



 XBOX 360

PhysX[™]
by NVIDIA



PATHEngine
by 4A

© 2013 by Deep Silver. Deep Silver is a division of Koch Media GmbH, Gewerbegebiet 1, 6604 Höfen, Austria.
Developed by 4A Games. 4A Games Limited and their respective logo are trademarks of 4A Games Limited.

Metro: Last Light is inspired by the novels Metro 2033 and Metro 2035 by Dmitry Glukhovsky.

All other trademarks, logos and copyrights are property of their respective owners.

1610110



⚠ 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.

TABLE OF CONTENTS

WELCOME TO METRO: LAST LIGHT	3
IMPORTANT TIPS	4
GAME CONTROLS XBOX 360 CONTROLLER	4
DEFAULT GAME CONTROLS	5
MENUS	7
MAIN MENU	7
PAUSE MENU	8
OPTIONS MENU	9
JOURNAL AND LIGHTER	10
SPECIAL EQUIPMENT	10
AMMUNITION	11
BASIC WEAPONS AND ATTACHMENTS	12
ATTACHMENTS/MODIFICATIONS	13
WARRANTY	15
TECHNICAL SUPPORT	15

WELCOME TO METRO: LAST LIGHT

It is the year 2034.

Beneath the ruins of post-apocalyptic Moscow, in the tunnels of the Metro, the remnants of mankind are besieged by deadly threats from outside – and within.

Mutants stalk the catacombs beneath the desolate surface, and hunt amidst the poisoned skies above. But rather than stand united, the station-cities of the Metro are locked in a struggle for the ultimate power, a doomsday device from the military vaults of D6. A civil war is stirring that could wipe humanity from the face of the earth forever.

As Artyom, burdened by guilt but driven by hope, you hold the key to our survival – the last light in our darkest hour...

IMPORTANT TIPS

Military Grade Ammo

Currency in *Metro Last Light* is in the form of 'Military Grade Ammo'. This can be fired for extra damage but it is usually a better idea to save it for buying new weapons and ammo. If your gun is loaded with military grade ammunition the icon below will appear in the top right corner of the screen.



Compass

Pressing **BACK** brings up a compass in the bottom right corner of the screen, the green arrow shows the way to your next objective.

Watch

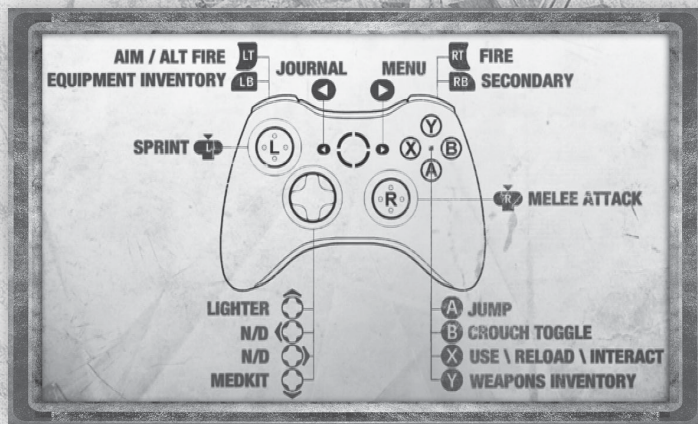
While outside the watch on your left wrist shows how long you have until your gas mask filter needs to be replaced. If this gets to 0 you will hear an alarm and you must change your filter by holding **LB** and pressing **A**.

Weapon Attachments

Each weapon in the game can be modified with certain extra attachments, for example sights, silencers, etc. This is done in gun shops. Not all attachments can be fit onto all weapons.

GAME CONTROLS

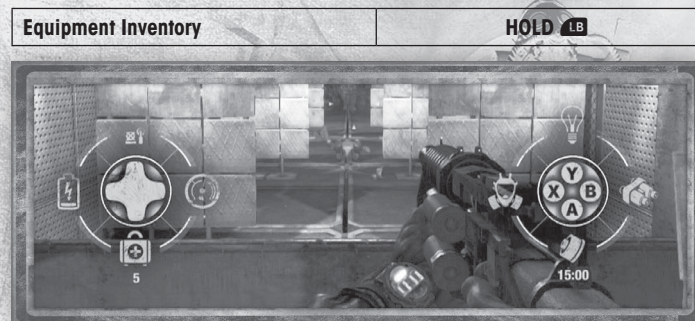
Xbox 360 Controller



Note: There are 3 different control presets, the one shown here is the default.

DEFAULT GAME CONTROLS

Move		Aim/Alt Fire	
Sprint		Throw (Throwing Weapons)	
Look		Jump	
Melee Attack		Crouch Toggle	
Lighter		Use/Reload/Interact	
MedKit		Next Weapon	
Fire		Journal/Compass	
		Menu	



Lighter	
Pneumatic Pump (Pneumatic Weapons)	
Medkit	
Universal Charger	
Light	
Night Vision	
Gas Mask	
Change Gas Mask Filter	

Weapons Inventory

HOLD **Y**



Change weapon	L
Change Ammo Type (Automatic weapons only)	RB
Throwing Knife	LB
Incendiary Grenade	LB
Claymore	LB
Grenade	LB



MENUS

MAIN MENU



New Game

Start a new story from the very beginning. After selecting NEW GAME, you may choose from three difficulty settings: Easy, Normal or Hardcore.

Continue

Jump back into *Metro Last Light* and continue from your previously saved checkpoint.

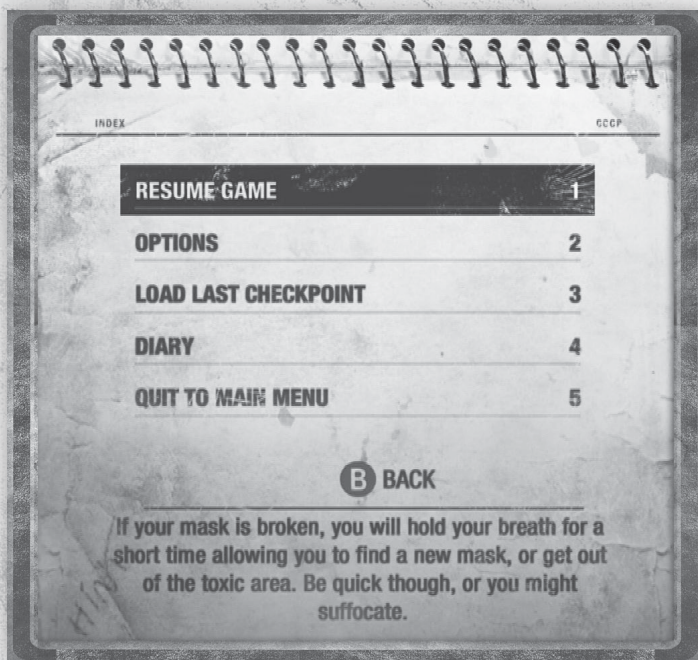
Chapters

Access the CHAPTERS menu to be able to load previously played levels from their beginning.

Options

Select the OPTIONS menu to adjust controls, sound, and game settings.

PAUSE MENU



Resume Game

Select RESUME GAME to return to gameplay.

Options

Access the game's OPTIONS menu.

Load Last Checkpoint

Select LOAD LAST CHECKPOINT to return to the last saved Checkpoint. All unsaved data will be lost.

Diary

Select DIARY to view your character's notes and storyline diary.

Quit to Main Menu

Select this option to end your current game and return to the MAIN MENU.

OPTIONS MENU

Sound

Access the Sound menu to adjust in-game volumes.

MASTER VOLUME: Adjust the Master Volume for the game. Master Volume affects all sound within the game.

MUSIC VOLUME: Adjust the Music Volume for the game. Music Volume only affects the music within the game.

Game Options

Within Game Options, you can customize certain aspects of the game experience.

CROSSHAIR: Turn the Crosshair ON or OFF.

SUBTITLES: Select to turn ON or OFF the in-game subtitles.

HINTS: Turn the onscreen hints ON or OFF.

DIFFICULTY: Change the game difficulty level.

TEXT LANGUAGE: Change the language of the subtitles.

GAMMA: Adjust gamma correction. This affects the brightness of light and dark areas of the screen. Use the directional buttons or the left stick to move the slider.

Controller

Access the Controller menu to personalise *Metro: Last Light's* controls to fit your play style.

PRESET: Select the Controller option to view *Metro: Last Light's* controls and select between three controller presets.

SENSITIVITY: Change the look sensitivity.

Controller feel: Changes between different controller sensitivity setups.

Sensitivity: Adjust overall control sensitivity.

Aim Sensitivity: Adjust aiming speed.

Aim Assist: Adjust ease of aiming at targets.

Auto Aim Border: Adjust size of auto aim border.

VIBRATION: Select the desired vibration level.

MOVEMENT: Choose whether LS or RS controls character movement. The other stick will be used for looking.

CHANGE BUTTONS LB/LT, RB/RT: This option reverses the front buttons of the controller so that the Triggers are the top buttons instead of the bottom ones.

INVERT Y AXIS: Choose to turn Invert Y ON or OFF.

Change Storage Device

Opens the storage device selection screen to choose where the game should store saves and other player data.

JOURNAL AND LIGHTER

With his trusty Journal and Lighter, Artyom is able to find his way through the underground tunnels and passageways. Use both the Journal and Lighter to help find your way towards objectives. Press **Q** to equip the Journal and Lighter and then press **W** to open the Journal and press **L** to light the Lighter.

Journal

The Journal is one of Artyom's most essential survival tools. The Journal carries a detailed breakdown of mission objectives as well as a Compass on its top-left side. Artyom can use the Compass to orientate himself in the underground mazes. The Compass points Artyom in the direction of his objective.

Lighter

With the Lighter lit, Artyom is able to illuminate objects that are close by. However, the Lighter's glow can be seen by others and may give away Artyom's location.

SPECIAL EQUIPMENT

Nightvision

The Nightvision provides Artyom with a means to see in dark places. Nightvision has the distinct advantage of allowing Artyom to see in the dark, without giving away his position like a flashlight would. Don't forget, however, to take it off in bright locations where the Nightvision actually makes it harder to see, and make sure to keep the batteries charged by using the Universal Charger.

Gasmask

Many places, especially on the surface, require Artyom to use a Gasmask for survival. If Artyom starts to choke, put on the mask to keep Artyom safe. The Gasmask requires filters to purify the air and will only work as long as its filters are clean. Artyom can check his watch to see how much time he has left on his equipped Gasmask filter.

If Artyom's filters run out, then the Gasmask becomes covered with mist and Artyom begins to suffocate if he does not leave the area in time. When Artyom's filtered breathing quiets, this is an indication that the air might be safe to breathe and the mask may be removed. It is important to only use the mask when necessary to conserve filters. When attacked, Artyom's mask can get damaged and eventually break. Artyom will need to find a new mask if it breaks, so watch out for cracks!

Medkit

Medkits can be used during the heat of a battle to quickly restore 100 percent of Artyom's health and boost his regeneration rate for several seconds. Medkits can be found in the wastelands, underground, or purchased from station stores.

Flashlight

Artyom's Flashlight can light up even the darkest of places. The Flashlight has an infinite source of energy and creates a directed beam of light in front of Artyom. The Universal Charger can be used to make the Flashlight brighter for a limited amount of time. The Flashlight does have a downside, however, in that it makes Artyom instantly more visible to nearby enemies.

Universal Charger

The Universal Charger can be used to recharge Artyom's electric gear, such as his Flashlight and Nightvision. Hold **LB** and press the left (**<**) button to equip the Universal Charger and then rapidly press **W** to build up a charge. Artyom is extremely vulnerable while charging, so make sure that he is in a safe area before using the Universal Charger.

Watch

The blue bar on Artyom's watch is a Lightmeter which is used to define the level of light. It glows when light is shining on it and stays dark when in shadows. If Artyom is well hidden within the shadows he is able to move past certain enemies without detection.

The watch also has a timer which counts down when Artyom is wearing a gas mask, showing how many minutes and seconds of use are left in the filter.

AMMUNITION

Within *Metro: Last Light*, there are several types of ammunition to be found, each with their own distinct properties and uses. Resources are scarce in the post-blast world, so make sure to use your bullets wisely.

Dirty Ammo

Dirty ammo can be found or bought throughout the world and is your standard, run-of-the-mill munitions. Dirty rounds cannot be used as currency and offer no bonuses to damage or accuracy. To create the Dirty ammo, powder is mixed with "fillers" that lower their power, but allow more bullets to be made from a single Military Grade bullet. There are several types of dirty ammo in the game, for the different types of weapon.

Military Grade Ammo

Military Grade ammo comprises military-issue bullets, made before the blast. They are pure and untampered with, and when used within weapons, they offer greater damage than Dirty ammo. Military Grade ammo is also used as currency within the world, so Artyom must make a choice between using the higher-grade bullets and saving them to purchase better equipment. Military grade ammunition can not be used in all guns, it is mainly usable in assault rifles and SMGs.

BASIC WEAPONS AND ATTACHMENTS

Weapons

This is not a complete list of all the weapons in the game, but it lists the weapons that can be purchased in stores. There are other very powerful weapons to be found during play but these are rare.

Knife

Artyom's knife is a highly efficient killing tool in close combat. Use the Knife when enemies are close and ammo is of the essence.

Pistols

- **Revolver** - A simple and reliable weapon produced in the Metro. Has great stopping power but kicks like a mule.
- **Lolife** - A makeshift semi-automatic pistol, the Lolife is quite capable and highly customisable.
- **Ashot** - This pistol, mass-produced in the Metro, is, despite being quite primitive, a powerful weapon that shines in close-combat. Uses shotgun shells.

Shotguns

- **Duplet** - The 12-gauge shotgun is one of the best close combat weapons ever. A blast from both of its barrels can kill almost any mutant on the spot.
- **Shambler** - This revolving shotgun is very effective at close range and stays so even at medium range, but it takes quite some time to fully reload.
- **Saiga** - This pre-war automatic shotgun is very reliable and has a high rate of fire, which makes it a great weapon for dealing with packs of mutants.

SMGs

- **Bastard** - This makeshift SMG has a high rate of fire which makes it overheat and jam rather rapidly, hence the weapon's name.

Assault Rifles

- **Kalash** - Classic pre-war assault rifle. Despite being very common, it is held in high regard in the Metro due to its reliability and performance.
- **Kalash 2012** - At the start of World War 3 this was the best assault rifle used by the army. It is extremely sought after in the Metro due to its great performance.
- **VSV** - An accurate and powerful assault rifle good for medium range combat. Its somewhat low muzzle velocity translates into lower noise and faster bullet drop.

Rifles

- **Valve** - This rifle, made in the Metro by skilled gunsmiths, is extremely accurate and powerful. A truly great long distance weapon.
- **Tikhar** - A makeshift air gun, surprisingly silent and accurate. Over-pressurizing its tank increases power, but the extra pressure vents before long.
- **Helsing** - A silent, revolving air gun that shoots metal bolts. Over-pressurizing the tank increases power, but the extra pressure vents before too long.

Throwing Weapons

- **Throwing Knife** - Use the Throwing Knife to take out nearby enemies silently. The Throwing Knife requires a bit of practice to master, but is a deadly tool in Artyom's arsenal. Throwing Knives do have a downside, however, in that they have a limited range and may not kill at a distance, so be careful. Throwing Knives can be retrieved from bodies after they have been thrown.
- **Grenade** - These makeshift pipe bombs can be a lifesaver in sticky situations; however, they can just as easily put their user in immediate danger.
- **Incendiary Grenade** - This primitive incendiary device, little more than a bottle filled with gasoline, is still a dangerous weapon if employed skillfully.
- **Claymore** - This makeshift, directional, anti-personnel shrapnel mine is completely inferior to its pre-war counterpart but is still indispensable in the narrows.

ATTACHMENTS/MODIFICATIONS

Weapons can be modified and upgraded by attaching certain modifications to them in stores. Each one changes the characteristics of the weapon. Not all attachments can be added to a given weapon, each weapon has its own subset of allowed attachments. This is not a complete list of all weapon attachments in the game but covers most of the basic equipment found in the game.

Sights

Reflex Sight

This pre-war sight makes aiming the gun at close and medium range easier, without sacrificing much of the field of view.

IR Sight

A piece of pre-war military tech, this Night Vision sight allows for precisely hitting targets in the dark.

X2 Telescopic Sight

This makeshift sight has poor quality optics but offers enough magnification for precision sniping.

X4 Telescopic Sight

This sniper sight allows for easy target acquisition and aiming at extremely long range, but limits the field of view considerably.

Laser Sight

A pre-war laser sight facilitates aiming the weapon at close range, making precise snapshots easy to achieve. Can be used in conjunction with other sights.

Barrel Modifications

Silencer

Hides the muzzle flash and muffles the shots, decreasing spread at the same time. Projectile speed is also decreased leading to more damage falloff.

Extended Barrel

Increases accuracy at medium and long range, but makes the weapon bulkier and heavier. Makes shotguns more efficient at medium and long range by tightening buckshot spread pattern.

Flash Suppressor

Reduces recoil, improving accuracy; eliminates muzzle flash which can be quite blinding in the dark of the tunnels.

Extra Barrels (Duplet Only)

Increases the Duplet's firepower two-fold, enabling it to fire two to four shells at once, which leads to correspondingly increased recoil.

Other Modifications

Stock

The anatomic stock makes the gun easier to control, which is especially welcome with fully automatic weapons.

Stock (spring-loaded)

The spring-loaded stock created by the smithy's gun wizards effectively compensates for recoil, increasing the gun's accuracy.

Stock + Forend

The stock and forend installed on a pistol essentially turn it into a short barrel carbine, reducing recoil and increasing accuracy greatly.

Extended Magazine

The extended magazine allows for longer sustained fire without reloading but makes the weapon much more cumbersome.

Airtight Valve (Pneumatic weapons only)

The air bottle fitted with this high-quality valve of pre-war make does not leak air even when over-pressurized.

Heat Sink (Bastard only)

Fixes the bastard gun's main problem – its tendency to overheat – by siphoning waste heat off its barrel via thin longitudinal metal fins.

LIMITED WARRANTY AND CUSTOMER SUPPORT

WARRANTY AND SERVICE INFORMATION

Deep Silver Inc. warrants to the original purchaser of its products for a period of ninety (90) days from the date of purchase that the products will be free from defects in materials and workmanship. The product is sold "as is", without express or implied warranty of any kind, and Deep Silver is not responsible for any losses or damages of any kind resulting from use of the product. Deep Silver will for a period of ninety (90) days either replace defective product free of charge provided the defective product will be returned with dated proof of purchase to the store from which the product was originally purchased or Deep Silver will at its option repair or replace the defective product free of charge, when sent postage prepaid with a proof of purchase to our service center. This warranty shall not be applicable to normal wear and tear, and shall be void if the defect has been arisen through abuse, mistreatment, unreasonable use, or neglect.

WARRANTY LIMITATIONS

This limited warranty is in lieu of all other warranties, whether oral or written, and no other representations or claims of any nature shall be binding on, or obligate Deep Silver. Any implied warranties applicable to Deep Silver products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Deep Silver be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Deep Silver product. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights. You also have other rights that vary from state to state. Deep Silver cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. As the individual retail outlets set their own refund policy, product refund requests must occur at the place of purchase.

REPLACEMENTS

In various cases, a replacement is not the best solution. Therefore before sending the product to us, please contact our Technical Support. Our Support Representatives will help you determine if a replacement is necessary or available. You further will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without a valid RMA number we will not be able to process your replacement.

RETURNS

Please return the product (please media only) along with (a) a copy of the original sales receipt showing the date of purchase, (b) a brief description of the difficulty you are experiencing, and (c) your name, address (please no PO boxes) and phone number to the below address. This 90-day warranty is rendered void if the product was damaged through misuse or accident (eg. scratches or cracks), or if you do not have a dated sales receipt. In these cases you are free to return the product (please media only) along with a check or money order for the amount of \$5 (US Dollars) made payable to Deep Silver, a brief description of the difficulty you are experiencing, including your name, address (please no PO boxes), RMA number (please see Replacements), and phone number to the address below. We strongly recommend you use a traceable delivery method when sending products to Deep Silver. Deep Silver is not responsible for products not in its possession. NOTICE Deep Silver reserves the right to make improvements in its products at any time and without notice.

WARRANTY ADDRESS AND CONTACT INFORMATION:

We have put this product through rigorous tests and you shouldn't experience any problems. However, it's impossible to test every configuration and should you experience any problems regarding this product, please go to <http://www.deepsilver.com> support section. If you cannot find what you are looking for in the support section, then please find contact details below:

Deep Silver, Inc.
900 Larkspur Landing Circle, Suite 103
Larkspur, CA 94939

Customer Support: 1-888-883-1505
Email: techsupport@deepsilver.com