

XBOX ONE



A WAY OUT



WARNING Before playing this game, read the Xbox One system, 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.

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EMBARK ON A UNIQUE CO-OP ADVENTURE

Play as Leo and Vincent, two men thrown together at the start of the game. Get to know each of the characters intimately as you progress through the story, working together towards a common goal.

CONTROLS

Move	
Move camera	
Focus/Aim weapon/Brake	
Fire weapon/Melee takedown/Throttle	
Sprint	
Switch sides while aiming	
Reload weapon	
Interact/Take cover	
Jump/Vault/Roll/Climb/Chapter select	
Dialogue	
Cancel	

NEED TO CREATE AN ACCOUNT?

If you already have a linked EA Account, you will be taken straight into the game. If not, you will be prompted to create a new EA Account or to link an existing one.

NOTE: Online multiplayer features require the use of an Xbox Live Gold membership.

STARTING A NEW GAME

Press **A** to enter the game.

PLAY LOCAL

Set up a two-player game for you and a friend on the same console. Player One is always the host, and Player Two must press **A** to join the game. After Player Two has joined, Player One has to choose either New Game, Continue or Chapter Select. Players then decide who will play as Leo and who will play as Vincent. Once this has been decided between them, both players must press **A** to confirm their selection and start the local game session.

PLAY ONLINE

Set-up a two-player game for you and a friend online. Select INVITE FRIEND which will take you to your friends list. If your selected friend already owns a copy of *A Way Out*, they must accept your invite to progress into the game session.

If your selected friend does not own a copy of *A Way Out*, prompt them to either purchase a full copy of the game or download the unique **Friends Pass Free Trial** of the game to allow them to accept your invite and start the game together.

FRIENDS PASS

Want to play online with a friend who doesn't currently own *A Way Out*? First, they will need to visit the Xbox Store where they can download the unique **Friends Pass**.

DOWNLOADING THE FRIENDS PASS

From the Xbox Store, navigate to the *A Way Out* game page to access the **Friends Pass**, marked as FREE TRIAL. The **Friends Pass** is a full download of the game and allows the player to play through the game in its entirety, but only if they have been invited by a player who owns the full version of *A Way Out*.

NOTE: *A Way Out* supports streaming install, meaning you can launch the game once a certain percentage is downloaded. You can find the game on the Home screen and launch it like any other game. Unique to the online-only **Friend Pass** is text indicating which version you are playing.

FRIENDS PASS LIMITATIONS

Achievements cannot be earned by the player who is using the **Friends Pass**. The invited player can choose to upgrade to the full version of *A Way Out*. Any achievements received during gameplay are automatically awarded when upgrading to the full version.

UPGRADING

Upgrading your **Friends Pass** to full version allows you to invite different friends to experience the game with them (if that friend already owns the full version of *A Way Out* or has downloaded the **Friends Pass** version). Select BUY FULL GAME in the Main Menu of the **Friends Pass** version for more details.

SAVING

The game saves automatically at predetermined checkpoints. If you wish to exit the game session, choose EXIT TO MAIN MENU from the in-game pause screen. To continue playing from your last save, choose CONTINUE in the Play Local/Play Online menus.

LIMITED 90-DAY WARRANTY

NOTE: Warranty does not apply to digital download products.

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the “**Recording Medium**”) is free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium free of charge upon receipt of the Recording Medium at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program that was originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY INFORMATION

If the defect in the Recording Medium resulted from abuse, mistreatment or neglect, or if the Recording Medium is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online Warranty Information: <http://warrantyinfo.ea.com>

EA Warranty Mailing Address:

Electronic Arts Customer Warranty, 7700 W Parmer Lane, Building C, Austin, TX 78729-8101

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice.

NEED HELP?

The EA Worldwide Customer Experience team is here to ensure you get the most out of your game—anytime, anywhere.

- **Online Support & Contact Info**

For FAQs, help articles, and to contact us, please visit help.ea.com.

- **Twitter & Facebook Support**

Need a quick tip? Reach out on Twitter to [@EAHelp](https://twitter.com/EAHelp) or post on facebook.com/EAHelpHub/