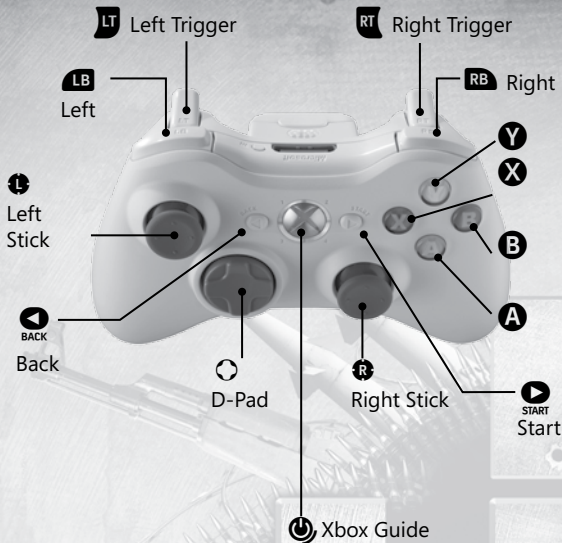


# GAME CONTROLS



- Left Stick ..... Move Selection Cursor / Move Matt
- Right Stick ..... Move Camera
- D-Pad Up/Down ..... Move Selection Cursor / Activate Upgrade
- D-Pad Left/Right ..... Adjust Selections Switch Weapons
- A Button ..... Confirm / Enter/Exit Cover
- B Button ..... Back / Vault Over/Change Cover
- Y Button ..... Point to Cover (LT + Y button)
- X Button ..... Pick up Weapon/Melee Attack
- LB ..... Sprint
- LT ..... Aim
- Left Stick Button ..... Crouch (while in cover)
- RB ..... Reload Weapon
- RT ..... Fire Weapon
- Right Stick Button ..... Switch Camera over Matt's shoulders
- BACK Button ..... Not Used
- START Button ..... Pause Game

# MAIN MENU



From this menu you can begin a New Game, Continue a game in progress, change Options, use Select Map to visit a previously played map, or view the Credits.

**New/Continue** – Start a New Game or Continue from a previous save. (Continue will become available once you have save data on your system)

**Options** – Change game settings from within this menu.

**Credits** – View the credits of the people who made Eat Lead.

**Select Map** – Select a Map that has already been completed to play through that Map again.

# PAUSE MENU



From this menu you can change Options, restart the current Map, or quit out to the Main Menu.

**Options** – Adjust your display, controls, and audio configurations.

**Restart** – Restart the current Map from the beginning.

**Quit** – Quit back to the Main Menu.

## SAVING YOUR GAME

Eat Lead has an auto-saving feature that will automatically save your game after you complete a location. You will need XXMB of free space on the HDD in order to save your game.

## DAMAGE SYSTEM

As Matt takes damage the screen will start to fade and its edges will become distorted. When this happens take cover by the nearest object and let Matt take a quick breather to regenerate his lost health.

## WEAPON UPGRADES

As Matt Hazard defeats enemies in the game he will collect Code Packets. These Code Packets fill the meter above the Weapon HUD. Once the meter is full the Fire or Ice Upgrade can be selected to temporarily upgrade Matt's weapon.

## 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](http://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. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

## CUSTOMER SUPPORT

Everyone at D3Publisher of America works hard to make sure that you, our customer, have as much fun playing our products as we had making them. We make every effort to ensure that our products are problem-free. But in the rare instance where something has slipped through our product testing process, we want to get a solution to you as quickly as possible.

At Customer Support, we take support seriously. So, in the unfortunate event that you do encounter a problem with one of our products, please contact us. You will find that the answers to many of your questions are available on our website, including tips and strategies on playing the game. If you cannot find the answer you are looking for, you will not have to make your way through an obstacle course.

Our living, breathing human beings will help you get back to the important things in life... like playing video games.

### Mail

D3Publisher Support Services Division  
1270 East Broadway Suite 213  
Tempe, AZ 85282

### Phone

(480) 517-4900  
Monday – Friday  
8am – 5pm MST

### Email

[support@d3p.us](mailto:support@d3p.us)

### Website

This is the best place to go for tips and strategies on playing our games!  
[www.d3publisher.us/support](http://www.d3publisher.us/support)

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4. GENERAL PROVISIONS. This warranty shall be governed by the laws of the State of California and the United States without regard to its conflicts of laws rules and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles County, California. The United Nations Convention on Contracts for the International Sale of Goods shall not apply to this Program. This warranty represents the complete warranty concerning the Program between you and Company.

OF MATT HAZARD