XBOX 360
ONLY ON XBOX 360 & WINDOWS
XBOX LIVE
NTSC
METRO 2033
MATURE 17+
M
CONTENT RATED BY ESRB
THQ

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.

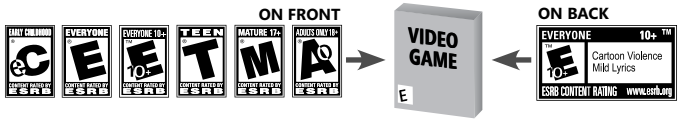
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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**.

TABLE OF CONTENTS

Welcome to Metro 2033 1
Game Controls 2
Xbox LIVE 4
Main Menu 5
Game Screen 6
Pause Screen 8
Options 9
Journal and Lighter 10
Special Equipment 11
Weapons 13
Ammunition 16
Limited Warranty 17

WELCOME TO METRO 2033

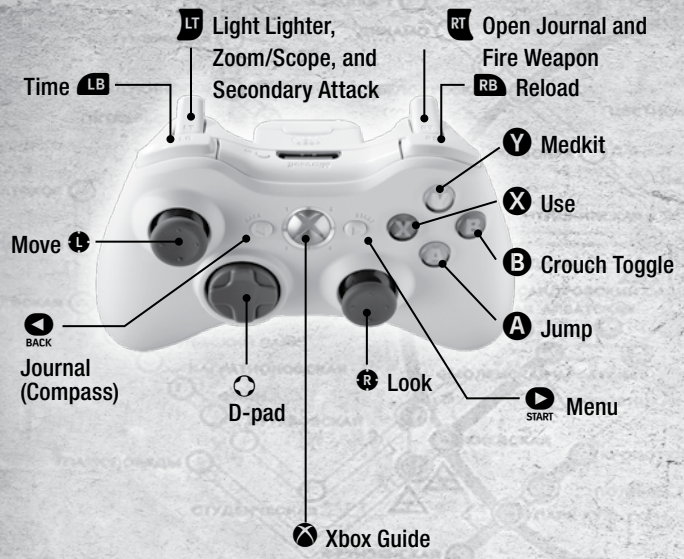
In 2013, the world was devastated by an apocalyptic event, annihilating almost all mankind and turning the earth's surface into a poisonous wasteland. A handful of survivors took refuge in the depths of the Moscow underground, and human civilization entered a new Dark Age.

The year is 2033. An entire generation has been born and raised underground, and their besieged Metro Station-Cities struggle for survival with each other and the mutant horrors that wait outside.

You are Artyom, born in the last days before the fire, but raised underground. Having never ventured beyond your Metro Station-City limits, one fateful event sparks a desperate mission to the heart of the Metro system, to warn the remnants of mankind of a terrible impending threat. Your journey takes you from the forgotten catacombs beneath the subway to the desolate wastelands above, where your actions will determine the fate of mankind.

GAME CONTROLS

Xbox 360 Controller



Note: There are three controller presets to choose from. The controller above displays the default settings.

Menu Controls

Navigate Menus ..... L / ✥
Accept ..... A
Back ..... B

Default Game Controls

Move L
Sprint ..... Click L
Look ..... R
Light ..... Click R
Fire ..... RT
Alt Fire, Zoom/Iron Sights ..... LT
Universal Charger ..... Hold R, then press RT
Reload ..... RB
Change Ammo Type (automatic weapons only) ..... Hold RB
Pressurize Tank (pneumatic weapons only) Hold RB, then press LT or RT
Time ..... LB
Medkit ..... Y
Use X
Crouch Toggle ..... B
Jump ..... A
Put on/Take off Nightvision ..... Hold ✥ ↑
  Nightvision Power (while wearing goggles) ..... ↑
Previous Weapon ..... ✥ ←
Next Weapon ..... ✥ →
Put Gasmask On ..... ✥ ↓
  Remove Gasmask ..... Hold ✥ ↓
  Change Gasmask filter ..... ↓
Journal (Compass) ..... BACK
  Open Journal ..... RT
  Light Lighter ..... LT
Menu ..... START

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.

MAIN MENU

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

New Game

Start a new story from the very beginning. After selecting "New Game," you may choose from three difficulty settings: Easy, Normal or Hardcore.

Continue Game

Jump back into *Metro 2033* and continue from your previously saved checkpoint.

Load Game

Access the Load Game menu to be able to load previously played levels from their beginning.

Options

Select the Options menu to adjust controls, sound, and game settings. You may also select a storage destination from this menu.

Credits

Select this option to view the credits for *Metro 2033*.

GAME SCREEN

Weapons Bar

Pressing the ◯ ➡ brings up the Weapons Bar, which is displayed along the top of the screen. The Weapons Bar shows the weapons that Artyom is currently equipped with. To switch between Artyom's weapons, press the ◯ ➡ or ⬅. The full-color weapon images show the current selected weapon. The line drawing shows other available weapons. Empty weapon slots represent no weapon for that slot.

Damage Indicator

There are no health bars or meters in *Metro 2033*. Instead, the screen will blur and get bloody as Artyom takes damage. A red blur will appear around the edge of the screen indicating the direction of the attack. When this happens, quickly escape to a safe place and wait for Artyom's health to regenerate. If Artyom has lost too much health and there is no time to regenerate, use a Medkit to quickly restore life.

Medkits

You can see the number of Medkits Artyom currently has in the bottom left of the Game Screen. Always be aware of this number and only use Medkits in desperate situations; Medkits should only be used as a last resort during combat if Artyom is unable to find a safe place to regenerate.

Gasmask and Filters

Beneath the Medkits counter is the Gasmask and Filters counter, which lets Artyom know how many minutes of air he has left in his filters. The Gasmask will turn red when it is damaged, indicating that Artyom must find a new one.

Use Icon

The Use icon is a context-sensitive icon that appears onscreen in place of the crosshair whenever Artyom is able to perform a special action. Press the Ⓧ button to perform the Use action.

Bullets

In the bottom right of the screen is the ever-important ammo counter. Watch the Bullets counter carefully to make sure that Artyom is always prepared for the next battle. Within *Metro 2033*, there are several types of ammo that correspond with different weapons. Most of the ammo you will find is "Dirty" ammo, made by the metro inhabitants with used or old materials they have scavenged. Keep an eye out for special "Military Grade" bullets, manufactured before the blast, which deal more damage but can also be used as a currency within the underground markets. The ammunition you have is displayed in remaining clips, and remaining bullets in the current clip.

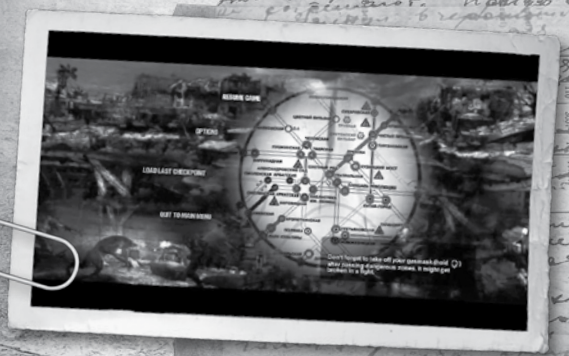
PAUSE SCREEN

Resume Game
Select RESUME GAME to return to gameplay.

Options
Access the game's Options menu. See page 9 for a description of the Options menu.

Load Last Checkpoint
Select LOAD LAST CHECKPOINT to return to the last saved Checkpoint. All unsaved data will be lost.

Quit to Main Menu
Select this option to end your current game and return to the Main Menu.

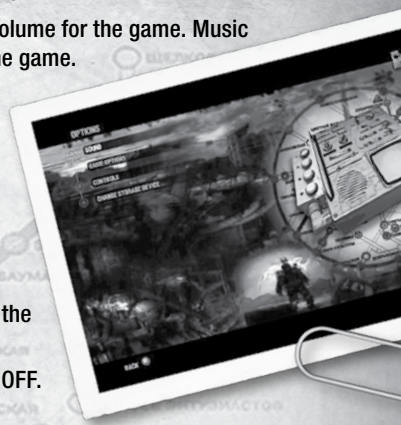


OPTIONS

Sound
Access the Sound menu to adjust in-game volumes.

MASTER VOLUME: Adjust the Master Volume for the game. Master Volume affects all sound within the game.

MUSIC VOLUME: Adjust the Music Volume for the game. Music Volume only affects the music within the game.



Game Options
Within Game Options, you can customize certain aspects of the game experience.

CROSSHAIR: Turn the Crosshairs ON or OFF.

SUBTITLES: Select to turn ON or OFF the in-game subtitles.

HINTS: Turn the onscreen hints ON or OFF.

DIFFICULTY: Select the desired difficulty level.

Controls
Access the Controls menu to personalize *Metro 2033*'s controls to fit your style.

PRESET: Select the Preset option to view *Metro 2033*'s controls and select between three controller presets.

VIBRATION: Choose to turn in-game vibration ON or OFF.

MOVEMENT: Choose whether movement is controlled by the Ⓛ or Ⓡ.

SENSITIVITY: Change the look sensitivity.

AIM SENSITIVITY: Change the aim sensitivity.

AIM ASSIST: Change the aim assist.

INVERT Y: Choose to turn Invert Y ON or OFF.

Change Storage Device
Access the Change Storage Device menu to select which storage device you would like *Metro 2033* to save to.

JOURNAL AND LIGHTER

With his trusty Journal and Lighter, Artyom is able to find his way through the underground tunnels and passageways. Use both the Journal and Lighter to help find your way towards objectives. Press the BACK button to equip the Journal and Lighter and then press the RT button to open the Journal and the LT button to light the Lighter.

Journal

The Journal is one of Artyom's most essential survival tools. The Journal carries a detailed breakdown of mission objectives, as well as a Compass on its top-left side. Artyom can use the Compass to orientate himself in the underground mazes. The Compass is able to point Artyom towards the direction of his objective.

Lighter

With the Lighter lit, Artyom is able to illuminate objects that are close by. However, the Lighter's glow can be seen by others and may give away Artyom's location.

SPECIAL EQUIPMENT

Nightvision

The Nightvision provides Artyom with a means to see in dark places. Nightvision has the distinct advantage of allowing Artyom to see in the dark, without giving away his position like a flashlight would. Don't forget, however, to take it off in bright locations where the Nightvision actually makes it harder to see, and make sure to keep the batteries charged by using the Universal Charger.

Lightmeter

The Lightmeter is used to define the level of Artyom's luminosity. There are three lamps on the device that show three degrees of luminosity. In complete darkness, the green light is lit; in twilight, the yellow light is lit; and in a well-lit zone, the red light is lit. If Artyom is well hidden within the shadows, then he is able to move past certain enemies without detection.

Gasmask

Many places, especially on the surface, require Artyom to use a Gasmask for survival. If Artyom starts to choke, put on the mask to keep Artyom safe. The Gasmask requires filters to purify the air and will only work as long as its filters are clean. Artyom can check his watch to see how much time he has left on his equipped Gasmask filter by pressing the LB button. If Artyom's filters run out, then the Gasmask becomes covered with mist and Artyom begins to suffocate if he does not leave the area in time. When Artyom's filtered breathing quiets, this is an indication that the air might be safe to breathe and the mask may be removed. It is important to only use the mask when necessary to conserve filters. When attacked, Artyom's mask can get damaged and eventually break. Artyom will need to find a new mask if it breaks, so watch out for cracks!

Medkit

Medkits can be used during the heat of a battle to quickly restore 100 percent of Artyom's health and boost his regeneration rate for several seconds. Medkits can be found in the wastelands, underground, or purchased from station stores.

Flashlight

Artyom's Flashlight can light up even the darkest of places. The Flashlight has an infinite source of energy and creates a directed beam of light in front of Artyom. The Universal Charger can be used to make the Flashlight brighter for a limited amount of time. The Flashlight does have a downside, however, in that it makes Artyom instantly more visible to nearby enemies.

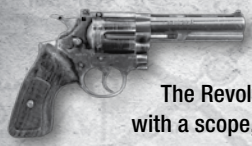
Universal Charger

The Universal Charger can be used to recharge Artyom's electric gear, such as his Flashlight and Nightvision. Hold the right stick to equip the Universal Charger and then rapidly press the RT button to build up a charge. Artyom is extremely vulnerable while charging, so make sure that he is in a safe area before using the Universal Charger.

WEAPONS

Knife

Artyom's self-made Knife is a highly efficient killing tool in close combat. Use the Knife when enemies are close and ammo is of the essence.



Revolver

A standard 6-round revolver, this firearm can be bought or found in a few different configurations. The Revolver can be equipped either stock, with a silencer, or with a scope, or with any combination of those add-ons.

Double-Barrel Shotgun (A.K.A. Duplet)

The Double-Barrel Shotgun offers unrivaled firepower at short range, but is only able to load two shells at a time. Use the RT button to fire the right barrel and the LT button to fire the left barrel. If Artyom presses RT and LT at the same time, then he can fire both barrels at once for massive damage.

Automatic Shotgun (A.K.A. Uboyneg)

The Automatic Shotgun is another self-made firearm that can be equipped stock or with a bayonet. The Automatic Shotgun provides heavy damage at a short-to-medium range. Bullets are loaded one at a time, so be sure to time your reloads carefully. Once the bullets are loaded, Artyom may fire six shots quickly before having to reload again.

Bastard

The Bastard is a self-made submachine gun with a wide-spreading, high rate of fire. The firearm is very inaccurate at high rates of fire, so be sure to use short bursts. This weapon can use Military Grade ammunition.

Kalash

The AK-47 is the standard, old, military-issue Kalashnikov assault rifle. The AK-47 survived the blast and can be purchased or found with or without scope. Pre-blast weapons, such as the AK-47, are highly valued due to the superior manufacturing abilities of people before the blast. Pre-blast weapons are rare and very expensive. This weapon can use Military Grade ammunition.

Kalash 2012

A modified, updated AK-47 introduced in 2012 as a standard-issue military rifle in Russia. Has a high rate of fire and excellent accuracy. A dream weapon for any soldier, this weapon can use Military Grade ammunition.

VSV Rifle

An automatic sniper rifle, the main purpose of which is to kill quietly. This is achieved by a very efficient silencer and lowered muzzle velocity. This weapon can use Military Grade ammunition.

Light Sniper Rifle with Silencer (A.K.A. Tihar)

The Light Sniper Rifle is able to take down enemies at a distance with minimal fuss. The Light Sniper Rifle works with compressed air and shoots small lead bullets. Artyom needs to pressurize the tank manually to shoot. He may overpressurize the tank for a more powerful shot or for long-range shots. However, if Artyom waits too long, the pressure leaks from the gun and returns to normal levels.

Helsing

The Helsing is a heavily modified revolver/crossbow hybrid that works on highly compressed air. It holds 8 arrows at once and fires them one at a time. The pressure mechanism of the Helsing is similar to the Tihar. Arrows can be retrieved from bodies or surfaces after they are fired.

Throwing Knife

Use the Throwing Knife to take out nearby enemies silently. The Throwing Knife requires a bit of practice to master, but is a deadly tool in Artyom's arsenal. Throwing Knives do have a downside, however, in that they have a limited range and may not kill at a distance, so be careful. Throwing Knives can be retrieved from bodies after they have been thrown.

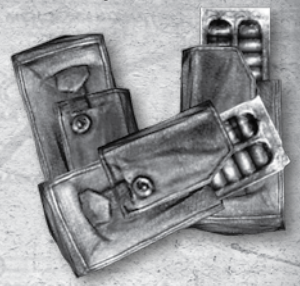
Grenade

These makeshift pipe bombs can be a lifesaver in sticky situations; however, they can just as easily put their user in immediate danger. Grenades are highly powerful weapons, but use them around weak structures and the roof may collapse on top of Artyom. Grenades can also be found with nails on them, allowing them to stick to surfaces.

AMMUNITION

Within *Metro 2033*, there are several types of ammunition to be found, each with their own distinct properties and uses. Resources are scarce in the post-blast world, so make sure to use your bullets wisely.

Dirty Ammo



Dirty ammo can be found or bought throughout the world and is your standard, run-of-the-mill munitions. Dirty rounds cannot be used as currency and offer no bonuses to damage or accuracy. To create the Dirty ammo, powder is mixed with "fillers" that lower their power, but allow more bullets to be made from a single Military Grade bullet.

Military Grade Ammo

Military Grade ammo comprises military-issue bullets, made before the blast. They are pure and untampered with, and when used within weapons, they offer greater damage than Dirty ammo. Military Grade ammo is also used as currency within the world, so Artyom must make a choice between using the higher-grade bullets and saving them to purchase better equipment.

© 2010 THQ Inc. Developed by 4A Games. 4A Games Limited and their respective logo are trademarks of 4A Games Limited. Metro 2033 is based on a book by Dmitry Glukhovsky. NVIDIA, the NVIDIA logo, PhysX, the PhysX logo are registered trademarks and/or trademarks of NVIDIA Corporation in the United States and other countries and used under license. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners.

Ogg Vorbis, Ogg Theora © *2009*, Xiph.Org Foundation.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
- Neither the name of the Xiph.org Foundation nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE FOUNDATION OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

WARRANTY AND SERVICE INFORMATION

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5-digit **Product Code** is 55085. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:
Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Microsoft or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

PhysX by NVIDIA 4A GAMES™