CLASH OF THE TITANS

THE VIDEOGAME

LIVE THE LEGEND

THE VIDEOGAME
IN STORES JUNE 2010

ENTREZ DANS LA LÉGENDE

LE JEU VIDÉO EN MAGASINS
EN JUIN 2010

RATING PENDING
COTE EN ATTENTE
RP
CONTENT RATED BY
CONTENU CLASSÉ PAR
ESRB

May contain content inappropriate for children.
Visit www.esrb.org for rating information.

Peut contenir du contenu inapproprié aux enfants. Visitez www.esrb.org pour des renseignements sur le classement.

XBOX LIVE

BANDAI NAMCO Games

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Jump in.

XBOX 360

XBOX 360

XBOX LIVE

DEAD TO RIGHTS RETRIBUTION

MATURE 17+
JEUNES ADULTES
M
CONTENT RATED BY
CONTENU ÉVALUÉ PAR
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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**.

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.

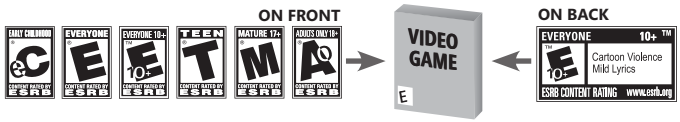
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit **www.ESRB.org**.

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XBOX LIVE

Xbox LIVE® brings more of the entertainment you love right to your living room. Raise the curtain on your own instant movie night with thousands of HD movies, TV shows, and videos downloaded in a snap from Xbox LIVE and Netflix. Find the perfect game for any player with a free trial of hundreds of titles from the largest library available. With downloadable Game Add-Ons like maps, songs, weapons and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

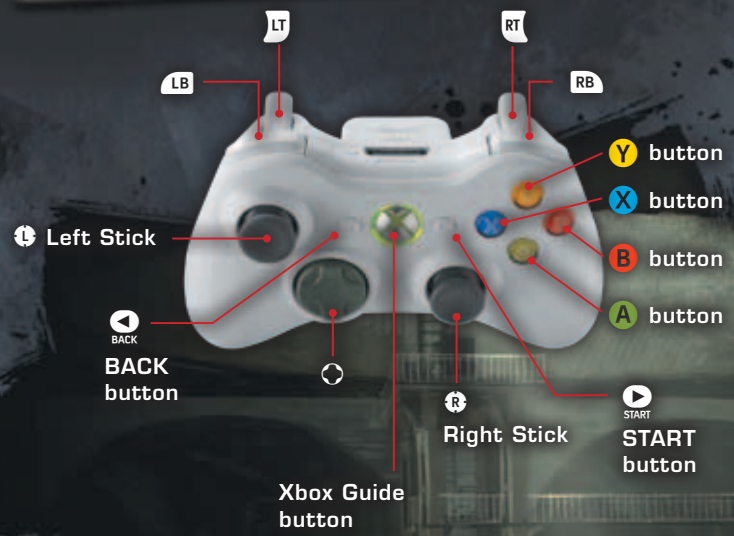
CONNECTING

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.

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.

CONTROLS



MENU CONTROLS	
Left Stick/ D-pad	Navigate Menus
A	Accept
B	Back
Y	Select a Storage Device

NOTE:
Jack Slate's melee skills begin with Fast Strikes and Strong Strikes. Jack can also execute a variety of bone-crushing Combos. Access the Controller menu within Options or the Main Menu to view a full breakdown of Jack's Combos.

CONTROLS

MELEE CONTROLS	
Left Stick	Move
Right Stick	Look
Y	Fast Strike
B	Strong Strike
Y + B	Guard Break
X	Block
X + Left Stick	Dash
A + X	Clinch
LB	Focus Mode

RANGED CONTROLS	
Left Stick	Move
Right Stick	Look
LT	Aim
RT	Shoot
RB (tap)	Reload
RB (hold)	Pick up Weapon
LB	Focus Mode
D-pad ⇧ / ⇩	Command Shadow
D-pad ⇦	Change Grenade
D-pad ⇨	Change Weapon

SHADOW CONTROLS	
Left Stick	Move
Right Stick	Look
LT (hold)	Sneak Mode
RT (hold)	Sprint
X	Drag Bodies
Y (hold)	Bark / Growl
A	Attack / Savage

MAIN MENU

Press the START button at the Title Screen to be taken to the Main Menu.

CONTINUE
Continue a previously saved game by reloading your latest Checkpoint.

NEW STORY
Start a new story from the very beginning.

CHAPTER SELECT
Select a Chapter to jump straight to that part of the story. You may only select Chapters that you have previously unlocked in the game.

EXTRAS
Access Unlockables, Character Concept Gallery, Credits, and more from this menu.

DOWNLOADABLE CONTENT
Access downloadable content available for *Dead to Rights: Retribution.*

OPTIONS
Select the Options menu to adjust audio, video, and gameplay settings and to view the controls.

GAME SCREEN

JACK'S HEALTH
When Jack takes damage,, blood will splash on his clothes (and the screen), the color will eventually drain from his vision.

DAMAGE INDICATOR
When Jack is taking damage, a small indicator appears near the center of the screen showing the direction of the attacker. Use the Damage Indicator to quickly find the location of incoming attacks.

OBJECTIVES MARKER
During certain missions, Jack can bring up the objectives marker by pressing the BACK button. The Objectives Marker appears at the top of the screen and points Jack in the direction of his current goal.

FOCUS METER
This meter in the bottom left of the Game Screen shows the amount of Focus Jack currently has built up.

PARTNER ICON
Shows the direction of important characters.

WEAPON INFORMATION
You can find everything you need to know about Jack's currently equipped weapon in the bottom right of the Game Screen. The icon on the bottom shows which weapon Jack has currently equipped. The number above the weapon icon indicates the total amount of bullets Jack is carrying for that weapon, and above that is a display of how many bullets remain in the weapon's current clip.

RETICLE
Use the reticle to aim Jack's shots. Press LT for a more detailed reticle and a more precise shot. The reticle will turn red when over an enemy, but will turn green when over an ally.

PAUSE SCREEN

OBJECTIVE
Jack's current objective is displayed at the top of the screen.

BADGES
You can view the number of Badges that Jack has collected as well as the number of Badges located throughout the Chapter in the bottom right of the screen.

RESUME
Select RESUME to jump straight back into the action.

RELOAD CHECKPOINT
Select RELOAD CHECKPOINT to restart gameplay and return Jack to his last checkpoint.

VIEW COMBOS
Select VIEW COMBOS to see a full breakdown of all of Jack's moves.

VIEW CONTROLS
Select VIEW CONTROLS to view the controls for Ranged, Shadow, and Melee.

CAMERA OPTIONS
Access the Camera Options menu to change the rotation speed of the camera or invert the X or Y-axis.

GAMEPLAY OPTIONS
Enter GAMEPLAY OPTIONS to adjust the Difficulty, Gore Level, Context Prompts, Weapon Swap, and Vibration settings.

GORE LEVEL:
LOW - No blood effects, only pre-rendered blood on characters.

MEDIUM - No blood on TV screen, blood splatter is reduced.

HIGH - Blood splatter on TV screen, blood during takedowns, blood during gameplay.

CONTEXT PROMPTS:
ESSENTIAL - Only the timer and compass will show.

IMPORTANT - No button prompts for Focus meter, reviving Shadow, or Disarm prompts.

ALL - Button prompts for all.

WEAPON SWAP:
Intelligent - The player has to manually switch between pistol/rifle types after picking them up.

ALWAYS - The weapon switches between pistol/rifle types when picked up.

AUDIO/VIDEO OPTIONS
Select AUDIO/VIDEO OPTIONS to adjust the Music Volume, Sound Effect Volume, Speech Volume, Screen Brightness, and Subtitles.

CONTROLLING JACK SLATE

QUIT
Select QUIT to end the current game and return to the MAIN MENU.

MELEE COMBAT
If Jack is going to survive in the streets of Grant City, then he is going to have to perfect his melee skills in order to keep himself breathing. Press the Ⓨ button for Fast Strikes and the Ⓑ button for Strong Strikes. If Jack senses an incoming attack, press the Ⓧ button to block.

When facing an enemy with a firearm, Jack can press the Ⓐ button to disarm the enemy and take their weapon. Disarms are easy to perform on lesser thugs, but more skilled enemies may be able to counter Jack's attack. Once Jack has mastered the basics, it's time to move onto to more advanced skills.

COMBOS AND ADVANCED MELEE COMBAT
Combos are all about timing. Watch Jack's movements on screen and execute the next strike right as he is finishing his current one. For a list of Jack's Combo moves, check out the Combo pages within the Combo menu or Options menu.

Jack has a few tricks up his sleeve to get out of sticky situations. Practice using the Ⓧ button and the left stick to have Jack perform dash moves. Jack can use dash moves to escape an enemy or to quickly get behind the enemy for a punishing attack.

Alternatively, Jack can use the Ⓧ button to counter enemy attacks. Press the Ⓧ button right when an enemy begins to attack Jack to perform a counterattack. Cause an enemy large amounts of damage quickly to open the opportunity for a devastating takedown.

CONTROLLING JACK SLATE

FINDING COVER

When it's Jack against any army of many, he is going to need cover, and lots of it in order to keep himself bullet free. Look for walls, cement barricades, cars, or any other solid barriers to use as cover in the field. If Jack can use it as cover then the Cover icon will appear on screen. Press the Ⓐ button to have Jack jump behind cover and protect himself the best he can. From behind cover, Jack can blind fire at enemies by pressing the RT button or pop out and aim his weapon by pressing the LT button.

To exit cover, press the Ⓐ button once more. If there is an opening beyond the cover, Jack can vault over cover by pressing the left stick in the direction he wants to go and pressing the Ⓐ button. Cover is often destructible and can leave Jack exposed, so never stay in spot for too long. If Jack is looking for a more mobile type of cover, clinch an enemy by pressing the Ⓐ + Ⓧ buttons and then press the Ⓧ button to turn the enemy into a human shield.

RANGED COMBAT

Jack's fists can only keep him safe for so long. Eventually, Jack must pick up a weapon and fight fire with fire. Jack can use firearms to weaken enemies so that he may rush up and perform a final melee attack or simply finish them from afar. If Jack runs out of ammo, scavenge the battlefield for dropped weapons and ammo, or send Shadow out to retrieve one for him. If Jack has Focus built up, press LB to enter Focus Mode. While in Focus Mode, time slows down and Jack can perform headshots with ease. Focus Mode is perfect for eliminating a large number of enemies with only a handful of bullets.

CONTROLLING SHADOW

LONE WOLF

Some missions require Shadow to leave Jack's side and move on without him. During these missions, you get to control Shadow as he takes down the bad guys in Grant City. Shadow can crawl through spaces most humans can't and can leap over obstacles without breaking his stride. By pressing LT Shadow is able to enter Sneak Mode. While in Sneak Mode, Shadow can sense enemies through walls and gauge how alert they are by the color they give off. Shadow is also capable of performing gruesome take-downs by pressing the Ⓐ button when next to an enemy.

Once Shadow has an enemy in his jaws, mash the Ⓐ button to quickly execute the kill. Once the enemy is down, you can press the Ⓧ button to drag their bodies out of view of other hostiles to avoid detection. Lastly, to get to any location quickly or escape from attacks, hold down the RT button to have Shadow sprint at full speed.

LOYAL COMPANION

Shadow is loyal to Jack until the very end and will obey any commands his master gives him. While playing as Jack with Shadow by his side, use the D-pad ⌃ and D-pad ⌄ to issue commands to Shadow. Look towards a destination and press the D-pad ⌃ to have Shadow run towards that area. If you are looking at an enemy, press the D-pad ⌃ to have Shadow attack that enemy, the enemy will turn red to confirm your selection. If at any time the battle is getting too chaotic, press the D-pad ⌄ to call Shadow back to your side and guard. Shadow can also be used to retrieve weapons, hover the reticle over the weapon and press ⌃ on the D-pad. If the worst happens and Shadow is heavily injured during a battle, run up to him and press the Ⓐ button to revive him.

REDTAIL 9MM PISTOL

The Redtail is a basic, functional gun. It lacks stopping power and only fires as fast as you pull the trigger, but it is common in Grant City.

DIAMONDBACK SMG

The Diamondback's small size and high rate of fire make it a dangerous close range weapon, but it suffers from a low ammo capacity.

CLYDESDALE SA12 SHOTGUN

Manufactured in Grant City, the SA12 is a deadly weapon at short range, making it popular with criminals and the GCPD alike.

GAC SB3 RIOT SHOTGUN

The SB3 fires shot through a short ranged and narrow area, and can be deadly in the close range engagements the GAC specialize in.

NIGHTHAWK CARBINE

The Nighthawk is a powerful, fully automatic assault rifle, but suffers from recoil so short, controlled bursts can be more effective.

GAC P1 ASSAULT RIFLE

The P1 trades damage per bullet for rate of fire. Inexperienced users can empty the magazine with a single burst and recoil is an issue.

GAC .338 SNIPER RIFLE

Although technically not a sniper rifle, the .338 is extremely accurate and long ranged so fills that role in GAC precision operations.

GAC UW5A RPG LAUNCHER

Designed for use in urban warfare against light armor targets, the UW5A's High Explosive warheads are equally effective against infantry.

WEAPONS

GAC HMG DEFENSE TURRET

Defense turrets are used to dominate certain strategic areas. They mount a Heavy Machine Gun and contain massive ammo reserves.

AP9 FRAG GRENADE

The AP9 is a ubiquitous and effective anti-personnel, offensive grenade. They are commonly used with a 1.8 second timed fuse.

INC-196 FLASH GRENADE

Designed to stun and disorientate opponents, flash grenades can severely degrade the combat effectiveness of anyone in the blast area.

BLACKHILL RPG LAUNCHER

The Blackhill is rarely seen on the streets of Grant City, but the least subtle gangs favor its damage potential and high intimidation factor.

COMBOS

B / B	Double Up
Y / Y / Y	1,2,3
Y / B / B + Y	Barney Style
B / B / B + Y	High Tackle
Y / B / B / B + Y	Brute Force
Y / Y / B / B + Y	Worth Your Bolt
B / Y / B / B + Y	Just One More Thing
Y / Y / Y / B / B + Y	Front Line
B / B / Y / Y / B + Y / B + Y	Plan of Attack
Y / Y / Y / B / Y / B / B / B + Y	Iron Mike

JACK SLATE

As a vice cop in Grant City Police Department, Jack is as close to the pulse of Grant City as anyone could get. A youth spent in the US Marine Corps has trained him to see Grant City as a war between the good guys and the bad guys, and given him a bold, direct attitude to the seemingly endless army of criminals infesting the city – take down the bad guys, and deal with the flak later.

A combination of military training, hard life experience on the streets, and time with his father in GCPD's boxing ring means Jack is as comfortable taking out bad guys with his fists as well as a gun.

FRANK SLATE

Frank Slate is Jack's father and a GCPD detective who has worked tirelessly for his entire career to keep Grant City as safe as he can. He remembers Grant City's last great days, and works hard to try and save the city from itself. His life experience has taught him that circumstances can push anybody to extremes, and has made him more forgiving than Jack or people who've fallen to vice.

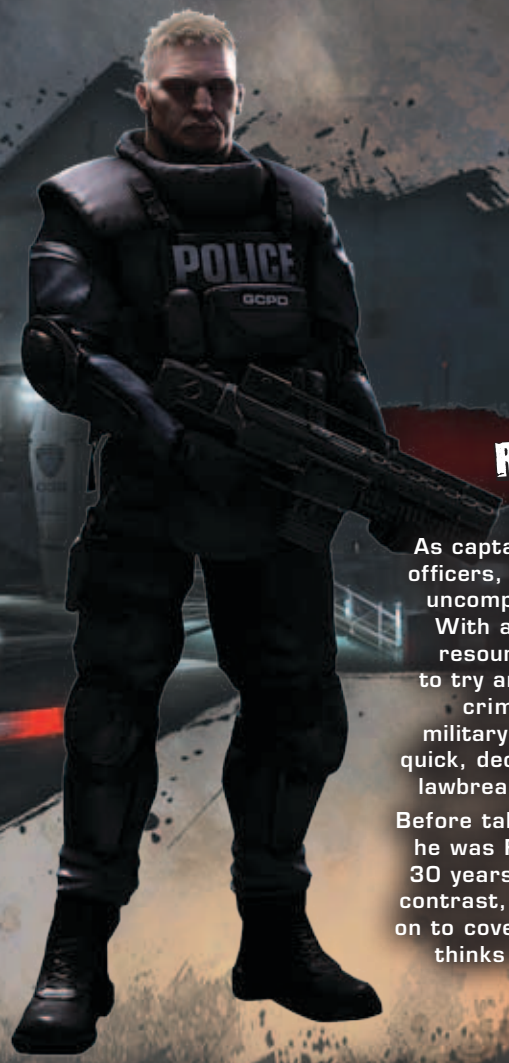
SHADOW

A wolf/malamute cross, Shadow is too feral to become an official K9 cop – but this doesn't stop Frank relying on his flawless sense of smell and acute sense of hearing to back up Frank's detective instincts.

When criminal investigations lead Jack and Shadow into the company of folks who won't listen to reason, Shadow is fast and lethal when it comes to a fight.

Despite this effectiveness, he is named for his greatest strength – when unnoticed by a violent criminal, he works from the shadows as a silent predator.

CHARACTERS



CAPTAIN INNESS

Inness is Jack's captain in the underfunded GCPD. Although he tries as hard as he can to solve Grant City's crime problem using by-the-book tactics and limited resources, it's quite clear that his spirit has been broken by the rising tide of crime. When he looks at Jack, all he sees is a mountain of paperwork.

REDWATER

As captain of Grant City's SWAT officers, Redwater shares Jack's uncompromising view on crime. With access to GCPD's limited resources, he works tirelessly to try and out-think Grant City's criminals. He has a similar military past to Jack, and leads quick, decisive strike teams when lawbreakers show a weak point.

Before taking command of SWAT, he was Frank's partner for over 30 years. Although their tactics contrast, Redwater can be relied on to cover Frank's back when he thinks Frank gets in too deep.

TRIAD

Descended from immigrant workers that founded GC's rail network during the Gold Rush, the Black Hand Triad is one of Grant City's oldest gangs. They had traditionally remained in the shadows, controlling Grant City's rail industries – until the economic crash that devastated Grant City weakened the old power structure. A rebel faction of coke-addicted youths overthrew the Black Hand elders in the name of personal profit, and has now registered as a legitimate threat on GCPD's radar. Frank is investigating the changes that have brought then into the open.

UNION

The Union is what remains of Grant City's once great workers union. Economic collapse caused almost every job in the city to dry up, and The Union deteriorated into a thuggish gang. They are growing increasingly aggressive, and openly hostile to the capitalist success remaining in the city's central business district.

CHARACTERS

GAC

The Grant City Anti-Crime division is a proposed independent police force designed to support and replace existing ineffectual GCPD, and intended to strike at the heart of the most violent gangs in the city.

CHARACTERS

RIGGS

Self-nominated leader of the Union, Riggs got his hands on second-hand military equipment to arm an otherwise disorganized band of thugs. He is very good at staying one step ahead of capture and seems most interested in causing trouble. Riggs is easy who he works with, and has been seen brokering deals with other criminal elements in Grant City.

PRENTISS JONES

Known by the nickname 'Preacherman', Prentiss Jones is the Slate family's preacher. He is more focused on providing spiritual counsel for those trying to do good than he is concerned with religious ceremony. He is an island of peace that stops those fighting the good fight from being overwhelmed by the weight of their responsibility.

CHARACTERS

JULIAN TEMPLE

One of Grant City's best known figures, Julian Temple is the owner of Temple Networks, and an anti-crime activist. He is also presenter for the network's flagship show, a live debate program called Grant City Live.

MARLA BALES

Marla Bales is an on-the-spot reporter working for Temple Networks' GC News. She is part of a news crew specializing in reports on the crime spree infecting Grant City.

FAITH SANDS

Her job as an EMT means Faith has seen the worst of Grant City, and her proximity to violent crime means she has known Jack for years. Their relationship can sometimes be a strained one, as she frequently picks up the remains when Jack has finished his job. She respects Jack's eagerness to do something to protect Grant city, even if she doesn't always agree with his methods.

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House of Moves USA
Sifu Tomas Fuhr - Tseng
Ray Dionaldo - Redwater

Jeremy Dunn - GAC gun retention
Esteban Cueto - Jack Slate
Mitch Boyer - Misc disarmed Enemies

Blitz
Jack Slate - Tony Morley
Faith Sands - Kerry Phelan
Redwater/Inness - Tom Clarke-Hill
Preacherman - Ako Katoh

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