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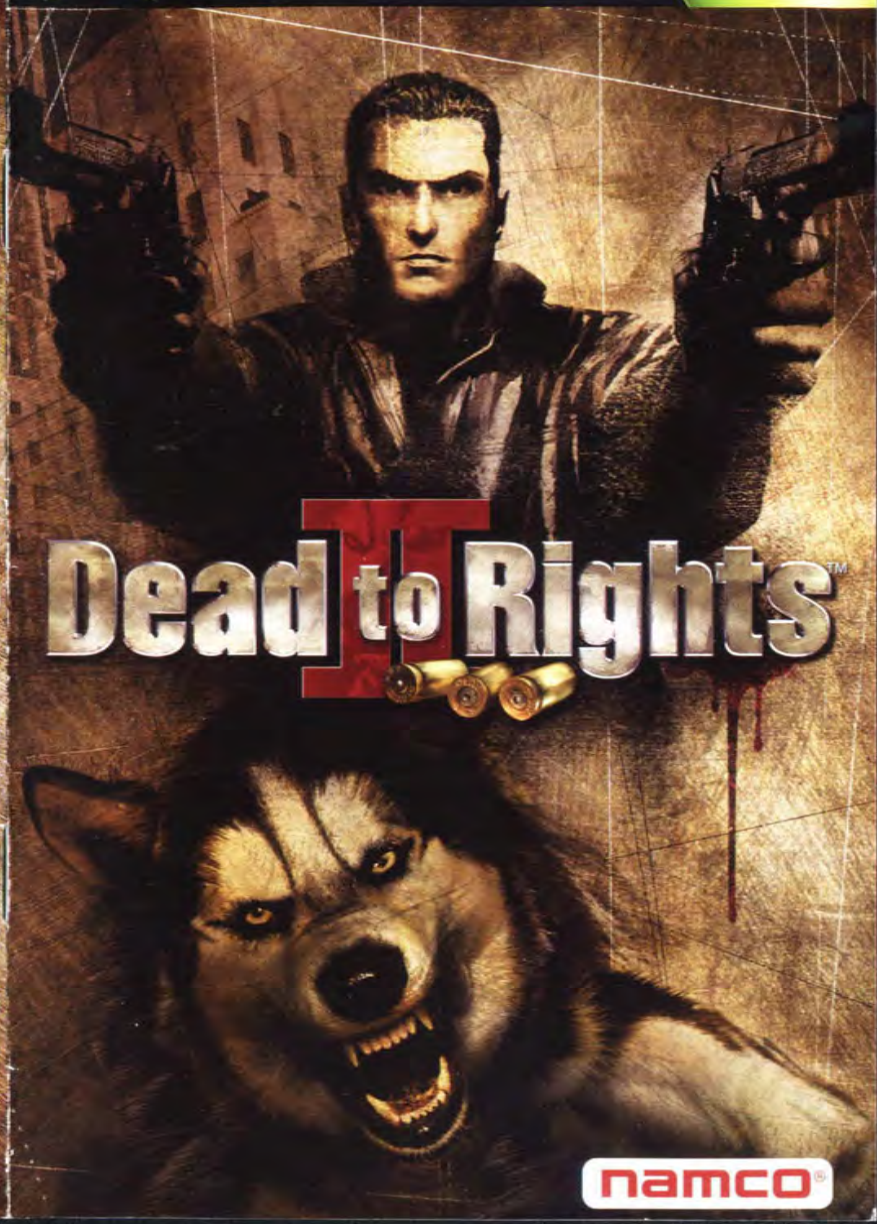
XBOX



Safety Information

About 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear- projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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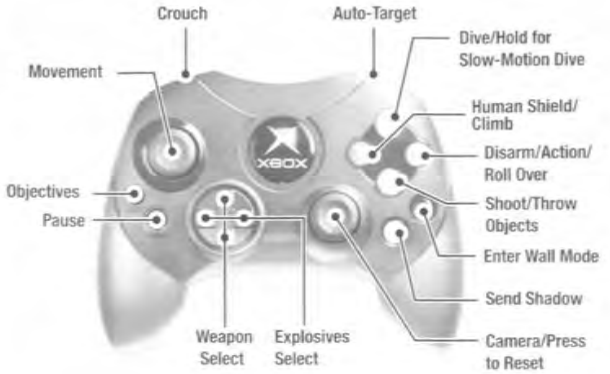
GAME CONTROLS

ARMED/GUNFIGHT



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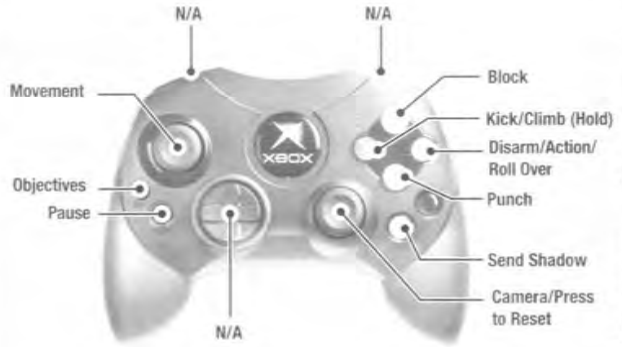




MAN'S BEST FRIEND. CRIME'S WORST NIGHTMARE.

While investigating the kidnapping of a distinguished judge and family friend, Jack Slate uncovers a labyrinth of corruption and betrayal – reaffirming there's only one loyalty he can ever really trust. In this prequel to the hit 3rd-person shooter, Grant City's finest returns with nastier disarms, spherical slow-motion dives and the fiercest crime-fighting weapon known to man, his best friend Shadow.

MAIN MENU

Use the Main Menu to start a new game, load a previously saved game or change the game options.



GAME MODES



New Game

Start the story and uncover the truth in all its bloody glory. In the beginning, you can only select Normal and Easy levels. All other on-screen options become unlocked as you progress through the game.

Load Game

Here you can load a previously saved game and continue with the mayhem.

Instant Action

Show what you're made of by battling through four intense situations. Get out alive or start all over again. Here you have the same initial menu options as New Game.

Bonus

Play through Story Mode and Instant Action Mode to unlock art galleries, more advanced difficulties and additional weapons. You can also view the credits of the people behind the scenes.



Options

Use this menu to change the game settings.



Sound Effects Volume

Change the volume of the sound effects during play.

Music Volume

Change the volume of the music during play.

Reverse Horizontal Axis

Invert the way the camera moves on its horizontal axis.

Reverse Vertical Axis

Invert the way the camera moves on its vertical axis.

Vibration

Enable or disable vibration during play.

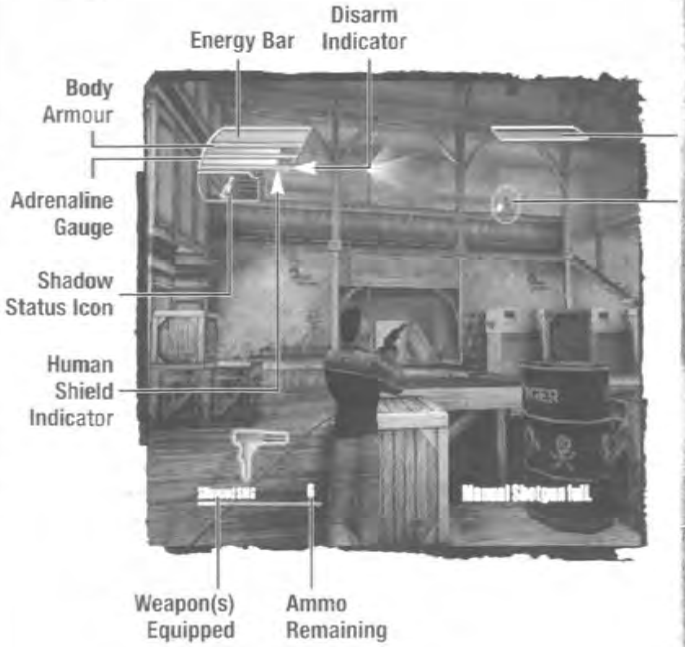
Tutorial

Select this menu to familiarise yourself with some of the important game mechanics.

Replay

Select this menu to play a previously unlocked chapter. Once you have completed a chapter, it remains unlocked and accessible in Replay Mode.

HUD



Energy Bar

This indicates the amount of life Jack has left. When the gauge is empty, the game is over.

Body Armour

Jack takes less damage when there are points left on his bulletproof vest. This gauge shows how much more punishment it can withstand.

Adrenaline Gauge

Performing slow-motion dives depletes Jack's adrenaline. The same goes for using human shields and sending Shadow. Jack recovers adrenaline constantly, but performing a disarm gives him a big boost.

Human Shield Indicator

When this icon is green, Jack can grab an enemy as a human shield. When the icon is red, Jack is not ready to perform another Human Shield Grab.

Disarm Indicator

When this icon is green, Jack can perform a disarm. When the icon is red, Jack is not ready to perform another Disarm Grab.

Shadow Status Icon

This icon shows whether Shadow is ready for action, seeking a target or carrying a weapon back to Jack.

Weapon(s) Equipped

This represents the weapon(s) Jack currently carries.

Ammo Remaining

This number shows how many shells are left in the currently selected weapon.

Targeting Reticule

Jack's current target is highlighted with this reticule.

Enemy Health Gauge

The red bar represents the targeted enemy's remaining life.

KEY GAME MECHANICS

Disarms



The ability to perform disarms is a signature feature of Dead to Rights™ II. When Jack is standing in front of an enemy, press B to grab an enemy and perform one of many deadly disarms. Performing a disarm equips Jack with the enemy's active weapon.

Use L with the disarm action to perform a variety of different disarms.

If Jack is behind an enemy and attempts to perform a disarm, he will snap the enemy's neck instead.

Warning: Bosses are immune to disarms and will knock Jack off.

Human Shield

During a gunfight, when Jack is standing near an enemy, press X to grab an enemy and use him as a human shield. Holding a human shield depletes Jack's adrenaline. Press X again to kill the enemy.





Wall Mode

With all the bullets that fly in Dead to Rights™ II, sometimes you need to take cover. While standing near a wall or a flat surface, press ● to enter Wall Mode. Jack can shimmy left or right along the surface and even peek around corners. Press the **Auto-Target** button and then the **Fire** button to spin out from hiding and shoot the targeted enemy. Jack can also enter Wall Mode while crouched.

Shadow



Shadow is Jack's best friend and can be summoned to assist him in several ways. He can perform kills, immobilise enemies and pick up weapons for Jack. Press ○ while locked onto an enemy (using R) to send Shadow to attack.

Shadow's actions are linked to the adrenaline gauge. If the gauge is full, Shadow performs an immediate kill. If the adrenaline gauge is less than full, Shadow immobilises the enemy by biting his hands. If no enemy is targeted, Shadow retrieves an available weapon from nearby.

Spherical Slow-Motion Diving



Slow-motion dives are one of the most gratifying features of Dead to Rights™ II. If adrenaline is available, press and hold the **Dive** button to perform a slow-motion dive to get more airtime and take out multiple enemies. Press and hold ⓨ and hold any of the four directions using Ⓛ to perform a dive toward the selected direction. While diving, hold **Auto-Target** (using Ⓡ) and use Ⓡ to cycle through the available enemies around Jack.

Tap the **Dive** button again while diving to return to normal speed. When the adrenaline gauge is depleted, a slow-motion dive returns to normal speed automatically.



Roll Over

While running toward an obstacle one metre or less in height, press Ⓑ to roll over the object.

Hint: Try to quickly press the dive button while rolling to perform a combo roll and dive.

Climbing

When standing in front of an object one metre or less in height, press Ⓧ to climb up on the object. Some areas require Jack to climb over objects to progress further into the level.



WEAPONS

Jack Slate can use a multitude of weapons to get to the bottom of this case. As you play through the levels, you'll acquire better and more powerful weapons, either by finding them or collecting them from the corpses of fallen enemies.

Below is a partial list of the available weapons.

Pistols



.45 Auto



Silenced Pistol

Shotguns



Sawed-off Shotgun



Manual Shotgun

Machine Guns



Cabal SMG



Russian AMG



Cabal Rifle

Melee Weapons



Katana



Metal Bat

Explosives and Such



Canister



Molotov



Grenade

CHARACTERS



Jack Slate

Police detective and protagonist. Jack has trouble controlling his violent tendencies.



Shadow

Jack's best friend and partner in the K9 unit.



Alfred McGuffin

Judge, Slate family friend and kidnapping victim.



Ruby

Stripper and informant. Jack and Ruby are very close. It seems there may have been some romantic history between the two.

Hector Crooz

Pornographer, gangster low-life and all-around bad guy.



Steve Houstown

Leader of the Death Riders biker gang. A small-time crook, in over his head.



Hong-Tse

Prominent Chinese Triad who runs the Black Dragons.



Granjov

Blanchov's bodyguard. Ex-Soviet military, he carries a bulletproof attaché case.





Robert Blanchov

A.K.A. Boris Petrenko. One-time underworld player who now runs casinos and is campaigning for office as a senator.

GAMEPLAY TIPS

- Use your environments. Jack can use corners to give him the upper hand. And don't forget to climb and roll into a safer locale.
- Use your enemies. Human shields save lives! (Well, Jack's anyway.)
- Line 'em up. Jack's aim isn't perfect, but the more enemies you see clustered together, the better the chances of a stray bullet hitting a scumbag.
- Shadow is Jack's best friend for a reason. Use him to save bullets and health.
- If you're not sure what to do next, press ◀ to see your Objectives.
- Make use of health packs and body armour scattered throughout the levels.

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