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XBOX

LIVE

ONLINE ENABLED

DARKWATCH



HIGHMOON
STUDIOS

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ABOUT PHOTSENSITIVE 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

This Xbox Instruction Manual contains important safety and health 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 safely played 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 on your set. Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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A SPECIAL MESSAGE FROM CAPCOM

Thank you for selecting DARKWATCH™ for your Xbox® video game system. CAPCOM is proud to bring you this new addition to your video game library.

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FOR MORE INFORMATION ON DARKWATCH, VISIT

www.darkwatch.com

THE DARKWATCH WANTS YOU!

Welcome to the Wild West, circa 1876. You are Jericho Cross, seasoned outlaw.

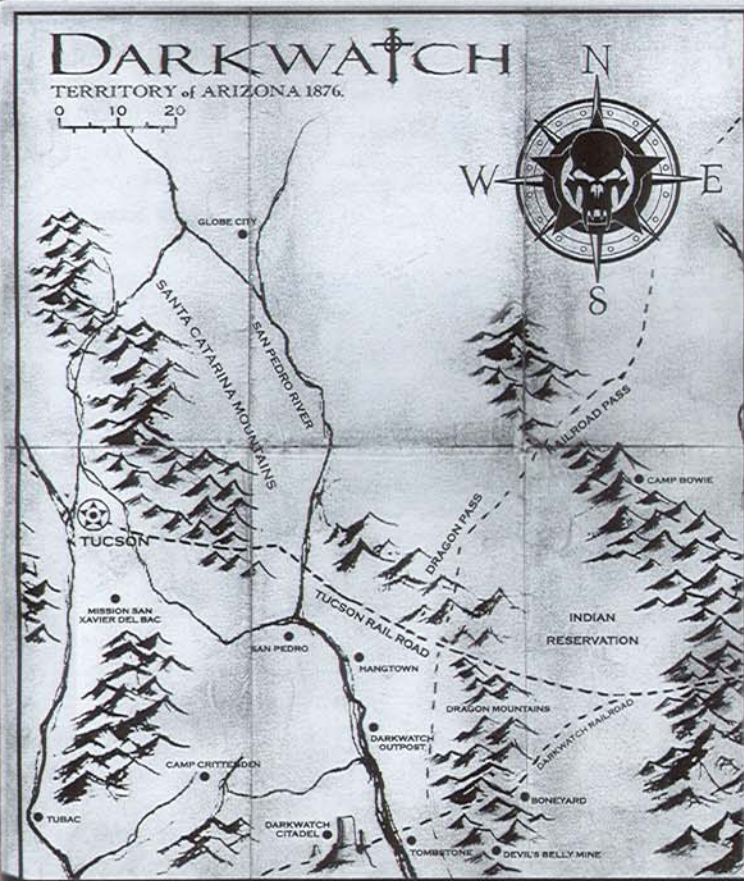
Looking for a big score, you raid a secret treasure train. Unknown to you, this train belongs to the Darkwatch, an ancient organization committed to defeating supernatural evils. The cargo of this train is not money or jewels, but a captured vampire lord being transported to the Darkwatch Citadel for interrogation.

You blow open what you think is the treasure vault on the train, only to release the oldest and most powerful creature of his kind. Perhaps from perverse gratitude, this vampire doesn't kill you. He just bites you, so you slowly turn into a vampire yourself!

With growing supernatural powers, you hunt Lazarus, the vampire who sired you. If you gun him down before the Curse overcomes you completely, you might win back your soul. If you fail, you will be damned to walk the earth as an undead monster, having condemned the West to despair under the rule of evil incarnate.

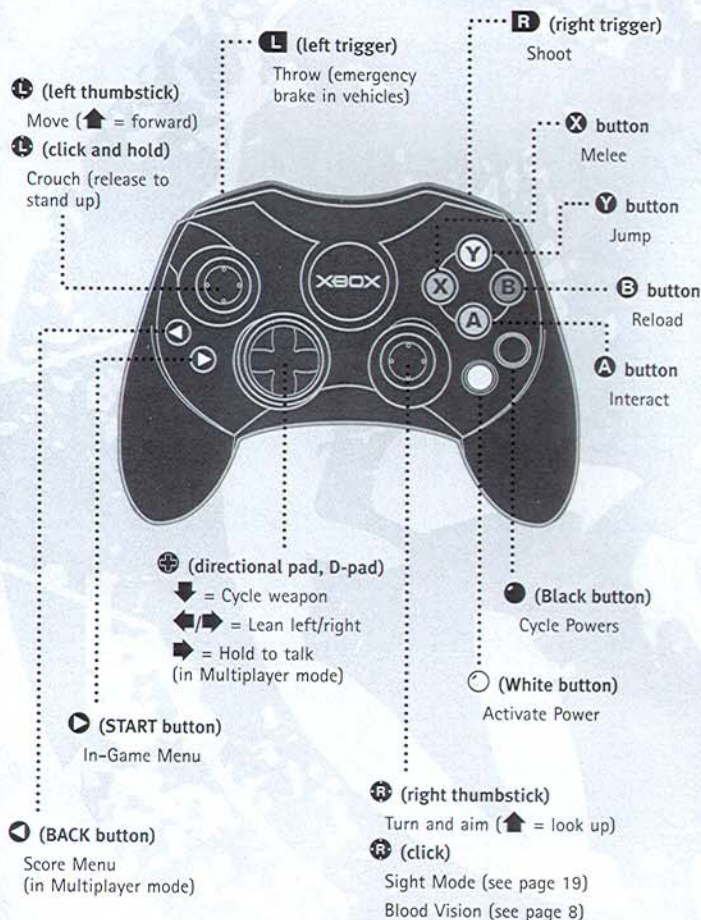


JERICHO'S JOURNEY



GAME CONTROLS

The default configuration of the Xbox Controller appears in this diagram, and is used throughout this manual.



GAMEPLAY BASICS

The Main Menu is your gateway to the world of the **DARKWATCH**:

SINGLE PLAYER: Experience Jericho's saga (see page 22).

MULTIPLAYER: Battle other players online and offline (see page 24).

OPTIONS: Change settings for your controller, display, audio and other features (see pages 31-33).

PROFILES: Manage your player profiles (see page 34).

EXTRAS: Some special treats (see page 35).

The following sections contain intel that will help you survive and thrive as a **DARKWATCH** agent:

- **Gameplay Objectives** (below).
- **Human Abilities** (see page 6).
- **Vampire Powers** (see page 8).
- **In-Game Menu** (see page 10).

GAMEPLAY OBJECTIVES

In Single Player games, you must fulfill the following objectives to survive the onslaught of the undead and have a chance to take out Lazarus.

In Multiplayer matches, most of these objectives are still critical — along with the additional objectives described in **Multiplayer Matches** (see page 24).

- **Kill, but don't be killed:** Enemies constantly attack you, so killing them is necessary to survive. Further, in Single Player games and Multiplayer Soul Hunter, you benefit from the energy in the Blood Clouds that are released when you kill the undead.
- **Collect weapons:** You start with humble weaponry. As you progress, you can grab new weapons — such as those dropped on the ground by fallen enemies.
- **Obtain Powers:** Powers are supernatural abilities that give you a key advantage in combat. (See page 8.)
- **Destroy Marks of Evil:** On occasion, a ragged structure will erupt from the ground and spew enemies. When you destroy this Mark of Evil, the enemies it bore will die with it, and something critical to your advancement will be revealed to you.

HUMAN ABILITIES

As you transform slowly into a vampire, your basic human abilities will be enhanced.

WALK: Move **↑** (left thumbstick) **↑** to move forward, **↓** to move back, **←** to move left, and so forth. Move **↑** a little to move slowly, or a lot to move quickly.

RIDE: Ride your horse, Shadow, and drive vehicles such as the Coyote Steam Wagon. It's just like walking except you can't jump. In addition, **L** (left trigger) becomes an emergency brake in vehicles.

CROUCH: Click and hold **↓** to crouch down. Release to stand back up.

- Crouch behind low objects to take cover, and stand up briefly to fire.

LEAN: Press **Ⓢ** (D-pad) **←** to lean left, and **→** to lean right.

- Take cover behind a wall and lean out briefly to shoot.
- While in the saddle of your horse, Shadow, lean to the side opposite your enemies to use the horse as a shield. You can't shoot while leaning from your horse.

JUMP: Press **Y** to jump.

TURN AND AIM: Move **Ⓢ** (right thumbstick) **↑** to look up, **↓** to look down, **←** to look left, and so forth. Move **Ⓢ** a little to pan your view slowly, or a lot to pan quickly. The targeting reticle is always in the center of your view.

- Turn and aim Gatling Turrets the same as hand-held weapons.
- The reticle shows the direction that projectiles will go; it turns red when you're on target.

SHOOT/RELOAD: Pull **R** (right trigger) to shoot one projectile. Each weapon holds a limited number of projectiles, but reloading happens automatically as long as you still have projectiles in reserve. Press **Ⓢ** at any time to reload manually. Also, some weapons have special behaviors when you pull and hold the right trigger. (For details, see **Darkwatch Weaponry** on page 18.)

CYCLE WEAPONS: Press **Ⓢ** **↓** to change the projectile weapon in your hands.

THROW: Pull **L** (left trigger) to throw an explosive. You can't throw while driving, riding, or wielding dual Warmaker Pistols.

MELEE ATTACKS: Press **X** to strike a nearby enemy with the blade of your weapon, or knock over small nearby objects.

INTERACT WITH OBJECTS: Press **A** to interact with something you're close to. Not everything can be interacted with, but many things can be:

- Pick up a new weapon that's lying on the ground. (Dead enemies often drop weapons.) You can't carry more than two projectile weapons at a time. If you already have two weapons, you must set down the one in your hand to pick up another. However, you can usually keep your weapons across chapters.
- Open doors, push barrels around, knock over tombstones and more. You can even shoot dynamite barrels to take out enemies near them. Just don't stand too close yourself!
- Enter and exit the Coyote Steam Wagon and Gatling Turrets.

HEALTH: Your health decreases after your Blood Shield is exhausted and you get hit. (The Blood Shield is a Vampire Power, but your health is part of your humanity.) Health increases when you kill enemies and collect the energy from their Blood Clouds. If your health drops to zero, you die!

VAMPIRE POWERS

You started acquiring Vampire Powers when you were infected with the Curse. Your Powers grow as you become less human and more vampire. You will temporarily lose your Powers in direct sunlight. Other than that, you have all these Vampire Powers at all times — except for Powers that you must earn.

POWERS YOU HAVE AT ALL TIMES

In Single Player games, you quickly gain the following Vampire Powers as you progress through Jericho's story. In Multiplayer matches, you get these Powers from the start:

BLOOD SHIELD (see **The HUD** on page 11): Protects you from losing health. Decreases as you get hit; increases as time passes between hits. When the Blood Shield is depleted, your health suffers with each hit.

VAMPIRE JUMP: Double-tap  rapidly to jump really high. Move  to change direction while in the air. Press  to terminate the jump quickly.

BLOOD VISION: Click  to cause enemies, weapons, and other key elements to glow, and zoom in your view a bit too. Click again to return to normal vision.

POWERS YOU MUST EARN

Powers are spells with potent but temporary effects. You obtain and activate Powers differently in Single Player games and Multiplayer matches.

SINGLE PLAYER POWERS: You will occasionally encounter a victim of Lazarus. Based on your choice to aid or feed upon such a victim, your soul will become increasingly good or evil. The blue (good) and red (evil) Spirit Bars in your Power Display (see page 12) track the progress of your soul. When a bar is full, you will earn a Power. Similarly, when you choose to free or feed on what remains of the spirit in a dead Tainted Victim, your soul will also gain either good or evil energy, depending on your choice.

Activating a Power takes a lot of supernatural energy. Your Blood Bar (see page 11) tracks the energy you collect from the Blood Clouds of enemies you kill. When your Blood Bar is full, you can activate any Power you have earned at a moment of your choosing. Using a Power completely drains your Blood Bar.

GOOD POWERS



SILVER BULLET: The Silver Bullet Power increases shooting attacks with holy fire.



FEAR: The Fear Power terrifies most enemies. Some foes will merely laugh it off, though, so be careful!



MYSTIC ARMOR: The Mystic Armor Power affords superior armor against attacks.



VINDICATOR: The Vindicator Power calls down chain lightning on your enemies.

EVIL POWERS



BLOOD FRENZY: The Blood Frenzy Power imbues your melee attacks with supernatural berserker power.



TURN: The Turn Power makes slaves of your enemies and turns them against each other for a time.



BLACK SHROUD: The enveloping evil of the Black Shroud Power awards armor and deals damage to those who dare attack.



SOUL STEALER: The Soul Stealer Power sucks the very souls from distant enemies.

MULTIPLAYER POWERS

In Multiplayer matches, you can pick up the Silver Bullet, Mystic Armor, and Blood Frenzy Powers as floating power-ups. When you pick up a Power, it activates automatically and immediately. Once activated, most Multiplayer Powers have the same effects and duration as their Single Player counterparts.

IN-GAME MENU

Press **○** (START) during gameplay to bring up the In-Game Menu.

RESUME GAME: Resume gameplay.

LORE: (Single Player games only)
See tips and instructions in response to what you encounter during gameplay. Most new Lore entries are added to the bottom of the list.

- **Powers Screen:** Lore on Powers appears on a separate screen showing good and evil Powers in order of increasing power. Select a specific Power to bring up its description.

OPTIONS: Adjust the controls (as described on page 31).

XBOX LIVE OPTIONS: Display the Xbox Live Options (described on pages 32–33). You may be prompted to sign in to Xbox Live before you can view these options.

RESTART: (Single Player games only)
Return to the last saved checkpoint in the current chapter. (The game automatically saves your progress at multiple checkpoints within each chapter.)

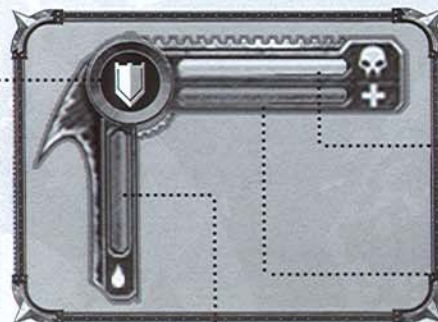
QUIT GAME: Exit to the Main Menu.



THE HUD

The HUD (Heads Up Display) gives you key intel on the screen. The HUD includes a Life Display, Battle Bar, Weapon Display, Power Display and some additional display.

LIFE DISPLAY



BLOOD SHIELD

Decreases as you get hit; increases as time elapses between hits.

HEALTH

Decreases after your Blood Shield is depleted and you get hit; increases when you kill enemies and collect their Blood Clouds. When your health drops to zero, you're dead!

BLOOD BAR

(Single Player games only) Fills as you collect Blood Clouds of dead enemies. When your Blood Bar is completely full, you can activate any Power you have earned.

POWER

(Single Player games only) Shows the selected Power. When your Blood Bar is full, the entire Life Display glows to indicate that you can activate this Power. When you activate it, the luminous lines around its icon disappear gradually like a timer counting down to the exhaustion of the Power.

BATTLE BAR

The Battle Bar measures your progress toward a goal such as killing a bunch of enemies, destroying a Mark of Evil, or defeating a level boss. The bar gets shorter each time you accomplish a portion of your goal, and is a handy way to quickly appraise your progress.

WEAPON DISPLAY



THROWN WEAPON

Shows the total number of remaining throwable weapons.

HELD WEAPON

Shows the number of bullets left in your gun, and total bullets in reserve.

POWER DISPLAY

In Single Player games, press **●** (Black) to bring up the Power Display and cycle through the Powers you have earned. Press **○** (White) to activate the selected Power, which you can only do after your Blood Bar is fully charged. (Multiplayer matches do not use the Power Display.)



SELECTED POWER

Press **●** repeatedly to cycle through the Powers you have earned. Stop pressing when the Power you want appears in the large center circle.

POWER NAME

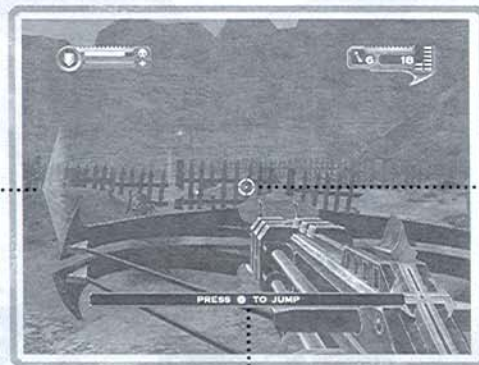
Displays the name of the selected Power.

SPIRIT BARS

The two bars on the bottom fill with blue (good) and red (evil) energy as you earn your way toward the next Power.

ADDITIONAL DISPLAYS

The following HUD items are independent of each other, but all are critical to gameplay:



HIT INDICATOR

Shows the direction of an off-screen enemy that just hit you.

TARGETING RETICLE

Shows the direction of fire for your weapons. Always in the center of the screen, the reticle turns red when you're on target.

TEXT MESSAGES

Inform you of a decision to make, give you hints about special tactics, and optionally show subtitles for voices.

ENEMIES

Lazarus is animating the damned to form an undead army and build his empire of despair. To help you better understand your enemies, the Darkwatch has prepared the following tactical summary of each known class of undead.



REAPERS: These decaying souls burst from graves with murder in mind and scythes in hand. They swarm you — slicing and dodging with unnatural speed, and leaping too high for your vampire jump to buy you any peace. The savagery of Reapers makes up for whatever they lack in size and strength.

RIFLEMEN: Death at the hands of the undead isn't always final. Some victims reanimate to join the fiends who killed them. When Darkwatch Regulators are struck down and reanimate, they become undead Riflemen who turn their training and advanced weapons against their former colleagues.



GUNSLINGERS: Reanimated outlaws, Gunslingers have a refined sense of disobedience and disloyalty. They play no favorites in matters of hatred either. Gunslingers have even been known to attack their own comrades just to steal more effective weapons.

UNDEAD RYDERS: Essentially Gunslingers on horseback, Undead Ryders use their demonic horses to move fast and block your fire, so targeting them isn't easy.



KEGGERS: Laden with explosives, the Kegger will charge toward an advancing enemy with a gaping grin to announce its intentions. Keggers are tenacious, bold and egoless. If they get close to you, they will blow themselves and you to hell.



BANSHEES: These daughters of sin speak death from above. Their screams will home in on you, so be prepared to take cover and shoot these lethal balls of energy. If a Banshee gets close to you, she will drop down and tear into you. Or you can go on the offensive first and vampire jump up to her.



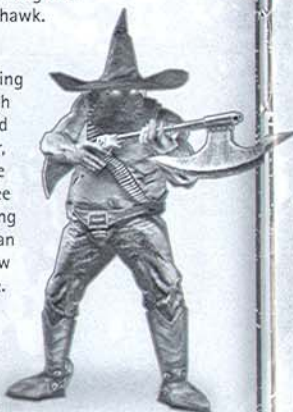
Oozers: These big ugly freaks take a lot to kill. At range, they puke a powerful acid-like projectile. Up close, Oozers charge you with a fist full of cleavers and three tons of fury.





BRAVES: The forces of darkness find the unmarked graves of massacred natives to be fertile ground for reanimation. Haunted by the injustice done to them and driven by an insatiable desire for vengeance, Braves jump and fight very well. They typically use the same weapons they favored during life: the bow and arrow and the tomahawk.

BANDITOS: Some fat, hard-drinking bastards never quite die, even though everybody wishes they would. In undead form, all that blubber hardens into armor, making Banditos tough as hell. All those bar fights made them into great melee fighters too. On the way in to striking range, their shotguns pack a mean punch. Fortunately, Banditos are slow and stupid. Some things never change.



VIPERS: Vipers are quick hand-to-hand fighters with great jumping ability. When pressed, they can teleport away from you. Try to take Vipers out at a distance if possible.



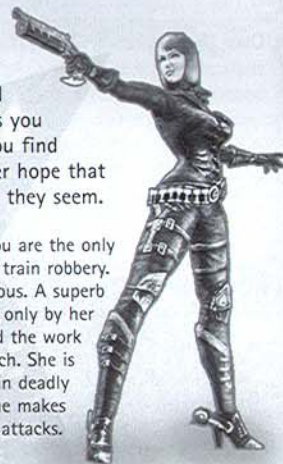
LAZARUS MALKOTH: Lazarus was the Roman who founded the Darkwatch in 66 A.D. to battle the real reason Rome fell: vampires. In his pride, Lazarus thought he could gain ultimate power over darkness by bending a demon spirit to his will. When the demon possessed Lazarus instead, he turned on the Darkwatch and nearly destroyed his own organization. The Darkwatch pursued Lazarus across Europe and ultimately the Americas, where he vanished.

ALLIES

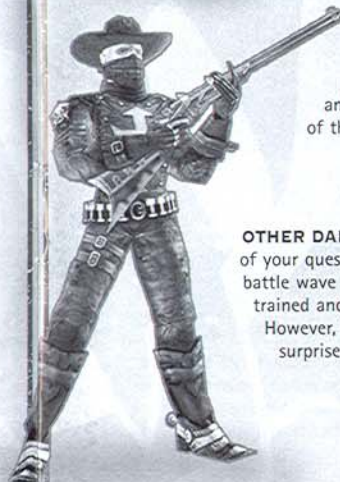
To survive, Darkwatch Regulators must sometimes be as ruthless as the supernatural forces they hunt. They would be delighted to sign up a criminal like you, even as you transform into a monster. Should you find Regulators as your allies, you better hope that they're as dedicated and lethal as they seem.



CASSIDY SHARP: Cassidy and you are the only human survivors of your derailed train robbery. Although young, this girl is serious. A superb Regulator, Cassidy is hampered only by her conviction that the Darkwatch and the work she does for it are beyond reproach. She is a good shot and keeps her cool in deadly situations, but her slight physique makes her vulnerable to melee attacks.



TALA: Don't let her seductive grace hypnotize you. Tala is a fearless and powerful fighter who goes out of her way to engage the undead. Silent as a shadow, Tala will sometimes vanish from the field at what seems a critical moment, only to appear suddenly behind enemy lines, bathed in the blood of her foes and signaling her squad that victory is at hand. In you she sees the perfect partner in the war against darkness, and in her own ambitious quest to rise to the top of the Darkwatch.



OTHER DARKWATCH REGULATORS: In the course of your quest, various Darkwatch Regulators will help you battle wave upon wave of demented undead. All are well trained and fully prepared to give their lives to the cause. However, if you kill a Regulator, even by accident, don't be surprised if the other Regulators are less than amused.

DARKWATCH WEAPONRY

Over the centuries, Darkwatch scientists have invented weapons that are truly ahead of their time. As you are new to the Darkwatch, you should become familiar with these weapons before attempting to use them.



REDEEMER REVOLVER: Young Darkwatch engineering students are required to study the innovative blueprint for the Redeemer. Its ingenious design ejects expended cylinders through the breech while feeding loaded cylinders into the muzzle. By fanning the hammer (pull and hold **R**), you can discharge many rounds rapidly, and then quickly reload by replacing the clip. The careful balance between accuracy, rate of fire, and power make the Redeemer a standard firearm for Darkwatch Regulators. Like any pistol, however, it has neither the stopping power nor long range accuracy of most rifles.



WARMAKER PISTOLS: Most Darkwatch Regulators scorn these light pistols for their lack of stopping power. However, you can dual fire (pull and hold **R**) with one in each fist to achieve an impressive rate of fire. Also, swinging two-bladed handles gives you twice the punch in close quarters combat.



BLACKFISH CARBINE: Darkwatch engineers modified a musket into a breach-loading repeater to create the Blackfish Carbine. The Blackfish can be reloaded quickly, and has good range and stopping power without too much recoil. Its left and bladed handle make it a fine choice for close quarters combat.



CARSON RANGE RIFLE: The Carson Range Rifle is designed to maximize range at the expense of all else. Its long barrel makes it impossible to conceal and awkward to carry. It bears a fragile 5 lb. scope that provides a great view of distant enemies but less than a 6° point of reference. Click **S** once to use the scope; again to zoom in; a third time to resume normal view. You can't use Blood Vision while holding this rifle.



ARGUS SHOTGUN: The Argus Shotgun sports four barrels, a simplified extractor spring for quicker firing, and a wicked 6" blade for lethal melee action. While two barrels deploy, the second pair swing below the breech for simultaneous re-loading. The two firing barrels don't overlap in cone output, resulting in greater spread. These qualities make the Argus a favorite of Darkwatch agents facing an enemy that needs to be taken apart at close range.



DUAL CROSSBOW: In the 19th century, the Darkwatch used arrows as platforms for powerful explosives that were too heavy and unstable to fire from normal pistols and rifles. The Dual Crossbow was designed to get the most from these explosive arrows. Perhaps the most unusual aspect of this crossbow is the presence of two tillers, leaf springs, and triggers that can release two arrows nearly simultaneously. Pull **R** to fire.



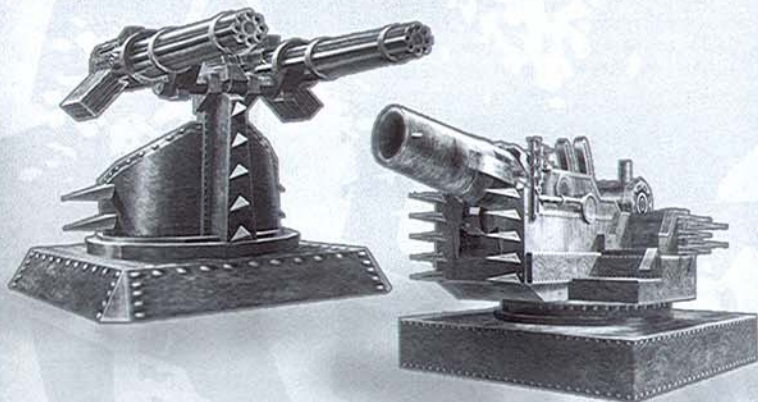
RAIL ROCKET: Developed from a naval signal cannon, the Rail Rocket fires explosive mortars a fair distance. To compensate for its inability to be fired at close range (without blowing you up), the Rail Rocket has the weight and blade of a formidable melee weapon. Although mortars move slowly enough to give distant enemies time to take evasive action, you can steer a mortar in flight. Pull and hold **R** and move **S** to use this weapon.



DYNAMITE: Blow the crap out of anything nearby (including yourself, if you're not careful) with good ol' sticks of Dynamite. Don't be surprised if attentive adversaries see it coming and run for cover.



SCEPTER: In certain chapters of the story, you can find and swing the Scepter as a weapon of last resort. In Multiplayer Capture the Flag, the Scepter serves as both the flag and a melee weapon.

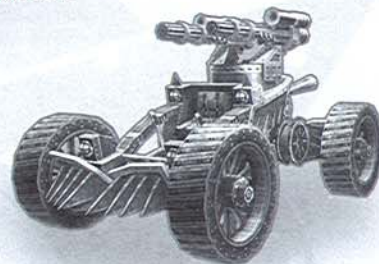


GATLING TURRET: The Darkwatch dissected a working prototype of the first Gatling guns and found ways to increase their rate of fire to create the Darkwatch Gatling Turret. Because clandestine operations prefer to avoid the use of conspicuous stationary weaponry, the Darkwatch generally limits use of Gatling Turrets to mobile vehicles, such as the Coyote Steam Wagon. When you're in a Gatling Turret, move **R** to turn and aim; pull and hold **R** to fire. Ammo is unlimited. You can't throw, jump, or use Blood Vision while in a Gatling Turret.

CANNON TURRET: In Multiplayer matches, you can use stationary Cannon Turrets armed with unlimited numbers of explosive cannon balls. Use the Cannon Turret in the same way as the Gatling Turret.

VEHICLES

Each of these vehicles has a dynamic all its own, with an easy learning curve that rewards skill.



DARKWATCH COYOTE: The Coyote Steam Wagon, equipped with twin Gatling Turrets, is designed so you can drive and shoot at the same time. When you're near the Coyote, press **A** to get in (and get out later). When on board, move and turn the Coyote just as you would move around on foot — except that **L** becomes the emergency brake, and you can't jump. Turning the Coyote also turns and aims the Gatling Turrets. Pull and hold **R** to fire continuously. Ammunition is unlimited.



SHADOW: Your horse, Shadow, is tireless, swift, and undead. Your own vampire blood flows through Shadow's veins, deepening the psychic bond between rider and steed, and ensuring that Shadow reacts instantly to your every command. While riding Shadow, move and shoot the same as you would while on foot, but you can't jump or use Blood Vision. While riding Shadow, your ammunition is unlimited.

SINGLE PLAYER GAMES

As a solo player, you can play Story Mode to experience Jericho's saga one chapter at a time. Alternately, in Gunslinger Mode you can replay any chapter you unlocked previously in Story Mode. This section provides instructions for starting (and resuming) a game in Story Mode. (For details on Gunslinger Mode, see page 35.)

STARTING STORY MODE

Follow steps 1–5 to start a new game in Story Mode, or pick up from your last position in a saved game.

On menu screens, press to cycle through options; press to select the highlighted option.

1. From the **DARKWATCH** Title screen press (START) to continue.
2. One of the following screens will appear next. (A player profile saves your game progress and any custom settings you make.)
 - **New Profile Screen:** When you start **DARKWATCH** for the first time, you must enter a new player profile. (See page 34.)



- **Profiles Screen:** If you already have more than one player profile, choose the one you want to use from the Profiles screen. (For details, see page 34.)

3. From the Main Menu, select **Single Player**.
4. From the Chapter screen, select the chapter you want to play and press to continue.



Warning: Your progress in the story will be reset to whatever chapter you choose. Normally, you would choose the highest chapter you've reached in the story, using the active player profile. If you choose an earlier chapter, you will lose all progress beyond that chapter. To play unlocked chapters without losing your progress, use Gunslinger Mode (see page 35).

5. From the Difficulty screen, select a difficulty and press to begin gameplay.

SAVING YOUR PROGRESS

The game automatically saves your progress at multiple checkpoints within each chapter. When you win a chapter, the game saves your victory in the active player profile, and unlocks the next chapter. (In the Chapter screen, you can only select chapters you have already unlocked.)

CHANGING OPTIONS

To change options during Story Mode, press **○** (START) to pause the game and bring up the In-Game Menu (see page 10).

MULTIPLAYER MATCHES

You can play the following types of matches in Multiplayer Split Screen Mode (see page 25) and Xbox Live Mode (see page 27). All team matches require a minimum of two players.

DEATHMATCH: Fight for the most kills and the least deaths in this free-for-all. Set the number of kills needed to win from the Create Match screen (see page 26).

TEAM DEATHMATCH: Fight to kill the most members of the opposing team, and add your kills to the collective total of your team. Set the number of kills needed to win from the Create Match screen (see page 26).

CAPTURE THE FLAG: Capture the flag of the opposing team, and take their flag to your base. To score, your own team's flag must also be at your base. Set the target score needed to win from the Create Match screen (see page 26).

SOUL HUNTER: Fight to collect Blood Clouds and be the first to fill your Blood Bar.

TEAM SOUL HUNTER: Fight opposing team members to collect Blood Clouds, and contribute to filling the collective Blood Bar of your team.

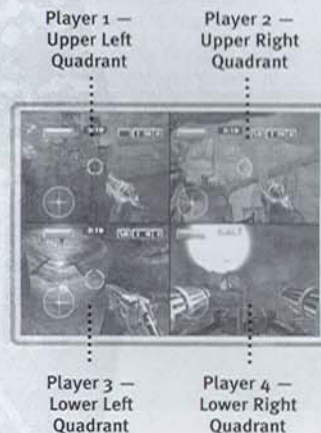
MULTIPLAYER SPLIT SCREEN MODE

You can play Multiplayer matches with up to three other people, side by side, using the same Xbox console. Your TV screen will be divided into two, three or four areas corresponding to the number of players.

STARTING SPLIT SCREEN MATCHES

Before starting a Split Screen match, insert a separate Xbox Controller for each player into a controller port in your Xbox console; remove controllers you're not using.

1. From the Main Menu, with all controllers connected, select **Multiplayer** and press **A**.
2. At the Select Mode screen, choose **Split Screen** and press **A**.
3. If a profile is not already selected, press **A** to select a profile, or **X** to create a new profile.
4. Adjust options (**Invert Look**, **Look Sensitivity**, **Vibration On/Off** and **Controller Configurations**) and press **A**.



5. In the Create Match screen, any player can adjust the following settings. When done, press **A** to continue to the Lobby.



- **Type:** Select the game type (see page 24).
 - **Map:** Choose a map. (Most maps are Multiplayer versions of Single Player levels.)
 - **Time:** Select the total play time.
 - **Score Limit:** For Capture the Flag only, select the target score for winning the game.
 - **Kill Limit:** For DeathMatch and Team DeathMatch only, select the number of kills that a team must accumulate to win the game.
6. The Lobby is where players gather before and after matches. If you're playing a team game, you can select your team, or let the game determine balanced teams randomly. Anyone can press **A** to start the match from the Lobby.

CHANGING OPTIONS DURING SPLIT SCREEN GAMES

Press **START** during gameplay to display the In-Game Menu, where you can adjust game options (see page 10).

XBOX LIVE®

You can play **DARKWATCH** matches online with up to 16 players total. Each player can use a separate Xbox console and TV, or as many as four players can share the same console and TV with split screen view.

TAKE DARKWATCH 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 Friend List with other players, see when they're online, and receive Invites to play games. For games with Multiplayer mode, invite your Friends to play and talk to them in real-time while you play.

CONNECTING TO XBOX LIVE

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband 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, go to www.xbox.com/connect.

STARTING ONLINE MATCHES

First, make sure each player sharing your Xbox console has a controller plugged in; unplug unused controllers. If you have an Xbox Communicator, put it on so you can talk with other players. (If you don't have this peripheral, the voices of other players who do have it will be audible on your TV speakers.)

Follow these steps to host or join an online match:

1. From the Main Menu, select **Multiplayer**.
2. From the Multiplayer Menu, select **Xbox Live**.
3. From the Sign-In screen, one to two players can sign in to Xbox Live using separate controllers on the same Xbox console. Each controller corresponds to a different box in the Sign-In screen. At least one of the players must sign in to an existing Xbox Live account; those without accounts can sign in as guests. When done, press **A** to continue to the Select Profile screen.

4. Select profiles (press **B** to clear the default profile; **A** to display a list of pre-existing profiles; **X** to bring up the New Profile screen; see page 34 for more information). When every player has selected a profile, press **A** to continue to the Xbox Live Menu.

5. From the Xbox Live Menu, select one of the following options:

- **Create Match:** Host an Xbox Live match. In the Create Match screen, select options just as you would to configure a Split Screen match (see page 25), plus the additional options below. Then press **A** to enter the Lobby for your match.
 - **Max Players:** Set the maximum number of online players able to join in the game from the Lobby.
 - **Reserved Slots:** Set the number of slots reserved for your Friends. You can designate none, some, or all of the slots for Friends.

Note: Whenever a Host creates a match with a Max Players setting greater than 8, only team-based games will be available. For example, if a Host creates a match with a Max Players setting of 9, the available game types will be limited to Team Deathmatch, Team Soul Hunter, and Capture the Flag.

- **Quick Match:** Quickly find a match to play. When the Quick Match screen appears, press **A** to search by random for an open match with a good network connection. The Matchmaking screen will appear to indicate that the search is taking place. When a match is found, you will be taken to its Lobby.
- **OptiMatch:** Find the match that fits your preferences. After selecting your search criteria, press **A** to begin the search. The Matchmaking screen will appear to indicate that the search is taking place. The Search Results screen will list available matches that fit your criteria. Highlight one of those matches and press **A** to enter the Lobby for that match.

Note: If Quick Match or OptiMatch fails to find an open match, you will be given three options: **Create Match**, which takes you to the Create Match screen, **Retry Search**, where you can start the process again, or **Cancel**.

- **Friends:** Displays the Friends List (see page 32).
 - **Players:** Displays the Players List (see page 33).
 - **Sign Out:** Sign out of Xbox Live and return to the Main Menu. If you're sharing your Xbox with guests, they will be signed out as well.
6. The Lobby is where players collect before and after matches. Before a match, the Lobby shows you the configuration of the match you're about to play, and the Gamertag and ranking of each participant. (Based on past success, players are ranked from 0 – 99, with 99 high.) While you wait for the match to start, remote online players can typically join you in the Lobby. Additionally, you have the following options:
- **Change Teams:** (team games only) Press **X** to change teams.
 - **Edit Settings:** (Host only) Press **Y** to change the match configuration.
 - **Friends:** Press **○** (White) to display your Friends List.
 - **Players:** Press **●** (Black) to display the Players List.
 - **Online Voice Communicator:** Press and hold the D-pad **↗** to voice chat with Lobby members in the Lobby and with team members in the game. (Only three members are allowed to speak at one time.)
 - **Exit Lobby:** Press **B** to return to the Xbox Live Menu.
7. From the Lobby, the Host can press **A** at any time to start the match.

CHANGING OPTIONS DURING XBOX LIVE MATCHES

Press **○** (START) during gameplay to display the In-Game Menu, where you can adjust game options (see page 10).

Warning: While the In-Game Menu or any of its sub-menus is displayed in your section of the split screen, you will not be able to control your character. Your character will hang out where you left off, while other players continue playing in the background. Meanwhile, other players can attack and even kill your character.

FINISHING XBOX LIVE MATCHES

If you die during normal game play, you will re-spawn. When the match ends, the Scoreboard shows the scores of participants (individually, and as a team if applicable). Press **A** to return to the Lobby.

OPTIONS

From the Main Menu, select **Options** to adjust the controls, display, audio, and Xbox Live settings. Your custom settings will be saved in the active player profile (see page 34).

CONTROLS

- **Invert Look:** Select **Yes** to invert how you look up and down. (With **Yes** selected, moving **⬆** **⬆** causes you to look down.)
- **Look Sensitivity:** Select a number from **1** to **10** to change the sensitivity of **⬆** (used to turn and aim). "**5**" is default, and "**10**" is most sensitive.
- **Vibration:** Toggle the controller's vibration function **On/Off**.
- **Xbox Controller Configuration:** Display the Controller Configuration screen. (This option is not available from the In-Game Menu.)

CONTROLLER CONFIGURATION

Select one of the custom Xbox Controller configurations, or return to the default configuration.

DISPLAY

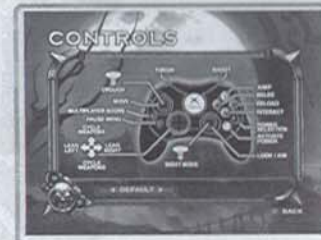
- **Subtitles:** Toggle **On/Off**.

AUDIO

- **Music/Sound Effects:** Adjust in-game music and sound effects volumes.

RESET TO DEFAULT

Restore all settings to the original defaults.



XBOX LIVE OPTIONS

You must be signed in to Xbox *Live* to access the Xbox *Live* Options screen. If you are not already signed in, the game prompts you to do so.

APPEAR ONLINE/OFFLINE

When signed in to Xbox *Live*, you normally appear online to remote Friends. You can choose to appear offline instead.

VOICE OUTPUT

Send audio to your TV speakers or Xbox Communicator.

FRIENDS

Display the Friends List, which displays the names of all your Friends, whether they're online, offline, or playing. Choose from the following options:

- **Join Friend:** Join the match of an online Friend, if that match is joinable. The Matchmaking screen will appear to indicate that the game is attempting to include you in your Friend's session.
- **Remove Friend:** Remove someone from your Friends List.
- **Manage Notifications:** You can receive Invites from Friends, and Friend Requests from other players.
 - **Receive an Invite:** A Friend can invite you to join his or her match. You can accept or decline the Invite. If you accept, the Matchmaking screen will appear to indicate that the game is attempting to include you in your Friend's session.
 - **Receive a Friend Request:** A player can request to be your Friend. You can accept, decline, or block Friend Requests. If you accept, you will be added to each other's Friends List.
 - **Send an Invite:** You can send an Invite to an online Friend, but only when you access the Friends List directly from the Lobby of an online DARKWATCH match.

PLAYERS

You must reach the Xbox *Live* Options from the In-Game Menu of an online match in order for the Players List to appear as an option.

Choose this option to display the Players List, which shows the players you are playing with now, and have played with recently.

- **Mute Player:** Mute any player currently in your Lobby or in the match you're playing. Once you mute a specific player, you can't hear each other. The voices of other players will be unaffected.
- **Send Feedback:** Send confidential feedback to Microsoft about a specific player in your Players List. If Microsoft receives enough feedback about a player violating the Code of Conduct, Microsoft may voice-ban that player. As long as a voice ban is in place, the affected player is muted to everyone, and cannot be unmuted.
- **Send Friend Request:** Ask a player to be your Friend. Players with Xbox Communicators can choose to attach a voice message to Friend Requests. (If the player is not online, that person will receive the message the next time he or she logs on.)

PROFILES

In the Single Player game, your progress through chapters in the story and custom options you set are saved in the active player profile. You can create up to a maximum of ten profiles, but only one profile can be active at a time.

In Multiplayer matches, each player must select a previously created profile. You can manage profiles from the Profiles screen.

PROFILES SCREEN

Select **Profiles** from the Main Menu to display the Profiles screen. In this screen you can create a new profile, delete an existing profile, or make a specific profile active.

- **A**: Select the highlighted profile to make it active, and return to the Main Menu.
- **Y**: Delete the highlighted profile.
Warning: The progress you made in Story Mode with this profile will be lost if you delete it.
- **X**: Proceed to the New Profile screen.



NEW PROFILE SCREEN

The New Profile screen is where you create new player profiles. Use your controller to enter a name:

- **Left Stick**: Navigate around the virtual keyboard.
- **A**: Select highlighted letter or number.
- When finished, highlight **Done** and press **A**.



EXTRAS

Explore the rich world of **DARKWATCH** through these extras:

GUNSLINGER MODE

Gunslinger Mode lets you replay any chapter you have won (and unlocked) in Story Mode, using the active player profile. Gunslinger does not reset your progress in the chapter progression, although you cannot unlock new chapters in Gunslinger Mode. You can choose to play as a good or evil Jericho.

When you win a Gunslinger chapter, a Mission Score screen shows your statistical success, such as your kills and percentage accuracy. Success can also unlock some movies and concept art.

CONCEPT ART

New concept art movies unlock as you accomplish certain feats in Gunslinger Mode. Select an item on the list to view it.

MOVIES

New movies unlock as you win chapters in Story Mode. Select an item on the list to view it.

STATISTICS

View your statistical performance in Single Player games:

- Overall Story Mode stats.
- Overall Gunslinger Mode stats.
- Gunslinger Mode chapter highs.

CREDITS

View the game credits.



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"The Good, the Bad and the Ugly (Theme)"

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VOICE OVER SPECIAL THANKS

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VERY SPECIAL THANKS

the Family and Friends of the
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