XBOX 360

LIVE

LEGENDARY™

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** or call Xbox Customer 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; and do not play when you are drowsy or fatigued.

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Xbox LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your gamer 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 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.

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.

Languages that aren't supported in the Xbox 360™ Dashboard

If your game is available in a language that isn't supported in the Xbox 360™ Dashboard, you must select a corresponding locale (region) in Console Settings to enable that language in the game. For more information, go to www.xbox.com.

THE BOX

Legend tells of an ornate box given as a wedding gift from the gods to Pandora. Though told to never open this gift, Pandora's curiosity got the best of her, and, in opening it, she released all the evils of mankind. If only that were true…

The actual box is a weapon of ultimate strength that decimated societies and crushed civilizations until a secret society, the Council of 98, took the relic and its secrets and hid it from the world. Ultimately, its location was lost even to them, and the world was safe from the box's destruction. But that which is lost must eventually be unearthed, and the box has now been located and transported to present day New York City.

And now…

Charles Deckard, a professional art thief, has been commissioned to enter the museum holding Pandora's box and steal the mysterious artifact. However, his true purpose finds him an unwitting pawn in a scheme more sinister than he could have imagined. Deckard's actions now have far reaching consequences that become the stepping stones for a revolt that will send the world into a realm of chaos and fear.

Will Deckard attempt to right these wrongs? Or will hope remain nothing but a lost ideal?

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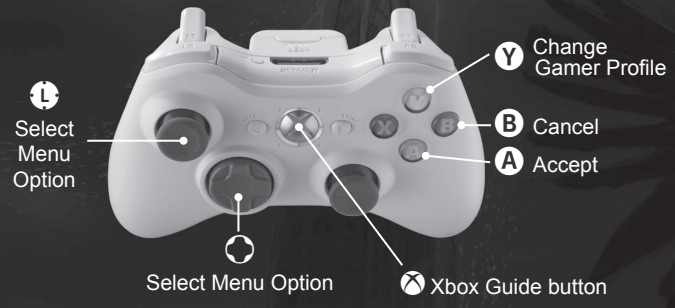
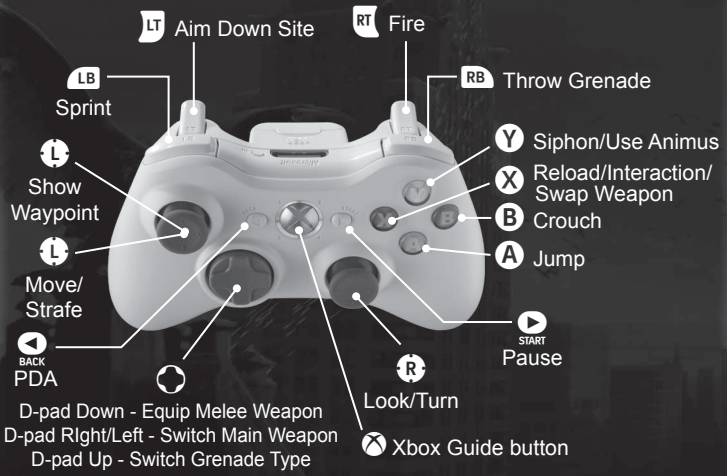
CONTROLS

XBOX 360™ CONTROLLER

MENU CONTROLS



GAME CONTROLS



CONTROLS

XBOX 360™ CONTROLLER

MENU CONTROLS	
Select Menu Option	Left Stick/D-pad
Accept	A button
Cancel	B button
Change Gamer Profile	Y button

GAME CONTROLS	
Move/Strafe	Left Stick
Fire Active Weapon	RT button
Throw Grenade	RB button
Siphon/Use Animus	Y button
Crouch	B button
Jump	A button
Reload/Interaction/Swap Weapon	X button
Look/Turn	Right Stick
Pause	START button
PDA	BACK button
Aim Down Sight	LT button
Sprint	Hold LB button
Show Waypoint	Click and Hold Left Stick
Equip Melee Weapon	D-pad ↓
Switch Main Weapon	D-pad → and ←
Switch Grenade Type	D-pad ↑

NOTE: *All controls are based on the default controls using the Xbox 360™ controller.*

MAIN MENU

After pressing the ▶ START button at the Title Screen, you will be taken to the Main Menu. This menu has everything you need to start your journey into a world ravaged by mythological terrors. There are six selections on the Main Menu to choose from: SINGLE PLAYER, MULTIPLAYER, ACHIEVEMENTS, CONTROLS, OPTIONS, and CREDITS. Press the Ⓐ button to choose a selection or the Ⓑ button to return to the Main Menu. Additionally, you can change gamer profiles by pressing the Ⓨ button.

Main Menu

SINGLE PLAYER

Dive into a world on the edge of apocalypse. Selecting this option takes you to the Single Player Menu where you may choose to begin a new game, continue a previous game, load a previously completed episode, access the Prologue Slideshow or view your PDA.

MULTIPLAYER

Fight for your life online and choose to play with friends through System Link or Xbox LIVE®.

ACHIEVEMENTS

View Achievements for the game, both locked and unlocked.

MAIN MENU

CONTROLS

View and change your controller configuration. There are six total configurations to choose from, including the standard Default. You can also choose to invert the Y-axis, turn the controller vibration ON/OFF, adjust look sensitivity and toggle the aim assist ON/OFF.

OPTIONS

Adjust the game settings and options to suit your needs. There are eight different options for you to customize: GAME DIFFICULTY, HUD FADE, SUBTITLES, MUSIC ENABLED, MASTER VOLUME, BRIGHTNESS, STORAGE LOCATION and RESET TO DEFAULT.

Game Difficulty: Switch the game's difficulty from EASY/NORMAL/HARD.

HUD Fade: Switch between ON/OFF. When the HUD Fade is ON, the Weapon Box fades from sight when you are not engaged in combat.

Subtitles: Turn the game's subtitles ON/OFF.

Music Enabled: Select to have the game's music either ON/OFF.

Master Volume: Adjust the volume of the game.

Brightness: Press the Ⓐ button to visit the Brightness Menu where you can alter the game's lighting.

Storage Location: Press the Ⓐ button to open the Select a Device window and choose a storage location for your data.

Reset to Default: Press the Ⓐ button to restore all options to their default settings.

PAUSE MENU

Pause Menu

Press the START button anytime during gameplay to access the Pause Menu. The menu has five options to choose from: RESUME, CONTROLS, OPTIONS, LOAD LAST CHECKPOINT and EXIT.

RESUME

Get back to the action and resume your gameplay.

CONTROLS

Change your control configuration, invert the Y-axis, activate the vibration function, adjust the look sensitivity and tune the aim assist.

OPTIONS

With the same options that are found in the Main Menu, the Options menu allows you to fine-tune your gameplay experience.

LOAD LAST CHECKPOINT

Return to your most recent checkpoint. Any unsaved data will be lost.

EXIT

Quit your game and return to the Main Menu.

MAINTAINING A LEGEND

START A NEW GAME

Select NEW GAME in the Single Player Game menu to begin your journey into a modern world ransacked by legendary creatures. Choose your difficulty level from EASY/NORMAL/HARD. Press the Ⓐ button to confirm your decision and get ready to see New York City like never before.

LOAD AN EPISODE

Relive your favorite moments of the game. By selecting LOAD EPISODE from the Single Player Game menu, you can load a specific episode of *Legendary* that you have previously unlocked.

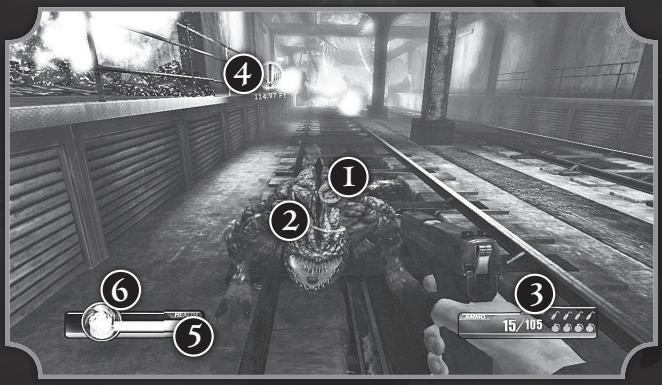
NOTE: *Selecting LOAD EPISODE from the Single Player Menu will overwrite your previous game data.*

SAVE A GAME

As you progress through the story, your progress will be auto-saved at various checkpoints scattered throughout each episode. When you leave your gameplay, *Legendary* will remember the last checkpoint you crossed. When you select CONTINUE from the Single Player Game menu, you will be taken back to that checkpoint location.

A NEW REALITY

HEADS UP DISPLAY (HUD)



1 CROSSHAIRS

Use the Crosshairs to aim your weapon. The Crosshairs turn red when it is over an enemy target and green when it is over a comrade.

2 SPRINT METER

Whenever you start sprinting, this meter appears to let you know just how much energy you have left until you can no longer sprint. The meter recharges whenever you are not sprinting.

3 WEAPON BOX

This box holds all your weapon information. On the left is your equipped weapon's ammo count (both the ammo remaining in your current clip and the overall remaining ammo). On the right is your grenade count and type. An envelope icon will appear if there is information in your PDA that has not yet been read.

A NEW REALITY

HEADS UP DISPLAY (HUD)

4 WAYPOINT

Whenever you activate waypoints, blue spheres appear that mark nearby objects and points of interest. The number underneath each sphere shows the distance from current location.

5 HEALTH BAR

This large, blue bar gauges how much health you currently have. When you're attacked, sections of the Health Bar turn grey and disappear. To recharge the health bar, you must absorb Animus.

6 ANIMUS VITAE CHARGE

A glowing sphere of energy, the Animus Vitae Charge gauges how much Animus you currently possess. To contribute to your Animus Vitae Charge, absorb Animus Vitae. The glowing sphere will radiate light when Animus is nearby.

ANIMUS VITAE

Animus Vitae

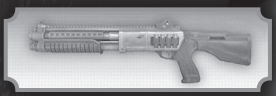
Animus Vitae, the very life energy of the monsters you are fighting, represents the sheer power surging through the veins of the dreadful terrors. Upon a monster's defeat, their Animus Vitae dispenses from their body, allowing you to reap its benefits. With the power of the signet on Deckard's hand, he can consume Animus for his own benefit. When near Animus Vitae, the energy sphere will glow brightly. Turn and stand near the energy, then press and hold the Y button to absorb the energy, healing your wounds. By double tapping the Y button, you can then use this energy to deploy a powerful Animus Pulse that blasts nearby enemies to the ground.

SURVIVING AN ANCIENT HORROR

Deckard has made a lot of enemies since the evils of Pandora were unleashed into the world. The Black Order wants him dead before he can attempt to set things right, sending every mercenary available with the single objective of terminating him. If that weren't bad enough, he also has blood-thirsty monsters that attack all humans in sight. Below you'll find information on some of the weapons Deckard will need in his struggle to survive.

TOOLS OF THE TRADE

MARAUDER MODEL 1010 SHOTGUN



Perfect for close quarters combat, this 12-gauge Shotgun holds up to eight shells in one clip. It's great for blowing the heads off of werewolves.

XT9-MU ASSAULT RIFLE

The Assault Rifle has a zooming scope for pinpoint targeting and is best used for mid to long range attacks. Its powerful bursts of gunfire, shooting at a rapid 750 rounds per minute allow Deckard to quickly fell his opponents.

H662 9MM PISTOL

The 9MM Pistol is Deckard's first firearm and best friend in a city being torn apart by mythical energy. Not the most powerful weapon, but it gets the job done until something better comes along.

SURVIVING AN ANCIENT HORROR

FIRE AXE

The Fire Axe is Deckard's melee weapon of choice and never leaves his side. Although a little bulky, the axe delivers heavy, high damage blows and really helps out when an enemy is attacking up close. It's also great for clearing obstructed paths.

SMP-9 SUBMACHINE GUN

It doesn't pack a huge punch, but the steady stream of gunfire from the SMP-9 Submachine Gun is perfect for quick, sweeping fire.

MOLOTOV COCKTAIL

In this decaying world, the common man is forced to make his own weapons in order to survive. The Molotov Cocktail is a popular, homemade firebomb and a common sight. Pick them up throughout the city and use them as you see fit.

EXPLOSIVE GRENADE

The Explosive Grenade is standard issue Council Armament. When Deckard stumbles upon three werewolves feasting on a corpse, have him toss this baby over to them for a nice dessert dish.

PDA

Accessible through both the Single Player Menu and by pressing the BACK button during gameplay, the PDA is your intelligence database. All acquired infor-

SURVIVING AN ANCIENT HORROR

PDA Menu

mation on weapons, objectives, characters and creatures is found here. Whenever new data is acquired, a message icon appears in the Weapon Box to let you know that your PDA has been updated.

PICKUPS

All throughout the world of *Legendary* are downloadable data pickups. These bits of intelligence are short writings from various citizens and members of the Council of 98. These are valuable pieces of information that give you a glimpse at the life and actions of the data's writer. They may also give hints about new creatures and objective locations.

CREATURES

Very little is known about the mythical monsters that sprang from Pandora's Box, and any information on them is a huge asset. Intelligence is gained on a creature after your first encounter with them.

OBJECTIVES

Anytime you receive a new objective, it appears in the Objectives section of Deckard's PDA. Here you can read the mission and see who sent it. All past objectives are stored here, too, so feel free to review them at any time.

EQUIPMENT

This section has basic information on the weapons you've picked up, vehicles you've traveled in, and powers you've acquired.

INFORMATION

All intelligence gained on characters and organizations is located in this section of the PDA. Research information on enemies and review comrades' profiles.

GLOBAL FIGHT

MULTIPLAYER

Selecting MULTIPLAYER from the Main Menu allows you to play online. At the Connection Type screen, you may choose to play either on System Link or on Xbox LIVE®.

SYSTEM LINK

Selecting SYSTEM LINK takes you to the Multiplayer Game Setup screen. From here you can select CREATE MATCH, JOIN MATCH, QUICK MATCH and CUSTOM MATCH.

Create Match: Customize your very own match by selecting the Map you wish to play in, determining the amount of creatures you'd like to inhabit the area, setting a respawn time, choosing an Animus machine limit, assigning the number of private slots and determining your radar mode. When your match is set how you'd like it, highlight CREATE SESSION or CREATE PRIVATE SESSION and press the Ⓐ button to continue.

Join Match: Search the list of all online games and select one to play.

Quick Match: Join the first game available and be granted instant access to the world of Legendary.

Custom Match: Customize your search for online matches by selecting the Map Name, Creature Density and Animus Limit. After setting your specifications, highlight SEARCH FOR MATCH and press the Ⓐ button to find a match that meets your criteria.

GLOBAL FIGHT

XBOX LIVE®

Selecting Xbox LIVE takes you to the Multiplayer Game Mode screen. From here you can select PLAYER MATCH, RANKED MATCH or LEADERBOARD.

Player Match: Play an unranked match with friends from around the world. After selecting PLAYER MATCH, you'll be taken to the Multiplayer Game Setup screen where you can choose from following options: CREATE MATCH, JOIN MATCH, QUICK MATCH and CUSTOM MATCH.

Ranked Match: Play a ranked match with friends from around the world and compete for top place on the Leaderboard. After selecting RANKED MATCH you'll be taken to the Multiplayer Game Setup screen where you can choose from the following options: CREATE MATCH, JOIN MATCH, QUICK MATCH and CUSTOM MATCH.

Leaderboard: View the best of the best on the Leaderboard. Use the LT button to scroll up the list and the RT button to scroll down. The LB button rotates the players shown on the Leaderboard to Top Players, just your ranking, your ranking within the entire Leaderboard and just the rankings of you and your friends. Rotate the Time Frame of the rankings between Monthly, Weekly and All-Time by pressing the RB button.

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