



XBOX 360.



# X-MEN DESTINY

MARVEL ACTIVISION



**WARNING** Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to [www.xbox.com/support](http://www.xbox.com/support).

### **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.

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# Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to [www.xbox.com/live](http://www.xbox.com/live) to learn more.

## CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

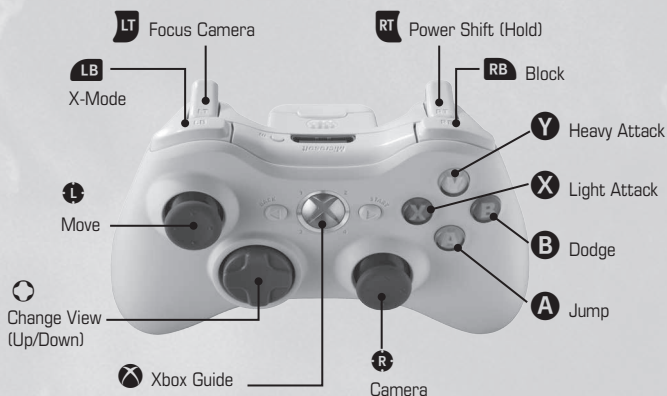
For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live/countries](http://www.xbox.com/live/countries).

## FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

# GAME CONTROLS

The X-Men™ Destiny control system offers the player a variety of options when facing enemies. The system is comprised of Basic Combat and Mutant Abilities.



## MUTANT ABILITIES (POWER SHIFT)

When using **POWER SHIFT (RT)**, the player toggles basic combat attacks into special iconic **MUTANT ABILITIES**. Mutant Abilities are different, depending on the core power chosen. M-Power is used while performing these special moves. These abilities can be used seamlessly within any combo as well as independently.

# HEADS-UP DISPLAY (HUD)



allies.

1. HEALTH METER: The player's current health.
2. M-POWER METER: M-Power is needed to perform Mutant Abilities.
3. SLOTS: The player's currently selected X-Genes.
4. MINI-MAP: Red dots and arrows indicate enemies; the orange arrow indicates waypoints and objectives; other colored dots indicate

## GAMEPLAY SYSTEM

### CORE ICONIC POWERS

ENERGY PROJECTION: The power to project blasts of energy from your hands.

SHADOW MATTER: The power to control the immediate unseen dark matter around the body and manifest it into a solid shape for an instant.

DENSITY CONTROL: The power to control the density of one's body mass.

### DESTINY EVENTS

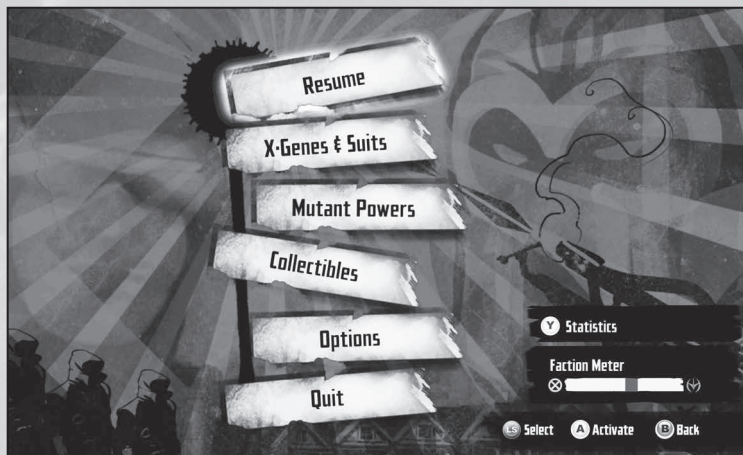
Destiny Events are pauses in the action that present the player with important choices. These events impact POWER TREE SELECTION, X-GENES, STORY, DIALOGUE, and ALLIANCES.

### COLLECTING EXPERIENCE

Experience points can be spent in the pause menu to go towards the X-Genes that are equipped. You can gain experience points through defeating enemies and completing objectives. The total points accrued will also go towards your signature abilities that will enable you to unlock new abilities and attacks.



# MENU SCREENS



## IN-GAME PAUSE MENU

**X-GENES AND SUITS:** Displays information about the X-Genes and Suits you have unlocked. It is also possible to spend experience points to upgrade your X-Genes in this menu.

**MUTANT POWERS:** Displays information about the powers you have unlocked. It is also possible to spend experience points to upgrade your powers in this menu.

**COLLECTIBLES:** Displays information about the collectibles you have unlocked

**OPTIONS:** Change audio settings, video settings, game settings and view controls.

**QUIT:** Quit current game session to the main menu.

**STATISTICS:** View data, such as the number of collectibles obtained, or enemies defeated.

**FACTION METER:** Shows whether the player is aligned toward the X-Men (left) or the Brotherhood of Mutants (right).

# X-GENES & SUITS

## X-GENES

Based on iconic X-Men/Brotherhood characters, X-GENES are collectible items, found throughout the world, that modify the characters' abilities and/or appearance. There are three types: OFFENSIVE, DEFENSIVE, and UTILITY. One of each type can be equipped at any given time.

Offensive X-Genes modify Powered Combat and Core Power Mutant Abilities. For example, one might increase area of damage or damage over time.

Defensive X-Genes grant passive improvements to armor and/or health, or group auras.

Utility X-Genes will enable new locomotion abilities and modify the M-Power Meter.

X-Genes can be equipped in any combination of Offense, Defense, Utility and Suit. Completing a set however will grant significant bonuses to the overall attributes of the X-Genes equipped.

## SUITS

Like X-Genes, SUITS are themed around popular X-Men/Brotherhood characters and will change the look of the character. Suits can be found hidden throughout the world, as challenge reward items, or dropped by iconic characters.

## COMPLETING SETS (X-MODE)

When a player collects a Suit and all of its matching X-Genes, the character obtains a new special power called X-MODE. This X-Mode power, which is related to the set completed, can be used at the cost of M-Power by pressing **LB**. Each suit can be worn by any playable character.

## SAVING & X-MARKERS

**X-MARKERS:** X-Markers are placed throughout the game to indicate to the player that they are on the correct path. Upon reaching X-Markers, the game sometimes saves.

**SAVING THE GAME:** The game auto saves at key moments of the game like completing certain mission objectives or reaching certain areas of the game. If the character is defeated, gameplay resumes at these locations.

**FOR MORE INFORMATION, GO TO [www.XMenDestiny.com](http://www.XMenDestiny.com)**



# NOTES

## SOFTWARE LICENSE AGREEMENT

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- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

# CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats.

INTERNET: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: All support is handled in English only.

PHONE: (800) 225-6588

Phone support is available from 7:00 a.m. to 7:00 p.m. (Pacific Time) every day of the week.

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