

**⚠ WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. [www.xbox.com/support](http://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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# KILLER IS DEAD

## PROLOGUE

It's an era of extreme technological advancement, where regular travel to the moon and human body reconstruction are now part of the reality of everyday life.

Into this world steps a man named Mondo Zappa, who just received an acceptance letter from a secret state institution known as an "Executioner Office." Our story begins with his first job... and things just get weirder from there.

A songbird seeking revenge...

A murder victim trying to find justice from beyond the grave...

A messenger from the dark side of the moon...

An alien transformed into a human...

The clients who come to Bryan's Executioner Office are far from ordinary, and their marks even less so. Yet as Mondo successfully separates one head after another from the bodies of the wicked men and women he's sent to kill, it becomes clearer and clearer that these bizarre and seemingly unrelated jobs all have one common factor binding them together: the moon.

Join Mondo and his coworkers Bryan, Vivienne and Mika as they piece together the long-repressed events of their past and try to make ends meet in a wasteland of blood and destruction...

In *KILLER IS DEAD*, players take control of Mondo Zappa, an executioner who wields a Japanese katana in his right hand and has a prosthetic arm with interchangeable weapon parts in his left. His job is to track down and kill the scum of the earth... but only if he's got a signed contract first!

You'll need to use the perfect arm insert for the job when fighting the game's unique and varied bosses, then switch over to the katana to deal the finishing blow.

Defeat enemies and sweet-talk beautiful women to receive new weapons and strength upgrades, becoming a better executioner while also becoming a better man.



## CONTROLS

### XBOX 360 CONTROLLER



## GETTING STARTED

Upon starting the game, a title screen will display.

### TITLE SCREEN

At the title screen, press the START button to begin. If this is your first time playing KILLER IS DEAD, select "New Game." If you wish to continue a saved game in progress, select "Continue."



### TITLE MENU

<b>New Game</b>	Begin playing from the game's onset (Episode 1).
<b>Continue</b>	Resume playing from a previously-saved game in progress.
<b>Option</b>	Adjust numerous game options, including subtitle display and camera control settings.
<b>Voice</b>	Select whether game voices are played in Japanese or English.

## SCREEN

### GAME INTERFACE

#### (Action Scene)

##### Health Gauge

Indicates Mondo's current health. If this gauge empties, Mondo's mission (and life) will come to an end...

##### Blood Gauge

Indicates how much blood Mondo has available. Blood is consumed when using Sub Weapons or Adrenaline Burst.



##### Combo Counter

This number increments by one for every katana slash that connects with an enemy, and will only reset to 0 if and when you take damage.

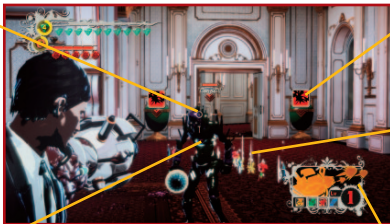
##### Combo Level

Each time your combo reaches certain fixed milestones, your Combo Level will increase and your attack power will go up.

\* Note that your Combo Level will reset after a set amount of time has passed, or if you take damage from an enemy.

##### Reticule

This is the target for your Sub Weapon.



##### Objects

These objects can be destroyed by sword or Sub Weapon.

##### Items

As enemies are defeated, they tend to drop items. For more details, please see page 11.

##### Wires

These are the foes that stand between Mondo and his mark.

As they take damage, HP gauges will display above their heads indicating how much more punishment they can withstand.

##### Sub Weapon

Indicates which Sub Weapon is currently slotted into Mondo's left arm. The number on the lower right indicates the Sub Weapon's level.

## MENUS

Menus in this game may be navigated as follows: **L** or **O**: Select option.

**A**: Confirm option. **B**: Cancel and go back.

### OFFICE MENU

#### Mission Select

Beginning with the main episode missions, this option takes you to a screen from which you're able to select which mission you'll be challenging next.

#### Status & Upgrade

Allows you to view Mondo's status and upgrade his skills.

#### Gift Shop

Allows you to purchase a wide variety of items to be used as gifts for the blushing beauties in Gigolo Mode.

#### K.I.D. Tips

Helps detail and explain game functions and terminologies.

#### Options

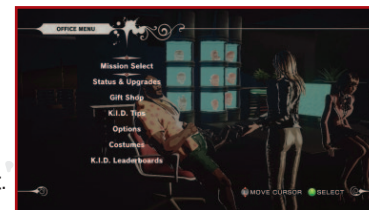
Takes you to the options menu, from which various game settings may be adjusted.

#### Costume

Allows you to change into one of several costumes you may have unlocked during gameplay.

#### K.I.D. Leaderboards

Displays worldwide player rankings.



### PAUSE MENU

#### Restart from Checkpoint

Returns you to your last checkpoint to retry the most recent leg of your mission.

#### Restart Mission

Resets the mission to its onset, giving you an opportunity to surpass your previous performance.

#### Return to Office

Returns you to the office menu, canceling your current mission.

(Status & Upgrade and Options work as noted above.)



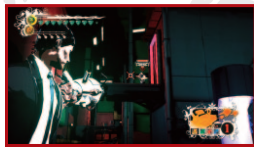
## BASIC ACTIONS

The following four moves are the basis for all player actions in the game:



### SLASH

Mondo's basic attack. As enemies are struck, their blood can be absorbed to refill Mondo's blood gauge. Also, as Mondo's skill is upgraded, a variety of special attacks become available.



### SUB WEAPON

Use the Sub Weapon loaded into "Musselback," Mondo's left arm. You can switch among the available Sub Weapons with RB, then press the right trigger to fire. See page 10 for details.



### GUARD BREAK

Break the enemy's guard with a punch. By repeatedly punching, you may be able to throw a mean hook that knocks the enemy up, up and away.

### GUARD/DODGE

Block an enemy's attack. Pair this with any direction on the directional pad to dodge out of harm's way.

If you manage to time a guard just right, barely avoiding the enemy's attack, you may be able to perform a "Just Guard" that will cause the enemy to lose balance and stumble momentarily.



## ADVANCED ACTIONS

### COMBO

By repeatedly slashing enemies without taking damage, you can build up a steady combo. As this combo reaches certain thresholds, your "Combo Level" will increase, augmenting your attack speed and the rate at which your blood gauge fills. The maximum available Combo Level can also be increased through upgrades.



### DODGE BURST

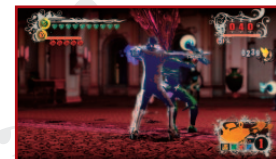
When Mondo just barely dodges an enemy's attack, adrenaline flows throughout his body. If you then manage to press the button displayed on screen with the proper timing, you'll be able to move and attack at impossible speeds for a short time.



### FINAL JUDGMENT

If your combo level is at max when you deliver the finishing blow to an enemy, Final Judgment is triggered. Select one of the buttons on screen and press it, and you will execute your foe on the spot. Depending on the execution technique selected, you'll receive a unique item reward:

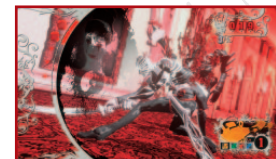
**X button:** Moon Crystal / **Y button:** Health Gem  
**A button:** Wire Synapse / **B button:** Bloody Rose



### ADRENALINE BURST

Press RT to release Mondo's power and enter "Burst Mode." While in this mode, use the left stick to select an enemy, then press the X button to slice it right down the middle.

\* Note that each enemy cleaved in twain like this uses up one unit (rose) of blood. Also, simply being in Burst Mode continually drains Mondo's blood.



## ADVANCED ACTIONS

Introducing Musselback, Mondo's main source of support damage!



### BULLET SHOT

The arm attachment Mondo has equipped from the start. As this particular weapon is powered by blood, it cannot be fired if Mondo doesn't have enough in his system. Useful not just for defeating enemies, but also for destroying objects and flipping switches, making it an absolute necessity on missions.



### CHARGE CANNON

Hold RT for a time to charge energy and fire a more powerful shot. As your level increases, the power and range of the shot is increased as well.



### FREEZE SHOOTER

Enemies struck by shots from this attachment have their movement slowed for a short time, granting Mondo a tactical advantage.



### DRILL

Inflicts great damage to enemies within its range, and can easily destroy an enemy's armor or shield. There are also some objects and walls that can only be destroyed with this attachment.

## STATUS & UPGRADE

### MONDO'S ABILITIES AND GROWTH

Power-up with various items acquired during gameplay!



### STATUS

Allows you to check Mondo's health and blood gauge level, as well as the number of Moon Crystals and amount of cash he has on hand.



### UPGRADE

Allows you to acquire and upgrade skills Mondo can use in battle, including Slash and Sub Weapon skills. Note that upgrading skills requires the use of Moon Crystals.

## ITEMS

Items are acquired by defeating enemies, and can also be found within the game's stages.



### Moon Crystals

Rare golden stones that instill power upon organic life and machinery alike. Needed to upgrade Mondo's skills.



### Health Gems

Blue gems made out of cells from Wires. By acquiring these, Mondo can increase his health level.



### Bloody Roses

Wire blood that's crystallized in the shape of roses. By acquiring these, Mondo can increase his blood level.



### Wire Synapses

The nerve tissue of Wires. Restores some of Mondo's health.



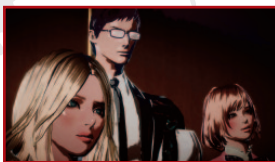
### Wire Cores

The hearts of Wires. Refills some of Mondo's blood.

## MISSIONS

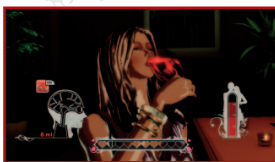
The clients who step through the humble, unassuming door to Bryan's Executioner Office bring with them all manner of outlandish stories that may rock the very foundation of the world.

Each mission has (or perhaps is) its own unique reward.



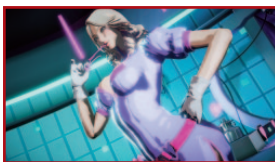
### MAIN MISSIONS

These are contracted missions acquired through dealings with clients at the Executioner Office. All in the name of a day's work!



### GIGOLO MISSIONS

These are missions to successfully sweet-talk the various beautiful women Mondo's met over the course of his job. In order to succeed, however, it may be necessary to purchase presents for them from the gift shop.



### CHALLENGE MISSIONS

These are ordeals presented to you by the certified blood-drawing nurse, Scarlett. If you're able to clear these missions, Scarlett claims she has a "special reward" for you.



### SUB MISSIONS

These are "mini-missions" that differ from Main Missions not just in their length, but also in the fact that they can be repeated as many times as you'd like.

## REWARDS & K.I.D. LEADERBOARDS

### PLAY RESULTS

See how you did with mission clear results, achievements and worldwide leaderboards!



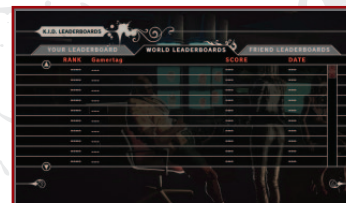
### RESULTS

Displays your rewards and rankings for the completed mission. Try your best to attain the highest possible rank of AAA!



### ACHIEVEMENTS

Displays achievements you're able to obtain through gameplay. Note that some of these achievements can only be acquired by winning the hearts and souls of the various beauties.

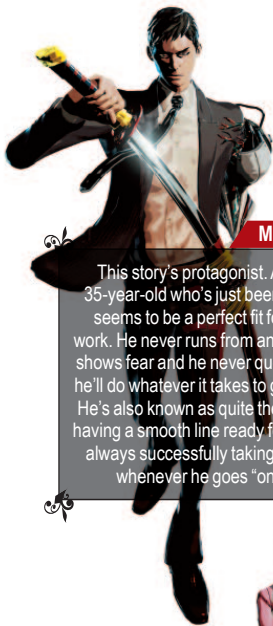


### K.I.D. LEADERBOARDS

Vie for your rightful place on the list of top executioners! The sum of your highest scores from every mission constitutes your official ranking.

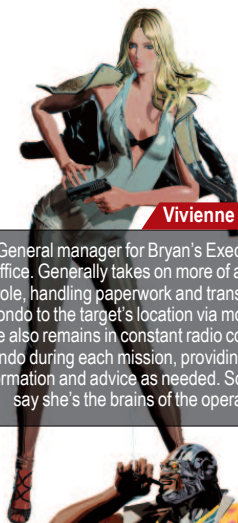
## CHARACTERS

### Employees of Bryan's Executioner Office



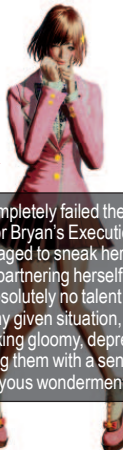
**Mondo Zappa**

This story's protagonist. A fresh-faced 35-year-old who's just been recruited and seems to be a perfect fit for "executive" work. He never runs from anything, he never shows fear and he never questions orders – he'll do whatever it takes to get the job done. He's also known as quite the gigolo, always having a smooth line ready for the ladies and always successfully taking down his prey whenever he goes "on the hunt."



**Vivienne Squall**

General manager for Bryan's Executioner Office. Generally takes on more of a support role, handling paperwork and transporting Mondo to the target's location via motorcycle. She also remains in constant radio contact with Mondo during each mission, providing valuable information and advice as needed. Some would say she's the brains of the operation.



**Mika Takekawa**

Although she completely failed the employment exam for Bryan's Executioner Office, Mika still managed to sneak her way into the business by partnering herself with Mondo. She has absolutely no talent for reading the mood of any given situation, and is thus best known for taking gloomy, depressing moments and injecting them with a sense of inappropriately joyous wonderment.

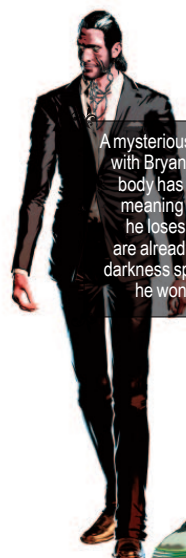


**Bryan Roses**

Founder of the Executioner Office and a highly trained, highly experienced executioner all his own, having seen many bloodbaths in his day. As a result, he tends to choose jobs for his employees not so much for profit, but purely based on his gut reaction to the would-be client and the facts presented. Vivienne often scolds him for this laissez-faire attitude toward business, but he just laughs it off. It's his company, after all!

## CHARACTERS

### Execution Targets



**Damon**

A mysterious man who has some involvement with Bryan's Executioner Office. Part of his body has begun transforming into Wires, meaning it's only a matter of time before he loses his mind completely. His eyes are already beginning to show signs of the darkness spreading, and once that happens, he won't even be human anymore...



**Victor**

Appearing as a mummified musician, Victor has stolen the talents of a songstress named Jubilee who, it's said, can play a song so powerful that it will wrest control over the feelings of all mankind. Now, he sits atop his soundless tower and plots to use this stolen talent to release an ill will, known as "Dark Matter," across the entire world.



**Giant Head**

As the name implies, Giant Head is a giant with an enormous head, whose total size is roughly that of a skyscraper. He tends to thrash about wildly and often throws violent, destructive hissy-fits, unconcerned with any collateral damage he may be causing in the process. Then he gets tired and takes a nap, only to wake up and do it all over again. But the worst part is, your client claims that Giant Head may have stolen the earth itself...