aggressors. Pull **RT** to shield blast. With the Deployable Shield skill unlocked, press **RB** to deploy a stationary shield on the battlefield.

## Shattergun

Izzy's Xenotech. The Shattergun is a crowd-control weapon that uses compressed melanite rounds to encase enemies in living crystal. When an enemy is subdued, they can be shattered with traditional rounds. With the Med Beacon skill unlocked, press **RB** to launch a beacon that heals and revives agents injured in battle.

## Arcshot

Jacob's Xenotech. This powerful crossbow fires high-velocity bolts that melt enemies on contact. With the Charged Bolts skill unlocked, hit multiple enemies and press **RB** to trigger a charge shot, igniting all enemies in a continuous lethal chain.

**Warp Rifle**

Naya's Xenotech. The Warp Rifle uses anti-matter to create violent singularities that rip enemies apart. With the Phantom skill unlocked, press **RB** to create a cloaking effect over the agent, which is ideal for stealth assassinations.

**Harbinger**

A sniper rifle with a high-powered zoom.

**Savager**

An automatic rifle.

**Daybreaker**

A semi-automatic rifle with burst fire.

- Prowler** A powerful shotgun.
- Dragonfly** A submachine gun.
- Guardian** A reliable and sturdy sidearm.
- Frag Grenade** This explosive damages targets within a certain radius.

# CREDITS

## AUDIOKINETIC

Powered by Wwise © 2006 - 2012 Audiokinetic Inc. All rights reserved.

## HAVOK

*Fuse*™ uses Havok™; ©Copyright 1999-2010. Havok.com, Inc. (and its Licensors). All Rights Reserved. See [www.havok.com](http://www.havok.com) for details.

## BORIS SALCHOW (MUSIC FOR LLC)

MUSIC BY BORIS SALCHOW

## SCALEFORM

This software product includes Autodesk® Scaleform® software, ©2012 Autodesk, Inc. All rights reserved.

## SCEA'S ART, ANIMATION & AUDIO SERVICE GROUP

Motion capture services provided by Sony Computer Entertainment America, Inc., Art, Animation & Audio Studios.

## TECHNICOLOR

Dialogue Recording provided by Technicolor Creative Services

## SPOV

Design and production of Mission Briefings