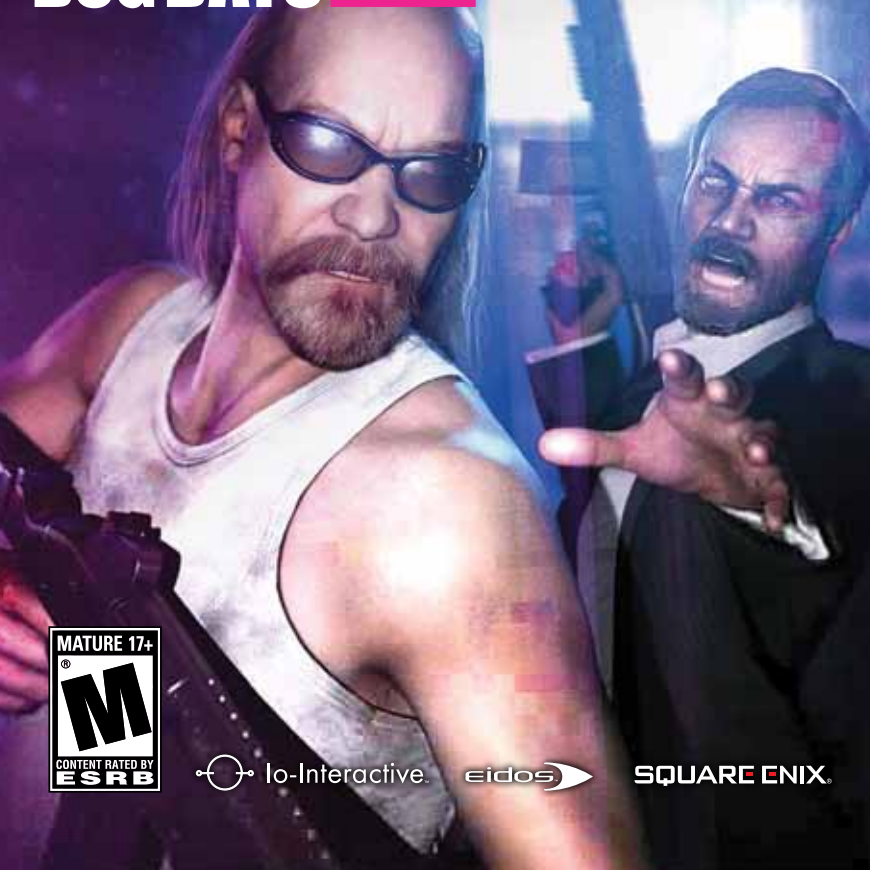



 XBOX 360.

KANE & LYNCH DOG DAYS

2

伏天



 Io-Interactive.

 eidos

 SQUARE ENIX.

⚠ WARNING Before playing this game, read the Xbox 360® console instructions, KINECT sensor manual, and any other peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement hardware manuals, go to www.xbox.com/support or call Xbox Customer Support.

For additional safety information, see the inside back cover.

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.

ESRB ratings have two equal parts:

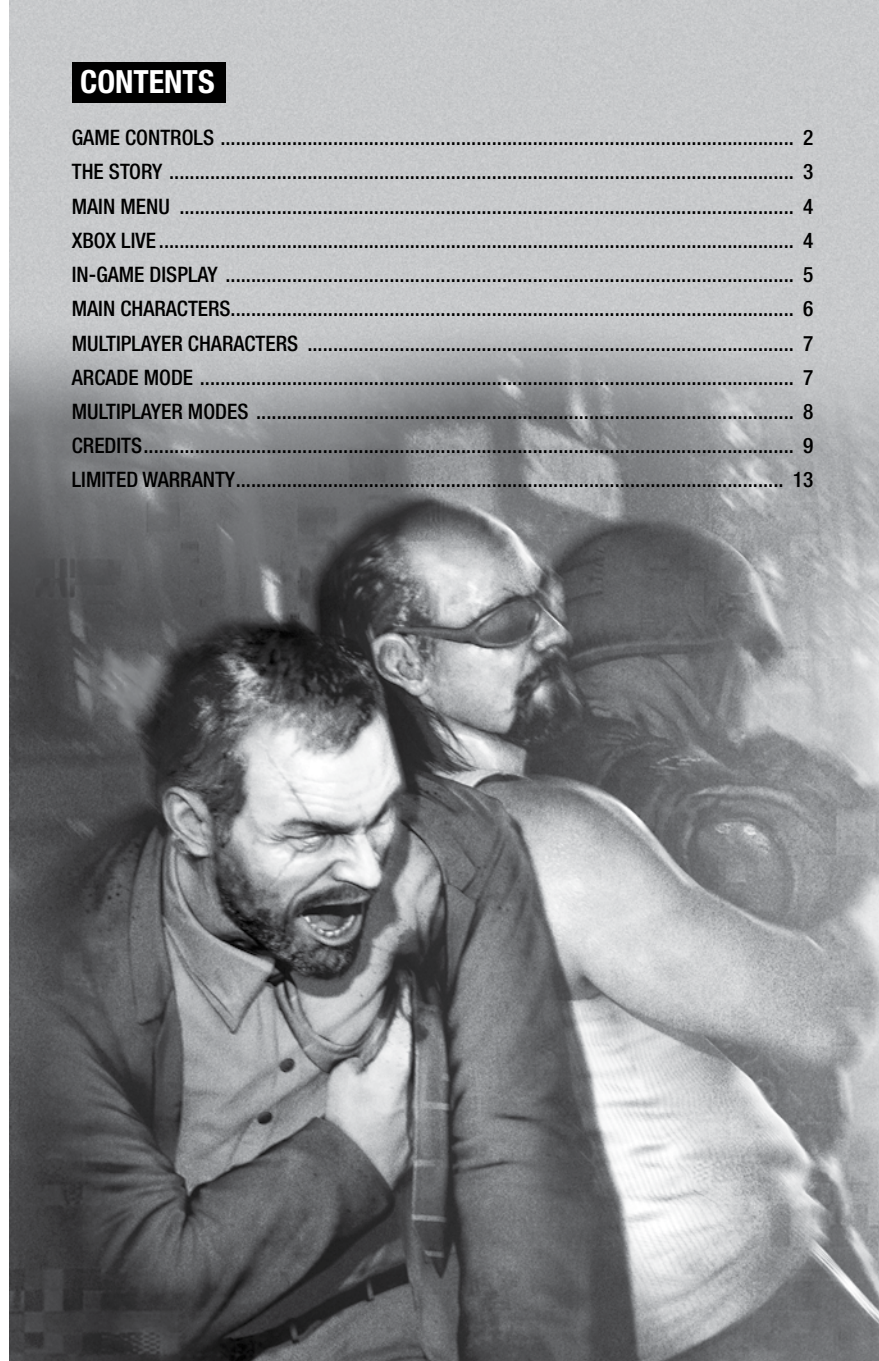
- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

CONTENTS

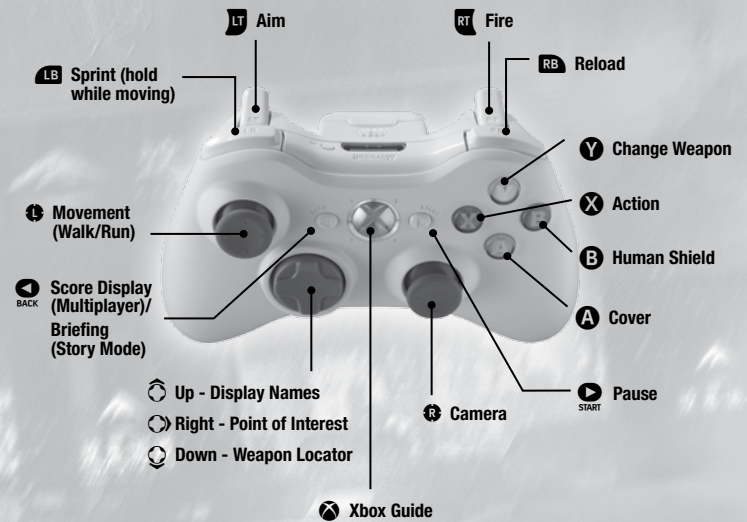
GAME CONTROLS	2
THE STORY	3
MAIN MENU	4
XBOX LIVE	4
IN-GAME DISPLAY	5
MAIN CHARACTERS.....	6
MULTIPLAYER CHARACTERS	7
ARCADE MODE	7
MULTIPLAYER MODES	8
CREDITS.....	9
LIMITED WARRANTY	13



GAME CONTROLS

ACTION	CONTROL
Movement (Walk/Run)	stick
Camera	stick
Sprint	Hold button while moving
Action	
Cover	
Crouch (toggle)	Click Stick
Swap Side (toggle)	Click Stick
Human Shield	
Fire	
Aim	
Change Weapon	
Reload	
Weapon Locator	D-pad 'Down'
Point of Interest	D-pad 'Right'
Display Names	D-Pad 'Up'
Pause	
Score Display (Multiplayer)	
Briefing (Story Mode)	

GAME CONTROLS



THE STORY

Kane & Lynch are in China delving into the grit and grime of Shanghai's criminal underworld. After a simple job goes wrong, they find themselves wanted by every lawless thug in the city, and despite their differences, they have to rely on each other for back-up. Once together, they set off a chain of devastating events over a period of two days. As things rapidly start to fall apart, Kane and Lynch face the consequences of their actions the hard way.



MAIN MENU

STORY MODE

Start a single player campaign, a split-screen CO-OP campaign, or test your skills with an Xbox LIVE CO-OP game.

ARCADE MODE

An offline single-player arcade version of the Fragile Alliance Multiplayer game.

MULTIPLAYER MODE

Play multiplayer in Fragile Alliance, Undercover Cop or Cops & Robbers game modes. Connect to Xbox LIVE, get acquainted with the Game Rules and see your Stats.

ACHIEVEMENTS

Track your progress.

OPTIONS

Set your preferences for Video, Audio, Controls and Layout.

Select your Save device and view game Credits.

Enable the 'steady-cam' effect.

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a highspeed 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. 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.

IN-GAME DISPLAY



1. **DAMAGE INDICATOR**
Shows from which direction you're under fire.
2. **INVENTORY**
Shows your primary and secondary weapon.
3. **CROSS HAIRS**
Expand and narrow depending on whether you're running or not.
4. **USE ICON**
Appears when you can pick up a gun or an object.
5. **ON-SCREEN BLOOD**
Splatters the lens when you've been hit.

MAIN CHARACTERS



LYNCH

In the eyes of the world Lynch is a lunatic. However, if you ask Lynch he'll give you a different story. According to him, he's "in control" of his situation. He has a new life, an easy job and a patient loving girlfriend. After escaping death row for the murder of his wife, he's found his feet in Shanghai — a city that has opened its doors to the seductive capitalism of the West — and he's right there taking advantage of it. He's making money and is about to make a big fat deal where the pay is beyond his wildest dreams. Nothing and nobody is about to get in his way.



KANE

Kane is a tragic and disillusioned figure. He is carrying a lot of remorse after the death of his wife and son and, still estranged from his daughter, he doesn't have much to live for. Kane's relationship to Lynch has gone sour and partnering up again is the last thing he needs. That is, until Lynch tracks him down with an offer he can't refuse.

GLAZER

A small time has-been who couldn't hack it back in London. Shanghai seems a much better place for him. Here, he is the big-shot he always wanted to be; doing business on either side of the law and using his imported gang of thugs to get ahead. When he met Lynch by chance, he immediately saw his potential and hired him as his main collector. Glazer is a paranoid man who trusts no one, but do your job and he'll take good care of you.

XIU

Xiu fell for Lynch for the simplest of reasons — because he was kind to her. He was a gentleman and she has genuine feelings for him. She knows that Lynch is mixed up in an unsavory business but she doesn't know exactly what he does, or what he has done for that matter. As long as Lynch believes that she loves him and looks after her, nothing else matters.

MULTIPLAYER CHARACTERS

THE EX-PATS

A motley crew of thugs, they all have a different reason for being in Shanghai. Some came from a criminal background, while others were forced into it. But one thing they have in common is they are desperate, which makes them very dangerous men.

Though they never do any planning themselves, they will execute any heist, no matter how dangerous, as long as the money's right. Tactics are not their forte — aggression and brute force are. They are the kind of guys that get pulled in when the boss needs a job to be done in a hurry. They are perfect for that because they are either without family or without morals. They're all about getting the job done.

ARCADE MODE

A single player offline Fragile Alliance mode.

Players are part of an alliance of criminals on a heist, and are paid if they survive to the end of the round and escape. Players continue as long as they survive with 3 lives, with levels becoming progressively more difficult.



MULTIPLAYER MODES

FRAGILE ALLIANCE

A Game of Greed, Betrayal and Revenge.

Get in, steal the loot, and get out in 4 minutes. Trust no one.

All players start together as an alliance of criminals that have to pull off a heist. The winner of Fragile Alliance is the player that leaves the heist with the most money.

All surviving criminals in the alliance share their score. But when greed takes over, the alliance breaks. Traitors do not share with anyone, but are shown with a yellow card and are fighting alone with a reward on their head. It's not about if you become a traitor, but when.

Players who die will respawn as a Cop, trying to prevent the heist with a reward for retrieving the loot, and a reward for taking revenge on their killer. Surviving Cops share 10% of the total recovered loot.

Only with eyes in the back of your head can you keep the cash long enough to spend it.

Up to 8 players.

UNDERCOVER COP

Undercover Cop adds an extra layer of paranoia to Fragile Alliance multiplayer.

An Undercover Cop, chosen at random, has infiltrated the alliance. To receive a reward, the Undercover Cop must stop the heist and prevent any criminals from escaping, while acting like a member of the gang. If the Undercover Cop survives, they receive 10% of the total recovered loot.

Up to 8 players.

COPS & ROBBERS

In team-based Cops & Robbers, the Robbers try to steal the loot and escape, the Cops try to retrieve the loot and protect it. The winning team is the one that ends the session with the most money in total. Players stay in the same team for the entire game but teams change sides each round.

Up to 12 players.

Visit www.KaneandLynch.com for information on Multiplayer game modes, Game Stats and leaderboards

CREDITS

SQUARE ENIX, INC.

Senior Quality Assurance Manager

David "Ribs" Carrillo

Assistant QA Manager **Aaron J. Adams**

QA Administrator **Keith P. Martz**

QA Associate **Joshua D. Boden**

QA Team **Kythera Contreras, Eric Lea**

Assistant TQA Manager **Mark Okamoto**

TQA Associate Analyst **Juvé Quiroz**

Localization & QA Director **Yutaka Sano**

Senior Director of Community & Service
Yasu Kurosawa

Assistant Director of Operations

Franko F. Fonseca

Information Center Manager **Micah Bravo**

Information Center Supervisors

Carl Hidalgo, Jereme Skelton

Information Center Representatives

**Neil "Tak" Herrera, James Massey,
Gene Messerschmitt**

Operations Support Manager **Sean Michael**

Operations Support Supervisor **Dana Kwon**

Operations Support Agents **Jesse Fuller,**

Chris Ichikawa, Jose Osio

VP Legal & Business Affairs, General Counsel

Clinton Foy

Legal & Business Affairs **Steve Ross,**

Desiree Rosales, Adam Sullivan

Brand Marketing **Damian Garcia,**

Adrian Chen

Assistant Director of Public Relations

Sonia Im

Public Relations **Amelia Cantlay, Klee Kuo,**

Stanley Phan, Laura Shiraishi, Maliha Fariz

Sales **Ron Kurtz, Pete Spiegelman, Eric**

Rosenberger, Johnny Lam, Jennifer Park

Sales, Project Communications and

Merchandise **Kanji Romeo Tashiro**

Events **Wilbur Lin**

Project Communications **Yuka Kayukawa,
Emi Bliss, Ami Funaki**

Merchandise **Patrick Lofstrom**

Interactive Services **Maiko Sakurai**

Creative Services **Michael Bannon**

Vice President of Marketing **Ami Blaire**

Senior Vice President **Shinji Hashimoto**

President & CEO **John Yamamoto**

EIDOS INTERACTIVE, INC.

SALES & MARKETING

Executive Vice President **Robert Lindsey**

National Sales Manager **Holly Robinson**

Manager, Sales and Operations

Lena Sparks-Anderson

Marketing Director **Karen Conroe**

Marketing Services **Cristina McClanahan**

Graphic Designer **Julie Giles**

OPERATIONS

Director of Finance & Operations

Michael Poon

IT Director **Brian Venturi**

Legal & Business Affairs Manager

Clint Waasted

Senior Manager of Human Resources

Michael Wharton

STAFF

Mike Birincioglu, Chris Bruno, Robert

Hernandez, Stephen Pedersen, Andre

Rodriguez, Travis Rogers

Special Thanks to **Hammer Creative, JVST,**

CCCP, and Visionworks

CREDITS

IO INTERACTIVE

DEVELOPMENT TEAM

Producers **Mads Prahm, Hakan Abrak, Luke Valentine, Frederik Fusager**

Game Directors **Karsten Lund, Kim Krogh**

Art Directors **Rasmus Poulsen, Anders Poulsen, Marek Bogdan**

Script Writer **Oliver Winding**

Technical Producers **Henrik Edwards, Nis Haller Baggesen**

Programmers **Jesper Bloch-Christiansen, Morten Heiberg Rasmussen, Athanasios Kastanidis, Martin Haring, James Lee, Henrik Schlichter, Ole Ciliox, Christian Steinbauer, Oleksiy Yakovenko, Asger Friis-Vigh, Thomas Riisbjerg, Rasmus Hartvig, Kasper Storm Engelstoft, Jon Rocatis**

Lead Animator **Martin Madsen**

Animators **Thomas Peter Theede Neubert, Michael Lapitskiy, Mads Johansen, Anthony Morales, Michael Helmuth Hansen, Karsten Madsen**

Additional Animators **Søren Lumholtz, Martin Poulsen, Bert Zierfuss, Frederik Budolph-Larsen**

Mocap Technician
Sebastian Froger

Lead Environment Artists **Peter Eide Paulsen, Thomas Storm**

Environment Artists **Miklos Büte, Alan Cameron Boyle, Svend Christensen, Israfil 'Raffy' Abainza, Michael Rud Jakobsen, Søren Pødenphant Andersen, Thorbjørn Mंगाgaard, Nigel Zabiela, Camilla Volkersen, Thomas Finn Larsen, Marit Abrahamsen, Iryna Pshenychna**

Technical Artist & Environment Artist
Daniel Ben-Noon

Visual Effects Artist **Martin Bjarke Kragh Nielsen**

Character Artists **Peter von Linstow, Johan Flud, Marusia Predut Nita, Guy Robinson, Oskar Lundqvist**

Concept Artists **Martin Emborg, Chandra Larsson, Anton Liep**

Lead Level Designers **Markus Friedl, Christian Elverdarn, Jamie Benson**

Level Designers **Michael Heilemann, Allan Schiøtz, Ole Steiness, Morten 'Mazy' Hedegren, Jesper Hylling, Soenke 'Warby' Seidel, Ulrik Hauen-Limkilde, Michael 'Zacker' Schmidt, Thomas Löfgren**

Sound Director **Frank Lindeskov**

Lead Sound Designers **Simon Holm List, Ivan Brandt**

Sound Designers **Michael Ziegler, Peter Wendelboe Hansen, Mikkel Christiansen**

Assistant Producer
Petronela Cimpoesu

ENGINE SUPPORT TEAM
Programmers **Peder Holdgaard Pedersen, Theo Engell**

ONLINE TECHNOLOGY TEAM

Online Development Manager
Thomas Hagen Johansen

Programmers **Carsten Sørensen, Villads Bønding Einfeldt**

QA TEAM

QA Manager **Bjørn Meldal**
QA Leads **Mark Parker, Jonas Carlsson**

Lead Testers **Jakob Vestergaard Pedersen, Patrick Mozaffari Groth-Brodersen, Klavs Kofod**

Testers **Lars Druedal Sørensen, Gisli Njalsson, Kristina Reum Olesen, Henrik Holm Antonsen, Martin Tuxen Grandeville, Staffan Andersson, Kasper Skovgaard Kristensen, Paw Simonsen, Silvia Erghilan, Jon Grinde, Thorbjørn Münter, Jonas Busk, Todd Mobley, Anders Lauge Madsen, Jakob Rød, Brian Engqvist Johansen, Stine Munch, Peter van Aller Rydmann, Nikolaj Hansen, Jesper Bo Callesen, Asaf Cohen, Haukur Sigurjónsson, Pål Öivind Christiansen, Simon Oded Weil, Ragnar Djurhuus, Jacki Ngo**

IO USER RESEARCH LAB

User Research Manager
Janus Rau Møller Sørensen

User Research Specialists
Ann-Britt Viola Samuelson, Martin Gundtoft

Metrics Programmer
Jakob Mygind Jensen

MANAGEMENT

General Manager
Niels Jørgensen

Creative Director **Rasmus Kjær**

Production Directors **Hannes Seifert, Jonas Eneroth**

Finance Director **Christoffer Kay**
GLOBAL BRAND TEAM

Brand Director **Justin Hills**

Senior Brand Manager
Amanda Cuthbert

Brand Manager **Marc Skouborg**
Community Manager **Nick Price**

Coordinator **Oliver Oxfeldt**

Studio PR & Communications
Manager **Tom Stratton**

CREDITS

CREATIVE SERVICES

Head of Creative Services

Charlotte Delran

Director **Jens Peter Kurup**

Artists **Balázs Kiss, Birgitte Bay Overgaard, Mads Jakobsen, Niels Ole Sørensen, Simon Boscaro, Adrian Lazar, Martin Emborg, Jakob Rød**

Sound Production **Thomas "Tomzen" Dietl**

Outsourcing Coordinators
Petronela Cimpoesu, Peter van Aller Rydmann

Administration Staff **Mette Ruby Agerbæk, Sys Vecht, Ole Anker, Else Andersen, Lars Hanberg, Anders Nielsen, Ulla Andersen, Jannik Kølbaek, Line Bundgaard, Tatiana Højengaard, June Bonke Nielsen, Lars Bryde Hansen, Gitte Kristensen**

IT Team **Fredrik Ax, Ulf Maagaard, Cristina Vega, Martin Schröder, Chris Edgar, René Heegaard, Gustav Lembke**
Cantina Team **Søren Reinhold Jensen, Foad Mojib, Leonard Campbell, Torben Wennergen, Anni Greve**

EIDOS SHANGHAI

WorldWideStudio Outsourcing
Manager **Christine Thaarup**

Producer **Doris Dong**

Art Director

Martin Kramme Guldbæk

Lead Technical Artist

Sean Zhang

EIDOS MONTREAL

QA Manager **Ian Rowsell**

QA Supervisor

Emmanuel-Yvan Ofoé

QA Leads **Brent Tighe, Frédéric Comtois, Gregory Ian Bowes, Jacob Young, Jessica Morin**

QA Compliance Lead
Houman Sadaghiani

QA Compliance Team **Basil Pesin, Jean-François Gauthier, Gokhan Calislar, Guillaume Fortin-Debigaré, Michael Lemme, Patrick Butler, Paul Gordon**

QA Testers **Adam Djourian, Alexandre Paré, Anael Pearson-Tremblay, Anousack Senekangna, Blake Marsh, Carl Chin, Diane Ng, Didier Leroy, Frédéric Mac Sayasith, Frédéric April, Guy Gilbert, Heindrick Nilsson, James O'Neil, Jamieson Gillespie, Jean-Mathieu Foisy, Jessica Morin, Jonathan Darsigny, Joseph Serrao, Julie Hallé, Justin Alguire, Justin Bulman, Laurie Matthews, Marc Bonsaint, Marc-André Chérluis, Martin Frappier, Martin Prégent, Mathieu Pinsonnault, Matthew Thomas-Labelle, Maxime Binette, Maxime Picotin-Talbot, Maxime Roy, Melanie Mistrot, Melissa Costanzo, Nathaël Goudreau, Patrick Butler, Patrick Rocheleau, Philip Campbell, Philippe Cadieux, Pierre-Luc Grenon, Scott Mckay, Sergio Edwin Oliva, Victor White, Victoria Turner, Wendel James, Yan Mongrain, Yannick Chassay**

CAST

Voice Actors **Brian Bloom, Jason Connery, Robin Atkins Downes, Matt King, Ben Lin, Lydia Look, Tom Lowe, Jarion Monroe, Jen Sung Outerbridge, Robin Sachs, Gideon Emery, Kirk Thornton, Liam Obrien**
Motion Capture Actors **Fredrik Hallgren, Emil Hermansson, Nik Dahlström, Andreas Baras, Joakim Sikberg, Matti Boustedt**

Models **Wen Rui Zhang, Lin Kun Wu, Hie Soo Moon, Xiaoging Li, Lotus Ladegaard, Thomas Hwan, Masaki Sato, Chin Wong, Xie Wu Zhang, Arnold Rodriguez Liwanag**
Make-up Artist **Sisse Julin**
Model Casting **Gizmo Cast**

ORIGINAL SCORE

Written, produced and performed
by **Mona Mur**

Contributing Musician **En Esch**

ORIGINAL SONGS

Produced by **Dynamedion**

Represented by **EMI Music Publishing Scandinavia**

Music written by **Tilman**

Sillescu, Christian Hartung, Daniel Barbosa, Alexander Pfeiffer, Markus Schmidt
Vocals by **Xingyu Mao, Na Li, Shen Shen, Gang Wang, Christian Koops**

Direction by **Pierre Langer**

Special Thanks **Tobias Biehl, Rasmus Hjarup, Tom Isaksen, Søren E. Jakobsen, Thomas D. Pedersen, Andreas Öberg, Jaqub Ajmal, Robin Hansson, Julie Houlberg Michaelsen, Rob Fleischer, John Kopp, Sandbox Strategies, Daniel Heeris, William Nilsson, Micky Kelager, Snake & Jet's Amazing Bullit Band, Marco Germinario, Niklas Højlund, Helena Lindberg, He Dan, Kasper Høy Nielsen, Imagination Studios, Technicolor Interactive, Burbank, Mastermind Production, Mineloder Shanghai, Mineloder Tianjin, XPEC Entertainment, Healing Digital Entertainment Inc., VMC Game Labs, Testronic Labs**

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