

XBOX 360



Shadows of the DAMNED™



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.

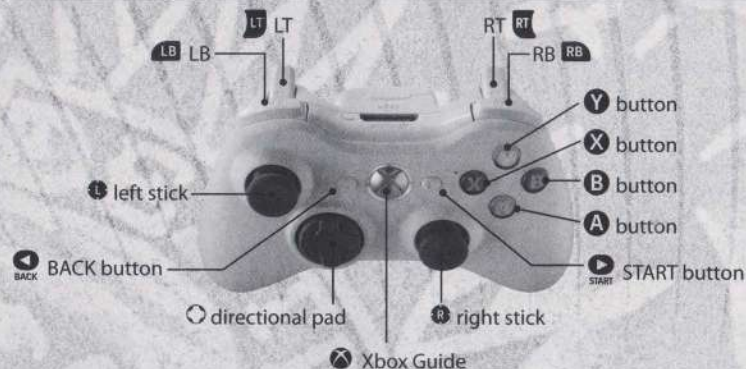
ESRB ratings have two equal parts:

- 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

Complete Controls



Campaign Controls

GENERAL GAMEPLAY

Master these controls and navigate and fight your way through the damned!

PLAYER CONTROLS

Move	
Look	
Drink again	
Lightshot	(while aiming)
Aim weapon	(press and hold)
Fire weapon	(while aiming)
Dash	(press and hold while moving forward)
Drink alcohol	+ /
Turn 180°	
Aim and turn 180°	(press and hold) +
Reload/Interact	
Johnson attack	
Johnson bash	(press and hold)



PLAYER CONTROLS (CONT.)

Select Teether	
Select Boner	
Select Monocussionner	
Pause menu	
Upgrade menu	
Hot Boner payload	+ (Press and hold to charge, release to fire. Fire at the projectile again to make it explode.)
Turn Big Boner	/
Fire Big Boner	
The Dentist weapon lock	(aim at target and wait for weapon to lock)
The Dentist missiles	(while weapon is locked)
Skullfest 9000	+ (press and hold to load multiple skulls, release to fire)
Skullblaster	+ (press and hold to load four skulls, continue holding to form a rolling skull bomb, and release to fire)

Playing the Game

HEADS-UP DISPLAY

Shadows of the Damned™ has a simple and intuitive heads-up display. There are just two meters: one for your weaponry and one for health. The ammo meter displays your currently equipped weapon and remaining rounds in your clip. Additionally, the meter is color-coded, allowing you to know which weapon you have equipped at a glance.

The health meter is gray and fades to translucent as Garcia takes on damage. On the side of the menu is your stash of alcohol, which replenishes your health. As you consume alcohol, your stash decreases. Find new bottles to refill your stock.

DAMNED TIP: Although drinking alcohol to restore your health in Hell is good, there is always a brief disorientation associated with it. Moderation is the key.



JOHNSONPEDIA

To visit the Johnsonpedia, access the pause menu and select JOHNSONPEDIA. This menu has three tabs: CONTROLS, WEAPONS, and DEMON'S WORLD. Select CONTROLS to display a full list of Garcia's abilities and how to perform them. Choose WEAPONS and review an explanation of how each of Garcia's weapons work, as well as the functionality of the upgraded weapons you gain access to while playing *Shadows of the Damned*. Finally, select DEMON'S WORLD and see the vagaries of Demon's World, including the behavior of Darkness, Dark Demons, and other important aspects of the land.

DAMNED TIP: Try killing moves by using a lightshot to stun enemies and then get within melee range. Press to execute a killing move.

DAMNED TIP: If an enemy gets within melee range and is directly behind you, the icon appears on-screen. Linking a behind-the-back attack and a headshot is not only cool, it brings you glory too.

DARKNESS

Darkness is toxic to everything but demons. Garcia survives for short periods of time in Darkness and extends the amount of time to safely spend in Darkness by gathering glowing red hearts. When Darkness strikes, look around for a glowing mounted goat's head. Shoot it with a lightshot to chase Darkness away. There is more than one type of Darkness. Some types of Darkness infest an entire area and cannot be eliminated. You can only pass through them on your way to another location. Other types exist in different areas and are useable to reveal otherwise invisible aspects of the immediate area.

Enemies covered in a layer of Darkness, or located in areas of Darkness itself, are invulnerable and known as "Dark Demons." You need to shoot them with a lightshot before you can kill them. Enemies that have been blasted with light are stunned for a brief moment, but they soon resume their attack. You cannot kill enemies that remain in Darkness, so save your ammo, lure them out, and blast them with a lightshot as soon as possible.

GATES

There are several locked gates in Garcia's way. These cannot be simply opened or kicked in. The baby demons controlling the gates must be given a key item before they are willing to open up. Approach the gate and press . The demon baby displays which key item it wants, which is a brain, a strawberry, or an eyeball. Somewhere in the surrounding area is that item, so explore, kill enemies, and keep your eyes open. Once you acquire the key item, return to the gate and feed it to the baby to open the path.

UPGRADING

Garcia is already a powerful demon hunter and his quest to rescue Paula is only going to make him stronger. As you defeat enemies, you discover red gems. These gems allow you to increase the efficiency of Garcia's weapons, the charge speed of his torch, and his maximum health. Press during gameplay to display the upgrade menu. Select the weapon or ability you would like to upgrade and press to complete the upgrade. You cannot remove gems from weapons or abilities after you upgrade them, so choose wisely.



YOU PLAYED THE GAME. NOW PLAY THE MUSIC.
EA SOUNDTRACKS AND RINGTONES
AVAILABLE AT WWW.EA.COM/EATRAX/

Main Menu

NEW GAME

Start a new *Shadows of the Damned* game from the beginning.

CONTINUE GAME

Resume your game from the latest checkpoint you have reached. You can have up to three saved games at any one time. You may also adjust in-game options from this menu.

SAVING & LOADING

Saving in *Shadows of the Damned* happens automatically as you pass certain checkpoints. There are small winged, one-eyed demons marking these checkpoints. As Garcia approaches, the demons become scared and fly away, leaving behind a small glowing light. During this process, your game is automatically saved.

OPTIONS MENU

Control Mode	Toggle the inversion of the X-axis and Y-axis.
Aiming Speed	Adjust the aiming sensitivity.
Camera Speed	Adjust the camera speed.
Sound Mode	Select between STEREO, DOLBY® DIGITAL 5.1 or DOLBY® PRO LOGIC® IIz.
Subtitles	Activate subtitles of spoken dialogue during cut scenes and gameplay.
Brightness	Adjust the gamma of <i>Shadows of the Damned</i> .

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to 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.

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.

General Tips and Tricks

- ▶ The human form of George cannot be defeated by direct fire. Use the exploding barrel of light to knock him down and expose his weakness—shots to the head.
- ▶ The quickest way to stop a hammetop demon with the Big Boner is to shoot him in the head lens.
- ▶ Set up traps for your enemies by using Hot Boner payloads. Attach them to the ground in front of a group and then explode the payload.

Limited 90-Day Warranty

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

Returns Within the 90-Day Warranty Period

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions: US 1 (650) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty
9001 N I-35 Suite 110
Austin, TX 78753

Notice

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice.

Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://support.ea.com>.

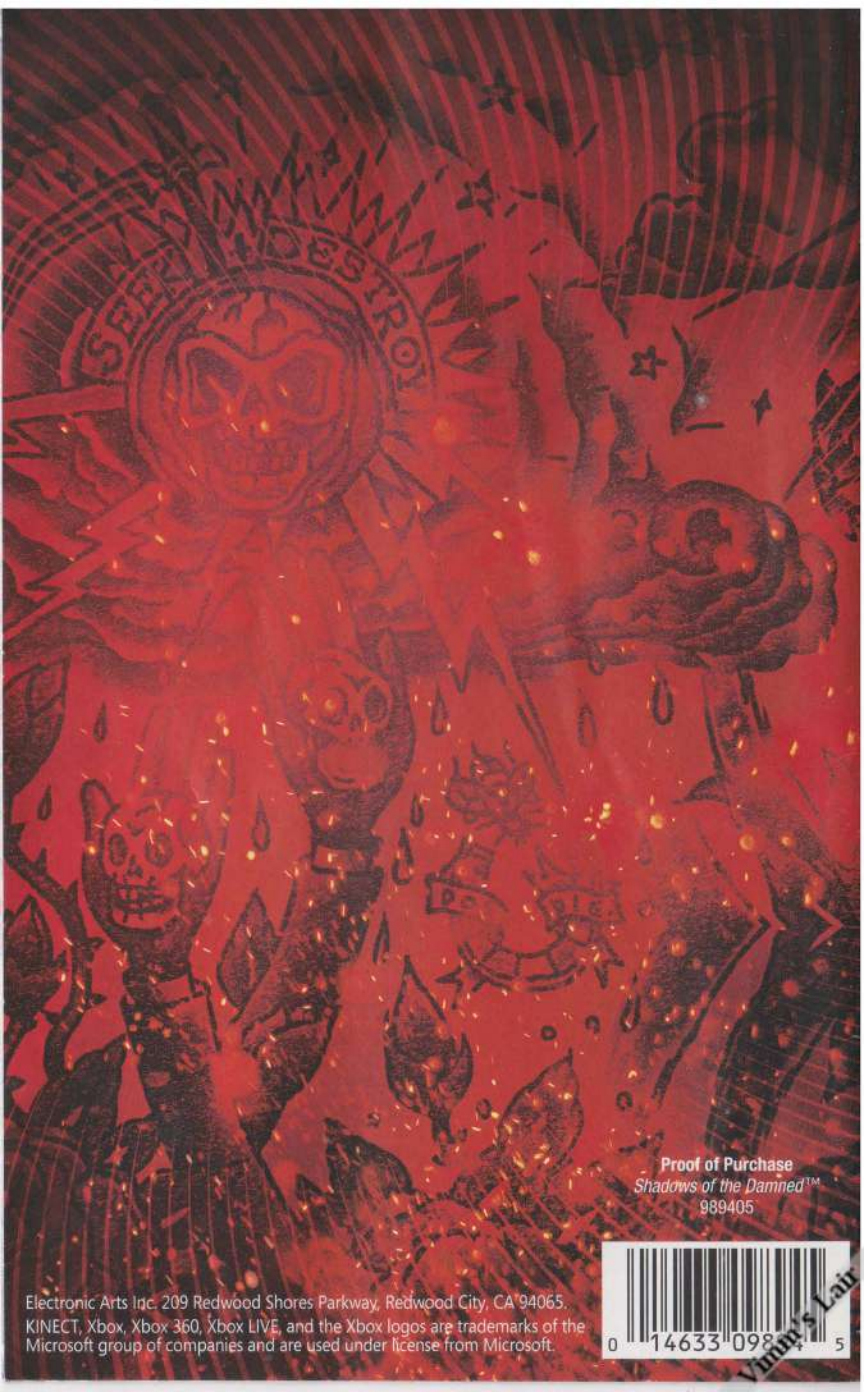
Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

Mailing Address: Electronic Arts Technical Support
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Austin, TX 78753

Package Cover Illustration: Gravillis Inc.

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