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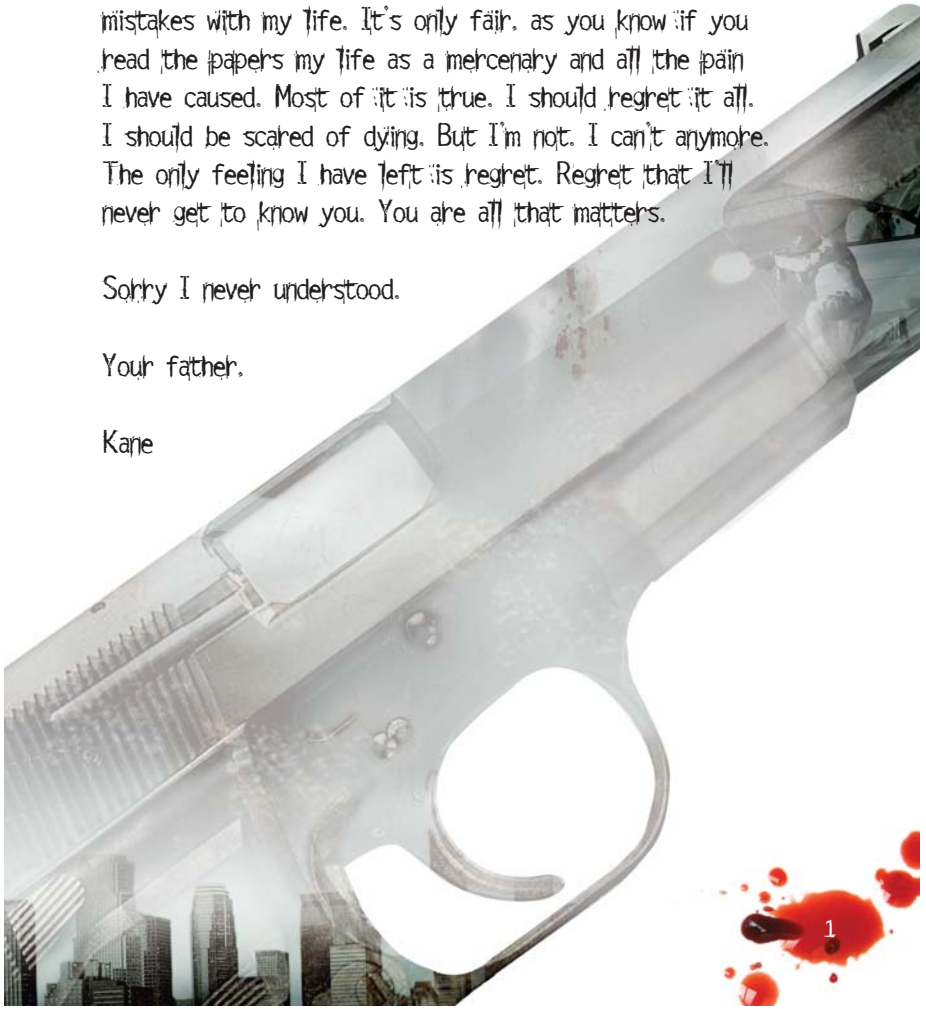
Dear Jenny.

I've been trying to write you this letter for 14 years. Today is my last chance. This afternoon I will pay for my mistakes with my life. It's only fair, as you know if you read the papers my life as a mercenary and all the pain I have caused. Most of it is true. I should regret it all. I should be scared of dying. But I'm not. I can't anymore. The only feeling I have left is regret. Regret that I'll never get to know you. You are all that matters.

Sorry I never understood.

Your father.

Kane



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DEATH ROW TRANSPORTATION FILE:
ADAM MARCUS A.K.A 'KANE'

LAST NAME:	Marcus
FIRST NAME:	Adam
ALIAS:	Kane
RACE:	Caucasian
NATIONALITY:	British Citizen
D.O.B	Aug 27, 1969
SEX:	Male
EYE COLOUR:	Blue
HEIGHT:	1.80m
IDENTIFIERS:	Distinctive scar running down through his right eye.

CRIMINAL HISTORY - OFFENCE CATEGORY:
Adam 'Kane' Marcus has been found guilty of the manslaughter of 25 Venezuelan citizens. He is sentenced to death and awaits transportation to death row.

CASE NOTES:
Kane's son died at the age of two in a tragic accident when he got hold of Kane's service gun. Kane's wife blamed her husband for the death of their son and left him.

Kane has not seen his daughter since she was five years old.

Several years later Kane became a member of The7; the most powerful clan of Mercenaries in the world. Working with them, he fought in the world's trouble spots for the highest bidder until a mission in Venezuela that went badly wrong. An action that led to the deaths of 25 Venezuelan citizens.

Kane was the only survivor from the mercenary group and, it is rumoured that he escaped with a vast amount of loot. There is little evidence of what happened to this haul. Kane was arrested soon after his return to the USA. He was found guilty of the accused crimes and sentenced. The money was never found.

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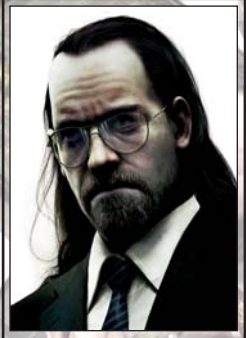


DEATH ROW TRANSPORTATION FILE:
JAMES SETH LYNCH

LAST NAME:	Lynch
FIRST NAME:	James Seth
RACE:	Caucasian
NATIONALITY:	American Citizen
D.O.B	Jan 12, 1966
SEX:	Male
EYE COLOUR:	Green
HEIGHT:	1.85m
IDENTIFIERS:	Heavy Build

CRIMINAL HISTORY - OFFENCE CATEGORY:
James Seth Lynch was found guilty of the murder of his wife. He is sentenced to death and awaits transportation to death row.

CASE NOTES:
James Seth Lynch was interviewed after he received the death sentence for killing his wife. He remained calm throughout the interview, pointing out that he had only admitted his crimes in court on the advice of a lawyer and added that he was innocent. Lynch represented himself as a perfect husband but when it was pointed out that this did not actually coincide with the crimes which he admitted having committed, he responded excitedly and forcefully that he had given everything to his wife 'including the occasional beating'.

Lynch displays all of the common characteristics of schizophrenia. It is strongly advised that Lynch should be considered highly dangerous to prison security staff and other prisoners.

BEING READY...

In this line of work, danger is paramount. Fraught with peril, knowing and understanding how to be in control of every possible situation is a very important skill to learn.

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

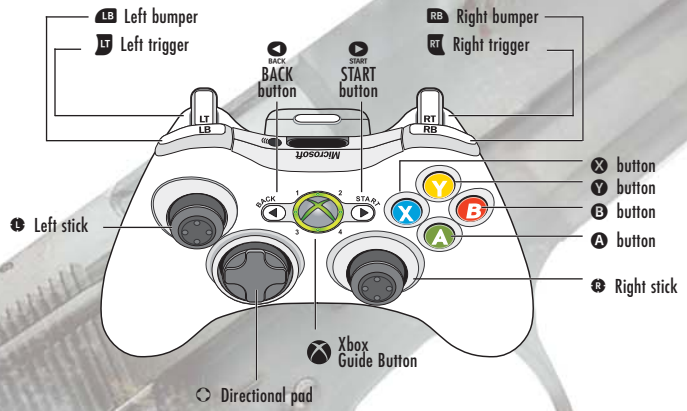
Before you can use Xbox LIVE, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

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. For more information, go to www.xbox.com/familysettings.

THE XBOX 360 CONTROLLER

The main device for maintaining control. Become familiar with all aspects of this equipment, fast reactions might just save a life.



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Movement

A merc must be ready to move in a heart beat - A moving target is always harder to hit than a stationary one. The following are the movement related controls:

ACTION	CONTROLS
Movement	L
Sprint	Click L while moving
Perform Action	A
Camera	R
Crouch / Sneak	(toggle) LB

Weapons

A good merc must be well versed in the use of firearms and grenades. Getting them before they get you will help keep you alive. The following are the weapon related controls:

Note: Selecting Layout 2 from the menu switches the functionality

ACTION	LAYOUT 1	LAYOUT 2
Fire Weapon – Pull gently to aim	RT	RT
Aim	LT	LB
Sniper Scope Zoom in /out	↑/↓	↑/↓
Throw Grenade	RB	LT
Fast Rifle/Pistol Switch	↑	↑
Fast Grenade Switch	↓	↓

Awareness

Hazardous situations don't always come head on! Always be aware of your surroundings, ammo counts and the tasks in hand - it will make you more efficient. The following are awareness related controls:

ACTION	AWARENESS CONTROLS
Radar / Objective	Click and hold L when stationary
Open Inventory	Click and hold R
Pause	START
Display Objectives / Briefing	BACK

Squad Controls

Heists are never easy and can rarely be completed alone. Good leadership qualities and understanding effective tactical positions are essential for keeping you and your squad alive. The following are squad order related controls:

ACTION	SQUAD CONTROLS
Scroll through Squad Members	←/→
Order Individual 'Regroup'	X
Order Squad 'Regroup'	X (hold)
Order Individual 'Move In'	B
Order Squad 'Move In'	B (hold)
Order Individual 'Fire At My Mark'	Y
Order Squad 'Fire At My Mark'	Y (hold)

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OPERATIONAL GUIDELINES

The following procedures must be followed to achieve operational initialization.

The Main Menu Screen presents three different options: 'Campaign', 'Multiplayer' and 'Options'.

Campaign

Select 'Campaign' to start a New Game or to continue a saved game. Doing this will lead to the Briefing Screen.

The Briefing Screen

This provides full on-screen operational information as follows:

Chapters

The game is divided into Chapters that must be completed in sequence. Once completed successfully and saved, Chapters can be replayed from this screen. Note that Chapter Two is specifically structured for Training purposes.

Game Mode

The game has two Campaign modes: Single Player and Two Player Co-operative. Note: Co-operative mode is played on the same Xbox 360 console via split-screen using two Xbox 360 controllers.

Difficulty Level

The game can be played on three different skill levels 'Aspirin', 'Codeine' or 'Morphine' with each one increasing the difficulty of the game.

Briefing

Briefing text provides full details of the objective. Read the briefing notes carefully to get an overview of Chapter objectives.

TACTICAL VISUAL AWARENESS

1. Weapon Aim Icon
2. Weapons Carried
3. Radar/Next Objective/Cameo View
4. Squad Controls

To be an effective merc, you need to be able to visually assess a situation quickly. The screen (above) is from a stolen CCTV video tape of a previous heist. It can be used to illustrate the detailed information which needs to be absorbed in order to make you more efficient.

Weapon Aim Icon

This icon locates where a weapon in hand is aiming.

Pistols/Rifles/Machine Guns

- Use R to aim
- Use LT to zoom in for a precise shot – the icon changes to a crosshair or to a sniper scope if using a Sniper Rifle
- Fire the weapon with RT

Fixed Weapons

Fixed weapons such as heavy duty machine guns are also available to you.

- Approach the fixed weapon
- Press A when prompted to assume control
- Aim and fire as normal

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Grenades

Grenades can be thrown at varying distances indicated by a series of 1 to 6 marks on the screen

- Select the target and aim the grenade in the same way as other weapons
- A quick tap on RB produces a small charge (shown as dots) and will roll the grenade a short distance
- A longer press on RB produces a higher charge and launches the grenade in a longer, more powerful arc
- Pressing A whilst a grenade is charged will cancel the grenade charge

Inventory

Ammo

The ammo figure reduces as the weapon is fired. When that figure turns red your ammo is low. Note that, if you wait to the end of the clip/magazine or remain stationary for a period of time you will auto reload but this will take much longer and you would be powerless in those vital life-threatening moments.

If carrying extra ammo, press A to force a reload.

If there is no extra ammo in the inventory you must find more ammo or get it from a fellow squad member.

The following icon is visible if there is ammo available or a fellow squad member has extra ammo:

Checking Inventory

- Open the inventory by clicking and holding R

It will appear as a large format graphic in the centre of the screen allowing you to select what is required.

- Select an item using L

Once an item is selected, the inventory graphic minimizes and drops to the lower right of the screen.

Swapping Weapons/Inventory

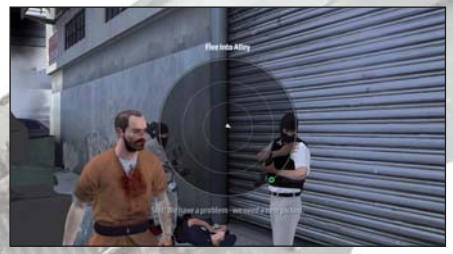
Another life saving tactic that might be useful is to swap weapons/items with other squad members.

- Stand close to another team member
- Select Inventory (click and hold R). An outer circle of weapons/items will appear – this is your squad member's inventory
- Select the item you want with L and that item/weapon will be put into your hands

Note that the weapon you are carrying will be transferred to the other squad member.

Radar/Next Objective Marker/Cameo View

This is a very useful device that gives information on what's going on around you and keeps you focused on your main objective.



- Click and hold L (when standing still) to open the Radar Screen/Next Objectives Marker

A radar style graphic pops up in the centre of the screen that shows the relative position of any allies/squad members (shown as white markers) and the general direction to get to the next objective (the green marker).

When L is released an Objectives marker is left on screen showing the direction to the objective.

This graphic also provides a cameo animated view of important events as they unfold (such as a fellow squad member getting wounded). Events that may have an influence over your future actions.

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Controlling a Squad

Frequently, in this line of work you must give effective tactical orders to a squad.

This graphic (shown on the top right of the screen), displays your backup and lists who is there with you.

- Scroll through available squad members by pressing left or right on ◌

Names of individuals are shown in the panel when highlighted. It is possible to select an individual and give him one of three specific commands:

- 'Return to me' – Ⓧ

Shown as ● on screen

The next two commands require you to point to a specific location using the aim cursor:

- 'Attack this location or target' – Ⓨ

Shown as ▲ on screen

- 'Move to this location' – Ⓑ

Shown as ▼ on screen

By holding down Ⓧ, Ⓨ or Ⓑ you can issue the same order to your whole squad. When you issue an order you will get a verbal response from the squad member(s).

Warning: If a squad member icon is shown in red, that character is wounded and you will need to restore him before he will respond to your order and continue with the operation (see below).

Restoring Wounded Squad Members

In a firefight, squad members will get shot, there's no avoiding that plain fact. If hit they will slow you down or stop you from completing the objective. The Squad Control graphic will turn red and a red cross will appear on screen to show where that squad member is lying wounded. You must make sure they can carry on through to the objective by administering a large dose of adrenaline; this will boost them rapidly back into action. Note that you must act quickly and decisively because you will only have a limited amount of time to complete this task before the wounded man dies.

If you are wounded then squad members will try to heal you, but you must be within their reach. If you have strayed too far and they are faced with a tough fight to get to you, they will find it hard to heal you before you die.

Adrenaline boosters will run out so exercise caution when administering them and it must also be made clear that too many injections in a short space of time will lead to death by overdose.

The Action Button

There are a wide variety of 'actions' that must be carried out successfully if you are to do your job: from Silent Takedown (stealth attack), climbing ladders, using lifts, to more specialist SWAT-type actions such as abseiling down buildings. All of these actions can be performed using the Action button Ⓐ.

- Stand close to the action area and Game Text will appear on screen listing the action
- Press Ⓐ to perform the action

Reloading

Ⓐ will also force a reload of your weapon in hand but this will never impede any other more important action (such as climbing a ladder etc).

Silent Takedown

A stealth attack on an unsuspecting enemy can also be carried out using the Ⓐ.

- Approach the target (preferably from behind) and press Ⓐ

The enemy will be neutralised silently in the most efficient way.

Subtitles

Subtitles are useful to gather tactical information during the noise or fog of a job in progress. If you miss something important spoken into your earpiece subtitles allow you to read the same information on screen.

ADVANCED TACTICS

The following hints and tips will aid you in the field:

Firing Weapons on the Move

Firing any weapon on the move will result in increased inaccuracy and will draw attention to yourself. Unless you have a large amount of ammo with you and want to escape from a life-threatening situation you would be wise to concentrate on moving from cover to cover rather than firing on the move.

Make Good Use of Cover

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Good use of cover will save your life. Use available cover in all firefights. All hand weapons and grenades can be used from cover. Cover comes in two basic forms: high (such as standing behind a pillar etc) or low (crouching behind a desk or low wall etc).

- Get very close to the cover you want to use in combat and you will snap into cover mode
- Firing your weapon (or throwing a grenade) without aiming will 'blindfire' – this is not the most accurate firing solution but helps to keep an enemy's head down
- For a more accurate shot you can also briefly lean out of cover with LT to take a more accurate (but more exposed) shot
- When in a narrow cover or a pillar you can switch sides quickly by moving left and right on L
- Walk away from the cover object to come out of Cover Mode

Keep Close to your Squad

Always be aware of the position of all members of your squad and what their situation is (under fire, awaiting orders etc). The further an individual strays from the squad the more dangerous the situation becomes and the intrinsic strength of a squad is undermined. If an individual takes a hit at some distance from the other squad members, he may find they cannot get to him in time to administer a life saving shot of adrenaline.

Squad Members 'Call and Cover'

Squads must be used to maximum effect in a combat situation. When not under fire, progress through a combat zone must be by use of 'call and cover'. In a squad of four, two squad members take up a forward position in good cover and call the other two members to take up a new forward position. If attacked they can provide good cover fire to protect the other pair. The second pair then position themselves in good cover and call forward the second team and provide cover for them etc.

Squad Flanking Fire

If a squad is under fire a main tactic is to try to outflank an enemy position with one two or three squad members. Moving to the flanks will get a better shot at the enemy position and provide flanking or crossfire to destroy that defensive position for the other squad member(s) to make progress. Remember when in position to make a kill that a head shot is more effective than a body shot.

Fixed Weapon Cover Fire

If you have use of a fixed weapon (such as a high calibre machine gun) in combat make sure it is deployed to keep enemy heads down and to help the squad make progress without being fired upon. Fixed weapons are powerful and will destroy or demolish some enemy defensive positions and any adjacent explosive items.

Tactical Use of Smoke Grenades

If you are forced to advance through a hazardous position that does not provide adequate cover, you must resort to smoke grenades. Throw a smoke grenade to blind the enemy and give you or your squad temporary cover to sprint forward. The enemy will still fire into the smoke but they will not have 100% accuracy. Make sure you can define your next cover position before you run into the smoke (otherwise you might get lost).

Using Explosive Items

Be aware of your environment and look out for anything that might have an explosive potential, such as a gas canister or petrol tank in a vehicle. These items could be fired upon and will do great damage to any individuals close to them. Similarly, beware of standing too close to these items, because your opponents might use the same tactic on you.

Throwing Back Grenades

If an enemy throws a grenade at you, you will have a short space of time to act: run, take cover or, if you're very fast, throw the grenade back at them. If a grenade lands close to you the Action button will be available allowing you to throw the grenade back (press A).

WORKING TOGETHER

In this business having someone watching your back can mean the difference between living and dying. When planning something big it's always good to consider who you can trust to help you with the job in hand.

To play Two Player Co-operative:

- Select 'Campaign' from the Main Menu Screen
- Select 'Game Mode/Co-operative Play' from the Briefing Screen

This will give them equal on-screen control on a shared split screen display:

Both members must perform their duties and must look out for each other. Stay close, remain in sight, do not wander off and help each other. If involved in a gunfight give covering fire, back up, and most importantly communicate with each other to get the job done.

Each member will have his own objectives to perform for the success of the job in hand. These objectives are clearly listed on the Co-operative Play Briefing Screen.

Warning: Because of the extreme stress involved in line of work, it is possible that members will show signs of severe psychosis; this can make them have delusional visions and put them into varying physical states.

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A FRAGILE ALLIANCE

'He seems like a good guy, but can we trust him?'

On paper it all sounds so straight forward: 'We get in, get the maximum amount of cash and we get out' – Simple! However, nothing can be as simple as that in real life.

There is no honour among thieves...

- Select the Multiplayer option from the Main Menu Screen and this opens the Multiplayer Main Menu Screen. This screen also allows access to: Game Rules, Leaderboards and Game Stats
- Select 'Fragile Alliance'
- Select the type of Multiplayer game from:
  - o Xbox LIVE Ranked Match (from Quick Match / Custom Match / Host A Match)
  - o Xbox LIVE Player Match (from Quick Match / Custom Match / Host A Match)
  - o System Link Match (from Quick Match / Custom Match / Host A Match)

On this specific heist there were eight bank robbers available. Eight was deemed the maximum number for a job like this.

1. Weapons/Ammo
2. Total Money Secured
3. Player List
4. Radar/Objectives

THE STORY OF THE 'FRAGILE ALLIANCE'

The heist began with all members gathered in the same location; they could all see each other and there was a check list available of all the names of the participants.

The objective was reiterated: to exit from the bank vault with as much cash as possible.

That day there was a strong police task force in position guarding the bank vault and the group had to fight their way in, working as effectively as possible as a tactical fighting group.

Once inside the vault they had to pick up the money: colour coded sports bags containing varying amounts of cash. The highest value bags were the best defended by the guards inside the bank vault.

Each carrying their own bag of cash they had to escape from the vault, through the police task force until they eventually left the police behind.

That's when it got interesting: individuals then began to think about how much money the other gang members were carrying in their bags, and the alliance began to crumble. Some of the robbers were tempted to kill their allies to grab more money and increase their total.

These may have been some of the thoughts they had at the time:

- 'How many police are left?'
- 'Do I need the others to help me get out of here alive?'
- 'How much Health do I have?'
- 'How much money do I already have?'
- 'If I'm carrying the highest amount of money, is it worth remaining allied to the guys carrying the least amount of cash?'
- 'Should I drop some cash for the greediest of the others to prevent from being attacked?'

The doubts crept in and the police task force used the gang in-fighting to their advantage: wounded gang members turned turncoat to help them track down the former allies for a modest bounty.

PERSONAL PREFERENCES (OPTIONS)

Doing your job efficiently relies on you being prepared. You should always enter a heist knowing that everything is how it should be.

Each of one of you has a number of personal preferences that you can adjust or change:

- Select the Options Menu from the Main Menu Screen

This allows adjustment/viewing of the following:

- Video (Adjust Brightness/Gamma/Show Blood/Subtitles)
- Audio (Effects, Speech, Music, Ambience and Online Tutor)
- Controls (e.g. Turn Speed X-Axis, Y-Axis etc.)
- Layout (Single Player/Co-operative Play Layout, Online Layout)
- Save Games
- Credits

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REST AND RECUPERATION (PAUSE MENU)

It's always good to try and give yourself a second – especially when the bullets are flying!

- Press START to open the Pause Menu. This suspends all action and gives you options to:
  - o Continue (return to the job)
  - o Restart the Scene from the last checkpoint
  - o Restart the Chapter from the beginning
  - o Access Options (see Personal Preferences -Options)

SAVING AND LOADING THE GAME

Saving

Once a storage device has been selected the game automatically saves your progress at the end of every Chapter.

Loading

Saved games are loaded automatically from the selected storage device when entering into Campaign.

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Cipriano Iguaran
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Outpost Studios
Polarity Post

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LING CHAO

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GUO YING
WU YIQUN

Mineloader Environment Art:
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Network Middleware Provider:
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EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

WORLDWIDE CUSTOMER SERVICE CONTACTS

www.eidosinteractive.co.uk/support/worldmap.html

CUSTOMER SUPPORT TECHNICAL HELPLINE: 0870 9000 222

(NATIONAL RATE, UK CUSTOMERS ONLY)

For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer services at the address below:

Eidos Interactive Limited
Wimbledon Bridge House
1 Hartfield Road
Wimbledon
SW19 3RU

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WRONG NUMBER?

KANE & LYNCH
DEAD MEN™

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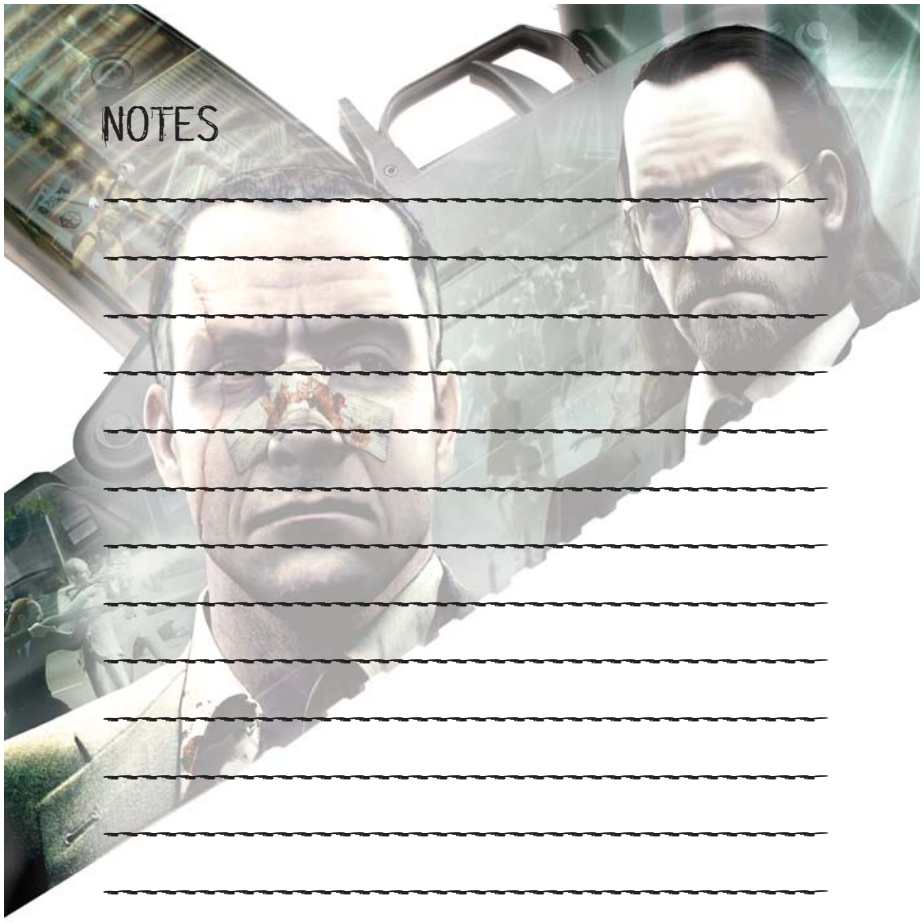

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