XBOX 360

XBOX LIVE

# BLOOD BOWL

CYANIDE studio

-GAME MANUAL-

FOCUS HOME INTERACTIVE

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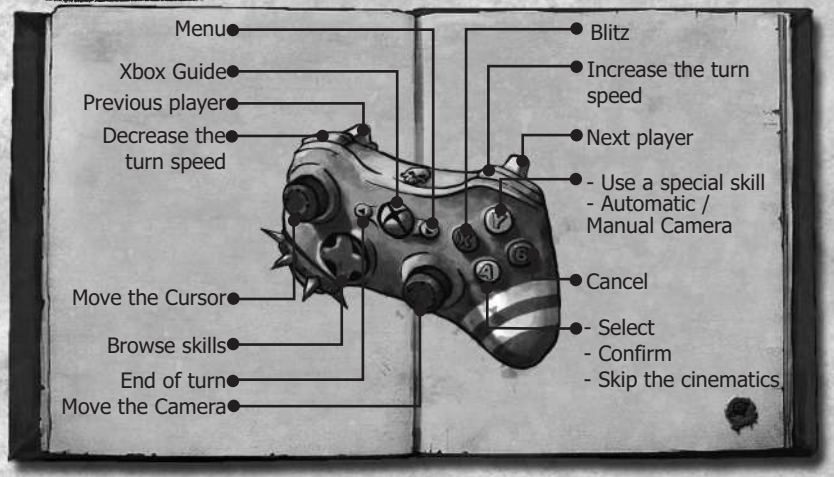
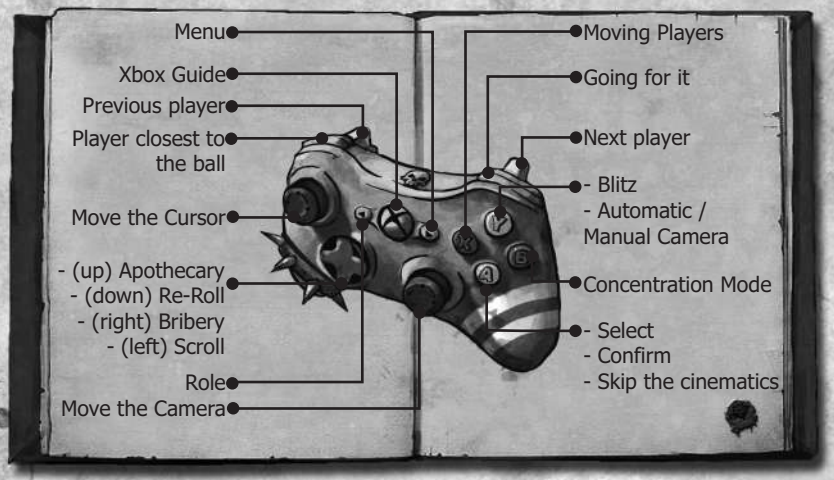
## GAME CONTROLS




TURN-BASED GAME




REAL TIME GAME



## INTRODUCTION

*Good evening sports fans and welcome to the Blood Bowl for tonight's contest. You join a capacity crowd, packed with members of every race from across the known world, all howling like banshees in anticipation of tonight's game. Could you please, Jim, old boy, give us a quick recap on the rules for those who've just joined us?*

*- Sure thing, Bob! As you know, Blood Bowl is an epic conflict between two teams of heavily-armoured and quite insane warriors. Players pass, throw or run with the ball, attempting to get it to the other end of the pitch, the End Zone. Of course, the other team must try and stop them, and recover the ball for their side. If a team gets the ball over the line into the opponent's End Zone it's called a touchdown; the team that scores the most touchdowns by the end of the match wins the game, and are declared Blood Bowl Champions!*

## ORIGINS

The unlikely forefather of American football and inspired by the fantasy universe of Warhammer, Blood Bowl is an ultra violent team sport. Assemble a team of Orcs, Wood Elves, Dwarfs and many other fantasy creatures and enter the bloodiest arena ever! Originally created by Jervis Johnson and first published by Games Workshop in 1987. Games Workshop still manufactures models for the game and its creator has ceaselessly worked on improving and enriching Blood Bowl, its game system and its universe through regular rules updates.

## THE GAME

Part strategy game and part sports simulation, Blood Bowl will put to the test the nerves of the best tacticians. The basic principles of the game are extremely simple: two teams, one ball. The team reaching the opponent's end-zone with the ball scores a "touchdown", by any means necessary. No holds barred, you may trample or cripple an opposition player while the referee conveniently looks the other way.

With a wide variety of races to appeal to every type of player, victory in Blood Bowl requires a real flair for the game and nerves of steel. The ever present humour, the use of weapons and a large selection of irregularities is what sets Blood Bowl apart from the more classical sports simulations, much to the delight of the players.

While an introduction to the video game, this manual does not detail all the rules of Blood Bowl. The game is based on the fifth edition rules of the board game Blood Bowl. You may find the complete rules for the original game on the Blood Bowl website **(www.bloodbowl-game.com)** or on the Games Workshop website **(www.games-workshop.com).**

# MAIN MENU

### • TUTORIAL

When you start Blood Bowl for the first time, the game suggests that you start with the tutorial. We recommend you play all the different tutorials, which are divided into several parts, each covering a different aspect of the game. Read the information carefully as it will help you understand both the basic rules of Blood Bowl and the way Blood Bowl video game works

### • LOCAL GAME

ONE OFF MATCH

The One Off Match allows two existing teams to face each other, you may also import your own team from your Campaign or Competition thanks to ⓧ during team choice display. You may play against the AI with 3 difficulty levels: Easy, Normal and Hard. The result of a one off match will have no consequences: both the team and its players will never evolve. This mode is perfect for training or a quick match against another player.

CAMPAIGN

Create your team and participate in the various championships that make up a season of Blood Bowl. Win prizes, earn experience, level up your players, hire new talent, increase your fame and climb the ranking ladder up to the top!

It is the most complete Solo mode. Playable either Turn by Turn or in Real Time, the Campaign mode will allow you to take part in a great number of tournaments and championships, and will give you the opportunity to play against the most prestigious teams in Blood Bowl.



For further details about the Campaign mode, read the "Starting a new Campaign" section.

COMPETITIONS

The competition mode gives you the opportunity to coach a team of your own creation in the competition type of your choice for several seasons.

For further details about the Competition mode, read the "Starting a new Competition" section.

SAVE / LOAD

With this option, you may manage your saved games. Also, you may choose to delete or load them by using the corresponding buttons.

Caution! If you choose to delete a saved game and confirm your selection, your game will be lost forever.

CREATE A COMPETITION

This option enables you to create a new competition for the local mode. These competitions may use the official Blood Bowl rules or customized rules.

### • XBOX LIVE

This option gives you access to the world of multiplayer games. With Xbox LIVE®, you may create your own party online, join or host games and face the best players from all over the world. In addition, Xbox LIVE offers the opportunity to import the teams you have developed in the solo mode. However, they will not be able to gain further experience.

Matchmaking, Ranking, Voice chat, Leaderboard, etc. experience unique sensations and get prepared for the most demanding and the most intense matches of the history of Blood Bowl !

**Caution, the multiplayer mode only allows you to play turn-based matches.**

For further information on how to join Xbox LIVE, please consult the "Connecting to Xbox LIVE" section.

**Note that play Blood Bowl on Xbox LIVE must to have got a Xbox LIVE account and an Internet high speed connection.**

### • LEADERBOARD

Check out your ranking on Xbox LIVE.

### • OPTIONS

Here you may set your audio preferences to maximize your in game comfort. You will also find a description of the commands of the game.

# BLOOD BOWL – THE BASICS

At it's origin, Blood Bowl is a turn-based game. A match is composed of two halves of 8 turns each. During each turn, a coach will have the opportunity to perform various actions with his players. The aim is to score more touchdowns than your opponent. To score a touchdown a player must get the ball into the opposition End Zone. At the end of the two halves, the team that has scored the most Touchdowns wins the match. Blood Bowl on Xbox 360® allows you to experience the sensations of the original board game, but this adaptation also gives you the opportunity to play with new game play possibilities, with a Blitz mode which allows you to play Blood Bowl matches in Real Time, and so much more.

### • CLASSIC AND BLITZ MODES

Blood Bowl the Video Game offers you a choice to either play in Solo or Multiplayer in the "Blitz" and the "Classic" modes.
- The "Classic" mode is the turn-based adaptation of the board game.
- The "Blitz" mode enables you to discover Blood Bowl through a series of new options which differ from the core rules of the board game Blood Bowl. Most notable among these new options is the Real Time mode, which enables you to play against an opponent by playing 'live' at the same time. The pre-match sequences feature new opportunities in the Blitz mode, with expanded inducements and training sessions to further help your team before a match even begins.
The Blitz mode will also give you access to other options: you may be able to modify the duration of a turn or a half, to play new competitions, to gain access to different levels of equipment for your players, etc.

### • TURN-BASED GAME

In a turn-based game, you may, during your turn, either move your players or perform a block action with players who have opponents in their Tackle Zone. You may also perform other unique actions once per turn such as: a blitz, a hand-off, a long pass (see the basic rules for further details). Once the player has performed all their actions or been subject to a turnover, (a forced 'end of turn' caused by a failed action), it is then the opposing player's turn to play. You may only use a player once per turn. Once an action is started with another player, you must do everything you wish to do with this player before switching to another member of your team.

### • THE TURNOVER PRINCIPLE

Before you start with the Blitz or Classic rules in a turn-based game, you must learn about a fundamental element of the game, namely the notion of turnover:

When you fail to perform an important action, your turn ends immediately, even if you have not made all your intended actions with your other players:
- One of your players is knocked down or is sent-off.
- The intended receiver of a pass or hand-off fails to catch the ball. Or a player fumbles.



- One of your players fails in an attempt to pick up the ball.
- A touchdown is scored.
- Your time limit runs out.
- The player carrying the ball fails to land successfully when a Throw Team-Mate is used.

Therefore it is very important, before attempting an action that could cause a turnover, to think it through and look whether you should not perform the safest actions first. You want to start with the safest or the least crucial actions, and also choose your players wisely according to their characteristics and skills to achieve an action. When you have performed all your action, press ◀ to end your turn.

To avoid a turnover, you may use a Team Re-roll. The actions detailed above are determined by a dice roll. If you still have some Team Re-rolls available, you may retry a failed roll once per turn, and hope a more favourable outcome to avoid the turnover.

### • REAL TIME GAME [BLITZ MODE ONLY]

Real time game obeys the same principles and actions as a turn-based match, with the exception that the characters play at the same time.
Therefore you may give orders to your players at any time and they will execute them directly. You may thus immediately influence the course of the match.
In order to give you enough time to issue your orders while maintaining the strategic aspect of the game, you may at any time toggle the Concentration Mode by pressing the Ⓑ button. This pauses the game so you may give orders to your players. They will perform the actions when you leave the Concentration Mode.
Unlike the turn-based match, your players will not stand still in a Real Time game. They will automatically perform certain actions by following a selected stance (defensive, neutral, aggressive) you may change the stance at any time over the course of the match.

### • THE DICE PRINCIPLE

Blood Bowl is adapted from the board game of the same name, therefore dice are used to determine the results of the actions in the game.
Two categories of dice are used in a game of Blood Bowl:

**The Classic Dice:** A six-sided dice, it is used to work out the success or the failure of most of the actions taken by your players during a game, such as passing, dodging, picking up the ball and many others.
For example, when a player attempts to make a pass, Agility is used. The higher this value is, the greater the chances of success. A player with an Agility of 3 will have a one in two chance to succeed, which translates into a result of 4, 5 or 6 on a dice roll. **The result of the dice throw can be found in the log.**

There is another, more special type of dice, called **the Block Dice,** which is only used to resolve blocks. The result does not depend on your characteristics. For further details, look at the "Player Actions" tutorial.

Here is a complete presentation of the block dice results and their consequences:

**Defender Down**
The defender is pushed back and knocked down. In general, this is the most sought after result for an attacker.

**Defender Stumbles**
The defender is pushed back and then knocked down, unless he has the Dodge skill, in which case he is only pushed back.

**Defender Pushed Back**
The defender is only pushed back.

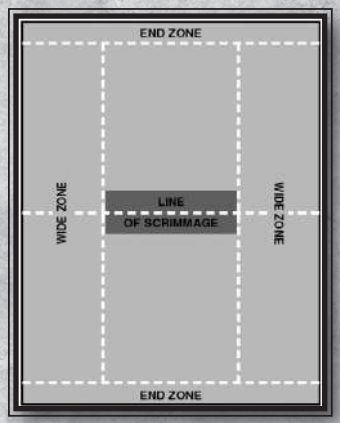
**Both Down**
Both players are knocked down unless one or both possess the Block skill since the Block skill prevents a player from being knocked down. If an attacking player is knocked down it results in a turnover against his team.

**Attacker Down**
The attacking player is knocked down. This is a much sought after result for a defender as it causes a turnover in favour of his team.

**Note:** other skills in the game may influence the dice result. Don't worry about these for now, they will become clear as you play more games.

## • PLAYING PITCH

This is the field on which the game of Blood Bowl takes place. It is divided into squares to regulate movement and combat.
Each square can hold only one Blood Bowl player at a time.




The areas at either end of the pitch are called the End Zones. If a team gets the ball into their opponent's End Zone they score a touchdown. These are good things to score, as the team with the most touchdowns wins the match!
In the centre of the pitch is the half-way line, and running along the sides of the pitch are the lines which show the boundaries of the wide zones. The rows of squares on either side of the half-way line, and between the two wide zones (14 squares in all), are known as the line of scrimmage. The different areas of the pitch are shown on the diagram right of.



## • RACES

In Blood Bowl, the teams tend to favour a given style of play according to their race. You may however adapt your own tactics to the team. You will find below information on the style of each race:

**Humans:** Although Humans do not have the special abilities of other races, they do not suffer from their inherent weaknesses either. As a consequence, Human teams are extremely flexible and can set a passing game as well as a contact game!
**Strengths:** flexible, their many specialized positions allow for a large number of strategies.
**Weaknesses:** do not excel in any one domain.

**Orcs:** The Orcs have been playing Blood Bowl since its inception and their teams are amongst the most famous of the championship. Orc teams usually smash through the opponent's lines in order to create a breach for their runners to exploit.
**Strengths:** above average physical strength, good armour, flexibility.
**Weaknesses:** more ponderous than other races, so be careful during your set up.

**Dwarfs:** Dwarfs seem to be the perfect players for Blood Bowl. Short, tough, well-armoured and stubborn to the point they will just not accept to dying! Most of their teams are firm advocates of killing the opponent's most valuable players and neutralizing the others in order to score their touchdowns unopposed and secure victory!
**Strengths:** quite resilient, the Dwarfs are very good at blocking.
**Weaknesses:** very slow, a good set up is therefore critical.

**Skaven:** Skaven are neither the strongest nor the toughest players, but boy are they fast! Many teams opposing team have been outrun by Skaven sneaking their way through their lines to score a touchdown.
**Strengths:** Agile and very fast.
**Weaknesses:** weak and very fragile, they are easily wounded.

**Lizardmen:** Demonstrating a subtle blend of dexterity and sheer strength, Lizardmen can hold their own against a hard hitting team such as Chaos. Likewise, they are quite capable of rivalling the running game of the Skaven.
**Strengths:** the agile Skinks complement the more powerful Saurus well.
**Weaknesses:** the Skinks fragility, the only players who can score.

**Goblins:** Goblin tactics rely on hope rather than potential. They are small and nimble, and make good catchers, but their chances of blocking anything larger than them are almost nonexistent. It doesn't seem to faze the Goblins, however, who will resort to vicious secret weapons to occasionally win the day.

**Strengths:** agile and extremely cunning, they are the masters of cheating.
**Weaknesses:** they are very fragile and referees don't like cheaters.

**Wood Elves:** For the Wood Elves the Long Pass is everything. All their efforts go into improving their skills in the passing and catching game. No Wood Elf worth his salt is going to be weighted down by armour to try and knock opposing players over. They rely on their natural acrobatic abilities to keep them out of trouble, which is generally enough!
**Strengths:** agility second to none and very fast.
**Weaknesses:** fragile with little stamina, their players are expensive to replace.

**Chaos:** Chaos players are not renowned for the subtlety of their game. A simple race to the centre of the pitch while wounding and maiming as many opposing players as possible on the way is but their only strategy. They seldom worry about minor things such as picking up the ball or scoring, at least not while there any players left in the opposing team anyway!
**Strengths:** the physical strength of Chaos Warriors and the tremendous Beastmen's ability at making a blitz.
**Weaknesses:** poor diversity of the positions, which means fewer strategic options as well.

## • PLAYER TYPES

Each of your players belongs to a specific race. Race is an important notion and it is rare that players mix.

Each of your players is identified first and foremost by his race. This is important because few teams mix races. Each player is also assigned a position (e.g Lineman, Catcher…), which indicates his specialisation within the team. Finally, a player is identified by his name and number (between 1 and 16).

Player Positions
Each player in Blood Bowl has a specific position. The names often vary, but their function remains generally unchanged. However, a number of positions are unique to certain races, most notably with Chaos and Lizardmen teams, with players having positions that cannot be found in other teams.

**Linemen** are the standard players on the team, not brilliant at any one thing, but capable enough to fill in for an injured player if necessary.

**Blitzers** are among the best players on the pitch. Fast and agile, they are strong enough to smash their way through the opposing lines.

**Blockers** are very strong and wear extra armour to protect themselves in the powerful blocks they specialize in. However, they are not very fast and against an agile opponent with room to dodge they almost always come off second best.

**Catchers** are very agile but lightly-armoured, and can't afford to get into fights. In the open, however, they are unmatched and no one catches a ball like them. Catchers usually position themselves in the opponent's End Zone to wait for the decisive touchdown pass. The only problem in being a Catcher is if someone should catch you…

**Throwers** are the most prestigious players on the pitch, able to throw a precise long bomb for a player far down the pitch. Or at least that's the theory; throwing the ball well requires real talent.

**Runners** are the fastest players on the team, capable of outdistancing their team mates to quickly advance the ball up-pitch. Although Runners are not always as agile as Catchers, the teams who favour the running instead of the passing game find them invaluable.

**Big Guys** are tremendously strong and can deal with almost any opponent. No armour offers protection enough from their powerful blows. However, they are not the most intelligent or brilliant players and will now and then freeze on the spot in mid-action to try and remember the instructions they were given…

Each player has 4 attributes which define his playing potential.

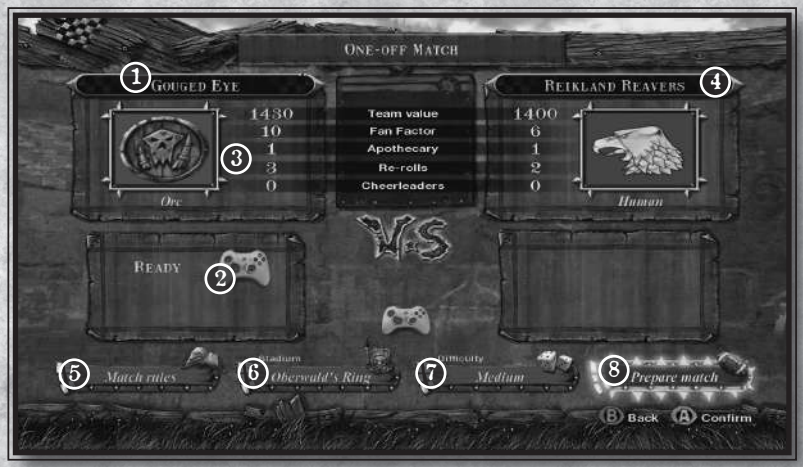
- First of all there is **strength (ST)** which is the statistic used to work out how many blocking dice are used during a block. If you have more strength than your opponent, you roll more dice and choose the result. If you have less strength than your opponent you roll extra dice and the opponent chooses the result (this should only be used in desperate situations!)
- **Agility (AG)** comes into play when throwing or catching the ball and when trying to dodge an opponent.
- **Movement Allowance (MA)** determines the players ability to get around the pitch and to get up from when knocked down.
- **Armour Value (AV)** is the statistic that your opponent must beat in order to roll an injury on your player. If they roll equal or under this number, then the armour has worked and your player is fine, if they roll over this number then an injury roll is made.

In addition, please note that some players possess skills that give them a particular edge under certain circumstances in the match. In Blitz mode only, the armour will also enable you to boost a characteristic before the match, but only for the duration of the match.

SKILLS
Some players possess skills. Some skills allow to improve their chances to achieve their actions while other grant them new actions.
A player may also have multiple skills and acquire additional ones when he levels up. You may then choose a skill regrouped in the different categories. Please refer to the « Player Evolution » section of this manual for further information.

## STARTING A ONE OFF MATCH

There is nothing like a one off match to hone your gaming skills and to try new tactics. After you get to the one off match menu, you must choose between Classic and Blitz mode. This choice will affect certain aspects of the game, but the way this menu works is basically the same.
To start a one off match, select 2 teams – yours and your opponent's - , then select your game mode, the pitch and let's go!




**1. Team Selection:** Here you may choose your Race and your Team from the selection offered by the game. The teams you have evolved through the campaign of the championship mode can be exported here by pressing the X button.
**2. Coach Selection :** Choose your team by moving the control stick then confirm by pressing the A button. In a two-player game, two Xbox control pads must be plugged in.
**3. Your Team :** The main information regarding your team is displayed here : name of the team, race, popularity, team value, logo…
**4. Opposing Team Selection :** If you play against the AI, you have to choose your opponent.
**5. Game Mode Parameters :** Here you may choose the duration of the turns as well as the duration of the match. In the Blitz Mode, you may also to choose to activate or not certain pre match parameters, such as mercenaries, extended inducements, training etc.
**6. Stadium :** Select where the match will take place.
**7. Difficulty:** This parameter modifies the level of the AI. Easy, normal, hard, what kind of opponent do you want to play against?
**8. Launch game :** The next step : inducements and –in the Blitz Mode- the pre-match preparations before starting the game proper.



## PRE-MATCH

A great coach knows the outcome of a match can be decided even before any player sets foot on the pitch. You must be a part of that elite class! And rightly so, because you will soon find out that the pre-match sequence in Blood Bowl holds many surprises.
The following information applies to every mode in the game: one off match, campaign, championships, multiplayer games. Some pre-match options are only available depending on the mode you selected (Blitz or Classic) or the on the pre-match options selected by the game host.

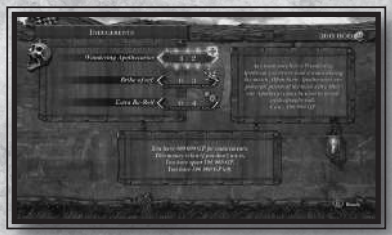
### • MATCH PREPARATIONS

Depending on the game mode you selected (i.e. your chosen modes and options) you may have the opportunity to go through several match preparation sequences.
While it can't really be said with certainty that a well prepared match will bring victory, it is safe to say that an ill-prepared match equals certain defeat.

### • MERCENARIES AND STARS PLAYERS

If there is a difference between your team value and the opponent's the team with the lower Team Value gets extra gold. You may use it to hire additional players on temporary basis to boost your team roster. In addition to the basic players, you have access to the Star Player for your race. He has got excellent characteristics as well as many skills and could very well tip the balance of the match in your favour all by himself.
Be mindful however, players hired this way will only be on your team for the duration of the match.

### • INDUCEMENTS



Do you like setting up some sneaky moves before the game? If so, inducements are for you! All these little pleasures are the things that make Blood Bowl so different from other sports!

Inducements allow you to buy various items to weaken the opposing team or improve yours. The money you are given comes from a slush fund from the stadium owners and you may also include all or part of your treasury to this petty cash reserve. However, please note that all the unspent money will be lost after the inducement phase, so make sure you use all your resources!

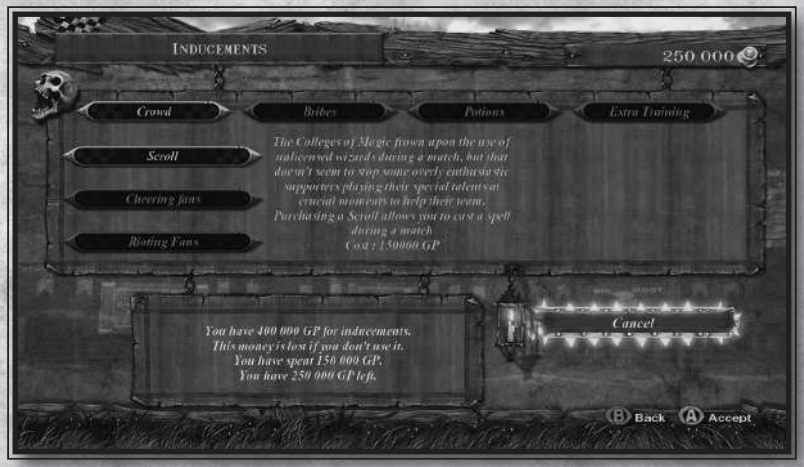
Inducements are divided into 3 categories:
**- Wandering Apothecary:** This is an Apothecary that hires out his services on a match-by-match basis. He functions in the same way as a normal Apothecary and thus allows you to re-roll the result of a serious injury on one of your players, then choose which result you will keep.

**- Bribery:** Bribing the referee will ensure that he looks the other way when one of your players gets caught during a Foul action or for using a secret weapon. Your player will remain on the field despite this sending-off offence.

**- Extra re-rolls:** This will grant you an extra re-roll per half in addition to your team re-rolls (if you have any). This way you may reroll any result (except armour or an injury roll) and hope to be luckier this time around. You must accept the new result.

### • EXTENDED INDUCEMENTS [BLITZ MODE ONLY]

In the Blitz Mode, you have the opportunity to use even more inducements thanks to the "Extended Inducements" options. These inducements are divided into four main categories:




**- The crowd:** It is common knowledge that the audience in a Blood Bowl game is made up of devoted supporters on whom you can always count to liven things up, but they can also help you out. They will be delighted to use illegal magic scrolls to cast spells from the stands. In addition, you may have supporters gang up on the opposing player's supporters and drive them away from the stadium.

**- Bribery:** What would be Blood Bowl without bribery? In the Blitz mode, you may even go further in the art of corruption. Not only can you bribe the referee but also one of the opposing players so that he plays a little bit "slower" than usual. Be careful, however, because your own players may be bought by the opponent. Of course, you can avoid corruption by hiring bodyguards.

**- Potions:** Potions grant players a boost by giving them more chances to gain an extra +1 characteristic increase (Strength or Agility). Use your potions with caution,



though, because if one of your players is declared positive after a dope test, that player will be sent off the pitch. Likewise, do not hesitate to perform your own dope tests on a player of the opposing team. Ethics do not belong in Blood Bowl!

**- Extra Training:** This is a coach's best friend, and enables you to turn a bad result in your favour by giving you an extra re-roll or depriving the opponent of his re-roll. You may also boost the morale of your players by offering them a barrel of a fine brew served by a gorgeous woman.

### • TRAINING [BLITZ]

You may train one of your players before the match. This way, he will be able to earn one characteristic point (in the selected characteristic) for this match only.
Select a player you want to train and the characteristic you wish to develop then set the intensity and charge of the training with the scrolling menus on the left of your screen.
Then, select « Start training » and launch the session by pressing Ⓐ.

**Caution,** you start the training but also have to stop it by pressing Ⓐ before the progression bar is completely fiull, or your player will be injured during this session and will not be able to play the match.
Therefore you must stop the progression of the training cursor at the right time, which is as close as possible to the end of the bar without reaching it! The closer you get to the end of the bar, the higher your chances to increase the characteristic will be. A high training intensity and charge will enable you to increase that percentage, but it will also increase the speed of the training cursor.

Once your preparation is done, select « Start the match » with the Ⓐ . button. You get to the inducements results page, where both your inducements and your opponent's are displayed.
Take your time to look at the recap of all the inducements so you might perceive your opponent's tactics.
Doping, bribery, rioting fans, prepare for the carnage and adjust your strategy for the match!

# DURING THE MATCH

### • SETTING UP ON THE PITCH

The first step of the match is to set up your players on the pitch. A number of formations are available, which you may browse through by using the LT and RT buttons. If none suits you, you may set up your players manually. To do so, select a player with the A button and place him according to the Blood Bowl setup rules (see below). If the square is occupied, the two players will be swapped. Once you have accepted a setup, it will be saved automatically for the duration of the match.
There are a number of rules for your set up to be accepted:

- 11 players must be set up on the pitch. If you have more than 11 players on your team, the substitutes will be placed in the end zone during set up.
- At least 3 players must be set up in the scrimmage zone (the centre line where the two halves meet).
- You must set up 2 players max per wide zone (the two zones at the edge of either side of the pitch).

Caution ! You have a limited time to complete your setup. The countdown is displayed in the top left corner of your screen.

If you have completed your setup before the end of the countdown, press B to Accept and start the match.

### • KICK-OFF EVENTS

During each kick-off, an event may occur which modifies the onset of the match in a more or less important way ; High kick, a riot, overzealous defence…
Your team's experience, fan factor and inducements will come in handy to tip the scales towards your side.

### • IN GAME INTERFACE

**1. Score Zone:** That is where the emblems of both teams are displayed, the current score, as well as the number of re-rolls still available.
In a turn-based match: The yellow halo indicates which team is currently playing while the time to the end of the turn is displayed right above the team's emblem.
**Note :** If you quit a match by pressing B , your team will suffer a number of penalties. So think it through before using that option.

**2. Action Icons :** This is where the icon corresponding to the action you wish your player to perform is displayed (see the «Players Actions » section).

**3. Selected player's skills :** When you select a player, this is where his skills are displayed, if he has any. Use the ▲ and ▼ arrows of the directional pad of your Xbox 360 control pad to display a description of those skills.

**4. Turn display / Timer:** the number of turns played is displayed here (in a turn-based game). Remember half-time takes place at the end of the second player's 8th turn. In a real-time game, the remaining time to play is displayed here.

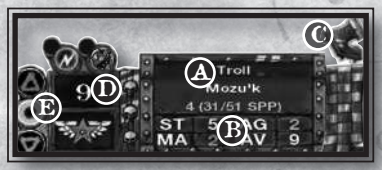
**5. Gaming zone:** Where the action takes place !

**6. Inventory :** The inventory allows you to launch special actions during the match, which will be offered to you automatically.
- **The scroll** [Blitz Mode Only] : The scroll must be purchased before the match and depending on your team's race, it allows you to cast a number of different spells. However, since the user of the scroll is under the constant pressure of the crowd, he will wait until he has enough support to magically assist your team.
Once enough support is acquired, you may cast the spell at your discretion. Select the spell and press A to cast the spell on your target and find out about its legendary accuracy !
- **Apothecary :** the number of apothecary uses still available
- **Bribery :** the number of bribes available for the referee.
- **Reroll :** the number of rerolls still available.

**7. Logs :**The logs recap actions of the game, such as dice results, players actions and so on… It is the ideal tool to understand what is going on in the match and to learn from your mistake to improve your style of playing.

**8. Player Zone :** The information regarding the selected player is displayed here (for the players of both teams) :

**A.** Name, player type and experience level.
**B.** Characteristics : MA (Movement Allowance), ST (Strength), AG (Agility), AV (Armour Value)
**C.** Action Icon
**D.** Player Number
**E.** Player's stance (Real Time)



### • TURN-BASED MATCH

In a turn-based game, you may, during your turn, move your players and perform a block action with players who have opponents in their Tackle Zone. You may use a player only once per turn. Once an action is started with a player, you must do everything you wish to do with this player before switching to another member of your team.
For example, if you wish to move your player to pick up the ball then hand it off, you must perform all these actions in one sequence. If you pick up the ball then use another player, you may not use the player who has picked up the ball until your next turn.
You may perform unique actions each turn: a blitz, a hand-off, a long pass (see the basic rules for further details).

All the actions except the movement require one or several dice rolls. It is up to you to minimize the element of chance to successfully perform your actions and avoid the dreaded turnover.
Once the player has performed all his actions or has suffered a turnover, it is the opposing player's turn to play.

The basics of a turn by turn game are detailed in section 2 of this manual: "Blood Bowl – The basics"

### • REAL TIME MATCH

Real Time matches use the same basic rules as a turn-based match, therefore:
- Success of an action depends on the roll of one or several dice
- The actions are based on the "squares" of the pitch (for instance, the assist team-mate rules or the tackle zone rules are applied), though these squares are now hidden.

It is possible to simultaneously issue orders to multiple players. Therefore, some elements, such as the turnover, no longer apply. Likewise, player movements are not restricted to a turn. Therefore you may issue a series of orders to a player.

In order to maintain complete control on your time during the match, you may switch to the Concentration Mode at any time, to issue orders to your players in peace.

**THE CONCENTRATION MODE:**
In order to correctly direct your team, you have access to a concentration mode by pressing the Ⓑ button, which pauses the game. You may then issue orders to each of your players. Once you're done, press Ⓑ again: the game resumes and the players follow the orders you have given them. You may use and abuse the concentration mode during a match. The more you're using it, the firmer your grip on the events will be.

**PLAYERS STANCES:**
In order to assist you, you may also assign (or modify a twill) automatic stances to



your players during the concentration mode: aggressive (red triangle), defensive (blue triangle) or neutral (green circle). Your players will react differently according to the chosen stance. To assign a stance to a player, select him and press Ⓐ , then use ◁ to assign the player a stance.

### • LIST OF PLAYER ACTIONS

Actions are automatically available depending on the selected player and the "square" on which you want to perform an action.

**Moving a player [Turn based]**
Movement is precisely what defines a turn-based game. To move a player, all you have to do is select him by pressing Ⓐ , then select an empty square and confirm by pressing Ⓐ.

You may either select the destination square or map out precisely the player's course by selecting intermediary squares; pressing Ⓐ once indicates the square is part of the player's itinerary. Pressing the button a second time confirms the selection and causes the player to move. Caution! Depending on the difficulty setting, the game will not always indicate the best path.
Note that the action icon at the bottom left of the screen, above the player information, represented by a foot and a number indicates the number of squares you will move on if you accept that trajectory.

When the player you have selected has the possibility to move, a number of colored squares will be displayed next to him :
- The green squares indicate a normal movement while the green squares with a dice indicate you will hve to "go for it" to reach them.
**"Go for it"** means you must make an agility roll to push your player to the limits and move two extra squares as compared to your initial movement value (MV). Caution! Your player has one in six chances to trip and be knocked down, resulting in a turnover, so be careful and think it through before you confirm your action!
- The squares displaying a red dice indicate that you are about to exit a tackle zone, which requires an agility roll to perform a dodge (see tackling and dodging).

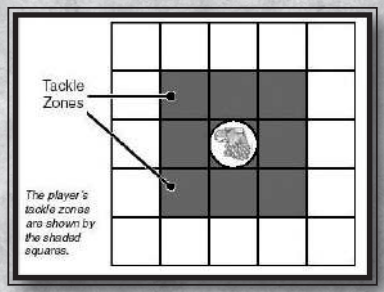
You must be very careful for any failure will result in a turnover, putting an effective end to your turn, not to mention the chances for your player to sustain an injury.

**Moving a player [Real Time]**
Real time movement is not restricted by the number of squares defined by the player's Movement Allowance, but this factor determines the movement speed.

To move a player, select him with the button, then select the square where you wish him to move by pressing the button. The player then proceeds to move and will do his best to reach his destination.
However, if an opposing player is headed his way, the player may be subject to a block or a tackle.
Go for it: you may also "Go for it" in a Real Time game: this action will enable your player to run a little faster for a few seconds. As in a turn-based match, this action is determined by a dice roll. Therefore your player may very well fall over if the dice result is not successful (a 2 or higher on a six sided dice).To go for it, you can use the button.

**Tackling and dodging**
In Blood Bowl each player standing on the pitch has a tackle zone. This is made up of the 8 squares that surround the square occupied by the player. If a player attempts to leave an opposing player's tackle zone, he will have to make a dodge to avoid being knocked down.

**More details on dodges:**
The higher your Agility is, the easier it will be to dodge. The key thing to remember is that it is the number of tackle zones you are dodging INTO that determines how difficult the dodge will be, not the number of tackle zones you are dodging OUT of.
In addition, some skills play a major part in your chances to succeed, so take the time to find out which are the most useful. It is up to you to judge whether it is worth taking the risk! A failed dodge results with a player falling over and may end up with an injury!
And do not forget that in a turn-based game, a failed dodge causes a turnover, putting an effective end to your turn!



**Pick up ball**
This is one of the most important actions in Blood Bowl; you don't play Blood Bowl with your feet!
To perform this action, all a player has to do is to move into the square in which the ball is lying. You will receive a -1 penalty on your Agility roll for each opposing player within one square of the ball. Roll the dice for Agility to check whether you pick up the ball or not. Failure to do so will result in a turnover and the ball bounces away into one of the adjacent squares to the player.

**Pass**
There are two types of passes. Both require a movement point and may be performed only once per turn.

**Long pass**
Select the player carrying the ball and target another member of your team, then press .
The player performing the pass will have to pass a throwing roll (based on his Agility). He will suffer a penalty corresponding to the distance he throws the ball over and his presence in the opposing tackling zones. If the pass fails, the ball will bounce and if the player does not catch it, a turnover ensues. If the pass succeeds, the receiver must catch the ball by passing an agility test (modified by the presence of opposing tackling zones). If the pass fails the ball lands at the feet of the thrower and a turnover ensues. Some players in the opposing teams are marked by a blue circle, which means they are on the trajectory of the ball and may intercept it, resulting in a turnover.

**Hand Off**
Select the player carrying the ball, then move him to the tackle zone of his teammate, then select that player and press .
The player performing that type of pass succeeds automatically. However, the receiver will always have to pass a reception roll but will benefit from a bonus due to the hand-to-hand pass.

**Note :** If one of your players finds himself on the trajectory of the ball, you may make an intercept.
Depending on your player's agility and the number of opposing tackling zones, he will or will not be able to intercept the ball. Your opponent will then suffer a turnover.
If several players are on the ball's trajectory, you will have to choose which one will make the intercept.

**Block**
Blood Bowl is not for wimps. You're going to have to block opposition players in order to clear a path through to the End Zone.
In order to block, your player must be in a square next to an opposing player, or in other words to have an opponent in one of the 8 adjacent squares and must have not moved yet this turn.
To perform a block, select your player then target your opponent and press .

**Blocking Decisions**
During a match, to assess the difficulty of a block, you will have to take a number of things into account.
- The difficulty of successfully blocking will depend on the Strength (ST) of your player, compared to your opponent's Strength: the stronger you are compared to the opposing player, the more likely you will be to succeed.
- The Skills some players possess have great influence on the way a block is worked out.
- The last thing to take into account in a block are the possible assists from your team-mates, which translates into a +1 Strength bonus. Likewise, an unmarked opposing player in the tackle zone of the player attempting the block will give that player a -1 Strength penalty.

A high difference in Strength allows you to roll more block dice and thus to be able to choose to keep the most best result (see The Dice Principle in this manual). If your opponent is stronger than you, then he will choose which results to keep.
The result of the block is worked out that way:

- **1 dice:** players have equal strength.
- **2 dice:** one player is stronger and may choose which dice he keeps.
- **3 dice:** one player is at least twice as strong than the other.

You may check when you pre-select your opponent how many dice will be rolled and who will get to choose them with the icon displayed in the bottom left of the screen.

You may check when you pre-select your opponent how many dice will be rolled and who will get to choose them with the icon displayed in the bottom left of the screen.
It is represented by white dice when it is up to you to choose the result, and with red dice when your opponent gets to choose.

**Assist a team mate:**
To assist a team mate, a player has to be next to the opposing player and have no other opponent adjacent in his tackle zone. A player may assist several blocks per turn, whether he has performed an action in that turn or not.
In a block, before executing your block, you can see on the screen the assists you can take benefit with "+1" green icons displayed on the team-mates who can assist you. By using assists, two weak players can take on a stronger opponent!
But be careful, for an opponent may receive assistance in the exact same way.
**Note:** In a Real Time game, this assist is marked by the icon; select your player then the team-mate you wish to assist. As soon as this icon appears, push the button to launch the assist action.
**Note:** Some skills have a great influence on the way the block is worked out. These include Guard, Dodge, Block etc.

**Blitz**
You can only attempt one Blitz per turn. A Blitz allows you to move a player and to attempt a Block. You can only blitz with players that have executed no actions during the current turn. To blitz, select your player and then target an opponent. The blitz is found in the actions that are possible via the button. Alternatively, press the button if you are standing next to your opponent. Don't forget that it is possible to move after you have carried out a block.
A Blitz is automatically used when it is available. A player performing a Blitz has a lightning bolt icon displayed above his head.

**Fouling**
To maximize your chances of injuring an opponent, kicking a player when he's down is the way to go. Be careful, however, because fouling has a fair chance of getting your player sent off by the referee for the rest of the match. Unless of course you bribe him so he looks the other way…



To do so, select a player, then target an opponent who is down and press . During a foul, the opposing player on the ground will make an armour roll with a penalty. If the result is greater than his armour value, he must take an injury roll.
Just like during a block, your team mates may assist your player to overcome the opponent's armour and injure him more easily.
The team mates able to grant a +1 bonus will have to be next to the target on the ground and not in the tackle zone of any other opponent. The assisting players will never be sent off by the referee… No need to worry about the morality of their actions!

**Stand up**
When one of your players is down and no longer stunned (when there are no stars above him but he's still lying down), he may stand up. This action uses up three movement squares and no block is allowed afterwards (unless you choose to blitz).
This is generally the safest and most advisable thing to do at the start of your turn, but do consider if you want to make any further actions with that player as you will have to make them at that time.

To pick a player up, select him and then press on the . button. You can use any remaining Movement points he has (after subtraction of 3) to move the player.

## • SPECIAL ACTIONS

Some skills enable the players who possess them to perform special actions, to spice up a little the game options of the team:

**Leap**
Only a few players have this skill at the beginning, which allows them to leap over a wall of defenders or any other obstacle in your way. To use this skill, press to activate it. The movement zone of the player will then be marked by blue icons. After that, you just have to confirm where you wish to go by pressing .

**Throw team-mate**
A player with this skill can throw a team-mate with the "Minus" skill over the defenders, with or without the ball. It's also pretty useful to « shoot » opponents from a distance.
Be careful, however, for the result of this action will be determined by a dice roll ; either the teammate will fall down when he lands, or he will be devoured by the user of this skill (this is just the kind of things ogres are infamous for !). Use it wisely !

# STARTING A NEW CAMPAIGN

Create your team and participate in the various championships that make up a season of Blood Bowl. Win prizes, earn Star Player Points, level up your players, hire new talent, increase your fame and climb the ranking ladder up to the top!

### • CREATING YOUR TEAM

When you start the Campaign or enter a new Championship, you must start by creating a new team. You must choose your race from the many races available. Read the description of each race to learn more and select the one that suits your style of play best.
Then you will have to name your team and choose a logo, which will be displayed on every player, so go for a striking emblem! When all those choices are made, you may start the adventure by selecting "Take part in a campaign" with the Ⓐ button. Don't forget to save your selections by pressing Ⓑ .
**Caution!** Once you have started the campaign, you may not modify your choices.

### • SELECTING A TOURNAMENT

The campaign map displays the most illustrious competitions in a season of Blood Bowl.
Two things are important to know about the campaign map:

**- The Period:** a season of Blood Bowl is divided into 5 periods, each offering specific competitions. Therefore you may only participate in the competitions of the current period.
**- The Prestige:** some competitions require a minimum level of prestige to grant you access. Therefore you may only be able to play the most prestigious competitions only after one or several seasons, when you have gained enough prestige points. An arrow above a stadium will show you if you have enough prestige to participate.

In the upper right corner of the screen you will see the requirements to access the competition and the prizes awarded to the winners. At the start of the campaign, only one competition is available: the "Clean Cup" in the North; select it by pressing the Ⓐ button. You may then get access to it by selecting « Take part in competition».

### • PURCHASING PLAYERS

The first thing to do when you start a new campaign is to hire players.
To do so, go to the Team Roster sheet and then to the Purchase page.
Displayed on the left is the list of the available players as well as the maximum number of each type your team may include.

It is strongly advised to create a well balanced team with different player types, each having its own uses on the pitch.
Once you have selected a player, you may see in the upper right his characteristics (Strength, Agility, Movement Allowance and Armour), his level, his experience points and his value. In the bottom right, you may see player's skills (if any). For more information on the skills of the player, press the Ⓥ button to display the description of these skills, and press Ⓐ to consult the details.

Your team must include at least 11 players before you start your first match. You should also try to have a couple as substitutes, as accidents and injuries are a common sight on the pitch!

### • CONTRACT MANAGEMENT [BLITZ MODE ONLY]

In the Blitz mode, when you hire a player, you sign him up for a finite amount of time. For example, during the Campaign, the default duration of a beginner's contract is 5 periods while it is 5 seasons in the Championship. Much like a regular sports calendar, a season corresponds to a sports year and a season is made up of five periods during which you may only play one tournament per period during the Campaign. You will be informed when comes the end of the contract, you will then be offered to renegotiate it or not. In the campaign, the duration of the contract lasts until the end of the fifth period, and at the end of the season for the championship.

**Note:** When playing the Blitz Mode, you have to give a salary to your players; which will be subtracted from your treasury at the end of each season.

When offering or re-offering a contract. You may access a list of free agents. As well as rookies, you could attempt to sign more experienced players. Player's name in green means you have all criteria to negotiate unlike those in pink, who you cannot negotiate with. Players in red show you that negotiation failed. In the first case, you will have 3 chances to encourage them to sign for your team. A good starting point would be their basic value, plus the value of any skills they have. The length of the contract also affects their total signing value – however, Blood Bowl players are notoriously fickle and pompous, so it may take you a few attempts to develop your negotiating skills. It's therefore a good idea to negotiate your 'best' players last, since they may be the ones you definitely want to keep and you wouldn't want to upset them and have them play for someone else now would you!

## • MANAGING THE TEAM

Management of your team revolves around your roster sheet. From here you can get a complete overview of the main team information in one glance as well as access all the other management pages (details given in other tutorials). You'll see the name of the team, its emblem, race, available cash and current competition position. This is where you may hire – depending on the money you have - the other team assets that will help you tip the scales in your favour, (Apothecary, Cheerleaders, Re-rolls, and Fan Factor).

**The Apothecary** will allow you to get an injured player back in the game for the next half. Well, at least that's the theory, because the treatment may not work, in which case the apothecary will have no other choice but to get the injured player off the pitch without being spotted by disgruntled fans.
He will enable you to re-roll an injury result when a player is injured, giving you the choice between two different outcomes. During a turn base match, the apothecary will be suggested as soon as one of your players is injured.
In a real-time match, in order to heal one of your players, select him then press the UP arrow of your Xbox 360 directional pad.

**The Cheerleaders** are often more appreciated than the team itself, which is why they play a pivotal role in gaining the support of the crowd. Cheerleaders can definitely swing the hordes of spectators in your favour at kick-off.

**Fan Factor** indicates the level of spectator adulation for your team. The greater your team's Fan Factor the more chances you have that the spectators will be on your side at kick-off. The level of Fan Factor rises or falls after each match depending on the result.

**Team Re-rolls** give you a second chance if you get an unwanted result on an action. Re-rolls are available for each half of a match and, if used wisely, they can make a real difference, especially in a tight game.

**The Sponsors [Blitz Mode Blitz only]** – if they believe in you – will enable you to increase the amount of money available to your team, so you should carefully negotiate your sponsoring contracts! Your sponsor budget will be based on the objectives you've set for your team (percentage of victories, ranking in various 'best of' tables (such as 'most passes'), fame, number of spectators, and so on). At the end of each tournament or championship, and depending whether your objectives are completed or not, the trust index from the sponsor will be updated,



thus influencing the future amount of gold you will receive from them.

**The Team Value:** The team value is calculated according to your players' value, your re-rolls, the Apothecary and to put it bluntly everything that makes up your team. It is used to compare the level of your team with an opposing team's value, and forms the handicap system of the game.

## • TEAM ROSTER

The "team roster" features all the information you need to manage your players' career: position, level, player's value, skills, and so on. From here you may look at the list of your players, their statistics, level them up (if they have earned enough experience during the match) or see thanks to the button the details of your skills. By pressing the button, you may develop the following actions on the selected player :
- Go to the detailed profile of your players and change their name.
- Purchase new equipment for that player (the « player's equipment » section, Blitz Mode only).
- Expel that player from your roster.

## • PLAYER EVOLUTION

Over the course of the matches, by achieving outstanding actions (passes, touchdowns, sending off opposing players, gaining MVP status…), your players will progress and earn Star Player Points (SPP). The SPP gained by a player allows them to level up.
As soon as one of your players has earned enough Star Player Points, you may level

him up and give him a new skill to make him an even more fearsome opponent on the pitch. These new skills are divided into the following categories (depending on the position and the race): General, Strength, Agility, Pass and Mutation.

Levelling up your players is automatically offered to you between matches. On the

team roster, the players who may Level Up are displayed with a Stripe icon in the "State" column. The skill categories he may choose from are represented by icons in the Details page of the concerned player:
If an icon is displayed in grey, your character can gain no skills from that category. If a dice appears next to the icon, you will only have access to the skills from that category by obtaining **a double** on the experience dice roll.

**Experience rolls:**
The acquisition of new skills when a player levels up is determined by an experience roll. It is a dice roll, the result of which allowing for a number of actions.

The following chart sums up the possible results of the experience dice roll.

| Dice Result | Available Choice |
|---|---|
| 2-9 | .....New skill |
| 10 | .....Increase the player's MA or AV characteristic by 1 point or a New skill |
| 11 | .....Increase the player's AG characteristic by 1 point or a New skill |
| 12 | .....Increase the player's ST characteristic by 1 point or a New skill |

You will however note that if you obtain a result equal or greater than 10 on your experience roll, you may also decide to upgrade a player's characteristic instead of selecting a new skill.

### • AGING OF THE PLAYERS [BLITZ MODE ONLY]

Over the course of the matches and the seasons, you will see your players grow old and get nearer to the retirement age. Each of your players starts his career with at the peak of physical fitness, this is represented by a score of 100. This decreases slowly after each match and each blow he receives (if he is knocked down or injured) affect his playing 'age'. When the potential reaches 0, he is too tired, battered and broken and decides to retire and leaves the league (His name disappears from the list of players available).
So you have to plan their succession by hiring new players to complement your team and by starting to make them evolve to replace the older players. Those players will also come in handy to replace your casualties on the pitch.



### • PLAYER'S EQUIPMENT [BLITZ MODE ONLY]

When your players reach level 3, you have the opportunity to buy new equipment for them. These items of equipment increase the probability of winning an increase of a characteristic point for the duration a match.
**Caution:** The lifetime of your player's equipment decrease after each match, regardless of whether it was effective or not.

**Helmets:** Helmets are very useful in Blood Bowl: they protect the player from a host of sneaky opponents. A better helmet therefore allows a player to avoid getting injured – or death – which happens in a match on a regular basis, the helmet increases armour value.

**Gloves:** Tired of dropping a catch? Or is it that the ball slips through your finger when you try to pick it up? Then you most certainly need a new pair of gloves! Players equipped with improved gloves will see their Agility increased.

**Shoulder pads:** Shoulder pads are okay, but reinforced shoulder pads with metal spikes are even better! Equipping a player with new shoulder pads will increase his Strength. And since in Blood Bowl knocking down the opposing players is huge element of the game, there is no reason not to upgrade your shoulder pads whenever you can.

**Boots:** Sometimes a fight is not the best way to win a match, and you should not be ashamed of running from a stronger opponent. Okay, you can feel a little ashamed. Changing the standard boots of your player for upgraded ones will make them faster and increase their Movement Allowance. Go and score lightning fast touchdowns!

### • IMPORTING TEAMS

You may save your progression in the campaign from both the campaign map and the team roster, but you may also import your team. Importing your team enables you to save the team you have developed by playing the Campaign or the championship modes, which you will in turn be able to play in a one-off match and on Xbox LIVE. This team will not suffer from aging, but will not be able to gain experience either.
To use an imported team, press the Ⓧ button when you're selecting a team in a one-off match.

## STARTING A NEW COMPETITION

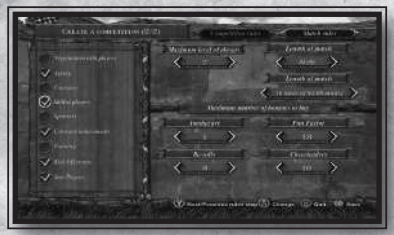
Up to six competitions can be played through the Classic or Blitz modes. These competitions are divided into categories: Tournaments and Championships.
The more matches you play, the more your players will earn experience and develop their skills.
**Tournaments:** Teams are randomly divided into groups. The teams then play every other team in their group and the best are selected for the qualifications: eight for the quarter-finals, 4 for the semi-finals.
**Championships:** In this mode, teams are grouped into divisions based on their level. You start up in Division 4 and your goal is to work your way up to Division 1 and win the trophy. In order to do so, at the end of each season, the first team in each division will move to the upper division while the last team descends into the lower division. Therefore, in the best case scenario, it will take you four seasons to win the 1st Division trophy.
The **Grand Slam** is a succession of cup and championship matches.

For further details on the creation of a new game in the Championship or the Tournament mode, please read the "Starting a new Campaign" section. The creation of the team, the pre-match preparations, the earning Star Player Points (SPP) and levelling up your players works in the same way as in the Campaign mode.
Note that you may access to the championships you've created from here as well.

## CREATING A COMPETITION

This option enables you to create a new competition for the local mode (New Competition). These competitions may use the official Blood Bowl rules or customized rules.

Start by selecting which type of competition you wish to create: Blitz or Classic. Then, please note that the creation process has two steps. The first consists in defining the competition rules you want to apply to your competition (selection type, rules type, calendar and so on). The second step allows you to define the rules for a match and the inducements allowed. You will be able to set your own rules of your competition by using LT and RT buttons You may change pages by using V button.





## MULTIPLAYER

While connecting the Xbox LIVE, you have access to the multiplayer functions of Blood Bowl (turn-based mode only). Once your profile is created on Xbox LIVE, launch Blood Bowl and choose "Xbox LIVE". Then you will be able to invite your friends or even a group of friends and create or join a match…
**- Create a party:** challenge your friends, a group of friends or anyone else who dares to take you on. A filter allows you to refine your search depending on whether your wish to take part in the global rankings or in a private league. As soon as your settings are created – how many turns per game, what pitch to play… - select "Create a game". By clicking on this button, you will send invitations out to other players or friends. You will be able to choose between a friend, a friend who belongs to a group of friends, and even a third party. If the invitation is accepted, you can choose a predefined team or import your own team; then you will have access to the match parameters.
**- Join a party:** this function allows you to search for a created party that is waiting for players to join it. You will be able to choose between a friendly Match Making and a party with rankings. You may also be invited by other players -- if you are connected to Xbox LIVE and an invitation is sent to you, a message will appearing saying you are invited for a match. You are free to accept the invitation or not.
- **Quick Party:** No time to lose! The game will automatically choose an opponent for you.
**- Xbox LIVE Party:** join parties organized by your group of friends on Xbox LIVE.

**Xbox LIVE rankings:** All your games bring you some points for your ranking system. This ranking allows you to challenge players with the same level as you. You can look up your Xbox LIVE ranking and the ones of your friends depending on the following settings:

- TrueSkills™ ranking
- Annual and monthly ranking for Classic Multiplayer Mode
- Annual and monthly ranking for turn-based and real time solo modes

## CONNECT TO XBOX LIVE

Xbox LIVE® brings more of the entertainment you love right to your living room. 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 highspeed 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.**



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**FMOD Sound System**
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Marco31
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Shred
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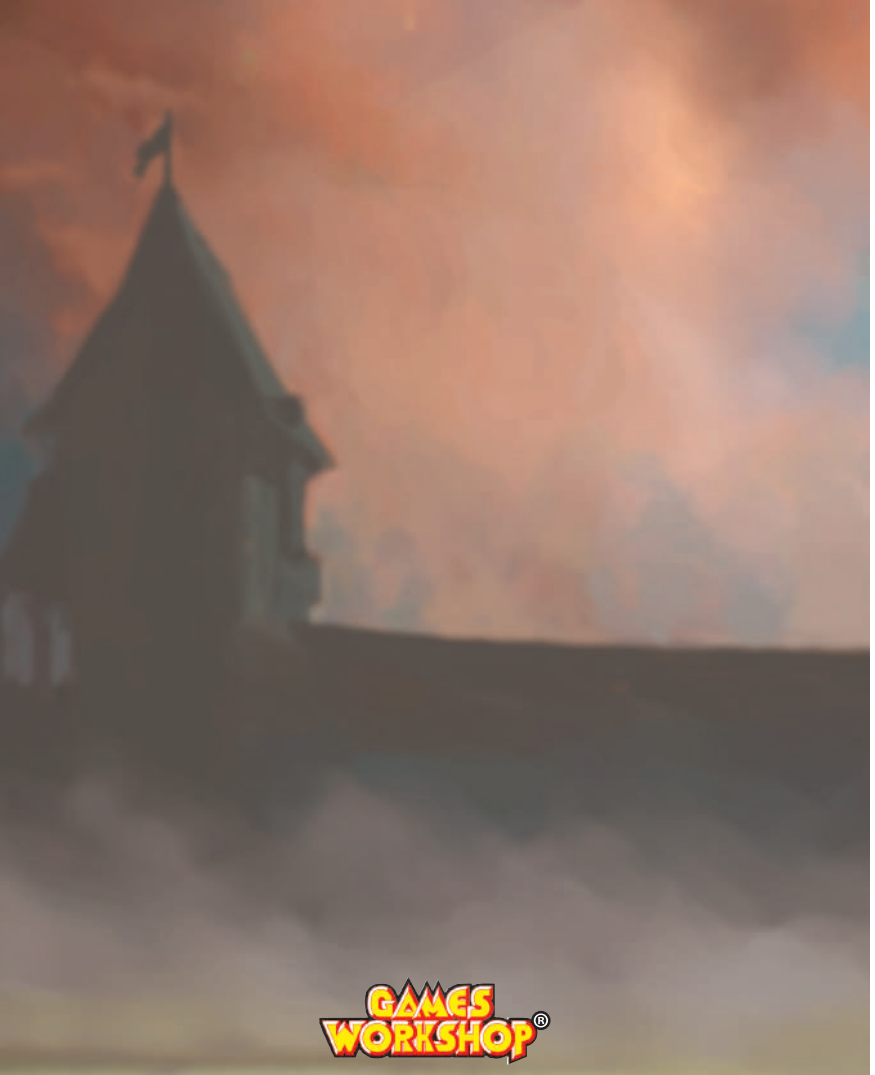

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