



XBOX 360

XBOX  
LIVE



SOUTHPEAK  
GAMES

## 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](http://www.xbox.com/support) or call Xbox Customer Support (see inside of 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 television screen.
- Use a smaller television 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

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## IT'S MADNESS

### MONSTER MADNESS: BATTLE FOR SUBURBIA

IT WAS THE BEST OF TIMES, IT WAS THE WORST OF TIMES: EVERYDAY LIFE IN SUBURBIA FOR FOUR TYPICAL TEEN TYPES. BUT NOW IT'S THE MUCH-WORSE-THAN-BEFORE OF TIMES! BECAUSE IN A WORLD WHERE BRAIN-HUNGRY ZOMBIES RUN RAMPANT, NOTHING'S THE WAY IT USED TO BE! WHAT BROUGHT THEM HERE? CAN THEY BE STOPPED?! THERE'S NO SENSE IN CRYING, CONSIDERING OR CAROLING "KUMBAYA", KIDS!

IT'S UP TO THE YOUTH OF TODAY TO BE THE LEADERS OF TOMORROW, OR AT LEAST TO LAY SOME SERIOUS DISCIPLINE ON THE MANY MARAUDING MONSTERS THAT THREATEN TO OVERWHELM OUR VERY EXISTENCE!

SO MANY WAYS TO RUMBLE! EXPLORE THE 18 GIGANTIC LEVELS FULL OF PANIC-INDUCING PIXEL PLEASURE IN ADVENTURE MODE. YOU'LL BE LUCKY TO SURVIVE, BUT IF YOU DO, YOU'LL SAVE THE SUBURB FROM A FATE WORSE THAN UN-DEATH!

MISERY LOVES COMPANY, AND YOU'LL ENJOY BRINGING SOME TO THE ZOMBIE-STREWN STREETS WHEN YOU JOIN UP FOR MULTIPLAYER ACTION LIKE CAPTURE THE FLAG AND DEATHMATCH ONLINE WITH XBOX LIVE, VIA SYSTEM LINK, OR TOGETHER ON YOUR VERY OWN CONSOLE. WHAT ARE YOU READING THIS FOR? THERE ARE ZOMBIES KNOCKIN'!



## **MENU NAVIGATION**

PRESS **↑** OR **○** TO HIGHLIGHT A SELECTION.

PRESS **▶** OR **A** TO CONFIRM OR THE **B** TO CANCEL OR GO BACK TO THE PREVIOUS SCREEN. FOLLOW ON-SCREEN BUTTON PROMPTS.

## **MAIN MENU**

### **ADVENTURE**

CAMPAIGN-STYLE STORY MODE FOR ONE TO FOUR PLAYERS.

### **VERSUS**

BATTLE HEAD-TO-HEAD IN 4-PLAYER ARENAS, ON A SINGLE XBOX 360™.

### **SYSTEM LINK**

LINK UP OVER A LAN WITH UP TO 15 OTHER XBOX 360 GAME CONSOLES FOR COMPETITIVE PLAY ON A VARIETY OF LEVELS AND GAME MODES.

### **XBOX LIVE**

SUBSCRIBE TO XBOX LIVE AND JOIN UP TO 15 OTHER PLAYERS ONLINE FOR COMPETITIVE PLAY ON A VARIETY OF LEVELS AND GAME MODES.

### **OPTIONS**

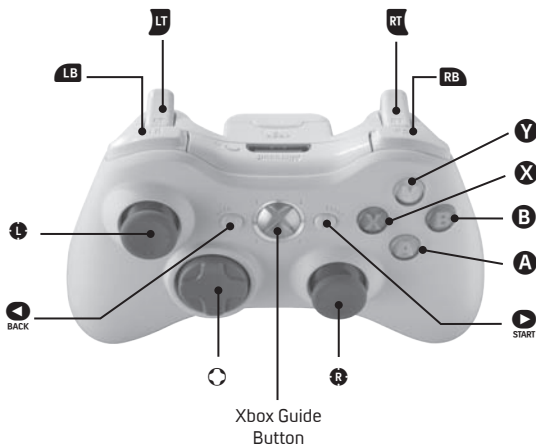
ACCESS GAME OPTIONS

### **EXTRAS**

VIEW MOVIES & SPECIAL SECRETS THAT YOU CAN UNLOCK AS YOU PROGRESS THROUGH ADVENTURE MODE. THIS IS ALSO WHERE YOU CAN ACCESS DOWNLOADABLE CONTENT FROM XBOX LIVE (SUCH AS NEW LEVELS, WEAPONS, AND CHARACTER SKINS)!



# CONTROLS



- LT** USE YOUR CURRENTLY SELECTED SECONDARY ITEM. IF IT'S A THROWN ITEM (SUCH AS GRENADES), THE LONGER YOU HOLD THIS TRIGGER, THE FARTHER YOUR CHARACTER WILL THROW THE PROJECTILE!
- LB** SELECT NEXT SECONDARY ITEM
- WEAPON HOTKEY (HOLD IN ONE OF THE FOUR DIRECTIONS TO ASSIGN YOUR CURRENTLY SELECTED WEAPON, AND PRESS THAT DIRECTION ANY TIME AFTERWARDS TO SELECT THAT WEAPON)
- L** MOVE IN DIRECTION (CLICK WHILE PRESSING IN A DIRECTION TO DODGE)
- A** SELECT NEXT WEAPON
- B** SELECT PREVIOUS WEAPON
- X** COLLECT OR ACTIVATE OBJECT (WEAPON, ITEM, ETC.). A CONTEXT-SENSITIVE COMIC BALLOON WILL APPEAR OVER YOUR CHARACTER'S HEAD WHEN YOU CAN USE THIS FEATURE. THE BALLOON WILL INDICATE WHAT PRESSING **X** WILL DO. IF NO BALLOON IS PRESENT, PRESSING **X** WILL RELOAD YOUR CURRENTLY SELECTED WEAPON (IF IT CONSUMES AMMO)
- Y** TOGGLE CAMERA MODE, IF PLAYING ALONE ("CHASE CAMERA" OR "TOP-DOWN CAMERA"). EXIT VEHICLE, IF YOU'RE RIDING IN A VEHICLE

- R** FACE DIRECTION (CLICK TO JUMP)
- RT** FIRE WEAPON
- RB** SELECT NEXT WEAPON
- START** PAUSE/ ACCEPT
- BACK** ACCESS BESTIARY. (IN ADVENTURE). ON XBOX LIVE & SYSTEM LINK, HOLD TO DISPLAY THE CURRENT SCORES

## MOVING AMONG THE MUTANTS

- L** TILT TOWARDS A DIRECTION TO MOVE IN THAT DIRECTION. CLICK WHILE PRESSING IN A DIRECTION TO DODGE.  
**ADVANCED TACTIC:** PRESS AND HOLD THE **L** WITHOUT A DIRECTION TO ACTIVATE "RUN" MODE. WHEN IN "RUN" MODE, YOU CAN'T USE YOUR WEAPONS, BUT YOU CAN MOVE VERY QUICKLY WITH THE **R**. THIS IS USEFUL FOR COVERING LARGE DISTANCES.
- R** TILT TOWARDS A DIRECTION TO AIM IN THAT DIRECTION. CLICK TO JUMP.

## CAMERA CONTROL

WHEN PLAYING ADVENTURE BY YOURSELF, YOU CAN CHOOSE TO VIEW THE ACTION FROM ONE OF TWO DIFFERENT CAMERA PERSPECTIVES, WHICH YOU CAN SWITCH WITH **Y**:

THIS IS THE TOP DOWN CAMERA (DEFAULT), WHICH PUTS THE VIEW ABOVE YOUR PLAYER CHARACTERS. THIS IS THE REQUIRED CAMERA VIEW WHEN THERE ARE MULTIPLE PLAYERS TOGETHER ON THE SAME CONSOLE. IN TOP-DOWN CAMERA, WHEN HOLDING THE LEFT BUMPER, YOU CAN ALSO MANUALLY ROTATE THE CAMERA BY TILTING **R** "LEFT-TO-RIGHT", AND ZOOM BY TILTING THE **R** "UP-AND-DOWN".





THIS IS THE CHASE CAMERA, WHICH PUTS THE VIEW DIRECTLY BEHIND YOUR CHARACTER.

## VEHICLES

AT VARIOUS POINTS IN THE GAME, YOU'LL ENCOUNTER VEHICLES THAT WILL PROVE USEFUL IF NOT OUTHRIGHT NECESSARY TO SURVIVAL/COMPLETING YOUR MISSION. SOME VEHICLES ARE SINGLE PLAYER ONLY, WHILE OTHERS CAN FIT TWO OR EVEN MORE PLAYERS.



### TO OPERATE VEHICLES

PRESS **X** TO ENTER A VEHICLE. PRESS **Y** WHILE IN A VEHICLE TO EXIT THAT VEHICLE. SOME VEHICLES MAY HAVE MULTIPLE "SEATS", WHICH ARE UNIQUE LOCATIONS WHERE YOU CAN RIDE THE VEHICLE. THERE ARE 3 TYPES OF SEATS, WHICH ARE INDICATED BY THE COMIC BALLOON THAT APPEARS WHEN YOU APPROACH A VEHICLE:

#### DRIVER SEAT

THIS SEAT ALLOWS YOU TO ACTUALLY DRIVE THE VEHICLE.

#### PASSENGER SEAT

THIS SEAT ALLOWS YOU TO USE ALL OF YOUR REGULAR WEAPONS WHILE RIDING IN THE VEHICLE. SOMEONE ELSE WILL HAVE TO DRIVE...

#### TURRET SEAT

THIS SEAT ALLOWS YOU TO FIRE A POWERFUL MOUNTED TURRET. SOMEONE ELSE WILL HAVE TO DRIVE...

## VEHICLE CONTROLS

THE DRIVING CONTROL SCHEME VARIES SLIGHTLY FROM VEHICLE TO VEHICLE.

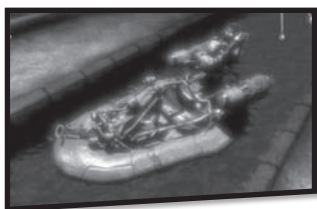
### BUGGY

- L** TURN
- LT** REVERSE
- LB** JUMP
- RT** ACCELERATE
- HOLD **LT** + **RT** BOOST



### ATV

- L** TURN
- LT** REVERSE
- R** AIM TURRET (PRESS DOWN TO FIRE)
- RT** ACCELERATE
- HOLD **LT** + **RT** BOOST



### HOVERCRAFT

- L** MOVE
- R** TURN
- RT** FIRES BOMBS (WHILE IN TURRET)
- LT** LOWER TO GROUND



### SWAN BOAT

- L** MOVE
- R** TURN
- LT** SHOOT LEFT ROCKET
- RT** SHOOT RIGHT ROCKET

## UFO

- L** MOVE,  
CLICK TO RAISE HEIGHT
- R** TURN,  
CLICK TO LOWER HEIGHT
- LT** SHOOT DEATH-BEAM
- RT** SHOOT LASER BLAST



## MECH

- L** MOVE
- R** TURN
- LT** SHOOT GATLING GUN
- RT** SHOOT FLAMETHROWER
- LB** SHOOT ROCKETS
- RB** ARM SWIPE

## TANK

- L** MOVE
- R** AIM TURRET
- LT** LOWER TURRET
- RT** FIRE TURRET
- LB** RAISE TURRET
- RB** BOOST





## PLAYER MONSTERS

WHEN YOU ENCOUNTER LARRY TOOLS, YOU'LL HAVE THE OPTION TO PURCHASE A POWERFUL MONSTER AMULET. THIS CONSUMABLE ITEM WILL ALLOW YOU TO TRANSFORM YOURSELF INTO A NEARLY UNSTOPPABLE FORCE. EACH STAGE HAS ITS OWN UNIQUE MONSTER TRANSFORMATION THAT GIVES YOU A WHOLE NEW WAY TO DESTROY THE MONSTER MENACE. USE IT WISELY.

### PLAYER WEREWOLF

USE THIS TRANSFORMATION TO GET OUT OF A HAIRY SITUATION. MAKE GOOD USE OF YOUR NEW-FOUND STRENGTH, SPEED, AND LUNGE ATTACK TO DESTROY EVERYTHING IN YOUR PATH!

- L** MOVE
- R** TURN
- RT** MELEE ATTACK
- LT** LUNGE ATTACK



### PLAYER ZOMBIE

INDULGING YOURSELF WITH A BIG HELPING OF BRAIN FOOD WILL ALLOW YOU TO USE THIS TRANSFORMATION'S ABILITIES. THOUGH SLOW MOVING, YOU CAN THRILL THE UNDEAD WITH YOUR NEW FOUND DANCE MOVES AND MAKE THEM FIGHT FOR YOU!



- L** MOVE
- R** TURN
- LT** PROJECTILE VOMIT
- RT** MELEE ATTACK
- LB** VOMIT MORTAR
- RB** ZOMBIE DANCE

### PLAYER DEMON

LET LOOSE YOUR INNER DEMONS AND SHOW OFF SOME ELEMENTAL POWER! EACH CHARACTER HAS THEIR OWN DEMON FORM WITH A UNIQUE ELEMENTAL ATTACK. ZACK HAS ICE, CARRIE HAS EARTH, ANDY USES FIRE, AND JENNIFER USES HEART.



- L** MOVE
- R** TURN
- RT** MELEE ATTACK
- LT** ROLL ATTACK
- LB** TELEPORT
- RB** ELEMENTAL ATTACK



### **PLAYER VAMPIRE**

EMBRACE THE POWERS OF THE NIGHT! SLAUGHTER YOUR ENEMIES TO REGAIN EVER-PRECIOUS BLOOD TO REMAIN IN YOUR NEW VAMPIRE FORM, BECAUSE IF YOUR BLOOD METER RUNS DRY YOU'LL REVERT TO YOUR NORMAL, WEAK, PATHETIC FORM!

- L** MOVE, CLICK TO TELEPORT
- R** TURN, DOUBLE CLICK TO FLY
- RT** MELEE ATTACK
- LT** VAMPIRE BEAM



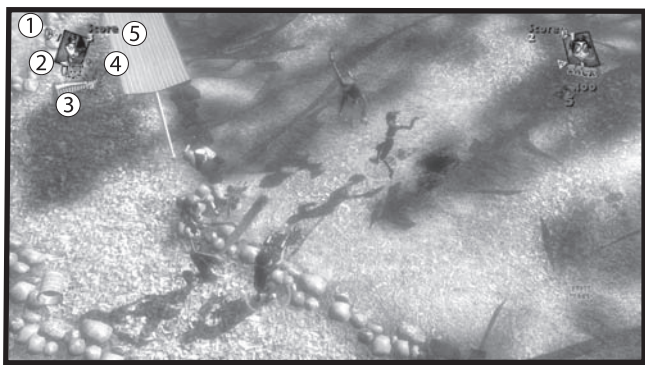
### **PLAYER FRANKIE**

HARNESS SOME SERIOUSLY WEIRD SCIENCE TO DELIVER SOME SHOCKING RESULTS! DASH AFTER YOUR ENEMIES AND PUMMEL THEM WITH FIERCELY STRONG MELEE ATTACKS OR MAKE THEM COME TO YOU WITH YOUR ELECTRO-STATIC ATTACK!

- L** MOVE
- R** TURN
- RT** MELEE ATTACK
- LT** ELECTRO-BEAM ATTACK
- LB** DASH ATTACK
- RB** HOLD FOR ELECTRO-STATIC ATTACK



## THE GAME SCREEN/ HUD



- ① NUMBER OF MONSTER TOKENS
- ② HEALTH
- ③ POWER BAR
- ④ WEAPON
- ⑤ SCORE

### **CHARACTER PORTRAIT**

THE CHARACTER YOU CURRENTLY CONTROL

### **HEALTH**

AS YOUR CHARACTER TAKES DAMAGE (DARN ZOMBIES!) BONES WILL APPEAR UNTIL YOUR CHARACTER IS A DEATH'S HEAD. RESTORE HEALTH BY COLLECTING TOKENS AND BUYING SODA FROM THE SODA MACHINES THAT YOU FIND.

### **SCORE**

NUMBERS THAT REPRESENT YOUR PROGRESS. REALLY.

## POWER BAR

WHEN THIS METER IS FULL, HOLD THE RIGHT TRIGGER TO ACTIVATE YOUR CHARACTER'S SPECIAL MOVE. THIS METER ONLY APPEARS WHEN YOUR CHARACTER IS USING A MELEE WEAPON (SWORD, AXE, KNIVES, ETC) THAT HAS A "THUMBS UP" ICON WHEN SELECTED.

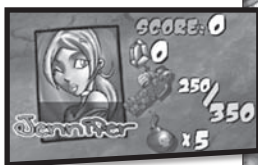
## INVENTORY

CURRENT WEAPONS AND SECONDARY ITEMS. PRESS **LB** TO CYCLE YOUR CURRENT SECONDARY ITEM, AND PRESS **RB**, OR **A** & **B** TO CYCLE YOUR CURRENT WEAPON.

## AMMO

CURRENT AMMO COUNT. THE LARGE BOLD NUMBER INDICATES YOUR OVERALL AMMO POOL, WHILE THE SMALLER NUMBER INDICATES HOW MUCH AMMO IS CURRENTLY LOADED INTO YOUR WEAPON. WHEN THE SMALLER NUMBER RUNS OUT, YOU'LL HAVE TO RELOAD (PRESS **X**)

FROM YOUR AMMO POOL. IF YOUR AMMO POOL RUNS OUT, YOUR GUNS WILL BE USELESS!




## MONSTERS

THEY'RE EVERYWHERE! JUST SAYING.

## MONSTER TOKENS

WHEN YOU DESTROY THE UNDEAD, THEY DROP GORGEOUS GLOWING GEMS. WALK OVER THESE TO COLLECT THEM, THEN REDEEM THEM FOR WEAPONS, HEALTH, ITEMS, AND WEAPON UPGRADES. AT LAST, A HOBBY YOU CAN BE PROUD OF!

## PAUSE MENU

PRESS  AT ANY TIME DURING PLAY TO PAUSE THE ACTION AND ACCESS THE PAUSE MENU, WHERE YOU HAVE THESE OPTIONS:

### RESUME GAME

RETURN TO PLAY FROM WHERE YOU PAUSED

### MISSION INFO:

#### MISSION TIME

HOW LONG YOU'VE CURRENTLY BEEN PLAYING.

#### MISSION OBJECTIVES

YOUR CURRENT MISSION OBJECTIVES.

#### MISSION ITEMS

ANY SPECIAL ITEMS THAT YOU'VE ACQUIRED WHICH RELATE TO THE MISSION OBJECTIVES.

#### GRADING CRITERIA

THE EXTRA CRITERIA REQUIRED TO EARN HIGH GRADES (ASSUMING YOU COMPLETE THE LEVEL!)

### PLAYER PROFILE

VIEW YOUR CURRENT CHARACTER'S CURRENT STATISTICS

### LAST CHECKPOINT

RESUME PLAY AT THE LAST CHECKPOINT, YOU COWARD

### RESTART LEVEL

WHEN THE GOING GETS TOUGH, THE TOUGH RESTART!

### OPTIONS



ACCESS OPTION SETTINGS

### EXIT GAME

EXIT THE CURRENT GAME AND RETURN TO THE MAIN MENU

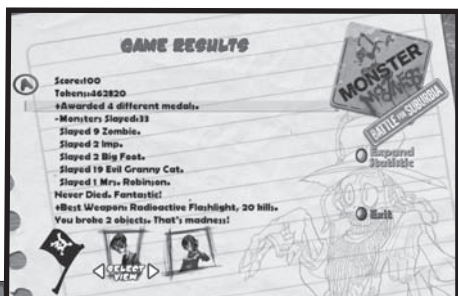


## GAME RESULTS

AT THE END OF A GAME OR LEVEL, THE RESULTS SCREEN APPEARS, GIVING YOUR SCORE AND OTHER PLAY STATS. TO EXPAND THE STATS FOR MORE DETAIL ON EACH PLAYER'S PERFORMANCE, PRESS  OR  TO SELECT THE PLAYER. IN ADVENTURE, YOU'LL ALSO BE ASSIGNED A GRADE (E, A, B, C, D, F) EACH TIME YOU COMPLETE A LEVEL, DETERMINED



BY HOW WELL YOU MET THE GRADING CRITERIA LISTED IN THE PAUSE MENU. WHEN CONNECTED TO XBOX LIVE, THE FINAL TAB LISTS THE "XBOX LIVE LEADERBOARDS" FOR THIS LEVEL OR GAME TYPE. YOU CAN VIEW THE LEADERBOARDS TO COMPARE YOUR PROGRESS AGAINST THE REST OF THE WORLD! AFTER YOU'VE FINISHED REVIEWING YOUR STATISTICS, PRESS **A** TO PROCEED ONWARDS TO THE NEXT LEVEL.



## WEAPONS

DESPERATE TIMES CALL FOR DESPERATE MEASURES, SO YOU'LL BE FINDING AND MAKING (AND UPGRADING) HOME-MADE WEAPONS FROM WEAPONS PARTS FOUND HANGING AROUND IN PLAIN SIGHT AND HIDDEN IN DESTROYABLE CONTAINERS. YOU CAN EVEN COLLECT ITEMS YOUR OPPONENTS DROP.



THERE ARE TWO BASIC TYPES OF WEAPONS: MELEE WEAPONS, WHICH ARE CLOSE-COMBAT ITEMS THAT CAN BE ANYTHING FROM KNIVES TO SWORDS TO BASKETBALLS, AND RANGE WEAPONS, WHICH CAN

BE AIMED AND FIRED. SOME WEAPONS ARE TYPICAL ITEMS YOU MIGHT FIND AROUND, SUCH AS WRENCHES. SOME ARE ITEMS DROPPED BY DEAD-FOR-GOOD ZOMBIES.

TO COLLECT FOUND WEAPONS, WALK OVER THEM AND PRESS **X**. TO ATTACK WITH YOUR WEAPON, PRESS THE



EACH CHARACTER HAS A TYPE OF MELEE WEAPON WHICH THEY CONSIDER THEIR "SPECIALTY". WHEN USING THESE WEAPONS, THE "POWER" METER APPEARS, ALLOWING THEM TO UNLEASH A DEVASTATING FINISHING MOVE UPON FILLING THE METER. THE SPECIALTY WEAPON IS NOTED BY A "THUMBS UP" ICON WHEN YOU WALK OVER OR SELECT IT. SPECIALTY WEAPONS ARE THE BEST CHOICE FOR YOUR CHARACTER, SO TRY TO FIND THEM!




YOU CAN ALSO PICK UP ANY OTHER WEAPON THAT DISPLAYS AN **X** ABOVE YOUR CHARACTERS HEAD, BUT YOU WON'T BE AS EFFECTIVE WITH THOSE, AND THEY'LL ONLY BE CARRIED TEMPORARILY IN ADDITION TO YOUR NORMAL WEAPONS.

LUCKILY FOR OUR TEENS, LARRY TOOLS, MASTER MONSTER HUNTER AND ALL-AROUND COOL BIKER DUDE IS A GENIUS AT FASHIONING WEAPONS FROM FOUND ITEMS. COLLECT ALL THE PARTS YOU CAN (NAILS, SCREWS, WIRE, TAPE, ETC.) AND BRING THEM TO LARRY'S VAN. FOR A PRICE (COLLECT THE TOKENS MONSTERS DROP WHEN THEY DIE), LARRY WILL CREATE WEAPONS. THE WEAPONS THAT CAN BE CREATED DEPEND ON THE PRICE, THE AMOUNT OF PARTS AND THE DIFFICULTY LEVEL. UPGRADE WEAPONS WHENEVER POSSIBLE. TO SEE EVERY WEAPON IN THE GAME, YOU'LL HAVE TO BEAT ADVENTURE MODE AT EACH SKILL LEVEL. YOU CAN DO IT! OR CAN YOU?

THERE ARE GREAT THROWING WEAPON ITEMS LIKE BOMBS AND MOLOTOV COCKTAILS TO BE FOUND. THERE'S EVEN AN AMULET THAT WILL TEMPORARILY TRANSFORM THE PLAYER INTO A MONSTER!

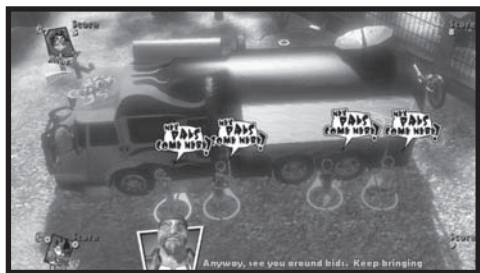
THE NUMBER OF SECONDARY ITEMS OR AMOUNT OF AMMO YOU HAVE APPEARS BESIDE THE RELATED ICON ON YOUR HUD. WHEN YOU'RE OUT OF AMMO, YOUR RANGED WEAPONS BECOME USELESS UNTIL YOU BUY OR FIND MORE. IF YOU RUN OUT OF AMMO, YOU SHOULD USE YOUR MELEE WEAPON!








**TIP: CERTAIN MONSTERS ARE ONLY VULNERABLE TO CERTAIN WEAPONS. IF A STUBBORN ONE REFUSES TO DIE, TRY USING A DIFFERENT WEAPON. CHECK THE BESTIARY, , AFTER DEFEATING A PARTICULAR TYPE OF MONSTER TO LEARN MORE ABOUT ITS BEHAVIORS AND WEAKNESSES**


## LARRY TOOLS' TRAILER

HERE'S WHERE YOU'LL BUY MOST OF YOUR WEAPONS AND SECONDARY ITEMS. LARRY TOOLS' TRAILER CAN BE FOUND IN NEARLY EVERY AREA IN THE GAME -- HE SURE GETS AROUND!



EACH PLAYER IN THE GAME HAS A PANEL IN LARRY TOOLS' TRAILER. BY PRESSING  OR , YOU CAN TOGGLE BETWEEN TWO DIFFERENT MENUS: "WEAPONS" AND "ITEMS". BY PRESSING  OR , YOU CAN CYCLE THROUGH THE AVAILABLE WEAPONS OR ITEMS. EACH ENTRY IN THE SHOP LISTS THE COST (IN BOTH MONSTER TOKENS AND WEAPON PARTS) REQUIRED TO BUY OR BUILD THAT PARTICULAR ITEM. WHEN VIEWING WEAPONS, THE NEXT UPGRADE LEVEL OF THAT WEAPON IS ALSO NOTED.

EACH WEAPON HAS THREE UPGRADE LEVELS YOU CAN GET, ONE AFTER ANOTHER. PRESS  TO CLOSE (OR RE-OPEN) YOUR LARRY TOOLS' TRAILER PANEL -- ONLY WHEN ALL PLAYERS HAVE CLOSED THEIR PANELS WILL GAMEPLAY RESUME.

IF YOU HAVE ANY QUESTIONS ABOUT ANY ITEM OR WEAPON, PRESS  TO "ASK LARRY". HE'LL USUALLY OFFER SOME HELPFUL DESCRIPTION ABOUT IT, BUT SOMETIMES HE'S JUST A LITTLE ODD.

## SELECTING WEAPONS

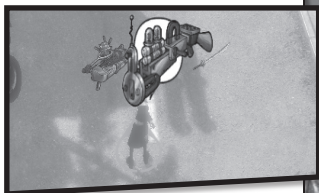
### TO CYCLE YOUR WEAPONS

**RB** PREVIOUS PRIMARY WEAPON

**LB** PREVIOUS SECONDARY WEAPON

HOLD **RB** TO SWAP BETWEEN  
MELEE AND RANGED WEAPONS

USING **○** YOU CAN ASSIGN UP  
TO FOUR WEAPONS TO THE  
DIRECTIONAL PAD (**↑**, **↓**, **←** AND  
**→**) BY HOLDING A DIRECTION WHEN A DESIRED WEAPON IS  
SELECTED. ONCE ASSIGNED, PRESSING A DIRECTION WILL  
SELECT THAT WEAPON ON THE FLY, SO YOU DON'T NEED TO  
FUMBLE FOR A FAVORED WEAPON IN THE MIDDLE OF A FIGHT.



### KILL 'EM ALL!

WHEN YOU CYCLE WEAPONS OR SECONDARY ITEMS, A COMIC  
BALLOON WILL APPEAR ABOVE YOUR CHARACTERS HEAD  
SHOWING WHICH WEAPON OR ITEM YOU ARE NOW SELECTING.

### TO FIRE WEAPONS

PRESS **RT** TO FIRE/USE PRIMARY WEAPONS

PRESS **LT** TO THROW/USE SECONDARY WEAPONS. IF IT'S A  
THROWN ITEM (SUCH AS GRENADES), THE LONGER YOU HOLD  
THIS TRIGGER, THE FARTHER YOUR CHARACTER WILL THROW  
THE PROJECTILE

USE THE AIMING ARROW TO TARGET YOUR OPPONENT. IF THE  
ENEMY YOU'RE GENERALLY AIMING AT IS ABOVE OR BELOW  
YOU, YOUR VERTICAL AIM WILL AUTOMATICALLY BE ADJUSTED  
TO POINT AT THEM. YOUR WEAPON WILL BE AIMED IN THE  
DIRECTION YOU ARE FACING; YOU'LL WANT TO USE **↑** AND  
**←** AT THE SAME TIME TO DODGE AND SHOOT WHILE MOVING  
(STRAFE).

## **MODES OF MADNESS**

### **ADVENTURE**

IN ADVENTURE MODE, YOU FOLLOW THE TWISTED TALE OF A SUBURBAN PARADISE BLIGHTED BY MONSTERS, ZOMBIES AND VARIOUS OTHER UNSAVORY SURPRISES AND DO YOUR UTMOST TO MAKE IT RIGHT. IT'S LIKE BEING PRESIDENT OR SOMETHING! WORK YOUR WAY THROUGH THE NEVER-CEASING, EVER-INCREASING REIGN OF ZOMBIE MONSTER TERROR IN 17 LEVELS OF SHEER MONSTER MAYHEM. ADVENTURE MODE CAN BE PLAYED WITH UP TO 4 PLAYERS.

## **CHOOSING A CHARACTER**

EACH CHARACTER HAS UNIQUE MOVES AND A SPECIALTY WEAPON. TRY PLAYING AS EACH ONE TO GET THE FULL FLAVOR OF MONSTER MADNESS: BATTLE FOR SUBURBIA. IN MULTIPLAYER GAMES, PLAYERS CAN SELECT THE SAME CHARACTER. LET'S MEET THEM, SHALL WE?

### **ZACK**

IF BEING SUPER-SMART AND LIKING MACHINERY AND ACTION FIGURES MAKES YOU A TECHNO DORK, ZACK COULD BE THEIR KING. WILL HE VANQUISH THE MONSTERS AND GET A CHANCE TO SHOW CARRIE HIS AFFECTIONS?



**AGE:** 15

**SPECIALTY WEAPON TYPE:** AXES

**HOBBIES:** VIDEO GAMES, COMIC BOOKS, MECHANICAL MASTERY

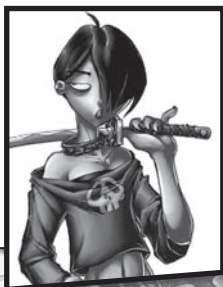
**FAVORITE FOOD:** HIGHLY CAFFEINATED SODA

**PET PEEVES:** WEDGIES

**QUOTE:** "ZOMBIES HAVE EATEN MY NEIGHBORS!"

## **CARRIE**

THE GOTH-TASTIC GAL WITH THE GRIM OUTLOOK IS A WILLING WARRIOR DESPITE HER SEEMING INDIFFERENCE. WILL SHE COME TO SEE ZACK AS MORE THAN AN UBER-DWEEB?



**AGE:** 16

**SPECIALTY WEAPON TYPE:** SWORDS

**HOBBIES:** KENDO PRACTICE,  
MEDITATION, HOLDING SÉANCES

**FAVORITE FOOD:** SUSHI

**PET PEEVES:** CHEERLEADERS

**QUOTE:** "WHATEVER."

## **ANDY**

LIVE TO SKATE, SKATE TO LIVE, SLACK TO THE MAX. ANDY'S SO LAID BACK HE'S PRONE TO THE BONE. HOW CAN HIS EASY STYLE LURE JUST-ABOUT-SURE (NOT!) JENNIFER TO HIS SIDE? THERE'S A LOT OF MONSTERS BETWEEN ANDY AND THE ANSWER!

**AGE:** 17

**SPECIALTY WEAPON TYPE:**  
PLUNGER OR HOCKEY STICK

**HOBBIES:** SKATEBOARDING, SPRAY  
PAINTING, SLACKING

**FAVORITE FOOD:** DONUTS

**PET PEEVES:** HOMEWORK

**QUOTE:** "LIGHTEN UP, DUDE!"





## JENNIFER

SHALLOW FOR SURE, BUT THERE'S, LIKE, PLENTY OF FIGHT IN THIS POUTY PRINCESS! YOU DON'T GET TO BE A CHEESY CHEERLEADING GODDESS BY RESTING ON YOUR ASSETS! IT'LL TAKE PLENTY OF SISS BOOM BAH TO BEAT THE BEASTS THAT ARE BOMBING HER 'BURB!

**AGE:** 17

**SPECIALTY WEAPON TYPE:** DUAL BATONS

**HOBBIES:** C-H-E-E-R-L-E-A-D-I-N-G!

**FAVORITE FOOD:** NONE

**PET PEEVES:** GEEKS AND FREAKS

**QUOTE:** "THAT IS, LIKE, SO TOTALLY GROSS!"



## LEVEL SELECTION

**IN ADVENTURE MODE, PLAY BEGINS AT (SURPRISE!)**

**LEVEL 1:**

ZACK'S HOUSE, A TUTORIAL LEVEL THAT WILL GET YOU GOING ON GOUGING GAZILLIONS OF ZOMBIES AND MOVING AROUND LIKE A BALLISTIC BALLERINA ON BALL BEARINGS; YOU'LL LEARN THE BASICS YOU NEED TO SUCCEED IN THE COMING MADNESS.



ONCE YOU COMPLETE A LEVEL, YOU WILL UNLOCK THE NEXT ONE, AND SO ON UNTIL YOUR THUMBS ARE RAW, THE NIGHT IS GONE, AND YOU'VE SAVED YOUR DELIGHTFUL BURG FROM THE ROVING HORDES OF HORRID RAVAGING RAVERS.

ONCE YOU'VE BEATEN A LEVEL AT A GIVEN DIFFICULTY LEVEL, IT IS ALWAYS AVAILABLE FROM THE ADVENTURE LEVEL SELECT MENU. TRY PLAYING EACH LEVEL WITH A DIFFERENT CHARACTER AND DIFFICULTY. IT AIN'T EASY, BUT YOU'LL UNLOCK MORE GOODIES THAT WAY

## **COOPERATIVE PLAY**

ADVENTURE MODE CAN BE ENJOYED SOLO OR TOGETHER WITH UP TO THREE OTHER PLAYERS, SO GRAB YOUR CONTROLLERS AND GANG UP ON THE GHOULS!



**TIP: TAKE THE TIME TO EXPLORE EVERY ASPECT OF EACH LEVEL. THERE ARE PLENTY OF USEFUL THINGS LURKING. THAT INCLUDES ITEM-CONTAINING BOXES, EXPLOSIVE BARRELS, WEAPON PARTS, HIDDEN WEAPONS, VARIOUS BEAUTY IMPLEMENTS AND MORE.**

## **DIFFICULTY**

BEFORE YOU BEGIN THE ADVENTURE, YOU'LL BE ASKED TO CHOOSE FROM

**CHILD'S PLAY** (EASY),

**THRILLER** (NORMAL)

**HORROR** (HARD)

**MADNESS** (VERY HARD--ONLY THE BEST DARE MASTER IT!)



**SKILL LEVELS.** PLAY THROUGH AT EACH SETTING TO UNLOCK BETTER WEAPONS, MOVES AND SELF-ESTEEM WITH ALTERNATE CHARACTER MODELS FOR EACH PLAYER THAT THE WHOLE WORLD WILL ENVY!

ONCE YOU'VE BEATEN THE GAME ON ANY ONE OF THE STANDARD DIFFICULTY MODES, "MADNESS" MODE WILL BE UNLOCKED. IN MADNESS MODE, ALL THE ENEMIES WILL BE MIXED UP INTO UNEXPECTED ENCOUNTERS, ALONG WITH NEW MISSION OBJECTIVES. THE MOST POWERFUL AND RARE WEAPON PARTS CAN BE FOUND ON THE MADNESS LEVELS!

## **RESURRECTION**

GO TO THE SALVATION COFFIN TO RESTORE THE LIFE OF A FELLOW PLAYER.



**TIP: SKIP CUT SCENES.** BEAUTIFUL CINEMATICS ARE A JOY FOREVER, RIGHT? EXCEPT MAYBE AFTER THE 999TH TIME. PRESS START TO SKIP CUT SCENES AND GET STRAIGHT INTO ACTION.

## **HEAL THYSELF**

YOU CAN BUY LIFE-RESTORING JOLT™ AT ONE OF THE MANY VENDING MACHINES LOCATED IN EACH LEVEL, AND AMMO AT SIMILAR VENDING MACHINES. YOU CAN ALSO BUY BOTH SODA AND AMMO AT LARRY TOOLS' TRAILER.



## **CHECKPOINTS**

AT CERTAIN POINTS DURING PLAY YOU WILL REACH A CHECKPOINT, WHICH WILL ALLOW YOU TO RESUME PLAY FROM THAT SPOT IN THE SAD EVENT OF YOUR CROAKING. OR, YOU KNOW, SUCKING.

## **SAVING & RESUMING**

GAME PROGRESS IS SAVED AUTOMATICALLY AFTER COMPLETING EACH LEVEL. IF YOU HAVE AN XBOX 360 MEMORY UNIT YOU WILL SAVE YOUR PROGRESS TO THE PROFILE ON IT. WHEN RESUMING PLAY FROM THE ADVENTURE MENU, YOUR PROGRESS WILL BE READ FROM THE XBOX 360 MEMORY UNIT AND YOU CAN SELECT THE NEXT AVAILABLE LEVEL ASSOCIATED WITH YOUR PROFILE

## **MULTIPLAYER**

MONSTER MADNESS: BATTLE FOR SUBURBIA CAN BE PLAYED COMPETITIVELY OR COOPERATIVELY EITHER OFFLINE OR ONLINE.

### **MULTIPLAYER LEVEL TYPES**

#### **BATTLE ARENAS**

THESE LEVELS SUPPORT UP TO 4 PLAYERS COMPETITIVELY, AND ARE PLAYABLE LOCALLY ON ONE XBOX 360, OR ONLINE.

#### **COOPERATIVE DOJOS**

THESE LEVELS SUPPORT UP TO 4 PLAYERS COOPERATIVELY, AND ARE PLAYABLE LOCALLY ON ONE XBOX 360, OR ONLINE.

#### **BATTLE FIELDS**

THESE LEVELS SUPPORT UP TO 16 PLAYERS COMPETITIVELY, AND ARE ONLY PLAYABLE ON SYSTEM LINK OR XBOX LIVE.

## **VERSUS**

MULTIPLAYER MADNESS REIGNS AS UP TO FOUR PLAYERS COMPETE OFFLINE ON ONE CONSOLE!

IN VERSUS MODE, ANY OF THE FOUR-PLAYER "BATTLE ARENA" OR "COOPERATIVE DOJO" LEVELS ARE AVAILABLE.

## SYSTEM LINK



**NOTE: YOU MUST SIGN IN WITH A SYSTEM LINK OR XBOX LIVE MULTIPLAYER ACCESSIBLE ACCOUNT TO ENJOY MONSTER MADNESS: BATTLE FOR SUBURBIA OVER A LOCAL NETWORK OR ONLINE. PLEASE SEE THE INSTRUCTIONS THAT CAME WITH YOUR XBOX 360.**

ON SYSTEM LINK, ANY OF THE FOUR-PLAYER "BATTLE ARENA", "BATTLECOOPERATIVE DOJO", OR "BATTLE FIELD" LEVELS ARE AVAILABLE. WHEN PLAYING "BATTLE ARENA" OR "COOPERATIVE BATTLE DOJO", MULTIPLE PLAYERS ON THE SAME XBOX 360 CAN JOIN AS GUESTS BY PRESSING START IN-GAME.

USE SYSTEM LINK TO PLAY MULTIPLAYER VERSUS GAMES OVER A LOCAL AREA NETWORK (LAN).

YOU CAN EITHER START A GAME (AS HOST) OR JOIN IN AN EXISTING SESSION. ALL PLAYERS MUST BE CONNECTED TO A WORKING LAN TO PARTICIPATE.

PRESS **Y** TO CREATE A NEW GAME, AND **A** TO JOIN ANY GAME LISTED ON YOUR LAN.

### **LEVEL**

THE LEVEL CURRENTLY BEING PLAYED.

### **HOST**

THE NAME OF THE PLAYER WHO INITIATES THE SESSION

### **PLAYERS**

NUMBER OF PLAYERS CURRENTLY IN THIS SESSION.

### **CONNECTION**

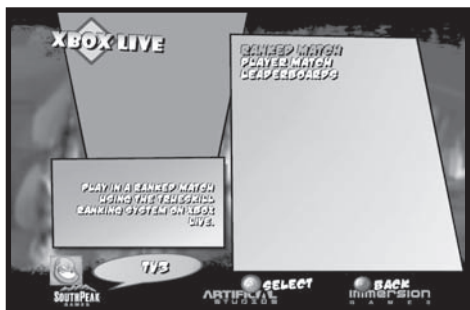
THE QUALITY OF THE CONNECTION TO THIS HOST. GREEN IS GOOD, RED IS... NOT SO GOOD.

## COMMUNICATING WITH OTHER PLAYERS

FOR BOTH SYSTEM LINK AND XBOX LIVE SESSIONS, IF YOU HAVE AN XBOX 360 HEADSET, ATTACH IT TO THE XBOX 360 CONTROLLER AS DESCRIBED IN THE MANUFACTURER'S INSTRUCTIONS. THIS WILL ALLOW YOU TO CHAT, COORDINATE WITH TEAMMATES AND CROW OBNOXIOUSLY OVER YOUR VICTIMS. ENJOY!

## 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](http://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](http://WWW.XBOX.COM/FAMILYSETTINGS).

PLAY WITH UP TO 16 DIFFERENT PLAYERS FROM AROUND THE GLOBE WITH THE FANCY XBOX LIVE! YOU MUST BE SIGNED UP WITH XBOX LIVE BEFORE JOINING AN XBOX LIVE SESSION OF MONSTER MADNESS: BATTLE FOR SUBURBIA.

ON XBOX LIVE, ANY OF THE FOUR-PLAYER "BATTLE ARENA", "BATTLE DOJO", OR "BATTLE FIELD" LEVELS ARE AVAILABLE. WHEN PLAYING "BATTLE ARENA" OR "BATTLECOOPERATIVE DOJO", MULTIPLE PLAYERS ON THE SAME XBOX CAN JOIN AS GUESTS BY PRESSING START IN-GAME.

### **XBOX LIVE RANKED MATCHES WITH TRUESKILL**

RANKED MATCHES AUTOMATICALLY PAIR YOU WITH GAMERS OF A SIMILAR SKILL LEVEL, USING THE XBOX LIVE TRUESKILL SYSTEM. BY PLAYING RANKED MATCHES, YOU CAN BE SURE TO ALWAYS HAVE A FAIR & CHALLENGING GAME, WHETHER YOU'RE A MASTER MONSTER MASHER OR A RECENT RECRUIT! THESE MATCHES ALSO COUNT TOWARDS THE LEADERBOARD RANKINGS, SO TRY YOUR BEST!

### **XBOX LIVE PLAYER MATCHES**

PLAYER MATCHES ALLOW YOU TO PLAY "CUSTOM" GAMES OF ANY CONFIGURATION, WITHOUT RANKING. YOU CAN ALSO INVITE YOUR FRIENDS TO THESE GAMES, AND PLAY ANY KIND OF CRAZY MATCH CONFIGURATION THAT YOU CAN DREAM UP. YOU CAN BROWSE FOR INDIVIDUAL GAME SESSIONS IN THE PLAYER MATCHES LIST,, FILTERING BY ANY TYPE OF MATCH THAT INTERESTS YOU. PLAYER MATCHES ARE GREAT FOR FUN, RISK-FREE GAMES THAT DON'T GO ON YOUR PERMANENT RECORD.

### **XBOX LIVE LEADERBOARDS**

HERE YOU CAN ACCESS WORLD-WIDE RANKINGS FOR EVERY ADVENTURE LEVEL, ON EVERY DIFFICULTY, AND EACH RANKED MULTIPLAYER MODE! CHECK OUT THE LEADERBOARDS TO SEE HOW YOU STACK UP!



## THE MULTIPLAYER LOBBY

THIS IS WHERE YOU SET UP YOUR MIGHTY MULTIPLAYER EXPERIENCE. HIGHLIGHT A SELECTION AND PRESS **Y** TO SET GAME PREFERENCES. SOME OF THE SETTINGS AVAILABLE DEPEND ON THE TYPE OF GAME SELECTED.



AS PLAYERS JOIN, THEY WILL APPEAR ON SCREEN. ONCE ALL CONTROLLERS ARE CONNECTED, PLAYERS PRESS **START** TO JOIN OR **BACK** TO LEAVE A GAME. ONCE A GAME IS STARTED, PLAYERS CHOOSE CHARACTERS AND GET DOWN TO THE BLISTERING BUSINESS AT HAND.

### MAP

CHOOSE FROM MANY PERILOUS ARENAS OF PLAY. DIFFERENT MAPS ARE AVAILABLE DEPENDING ON WHETHER YOU HAVE SELECTED VERSUS, SYSTEM LINK, OR XBOX LIVE.

### GAME

CHOOSE AMONG VARIOUS GAME TYPES:

**NOTE:** SOME GAME TYPES ARE ONLY AVAILABLE ON CERTAIN LEVELS, WHETHER BATTLE ARENAS, BATTLE FIELDS, OR COOPERATIVE DOJOS.

#### FFA DEATHMATCH

IN A FREE FOR ALL DEATHMATCH, IT'S EVERY PLAYER FOR THEMSELVES WITH THE OBJECTIVE BEING SURVIVAL THE PLAYER WITH THE MOST KILLS WINS.

#### CAPTURE THE FLAG

CAPTURE THE OPPOSING TEAM'S FLAG AND RETURN TO HOME BASE WHILE DEFENDING YOUR OWN, OR VIE TO CAPTURE A NEUTRAL FLAG FROM THE CENTER. PLAYERS MUST WORK TOGETHER TO BOTH ATTACK AND DEFEND.



SET THE SCORE LIMIT AND THE DEVIL TAKE THE HINDMOST! VEHICLES AND DEFENSIVE EMBLEMMENTS ARE A HIGHLIGHT OF THIS STYLE GAME, WHICH CAN BE PLAYED OFFLINE WITH FOUR PLAYERS (TWO PER TEAM) OR ONLINE WITH UP TO 16 PLAYERS (EIGHT PER TEAM).

### **FFA KING OF THE HILL**

A MYSTICAL SPHERE DEMANDS OCCUPANTS! IN FREE FOR ALL, EVERYONE'S TRYING TO OCCUPY THE HILL FOR HIMSELF. THE PLAYER WITH THE MOST TIME IN THE HILL AT THE END OF THE MATCH WINS!

### **TEAM KING OF THE HILL**

A MYSTICAL SPHERE DEMANDS OCCUPANTS! IN TEAM PLAY, EACH TEAM COMPETES TO SPEND THE MOST TIME IN CONTROL OF THE HILL. THE TEAM WITH THE MOST TIME IN THE HILL AT THE END OF THE MATCH WINS!

### **MONSTER HUNTER**

EVERYONE STARTS AS A HUMAN. THE FIRST PLAYER TO DIE BECOMES A MONSTER, AND HIS GOAL IS TO KILL ALL THE OTHER PLAYERS TO TURN THEM INTO MONSTERS. BY THE END OF THE MATCH, THE PLAYER WHO HAS SPENT THE MOST TIME AS A HUMAN WINS.

### **TEAM DEATHMATCH**

COOPERATION WINS THE DAY IN THIS COLLECTIVE CLOUT FEST. BATTLE TOGETHER TO VANQUISH THE OPPOSING TEAM IN A FIGHT TO THE FINISH. AVAILABLE ONLINE OR OFFLINE.

### **DOJO COOPERATIVE**

HERE YOU'VE GOT TO WORK TOGETHER TO TAKE DOWN INCREASINGLY DIFFICULT WAVES OF MONSTERS! CONFIGURABLE OPTIONS ALLOW YOU TO SPECIFY WHETHER YOU WANT A PURELY COOPERATIVE GAME, OR A LITTLE BIT OF COMPETITION TO SEE WHO CAN GRAB THE MOST TOKENS!

### **KILL LIMIT**

SET THE NUMBER OF KILLS NEEDED TO SUCCEED. THE FIRST PLAYER OR TEAM TO REACH THE KILL LIMIT IS THE WINNER, OTHER THINGS BEING EQUAL.

### **MATCH TIME**

SET THE LENGTH OF MATCHES TO FIVE, TEN, 15, 30 OR 45 MINUTES. WHEN THE MATCH TIME IS UP, THE TEAM OR PLAYER WITH THE HIGHEST SCORE WINS, SUBJECT TO OTHER FACTORS SUCH AS BEING ALIVE, ETC.

## HEALTH

CHOOSE HOW MUCH DAMAGE ANY PLAYER CAN TAKE BEFORE GOING TO THE GREAT BEYOND: ONE SHOT KILLS, NORMAL, DOUBLE OR QUADRUPLE

## WEAPONS

SELECT WEAPON(S) OF CHOICE FROM AN ARRESTING ARRAY OF ARMAMENTS. DEPENDING ON SETTING, DIFFERENT WEAPONS CAN BE COLLECTED DURING PLAY.

## OPTIONS

FROM THE OPTIONS MENU YOU CAN ADJUST VIEW OPTIONS. THESE VIEW OPTIONS INCLUDE BRIGHTNESS, CAMERA SNAP LEVELS, AND CAMERA SHAKE.

THERE ARE ALSO SOUND OPTIONS WHERE YOU CAN ADJUST THE SOUND FX VOLUME, VOICE VOLUME, MUSIC VOLUME, MUSIC SELECT OPTIONS. FINALLY, THERE ARE GAME OPTIONS THAT INCLUDE TOGGING BESTIARY ALERTS, WEAPON AUTOSWITCH, CHARACTER DIALOGUES, CONTROLLER VIBRATION, ENEMY AUTOTARGET, TUTORIALS, PLAYER INDICATORS, AND VIEWING THE GAME CONTROLS.



## PLAYER PROFILE

FROM THE IN-GAME PAUSE MENU (OR BY PRESSING **Y** WHEN SELECTING YOUR CHARACTER FOR ADVENTURE), YOU CAN ACCESS THE PLAYER PROFILE SCREEN. THIS SCREEN DISPLAYS YOUR CURRENTLY SELECTED MELEE WEAPONS, HEALTH, CURRENT AND MAX AMMO, MONSTER TOKEN COUNT, AND A 3D ROTATING IMAGE OF YOUR CHARACTER.

BELOW THAT INFORMATION ON THE FIRST PAGE ARE A LIST OF



ALL THE PRIMARY WEAPONS YOU HAVE ACQUIRED AND THEIR CURRENT LEVEL. ON THE SECOND PAGE YOU CAN VIEW YOUR ITEMS AND THE NUMBERS OF EACH THAT YOU CURRENTLY HAVE. ON THE FINAL PAGE OF THE PROFILE SCREEN YOU CAN VIEW ALL OF YOUR WEAPON PARTS AND HOW MANY OF EACH YOU HAVE.

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**MEL KIRK**

**AND THE REST OF THE REVERB STAFF**

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**JUAN GABRIEL LIEVANO** - ADDITIONAL PROGRAMMING, ADDITIONAL VFX

**ALEJANDRO CARDONA** - ADDITIONAL CONTENT

**ALEJANDRO ACUÑA EELMAN** - ADDITIONAL CONTENT



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**ARI BROOKS** - VOICE ACTRESS: CARRIE, VAMPIRESS, WITCH, EVIL DOLL

**REGINA STUZIN** - VOICE ACTRESS, JENNIFER

**YOSSI SHUMAN** - VOICE ACTOR: ZACK, BOB ZOMBIE, HUGGLES, DRACULA, THE JANITOR, HEADLESS PRIEST, LEPRECHAUN

**JAIME SHERMAN** - VOICE ACTOR: ANDY, PRINCIPAL, LORD OF DEMONS

**SHAHIN TOUFIGHIAN** - VOICE ACTOR: ZOMBIE

**SHAMIM TOUFIGHIAN** - VOICE ACTOR: MARTIAN

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**PAUL CARSON**

**ANDY WESTFALL**

**HUGH PERRY**

**THOMAS DOLCE**

**ARIEL HENSLEY**

**ANDREW KENDRICK**

## **SPECIAL THANKS:**

**JEREMY STIEGLITZ:** TO MOM, DAD, & JESSICA... THANKS FOR PUTTING UP WITH ME. THANKS TO DOUG KENNEDY, THE MAN'S LOOKING OUT FOR US. AND MANY THANKS TO SOUTHPEAK FOR BELIEVING IN THIS GAME!

**THOMAS WILLIAMSON:** ARIEANN, FOR HER ENDLESS PATIENCE. MOM, FOR HER ENDLESS SUPPORT AND COURAGE. THE FSM, FOR HIS MIGHTY NOODLY APPENDAGE. CHUCK NORRIS, FOR BEING THERE WHEN IT COUNTED THE MOST. AND ALL MY OTHER FRIENDS AND FAMILY WHO COULDN'T FIT HERE, THANK YOU.

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MIND MY LOST TIME AND WAS SUPPORTIVE OVER THIS CRAZY DEVELOPMENT.

**MATT FARBER:** THANKS FOR EVERYONE WHO PUT UP WITH MY CRAZY HOURS, AND TO MY FAMILY, WHO'S HELPED ME FINALLY GET TO DO WHAT I'VE WANTED IN LIFE.

**AFSHIN TOUFIGHIAN:** A SPECIAL THANK YOU TO MOM, DAD, MY TWO BROS SHAHIN AND SHAMIM, TO AMIR, TO TOMMY TALLARICO AND BOB RICE FOR YOUR KNOWLEDGE AND WISDOM, AND TO JEREMY FOR YOUR RELENTLESS COMMITMENT AND DEDICATION IN CARRYING FORWARD THE VISION OF MONSTER MADNESS: BATTLE FOR SUBURBIA; THAT HAS BEEN A SOURCE OF ENCOURAGEMENT AND MOTIVATION FOR ME. THANK YOU.

**DEREK STROUD:** FOR VANESSA, THE PARENTS, AND THE PUPS AND ALSO TO BOBFE FOR ALWAYS HAUNTING ME.

**TOM JONES:** THANKS TO MY BEST FRIENDS AMANDA, HEATHER, AND THOMAS FOR MOVING AWAY AND LEAVING ME NOTHING ELSE TO DO BUT WORK. AND TO JUSTIN, DWEBB, SKEEZ, PEACE, AND KRIS FOR STICKING AROUND (AND CHUCK AND GMONEY). FINALLY, THANKS TO MY SUPPORTIVE FAMILY, BRILLIANT BROTHER, AND THE OTHER TALENTED LOONIES AT AS.

**IAN JONES:** SPECIAL THANKS TO MY GIRLFRIEND ASHLEY.

**CLIFTON POLI:** TO MY FAMILY, ROBERT, ANNA, AND CLARISE FOR THEIR SUPPORT.

**ZACK FOWLER:** MOM, ALEX, OWEN, ROB, SCOTT, AND DAN FOR THE ENCOURAGEMENT AND SUPPORT. ROBERT FOR UNDERSTANDING THE BURDEN OF THE DADDY PANTS. SEAN FOR NOT JUST STANDING THERE, SCRATCHING HIS LEG. MARCELLO FOR ZDRAW. THANKS!

**JOSHUA JAVAHERI:** THANKS TO MOM, DAD, & STEPHAN - FOR PUTTING UP WITH IT. VALERIE, BRUCE, ALIX, CHARLIE, AND DANOVIN - FOR THE MORAL SUPPORT. MY CAT OSHI FOR KEEPING US COMPANY DURING THOSE LATE NIGHTS. JESSIE - FRIENDS, ALWAYS. RIP FOREVER, NATALIE.

**ANNA VITTORE:** I WANT TO GIVE SPECIAL THANKS TO MY FIANCE MATT FOR TAKING CARE OF ME. AND TO MY MOTHER, FOR TELLING ME THE ONLY ARTIST THAT WON'T STARVE IS A DIGITAL ONE.

**DAVID CASTEEL:** SPECIAL THANKS TO THOSE WHO PURCHASED AND ENJOYED MONSTER MADNESS: BATTLE FOR SUBURBIA, IT IS FOR YOU THAT WE DO THIS.

**JERROD GREENWOOD:** MIKE, JACK, B-B-B-B-BARRETT - FOR BEING MY HOMIES. JR - MY BRO. THANKS FOR THE SUPPORT. MANDA MOO - KEEPING ME SANE AND BEING MY SHOPPING BUDDY. JASON - FREE FOOD AND BEING A NIGHT OWL. RIP SPIKE.

**BENJAMIN LEE:** SPECIAL THANKS TO MY PARENTS AND MY BRO.

**JAKE MARTIN:** MANY THANKS TO THE FS STAFF, AARON STAHL, CHRIS CHANEY AND CHAD KENDALL.

**STEPHEN BAKER:** MYLY CHAU - FOR ALWAYS PUSHING ME TO DO GREATER THINGS. MATT PUSATERI - YOU'RE ALWAYS WATCHING MY BACK. JOHN MCMILLAN - THE REST IS YET TO BE SEEN.

**JASON HILLHOUSE:** THANKS TO MY PARENTS FOR SUPPORTING ME THROUGH ALL OF THIS (I KNOW YOU'RE LOVING THIS DAD :P). BRENT, A GREAT TEACHER WHO GOT ME ON MY FEET. AND JEREMY, FOR GIVING ME THE CHANCE TO DO THIS STUFF. IF I HAD TO START OUT SOMEWHERE I'M GLAD IT WAS HERE!

**RIGEL:** I WOULD LIKE TO THANK MY LOVING FAMILY FOR SUPPORTING ME AND PUTTING UP WITH ME AND THE TIME IT TOOK TO COMPLETE MONSTER MADNESS: BATTLE FOR SUBURBIA.

ARIEANN DEFAZIO, FOR TAKING CARE OF THE PEOPLE AT ARTIFICIAL

PATRICK DUGAN, FOR EARLY CODE WORK

TIM JOHNSON, FOR REALIZING THE DREAM

## **CREATE A MONSTER CONTEST WINNERS**

**DANE MINER** - US

**TONY HARRISON** - UK



**NOTES**



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