WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see **www.xbox.com/support** or call Xbox Customer Support.

Important Health Warning About Playing Video Games

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 taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play 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.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

RB ratings have two equal parts:

Rating Symbols suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.

Content Descriptors indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.

ON FRONT

ON BACK

For more information, visit **www.ESRB.org**

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///Xbox LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. And now, LIVE Family Settings and Windows Vista Parental Controls work better together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

///CONTROLS

RT	Fire / Punch
RT	Stealth Kill (while closing in on the enemy from behind)
RT	Counter Move (When standing close in front of an armed enemy performing a melee attack, you can counter attack or perform a "finish off" move by pulling RT.)
LT	Block
LT	Aim / Alternative Fire
LT	Zoom (When using a ranged weapon)
LT	Grab (When standing close behind an enemy, you can grab him for a stealth kill. If a drone is grabbed, you'll be able to use its attached weapon while the drone's body provides you with a temporary shield.)
LB	Lean (hold LB and while moving the left stick to lean/fire around corners and look/fire over the top of cover.)
RB (hold)	Select Weapon (Navigate the weapon selection interface with the right stick.)
R (steer)	Look
R (press)	Melee Weapon Attack

L	Move (Press the left stick to sprint [only in multiplayer game]. While moving, melee attack will be made in the direction you are traveling.)
	Eyeshine
	Flashlight (if one is available on the currently equipped weapon).
	Weapon hot spots (When selecting a weapon in the weapon selection interface you can press left or right on the directional pad to add that weapon on a hot spot.)
	Scroll through menus, dialog options, and in-game shopping interface for Butcher Bay Riot in multiplayer game.
B	Reload
B	Skip dialogues and cut-scenes.
X	Stealth mode
A	Jump (jumping deactivates stealth mode)
Y	Use
BACK	Journal / Inventory
START	Pause menu

///BECAUSE IT ALWAYS NEEDS A PLACE TO START...

Welcome to the Chronicles of Riddick, an epic science-fiction experience led by the most notorious criminal in the universe. First stop; Butcher Bay, the toughest triple-max slam in the galaxy, the perfect place for you – Riddick – to build your reputation as the most dangerous man alive. Encounter guards, savage inmates, dimly lit corridors and dark tunnels, and the famous warden Hoxie – anxious to keep you locked away for life. It's time to play "Who's the better killer?" But that's only the beginning. You've heard the rumors. The Merc juggernaut they call the Dark Athena. Something about empty ships floating in space, missing their crew – its got people paranoid. Only one thing to be sure about. They better hope they never find you... what could be worse than capturing Riddick?

THE DARKNESS... FOR ME... IS WHERE I SHINE!

///MAIN MENU

Continue – Start the game from your last saved checkpoint.

New Game – Start a new game. There are two campaigns to complete: “Escape from Butcher Bay” and “Assault on Dark Athena.”

Checkpoints – Load a checkpoint.

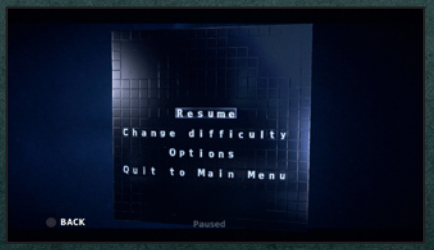
Multiplayer – Start a multiplayer game on Xbox LIVE® or using System Link. From there you can also access the Settings (Characters / Options) and Statistics menus.

Options – Modify game options.

Achievements – Check the trophies you have completed and see what’s coming next.

Extra Content – View additional contents that you have unlocked during the game.

///PAUSE MENU



Resume – Resume your game.

Restart Checkpoint – Restart from the last saved point.

Change Difficulty – Modify the difficulty level.

Options – Modify game options.

Quit to Main Menu – Quit the game and go back to the Main Menu.

///THE ENVIRONMENT

Your Journal
If you ever need a reminder of what you should be doing, or what your current goal is, press BACK to access your journal. Your journal will display your current goal and help point you in the right direction, if you need a nudge.

NanoMED Health Units
You can regain health using a NanoMED health unit. To use one, approach it and press Y. If a NanoMED health unit is empty, you’ll need to recharge it with a NanoMED Cartridge.

Climbing Crates
You can climb crates by approaching them and pressing Y. Then use the **left stick** to climb up or down the crate.

Shimmying Along Ledges
You can shimmy along some ledges to new areas. To do this, approach the ledge and press Y. Then use the **left stick** to move left, right, up or down on the ledge. Press Y to let go and drop.

Using Hangrails
Hangrails are pieces of overhead scaffolding that Riddick can move across. Just look up at the hangrail and press Y to grab it. Then use the **left stick** to move. Press Y again to let go of the hangrail.

Restricted Access Doors
If you’re having trouble getting through a door with restricted access, try “borrowing” the codes from someone in the area; a guard for example.

Using Vents

You can use vents to sneak through areas undetected. You need a vent tool to unseal the vents. Once you have one, just approach a vent and press Y.

Interacting With the Environment

There are many inmates and guards in the prison that you can interact with. To do so, approach a character until his/her name appears on screen, and then press Y. You can get missions from different people that will help you gather items. Take some time to explore and interact. There are hidden surprizes for those who get to know their surroundings.

There are also items in the world that you can interact with. To do so, simply approach the item and press Y.

Useful items that you'll want to collect to help you escape.

UD Money

The currency of our time, UD Money can be traded for weapons or smokes.

NanoMED Cartridges

When you need health and a NanoMED health unit is empty, this cartridge will recharge the station and allow you to get health from it.

Vent Tool

This will help you open sealed vents so you can explore and get deeper into the prison.

Drugs

There is always demand for this stuff in Butcher Bay; use this to your advantage.

Smokes

Also a valuable item; smokes unlock special features in the game!

Bounty Cards

Unlock special features in the game!

///USING STEALTH

Heading into a fight with your guns blazing may not always be the best approach. Sometimes a little stealth is more effective, and sometimes it's just more fun to hunt your enemies.

Stealth Mode

Press X to activate stealth mode. Riddick always crouches when in this mode. When you are in stealth mode, you get an indication of when you are hidden in the shadows and undetectable (screen turns to blue). You also move around silently. Being in stealth mode gives you the ability to drag and hide bodies as well.

Stealth Kills

If you need to keep things quiet, you can sneak up behind an enemy and break his/her neck so as not to alert others. Pull the RT or LT while closing in on the enemy from behind and you'll perform a stealth kill!

///MULTIPLAYER

In the Multiplayer game mode, you can play against your friends using SYSTEM LINK or go online with Xbox LIVE to face people around the world. When you select Multiplayer on the Main Menu, a screen will appear where you get to choose whether to play through SYSTEM LINK or Xbox LIVE.

There are both ranked and unranked games. The multi-player game contains several distinct levels based in Butcher Bay and the Dark Athena.

Custom Player Match
Selecting this option lets you choose game mode and map to play, or to let the game decide. You will then be placed in a lobby when the search has been completed. In player match you can invite friends to play with you.

Custom Ranked Match
This functions the same as the player match search. The only difference is that a ranked match will contribute to your standing on Leaderboards.

Create game
If no server is found, you can create your own server under Player or Ranked Match.

///WEAPONS

Several weapons you can collect throughout the adventure will help you to make your escape.

Guns

Gun
A simple, single-fire weapon. Reliable, but not very powerful.

SCAR (Single-player)
The SCAR (Sonic Compressor Assault Rifle) is an energy-based weapon which recharges itself automatically. It shoots projectiles that stick to the world and characters. These projectiles can then be detonated using the alternative fire button.

Sub-Machine Gun
The fire rate of this weapon is higher than the assault rifle but it does less damage. Its automatic fire is also less concentrated.

Minigun
A high-powered chain gun that spits out 50 rounds per second.

Shotgun
This weapon is extremely powerful and devastating at close range, but ineffective at a distance.

Assault Rifle
Good up close or from a distance, this automatic rifle fires rounds rapidly and accurately.

Tranquilizer Gun
This gun will stun your opponents with a powerful jolt of electricity. But take care of your business quickly—they'll wake up after a while.

"Modified" SCAR (Multiplayer)
The SCAR used in the multiplayer games is a heavily modified version. It does not recharge automatically and needs ammunition pickups. Projectiles also function differently.

Grenade Launcher (Multiplayer)
This weapon clears a wide area at some distance.

Sniper Rifle (Multiplayer – Assault on Dark Athena)
This rifle is effective at very long ranges.

Melee weapons

Hairpin
Looks useless? Not in Riddick's hands.

Ulaks
These double-curved blades are as simple and sharp as they are lethal!

Shivs
These simple weapons are very effective during hand-to-hand combat.

Brass Knuckles or 2 Knuckledusters
Useful in close fighting; these really pack a punch.

Club
This crude weapon can inflict major damage on your enemies.

Grenades
Grenades are effective at cleaning out rooms, making it safe for you to enter.

///ENEMIES

Escape from Butcher Bay

Inmates
Prison is a kill-or-be-killed joint. So kill or be killed.

Maximum Security Light Guard
Non-armored guards love to call for backup whenever there's trouble.

Double-max Light Guard
Armored guards rush into any fight with a little more confidence than their maximum security counterparts.

Light Guard Squad Leader
Decorated in red armor, these captains lead their teams in firefights.

Riot Guard
These heavily armored assault units are mechanized and almost invulnerable.

Heavy Guard
Not to be toyed with, these guards carry extreme firepower and have orders to kill prisoners on sight, and at will.

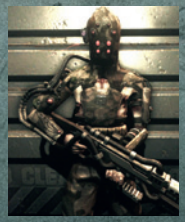
Security Turret
Because guards can't be everywhere at all times, these small camera-turret units survey the prison and neutralize—on the spot —anyone who breaks prison rules.

Assault on Dark Athena

The Mercs
Mercs are skilled and organized bounty hunters. But that's not their only form of employment. These guys will do anything for money—and violence is not a major issue. Dark Athena Mercs are even more vicious than those found elsewhere in the universe and they have expanded into enterprizes that border on piracy. Riddick will come across different variations of Mercs...

Ghost Drone

The grotesque inhabitants of the Dark Athena. These once-men warriors are the pride of Captain Revas and her pirate cooperative. Drones wander throughout the ship, constantly on patrol and constantly on alert. Be careful, they're watching...



AI Ghost Drone

The natural state of the Ghost Drone. While in this mode, the lights attached to their armor glow a bright red, and they operate on their own artificial intelligence.

Merc-controlled Ghost Drone

The crux of the Ghost Drone army! At any time they can be controlled by Mercs throughout the ship, enhancing their combat abilities and making them twice as deadly. While being controlled, all of the lights attached to their armor glow a blinding white. You'll also hear the Mercs talking to you through the Drones!

Team Leader Drone (Merc-controlled)

Tougher than ordinary Drones and dishes out more damage.

Dark Athena Mech

These heavily armored assault units carry a powerful rocket launcher!

Repair Droid

The automated repair system aboard the Dark Athena dispatches these deadly little machines whenever hull integrity becomes a problem. Be ready. They hurt.

Spider Turret

Built into pods and deployed from the Athena, this turret can attach itself to its designated location. Once locked into position, it will function as a static turret.

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///Atari Web Sites

To get the most out of your new game, visit us at:

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Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **Email** area where you can get help and ask questions if you do not find your answers within the FAQ.

All customer support requests are handled via Email. No telephone support requests will be accepted.

Note: In the event we must send you an FAQ document, patch or update via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

PRODUCT RETURN PROCEDURES IN THE UNITED STATES & CANADA

Please first contact Atari Customer Support at **atarisupport.com** to determine the nature of your problem. Some issues that appear to be product defects are actually configuration-related and are easily fixed.

In the event our support team has determined that you need to return your game, it is recommended that you first try your retailer. Return the game to your retailer along with the original sales receipt and an explanation of the difficulty you are experiencing with the game. At its option, the retailer may replace the game. Alternatively, our support representatives will provide you with a Return Merchandise Authorization number (RMA#) and instructions for returning your product to Atari for replacement.

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If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

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