www.riddickgame.com

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XBOX LIVE ONLINE ENABLED

THE CHRONICLES OF RIDDICK

ESCAPE FROM BUTCHER BAY

VIVENDI UNIVERSAL games

Safety Information

About 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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THE CHRONICLES OF RIDDICK

ESCAPE FROM BUTCHER BAY

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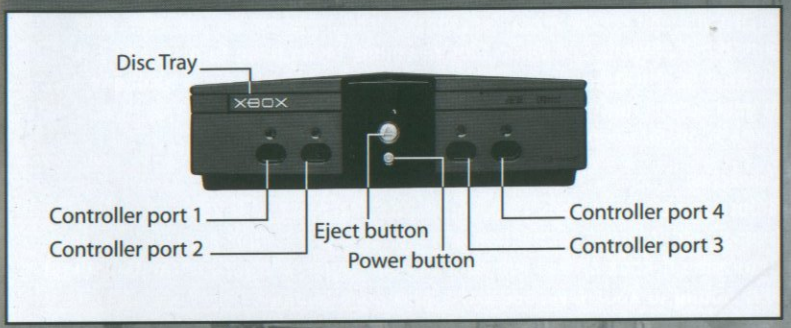
INTRODUCTION

Welcome to Butcher Bay, the toughest triple-max security prison in the universe. Impossible to escape, or so they say. Inside these walls are dank tunnels, dimly lit corridors, and other hazardous areas filled with guards, savage inmates and deadly creatures that prowl the darkness. Chaos, madness, and death lurk around every corner.

Only the cunning will survive. Use your strength to overpower enemies. Use your ability to see through darkness to save you. You are Richard B. Riddick, and only you can break out of this hell.

GETTING STARTED

USING THE XBOX® VIDEO GAME SYSTEM



1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator will light up.
3. Press the eject button and the disc tray will open.
4. Place *The Chronicles of Riddick: Escape from Butcher Bay* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *The Chronicles of Riddick: Escape from Butcher Bay.*

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

CONNECTING TO XBOX *LIVE*™

Take Riddick Beyond the Box

Xbox *Live* is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see *www.xbox.com/connect* and select your country.

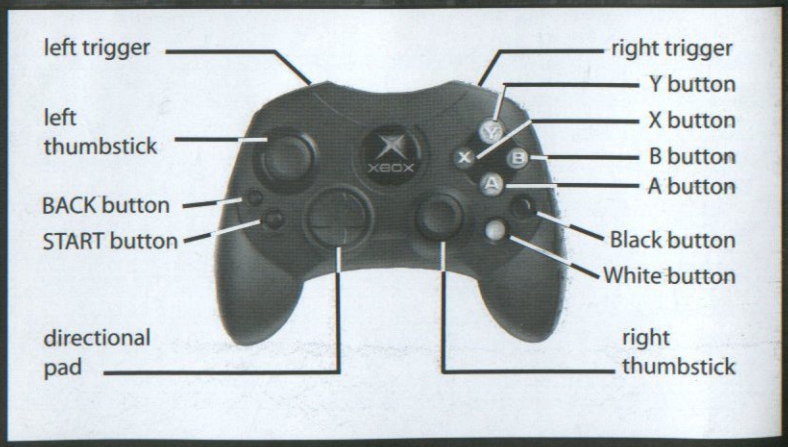
Connecting

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see *www.xbox.com/connect*.

Xbox *Live* Aware

Xbox *Live* Aware enables a game without the multiplayer-gaming mode to take advantage of certain Xbox *Live* features. If you are an Xbox *Live* subscriber, Xbox *Live* Aware allows you to receive invitations to play other Xbox *Live* games online, view your Friends list, get information about the current status of other players, and signs you in automatically to Xbox *Live* and Xbox *Live* Aware.

CONTROLLER LAYOUT



USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *The Chronicles of Riddick: Escape from Butcher Bay*.

CONTROLS

right trigger	=	Shoot/Punch/Loud Neckbreak
left trigger	=	Block/Sneak Attack
left thumbstick	=	Move
press left thumbstick	=	Crouch/Stealth Mode
right thumbstick	=	Look
press right thumbstick	=	Eyeshine
A button	=	Jump
X button	=	Activate/Use
Y button	=	Change Weapon
B button	=	Reload
D-Pad Up	=	Lean Up
D-pad right	=	Lean Right
D-pad left	=	Lean Left
D-pad down	=	Duck
START button	=	Game Menu
BACK button	=	Journal/Inventory
white button	=	Flashlight
black button	=	Zoom

MAIN MENU

New Game – Start a new game.

Load Game – Load a saved game.

Options – Change options for Game Content, Controls, and Audio and Video.

Change Profile – Swap saved user settings and preferences.

Extra Content – View additional content that you may have unlocked during the game.

Friends – Log on to XBox *Live* (see page 4).

PAUSE MENU

Resume – Resume your game.

Checkpoint Restart – Load the most recent checkpoint save.

Options – Change options for Game Content, Controls, and Audio and Video.

Friends – Log on to XBox *Live* (see page 4).

Quit to Menu – Quit and return to the main menu.

XBOX *LIVE* AWARE (FRIENDS MENU)

Use the Friends menu to connect to XBox *Live* Aware and interact with other XBox users. See page 4 for more information.

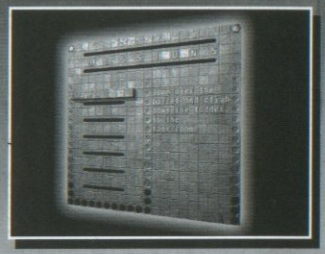
Accounts – To connect to XBox *Live* Aware, select your Account and log in.

New Account – If you have not created an XBox *Live* account, select New Account to start the process and create one.

NAVIGATING THE ENVIRONMENT

YOUR JOURNAL

If you ever need a reminder about what you should be doing or what your current goal is, press the BACK button to access your Journal. Your Journal will list your current goal and help point you in the right direction if you need a nudge.



NANOMED MACHINES

You can regain health boxes by using a NanoMed Machine. To use one, approach it and press the X button. A NanoMed Machine will only replenish four health boxes.

This is indicated by the four bright green diamonds on the machine's display, which will disappear as you take health from the machine. If a NanoMed Machine is empty, you'll need to recharge it by using a NanoMed Cartridge.

JUMPING

You can jump by pressing the A button. Jumping will allow you to move past obstacles and sometimes leap across gaps to get to areas you need to explore.

CLIMBING CRATES

You can climb crates by approaching them and pressing the X button. Then you must use the left thumbstick to climb up or down the crate.

SHIMMYING ACROSS LEDGES

You can shimmy across some ledges to new areas. To do this, approach the ledge and press the Ⓧ button. Then use the left thumbstick to move left or right. Climb up or down from the ledge by pushing up on the left thumbstick to climb. Press the Ⓧ button to let go and drop.

USING HANGRAILS

Hangrails are pieces of overhead scaffolding that Riddick can move across. To do this, look up at the Hangrail and press the Ⓧ button to grab it. You can then use the left thumbstick to move back and forth along the Hangrail. To let go of the Haingrail, use the Ⓧ button again.

RESTRICTED ACCESS DOORS

Some doors are locked and will require special access codes in order to open them. These access codes can sometimes be found on guards. If you're having trouble getting through a Restricted Access Door, try "borrowing" the codes from someone in the area.

USING VENTS

Riddick can use vents to sneak through areas undetected. Most vents are sealed and will require a Vent Tool to access them. Once you have a Vent Tool, simply approach a Vent and press the Ⓧ button to access it.

HATCHES AND GRATINGS

Some hatches and gratings can be kicked in to allow access to new areas. Keep your eyes open and experiment with them.

INTERACTING WITH WORLD ITEMS

There are items in the world that you can interact with at times to accomplish certain goals. Gas Valves, Mechanical Valves, and Computers are just a few examples of these kinds of world items. To interact with a world item, simply approach it and press the Ⓧ button.

USING WEAPONS

Once you get your hands on some weapons, they'll be a powerful tool for making your escape from prison.

- **Equipping/Switching Weapons** – Equip or switch weapons by pressing the Ⓨ button.
- **Fire Weapon** – Fire your weapon by pressing the right trigger.
- **Reload** – Reload your weapon by pressing the Ⓑ button.

USING STEALTH

Heading into a fight with your guns blazing may not always be the best approach. Sometimes a little stealth is more effective, and sometimes it's just more fun to hunt your enemies.

SNEAKING

You can sneak by pressing the left thumbstick button to enter Sneak Mode. While you are crouched and in Sneak Mode, your vision will shift so you can see more of your surroundings, and it will turn blue when you are completely hidden and undetectable. Sneak Mode also allows you to move without being heard.

STEALTH NECKBREAK

If you need to keep things quiet, you can sneak up behind an enemy and break his neck in a way that won't alert others. Simply walk up behind your victim and press the left trigger; Riddick will grab his opponent's neck. Then, hit the Ⓧ button repeatedly to overcome his struggling and snap his neck.

FIRST-PERSON FIGHTING

Your fists will bring you many victories. To fight inmates or guards, use the right trigger to Punch and the left trigger to Block. You can throw different types of punches by using the left thumbstick and moving back, forward, left, or right as you punch.

COMBOS

You can string together combos by throwing different types of punches in rapid succession. For example try throwing a right punch (right on the thumbstick + right trigger) and then immediately throwing a left punch (left on the thumbstick + right trigger). Notice that the left punch is faster in a combo than it is by itself. Combos are important—more advanced fighters will block simple punches more easily as you get deeper into the prison.

THE LOUD NECKBREAK

If you'd rather just snuff someone out quickly, go into Sneak Mode and quietly get behind them. When your hands are raised to execute the attack, press the right trigger and you'll perform a quick, deadly neckbreak. Be careful though, this approach is loud and you might alert others nearby.

LETHAL MOVES

When you're fighting an enemy with your fists, you can sometimes use lethal moves to disable your opponent. While holding down the left trigger and blocking, your hands will sometimes raise—as if ready to grab hold of your enemy. At that precise moment, use the right trigger to activate your lethal move. You'll grab your opponent and execute a vicious attack. This is useful against enemies who are empty handed, equipped with a gun, or using a prison weapon like a club. And it's especially gruesome when you've got a prison weapon of your own. Try it with a shiv and show no mercy!

ADVENTURE AND EXPLORATION

There are many inmates and guards in the prison that you can interact with. To do so, approach a character until his name is displayed, then press the Ⓧ button. You can get missions from different people that will help you gather items. You can also trade UD Money for items that some inmates are selling. Take some time to explore and interact—there are hidden surprises for those who get to know their surroundings.

WEAPONS

Several weapons you can collect throughout the game will help you to make your escape.

GUN

A simple, single-fire weapon, the gun is reliable, but not very powerful.

TRANQUILIZER GUN

This gun will stun your opponents with a powerful jolt of electricity. But take care of your business quickly—they'll wake up after awhile.

SHOTGUN

This weapon is extremely powerful and devastating at close range, but ineffective at a distance.

ASSAULT RIFLE
Good up close or from a distance, this automatic rifle enables you to fire rounds rapidly and accurately.

MINI-GUN
A high-powered chain gun that spits out 50 rounds per second.

GRENADES
These explosive grenades are effective at clearing out rooms, making it safe for you to enter.

BRASS KNUCKLES
Useful in first person fighting, these really pack a punch.

SHIVS
These simple weapons are very effective during hand-to-hand combat.

CLUBS
These crude weapons can inflict major damage on your enemies.

USEFUL ITEMS

There are lots of useful items that you'll want to collect to help you escape.

UD MONEY
The currency of our time, UD Money can be traded for weapons or smokes.

NANOMED CARTRIDGE
When you need health and a NanoMed Machine is empty, this cartridge will recharge the station, and allow you to get health from it.

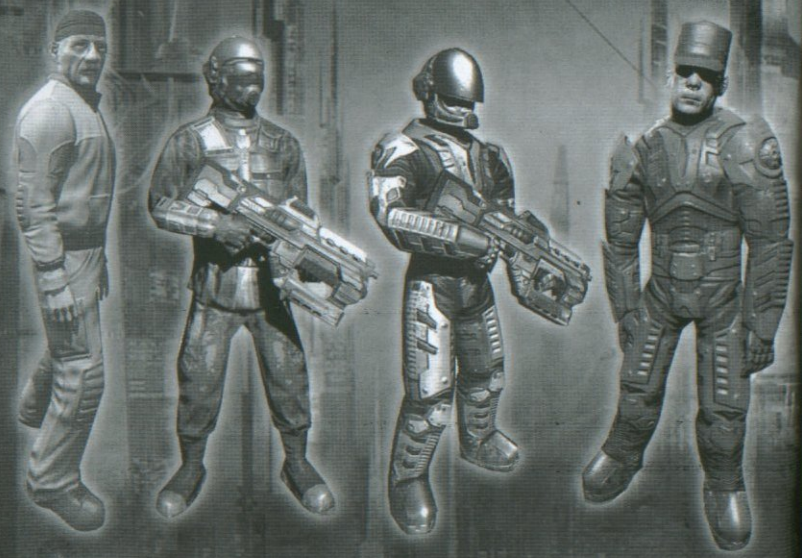
SMOKES
Also a valuable item, smokes unlock special features in the game!

VENT TOOL
This will help you open sealed vents so you can explore and get deeper into the prison.

DRUGS
There is always a demand for this stuff in Butcher Bay, use this demand to your advantage.

ENEMIES

Escaping from the highest security prison in the cosmos won't be easy. The odds are stacked against you in the form of these enemies. But we won't spoil the surprise for you—there are plenty more than those you see here...



INMATES

Prison is a kill-or-be-killed joint. So kill or be killed.

MAXIMUM SECURITY LIGHT GUARD

Non-armored guards love to call for backup whenever there's trouble.

DOUBLE-MAX LIGHT GUARD

Armored guards rush into any fight with a little more confidence than their PA1 counterparts.

LIGHT GUARD SQUAD LEADERS

Decorated in Red Armor, these Captains lead their teams in firefights.

RIOT GUARDS

These Heavily Armored Assault Units are mechanized and almost invulnerable. Their only weak spot is the paneling on their back.

HEAVY GUARDS

Not to be toyed with, these guards carry extreme firepower and have orders to kill prisoners on sight and at will.

SECURITY TURRETS

Because guards can't be everywhere at all times, these small camera/turret units survey the prison and execute—on the spot—anyone who breaks prison rules.

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ABBOTT – Xzibit

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Family and friends who have seen a lot less of us in the past months.

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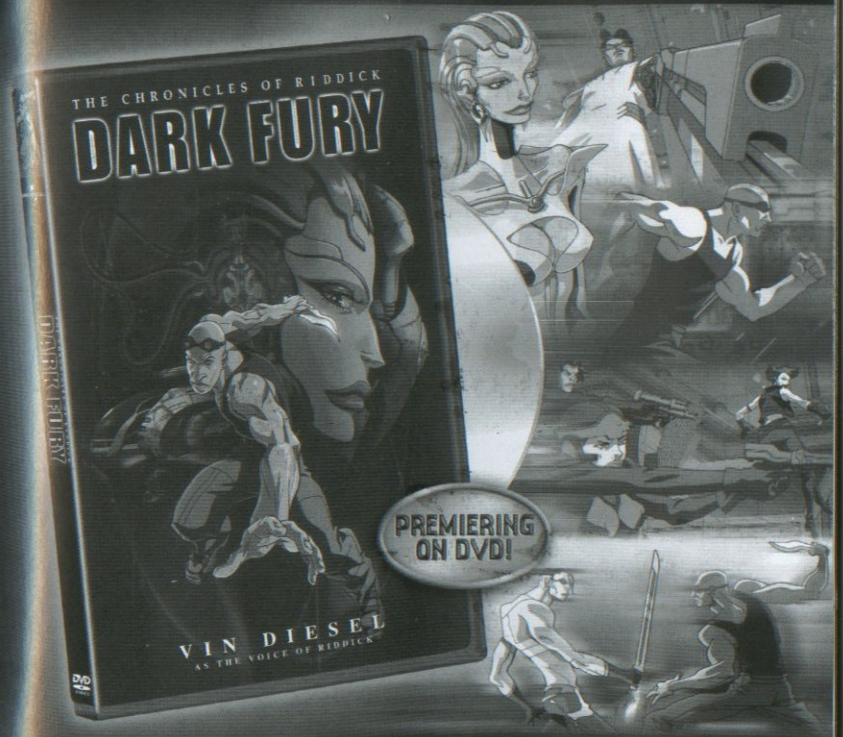

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